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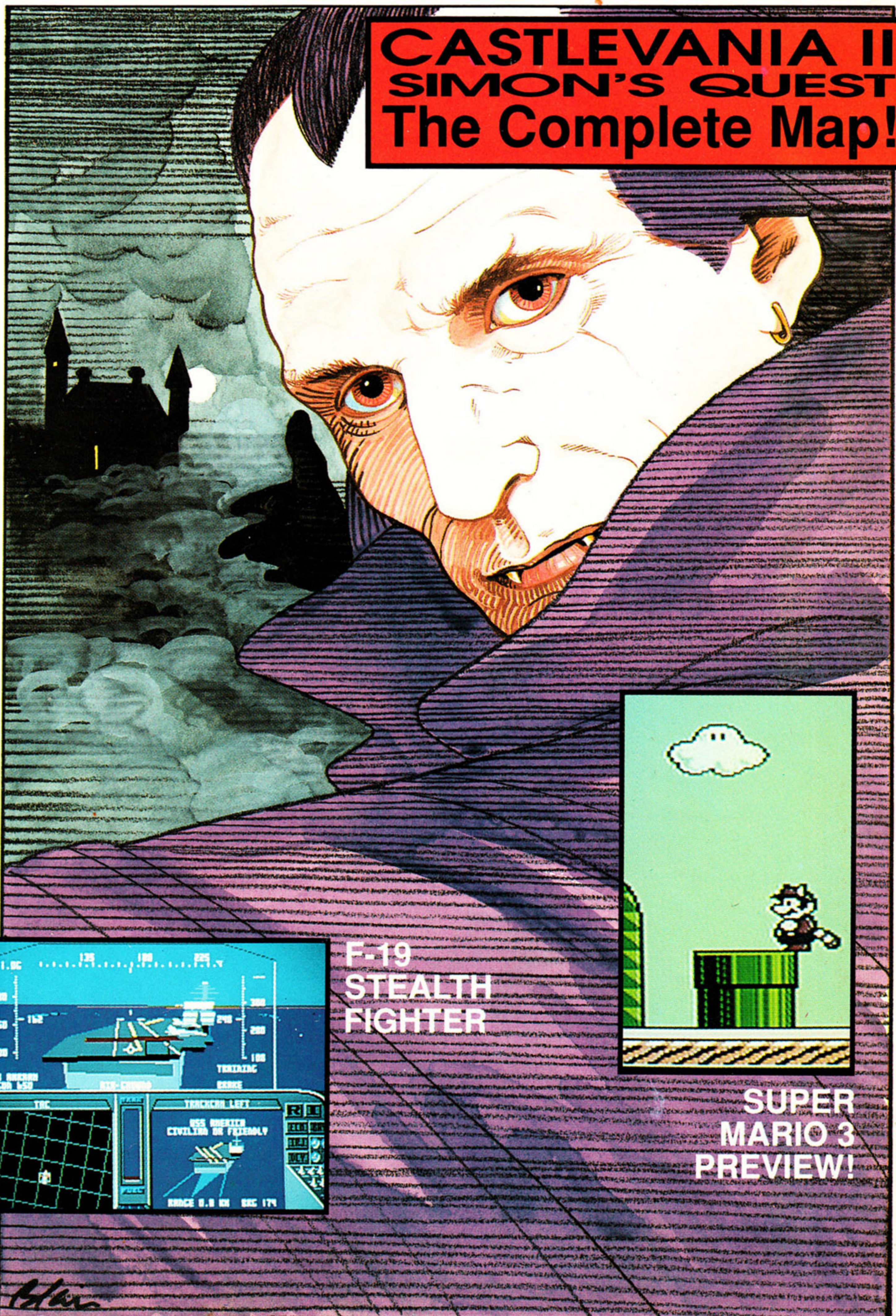
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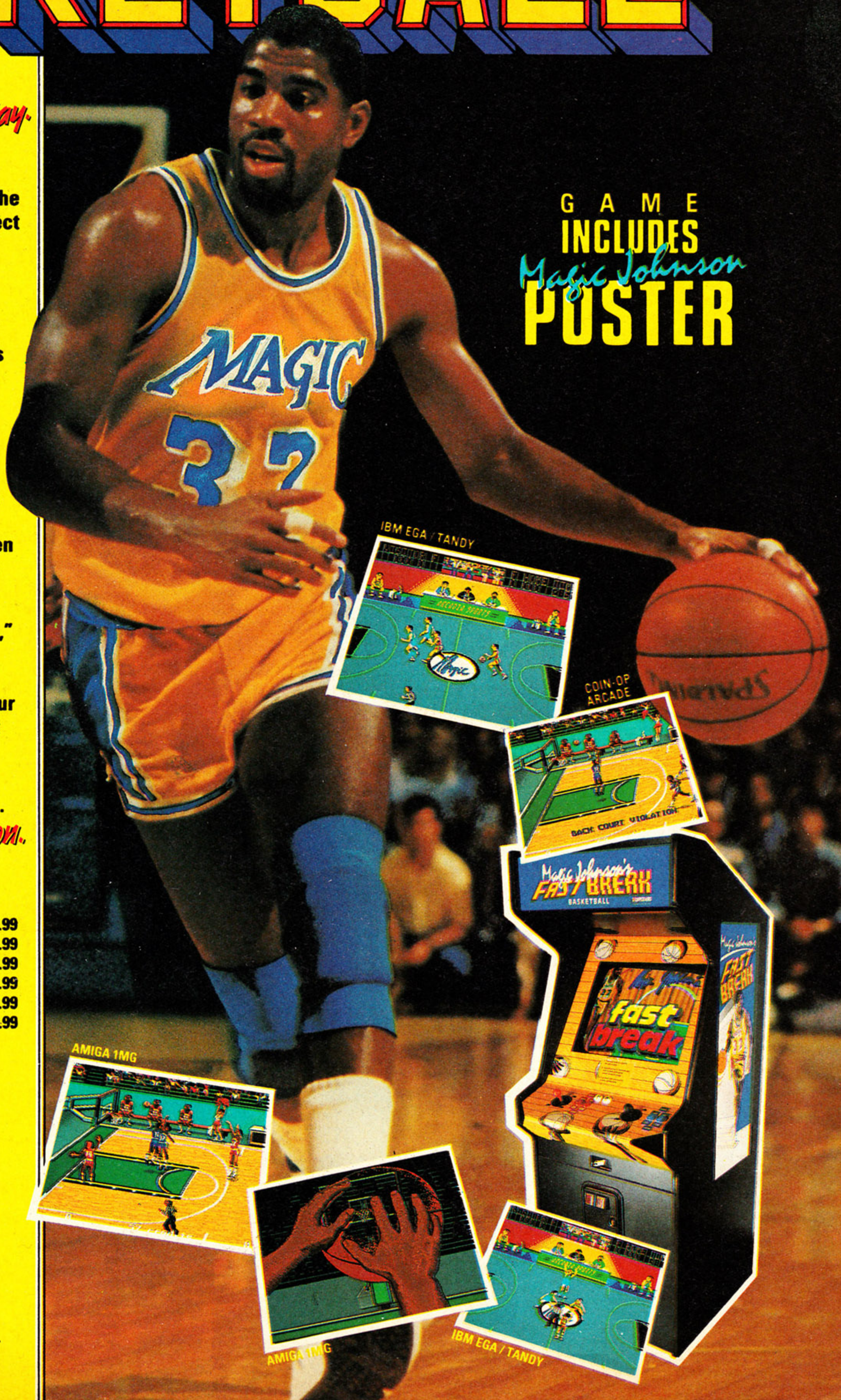


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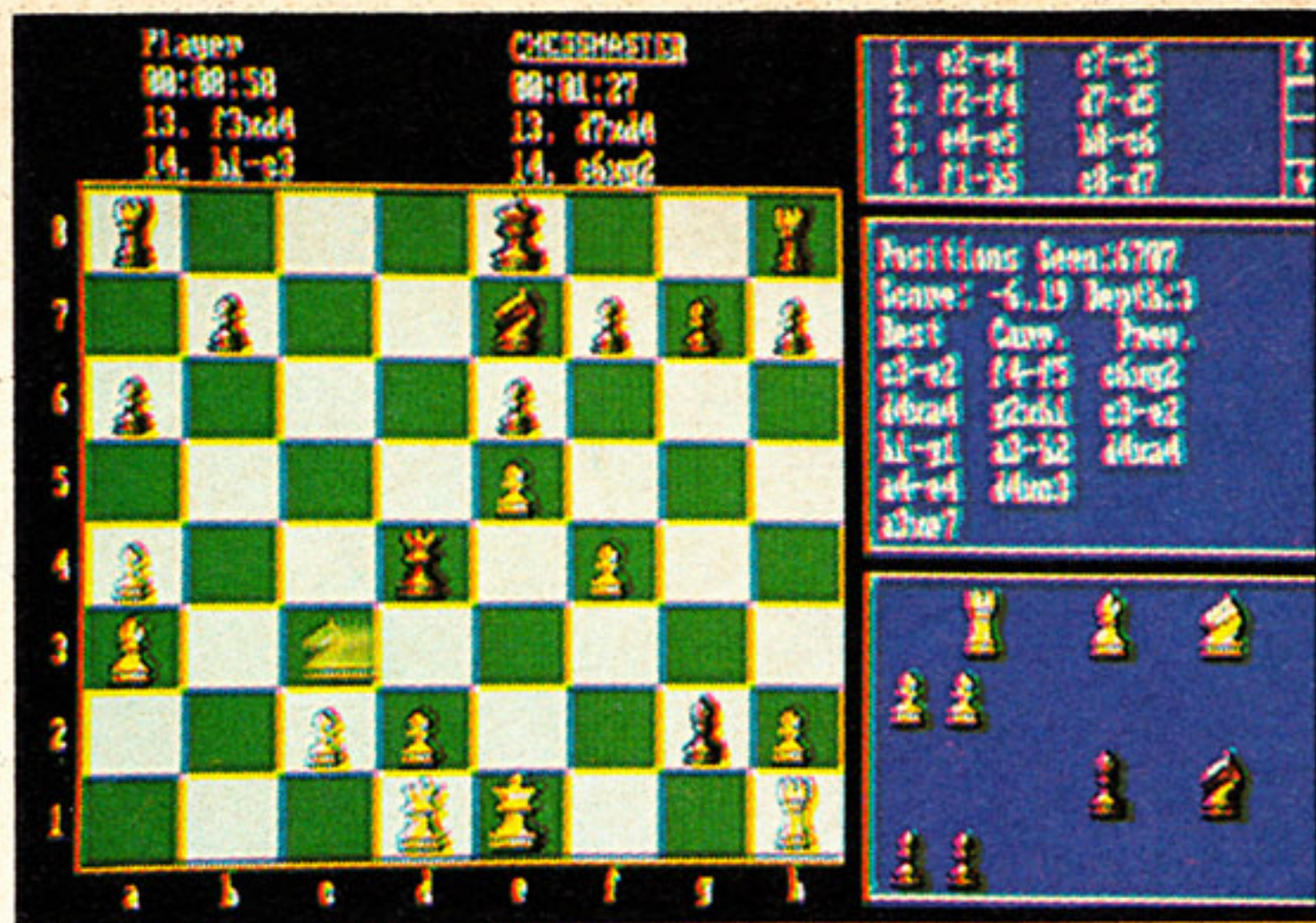
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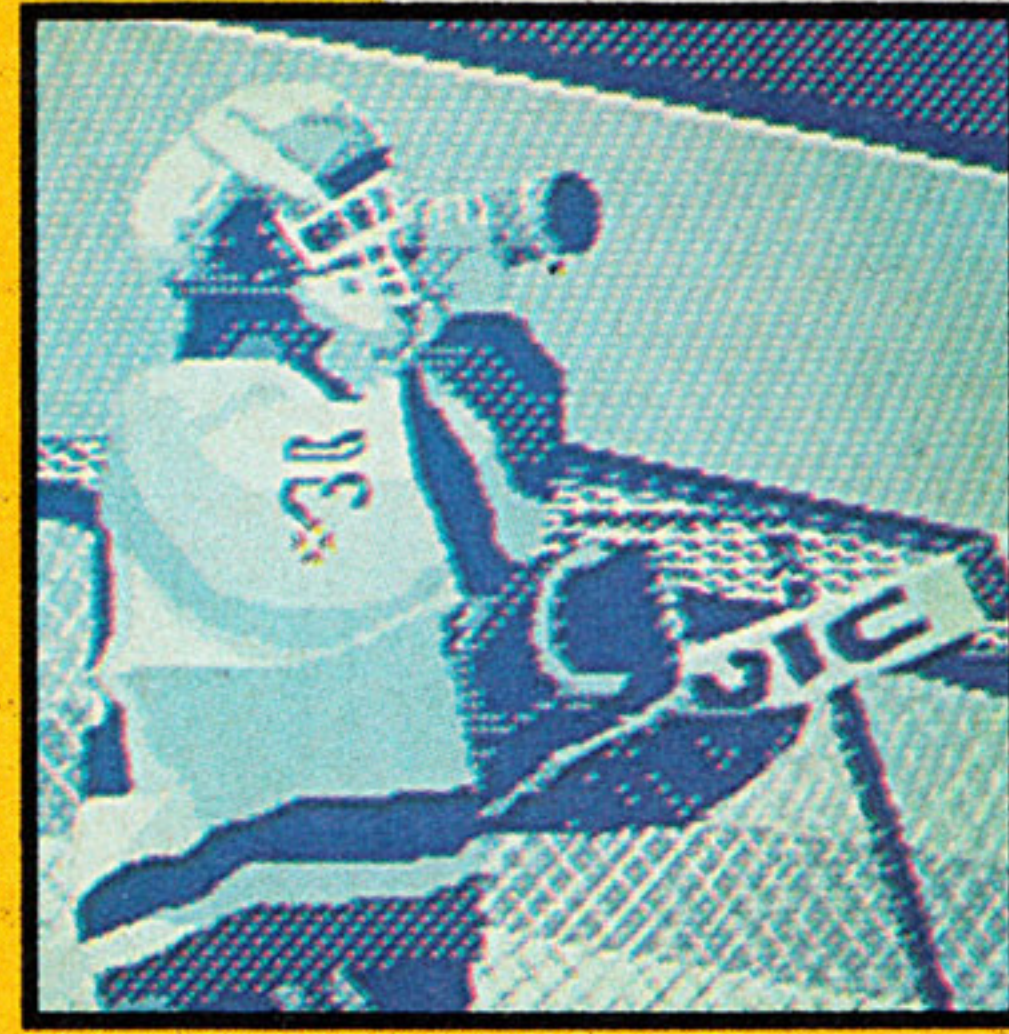
GAME
INCLUDES
Magic Johnson
POSTER



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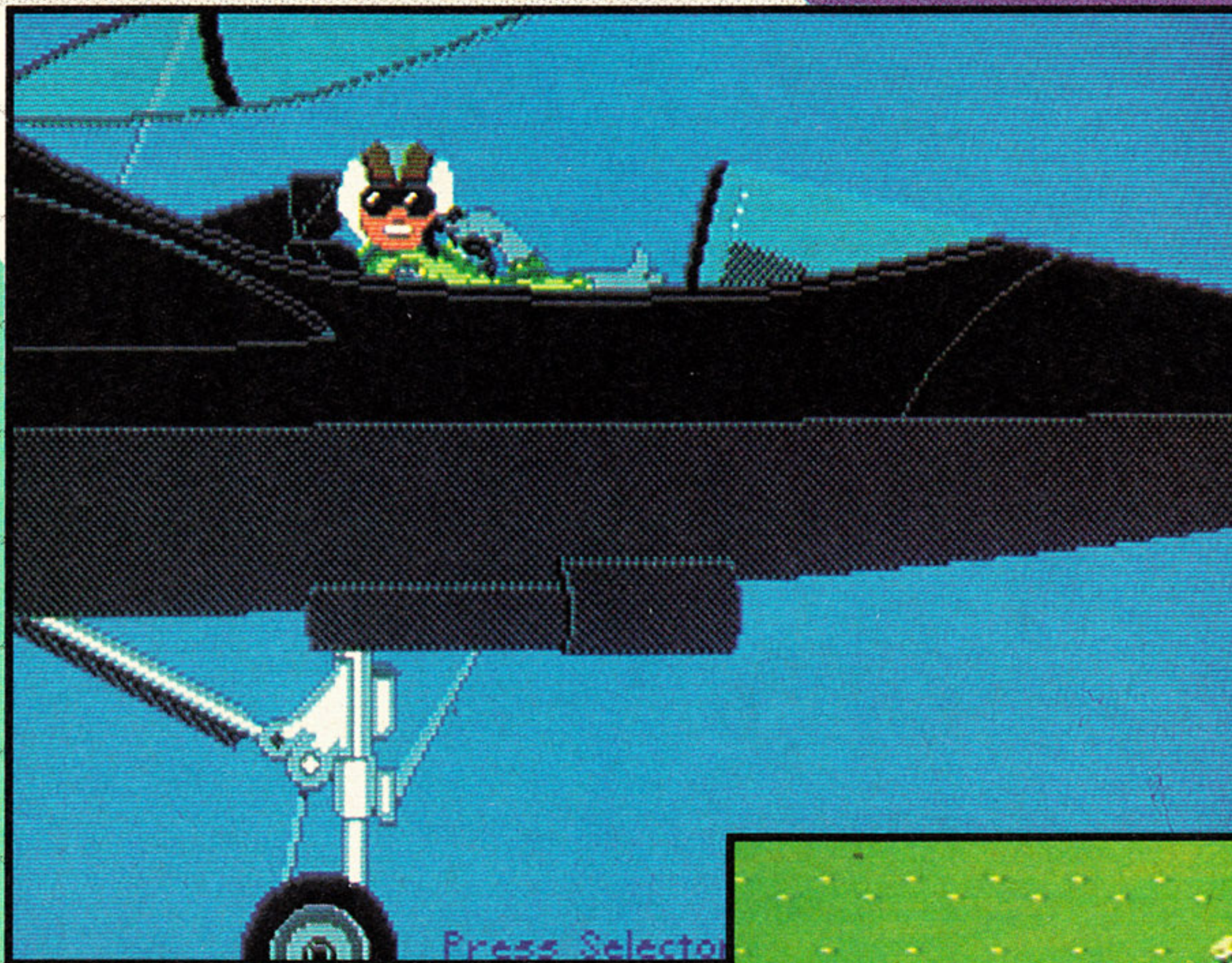
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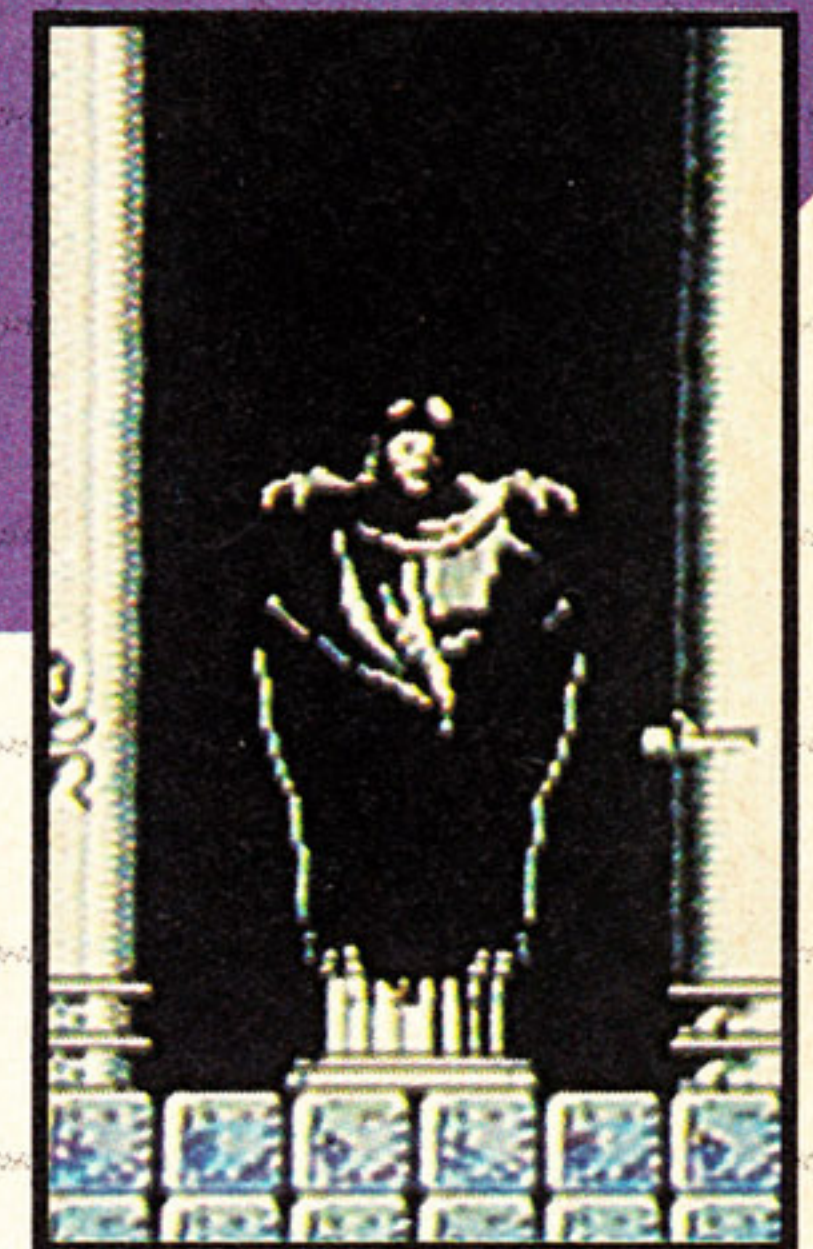
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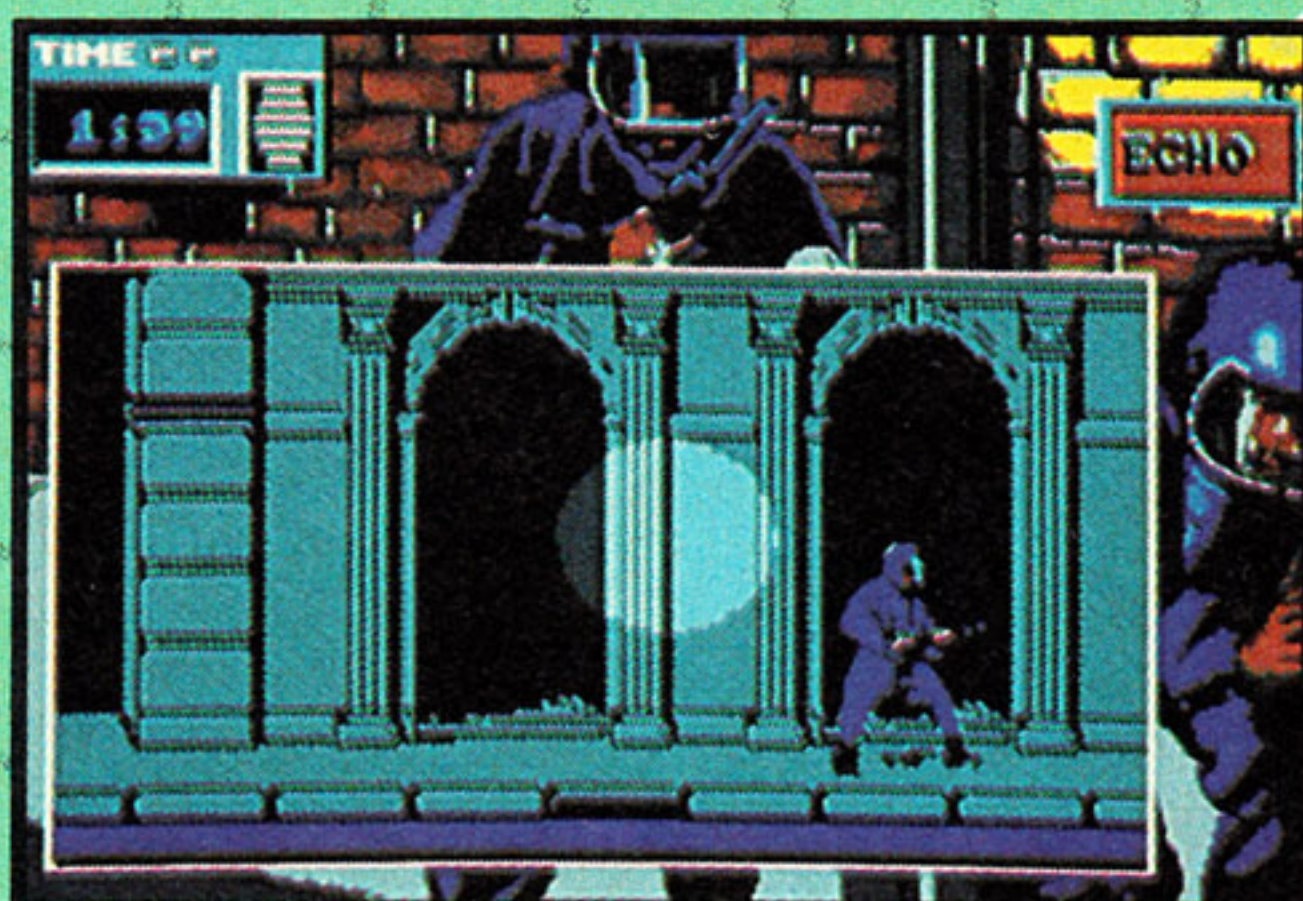
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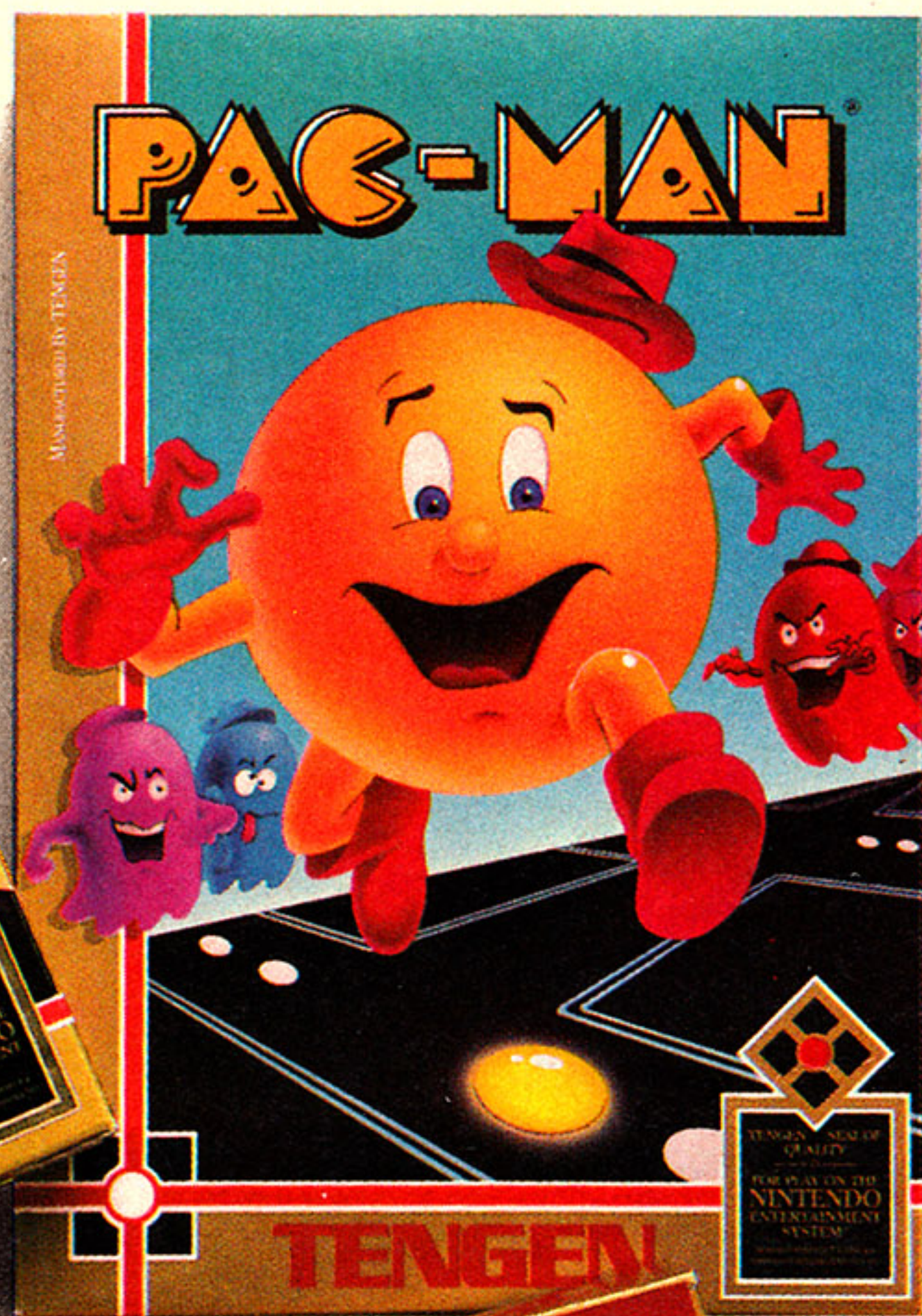
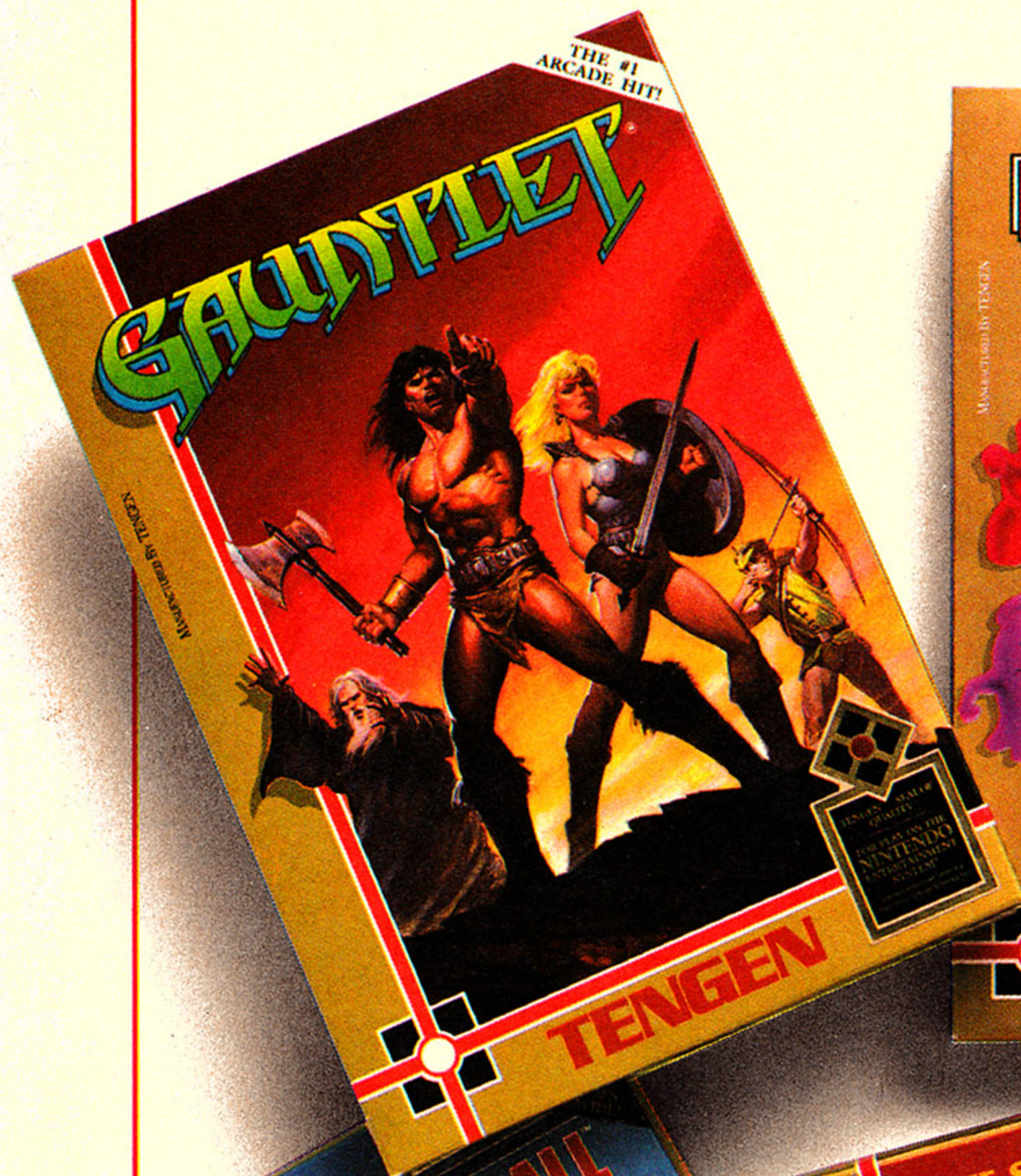


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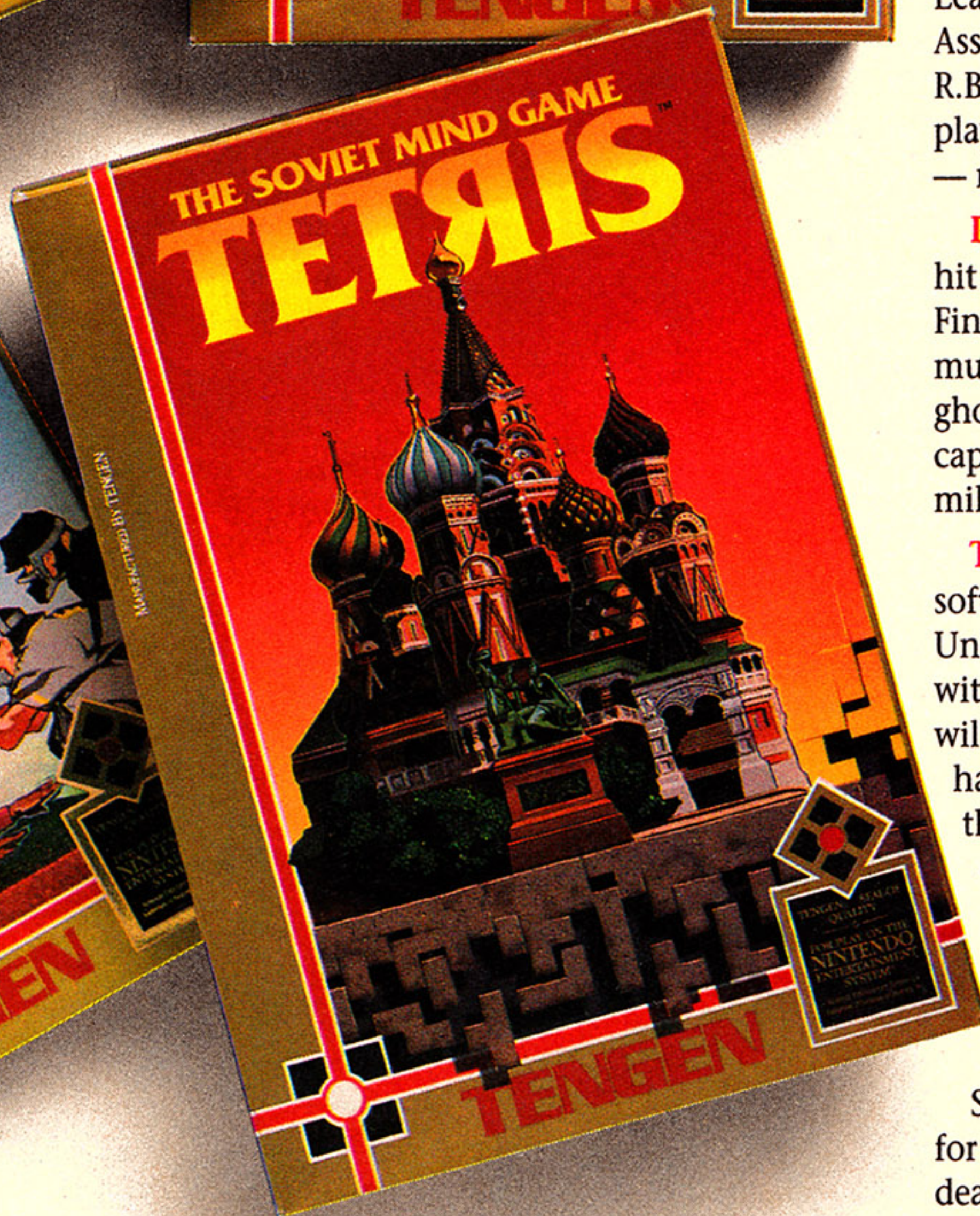
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The EDITORS VIEW

Thank you for your great response to our first issue of *Game Player's*. We've been receiving many cards and letters from game players who enjoy our informative and easy-to-read format. Now that so many homes have more than one machine for playing videogames — a Nintendo, Sega, or Atari system and frequently a personal computer as well — we think our coverage of the whole world of electronic entertainment will be especially welcome.

We've got a great lineup of features in this issue. Our Nintendo Game of the Month is *Castlevania II: Simon's Quest*. Like last issue's feature on *Super Mario Bros.*, we played *Castlevania II* from start to finish in order to map out the entire game and bring you a screen-by-screen report.

Our Computer Game of the Month is *F-19 Stealth Fighter*, an extremely hot flight simulator. Few games are as richly detailed as *F-19*, so we've enlisted the help of Richard Sheffield — the author of several books on flight simulators — to review it for you.

In our "Player's World" section, we have reports on the latest hit games in Japan that are destined for our shores, including the anxiously awaited *Super Mario Bros. 3* for Nintendo. And our "Sega Masters" column breaks the news about Sega's next-generation videogame machine.

More than a dozen game reviews and numerous other columns and features round out this issue. Our goal is to make *Game Player's* as enjoyable for you as your favorite game.

We've also heard from many readers who would like to contribute to *Game Player's* in some fashion. We're always looking for good, useful hints to publish in "The Tip Sheet," a help column that appears in every issue. Just drop us a note with the secrets you've discovered about any current hit game.

And if you count yourself among the best game players you know, send us a photo of yourself, a picture of your best game screen, and some information about yourself. In upcoming issues, we'll publish the information in "The Gamer's Hall of Fame." Don't forget to include a telephone number and an address where we can reach you. (Important: If you're under 18, be sure to add a signature from a parent or guardian giving permission for us to print your full name and picture.) You might even win a free *Game Player's* t-shirt!

New GAMETAPES

If you've been reading our *Game Player's Nintendo Strategy Guides* for the past year, you know that they're always crammed with hints and tips on how to win your favorite Nintendo games. Now we have an exciting new product for Nintendo fans: the *Game Player's GAMETAPES*. Each GAMETAPE is a videocassette tape that actually *shows* you, in detail, the best winning strategies for popular Nintendo cartridges. If you or someone you know has a VHS-format VCR, all you have to do is play back the tape on TV. Our expert players have recorded their best games for you, and they demonstrate exactly how you can become a top player, too!

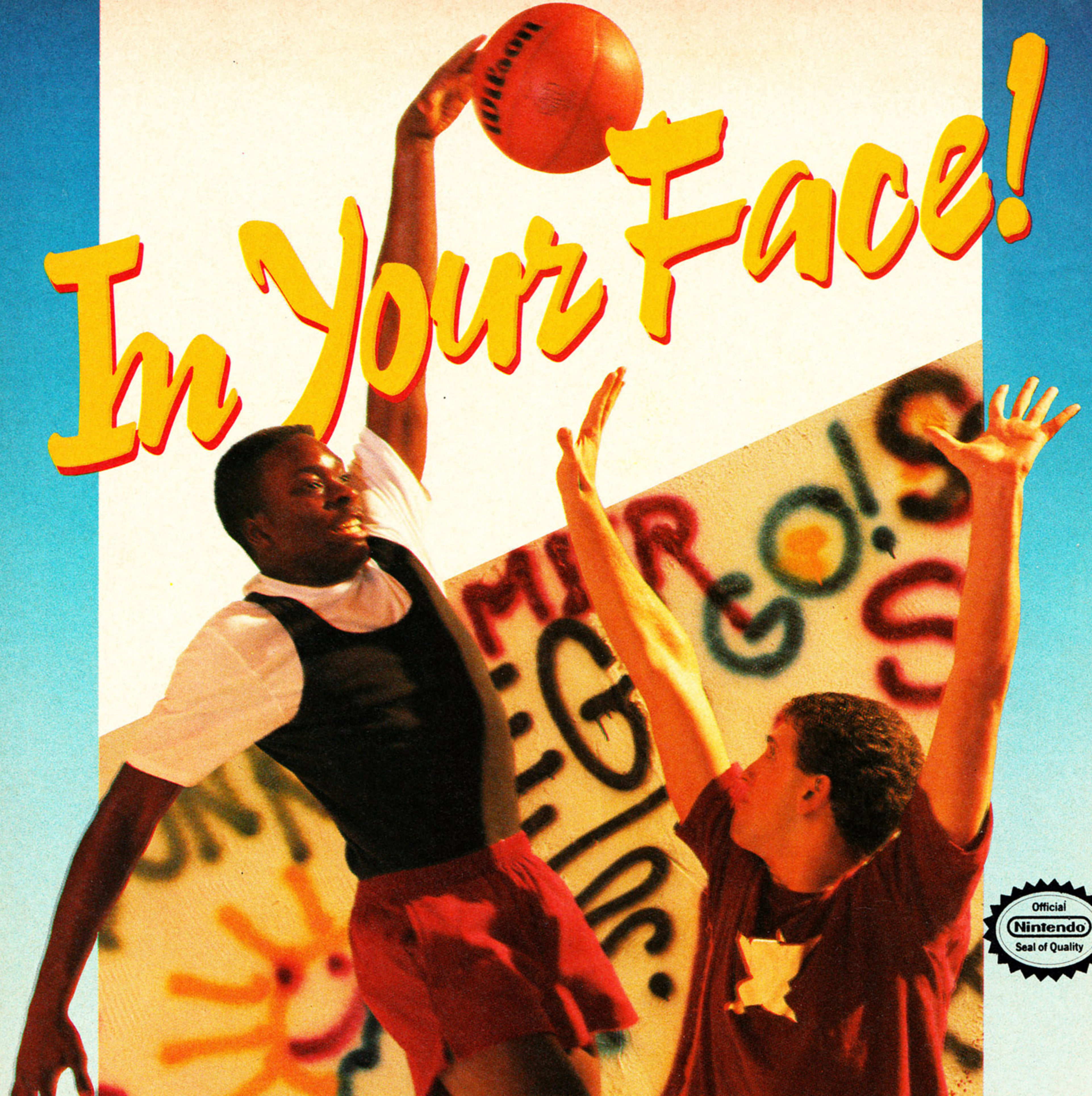
Our first GAMETAPE covers four different games: *Double Dragon*, *Super Mario Bros. 2*, *Castlevania II: Simon's Quest*, and *Ninja Gaiden*. Our second GAMETAPE is devoted entirely to one game: *Super Mario Bros. 2*. Each tape is about 45 minutes long, and includes detailed hints for finding secret power-ups, treasures, weapons, and hidden rooms, plus little-known strategies for defeating difficult enemies. You'll play these tapes over and over again as you learn how to win every game!

For more information about *Game Player's* GAMETAPES, see page 13. Our GAMETAPES are available for under \$10, plus postage and handling, or from leading retail stores nationwide. Please let us know what you think about this innovation in videogaming.

Tom R. Halfhill
Editor-in-Chief,
Game Player's

GP

In Your Face!



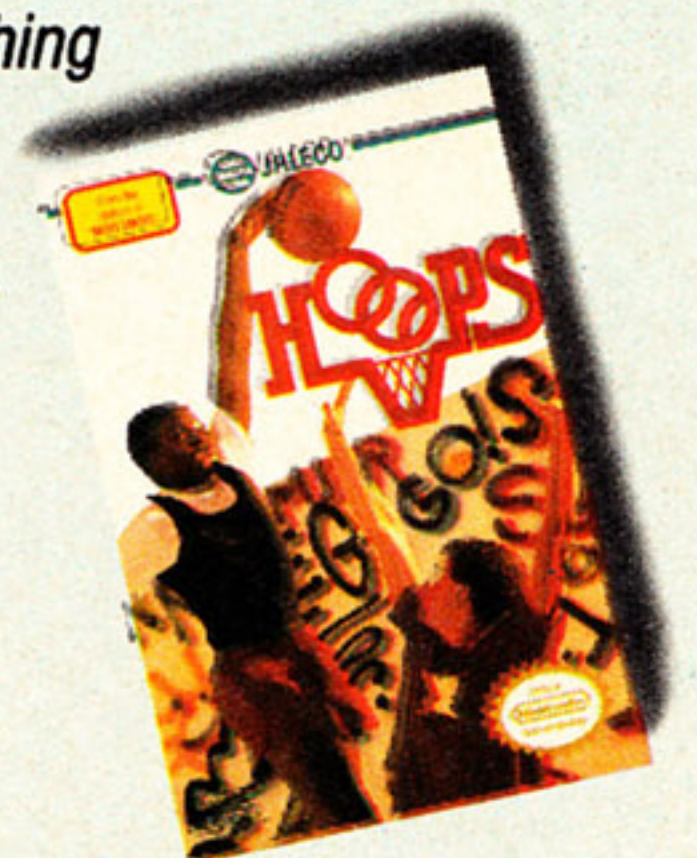
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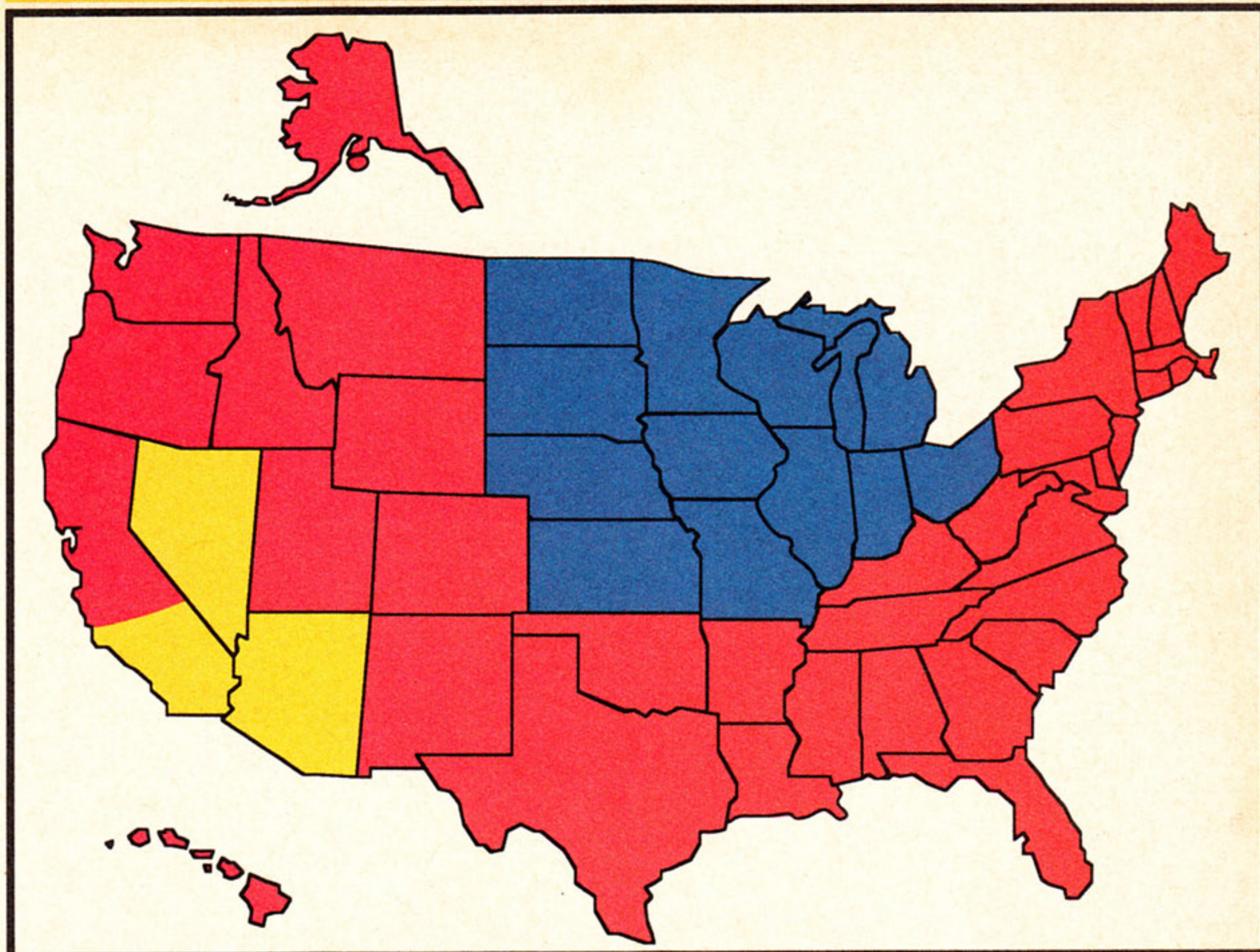
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Zelda II & Double Dragon 2

I purchased *Zelda II* in December, but no matter how hard I try, I can't find the cross in level 7. Could you direct me to it? And could you give me an idea when Tradewest will be releasing *Double Dragon 2: The Revenge*?

Robert J. Hill
Wisconsin

If you go to the center of Three Eye Rock and play the flute, a hidden palace appears. Enter it and take the second right. Continue past the elevator, then jump over the invisible hole midway between the third and fourth columns. You'll reach Ironkuckle on a horse. He's not the palace guardian, but he is guarding the cross. When you get the cross, all ghosts become visible.

Double Dragon 2 is already available in Japan, but it has not yet been scheduled for release in the US.

King's Quest III & IV

Concerning *King's Quest III* and *King's Quest IV*: With the PC version, if you push Alt-D, then TP, you can teleport to any screen. If you push Alt-D, then get an object, you can get any object.

Benjamin C. LeClair
Wisconsin

Thanks for the tips.



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

Super Mario Bros. 2

In level 1-2 in *Super Mario Bros. 2*, you go down the second cobrat jar with 3 Phantos and a key. Please tell me how to kill the Phanto without shrinking.

Kevin Sparks
Nevada

Aha! You've found something pretty rare in Nintendo games. Sometimes it's better to retreat than to fight. You shouldn't even try to kill the Phanto. The only reason he's chasing you is because you have a key. So whenever

he gets too close, discard the key. Phanto will fly away, and you can retrieve the key. (You might have to do this two or three times before Phanto disappears for good.)

Life Force Password

I've heard you can get 30 ships instead of three in *Life Force*. Could you explain how to do it, and any other helpful tips?

Dustin Adams
Iowa

This special password does indeed give you 30 ships in Life Force (or 30 lives in Contra). Wait for the title screen to appear, then quickly press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start. If this doesn't work for you, you're probably not entering the password fast enough.

Life Force is pretty tough, but it can be beaten. When you (finally) make it to the Pharaoh's head, shoot straight for his eye. Serpents will attack, then spaceships will start shooting at you. After you defeat the Pharaoh, you'll meet Zelos. Again, spaceships will shoot at you. There aren't any special tricks that will help you avoid their fire — but once you've destroyed Zelos, all you have to do is run down a narrow passage and you've finished the game!

GP

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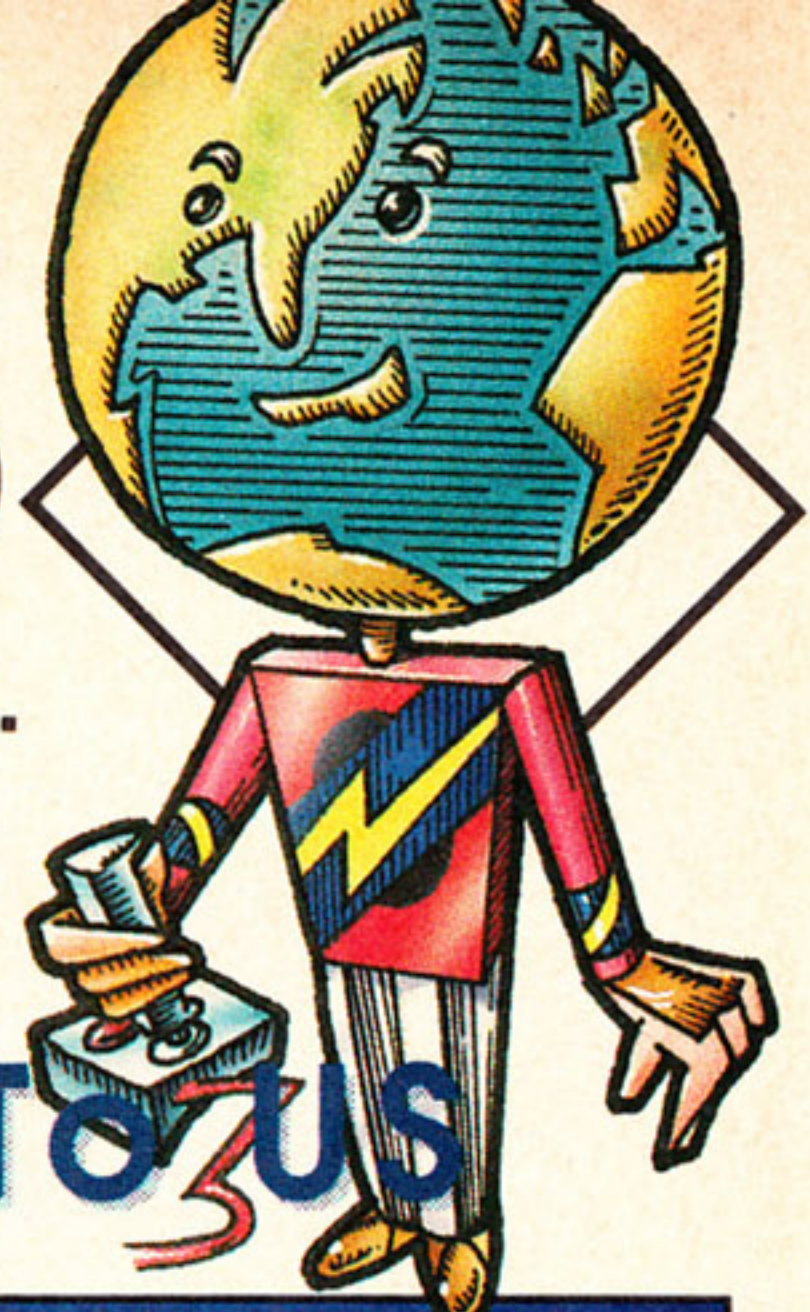
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PLAYERS



WORLD

Hot Games In Japan Coming To Us



Are you anxious to find out which new Nintendo or Sega games will be released next year? There's a simple way to find out: Look at what's popular

right now in Japan. That's right — nearly all of the hit games are released first on the far side of the Pacific.

So what's hot over there now? For one thing, role-playing games. In these games, you play the role of a fantasy character who's generally on a quest of some kind. In Japan, *Dragon Quest IV* is currently the big role-playing game for Nintendo. For Sega fans, it's *Phantasy Star II*. We'll probably see both games in the US late this year or early in 1990.

Don't get the idea that action-adventure games are out of style, though. The big Nintendo hit in Japan in this category is *Super Mario Bros. 3*. As with earlier versions of this game, it's selling so fast that Nintendo can't keep up with demand.

We tend to think of baseball as an American sport, but it's very popular in Japan, too. Jaleco's Japanese version of *Bases Loaded* is at the top of the "most-wanted" list for Japanese videogame players. *Knight Rider*, *Donald Duck*, *Deja Vu*, and *Gradius II* are addi-

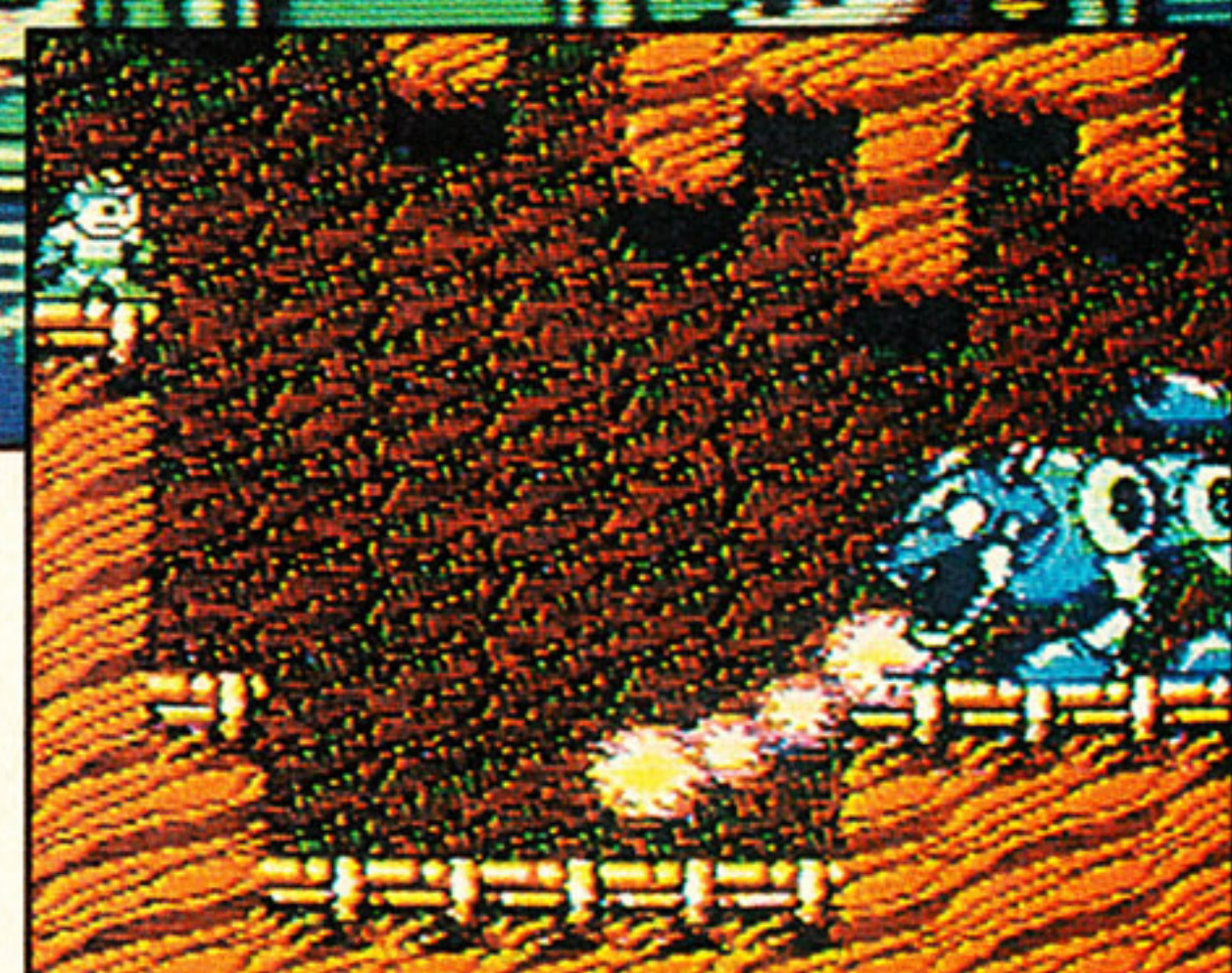


A whole new cast of enemies awaits you in *Mega Man 2* — plus the return of the evil Dr. Wily.

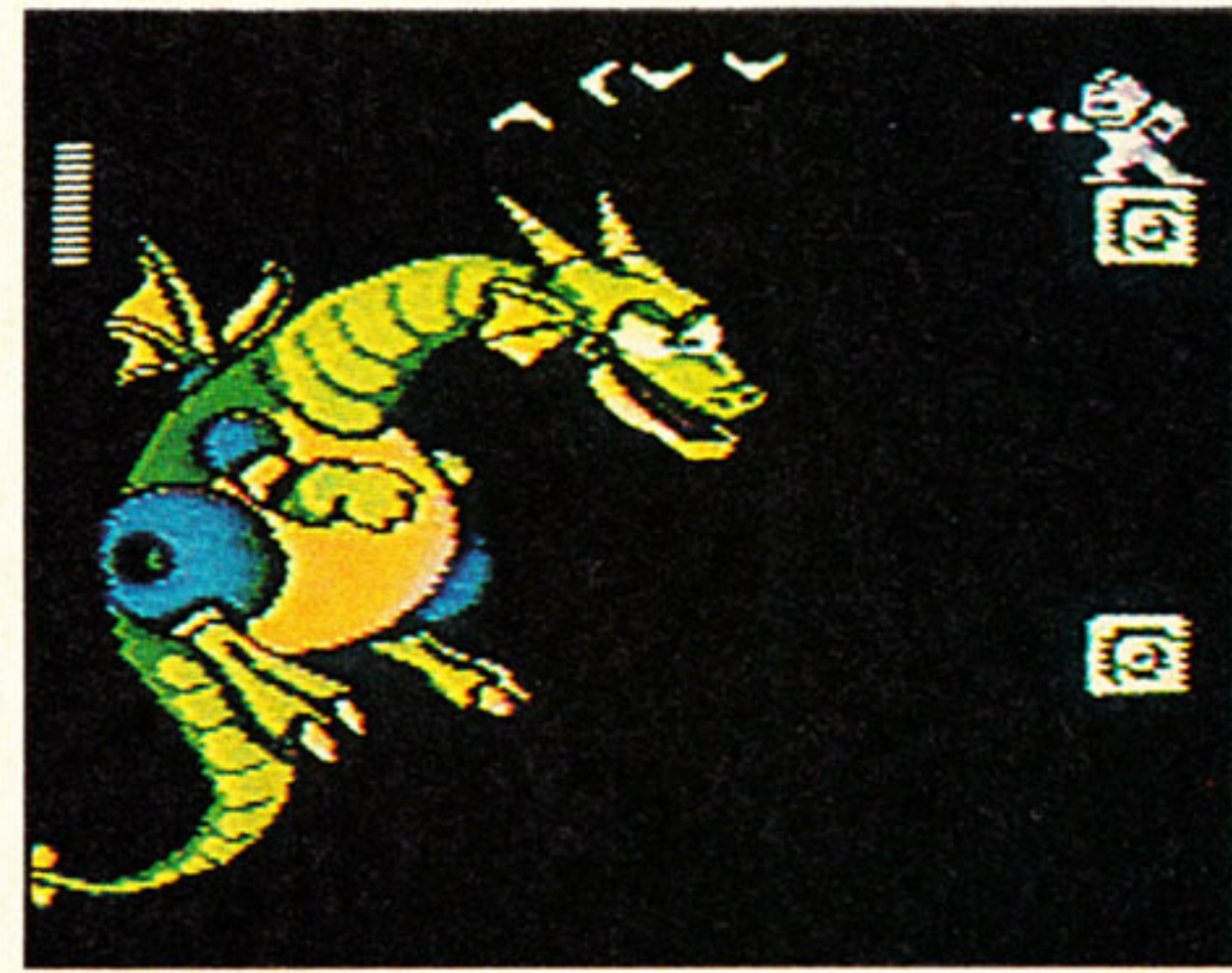
tional games which may journey across the ocean to our shores in the near future.

One Japanese game we'll definitely be seeing very soon for Nintendo is made by Capcom. The main character is known as Rockman in Japan. In the US, he's better known as none other than Mega Man. The sequel *Rockman 2* — most likely to be called *Mega Man 2* over here — is coming this fall. It promises to be every bit as good as the original.

As you may recall from the

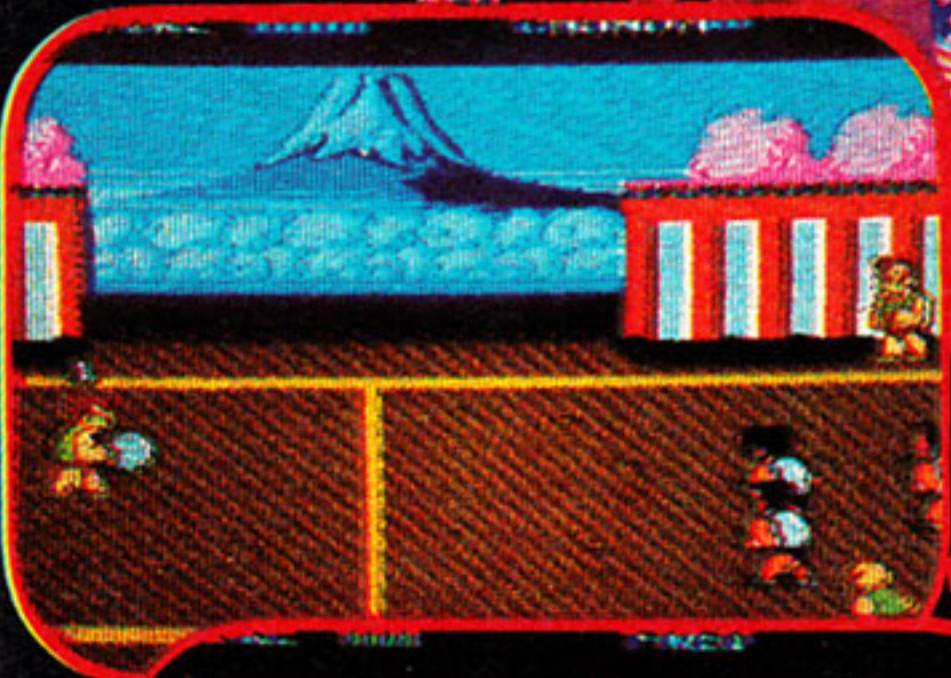


This fierce-looking creature in *Mega Man 2* spits fireballs in a looping pattern. Jump up and shoot just as the fireballs appear.



Boomerang power works best against this flying dragon in *Mega Man 2*.

S U P E R dodge ball



THRASH, BASH, AND SMASH THE COMPETITION

Team USA is on its way to a Cinderella success story in the Super Dodge Ball World Cup Championships. From out of nowhere, this scrappy bunch of rookies is advancing to the final round of competition. But, seven powerful teams still stand between Team USA and their ultimate challenge; the long awaited grudge match with the undefeated, defending

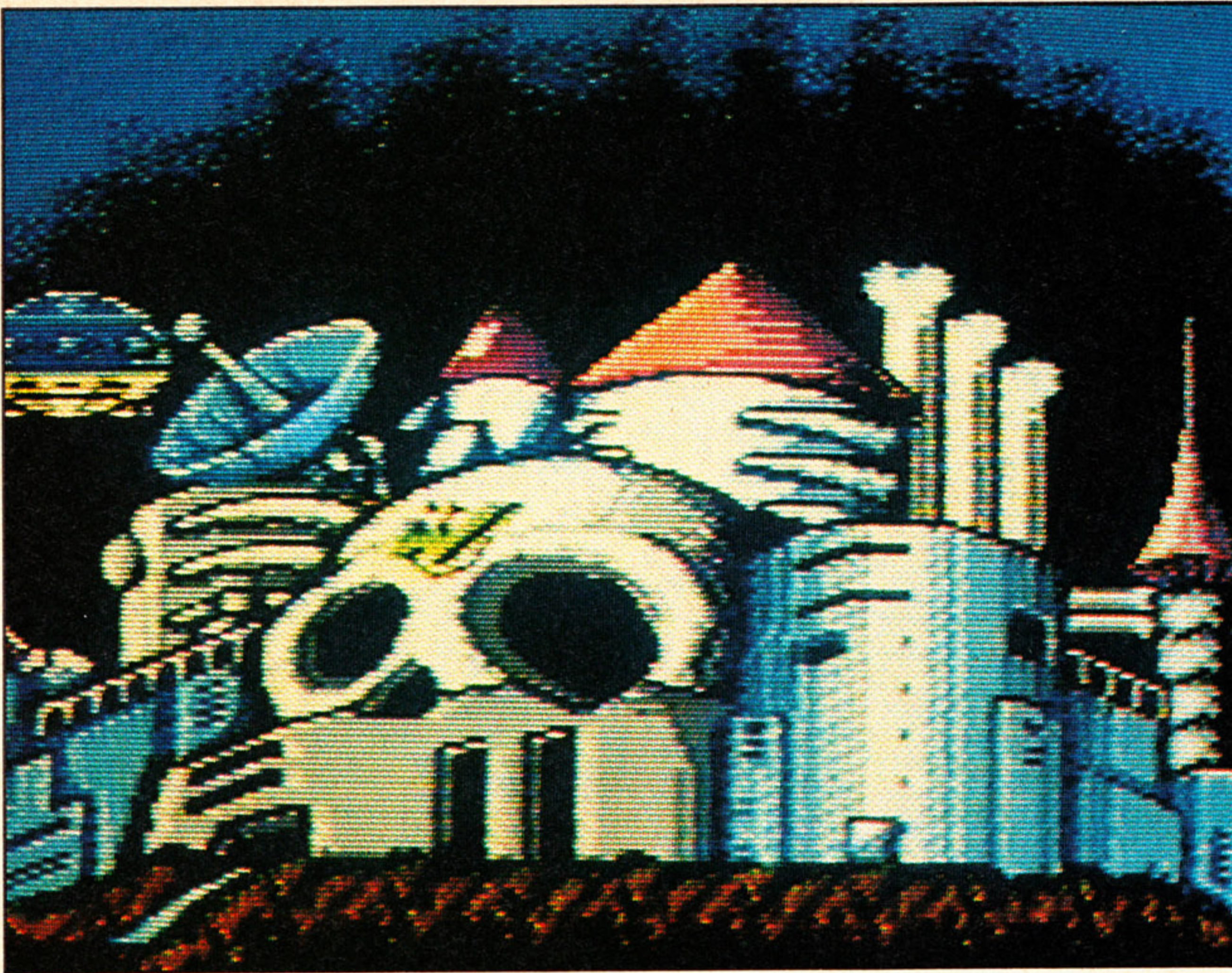
world champions, Team Russia. Only you can lead the U.S. to victory over the highly-favored competition, and give them the chance to crush the mighty Soviets.

- 1 or 2 players
- Multi-dimensional, high-resolution graphics
- 3 increasing levels of challenge

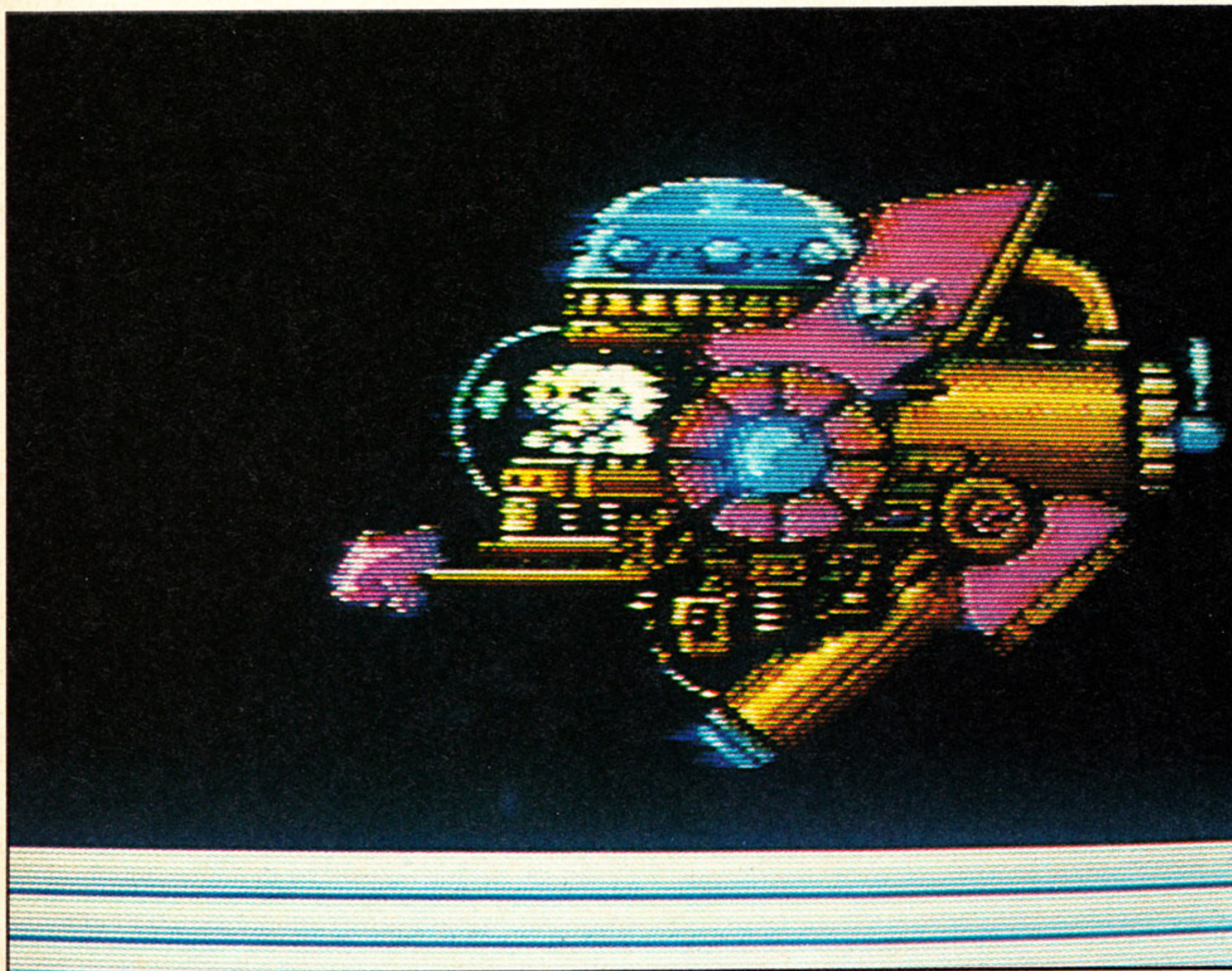
Watch for details on the Super Dodge Ball World Cup. It's coming soon to a city near you. Co-sponsored by CSG Imagesoft Inc.™ and Sony Corporation of America.

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If you fight your way through all eight worlds in *Mega Man 2*, you'll find yourself at Dr. Wily's castle.



Dr. Wily is waiting for you with his secret weapon at the conclusion of *Mega Man 2*.

original version, the world was being threatened by an evil genius, Dr. Wily. He surrounded himself with an army of eight different types of alien robots, and only Mega Man could save the planet. At the end of the game, Dr.

Wily got down on his knees, crying, and begged Mega Man for mercy.

In the sequel, we learn it was all just an act. Dr. Wily is back with a new army of more powerful alien robots to threaten the world again. This time, the enemies Mega Man

must defeat include Quickman, Woodman, Metalman, Airman, Bubbleman, Clashman, Flashman, and Heatman. After beating these eight foes, Mega Man must again face Dr. Wily, who is inside a new, stronger machine of destruction.

You'll recognize other familiar features in the sequel as well. Each time you defeat a boss robot, you get another weapon in your arsenal. These can be retrieved and used at any time, but they're not inexhaustible. Neither is your life energy. But if you defeat certain minor robots, you'll earn a power ball. Whatever weapon you choose on the subscreen when you get the power ball will be partially rejuvenated.

Rockman 2 has its share of differences, though. The amount of memory in the game cartridge has been doubled, so the program has much more room for detail. In the Japanese version, a new password feature allows players to exit a game and resume where they left off. If this feature is retained in the American version — and we're pretty certain it will be — the game will be much easier to beat. In fact, we've already discovered the password that takes you straight to Dr. Wily: A1; B2; B4; C1; C5; D1; D3; E3; E5. Keep it handy for the debut of *Mega Man 2*, and remember — you saw it here first.

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PLAYERS

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SNEAK PREVIEW: **SUPER MARIO BROS. 3**

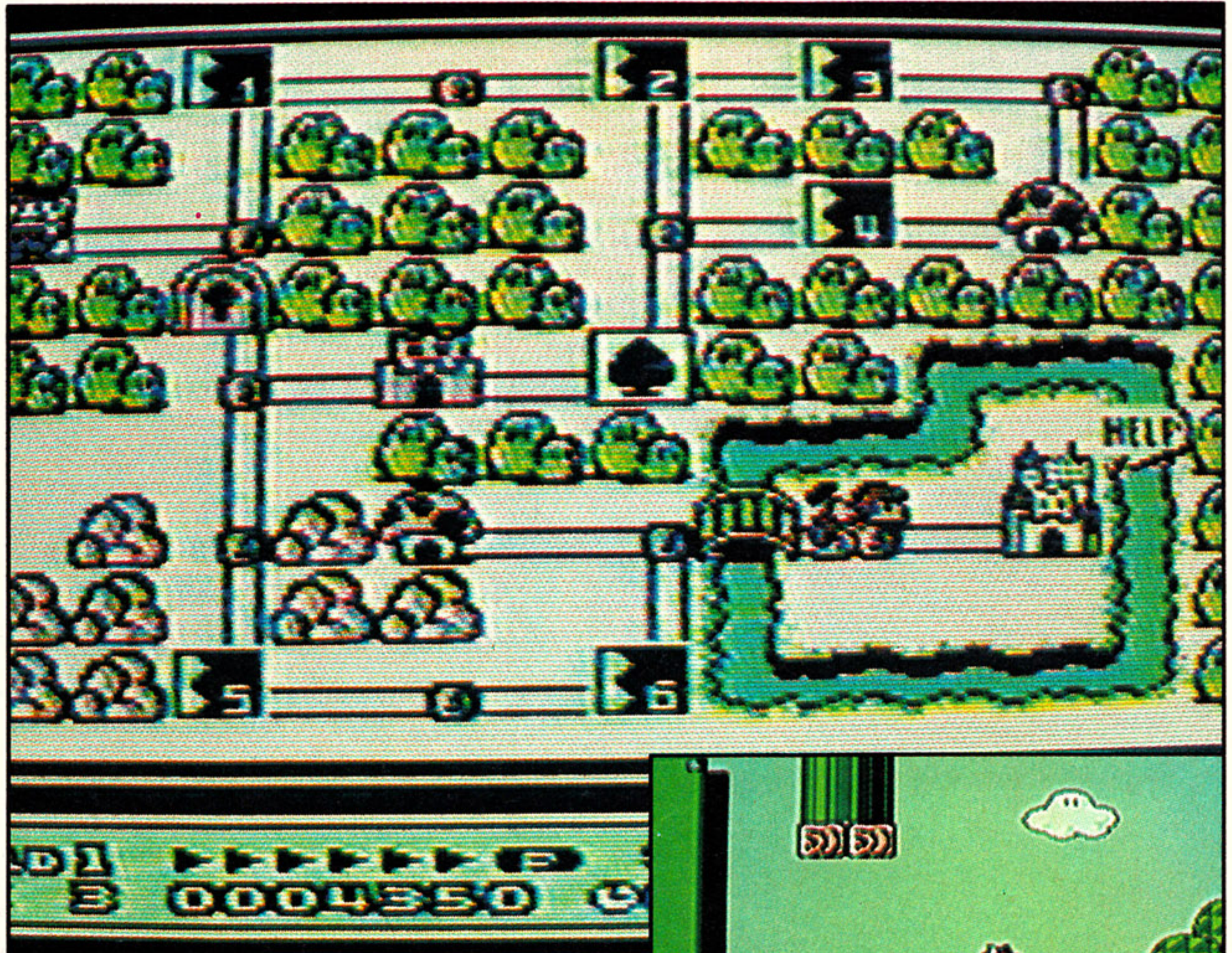
Tom R. Halfhill

What's harder than finding your way through all seven worlds of *Super Mario Bros. 2* so you can defeat the evil Wart? Until recently, it was finding a *Super Mario Bros. 2* cartridge so you could play the game!

Super Mario 2 is one of the most popular videogames ever made. Last Christmas, thousands of people thronged the stores hoping to buy a copy. This Christmas, those scenes will probably be repeated, but this time shoppers will be fighting for a copy of *Super Mario Bros. 3*.

The latest sequel in the *Mario Bros.* series has already been released in Japan, where it is a smash hit. Although its debut in the US is still a few months away, *Game Player's* managed to get a sneak peak at what this hot new game is like. And we think *Mario Bros.* fans will be ecstatic!

To begin with, there are eight new worlds to explore in *Super Mario Bros. 3*. Each world consists of as many as a dozen areas. As before, you must work your way through each world in order to reach the final goal. In *Super Mario 3*, that goal is to rescue Princess Peach, who has been captured by the Kuppas and is being held at

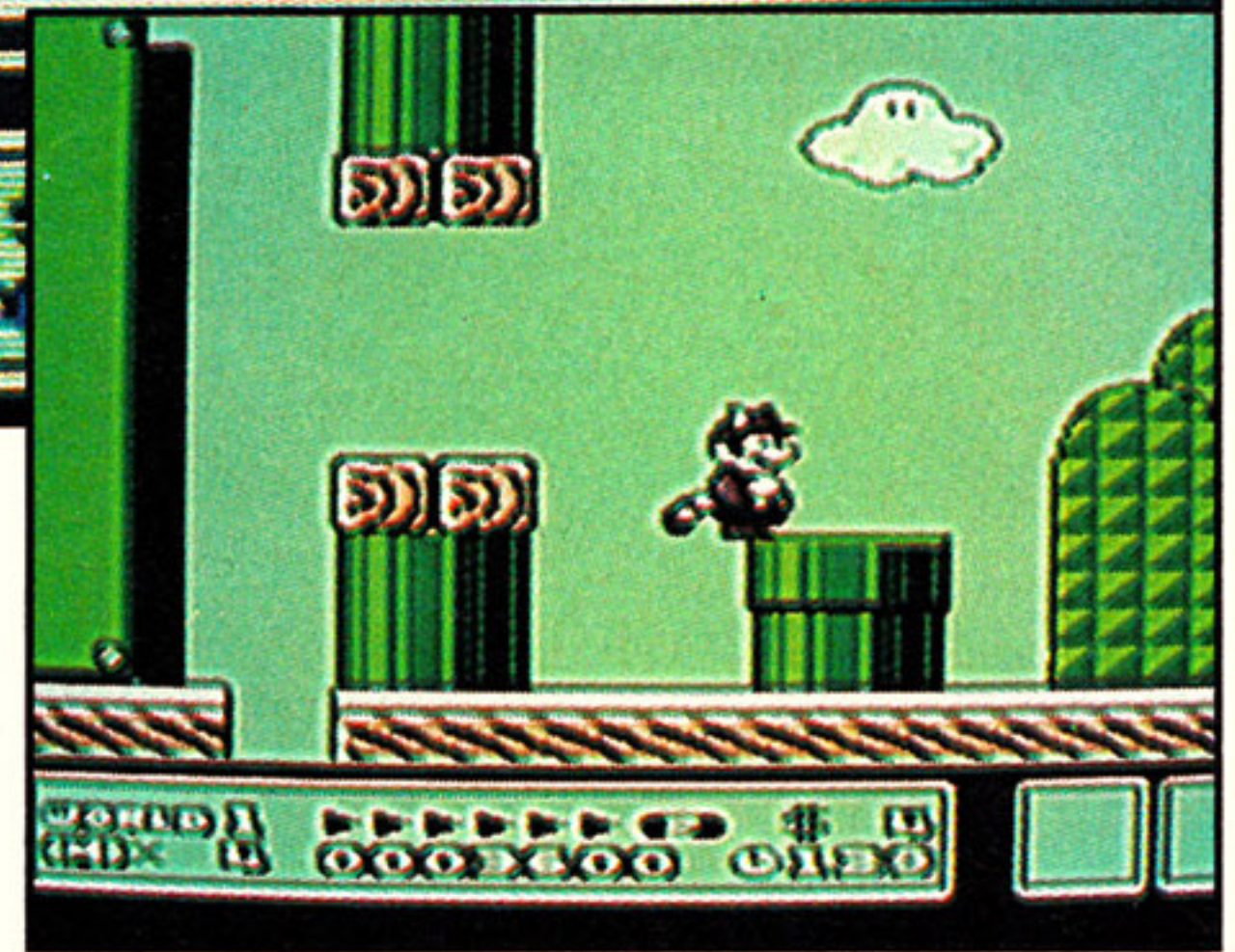


Here's a map screen of World 1 in *Super Mario Bros. 3*. The loyal king, transformed into an animal by the Kuppa King, is yelling for help from his castle.

the Kuppa King's castle.

The Kuppa King has also turned every king in the world who was loyal to the princess into a different kind of animal. To restore the kings to their proper form, you must find and defeat the Kuppa Boss who roams each world. You can then use the Kuppa Boss's Magic Scepter to transform the loyal king.

As in earlier *Mario Bros.* games, you can play as either Mario or Luigi. You start out small and weak, but you can increase in size and power by collecting bonuses. In the Card Room, for example, you play a card-matching game like the TV show *Concentration*. If you match two cards, you win the power-up bonus you matched.



Yes, there are more pipes in *Super Mario Bros. 3*. In fact, World 7 is Pipe World, with mazes of green pipes snaking everywhere. (Notice Mario's raccoon tail.)

Some of the power-ups in *Super Mario 3* let you transform yourself into different shapes — even boomerangs and hammers!

Another new feature of *Super Mario 3* is an inventory subscreen. The subscreen lists all the power-ups you've gathered — including extra strength, flying wings, and even a magic leaf that turns you into a raccoon. You can select a power-up whenever you need it. As a raccoon, for instance, you can rapidly spin around and use your tail to swat enemies!

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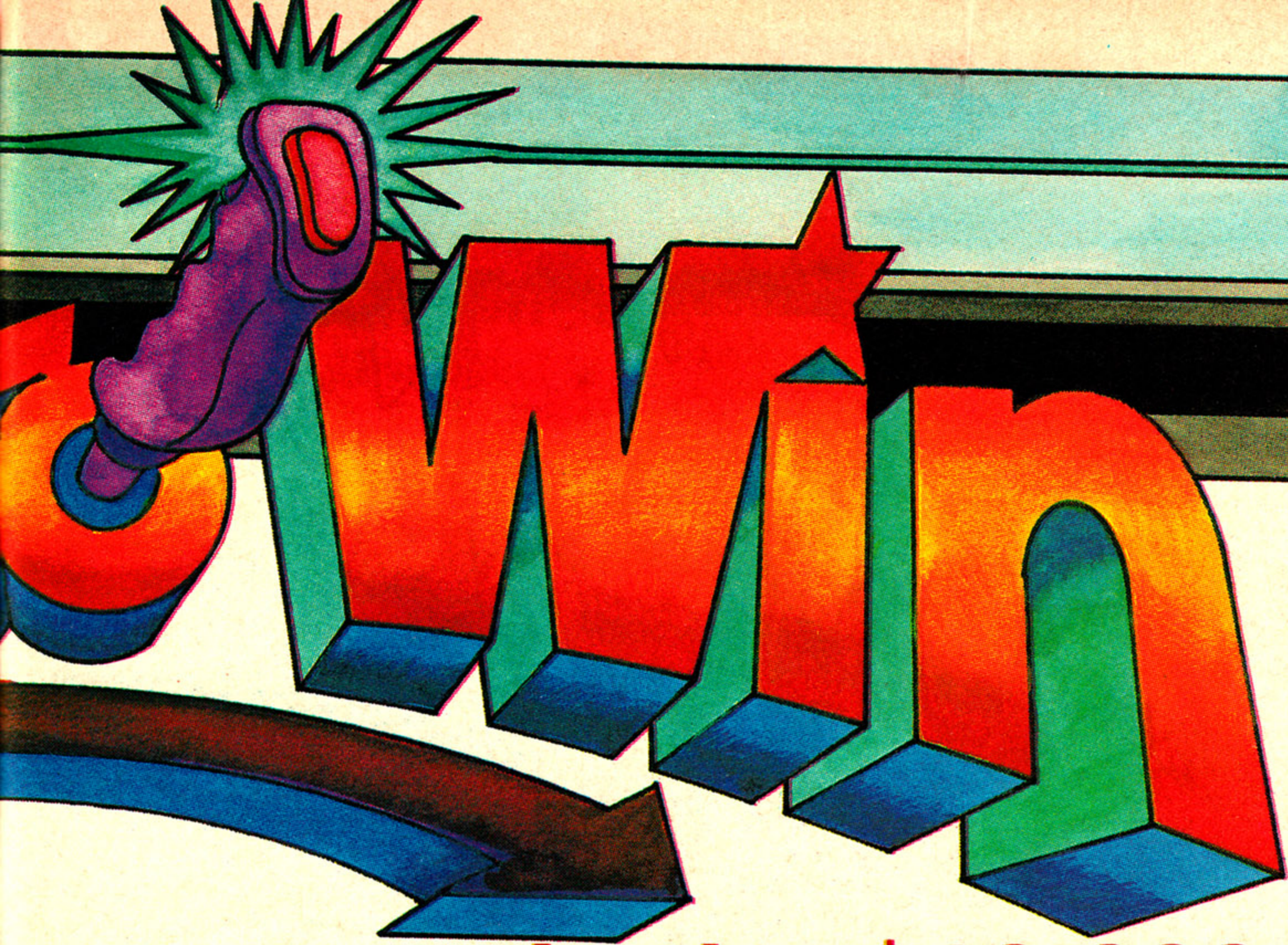
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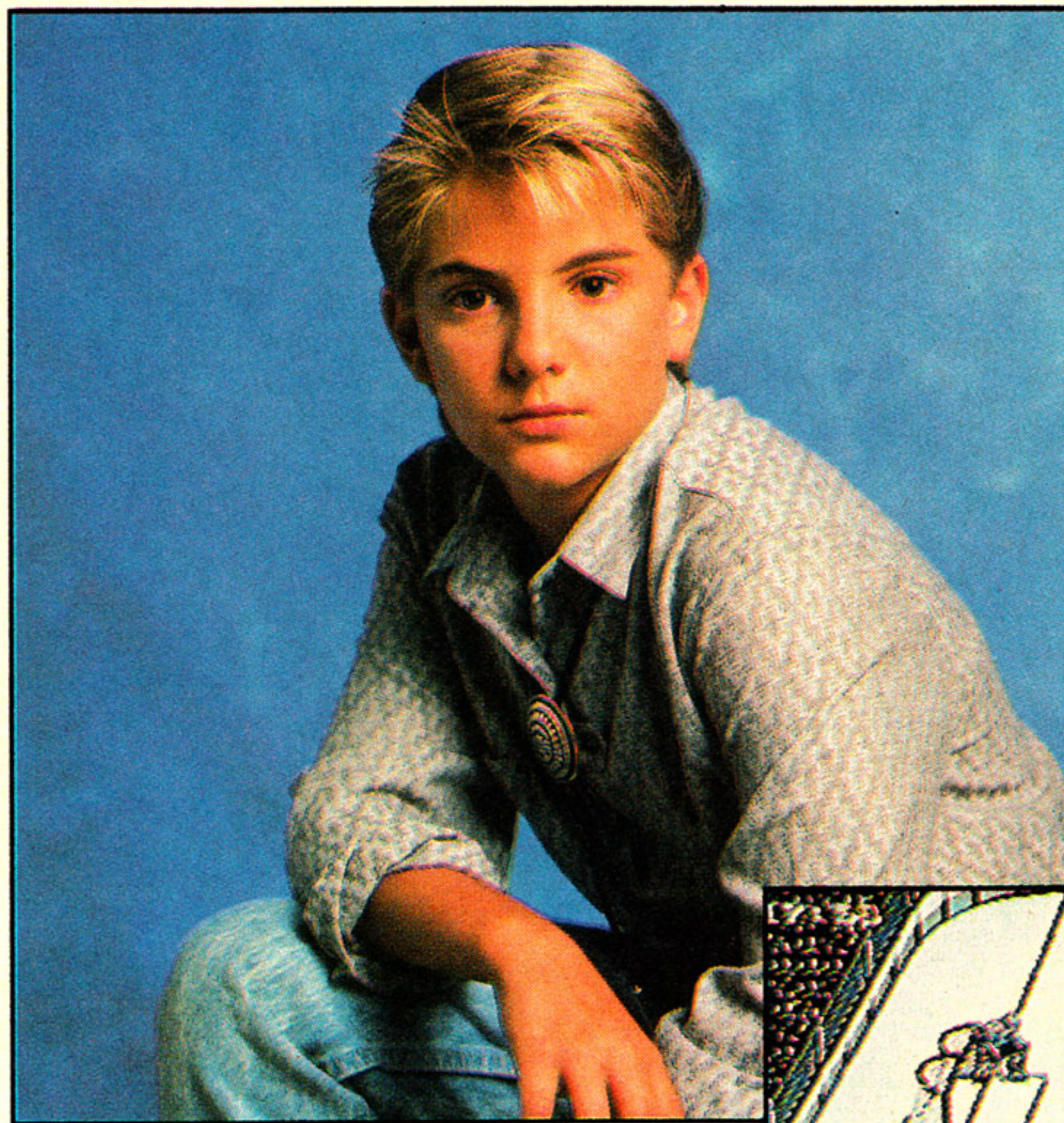
Face To Face ...With Jeremy Miller

Jason R. Rich

Millions of people know 12-year-old Jeremy Miller as Ben Seaver in ABC-TV's *Growing Pains*. In real life, Jeremy enjoys swimming, rock collecting, biking, and girls. "But not necessarily in that order," he says. Jeremy also spends up to three hours a day playing with his Nintendo system.

"I have between 20 and 30 game cartridges," Jeremy says. "Some of my favorite games are *Super Mario Bros. 2*, *Paperboy*, *Skate or Die*, and *Double Dribble*. *Super Mario Bros. 2* is my all-time favorite. It was the most challenging. It kept my attention the whole time I was playing it, and it took a while to clear the board."

When Jeremy chooses a new game cartridge, he looks for one that will offer a real challenge. "A lot of action is very important. Sound effects are not as important. I like the cartridges that are based on sports. My favorite sports cartridge is *Blades of Steel* [a hockey game]. Recently, I beat the computer in the college game, 12 to 4. If you're playing against the computer, don't let the computer be Toronto. That's an important tip right there!"



Jeremy Miller.

One of Jeremy's favorite Nintendo games is *Blades of Steel*.



Instead of the standard Nintendo controller, Jeremy uses the NES Advantage joystick, because he feels it improves his performance.

Jeremy likes his work on *Growing Pains*. "Ben Seaver is a great role for me. We are a lot alike. People often come up to me and say that in real life, I act older than I do on the show. That's because I play a nine-year-old on the show, but I'm really 12. This season, the producers have allowed my character to grow up a little."

A few years ago, when he was younger in real life, Jeremy played in a Nintendo tournament for charity and won a second Nintendo system. "In the tournament, we had to pay one dollar for each game we played. The object was to have the highest score at the end of the day. I came in second place, but I should have come in first —

they didn't count one of my games. We all played *Super Mario Bros*. Wil Wheaton [who plays the young ensign in *Star Trek: The Next Generation*] came in first place. After the tournament, Wil and I went over the games and had our own rematch. We came out pretty much tied."

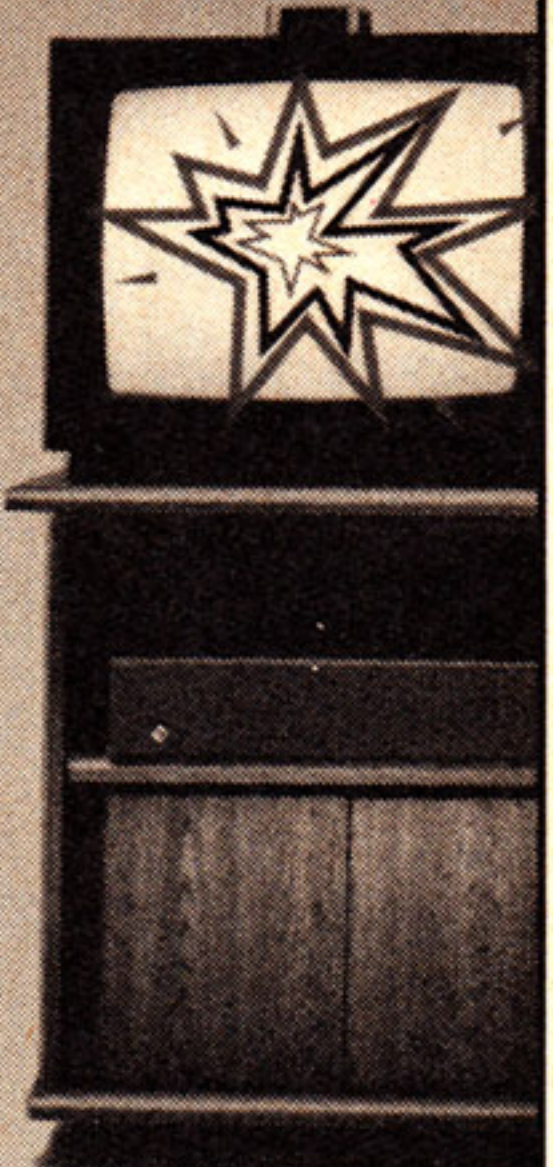
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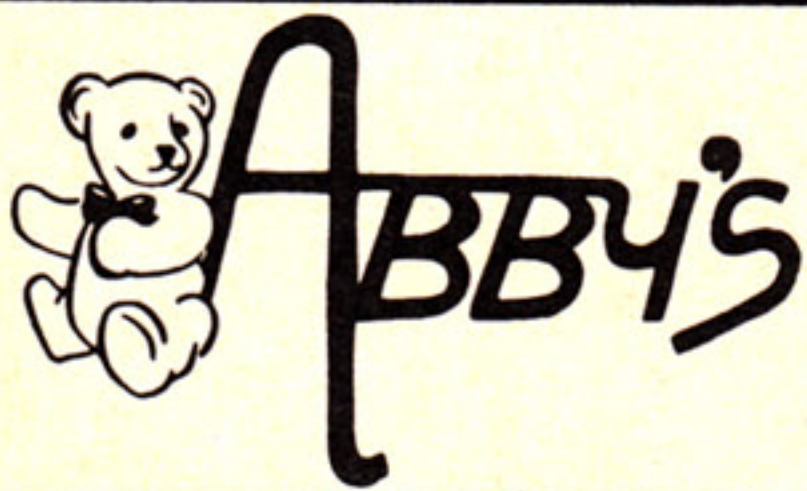
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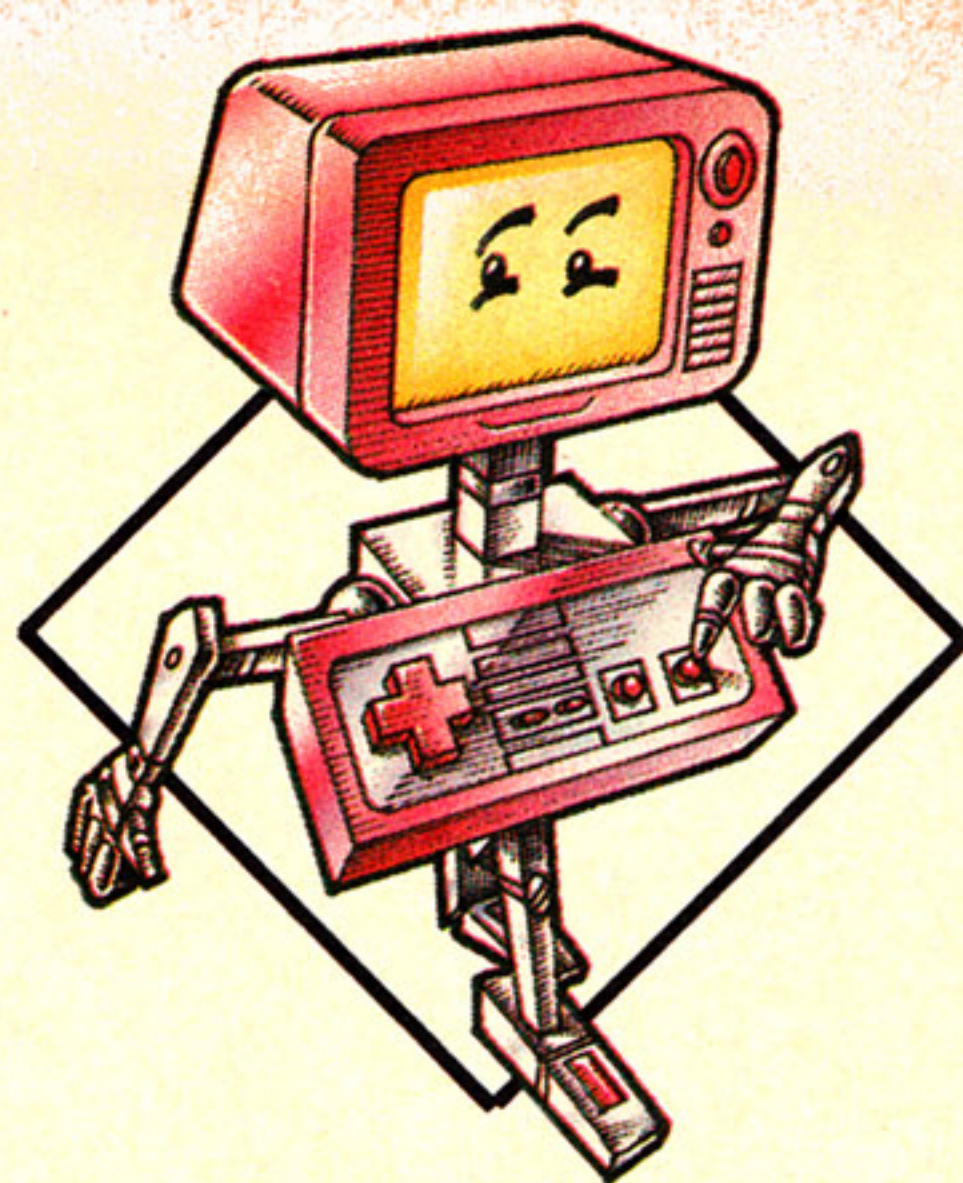
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It all started with *Zelda*.

Long, long ago, only a few people owned Nintendo Entertainment Systems. There were a handful of games available — *Duck Hunt*, *Excitebike*, *Gyromite*, *Kung Fu*, and a few others. Then, in July 1987, *The Legend of Zelda* was released.

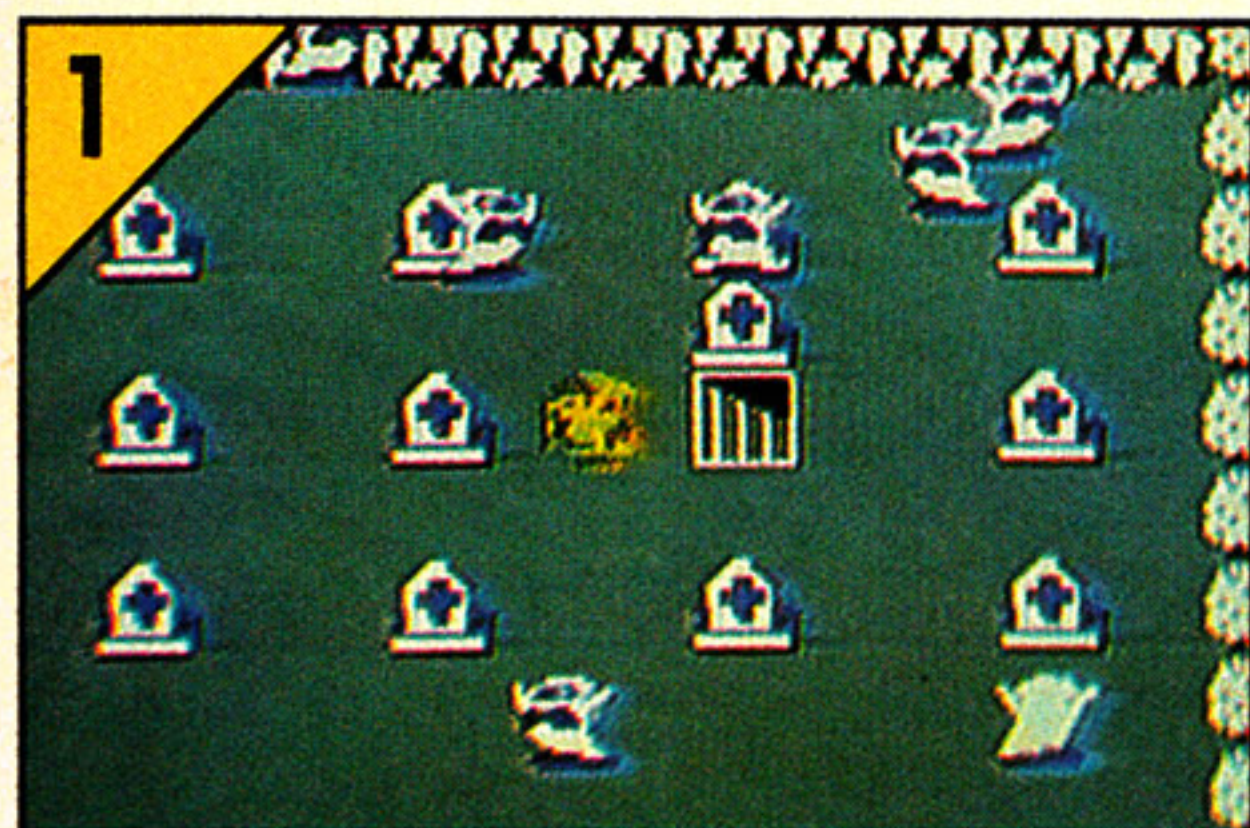
With *Zelda*, Nintendo players finally had a videogame with the



NINTENDO NEWS

The Quest For Nintendo Adventures

Leslie Mizell



scope of a computer game, one that required skill and strategy instead of just quick reflexes. *Zelda* soared to the top of the bestseller lists, and, in general, stayed there until unseated by its sequel, *Zelda II: The Adventure of Link*.

Other complex adventure games were surprisingly slow to appear, but now there are several to choose from, with more to come. *Gauntlet*, *Deadly Towers*, and the *Castlevania* series are all examples of adventure games whose complexity only adds to the fun of playing them.

Quest For Castles

One adventure game, Taxan's *Mystery Quest*, is intended for younger children and beginners.



- 1 The *Legend of Zelda* is still the queen of quest adventures.
- 2 In *Gauntlet*, you have to maneuver through 100 mazes to find parts of a password.
- 3 Complete the code to enter the final room in *Gauntlet*. Now you must find the Sacred Orb.
- 4 If you don't map your progress through *Deadly Towers*, you'll soon be hopelessly lost.
- 5 In *Deadly Towers*, Prince Meyer faces his final foe — the king.

You play a wizard's apprentice who must find four magic talismans. The graphics feature lots of bright colors, innocuous enemies, and a larger-than-usual hero named Hao.

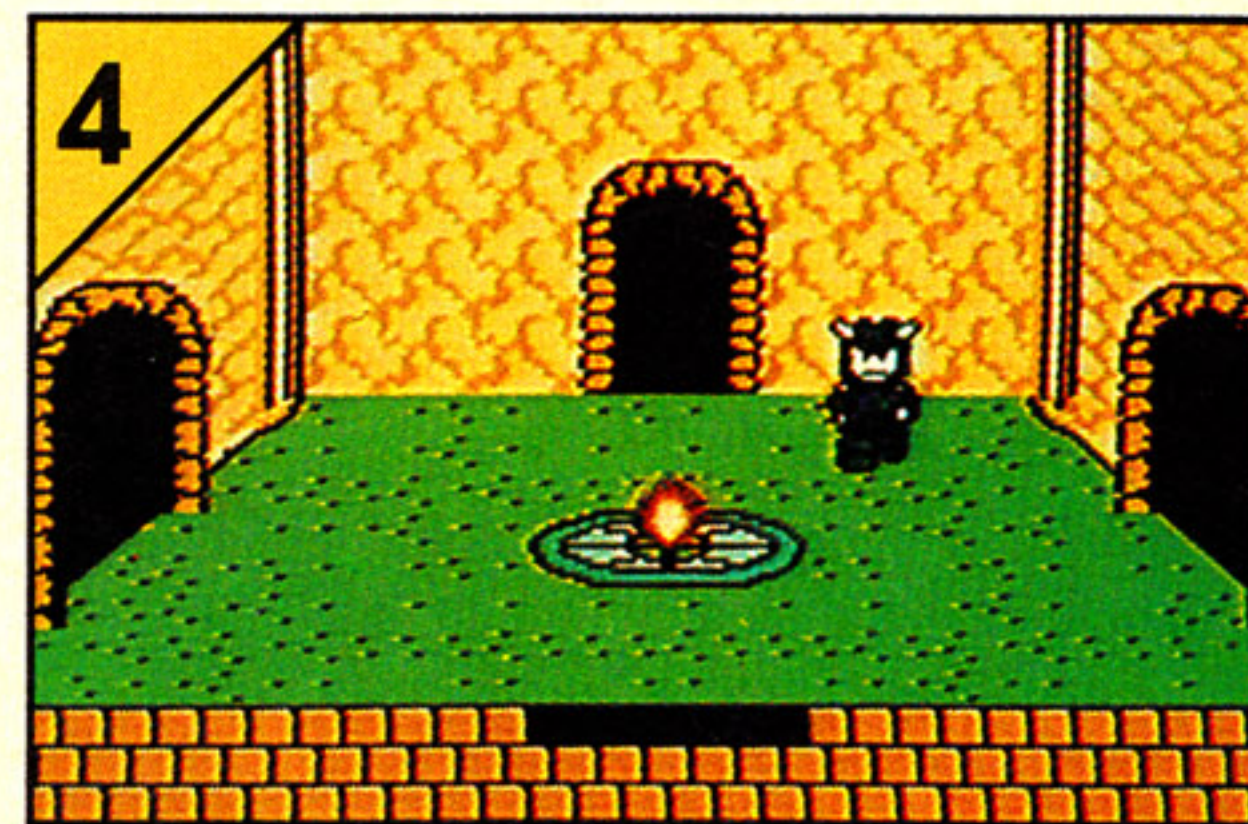
As Hao, you search for hidden underground chambers where you'll find hidden items to give you power or restore your strength. There are also four castles to explore.

The castles are actually two parallel mazes with a wall between them. With the right keys, you can unlock doors to move from one maze to the other. But the keys don't guarantee success. Sometimes, the wall between the two mazes must be destroyed before you can make your exit.

And don't think *all* the rafts, magic lamps, super capes, power helmets, scrolls, and emeralds you'll need will be lying around just because *some* of them are. A few of the most powerful items are hidden behind blocks. If you shoot the right column, you might get lucky.

Earn Crystal Balls

In some Nintendo games, the friendly people of a town are





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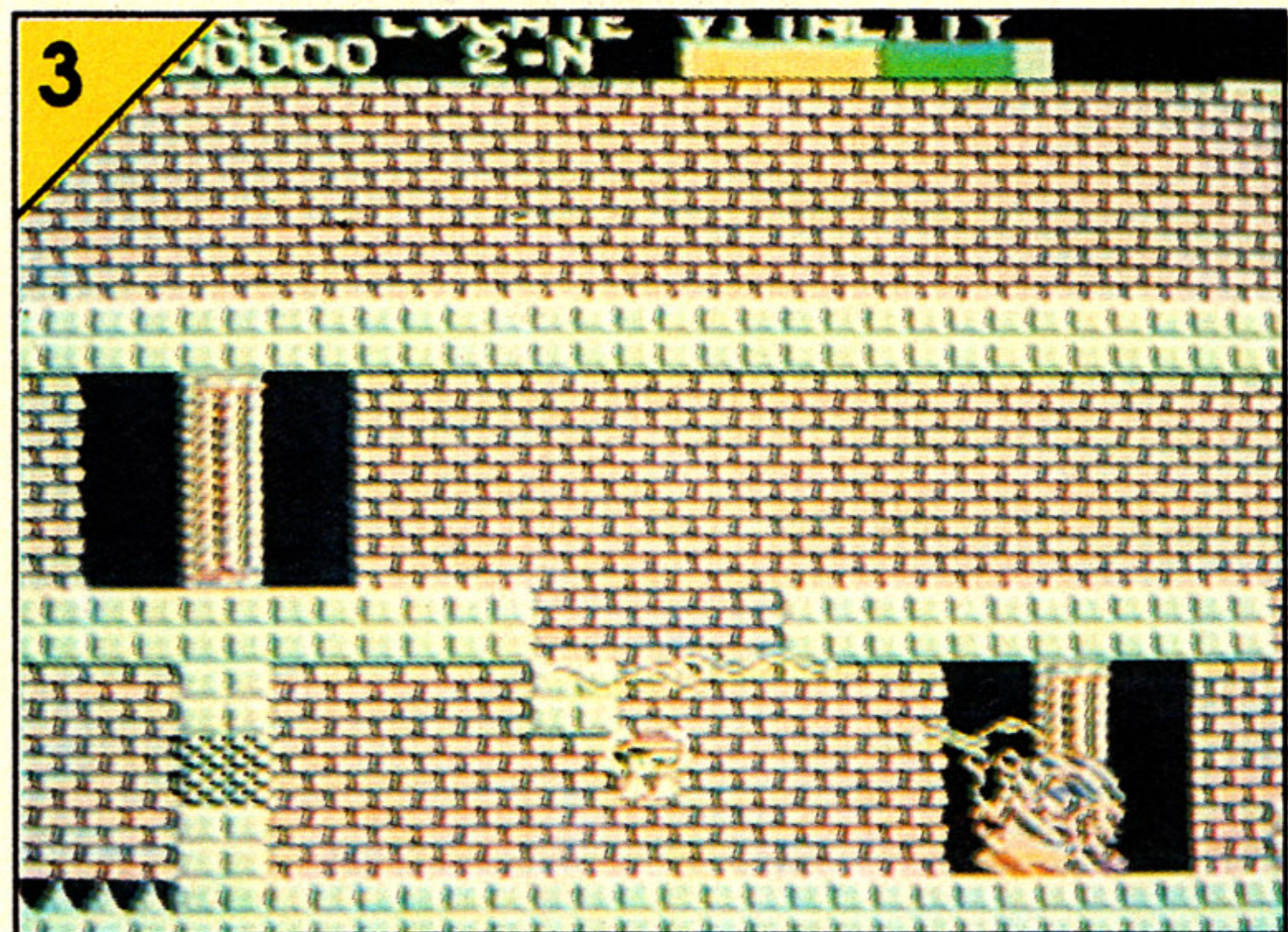
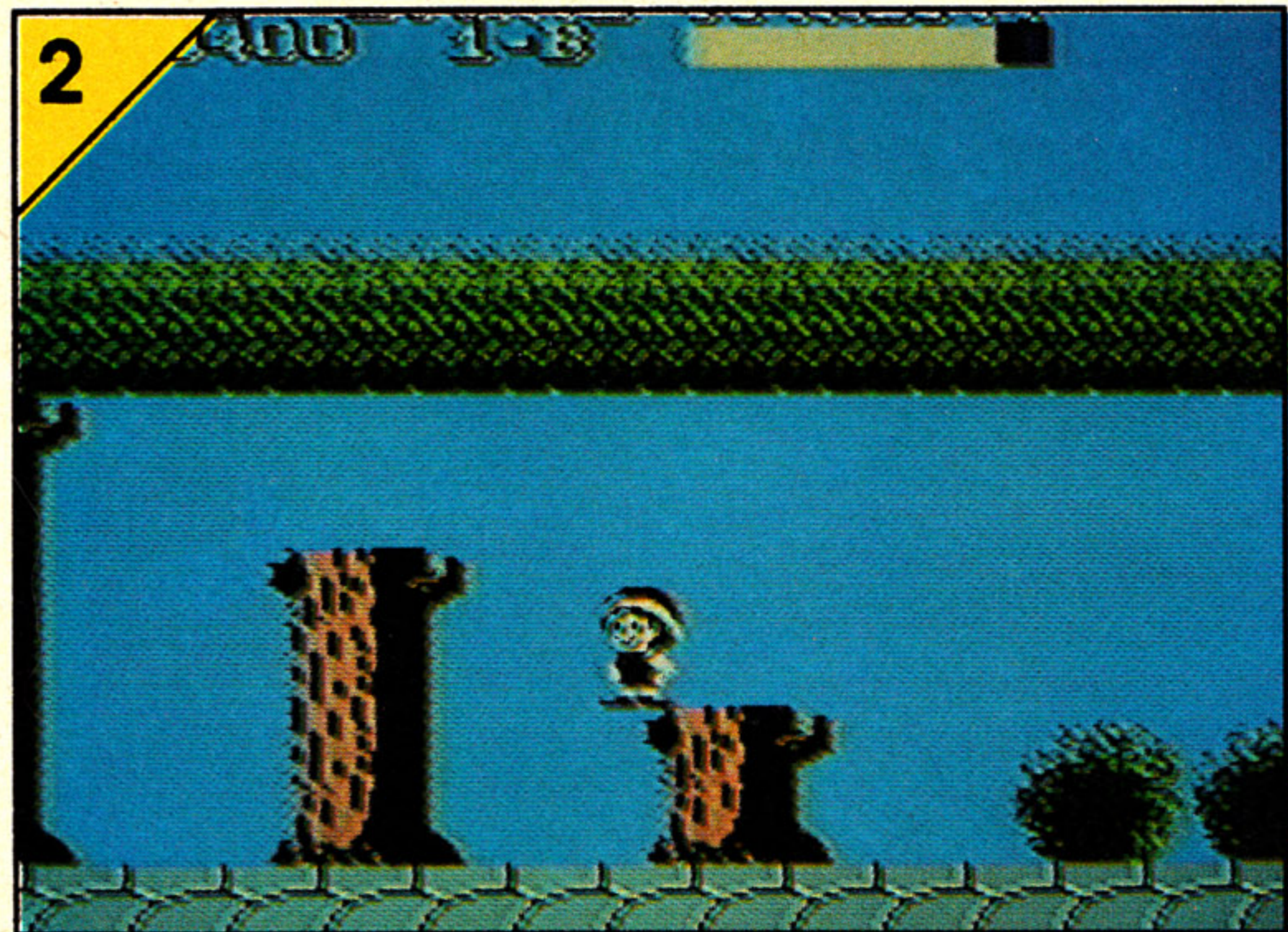
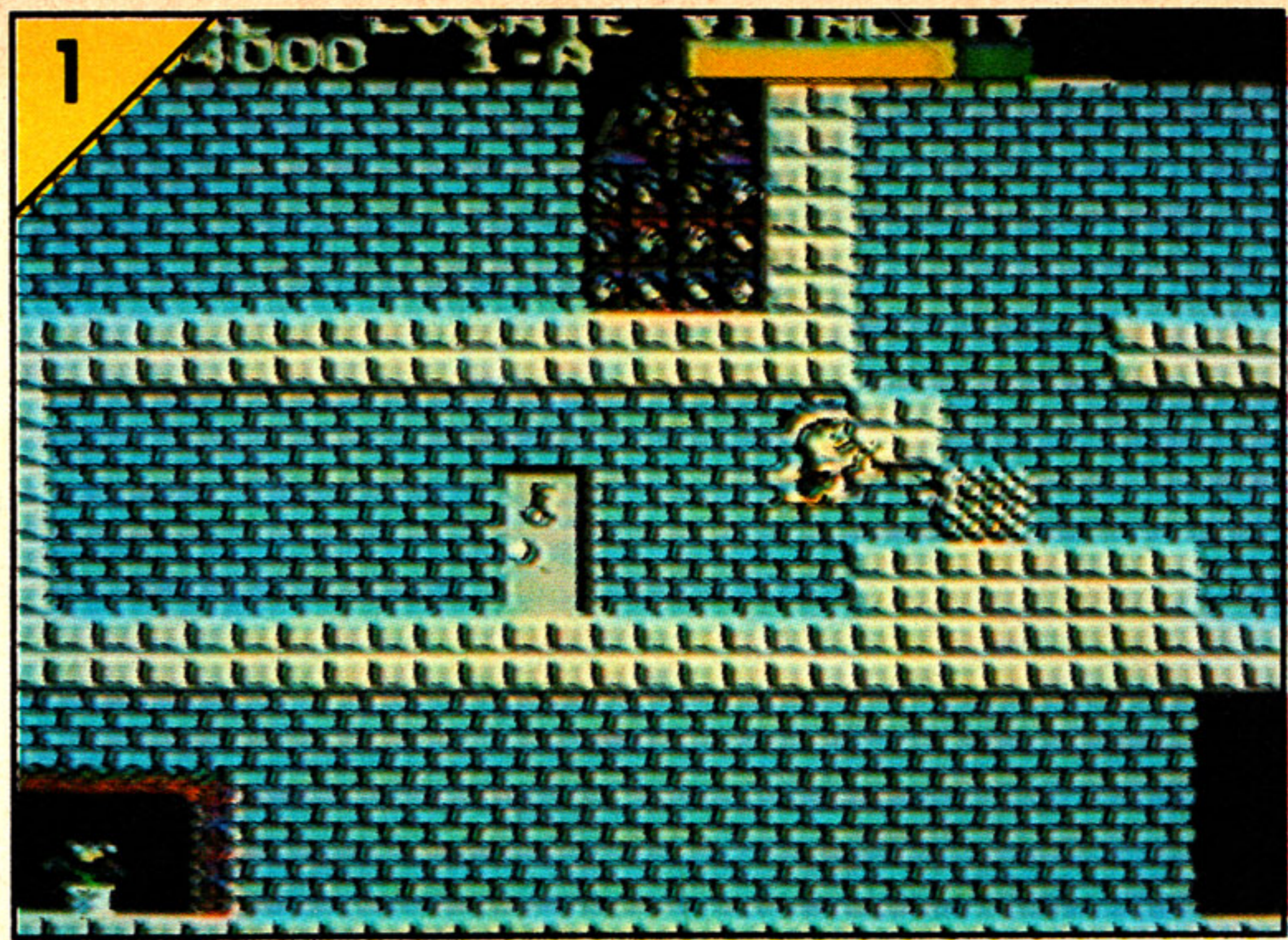
turned to stone or banished underground by aliens or ninjas. In *Milon's Secret Castle* (Hudson Soft), a warlord has robbed the friendly people of Hudson of their musical instruments (their form of communication), and he is also holding their queen in her secret castle.

Milon, the only tone-deaf resident of Hudson, heads for the castle, where every room is a maze. Armed with a magic bubble given him by a magician, Milon must search through the castle for items the queen was able to hide, avoid the demons who roam the castle halls, and ultimately rescue Queen Eliza.

Milon's Secret Castle is fun to play — complex, but not frustrating. The items aren't too difficult to find, and the action is smooth with good graphics. There's even a bonus round, something most quest games lack.

You start the game on the ground outside the castle. Gradually (if you find the right items), you work your way up to the fourth level. There are a dozen or so items available to help you, and you'll need some of them to continue to higher levels. For example, you'll find a hammer inside a well on the ground level. With the hammer, you can knock through a wall on the first level and earn a saw. With the saw, you can cut through the wooden bars on second-level doors. And so it goes.


But on the other hand, it's possible to get through some areas without finding items beforehand.



1 In *Mystery Quest*, you'll get trapped easily unless you destroy some of the blocks by shooting them.

2 In *Mystery Quest*, search for underground chambers outside the castles.

3 Your enemies in *Mystery Quest* are whimsical. Fight porcupines, gophers, and this orange snail.



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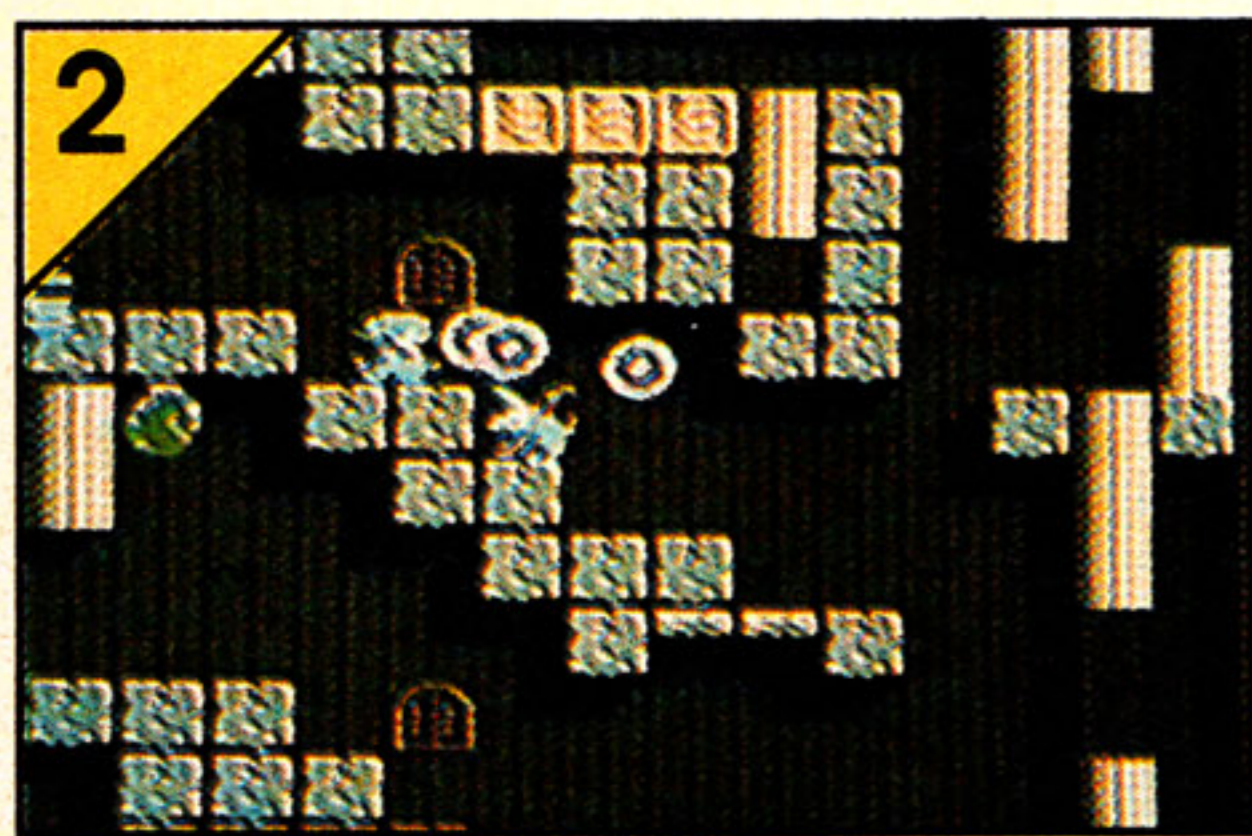
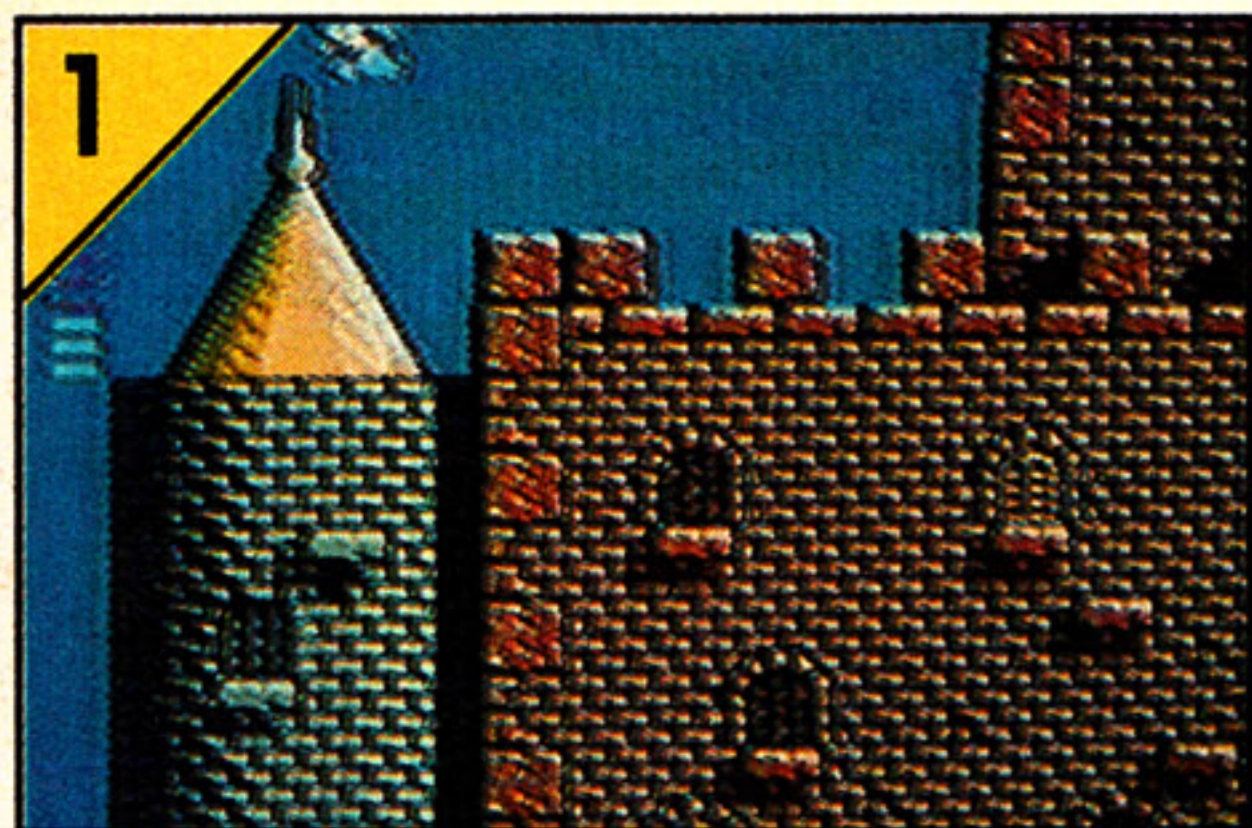
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A feather will make you lighter, enabling you to use an elevator in another room. But you can get through that room even without using the elevator.

And if it's battles you want, you'll have seven demon-monsters to beat in *Milon's Secret Castle*. If you defeat them, you'll get crystal balls, win higher powers, and advance to higher levels. Of course,



the warlord will be waiting when you finally reach the top of the castle....

Zelda: The Sequel

No one doubted there would be a second *Zelda* adventure after the welcome the first game received. *Zelda II: The Adventure of Link* (Nintendo) was released just before Christmas, and parents were practically fighting in the aisles of toy stores to grab the limited copies. (And as often as not, they wanted the game for themselves, not their kids.)

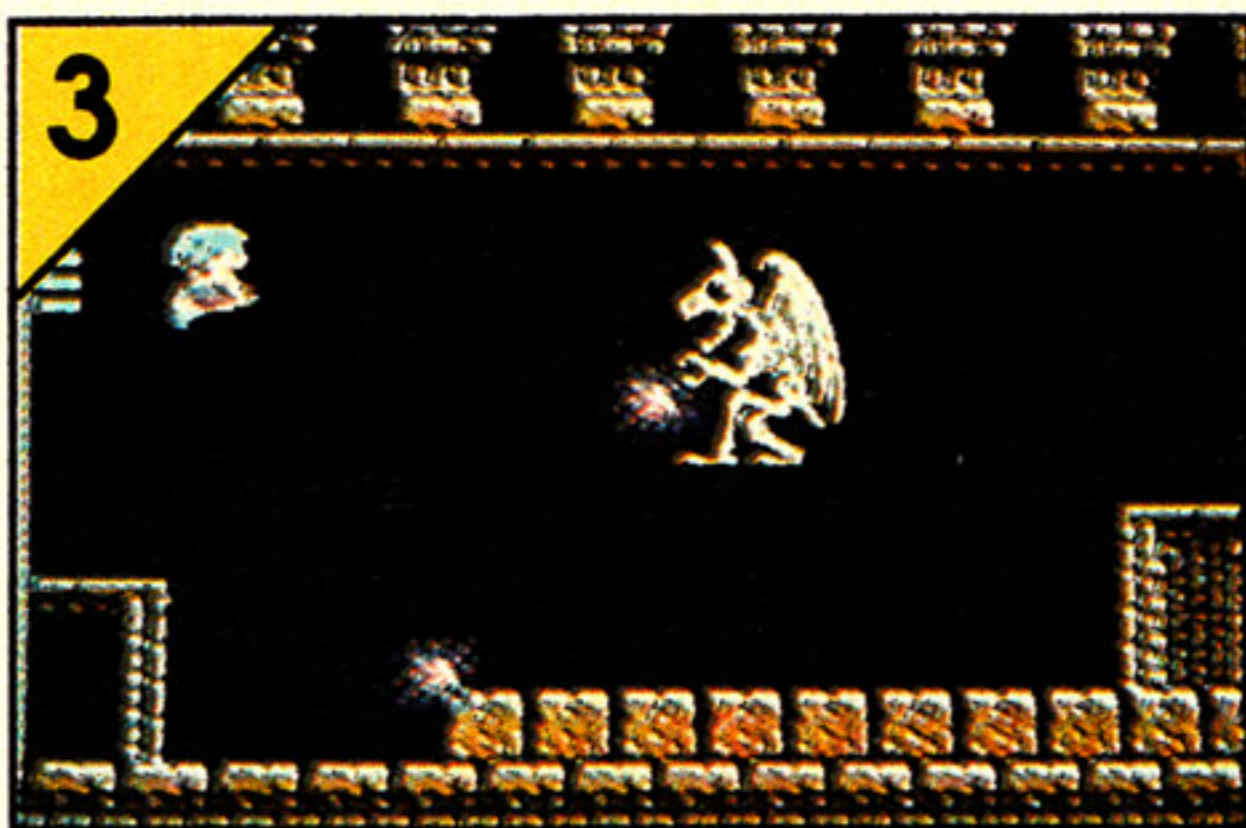
All the familiar characters in *Zelda* have returned — Link, the brave adventurer; Gannon, the nefarious villain; and Zelda, the put-upon princess. In *Zelda II*, the

NINTENDO NEWS

princess has been put in a magical sleep, and Link must unite the three pieces of the Triforce — power, wisdom, and courage — to defeat Gannon and awaken Zelda.

A game of enormous scope, *Zelda II* is set in the land of Hyrule. Link's adventure takes him throughout this huge country of his birth. He must ask questions of everyone he meets, searching every city, swamp, and desert for six palaces.

You'll see why some people feel as if they've devoted their lives to *Zelda II* when you realize that



1 You have to perform certain tasks and find certain items in *Milon's Secret Castle*.

2 When you shoot some blocks, you uncover money. Now find a shop, buy hints or energy.

3 The demon-monsters will give you problems. But defeat them, and get crystal balls and added power.

4 When you meet the warlord, remember you can only score a hit if you attack him when his cape is open.

5 A close-range attack in *Zelda II: The Adventure of Link*.

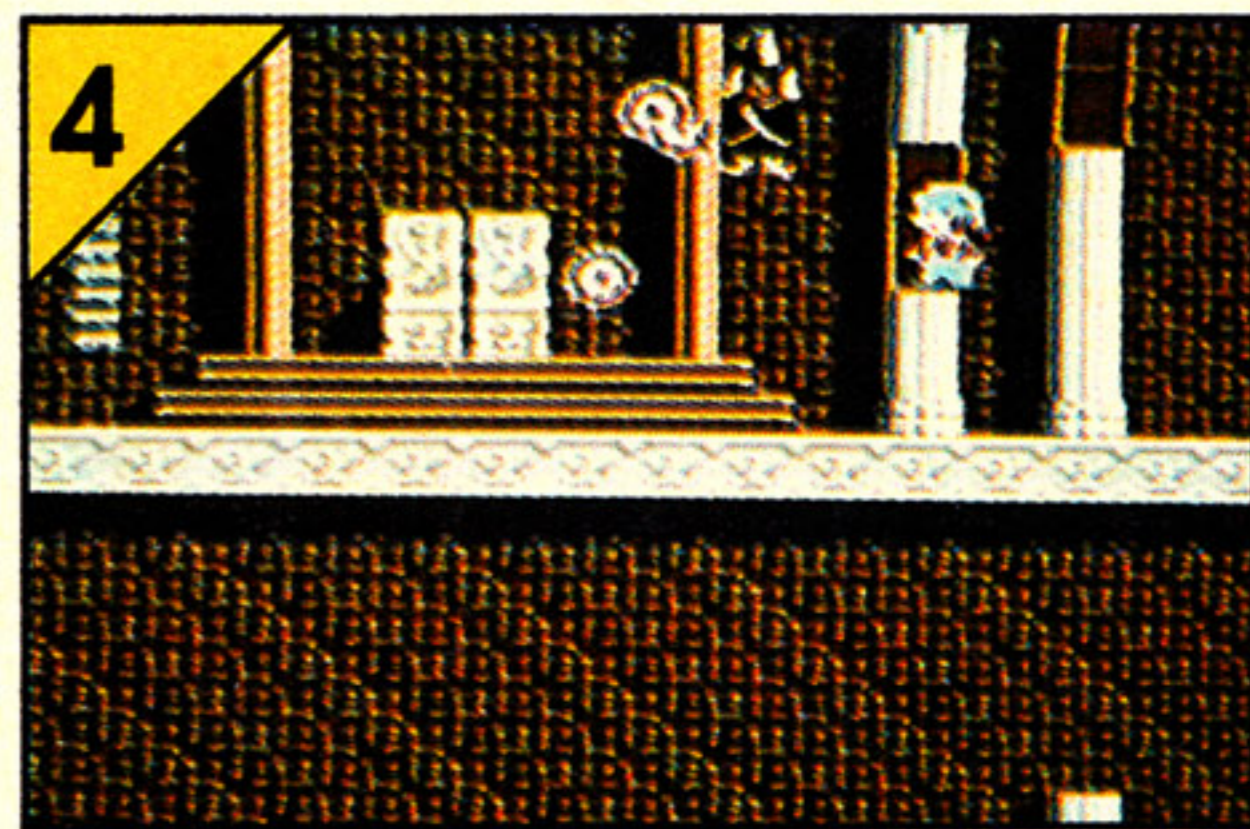
Link has to: (1) find six palaces in Hyrule; (2) discover the secret item in each maze-filled palace and seal it as he leaves; and (3) find the Great Palace, where Gannon lurks, and then defeat him. That's not counting, of course, the various demons he must battle, the petty objects he must find, and the magic spells he must cast.

Fans of the first *Zelda* are just as enthusiastic about the second. People are trying to figure out how to ford certain streams; use specific magic spells; or find such elusive objects as hammers, flutes, and crosses. And it seems everyone has a scribbled map to the Island Palace, or to Death Mountain, or to the King's Tomb.

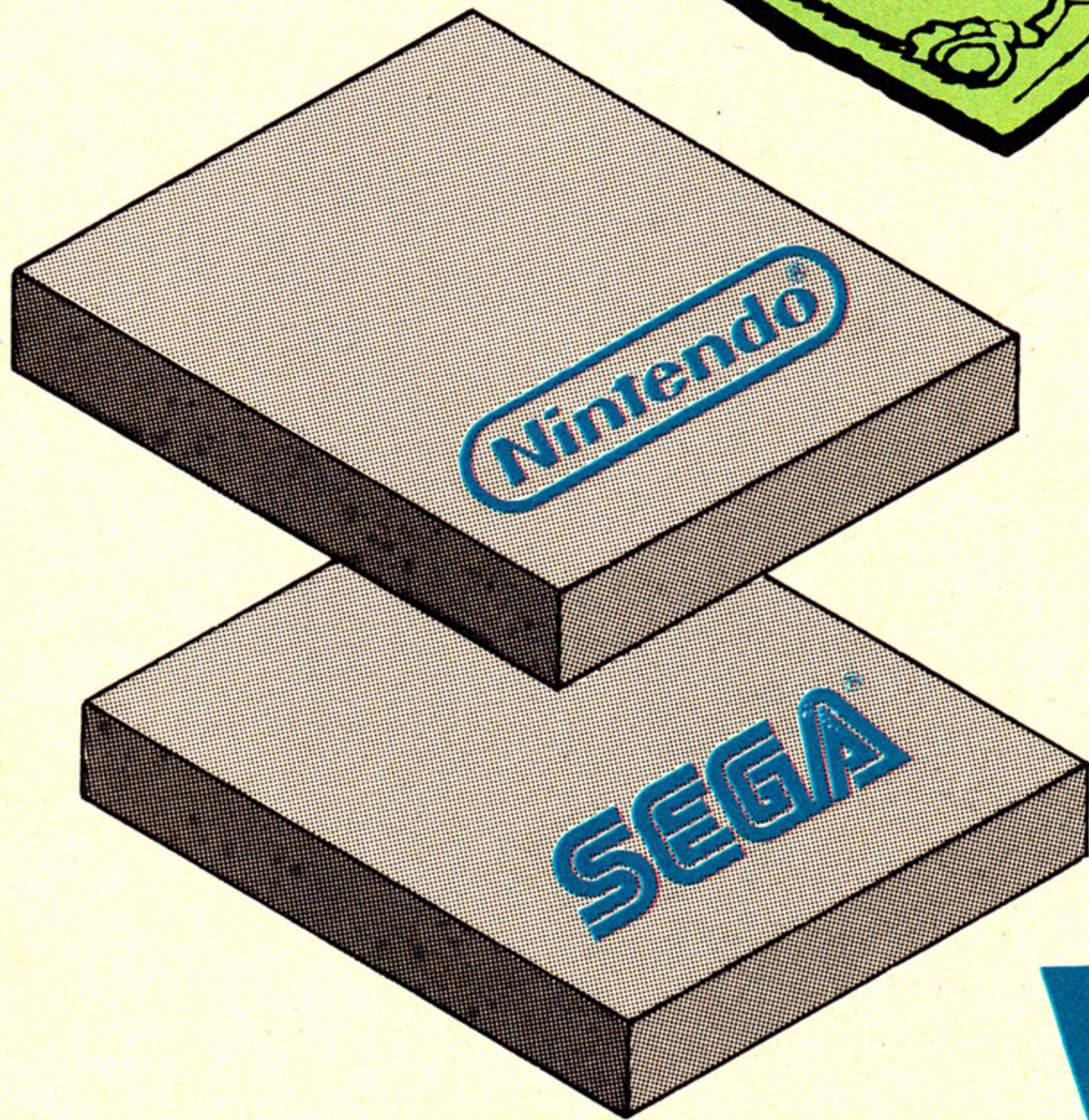
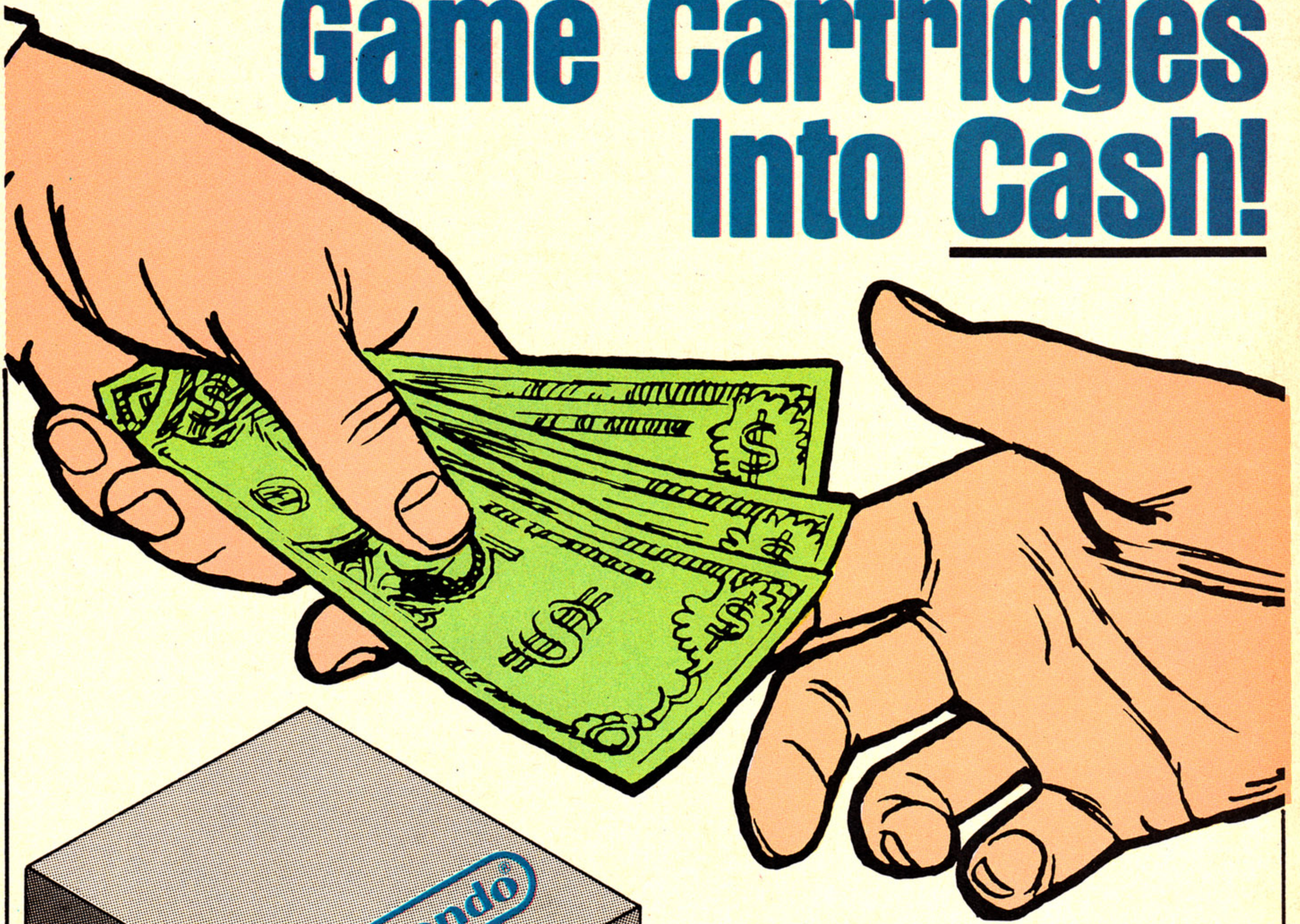
Ready To Create Characters?

Still, it could be that *Zelda* has met its match in the world of adventure games for Nintendo. *Ultima* (FCI), already a popular series of adventure games for personal computers, has just arrived for Nintendo and promises to be hugely popular.

There is one important difference between *Zelda* and *Ultima*. In



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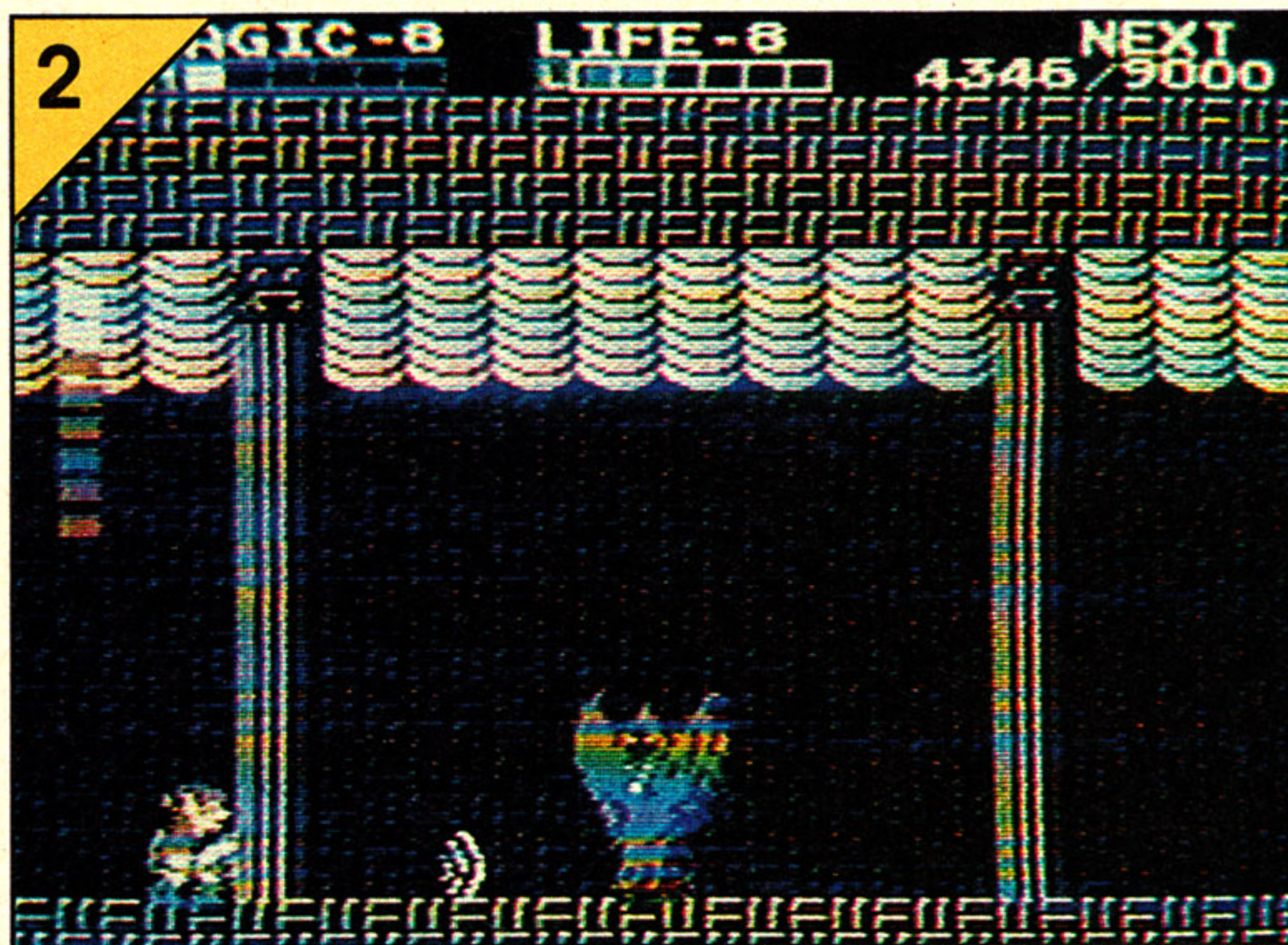
NINTENDO NEWS

Ultima, you can create your own hero character, choosing from a wide variety of special attributes. To accompany your hero on his quest, you can also assemble your own band of priests, druids, clerics, thieves, rangers, and members of six other professions. These characters can also be from five different races: human, elf, dwarf, bobbit, or fuzzy.

In *Ultima*, the kingdom of Britannia is threatened by activities on an island on its outskirts. Mondain, an evil magician, has cast an "Exodus" spell over the island which is causing chaos throughout the kingdom. Lord British, the ruler of Britannia, sends out a noble party to restore peace and break the spell.

Ultima has all the best traits of other adventure games. You have a band of four characters, with individual control over each member. There is a lot of interaction with other characters as well — you can gain valuable clues by questioning the people you meet on your quest.

The land of Britannia is huge, so you have plenty of exploring to do. Mapping is necessary, especially in the dungeons. Time passes realistically in *Ultima*, so your characters get hungry and sleepy at appropriate intervals. When you want to quit for awhile, you can save the game just by visiting an inn. That's important, because there's *no way* you're going to finish *Ultima* in one sitting — unless you



- 1 Inside the palaces, search for keys. Unfortunately, they are watched by guards who want you dead.
- 2 Though you have to be able to wield a sword, your magic spells are sometimes more powerful weapons.
- 3 Balance your four characters in *Ultima* so they'll work well together and have varying skills.

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NINTENDO NEWS

can go for a day or two (or maybe three or four) without sleep.


What sets these kind of games apart from other top sellers, such as *Super Mario Bros. 2* or *Bionic Commando*? The heroes of those two games are on a quest, too, you might say. They embark on long journeys, surmount obstacles, and defeat enemies before destroying the "top villain."

But those games, and others like them, severely restrict your movements and options. You might be able to warp from place to place or descend into area 11 instead of area 8. But you don't have to search for hidden items you *must* have to finish the game. There aren't any hidden palaces or rooms that are *necessary* for completing the game. And you certainly don't create your own characters.

There's obviously nothing wrong with those games; they're great fun. But strategy games like *Zelda* and *Ultima* do fill a void in the Nintendo library. So expect to see a lot more games, such as *Nobunaga's Ambition* and *Hydlide*, to appear in the near future. And plan to spend a lot of hours mastering them.

GP

1



20	20	STR	25	05
05	05	DEX	00	20
25	00	INT	00	15
00	25	WIS	25	10
25	25	MMP	12	05
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0654	0903	EXP	0635	0605
0000	1820	GOLD	1308	1226



3



WHIP	GMFW
H0198	M04
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WIGITGMHR	
H0250	M05
F0493	L02

NO ONE IS
HERE!

1 You have eleven professions to choose from when assembling your party, and four different races.

2 You should spend the early part of *Ultima* making sure each of your party members has lots of gold.

3 During encounters, it helps if several members of your band can cast spells. The spell of the undead is useful against Skeleton, Gool, or Zombi parties.

LONG-AWAITED TITLES HIT NINTENDO MARKET

A surprising number of new Nintendo titles arrived in the stores this spring. Surprising because of the long drought of last summer and fall.

Hot titles such as *Ultima*, *Ninja Gaiden*, and *Guerrilla War* were all released recently, but there are other titles due with which to spend your summer vacation.

Will it ever arrive? *Teenaged Mutant Ninja Turtles* has to be one of the most eagerly anticipated games of 1989. The adventures of those sewer-dwelling crime fighters, Donatello, Michaelangelo, Raphael, and Leonardo, should finally make it into stores by the end of June.

For younger players, *Mappyland* is a comic adventure about a mouse with a demanding girlfriend. He has to rush around eight different levels to find presents to appease her blazing temper.

Thundercade is another you-have-to-save-the-world scenario, but this time instead of helicopters or hyper-bazookas, you're on a motorcycle. You'll find four levels of fast, fast action.

Basketball fans should be in heaven with *Jordon vs. Bird: One-on-One*, *Magic Johnson's Fastbreak*, *Hoops*, and *Pro Basketball* scheduled before year's end. Or other sports fans can check out *Goal*, a new soccer simulation.

Anyone who can't stand being without a challenging strategy game should look for *Nobunaga's Ambition*, which puts you the midst of a Japanese dynasty.

Other titles expected by mid-summer include *Predator*, based


on the Arnold Schwarzenegger movie; *Taboo*, a tarot game; and *Mega Man II*, the sequel to the popular sci-fi adventure.

And, looking a little further


ahead, keep an eye out for these titles in the next few months: *California Raisins*, *Batman*, *Godzilla*, *Who Framed Roger Rabbit?*, and *Nightmare on Elm Street*. **GP**

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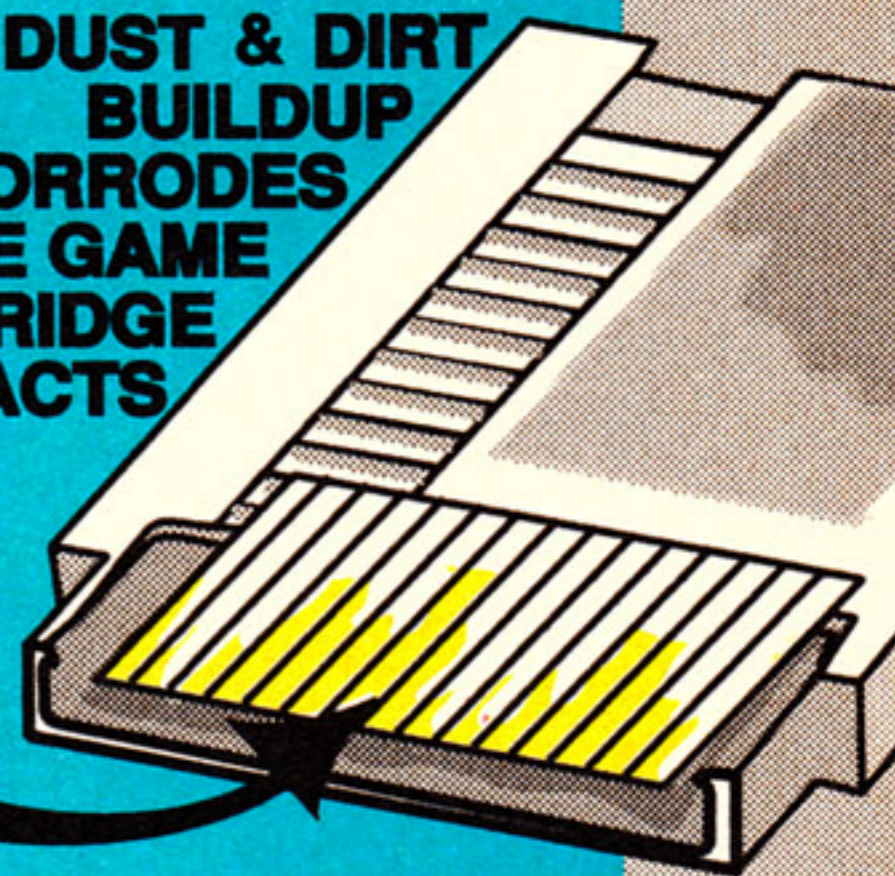


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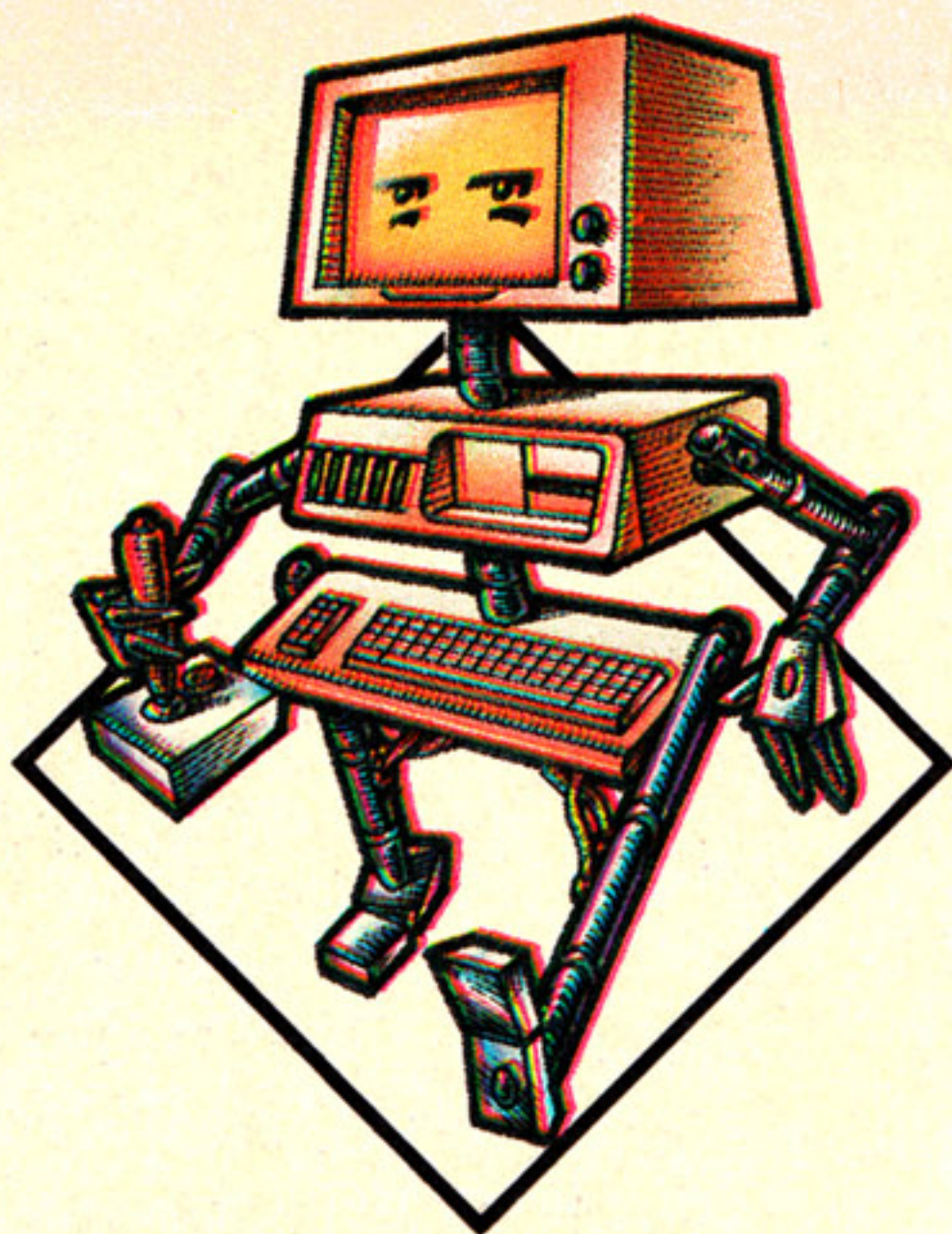
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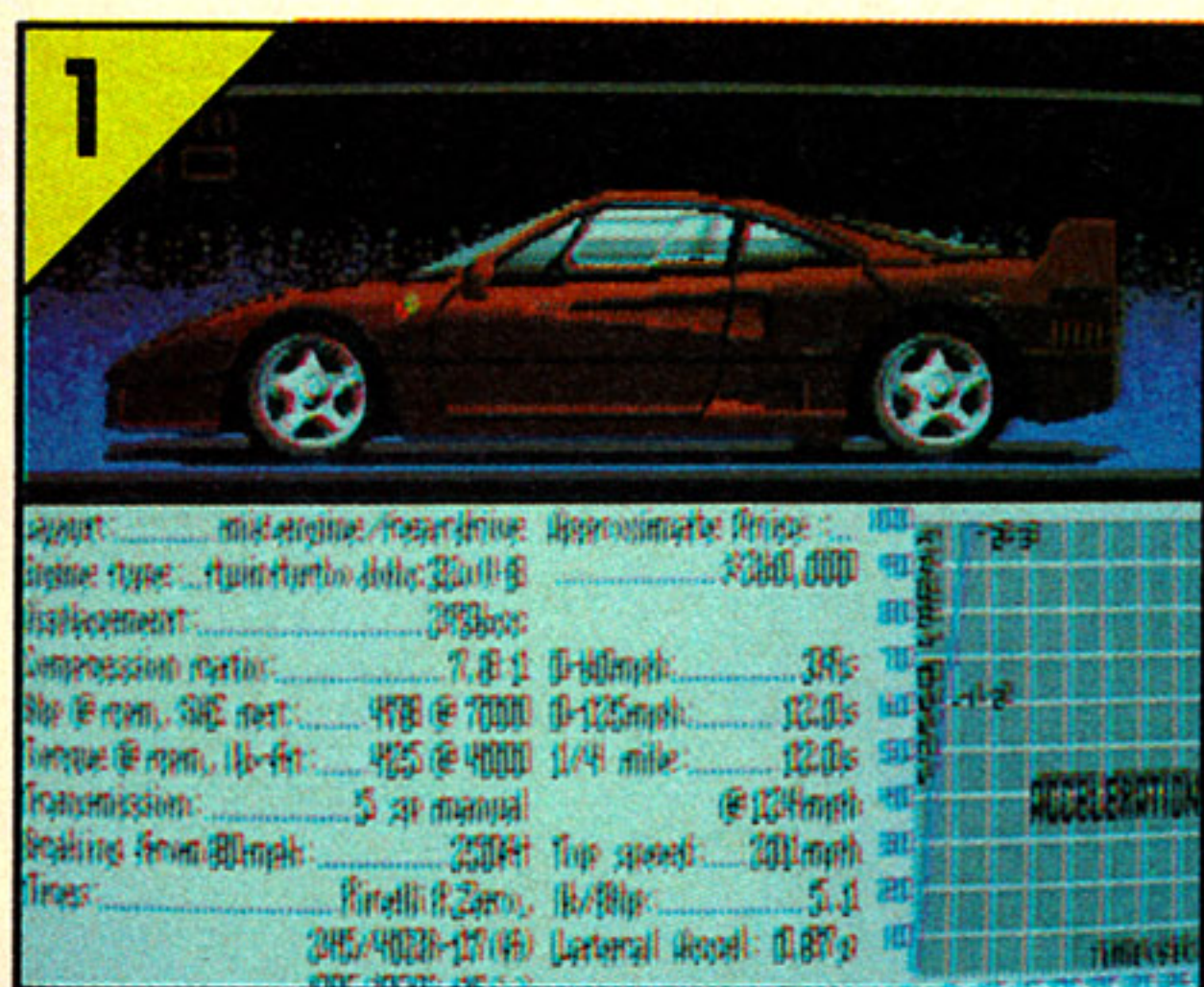
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PC PLAYERS

BABY, YOU CAN DRIVE MY CAR

Neil Randall



Test Drive II: The Duel

A couple of years ago, Accolade introduced *Test Drive*. It was fun, but it had some obvious limitations. These limitations didn't hurt sales, however — *Test Drive* quickly became Accolade's best-seller, and one of the hottest-selling games in computerland.

But the game needed work, and Accolade responded. Available now is *Test Drive II: The Duel*. The scenery is much more varied than the lone mountain road of the original game, and the action is smoother as well. Furthermore,

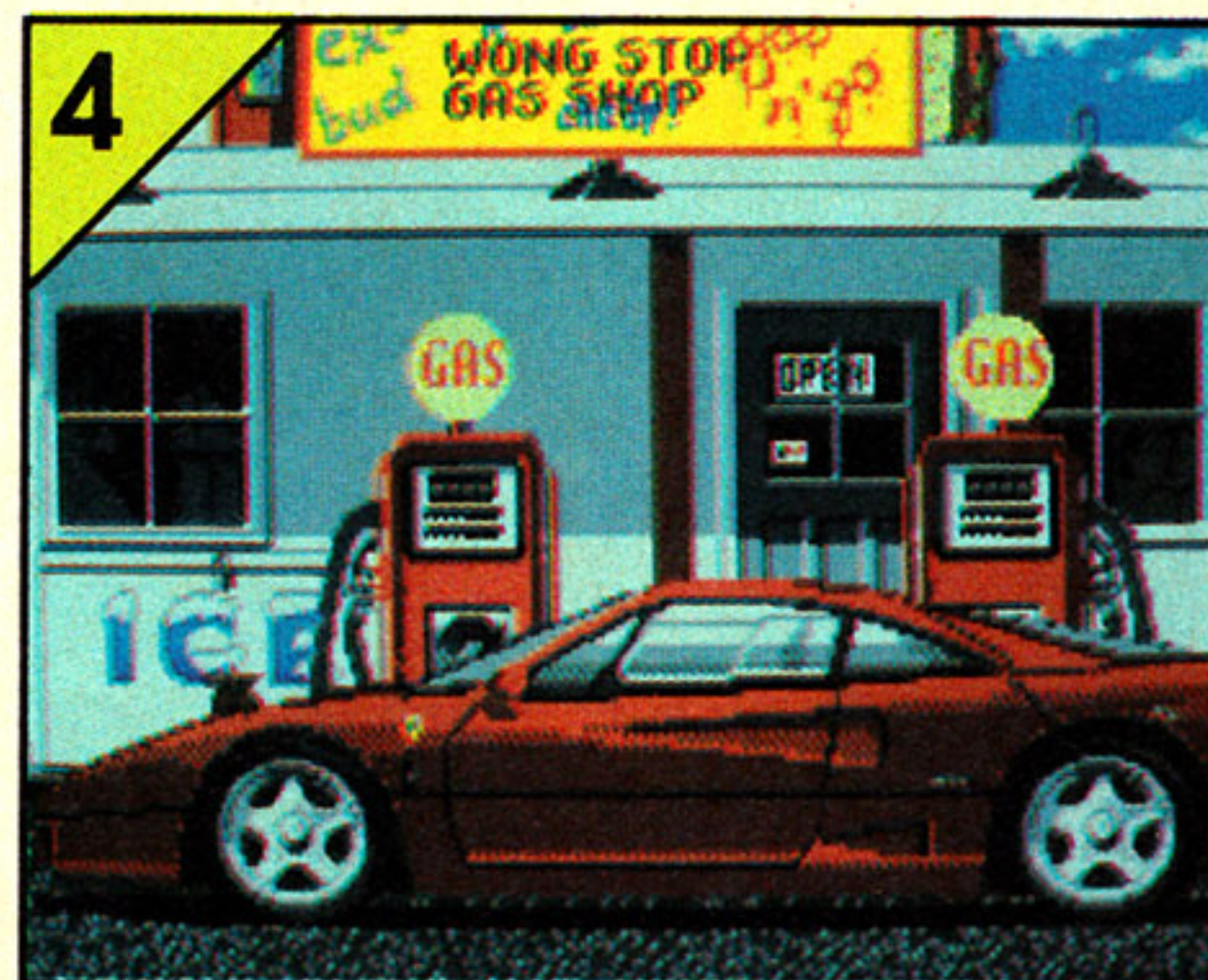
you can race against either the clock or another (computer-controlled) car. Instead of just driving, you're

- 1 As long as you're fantasizing, try this Ferrari F40. A bit pricey, but you don't really have to pay for it.
- 2 Additional scenery disks are available for *Test Drive II*, such as *California Challenge*.
- 3 A mountain ledge! Did you see these in the original *Test Drive*? This one's more deadly because you can actually fall off.
- 4 Every gas station is an oasis. Refuel and receive a progress report. Not all of them are complimentary.

actually racing along these picturesque roads.

The original *Test Drive* also suffered from a fairly small number of available cars. *Test Drive II* considerably improves on the scenery, but it actually offers fewer cars: only a Porsche 959 and a Ferrari F40. In a very promising move, however, Accolade is releasing some expansion packages. *The Supercars* adds five incredibly fast (and incredibly expensive) cars to your software garage, and *California Challenge* gives you a completely new set of roads to drive. Add both packages, and you have a lot of driving ahead.

The Supercars disk, the first in a series, lets you choose from a 1988 Lotus Turbo Esprit (160 mph maximum), a Ferrari Testarossa (185 mph), a Porsche 911 RUF (211 mph), a 1988 Lamborghini Countach 5000S (179 mph, with a V-12 engine), and a 1989 Corvette ZR1 (185 mph). Just pick the car you want and head out to the highway. Be sure to try racing against a computer-controlled opponent. He's a friendly opponent, and won't get too far ahead of you. But



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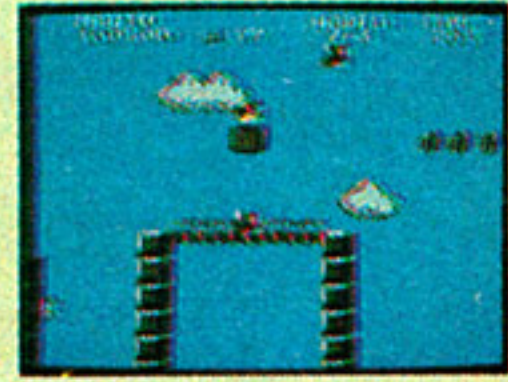
Each issue is filled with color and packed with solid information, hundreds of hints and tips, game descriptions, even maps and complete solutions to complicated games!

NINTENDO GAME of the MONTH SUPER MARIO

The editors and game players



Here you must time your runs to keep from being killed by the cheep-cheeps.

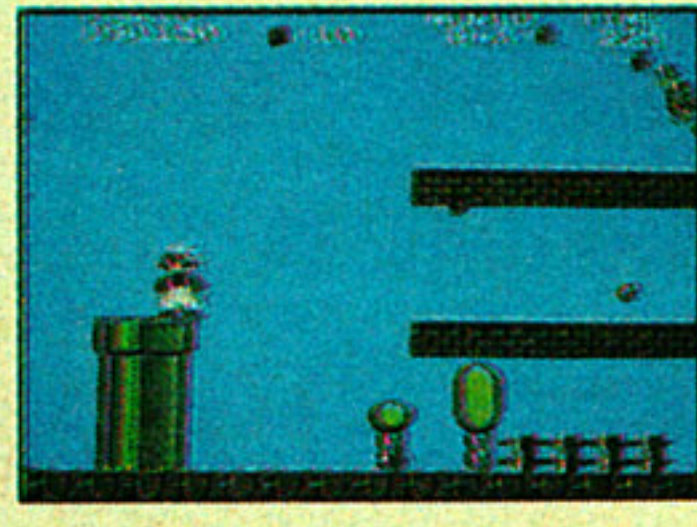
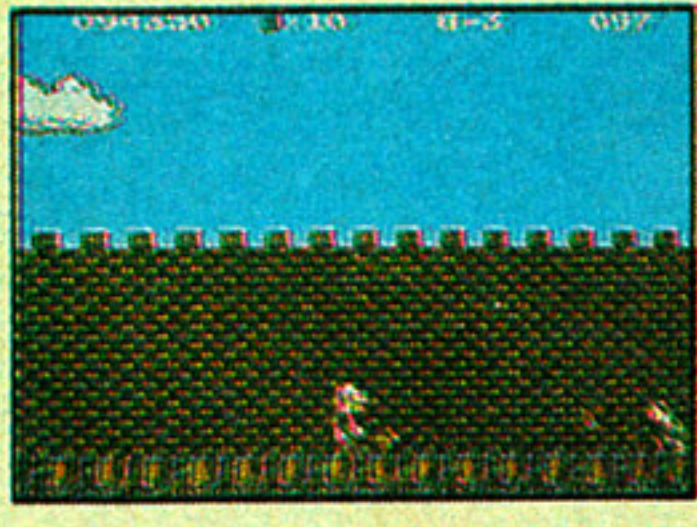


Wait for them to fly up, then run under them.

Millions of Nintendo players now own *Super Mario*. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

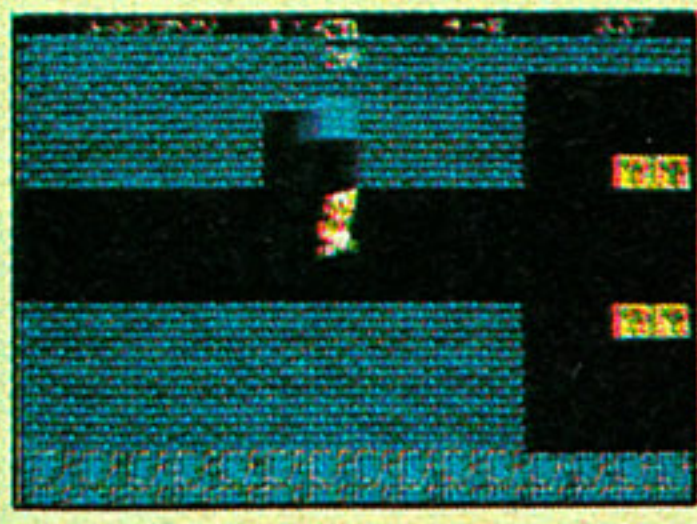
Throughout this game your timing is very important. Jumping and leaping are critical skills in the treetop worlds. You just have to work your way through, learning when to jump and when to wait.

They're rough in the water worlds, too, but not as aggressive as the Bloobers (jellyfish). Use the A button to swim up. The water worlds are much easier if you're fiery Mario.

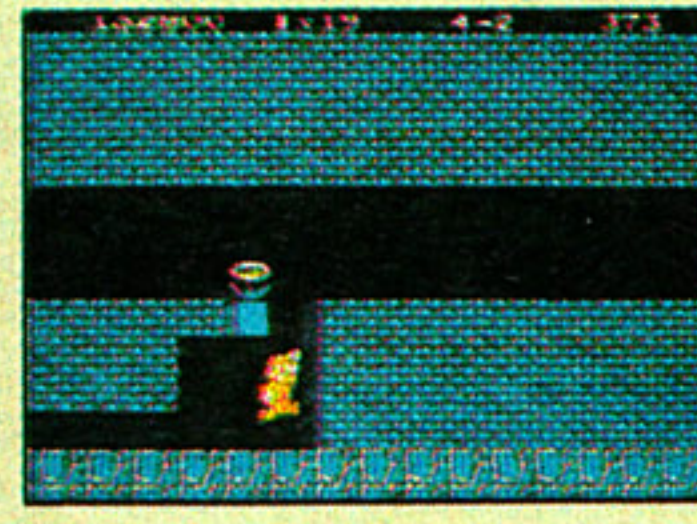


Uh oh... It's the Hammer Brothers. These guys are bad! It's best to be fiery Mario whenever you have to get past them.

All through the game you'll find hidden coin boxes, fire plants, magic mushrooms, and more. These samples show you what you're looking for.



Coin Box.



Fire Plant.



Magic Mushroom.

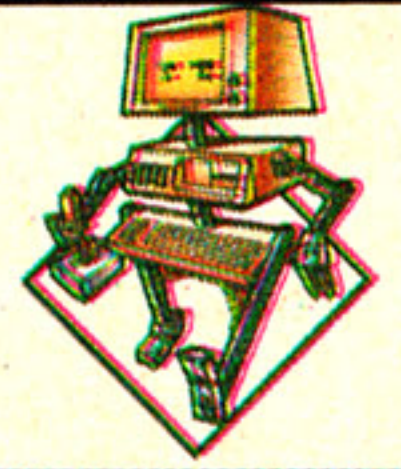
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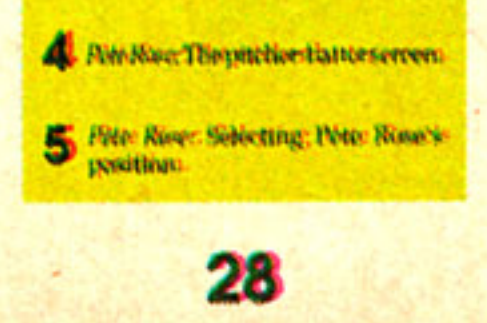
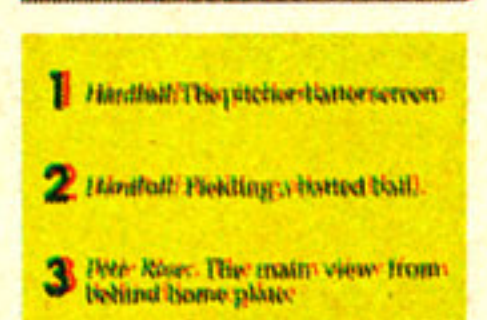
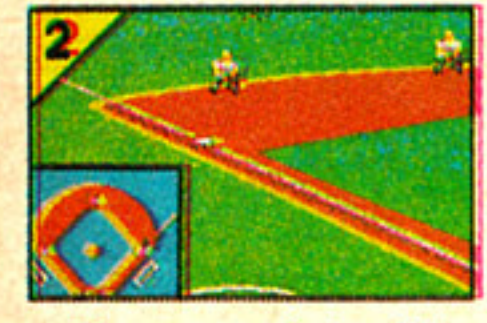
All right, I admit it. I got excited about the return of *Baseball*. I follow the results during spring training. I make a few phone calls about season tickets, hoping that somehow they're on sale for 70 percent off. And I watch the season opener and home opener as if each was the seventh game of the World Series.



PC PLAYERS

Take Me Out To The Videogame

Neil Randall



championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

Hardball

In *Hardball*, the screen you see most often shows your pitcher (either left-handed or right-handed) preparing to throw to the plate. It's the classic viewpoint of televised baseball, as seen from somewhere in left-center field.

The menus at the bottom of the *Hardball* screen show your options. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to bunt, steal, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not

One more confession. When spring training begins, I find myself searching for my computer baseball games. I play *Accolade's Hardball* while watching a game on TV. I look to Gamstar's *Pete Rose Pennant Fever* when I want to test my skills at building a franchise. Mondays, with the sports pages in front of me, I boot up Electronic Arts' *Earl Weaver Baseball*, change some statistics, and play the games my favorite team will be playing that week.

Why do I have three baseball simulations? Because each one has its own particular focus. *Hardball* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pete Rose Pennant Fever* is a franchise-building game, in which you have ten seasons to assemble a

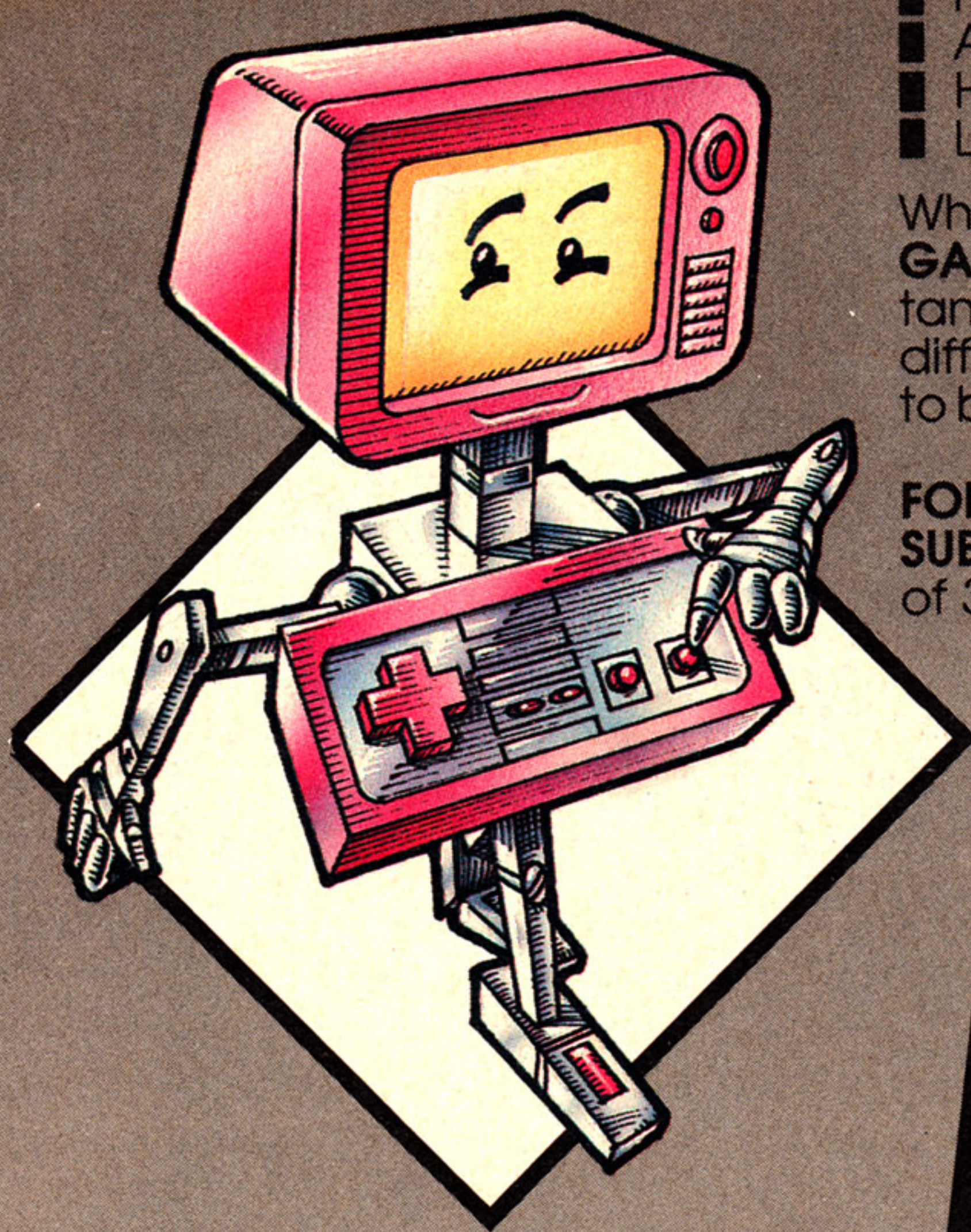
- 1 *Hardball*: The pitcher-batter screen.
- 2 *Hardball*: Pickling a batted ball.
- 3 *Pete Rose*: The main view from behind home plate.
- 4 *Pete Rose*: The pitcher-batter screen.
- 5 *Pete Rose*: Selecting Pete Rose's position.

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

But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now available. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable, like clones of each other. Certainly *Amegon*, *Bubble Bobble*, and *Golgo 13* are not imitations of games that have come before.

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

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

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

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

NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell

- 1 Study the *Bionic Commando* map to decide when to descend and when to transfer.
- 2 In area 1, you should quickly get behind this soldier and shoot him before he shoots you.
- 3 This power beam is deadly; so hit yourself up and shoot out the generator.
- 4 Fire directly into the core of the main system to destroy it, but watch for soldiers!
- 5 When you eliminate armored soldiers in the vertical scrolling scenes, you earn eagles worth extra firepower.

GAME PLAYERS 20 APRIL/MAY 1989

WayDown
SUPER SWEEPSTAKES CONTEST
Details inside the Prizebook. See page 18 for official rules.

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PC PLAYERS

he's extremely tough to beat.

Test Drive II has 12 difficulty levels. Six factors vary according to the level you select. For instance, on the first four levels, your car shifts gears automatically so you can concentrate on accelerating and steering. Your opponent's maximum speed ranges from 90 mph on level 1 to 200 mph on level 12, and the police car's speed ranges from 120 mph to 200 mph. The density of traffic on the road is 50 percent on level 1 and 100 percent on level 12 (try avoiding buses and trucks while you're doing 180 mph!), and the speed of the traffic also varies. The number of points you score increases significantly on the higher levels.

You can control your car with the keyboard, but a joystick is far better. You can accelerate, turn, and brake with the joystick, and the fire button shifts gears. Each car has a unique stick shift (as in real life), and the joystick lets you see how these work.

California Challenge is the first in a series of projected scenery disks for *Test Drive II*. Like the scenery disks available for SubLogic's *Flight Simulator* and *Jet* programs, *California Challenge* is an alternative to the scenery in the original package. It installs easily on both floppy and hard disk systems.

What a difference it makes to have new scenes! Instead of the nondescript, unnamed mountain road of the original *Test Drive*, or even the more varied scenery of

Test Drive II, you now have real roads to drive. (Well, more or less real.) You start at the California-Oregon border, with a "Welcome to California" sign straight ahead. Then it's down through the redwood forests and the Trees of Mystery, and on to Eureka and the elevations approaching Rockport. Near San Francisco you see the Golden Gate Bridge, and then you're off toward Carmel and Monterey. Redwoods appear again near Big Sur, and the Los Angeles freeway is realistically

frightening. Get to Mexico, and you've finished.

Then, of course, you can start another trip. Hop inside a new car, notch up the difficulty level, and try again. By the time you've managed a full-speed run on level 12 from Oregon to Mexico, avoiding the cops and never running out of gas or crashing, you can consider yourself a master. And by then, there should be new scenery disks available for you to conquer.

1 on! Use that lead foot of yours.

Section 3		5.0 miles	
Your time:	3:15.7	+ 0:20 penalty	
Your avg speed:	84 mph		
Your score:	14146	points	
Best time:	3:35.7		
Best avg speed:	84 mph		
Best score:	14146	points	

Overall Performance	
Your time:	11:28.6
Your score:	31760
Best time:	11:14.6
Best score:	39939



1 *Test Drive II*: Look at this speed. We've averaged only 84 mph — in a Ferrari. That's like using Roger Clemens as a batting-practice pitcher.

2 *Test Drive II*: We're in Mill Valley, California, with a car in the rear-view mirror.

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PC

PLAYERS

4x4 Off-Road Racing

Of course, ripping down a California highway in a Ferrari or a Porsche isn't everyone's driving fantasy. Another is off-road racing. You don't use fancy cars for this. Instead, you take the rig of your choice and challenge some of the roughest roads you've ever seen. And you don't have a repair crew waiting for you, either. You make most of the repairs yourself, somewhere in the middle of nowhere.

4x4 Off-Road Racing, from Epyx, includes four courses. The Baja Challenge gives you 1,000 very difficult miles ranging from desert to dried-up lake beds. The Death Valley Trek is, of course, parching desert. The Georgia Mud Fest gives you mud and rocks, and the Michigan Winter Wreck-Off lets you race in the ice and mud of winter. Each course makes different demands on your rig, and each requires a different style of driving.

There are four levels of difficulty. Start with Beginner, because all you have to do is drive and make repairs. When you choose the Amateur level or higher, you must customize your rig before racing. On the Semi-Pro level, the obstacles are constant; on the Professional level, they're practically insurmountable.

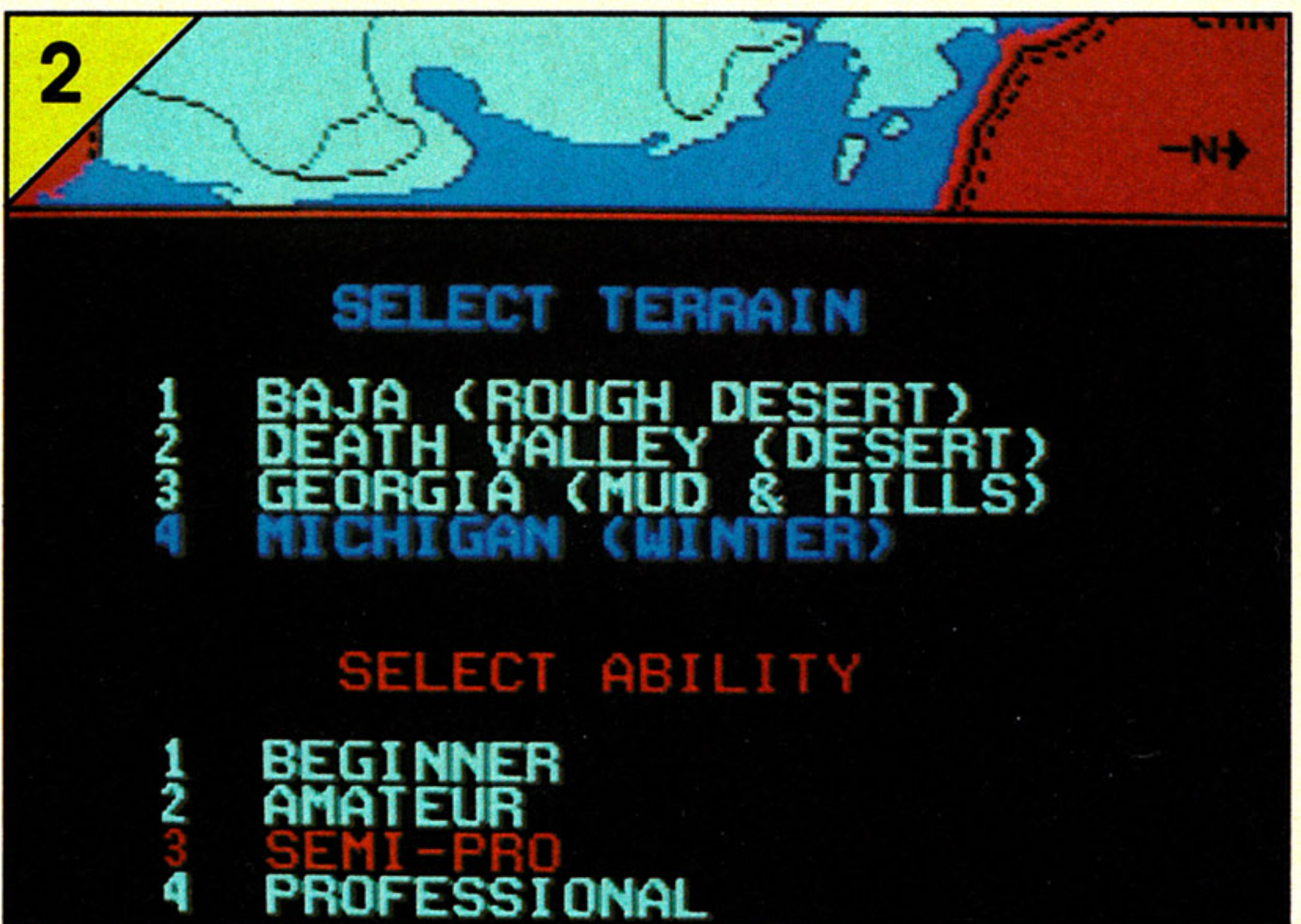
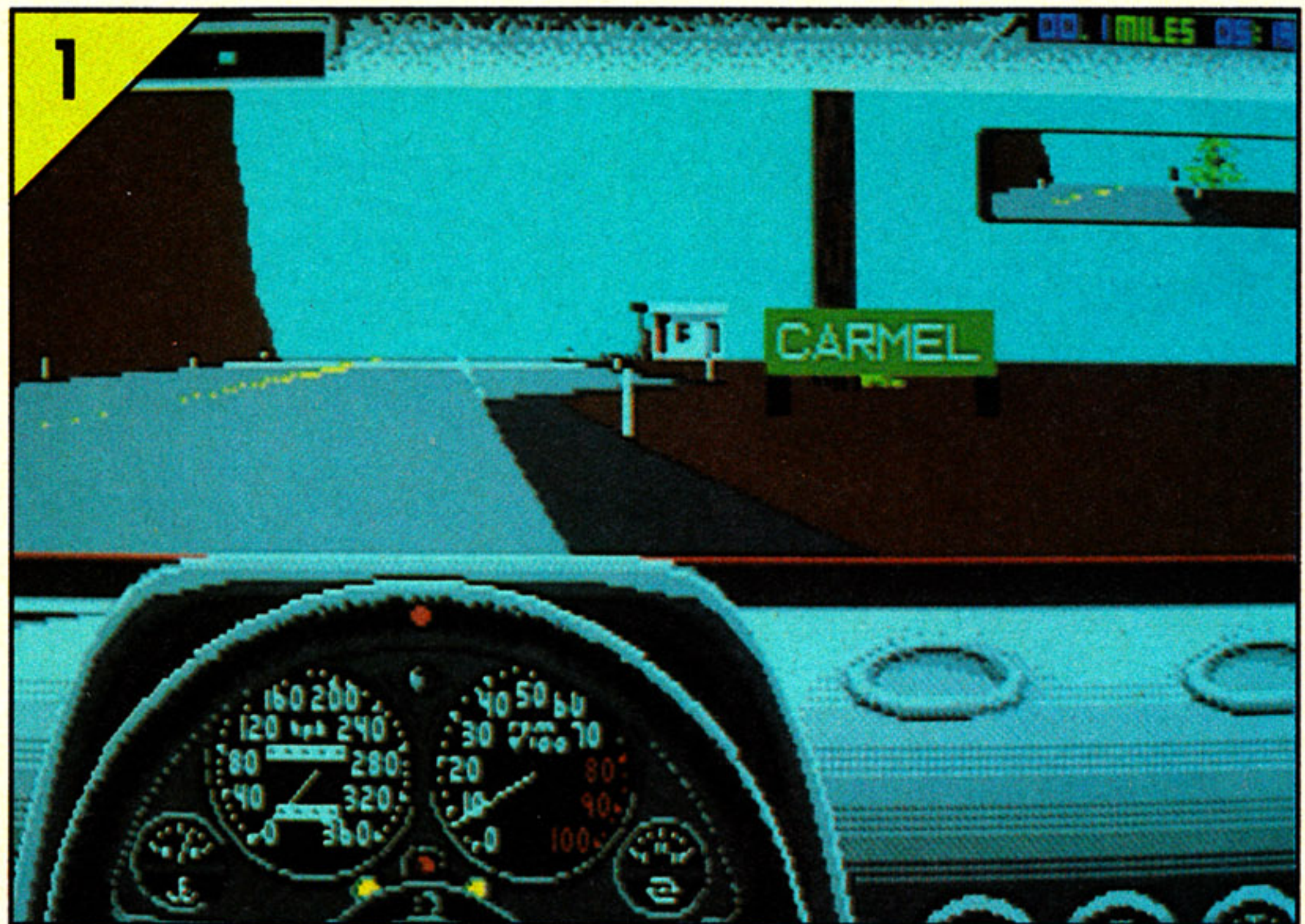
You start by choosing your rig.

The Stormtrooper is durable, heavy, and fairly slow, while the Tarantula is faster and lighter. Less durable but faster still is the Highlander, and the Katana is very quick, but not always tough enough for the inexperienced driver.

Except on the Beginner level, your next step is to buy auto parts. Two shops are available: the Custom Shop and the Auto Mart. In the Custom Shop, you can buy a

winch (to haul yourself out of bogs), a larger gas tank, a cap for your rig (which lets you carry more stuff), and standard, mudder, or all-terrain tires. You have a limited amount of money and carrying capacity, and you still have to visit the Auto Mart, so plan carefully which parts to buy.

The Auto Mart has lots of special items. Water is free, but it takes up capacity. Oil is necessary, as in real life. You'll need lots of coolant



1 *Test Drive II*: Good old Carmel, with a very welcome gas station dead ahead. After this, it's on to L.A.

2 In *4x4 Off-Road Racing* you choose your course and difficulty levels. "Michigan" is a snow-and-ice winter course.

PC PLAYERS

in the desert, less on the Michigan course. Then there's transmission fluid, an extra battery, spare parts, spare tires, cans of gasoline (you always run out), maps, flashlights, and tools. You can even buy a six-pack of beer if you wish, and you can hire a mechanic to speed up your repairs. What you buy depends on the course, your driving abilities, and your overall strategy.

Next, it's off to the course. Driving is easy, but avoiding the logs, rocks, and animal skulls on the road isn't. Hit a rock and you'll damage your truck. Hit a log and you might damage the transmission. Oil leaks are possible, as are general breakdowns. In other words, anything that can go wrong with a real rig can go wrong here, and you must have the tools and (often). There, if you can afford the time, all repairs are free. In the meantime, you'll have to repair as you go, and your makeshift repairs may affect your rig's endurance. You have three "lives." If you lose your third rig, or simply run completely out of gas, the race is over.

Sure, it's all fantasy. Few of us will ever drive a Lamborghini or compete in an off-road race. So the next time you need a break, boot up your PC and drive away from it all.

GP

1




OYAMA MOTORS CORP. - KATANA

POWER	-	113	HP
WEIGHT	-	3300	LBS
FUEL ECONOMY	-	25	MPG
ENDURANCE	-	65	
EASE OF REPAIR	-	2.00	
PAYLOAD W/O CAP	-	65	CU FT
PAYLOAD WITH CAP	-	115	CU FT
FUEL CAPACITY	-	24	GAL

2

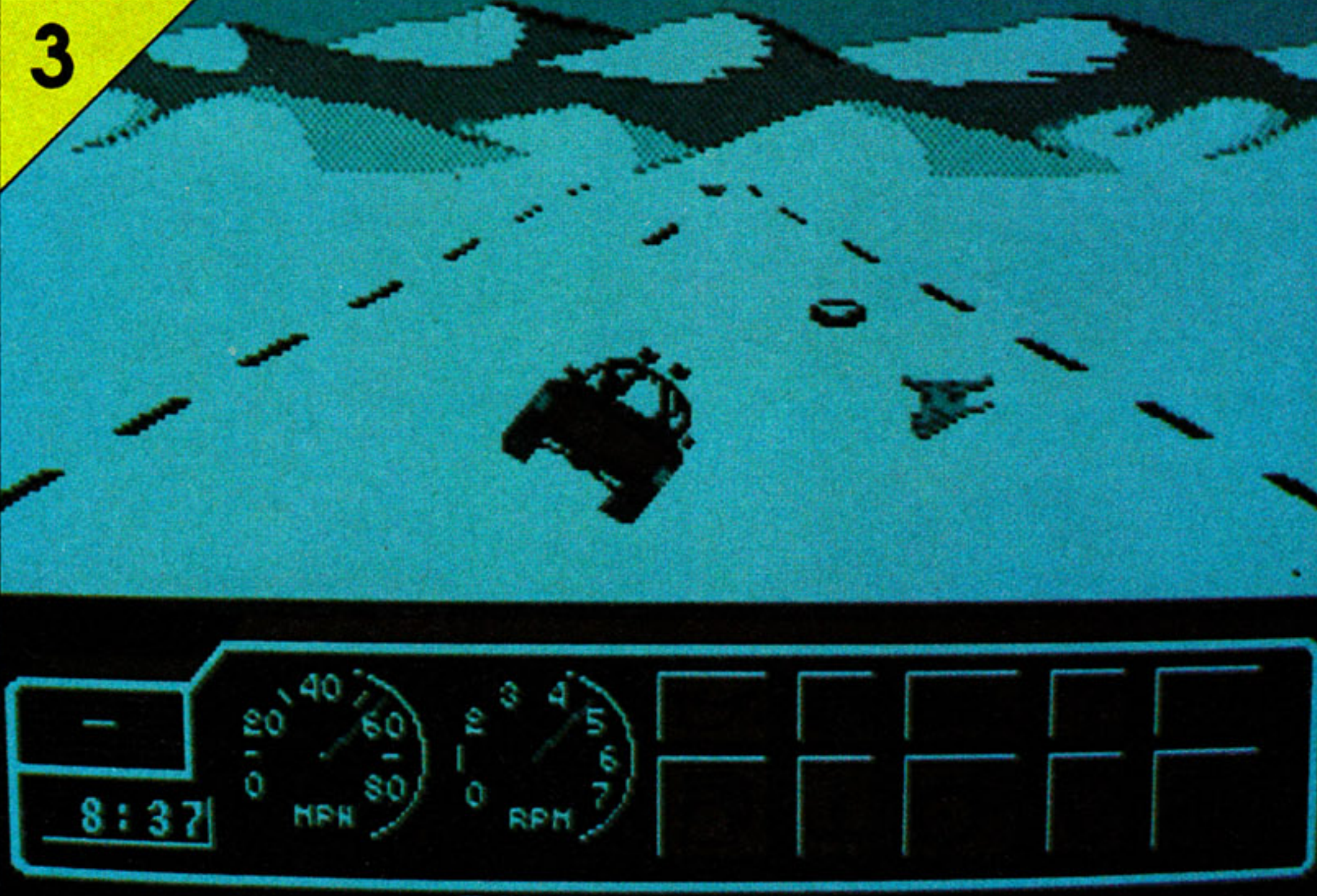
WELCOME TO AUTO MART

WEIGHT	3300
VOLUME	65
CASH	2000



SUPPLY	AMOUNT	COST	WEIGHT	VOLUME
Gasoline	0	\$6	25	10

3



GAME PAUSED

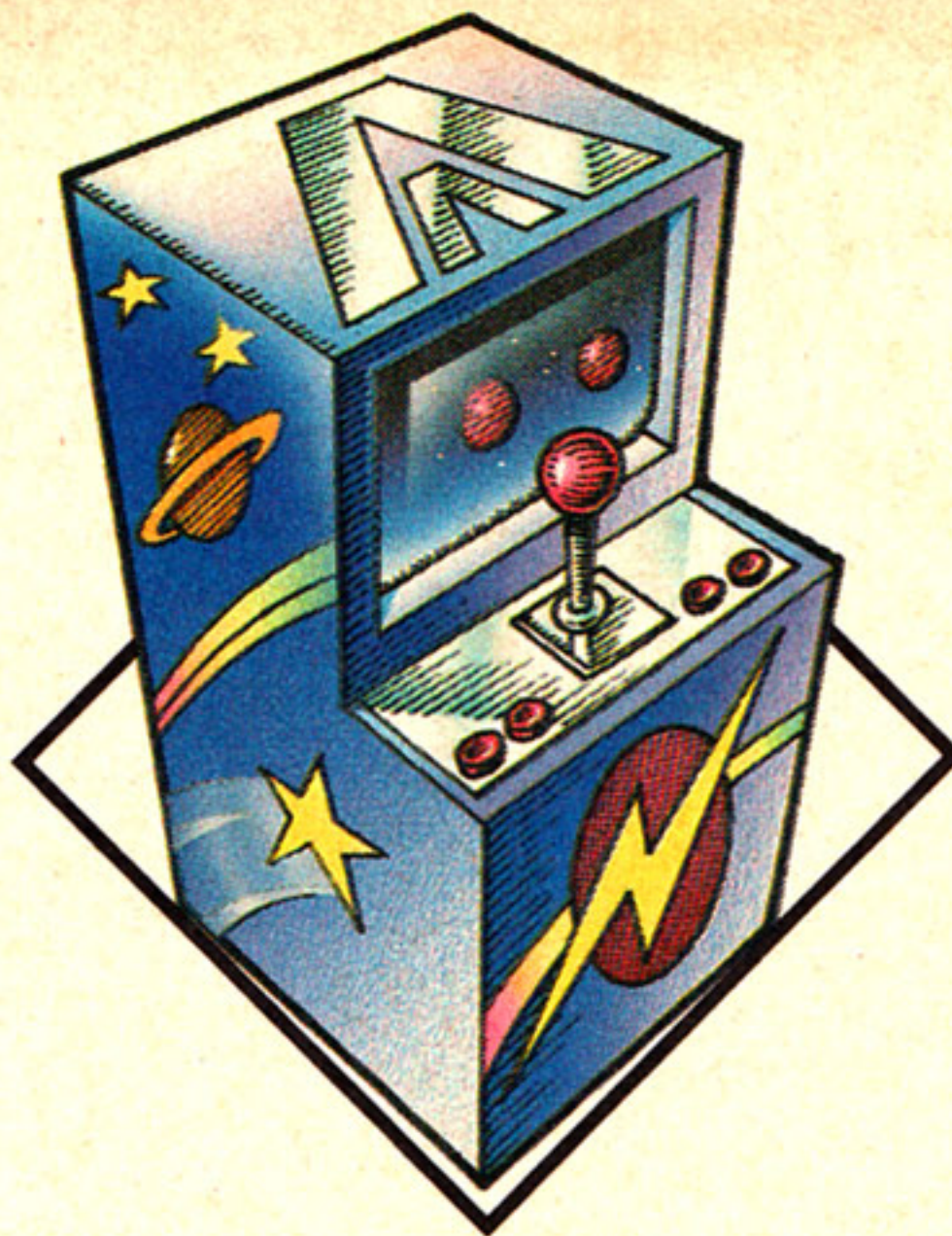
1 Four rigs are available. The Katana is light, fast, and gets good gas mileage. But it's not as durable.

2 In the Auto Mart, you can buy coolant, water, a map, a flashlight.

3 Now we're careening through the Michigan countryside. See the charming skull lying on the road?

I'd like to start right off with a confession of personal prejudice: Despite their enormous popularity, I hate ninja games. I'm sorry, but I prefer being in control of high-tech hardware in futuristic simulations.

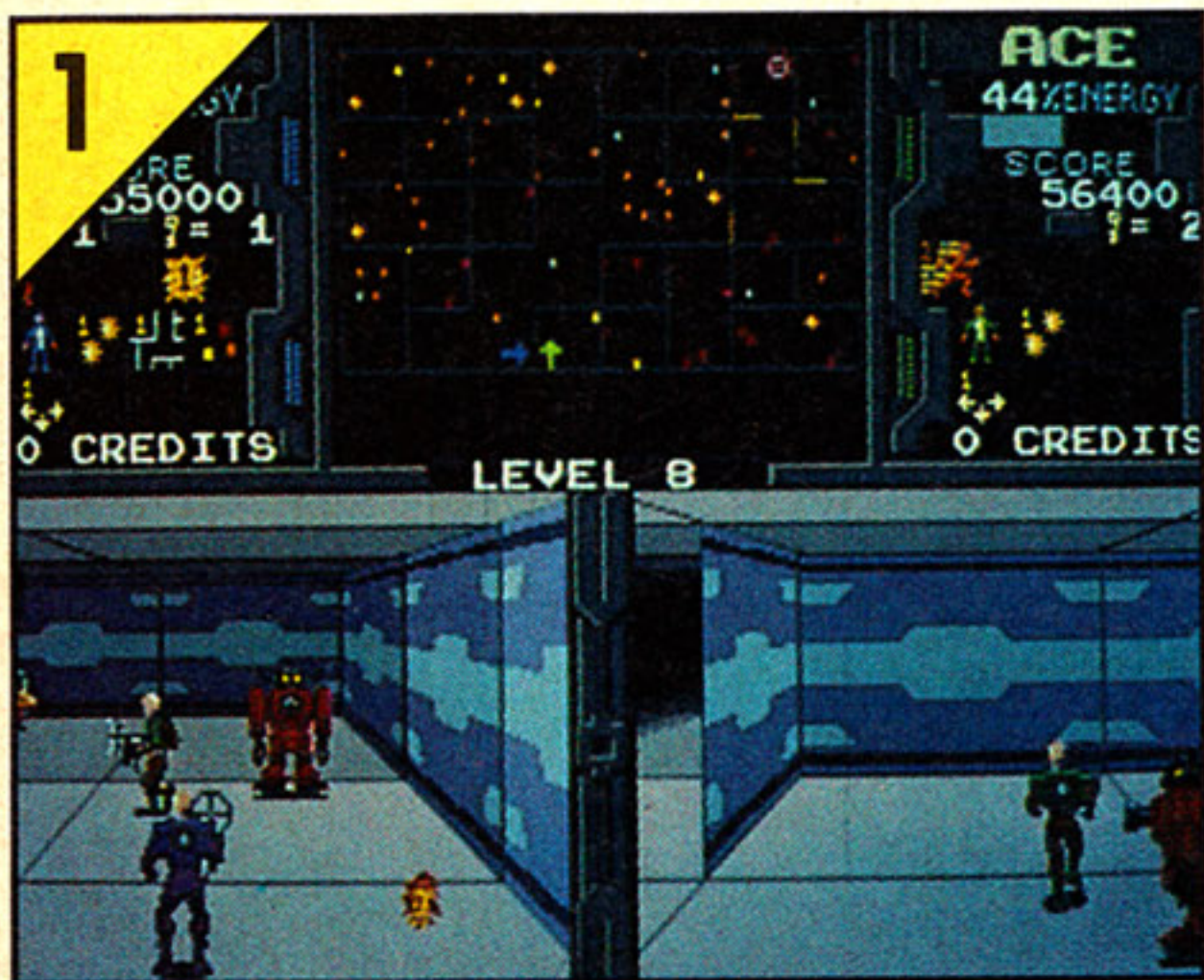
Which brings me to a pair of games I *really* like. They're not brand-new — they were first seen in 1987 — but their graphics, stereo sound, and playability are truly



ARCADE ACTION

TWO GREAT GAMES

Scott Wolf



awesome. And by coincidence, they're both from Atari Games: *Xybots* and *Vindicators*.

Xybots:

Science Fiction Soldiers

Xybots is a combination of a commando mission (like *Contra*) and a science-fiction maze-adventure game (like FTL's popular *Dungeon Master* for the Atari ST personal computer). In *Xybots*, you guide one of two warriors — Major Rock Hardy or Captain Ace Gunn — through a maze. Using a split screen, two people can play *Xybots* simultaneously, each guiding his or her own warrior.

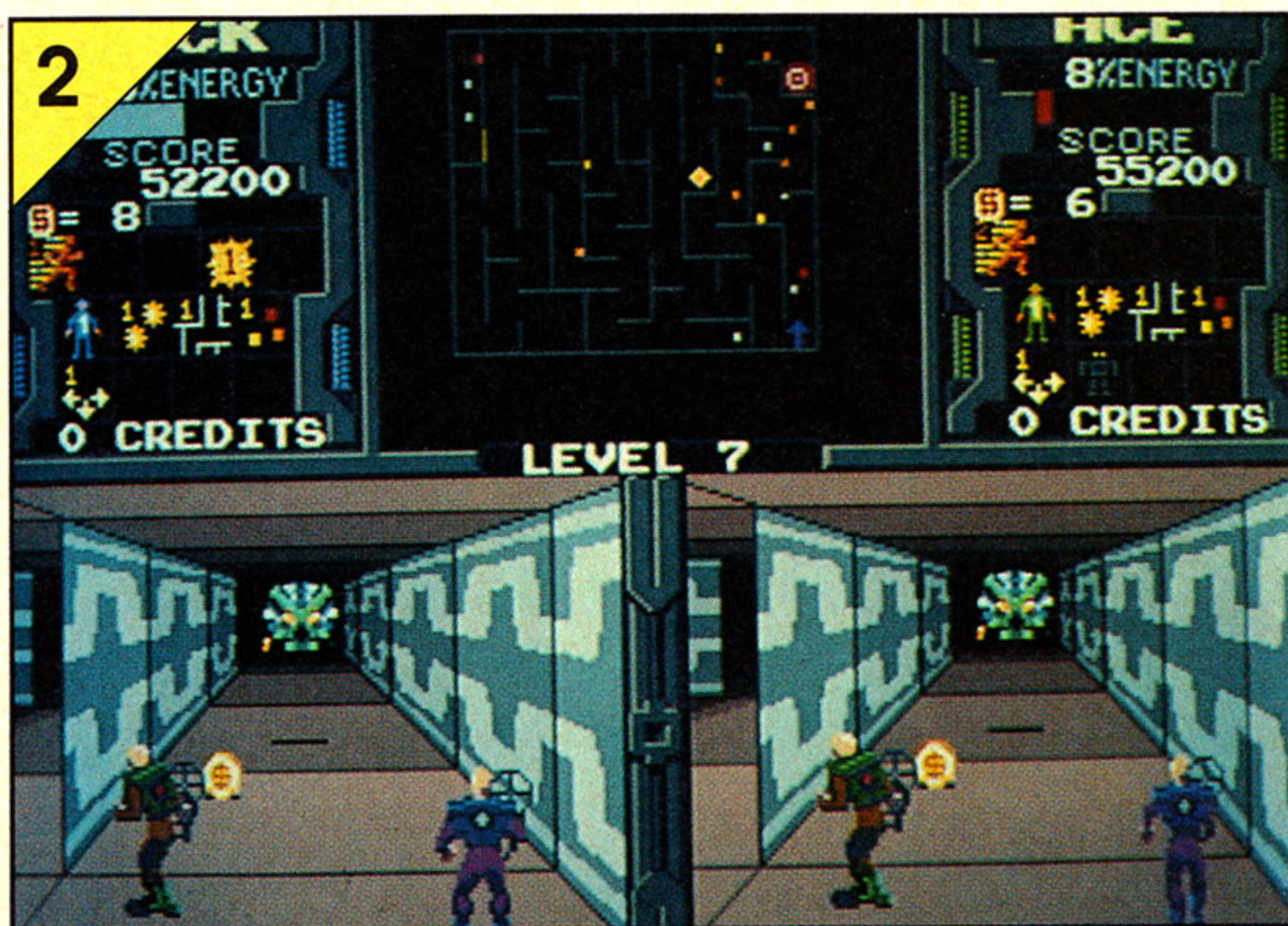
Your mission in *Xybots* is to destroy the Master Xybots who have invaded and taken over an otherwise peaceful planet. But first you must defeat several other opponents, including Saucers, Tanks, Warriors, Flies, and Guardians. While your energy is constantly depleting, you must de-

stroy the baddies and collect such goodies as keys, coins, energy pods, and weapons. The coins, in a very amusing segment, allow you to purchase supplies.

In addition to the main view of the action, the screen shows a map view. It helps to have a friend who can read the map and guide you through the maze, so you can concentrate on fighting. The screen also has a status window that shows what supplies and equipment you possess, and how much energy you have left. Meanwhile, the main view shows the action from behind and a bit above your character. *Xybots* takes a novel approach to this: You can rotate your view 90 degrees left or right by twisting the joystick. This lends a three-dimensional, you-are-there quality to the game.

After you've cleared all opponents from a level, you receive a bonus — plus another bonus if you're the first player in a two-person game to exit the level. You then ride a lift down to an options panel which allows you to purchase supplies. You can buy extra speed, extra armor, faster shots, more efficient energy consumption, mappers, and guardian locators. In a two-player game, you can even give some coins to your

- 1 In *Xybots*, you explore a maze-like underground city in a quest to defeat the Master Xybot.
- 2 Two people can play *Xybots* simultaneously, and each player sees a different view.



ARCADE ACTION

buddy! And the first character to reach the options panel yawns, idly flips a coin, and twirls his blaster while waiting for his friend to catch up.

A useful technique in *Xybots* is to "zap" an opponent, which temporarily freezes 'em in their tracks. This costs you energy, of course. Throughout *Xybots*, keep a careful eye on your energy level and listen for the throbbing noise that indicates you're about to buy the terra-farm.

As usual, each time you move to the next level, the action gets faster and more furious, as your opponents get tougher and more numerous. After successfully fighting your way through about 25 levels, you must confront the Master Xybot. This is a bit different from the rest of the game. There is no maze — you stand on a platform, face to face with the enormous Master Xybot.

The graphics and sound in *Xybots* are indeed stunning. Together, these effects create an environment that bristles with danger.

Vindicators: Tanks of the Future

Vindicators is a futuristic tank game with a three-quarters overhead view of the action. The object is to fight your way through a series of

spacestations, destroying everything you can. Along the way, you collect fuel and stars which can be redeemed for extra shields, more effective firepower, and performance upgrades for your vehicle.

The controls are reminiscent of those in an older tank game, *Battle Zone*. There are two tread-control handles with triggers, so you can rotate the turret and fire your weapons. After you've destroyed a space station, you warp through space to the station in the next sector. There's also a contest

zone later in the game which, at one time, allowed you to compete for a *Vindicators* t-shirt. (The offer has expired.)

As with *Xybots*, the stereo sound and attractive graphics, combined with good playability (the game is neither too hard nor too easy), make you want to keep playing *Vindicators* long after you've expended your arcade budget.

GP

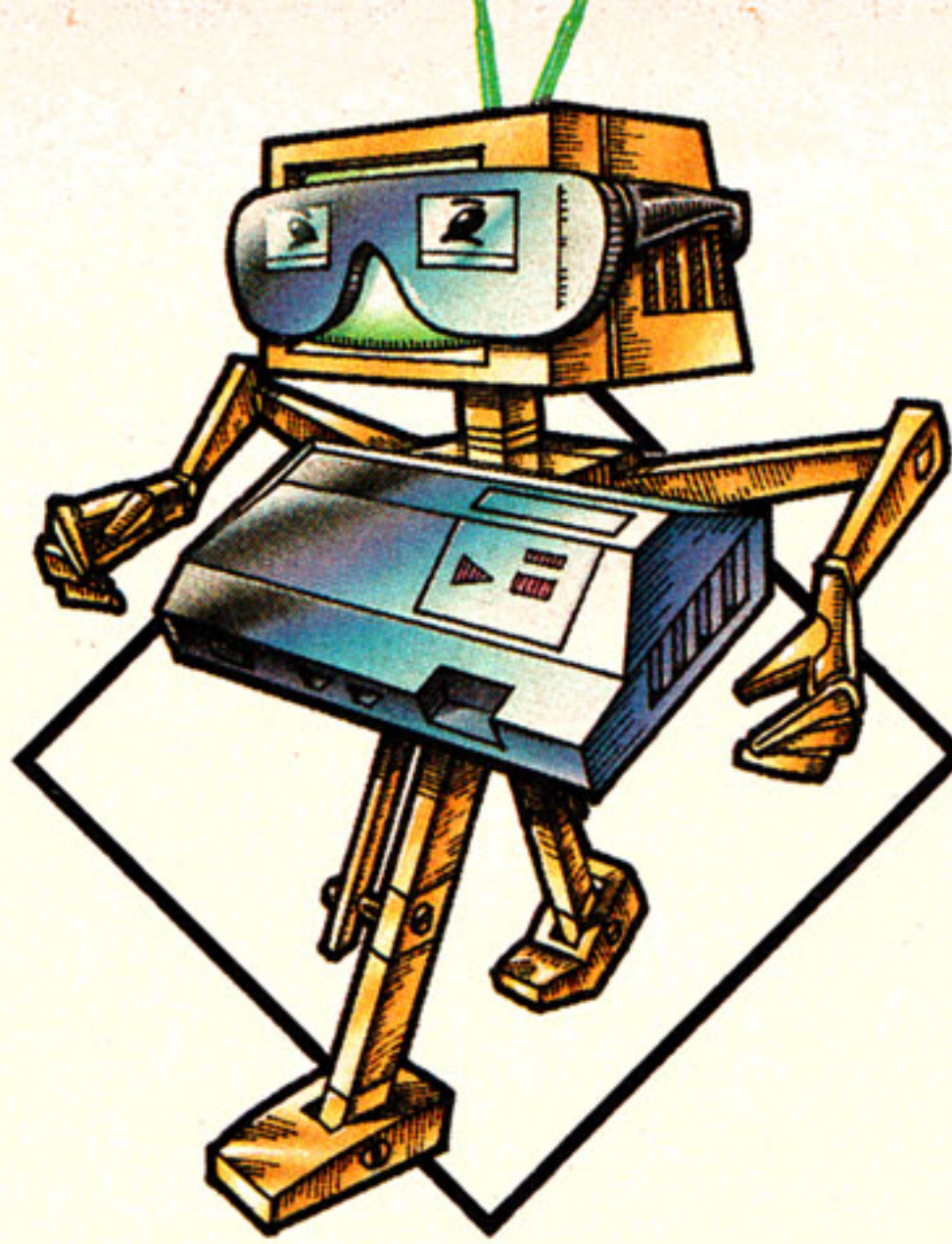


1 In *Vindicators*, you control an SR-88 Strategic Battle Tank while battling invading forces from the evil Tangent Empire.

2 If you can fight your way to this Bonus Room in *Vindicators*, you can pick up extra fuel and stars.

It's official! Sega will be bringing out its long-rumored 16-bit home videogame machine this year. Delivery to stores will begin near Christmas, though quantities are expected to be extremely limited at first. The name of the machine has not yet been decided (it's called the Mega Drive in Japan, where it has been available since November 1988), and the US price should be less than \$200.

Is this something to get excited about? You bet! The Mega Drive can do things that Americans have never before seen in a home videogame machine. Thanks to a powerful 16-bit microprocessor chip — its computer "brain" — the Mega



SEGA MASTERS

detailed color graphics, true stereo sound, more realistic voice synthesis, and faster, smoother action. In fact, Sega's Mega Drive uses the same microchip (known as the Motorola 68000) found in some of today's most powerful personal computers, such as the Macintosh and Amiga.

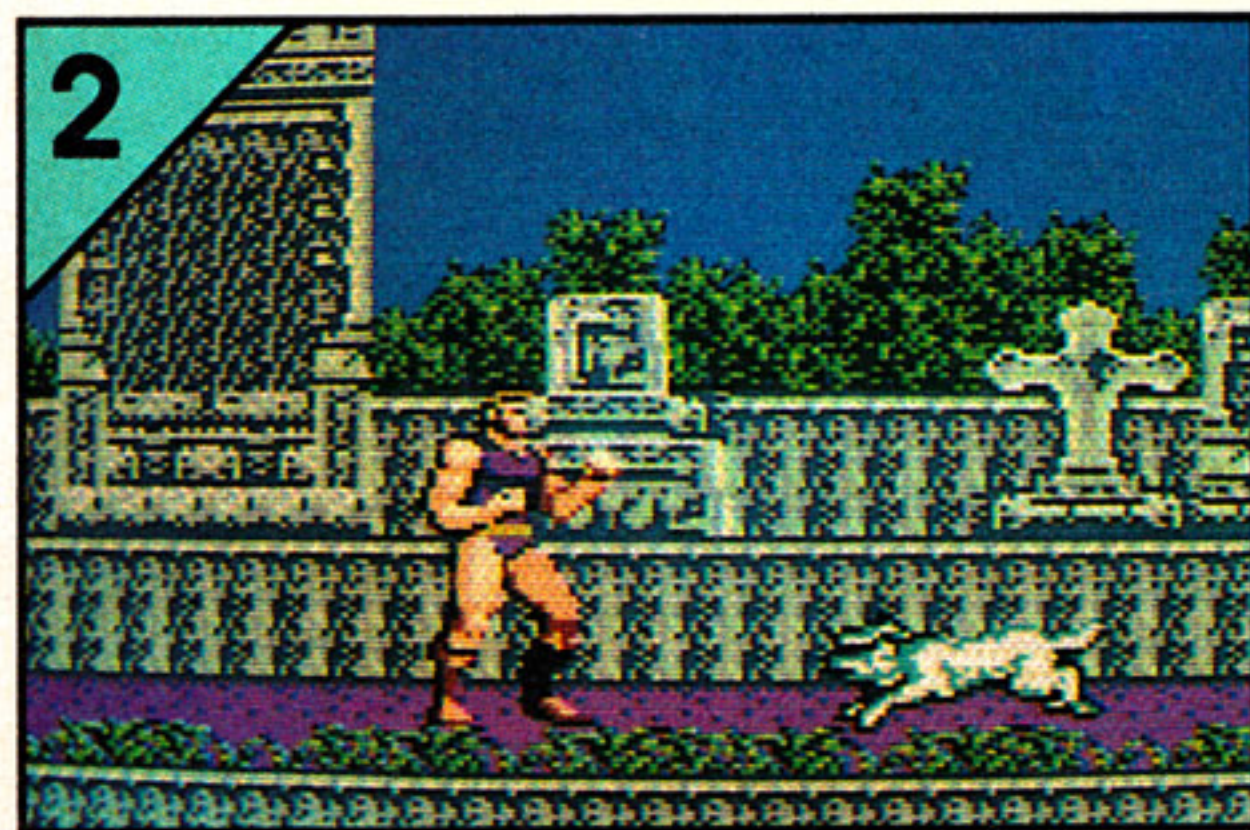
The audio, for example, has been vastly improved. Instead of simple mono sound, the Mega Drive has ten-channel sound in stereo. (You can hook it up to a stereo TV or sound system.) The fidelity of the sound now makes voice synthesis much more realistic. The voice in *Super Space Harrier*, for example, is truly outstand-



Drive has graphics, sound, and gameplay exceeded only by arcade machines and the best personal computers.

New Technology

Today's home videogame machines — such as the Sega Master System, Nintendo Entertainment System, and Atari 2600/7800 systems — all use 8-bit microprocessor chips. These microchips, designed in the late 1970s and early 1980s, were powerful in their day.

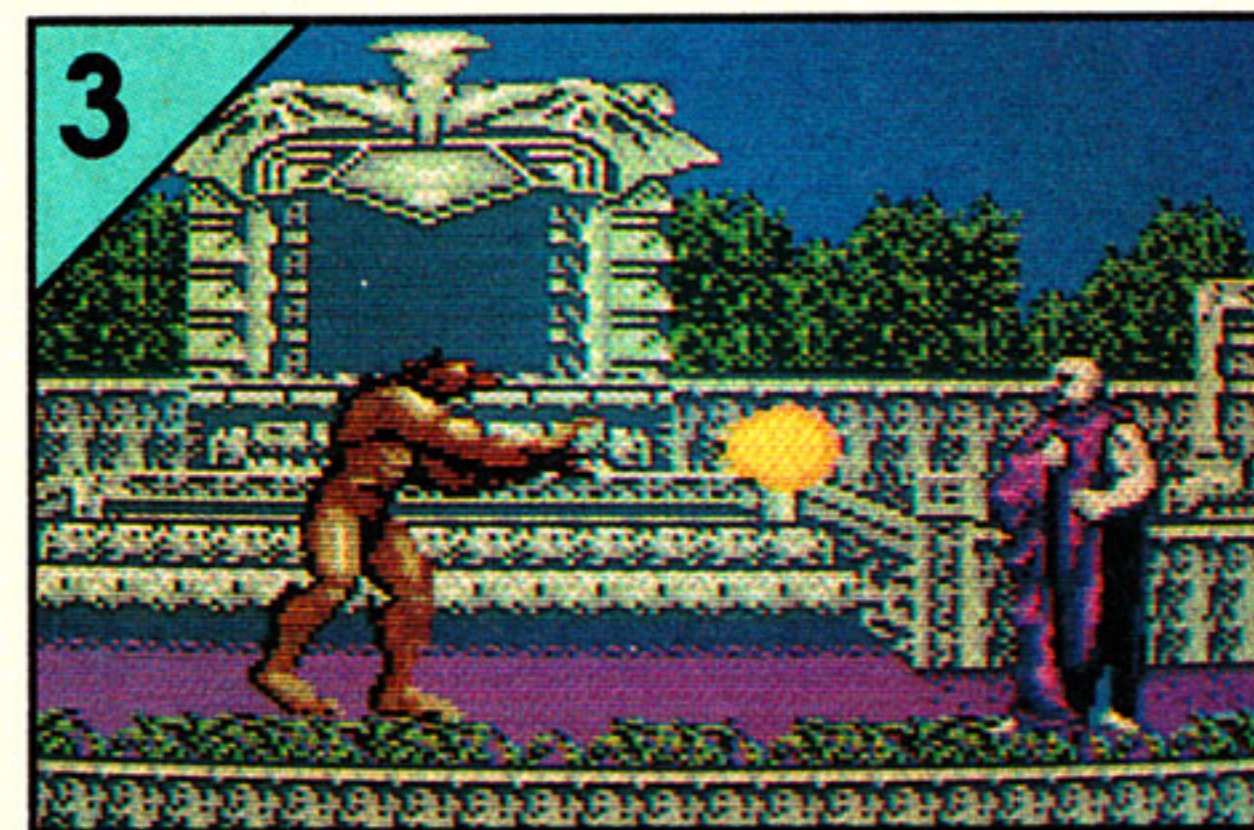


New 16-Bit Game Machine Coming Soon

They give us decent graphics and good sound. But their relatively limited processing power sometimes results in noticeable screen flicker, choppy scrolling, poor voice synthesis, and other weaknesses.

The 16-bit chips found in the new generation of videogame machines are much more powerful. They will offer us incredibly

- 1 *Altered Beast* is a stunning translation of the smash-hit Sega arcade game.
- 2 If you can defeat the Albino Dogs in *Altered Beast*, you'll gain power.
- 3 After collecting a second power-up in *Altered Beast*, you turn into a wolfman.
- 4 This monster attacks you by hurling heads — just another gruesome creature in *Altered Beast*.



ing — just like the arcade version! The voice in the 8-bit version of *Space Harrier* seems almost garbled by comparison.

As for graphics, expect nothing but the best. The Mega Drive can display up to 64 colors on the screen at once, and game designers can choose these 64 colors from a total of 512 possible colors. Screens can scroll both horizontally and vertically at the same time — true diagonal scrolling! And screen flicker is virtually nonexistent.



SEGA MASTERS

Fascinating Options

Several optional accessories for the Mega Drive are already in the works. First will be a device that permits the Mega Drive to play



today's 8-bit Sega Master System game cartridges. (When playing the older cartridges, however, the graphics and sound will be identical to what you get on the older Master System.)

Another interesting accessory will be a modem, a device that connects the Mega Drive to an ordinary home telephone line. This will allow you to play games against other Mega Drive owners over the phone! Imagine playing a two-player game with a friend across town. And unless it's a long-distance call, it won't add a penny to the phone bill. Some of the new 16-bit games for the Mega Drive will have special two-player modes especially designed for telephone play.

Beyond this, almost anything is possible. For instance, Sega might sell keyboards and disk

drives that will transform the 16-bit game machine into a full-fledged 16-bit home computer. Another possibility — already a reality in Japan — is a special type of compact disc player that connects to the Mega Drive. Called a CD-ROM, it plays special compact discs that contain videogames instead of music. Because there is so much more storage space on a compact disc than on a cartridge, these new games are fantastically detailed and exciting.

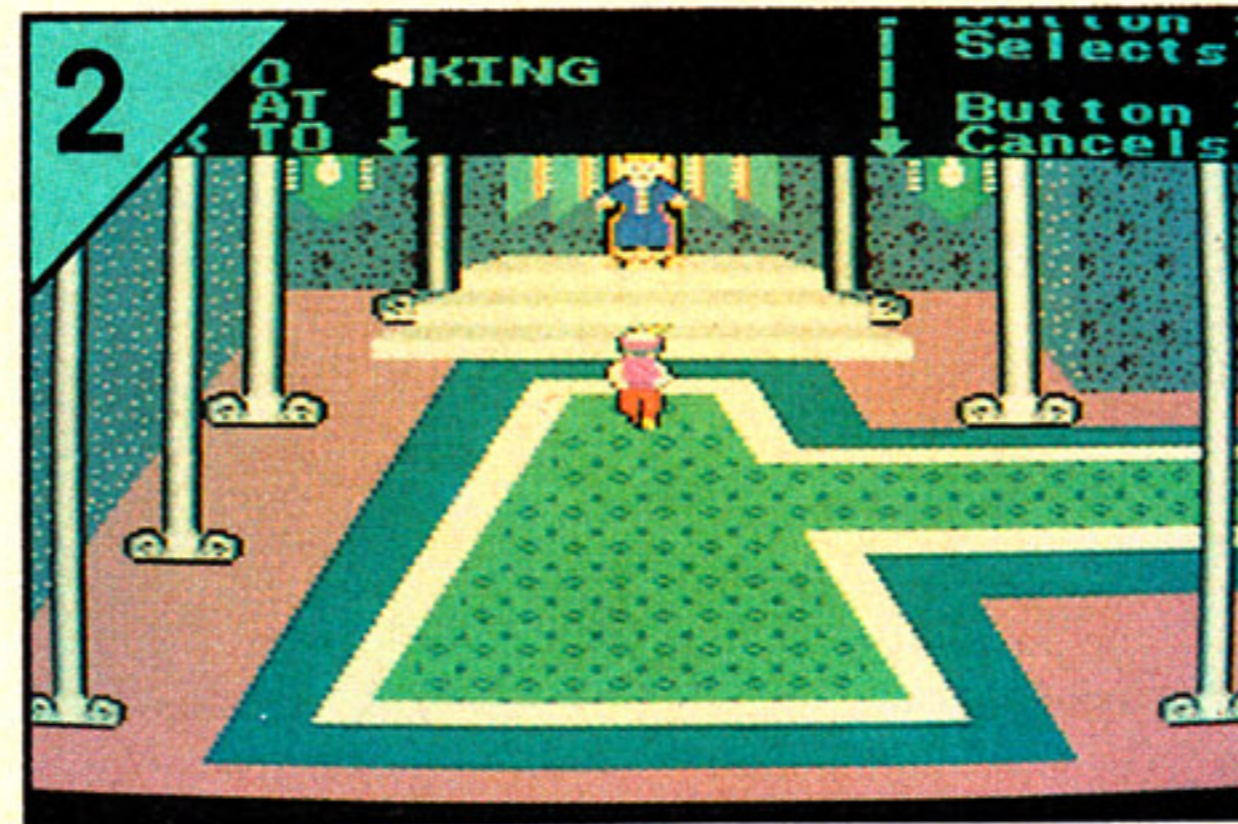
Sega isn't the only company that's bringing out a 16-bit home videogame machine, of course. NEC has a 16-bit machine called the PC Engine that's already avail-

able in Japan and Europe. Nintendo, as always, is another strong contender, and Atari is rumored to have a 16-bit game machine waiting in the wings.

New 8-Bit Games

Meanwhile, Sega is continuing to release new games for the 8-bit Sega Master Systems. All are scheduled to hit the stores over the next few months.

The biggest news, naturally, is the home version of *Altered Beast*. Adapting this arcade blockbuster with its amazing graphics to the Sega Master System wasn't

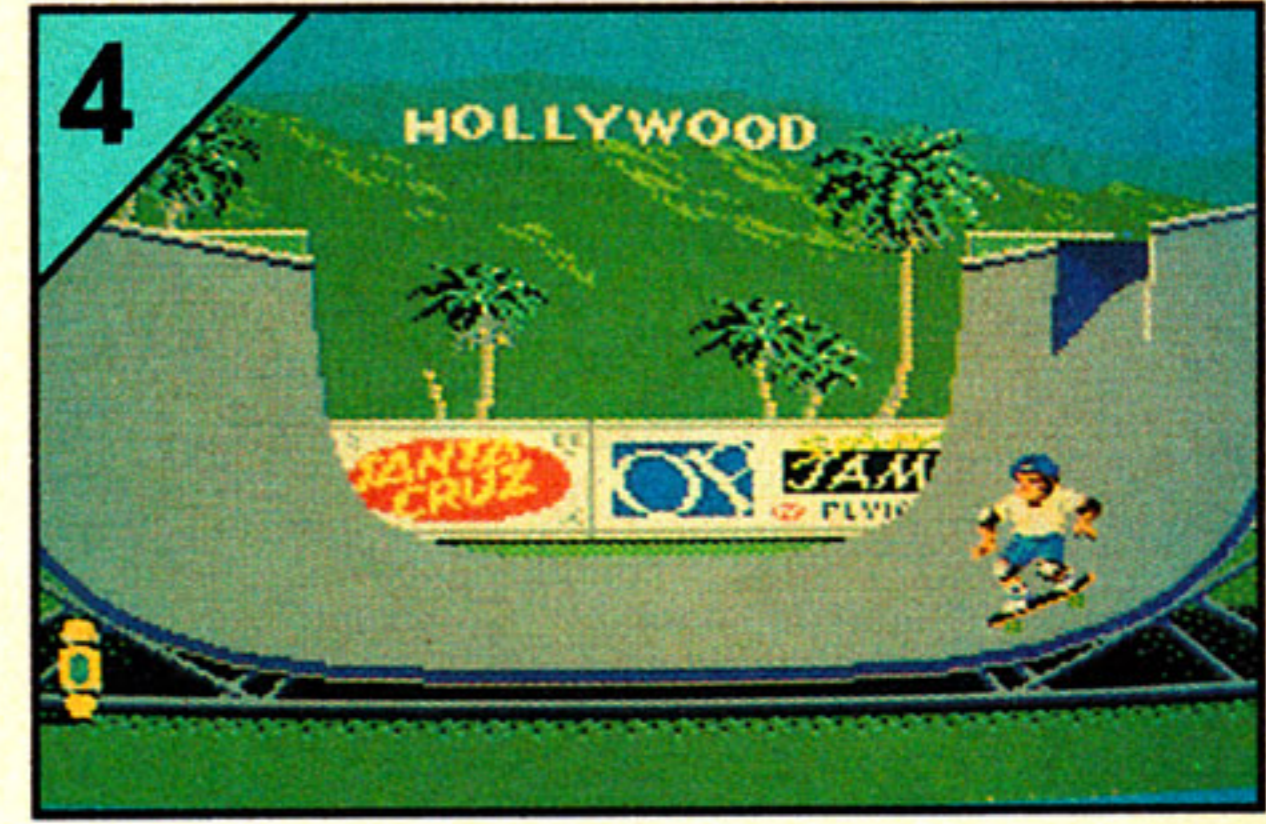


1 *King's Quest* is a remarkably faithful translation of a very popular series of computer games.

2 In *King's Quest*, menu selections at the top of the screen let you take various actions.

3 Catching the curl in the surfing event in *California Games*.

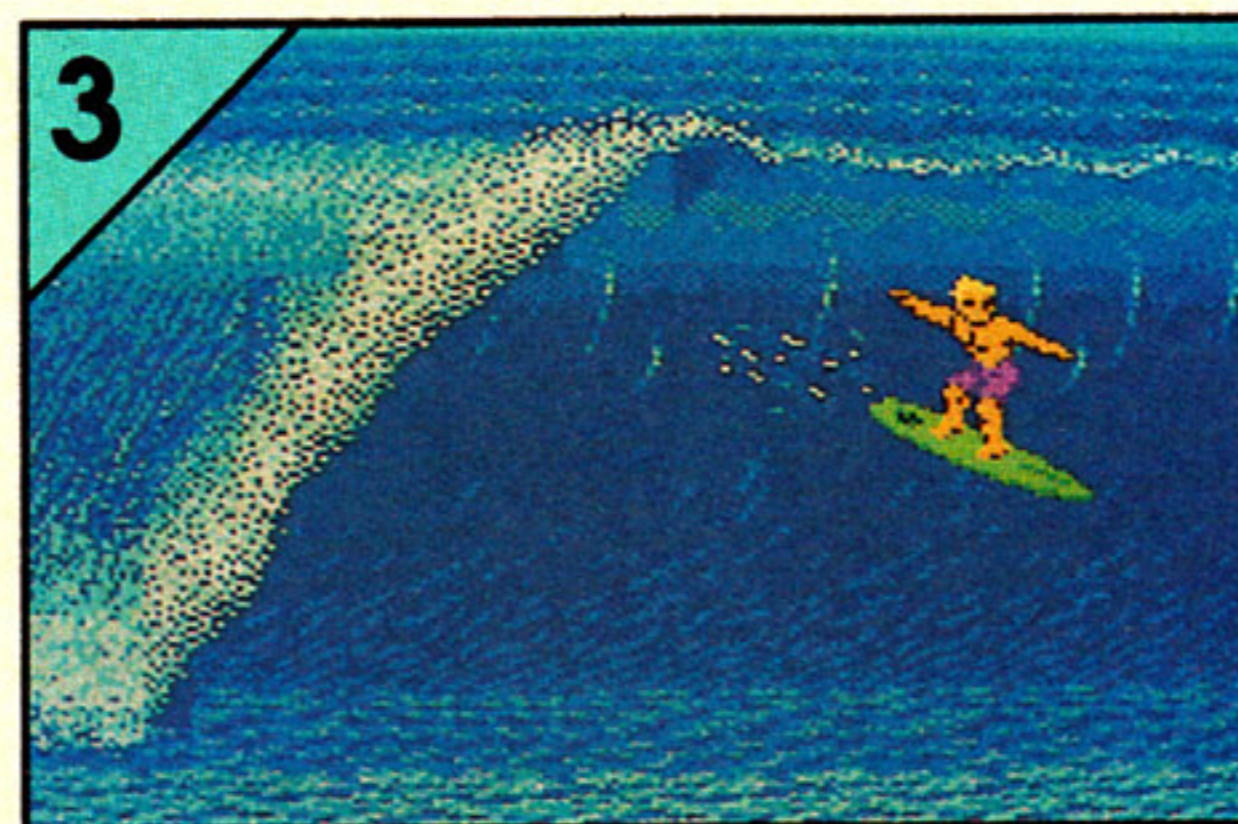
4 Skateboarding in the Hollywood Hills is just one of the sports offered in *California Games*.



easy, but the results are impressive. It's sure to be the Sega hit of the summer.

Altered Beast is an unusual videogame because your character is already dead when the game starts. You play a Roman Centurion who died with honor in battle. But your valor did not go unnoticed by the Roman gods. They have summoned you from the grave for a dangerous mission: You must rescue Athena, the daughter of Zeus, who has been kidnapped by Neff, the Lord of the Underworld.

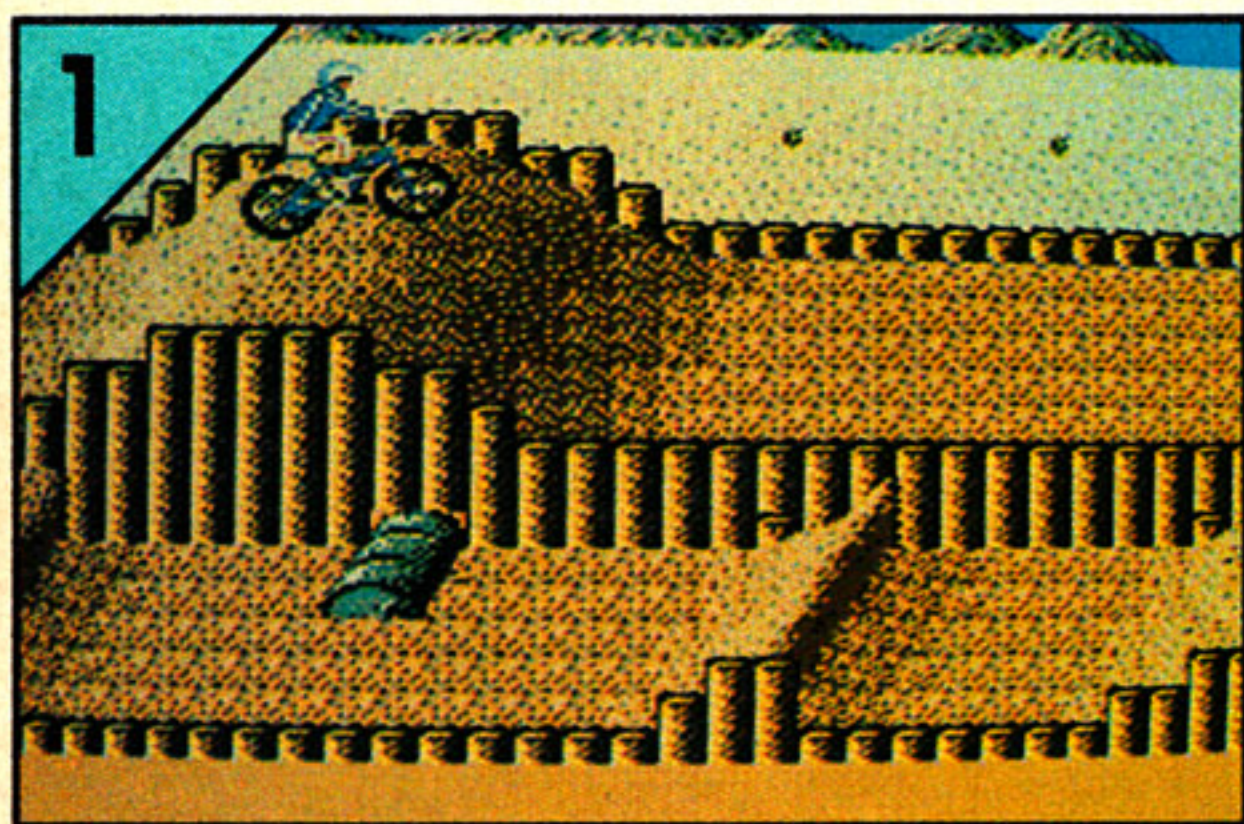
In the home version of *Altered Beast* (a full two-megabit cartridge), there are four levels of play. A third of the way through each level, a white wolf appears. If you destroy the wolf, you'll turn into a superman with bulging muscles. Later you'll find a second white



SEGA MASTERS

wolf. Destroying it turns you into the fearsome Altered Beast — the only way you can defeat the boss at the end of each level. At the game's conclusion, you must confront the evil Neff himself, who is disguised as a rhino man. If you win, the goddess Athena is yours for eternity.

Three more interesting games coming soon are *King's Quest*, *California Games*, and *Vigilante*. *King's*



Quest was adapted by Parker Brothers from the enormously popular series of computer games by Sierra On-Line. In this graphics adventure, you play the role of a knight on a heroic mission for king and country. The graphics are remarkably true to the original computer version.

- 1 BMX bike racing in *California Games*.
- 2 *Vigilante* is a martial-arts game whose simpler moves are ideal for younger players.
- 3 In *Wonder Boy 3*, you can change into different animals with special powers.
- 4 This player in *Wonder Boy 3* has changed into a bird.

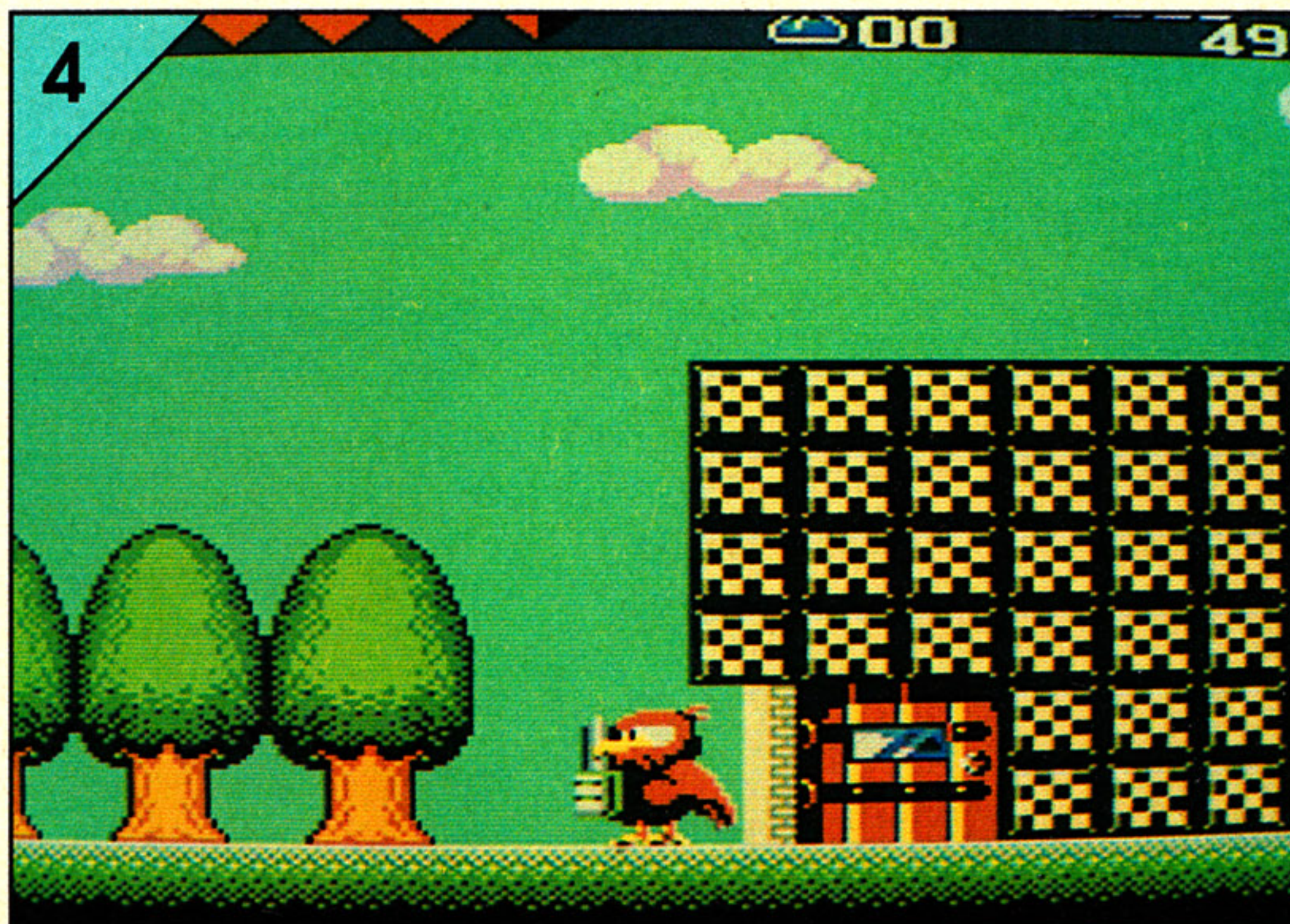
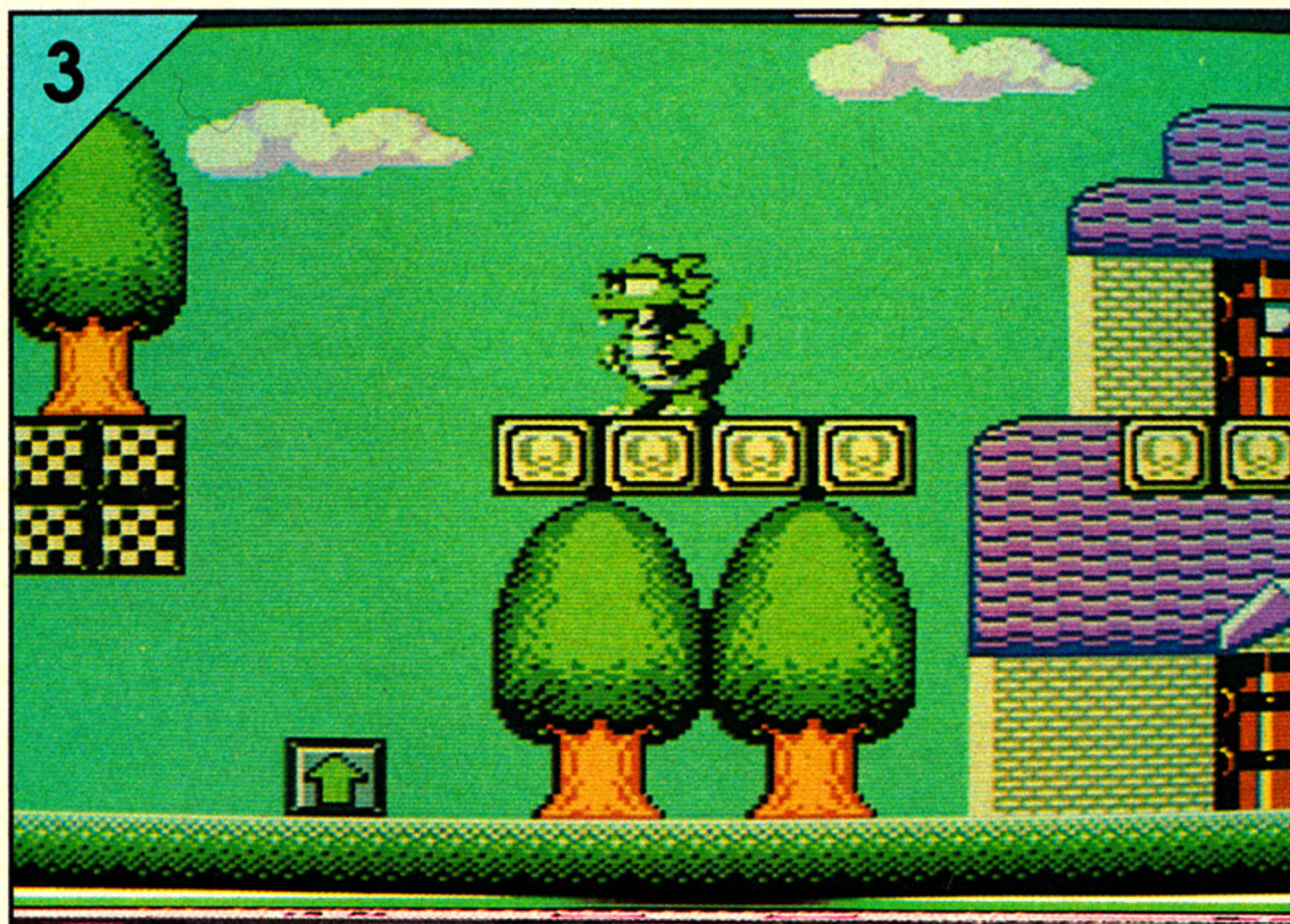
California Games is another translation from an extremely popular computer game, this time from Epyx. You participate in an "Olympics" of popular California sports, such as skateboarding, BMX bike racing, surfing, and rollerskating. As in *King's Quest*, much attention has been paid to preserving the look and feel of the original version.

Vigilante is a new title aimed at the younger set. It's a martial-arts game similar to the arcade favorite *Double Dragon*, but the moves are less complex and are more easily mastered by younger kids. Watch for it this summer.

Finally, there's *Wonder Boy 3: The Dragon's Trap*, the sequel to

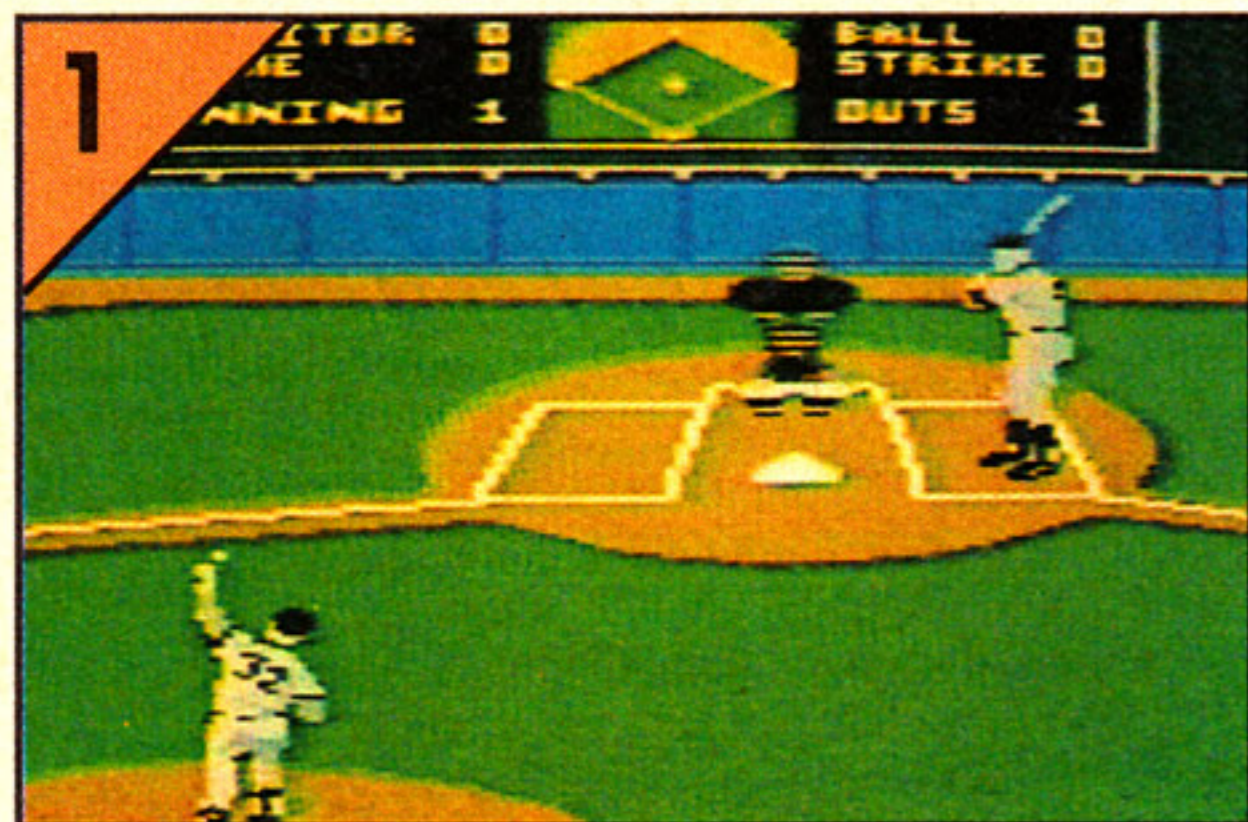
Wonder Boy in Monster Land. The latest version picks up where the last one left off. (You *did* find and defeat both dragons in *Monster Land*, didn't you?) In *Wonder Boy 3*, you start in the labyrinth and must make your way back out, fighting a mechanical dragon in the process. This two-megabit cartridge will probably be an even bigger hit than its predecessor.

GP



With the recent releases of *Pete Rose Baseball* and *Title Match Pro Wrestling*, Absolute Entertainment now has a lineup of Atari 7800 games that is without a doubt among the best available for any game system.

Pete Rose Baseball was converted to the 7800 from the popular personal computer version. Normally, one might expect quite a few compromises when a game is converted from a computer version to a game machine. The programmers at Absolute, however, have accomplished miracles.

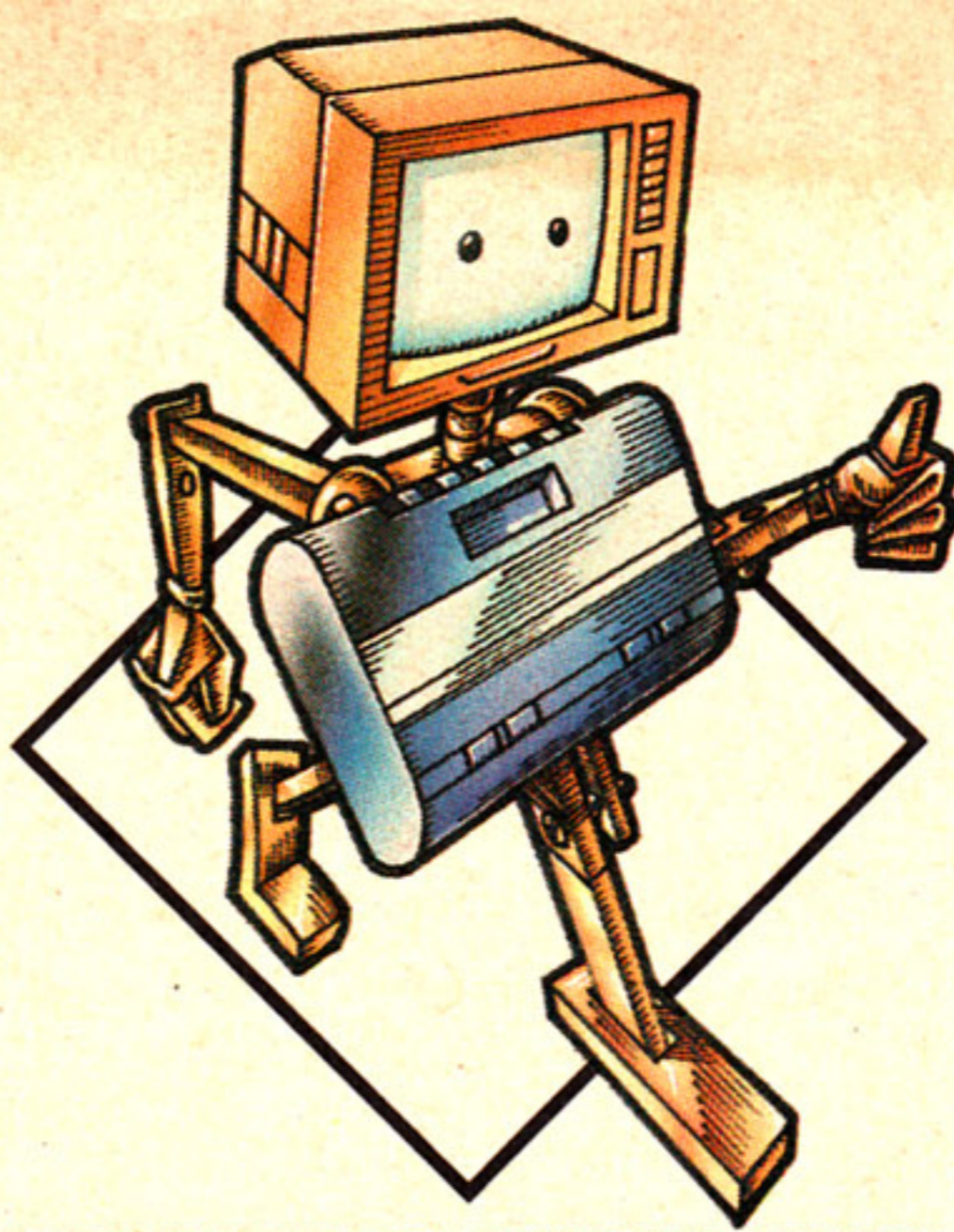


Despite a few minor changes, everything is there: multiple views of the playing field, a closeup of the all-important pitcher-batter screen, and even a window that shows the base runners.

When you're playing the pitcher, you can throw a fast ball, sinker, curve ball, change-up, or a deadly screwball. You can throw inside, outside, or straight down the middle, and even control the velocity of the pitch. If you're the batter, you have an equal amount of control. You can aim your swing high, low, or in the middle, and move your man to handle inside and outside pitches.

With six different views and easy-to-learn controls, *Pete Rose Baseball* is more than just another baseball game — it's a baseball simulation. It's easily the best 7800 baseball game on the market.

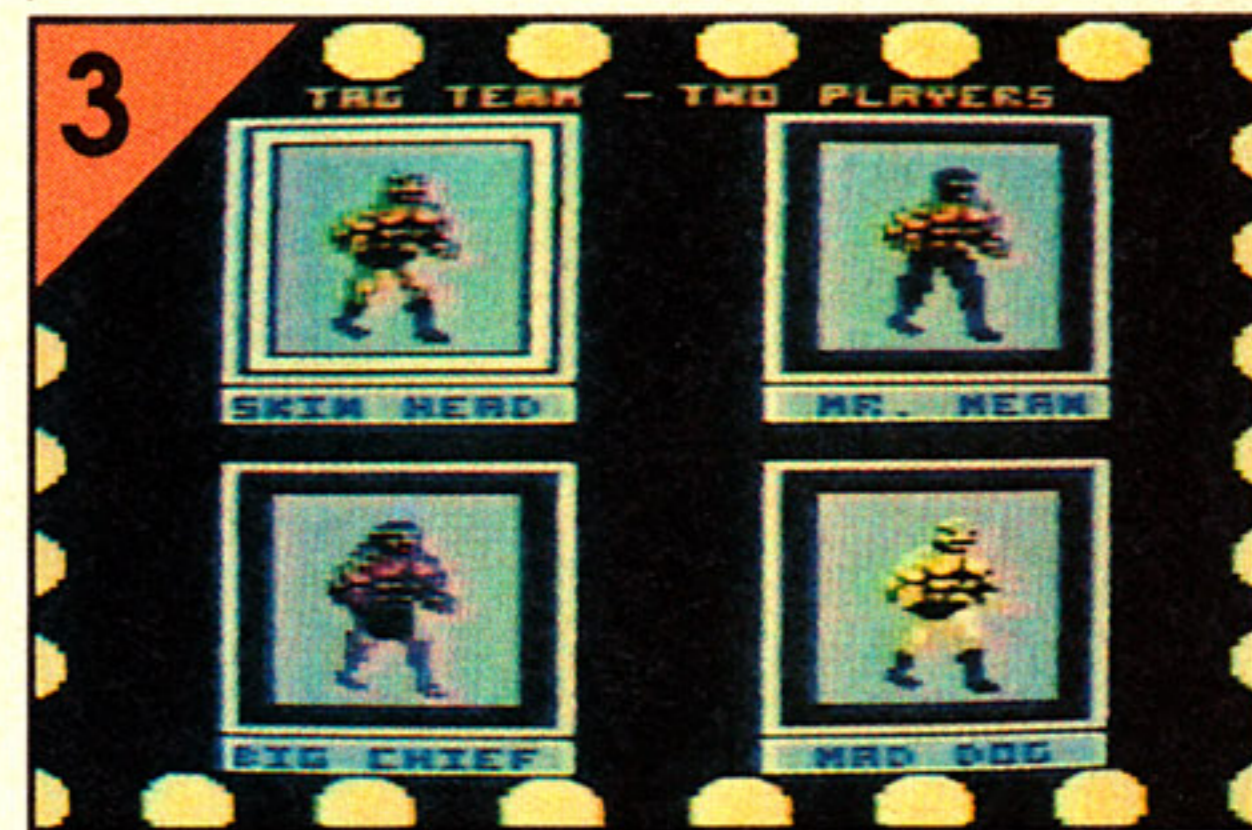
Or if you prefer professional



ATARI SAFARI

TWO NEW SPORTS GAMES

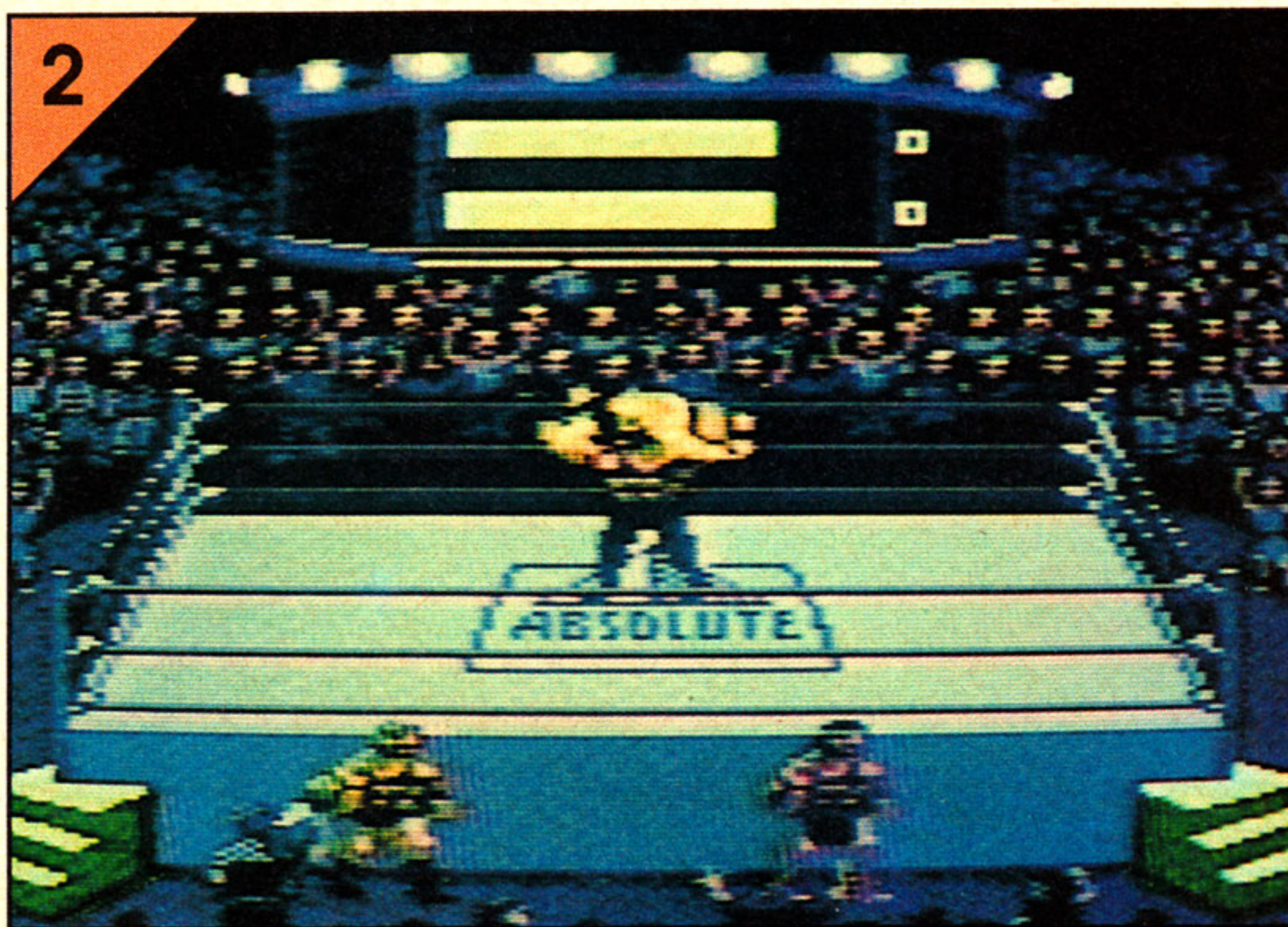
wrestling, *Title Match Pro Wrestling* is a must-have title. You can compete in either man-to-man or tag-team matches and perform all the popular moves, such as the power lift, back drop, airplane spin, and bear hug. If you're really feeling mean, climb atop the ropes for a devastating rope dive onto your opponent.



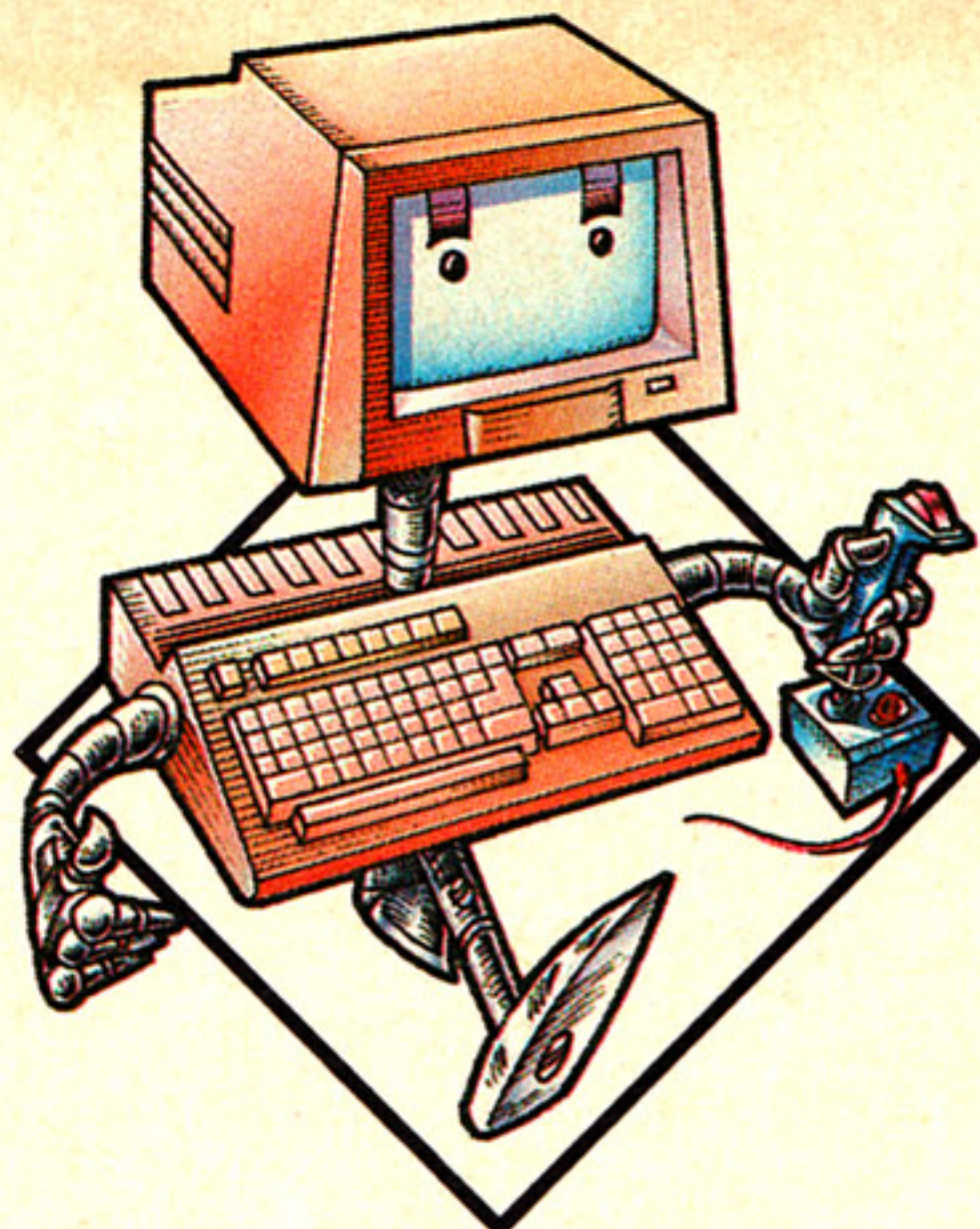
This game has almost every play option imaginable. You can play singles (against the 7800, or against a friend); tag team (you and a friend against the 7800, or you and a friend against each other, with each of you controlling a team); or you alone against the 7800. With its wide variety of moves and play options, *Title Match Pro Wrestling* will have you pinned to the screen for hours.

GP

- 1 *Pete Rose Baseball* is remarkably like the computer version from which it was adapted.
- 2 *Title Match Pro Wrestling* has lots of moves and play options.
- 3 Picking your wrestlers in *Title Match Pro Wrestling*.



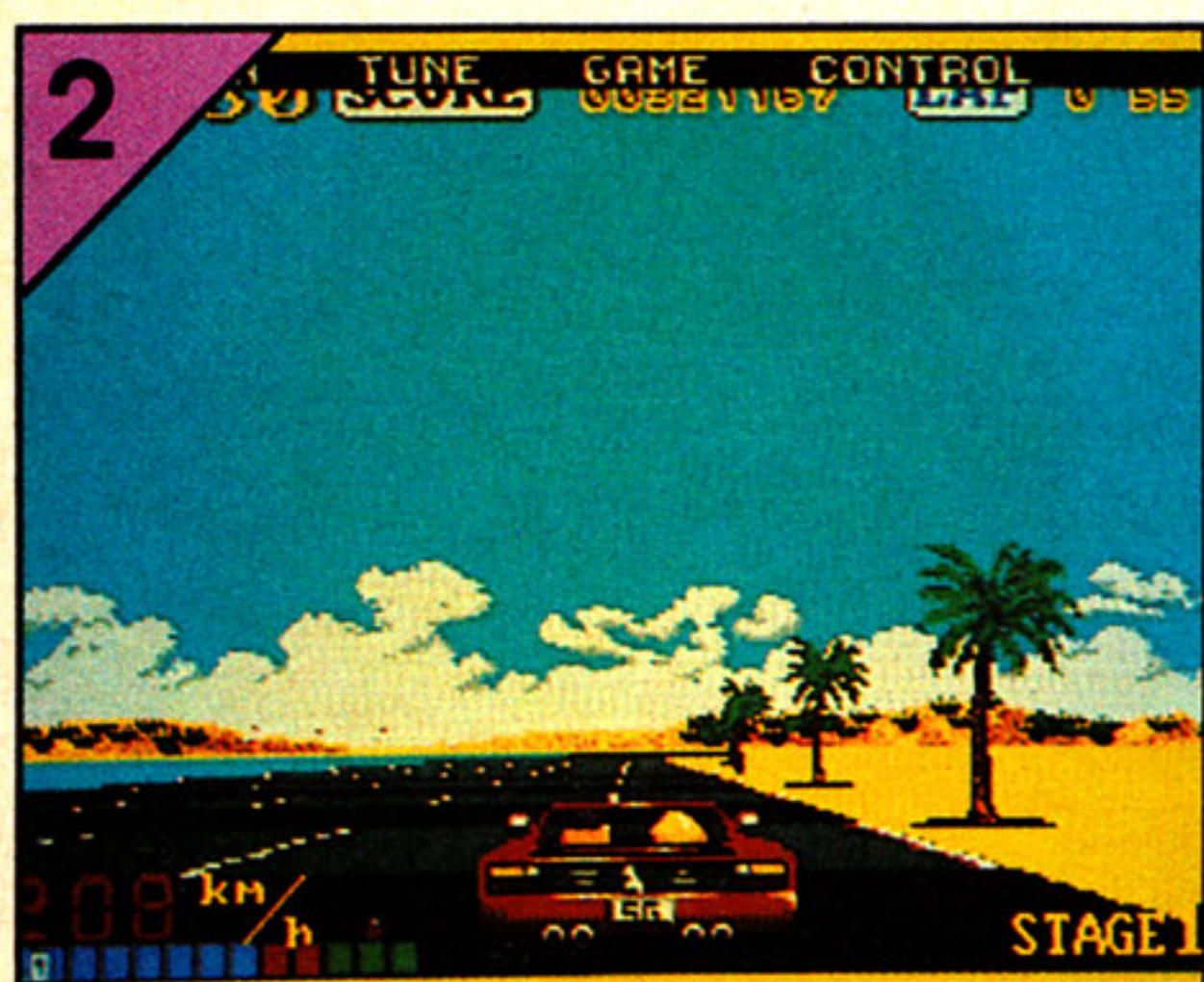
The Amiga was originally conceived in the early 1980s not as a personal computer, but as the ultimate home videogame machine. When the first videogame boom went bust, it was redesigned as a full-fledged computer instead. No matter how businesslike the Amiga becomes, however, it will always remain a great game machine at heart.



AMIGA PLAYERS

SEGA'S HITS COME HOME

Sheldon Leemon



For some time after the Amiga was introduced in late 1985, most major game publishers held back, waiting to see if the computer would catch on. While they were waiting, word spread among game designers that the Amiga was the hot machine to develop on. Now, with almost a million Amigas sold worldwide, there is little doubt that the Amiga is for real. One result has been a flood of game software from major companies.

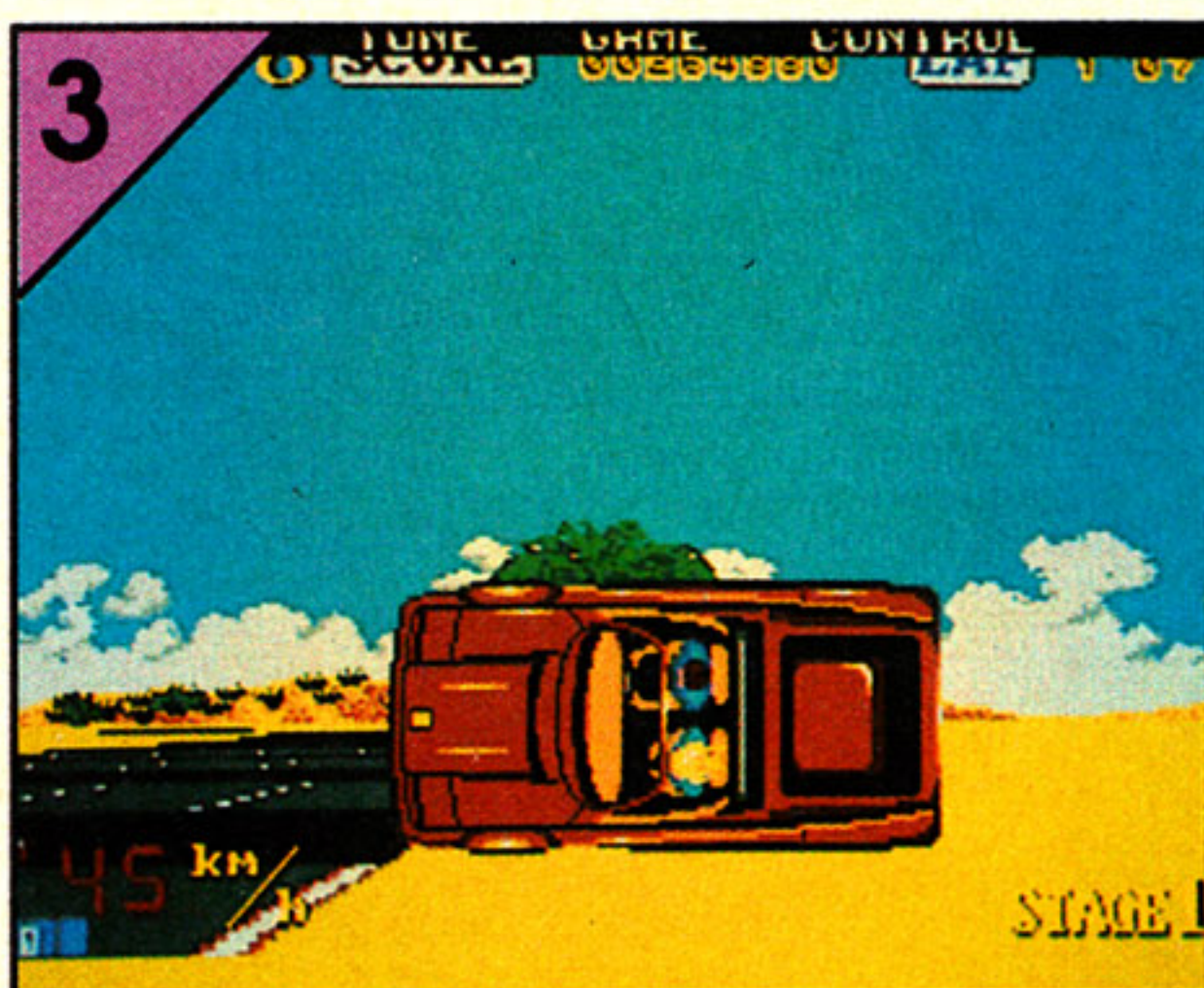
For example, Mindscape recently released a half-dozen new titles for the Amiga. Three of these are adaptations of popular Sega arcade games: *Out Run*, *Space Harrier*, and *Alien Syndrome*.

Although *Out Run* has been

around for years, it remains one of the hottest games in the arcades. It was the first road-race game so realistic that players instinctively ducked to avoid obstacles rushing toward them on the screen. Amiga fans were so sure that their version would be exactly like the arcade version that some were disappointed by this recent release. But then, it's hard to see how any home version could match Sega's sit-down simulator, which tilts the whole machine left or right when you take a curve.

Even if the Amiga version doesn't toss you around in your seat, it still does a respectable job of matching the original graphics and game play. The stereo music is outstanding (you even get a choice of tunes), although I found I had to turn down the volume to concentrate on my driving. The joystick control isn't quite as realistic as a genuine steering wheel, but it beats using the mouse, which is like trying to steer with a bar of soap. *Out Run's* 15 different courses provide a lot high-speed driving enjoyment.

The second game of the Sega



1 *Out Run's* graphics on the Amiga are remarkably true to Sega's coin-op arcade version.

2 The thrills of *Out Run*: Taking a highway at reckless speeds, the top down and a blonde in the front seat.

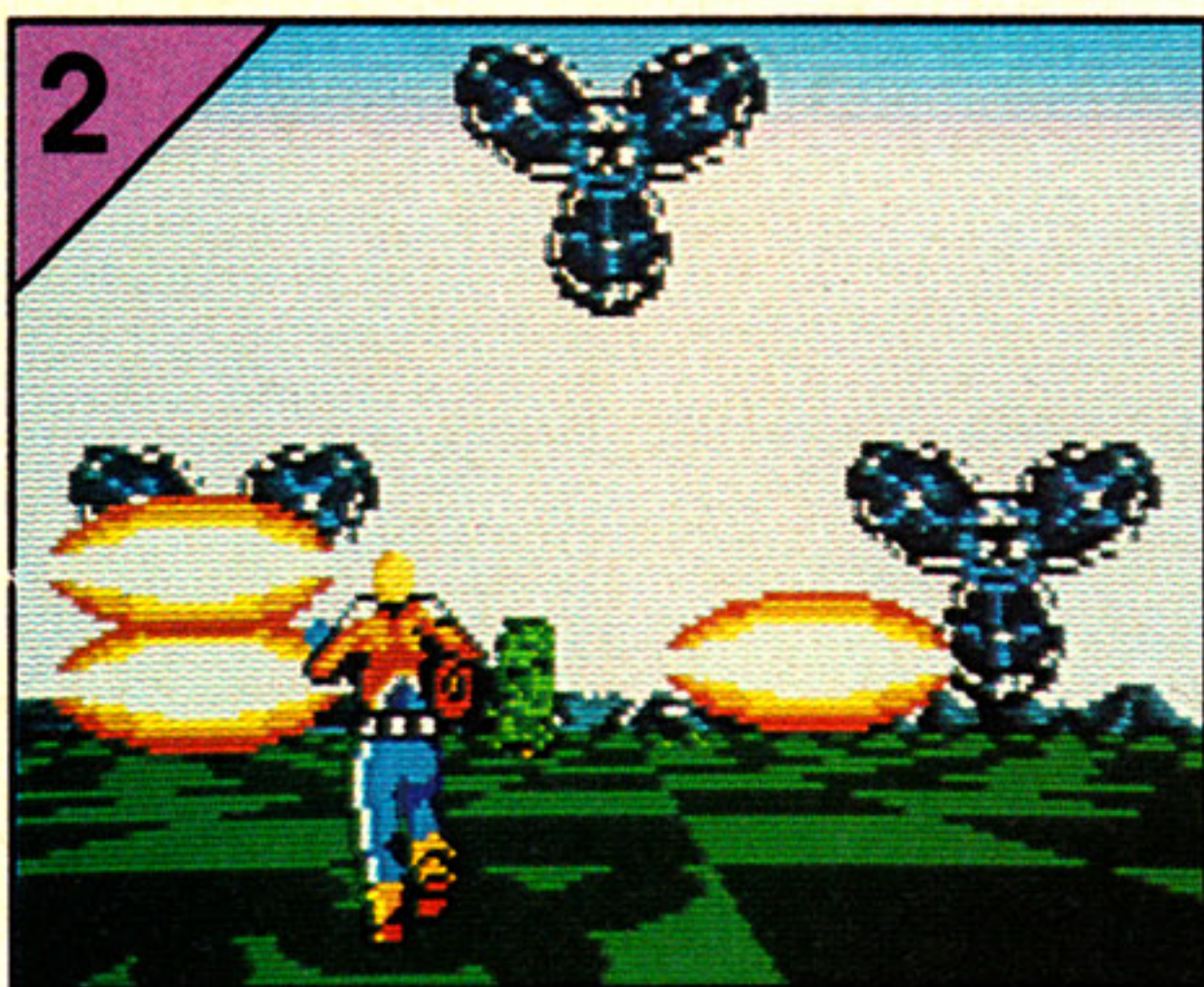
3 You better keep your eyes on the road in *Out Run*, or you'll be tumbling end-over-end like this.

4 This map shows your progress through the world of *Out Run*.

5 In *Space Harrier*, you can either run or fly across a scrolling, three-dimensional landscape.



AMIGA PLAYERS



trio, *Space Harrier*, has nothing to do with those boring Harrier jump-jet simulators that seem to be everywhere these days. (There are probably more of those games than the actual jets.) Instead, *Space Harrier* is a space shoot-em-up with a 3-D twist. As you move up, down, right, and left, you also move forward, avoiding obstacles in the air and on the ground, while fighting formation-flying baddies. Dodging trees, poles, and rock-solid clouds is a big part of this game, but there's plenty of shooting as well. (An auto-fire joystick really saves wear and tear on the trigger finger for this one.) Sure, it's a mindless game, but it tests a whole different set of reflexes than most other shoot-em-ups.

The final Sega release from

Mindscape is my favorite, *Alien Syndrome*. It's a cross between *Ikari Warriors* and *Gauntlet*, and the graphics and sound are as good as anything I've experienced at the arcades. You wander around a maze, picking up hostages and shooting at pulsating jellybean creatures. Finding all of the hostages is difficult — some are in hidden passages, and you've got to avoid surprise traps — but even when you succeed, you still can't

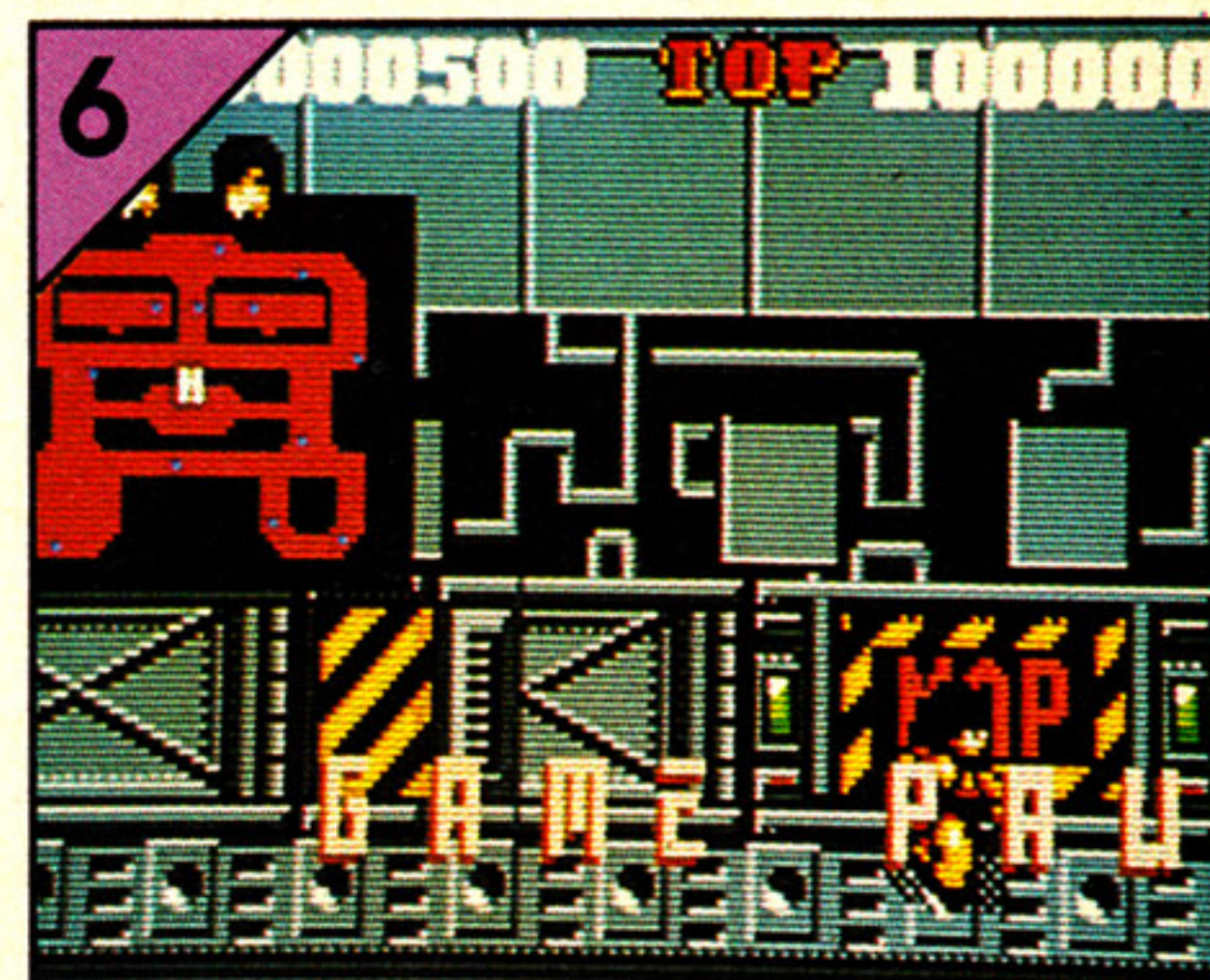
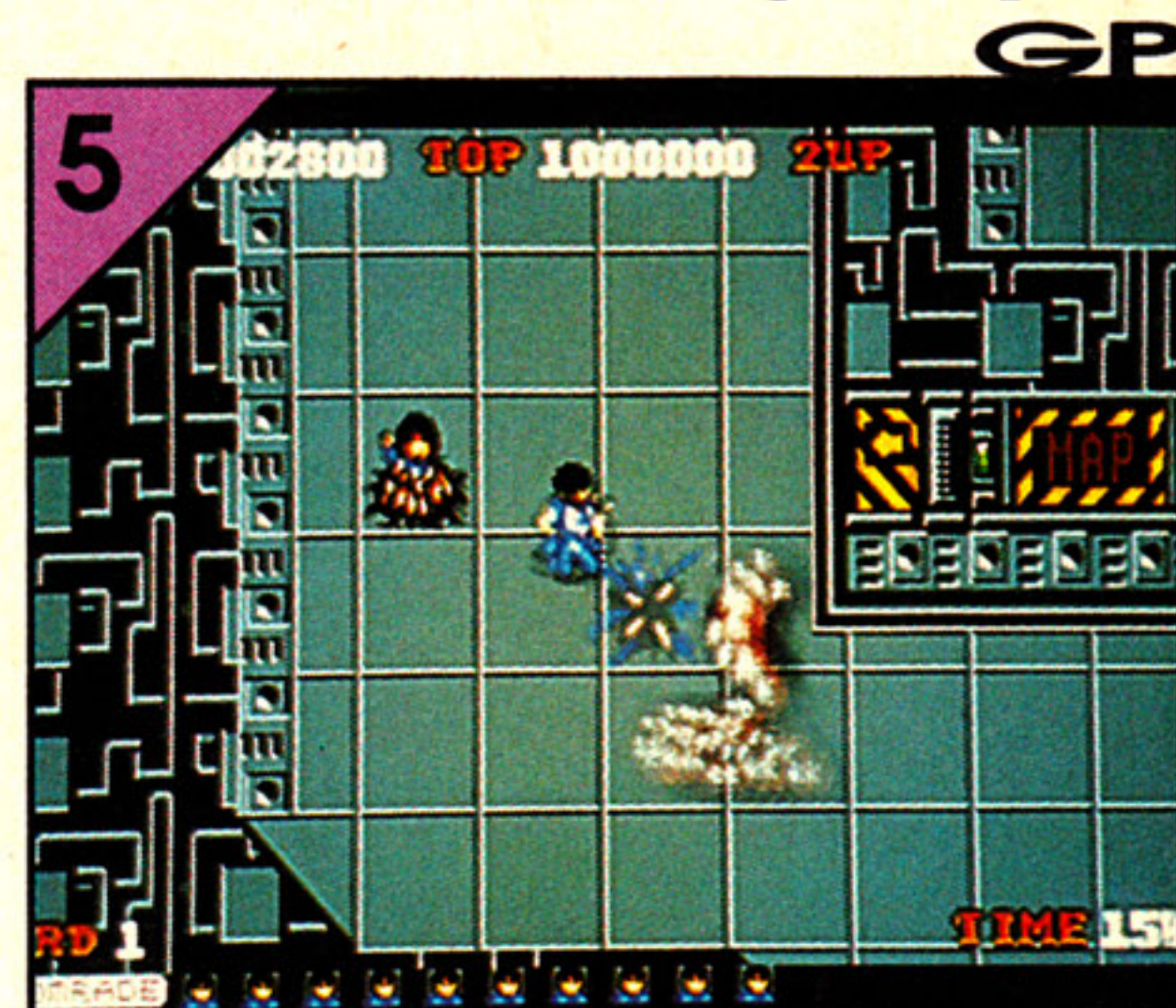


- 1 The clouds in *Space Harrier* are as solid as rock — running into one will knock you flat.
- 2 As seen in this closeup, formations of weird aliens are a regular hazard in *Space Harrier*.
- 3 The scenery changes as you advance to higher levels in *Space Harrier*.
- 4 In *Alien Syndrome*, you can choose to play as a male or female character.
- 5 Your goal in *Alien Syndrome* is to rescue hostages while fighting off a host of jellybean creatures.
- 6 *Alien Syndrome* lets you consult a map to find out where the remaining hostages are located.

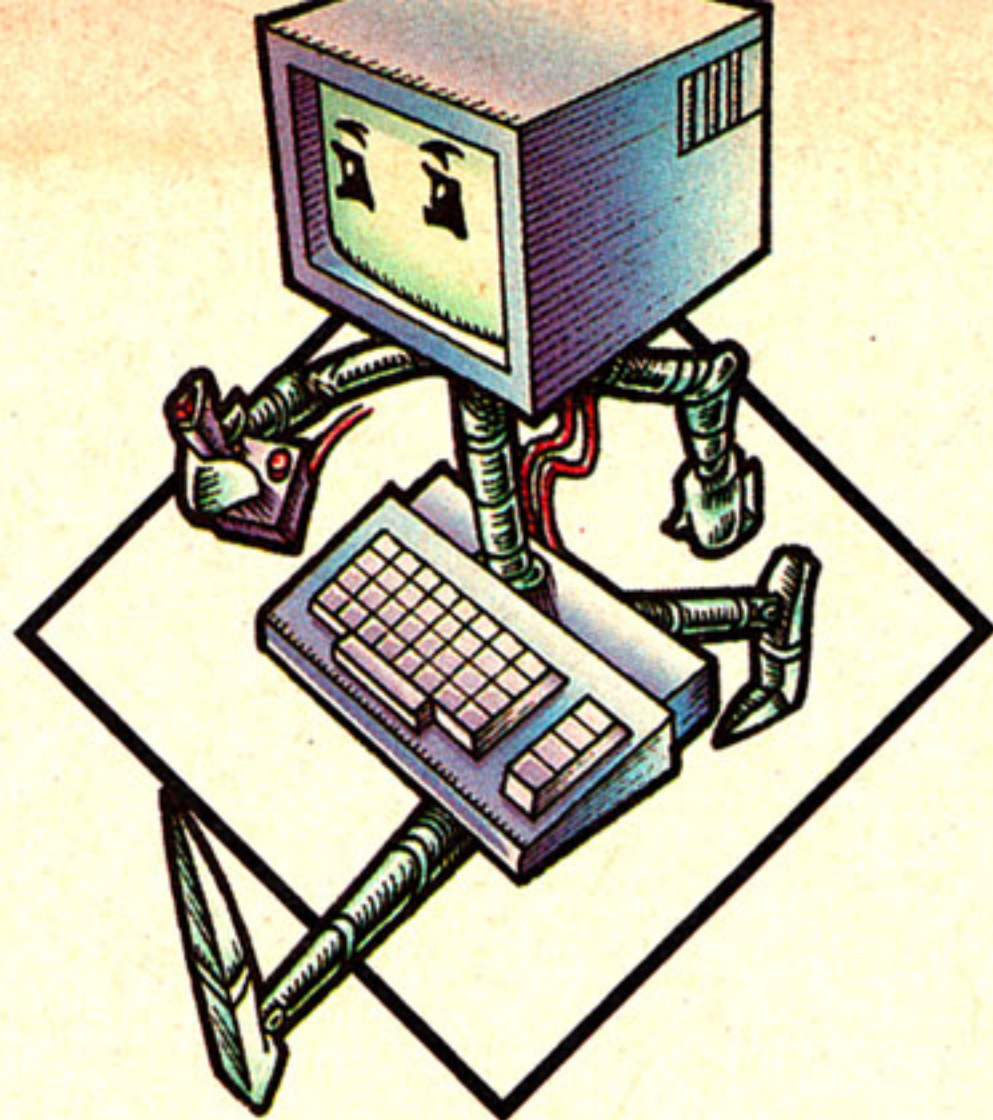
finish the level until you've killed the Super Alien guarding the exit. Although *Alien Syndrome* requires a fair amount of shooting, you're generally better off out-running the bad guys when you can. (The old trick of moving diagonally helps a lot.)

As a one-player game, *Alien Syndrome* is terrific. As a two-player game, it's even better. Both players are on-screen at once, which means one player can rescue hostages while the other provides covering fire.

Not every game Mindscape has released for the Amiga is a treasure, however. Beware of *Willow*, which manages to be even worse than the movie on which it is based. Each game segment loads painfully slowly, loudly grinding the disk drive in the process. After a long wait, you are rewarded with crude graphics, a beep-boop soundtrack that's straight from the IBM PC version, and strangely unresponsive joystick controls. *Willow* is one of the most irritating games I can think of, but fortunately it's an exception among an otherwise outstanding lineup.



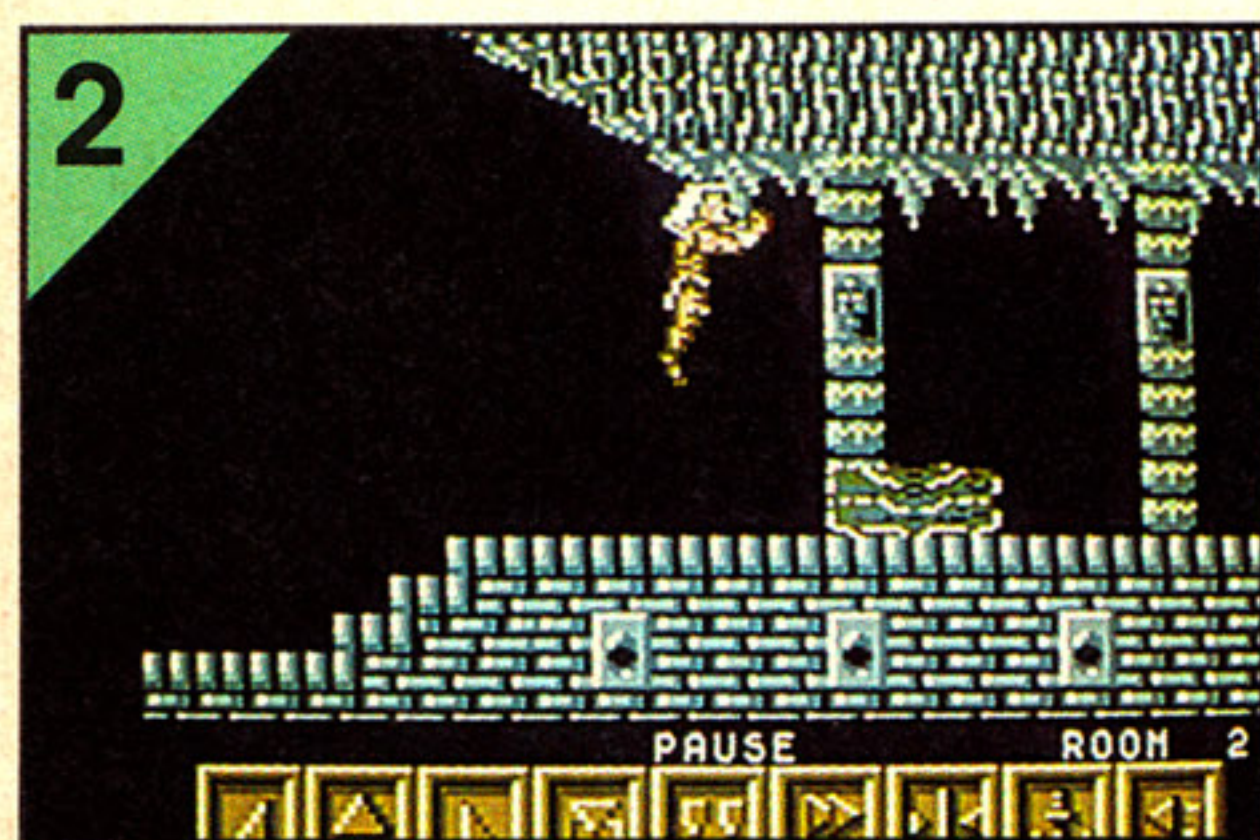
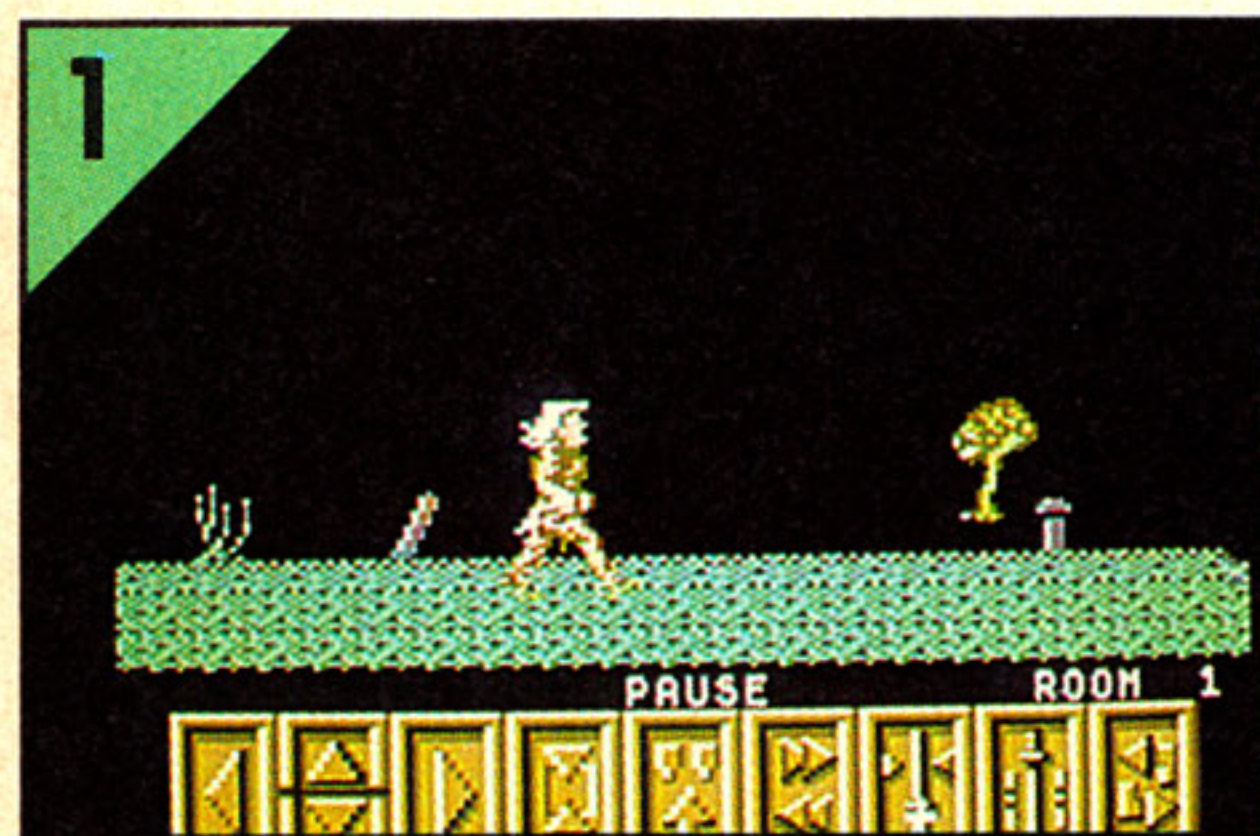
This month, let's examine a pair of games that are similar in several respects. In both, you play the role of a resourceful hero, fighting against a series of deadly monsters in order to complete a quest. The game play is remarkably straightforward. They represent the kind of game Commodore players have come to expect: easy to play, yet difficult to complete. If a game like this is well done, you keep pulling



COMMODORE PLAYERS

TWO QUESTS, TWO APPROACHES

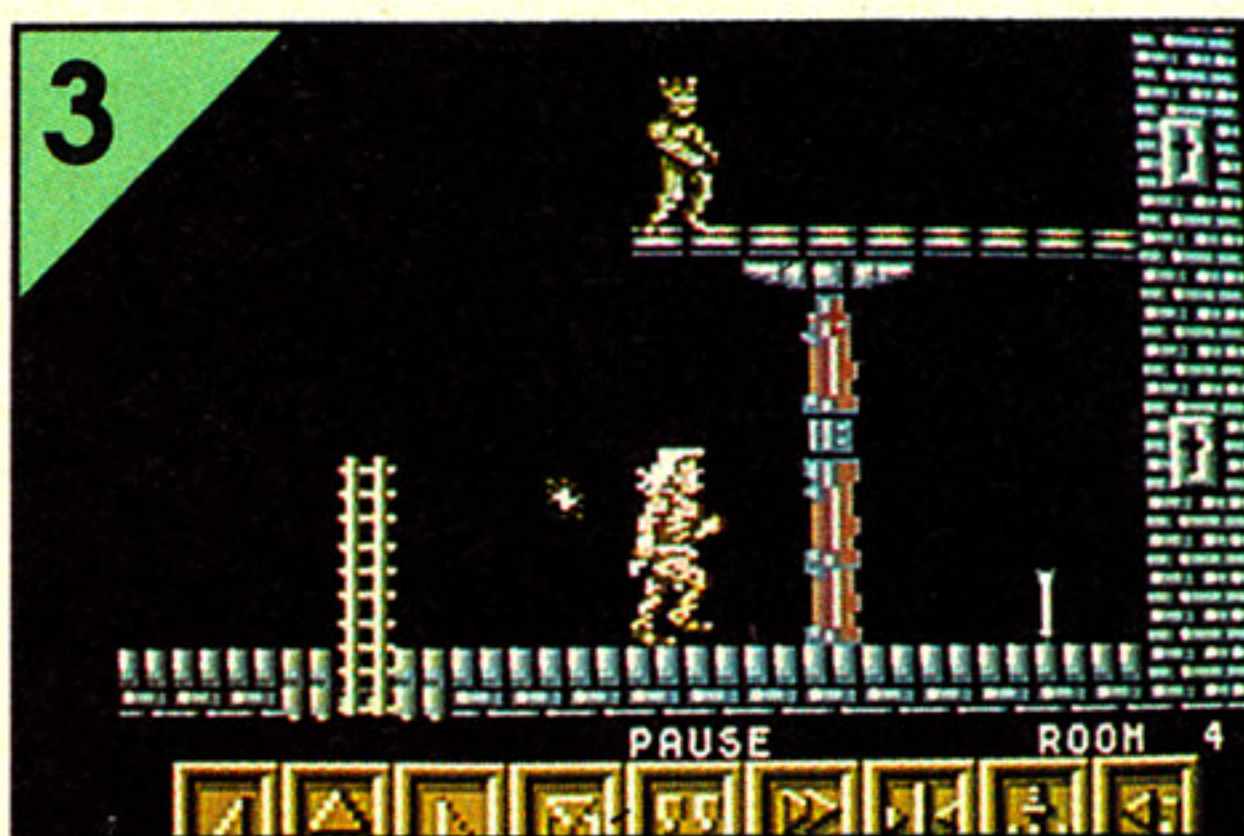
Neil Randall



it off the shelf for play after play. Yet, these two games also have some intriguing differences, largely in the flexibility of your on-screen character and in the way you go about achieving your goal.

Barbarian

In *Barbarian*, from Melbourne House, you play the role of Hegor the dragon slayer. Your goal is to avenge your father's death by destroying the evil Necron. This sketchy story line is hardly necessary, however, because the game gives you no real choice about how to find your way through Necron's underground world of Durgan. You follow the screens, pretty



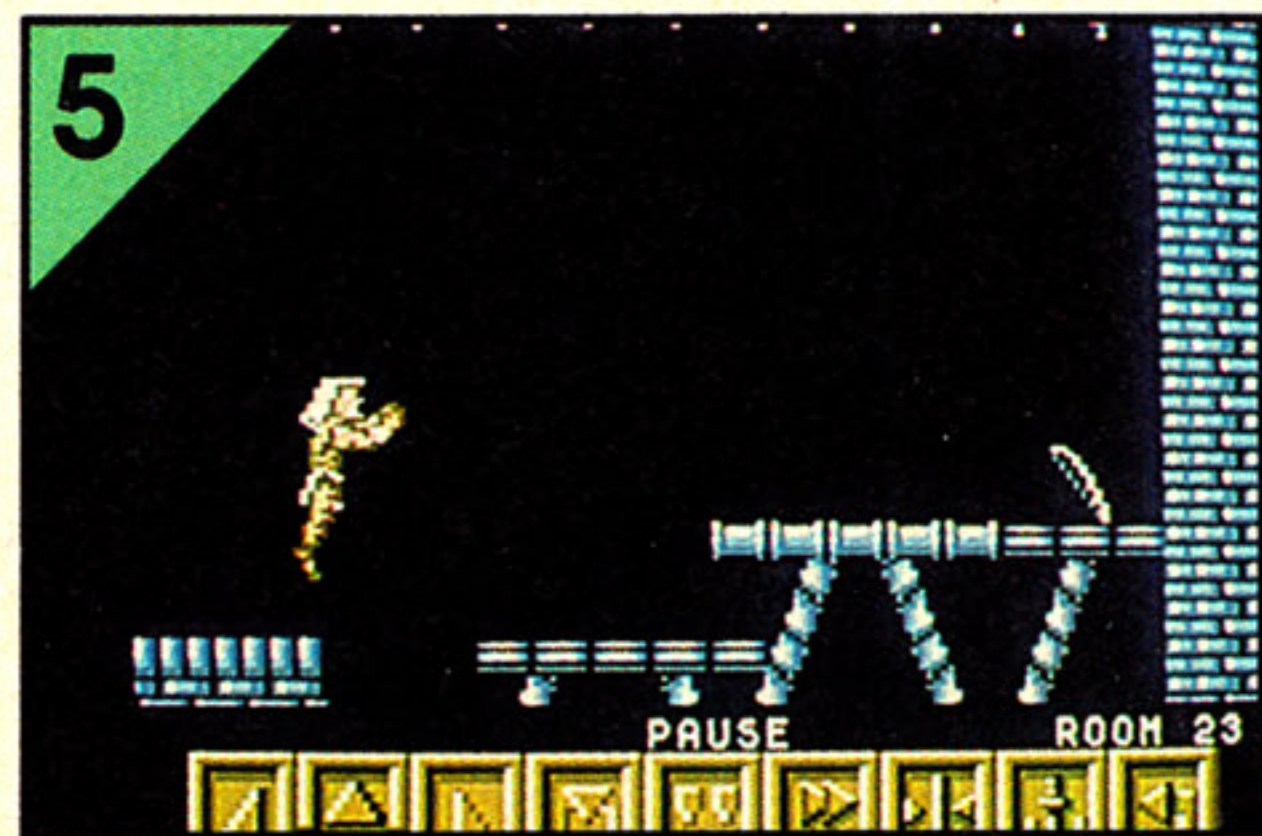
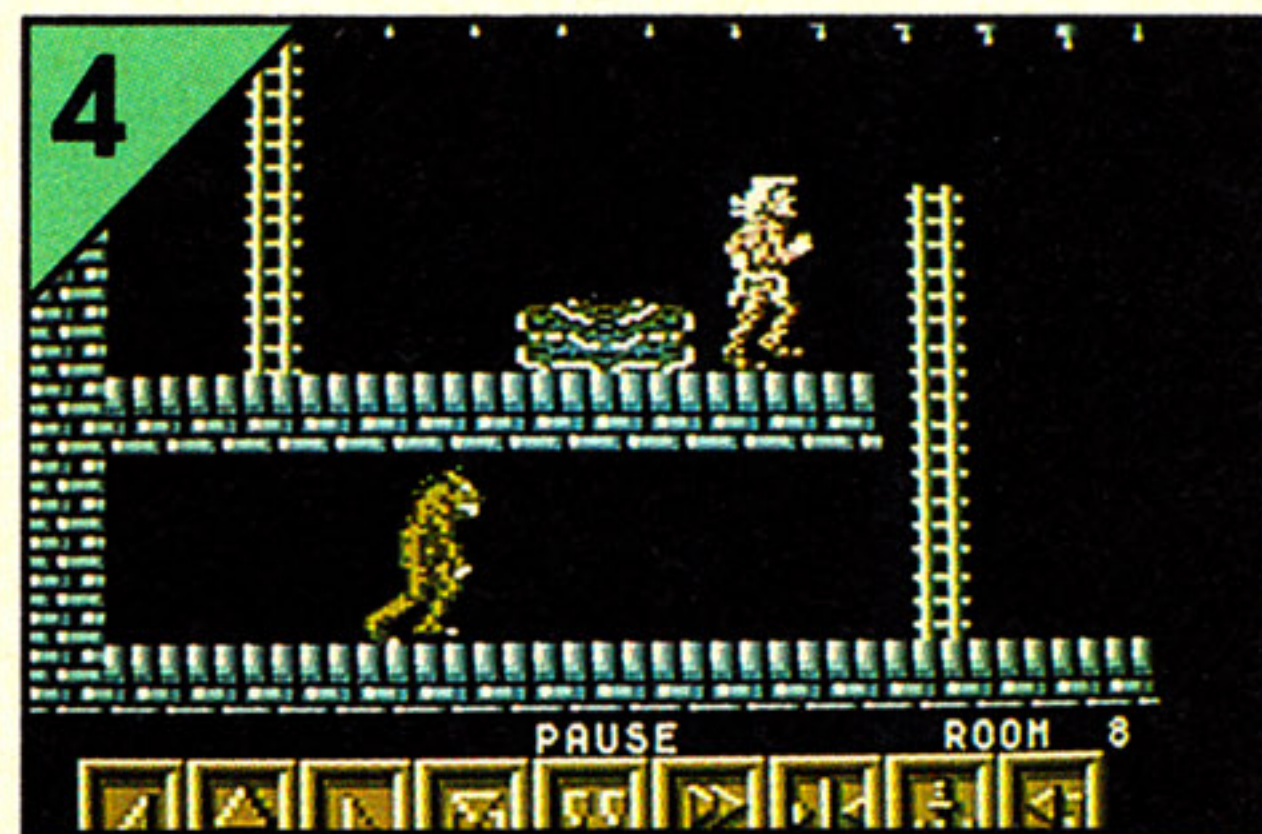
- 1 *Barbarian*: The first foe of the quest. The cursor waits on the sword icon.
- 2 Hegor leaps out of the way of a falling boulder.
- 3 Hegor must avoid thrown objects as well as hostile creatures.
- 4 Hegor runs to get down the ladder before the monster can reach him.
- 5 Needing to retrieve the bow near the wall, Hegor leaps over a chasm in the path.

much in sequence, and defeat whatever creatures you find.

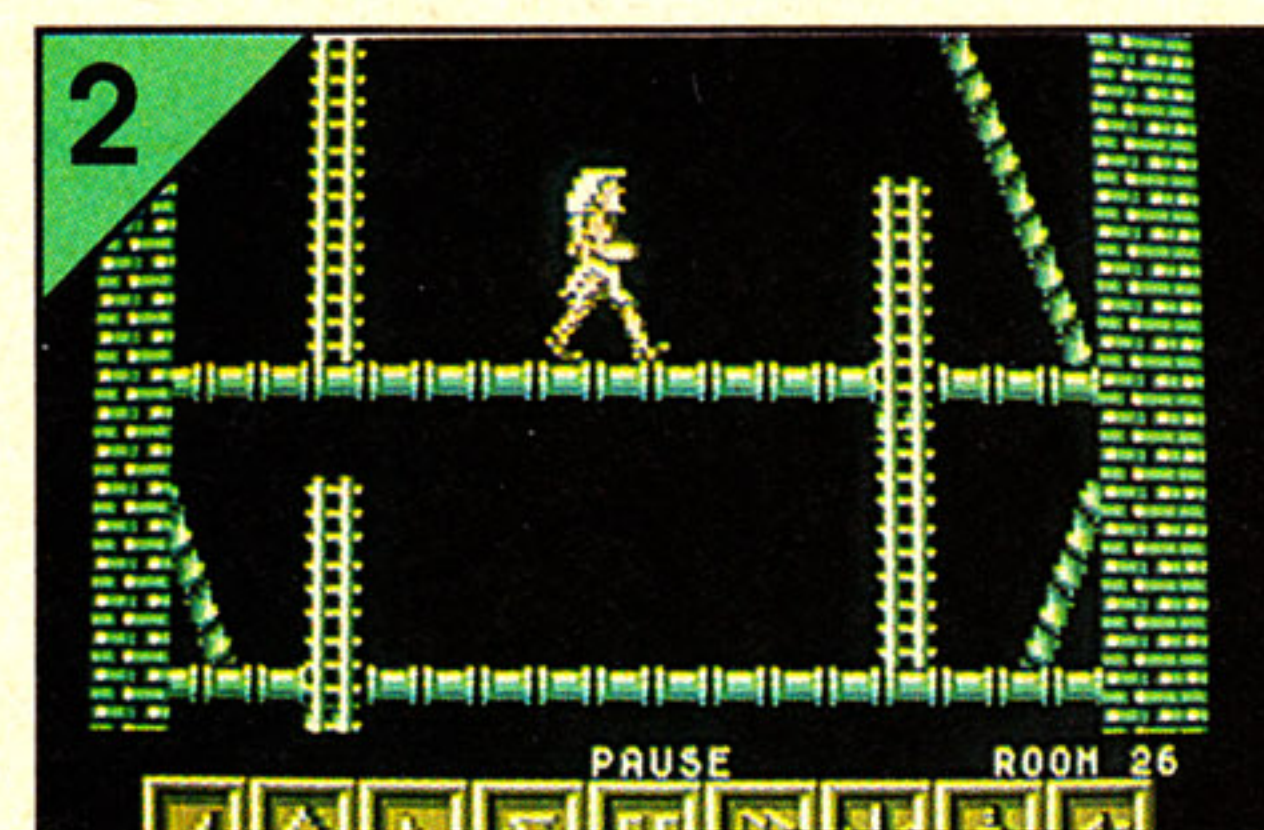
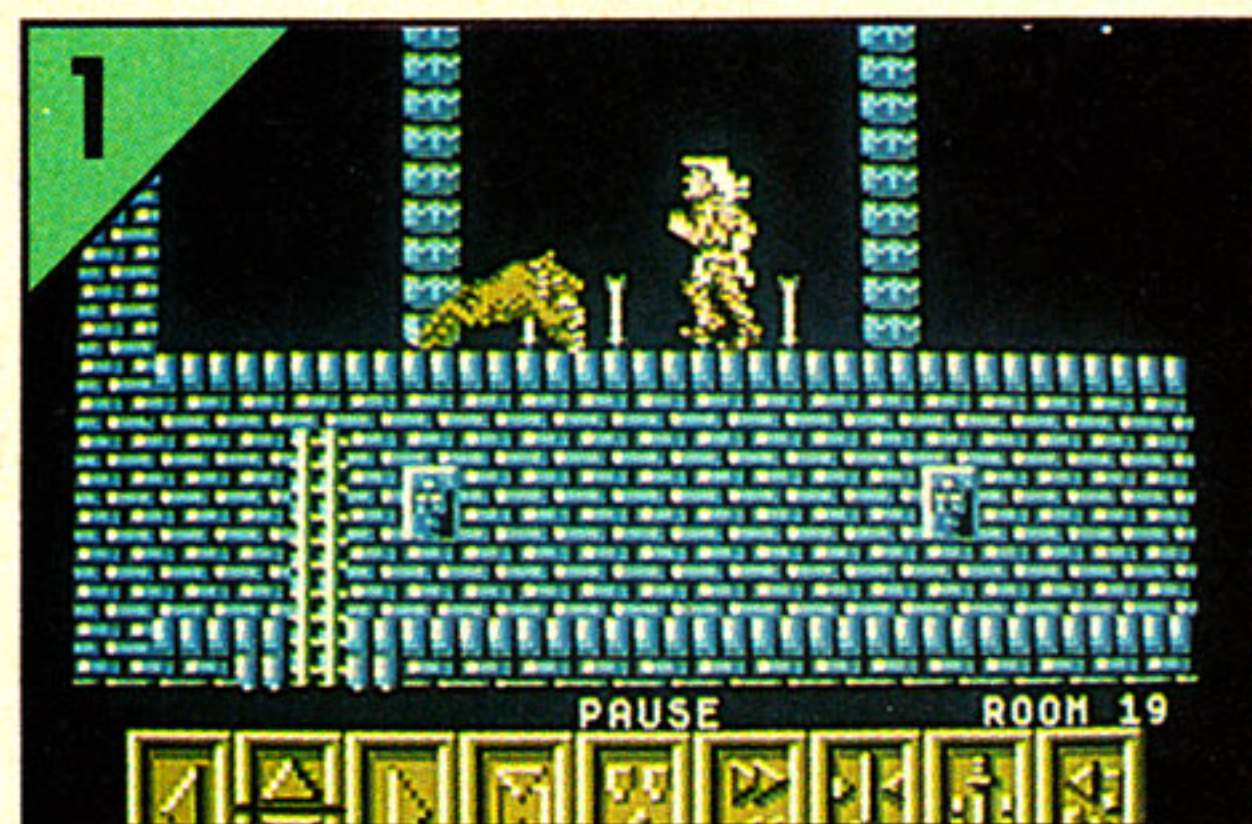
The graphics are very good, though perhaps a bit sparse. Hegor's animation is nicely handled (especially his jumping), and there's a surprising amount of detail in objects like his bow. When you destroy a monster, the creature evaporates, and a ghostly skull floats off the top of the screen.

The game controls take awhile to get used to, and you should expect to lose your first few games for this reason. Fifteen icons line the bottom of the screen (nine on the main screen, six on the secondary), and they give you control over all of Hegor's actions. The trick is to move the cursor to the right icon at the right instant. Sometimes, for example, you must click on the Run icon, then immediately move to the Jump icon and press the fire button. If you make a mistake, Hegor loses one of his four lives. Initially frustrating, these controls eventually become fairly easy to use.

If the controls in *Barbarian* are giving you trouble, here are a few hints. First, get into the habit of keeping the cursor on the Attack icon, and press it as soon as you move to a new screen. Second,



practice issuing one command and then readying yourself for the next. On several screens, for example, Hegor must descend a ladder and then turn to face an oncoming attacker. To do this, make Hegor run in the direction of the ladder, then click the Down



icon while he's running. When he's on the ladder, select the appropriate direction icon so that Hegor will face the creature when he reaches the bottom of the ladder. Then, while he's still descending, move the cursor to the Attack icon and get ready to press the button again.

When Hegor loses his fourth life, the game ends and displays a screen that tells you what percentage of *Barbarian* you've completed. It's simple information, but enough to tempt you to try again. After a couple of games, you'll easily complete 50 percent of the quest. Getting past 75 percent is much more difficult, however, and finding your way past the 88 percent mark is a true challenge.

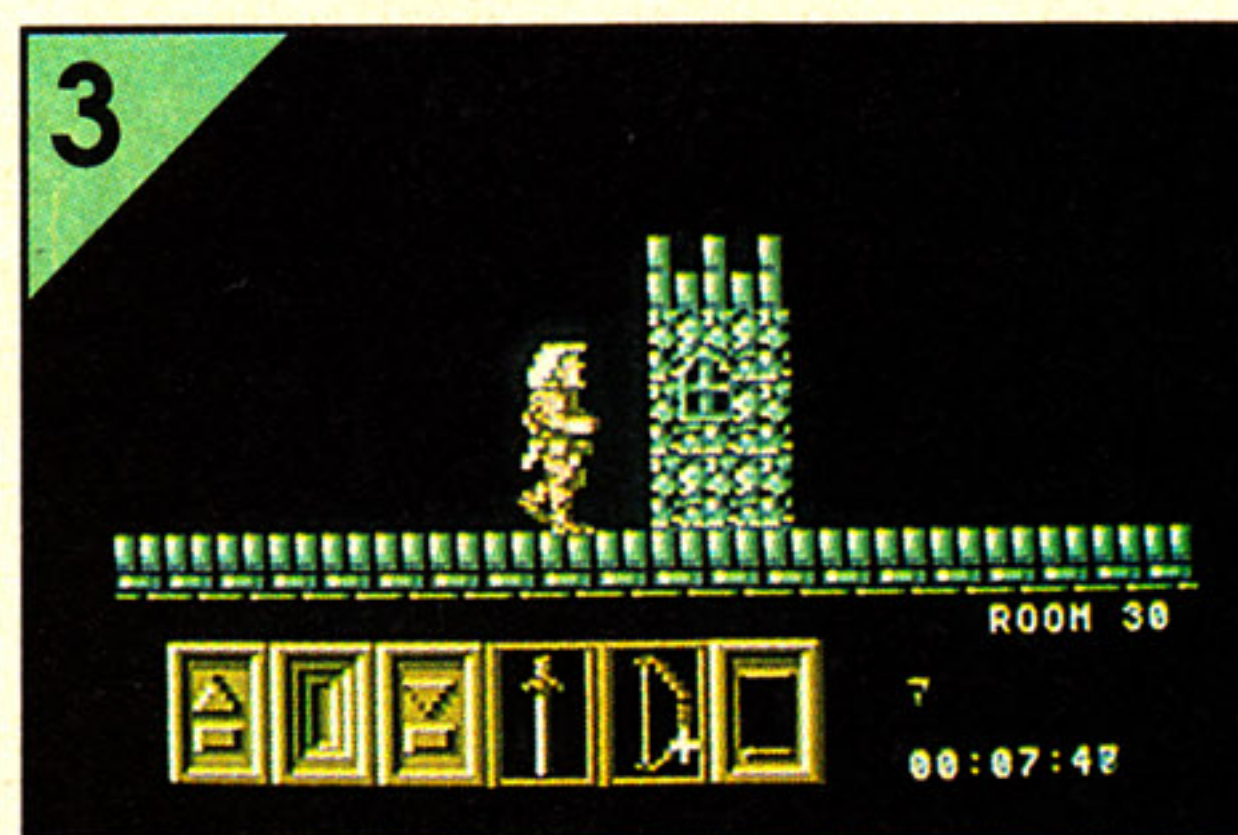
As with most action games, the trick to mastering *Barbarian* is to play it again and again. Memorize where the boulders fall and where the monsters appear on each

COMMODORE PLAYERS

screen, because it's the same for every game. If you can find the second bow and then the shield, you should be well on your way to finishing *Barbarian*. Getting there isn't easy, but it's definitely all the fun.

Project Firestart

Designed by the same team that created the popular *Arcticfox*, *Skyfox II*, and *Caveman Ugh-lympics*, Electronic Arts' *Project Firestart* matches the graphic excellence of those games. Its cinematic approach includes a musical score



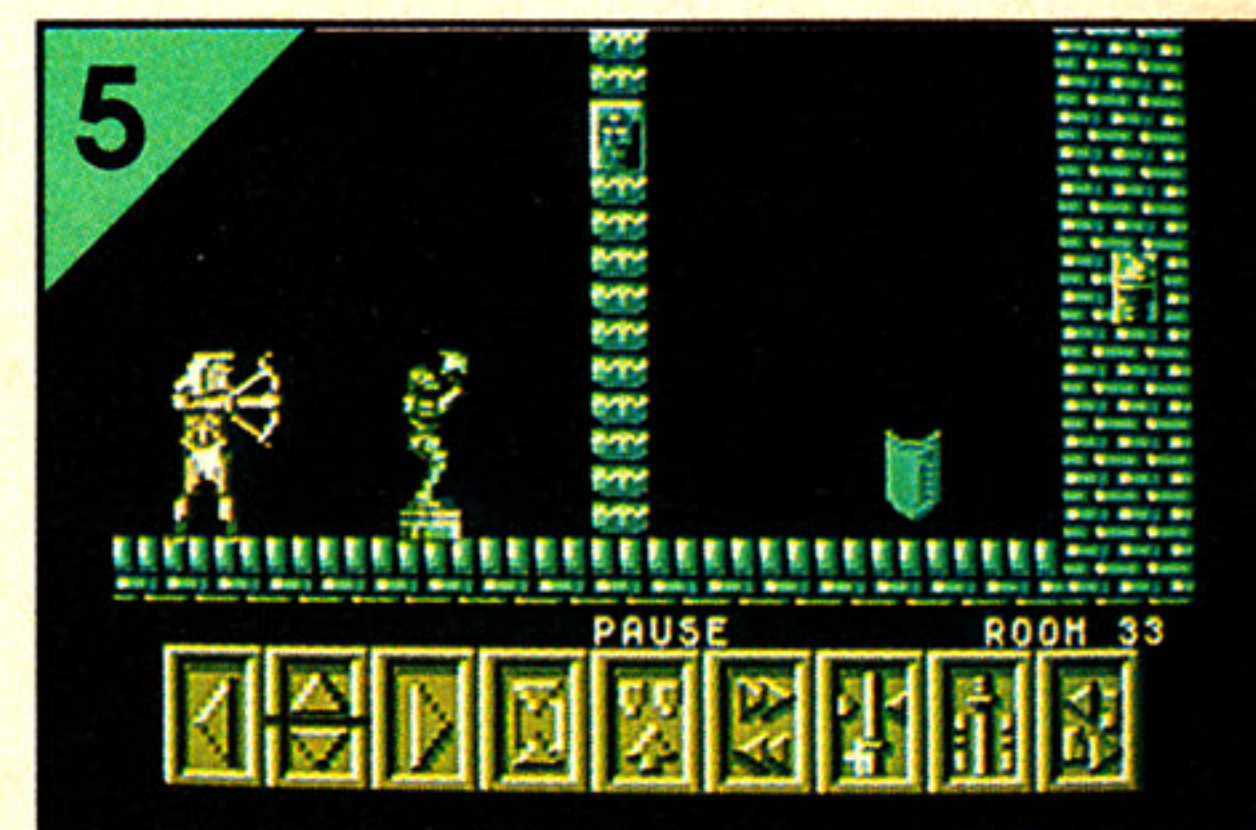
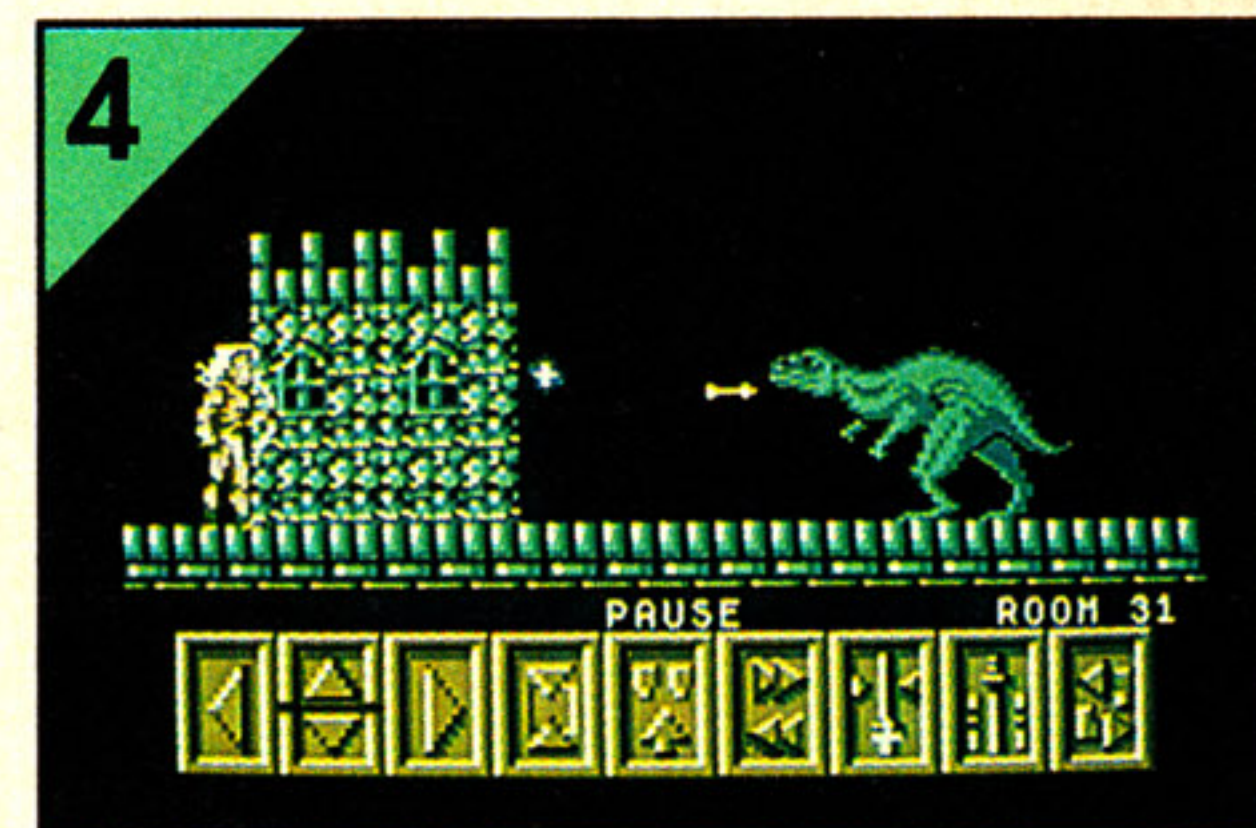
- 1 Hegor attacks a wild dog. The prize is a line of four arrows.
- 2 Hegor must move quickly through these ladderways.
- 3 Hegor prepares his bow.
- 4 A dragon! Only an arrow will help Hegor destroy it.
- 5 An idol, which Hegor must pass. A shield waits on the other side.

that effectively builds to a tense climax. The game controls are extremely simple, with a few keys augmenting the joystick and fire button.

Unlike *Barbarian*, the more detailed story line of *Project Firestart* is rooted in science fiction, not fantasy. The research ship *Prometheus* is in orbit around the Saturnian moon Titan. It is staffed by scientists who create creatures to work the mines on nearby asteroids. Several crew members are hibernating in the cryogenic area of the ship, awaiting their tour of duty. But the *Prometheus* has recently grown silent, and your job is to find out why.

What you find out, when you board the ship and access the computer, is that the creatures have gone out of control and have killed the entire crew. You have to get past these monsters to save the surviving crew members in the cryogenic area, and then you must escape the ship while carrying the science log.

Project Firestart is easy to play. All you do is move your character across the screen until he reaches a door, then push the joystick in the direction of the door to move through. Sometimes the program

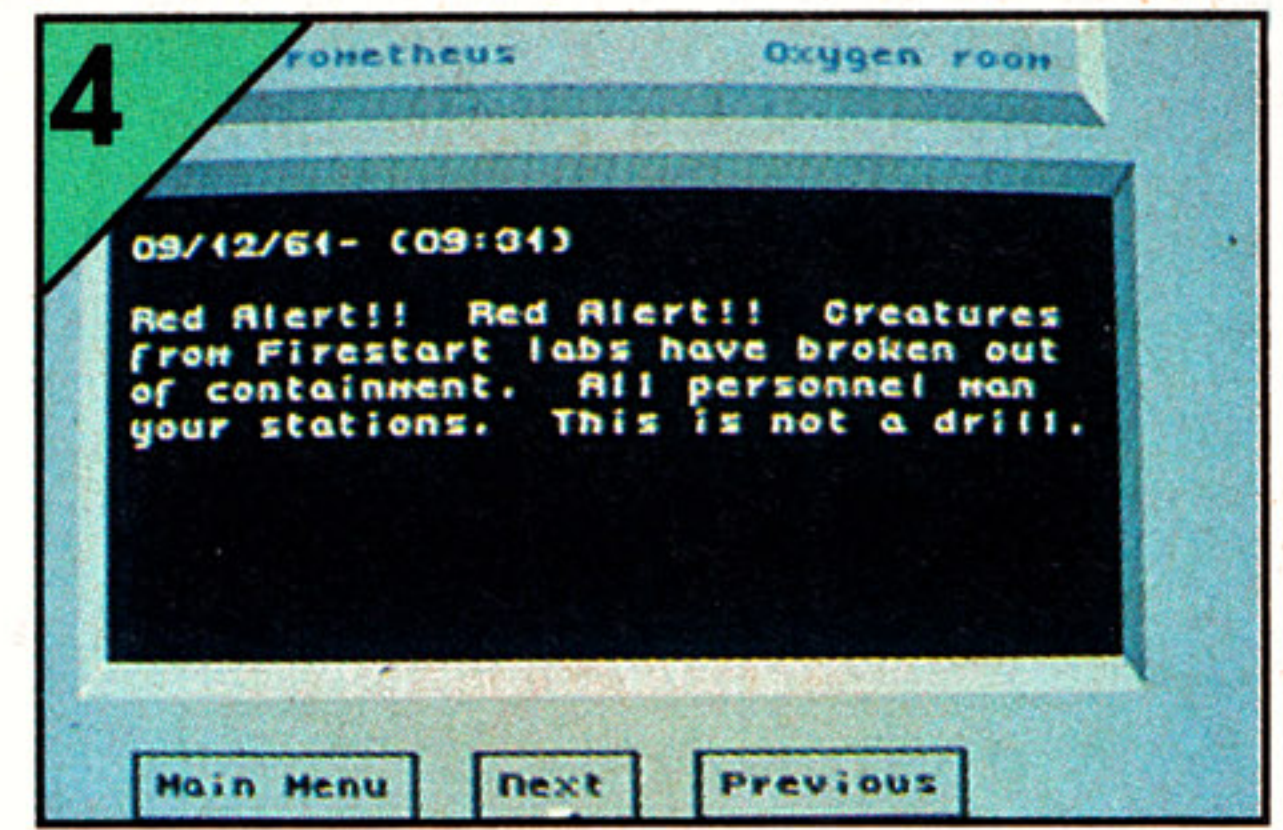


COMMODORE PLAYERS

asks if you want to open the door (and afterward, if you want to close it). To say yes, you push the fire button; to say no, you move your character. When you reach the ship's computer, you access it by simply pressing the fire button and selecting actions from a menu. To fire your laser, you just point and

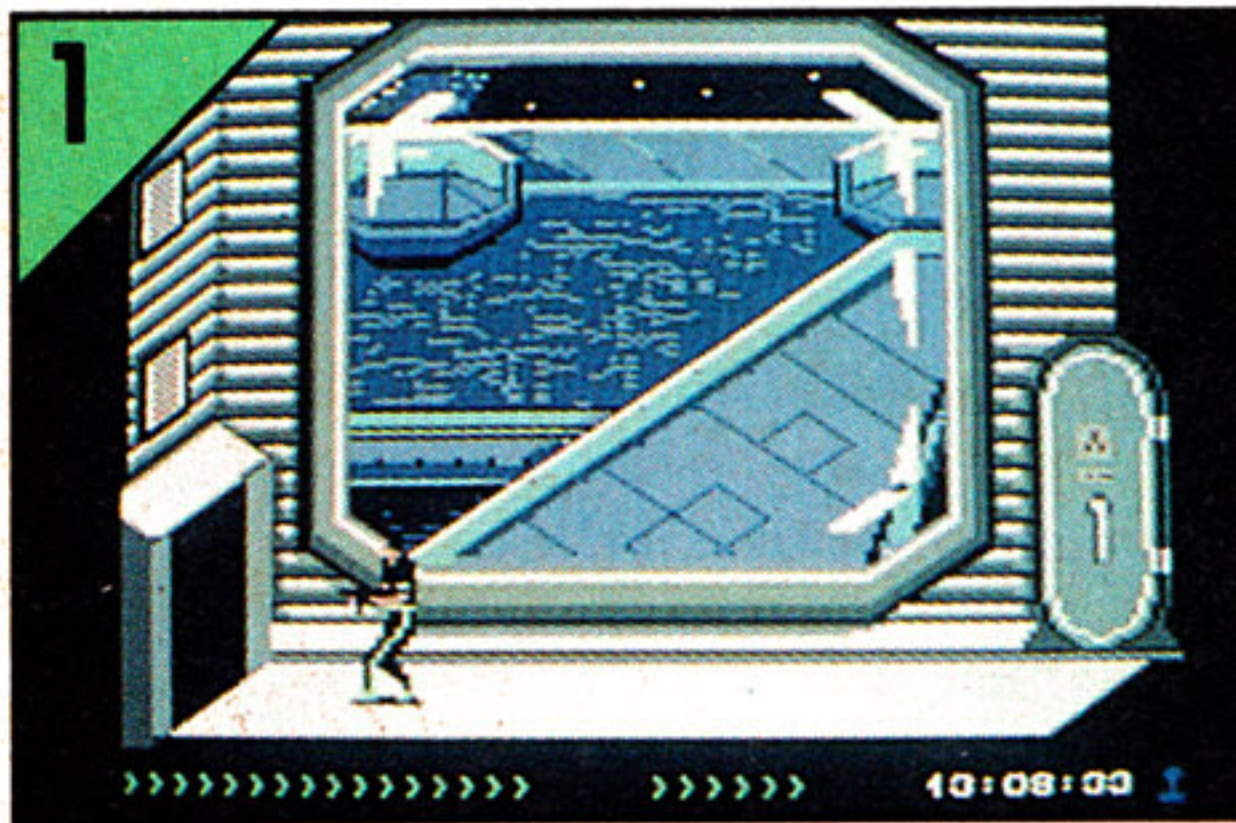
is vital. You'll spend most of your time collecting access cards from your fallen comrades, finding various objects, piecing together information, and avoiding creatures.

Project Firestart's graphics are excellent. They are also, well, *graphic*, as one look at the back of the box reveals. Depending on your point of view, these detailed graphics either add to or detract from the overall high quality of the product. Certainly the violence is much less graphic than what you can see in a slash-the-teenager movie, but it's still more than we're accustomed to seeing in a computer game.



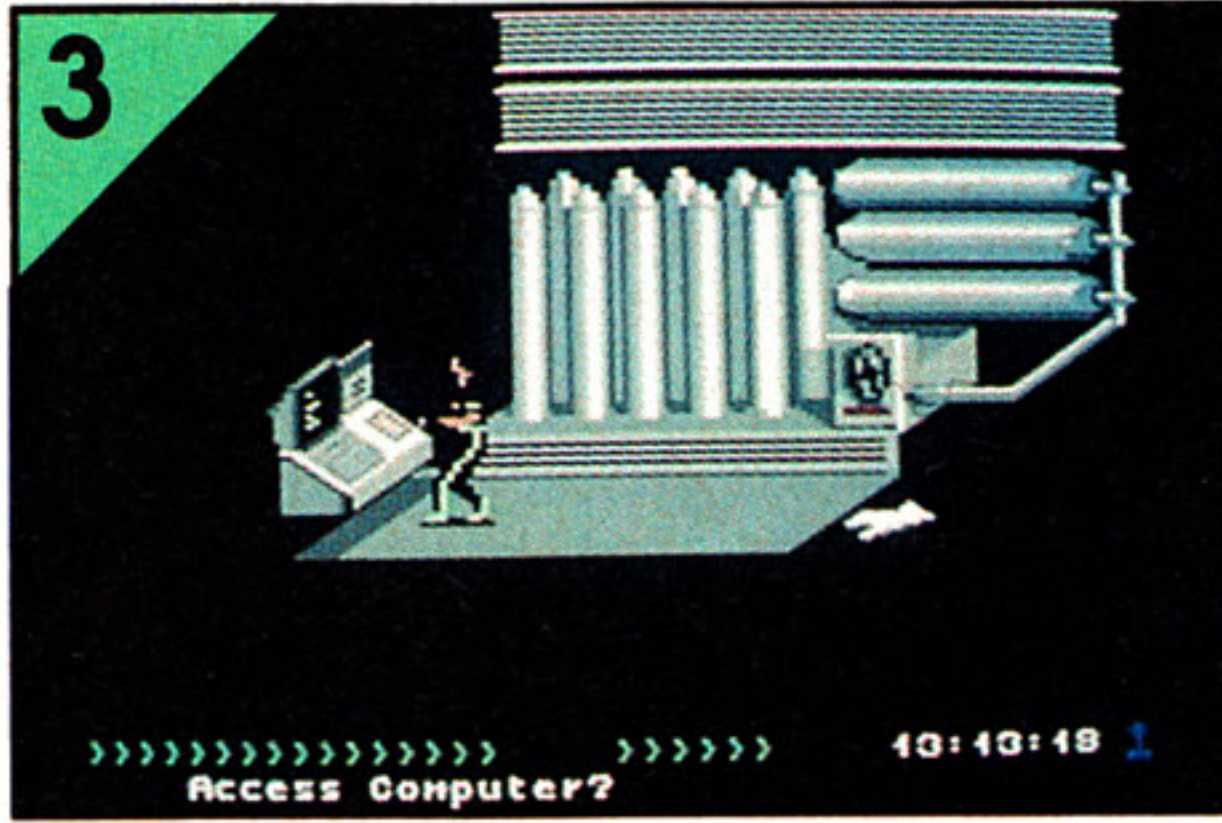
horror of the deaths of your comrades.

Which game is better? It depends on which kind of quest you prefer. *Barbarian* may appeal to those who like working their way through multiple screens in a linear manner, moving toward a clear, attainable objective. *Project Firestart* may interest those who

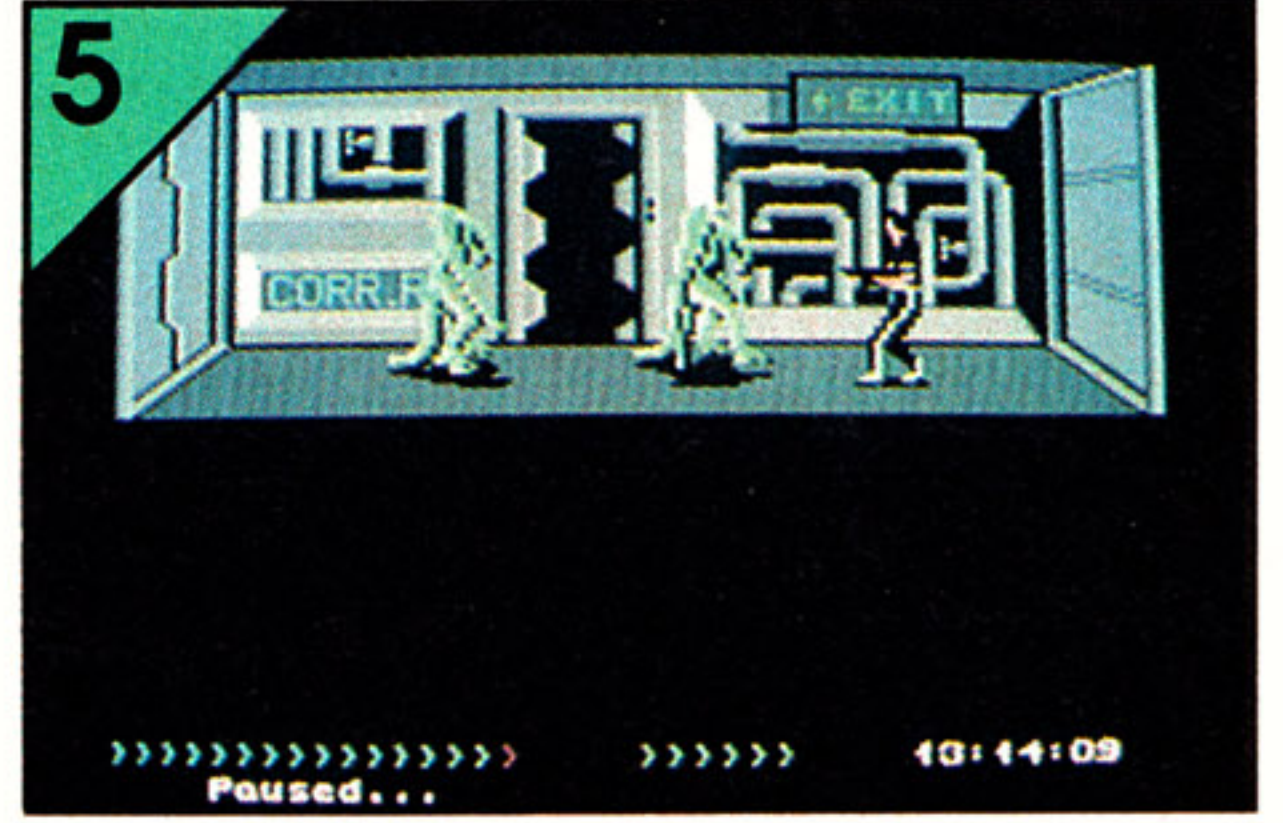


shoot. You can change weapons by pressing C on the keyboard, and you can save and load games on disk by pressing D. Basically, that's it.

It's far more difficult, however, to complete your assignment. Unlike *Barbarian*, you don't proceed from screen to screen in a linear manner. Instead, your character is more or less free to move about the *Prometheus* at will. But the *Prometheus* is a large ship, and you don't have time to explore it all. Keeping your mission in mind



Interestingly, though, the monsters don't bleed when they're killed. Only the people do. In that sense, *Project Firestart* offers an interesting perspective. The monsters, remember, were created by science; they're not human or even natural. *Project Firestart* downplays their deaths, but emphasizes the

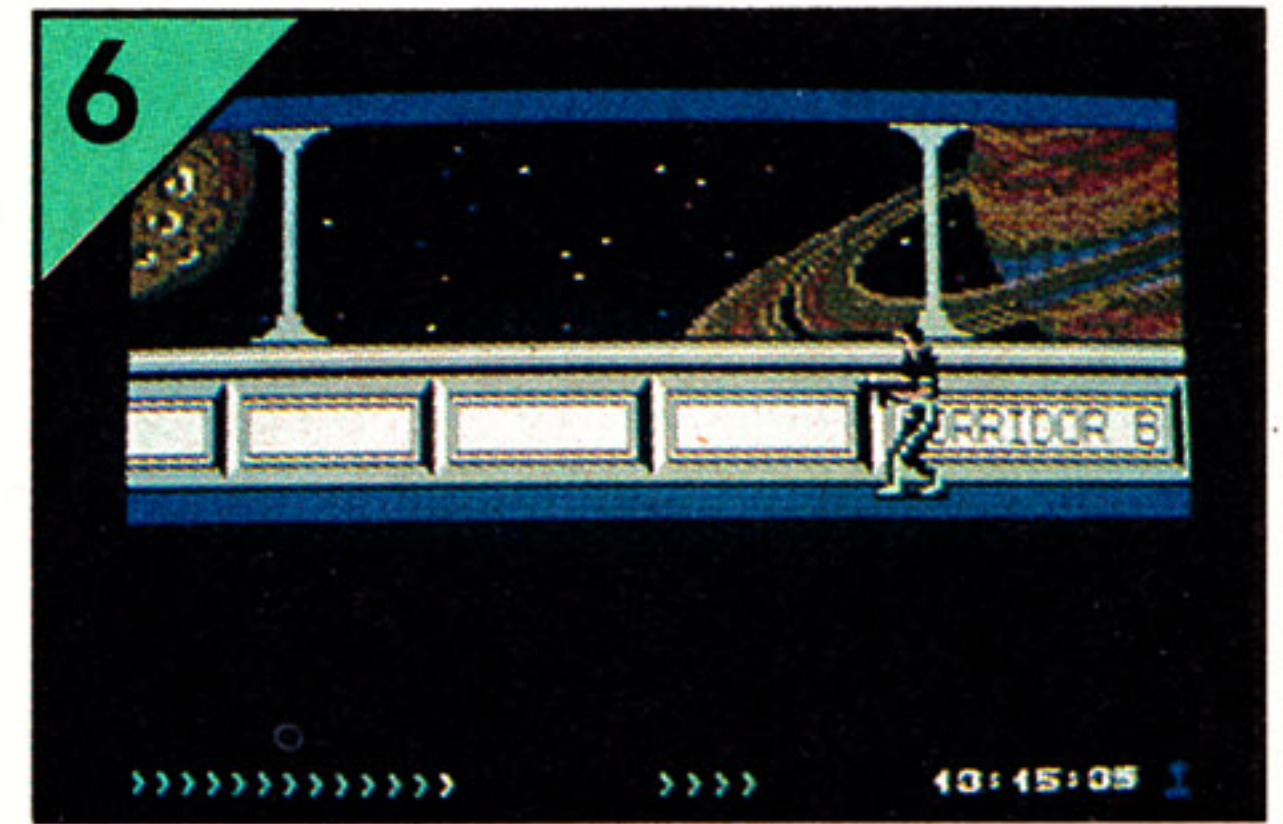


enjoy more flexible movement, a more detailed story line, and a mystery.

Barbarian: Melbourne House, Mastertronic International, 711 West 17th Street, Costa Mesa, CA 92627. Also available for IBM PC, Tandy, and compatibles; Apple IIGS version scheduled for release later this year. *Project Firestart*: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



- 1 *Project Firestart*: At the beginning of the game, you're in the docking bay of the *Prometheus*.
- 2 Through the elevator doors, you find the first human casualty.
- 3 Find a computer, then press the fire button to access it.
- 4 The Red Alert message tells you that monsters are loose on the *Prometheus*.
- 5 Combat! The first attack by the creatures. The red mark at the bottom shows you're already hit.
- 6 Corridor B with its stunning view of Saturn. You'll find a map of the ship in the package.



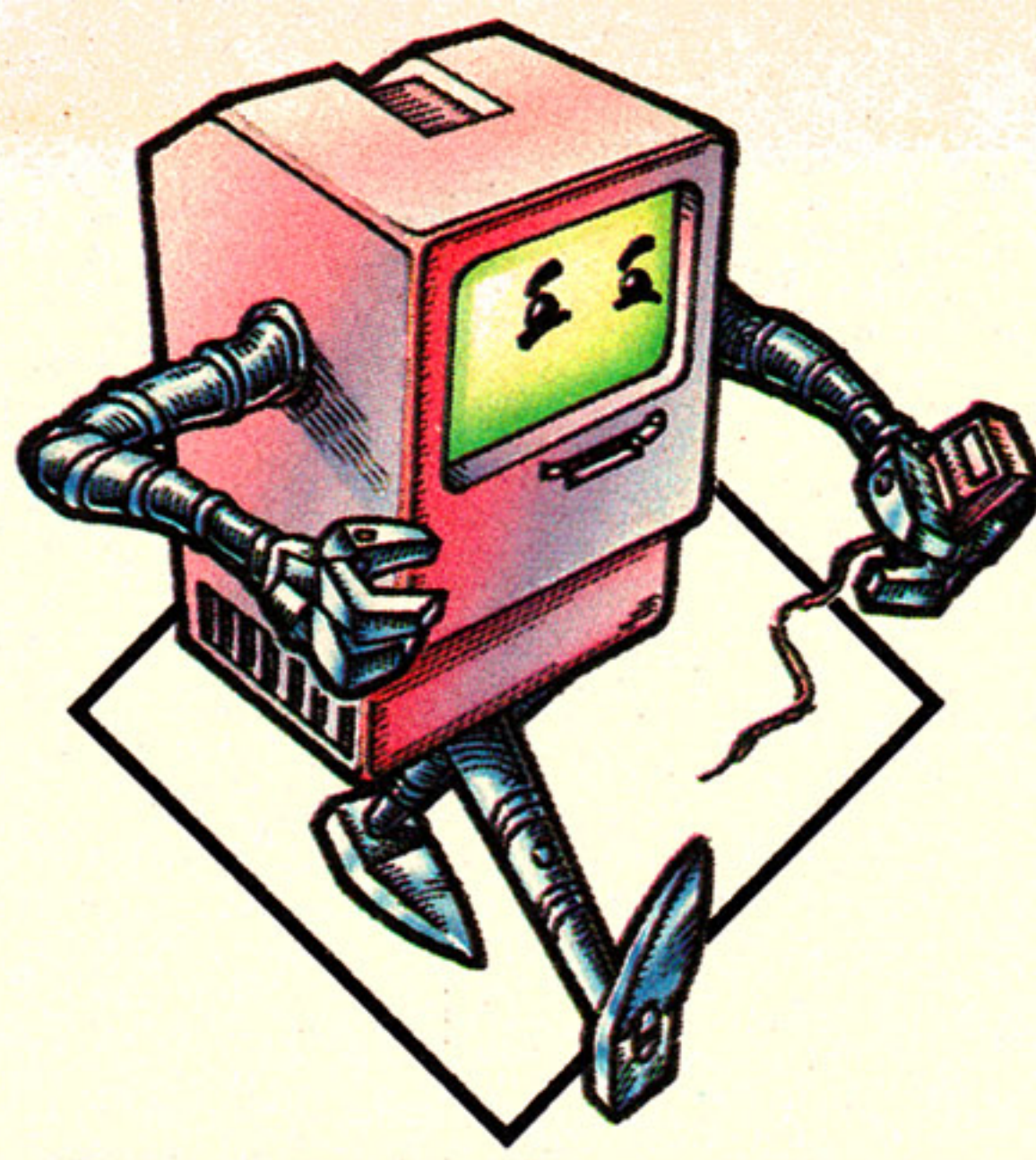
The Macintosh seems to attract a variety of entertainment programs that challenge the mind in ways both intriguing and quite special. Two such innovative Mac games are *Sim City* from Maxis and *The Fool's Errand* from Miles Computing, both of which are also scheduled to be available in versions for the PC later this year.

The Fool's Errand, subtitled *A Fantasy Puzzle*, is a tour de force for puzzle addicts. There are dozens and dozens of picture puzzles, word puzzles, mazes, brain teasers—just about any kind of puzzle you'd want to unravel is here. Adding to the fun is that all of the puzzles are part of a larger puzzle: a fantasy quest you must solve.

You assist the Fool as he tries to find 14 treasures that have been lost somewhere in the Land. To do this, the Fool must restore the Sun's Map he carries with him. But the Map is incomplete and scrambled, and you'll have to solve the puzzles to help the Fool unscramble it.

The puzzles are graphically rich, the action is self-paced and flexible, and the variety is captivating. Don't expect to solve your way through this succession of conundrums right away.

Equally unique and fascinating is *Sim City*, a simulation that



MAC PLAYERS

Solve Puzzles, Build Cities

Selby Bateman

- 1 You'll have to learn some new patterns to win the Wheel of Fortune game in *The Fool's Errand*.
- 2 In *Sim City*, always be ready for disaster. There's one around almost every corner.

gives you the opportunity to flex your organizational muscles by running a village, a city, or a metropolis—any urban area up to a giant megalopolis. You decide *everything*, from residential, commercial, and industrial zoning to how many police and fire stations you'll have. You hook up power plants, lay out streets and highways, and decide where to place airports (if you can afford one).

If that sounds about as much fun as being an air traffic controller, think again. The designers at Maxis have created an enchanting micro-world that you'll likely return to over and over.

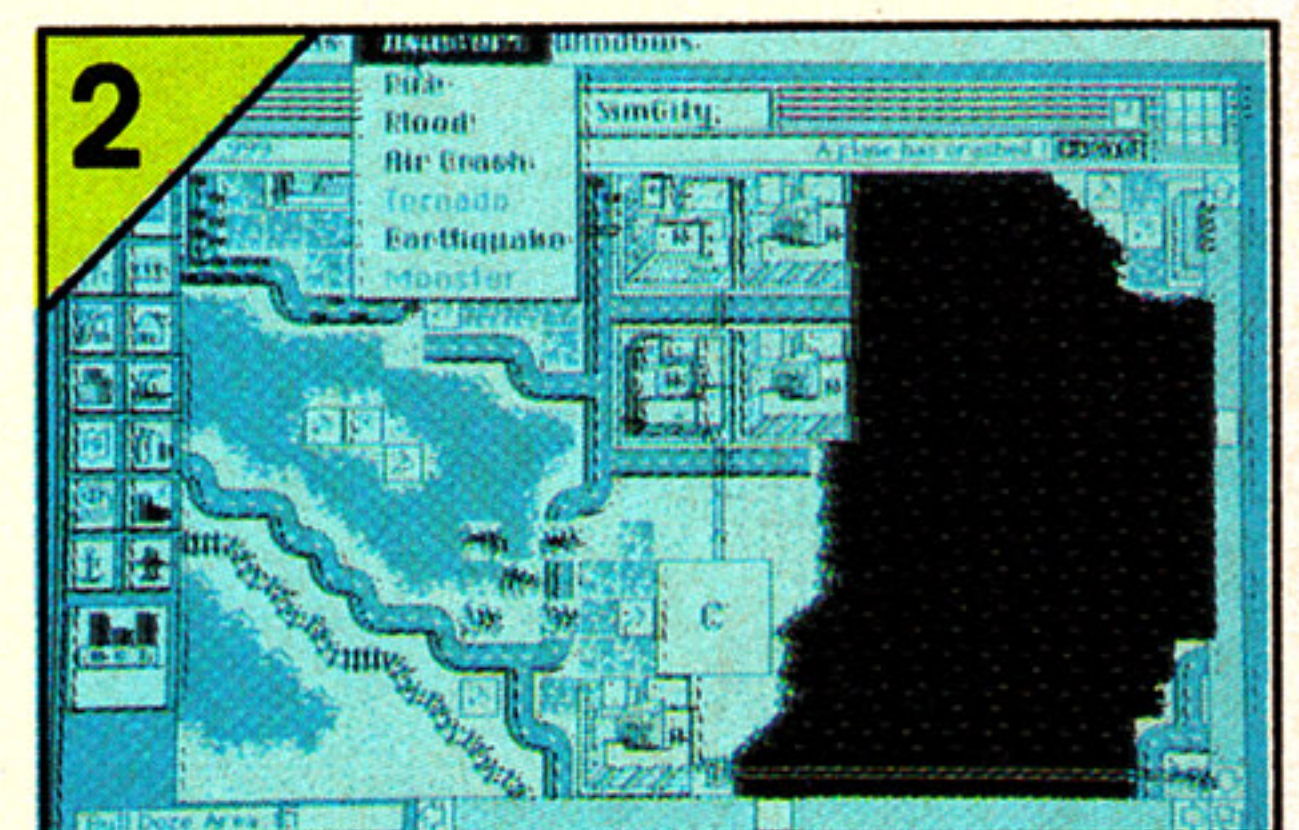
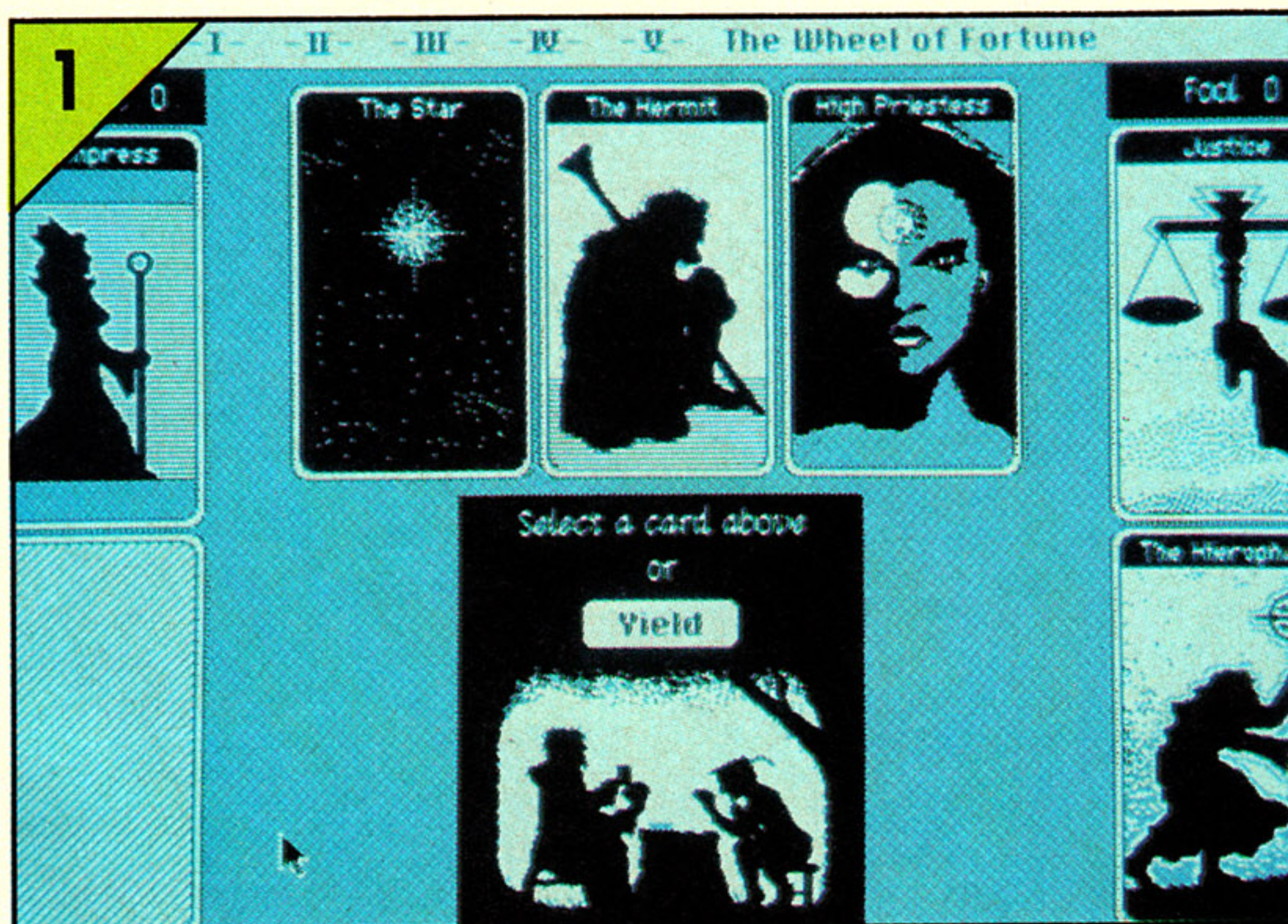
Once you begin building and operating your village or city, Sims—simulated people—start moving in. They construct houses, condos, churches, and other buildings. They go to work in the factories and shops. They drive on the roads and highways.

Do your work right and you'll have a happy city of Sims. But if you let crime get out of hand, push taxes too high, or allow the quality of life to deteriorate, then you'll find your Sims leaving for greener pastures.

To make matters more challenging, there are natural disasters such as floods, fires, and earthquakes. There are also eight predefined scenarios you can try, from Boston during a nuclear power plant meltdown to Tokyo after a rampage by Godzilla.

Sim City is an excellent simulation that's as entertaining as it is challenging.

GP



CHEAP THRILLS

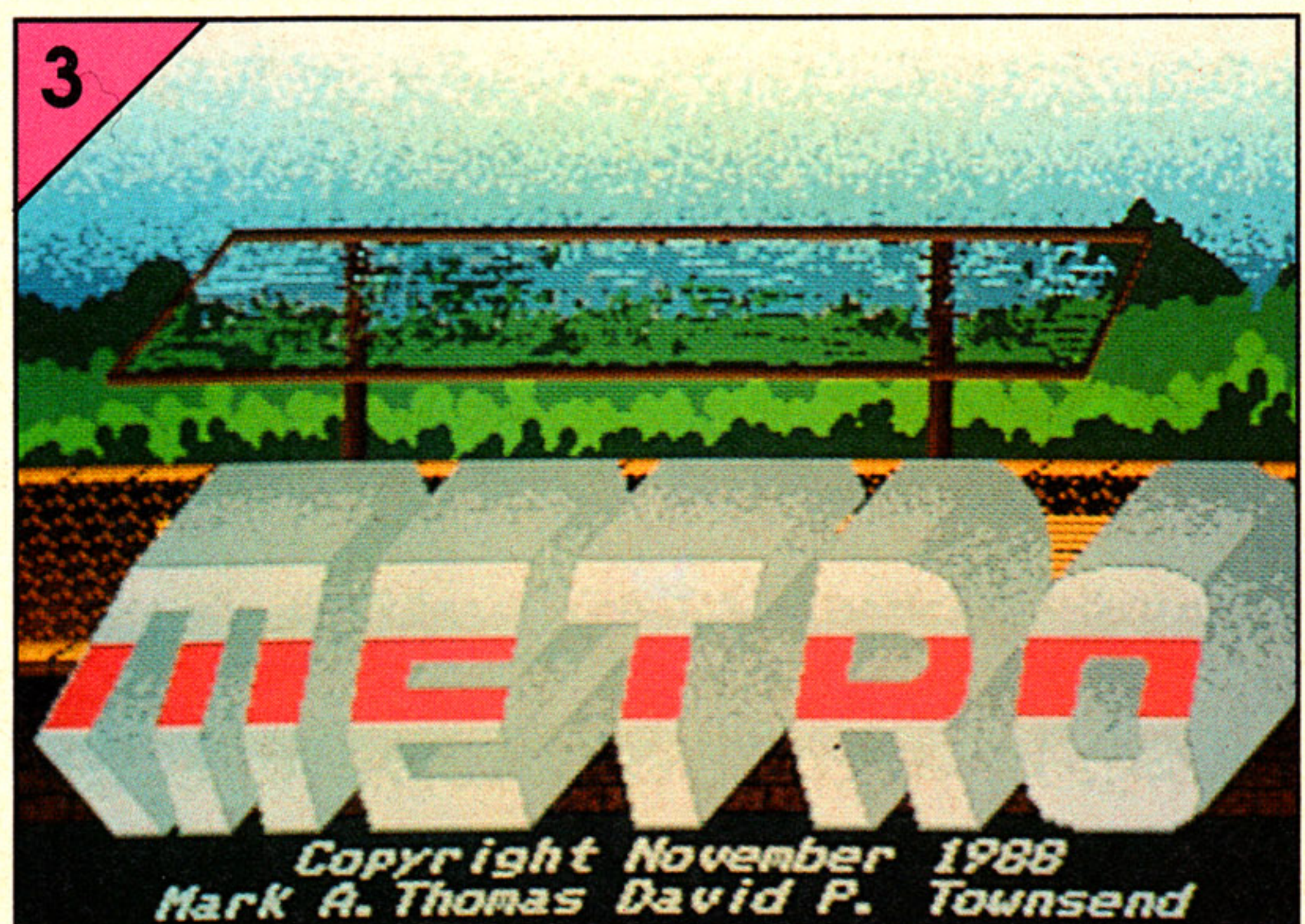
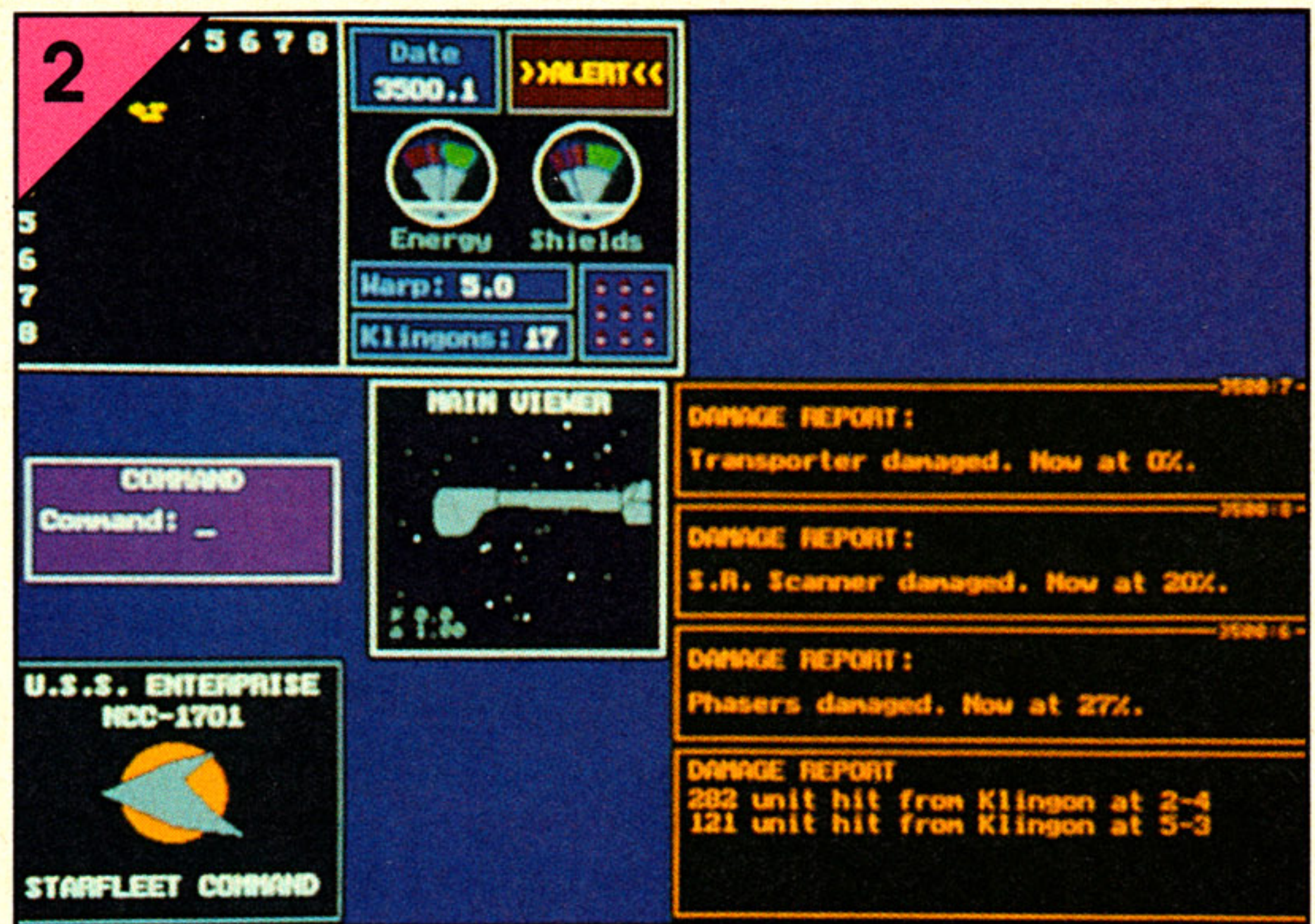
Metro For Amiga

In *Metro*, Amiga users can assume the role of a city planner. Using limited funds, you must construct a mass-transit subway system capable of meeting the needs of your city. If you build wisely, your system will be a success. Poor planning leads to disaster and financial ruin.

The city is divided into 79 districts, each rated for the following characteristics: population, employment, jobs, roads, prosperity, parking, riders, and busing. These characteristics vary from game to game, and change slightly during each game to reflect demographic shifts.

During each turn, you can start or improve your train and bus lines, determine fares, add parking spaces to lure traffic-weary commuters, and spend money on advertising.

Building an effective transit system which will remain profitable and serve the needs of the populace is more difficult than it first seems. Success at *Metro* requires keeping close tabs on district demographics. For instance, districts with lots of available jobs attract more riders, thereby making heavier demands on your system. A district's prosperity also affects mass transit usage, as well as property values and building costs. And don't forget to allocate money for train maintenance —



- 1 Double trouble: As seen on the scanner at the upper left, the *Enterprise* is under attack by a pair Klingon battle cruisers.
- 2 The battle isn't going well for the *Enterprise*. Damage reports stack on the screen.
- 3 *Metro* is a simulation game for the Amiga that lets you assume the role of a mass transit chief.

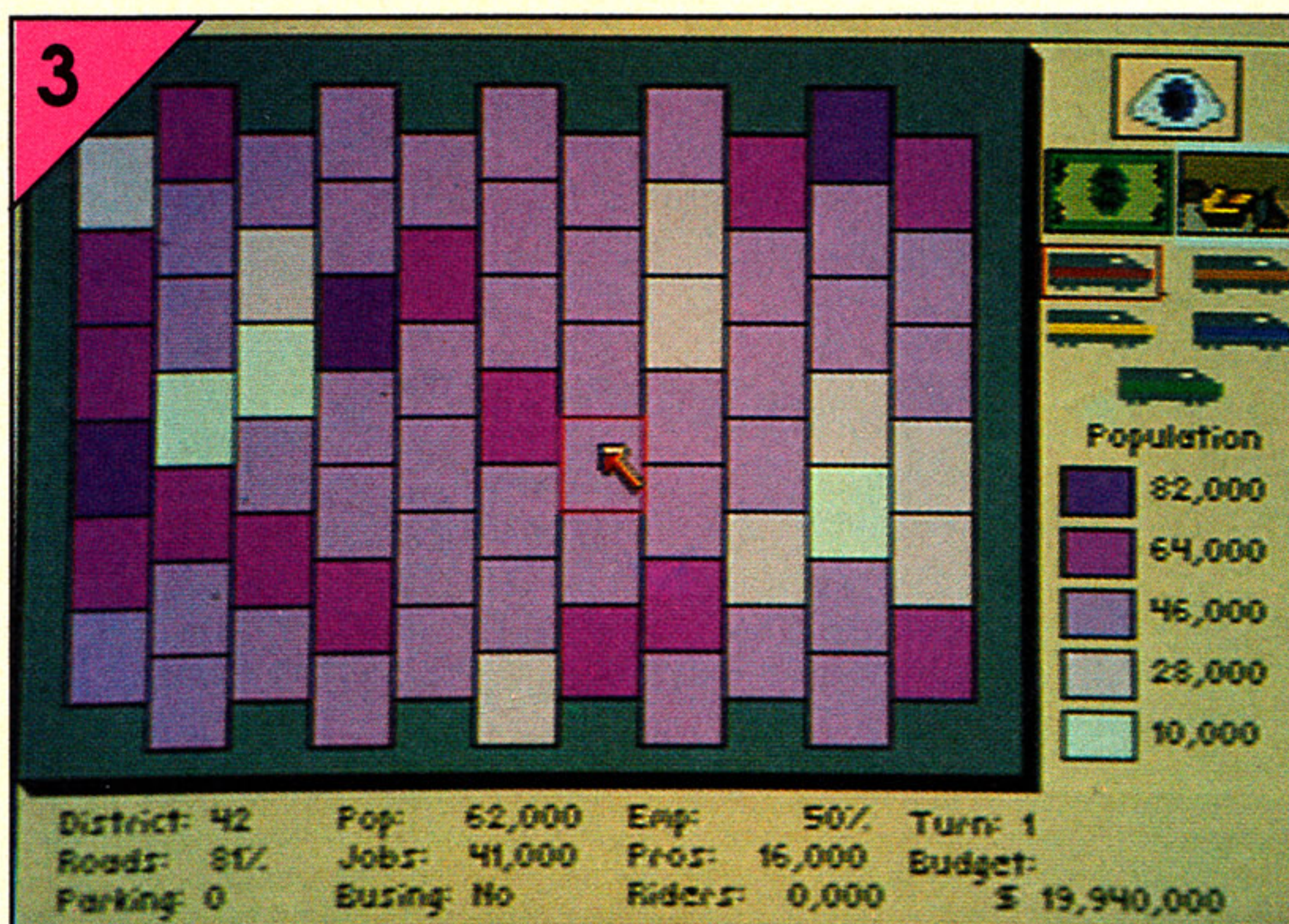
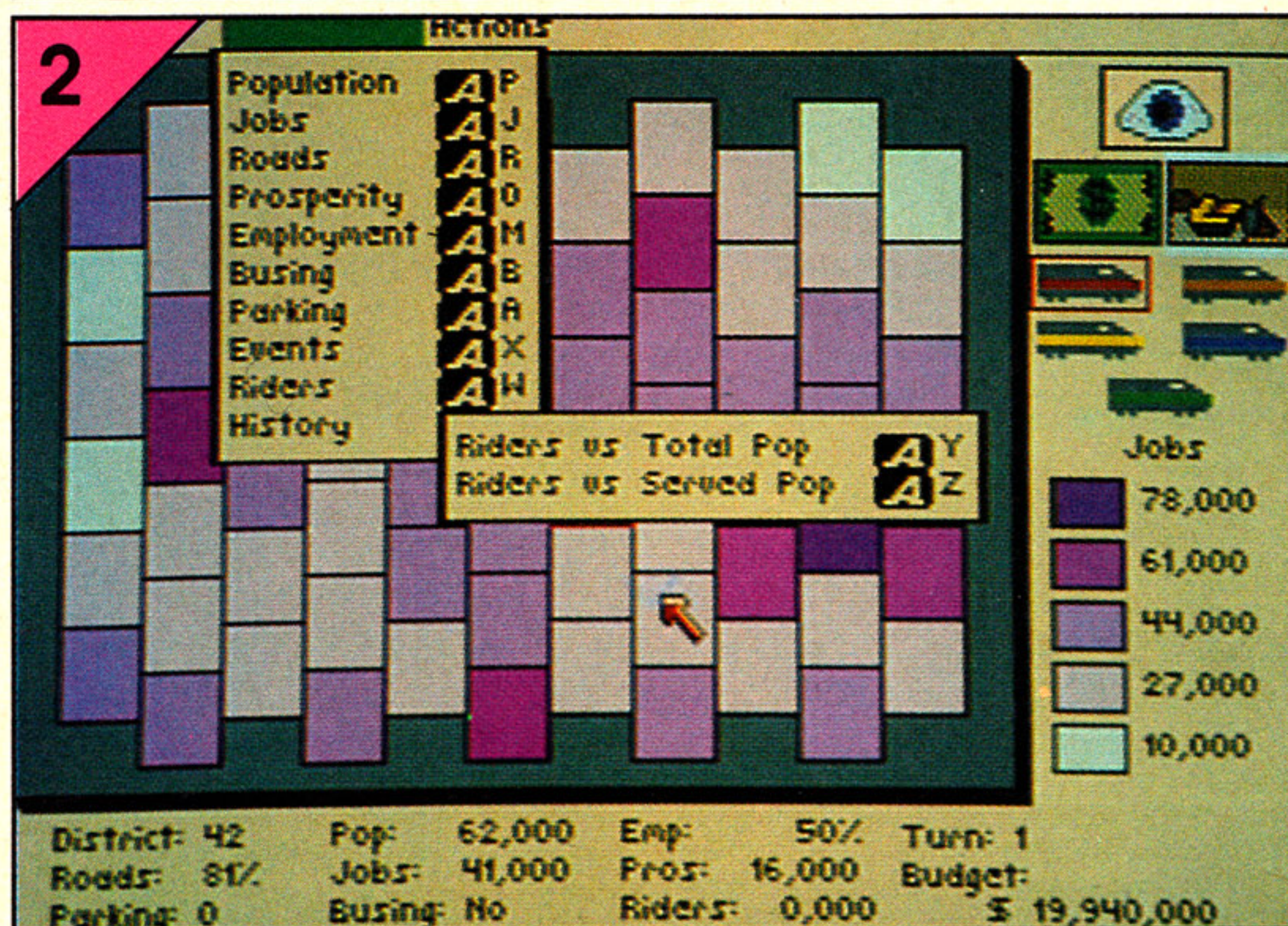
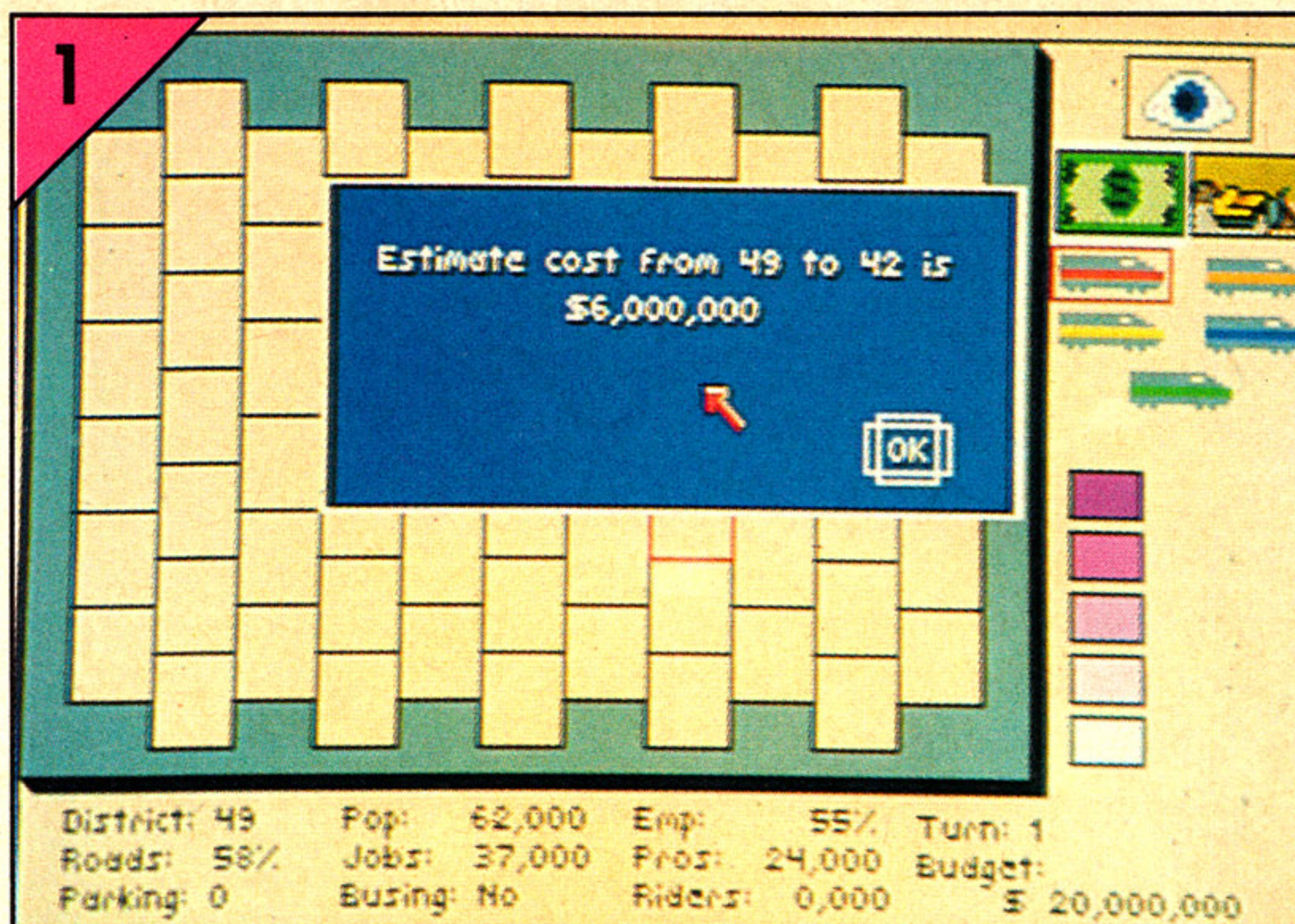
CHEAP THRILLS

people are more likely to ride clean, safe trains.

Metro makes good use of the Amiga user interface, so it is much easier to play than some other simulations of this type. Reading the instruction file on the disk is must, especially since the game requires you to install a custom font (included) in the FONT: directory. *Metro's* graphics are good, but the authors should have livened things up by taking advantage of the Amiga's outstanding sound capabilities. Even without sound, though, *Metro* is a thoughtful economic simulation that will challenge aspiring transportation czars, both young and old.

Metro is distributed as shareware. If you like the game, the authors request a \$10 donation. Write to Mark A. Thomas and David P. Townsend, 10017 Renfrew Road, Silver Spring, MD 20901.

GP



- 1 Point and click display vital information about a district.
- 2 Pull-down menus put more demographic data at your fingertips. (Notice keyboard shortcuts for selections.)

3 This map shows urban population density in purple. Helps you decide where to allot budget money.

NINTENDO GAME of the MONTH

CASTLEVANIA II: SIMON'S QUEST

The editors and game players

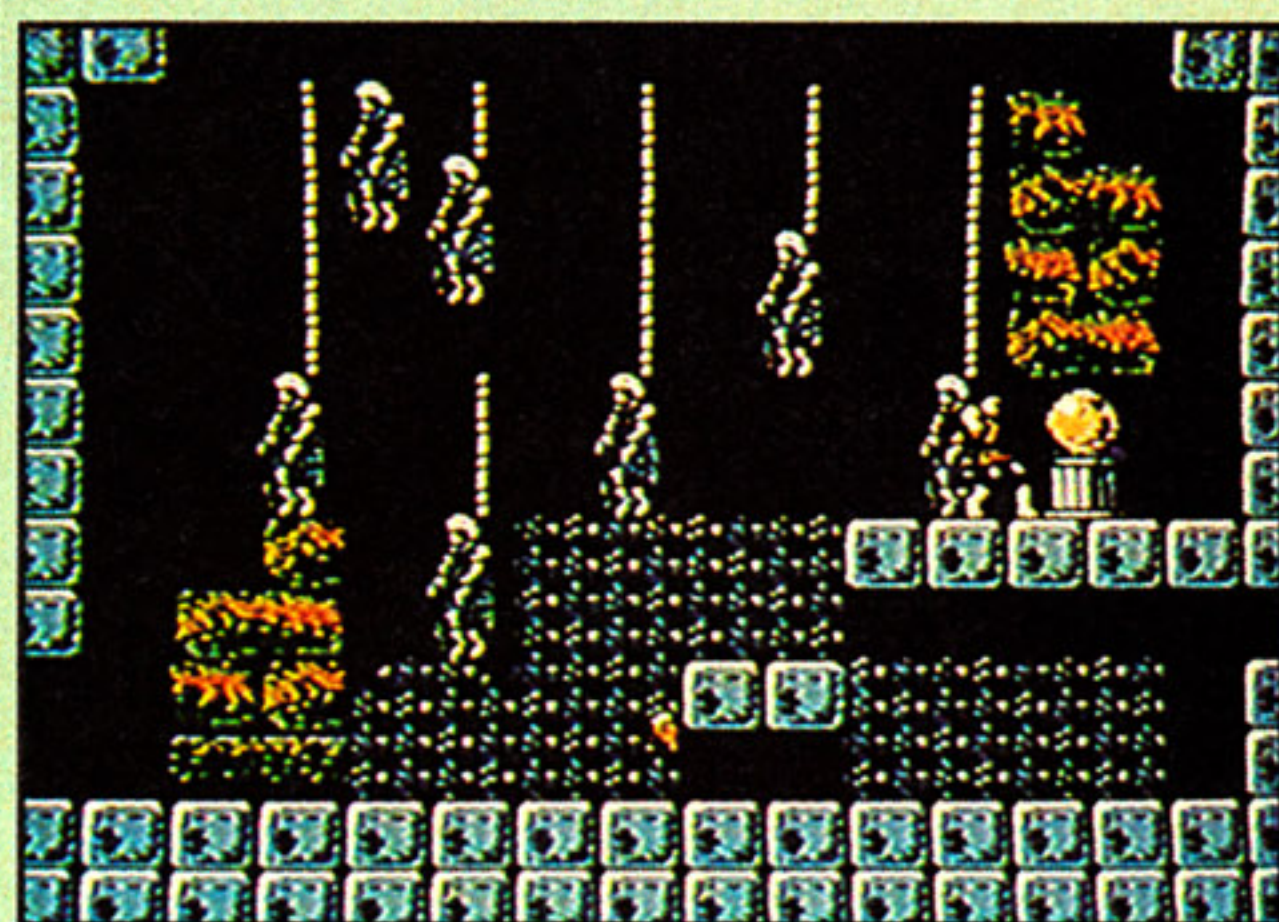
At the end of the original *Castlevania*, you probably thought Dracula was destroyed in a duel to the death with Simon Belmont. But did you write off Jason at the end of *Friday the 13th*? Or Freddy Kruger after *A Nightmare on Elm Street*? They came back for more, and so has the Count.

In *Castlevania II: Simon's Quest*, the evil vampire's spirit lives on. Your job is to collect his separated body parts — which are scattered all over Transylvania — and then return to his castle, destroy him, and save yourself. Here are some helpful hints and an exclusive map to aid you in your hazardous quest.



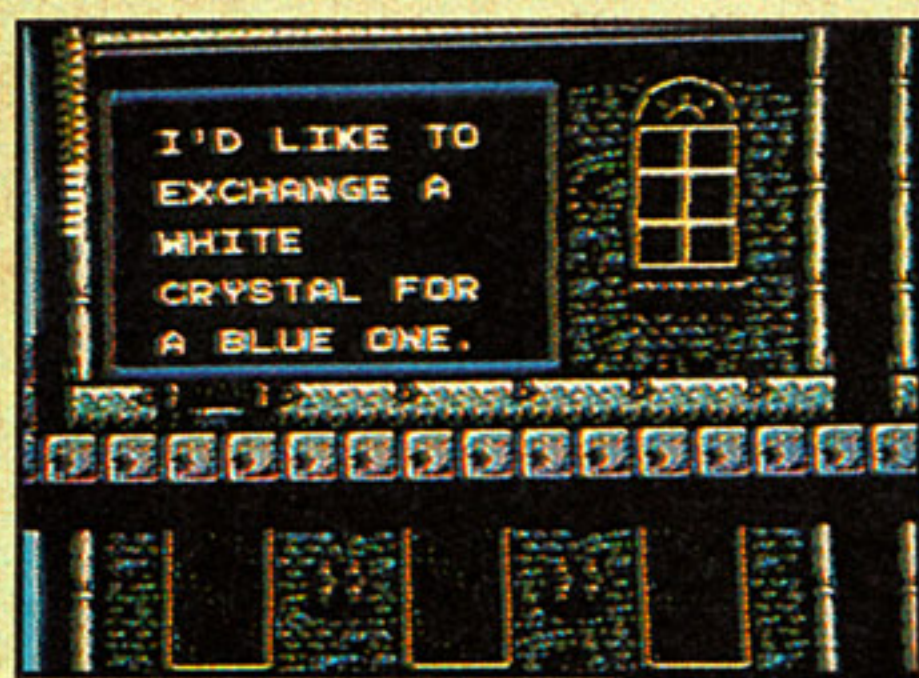
In the town of Veros, you can buy a chain whip to replace your weaker thorn whip.

There are five mansions along your path to Dracula's castle — Berkeley is the first. Here you can obtain Dracula's rib.



Dabi's Path is actually a cave. Walk down the brick "steps" to the bottom. Next, go left to the wall and use your holy water to break through. Behind the wall you'll find the sacred flame, which can be used to defeat the creatures.





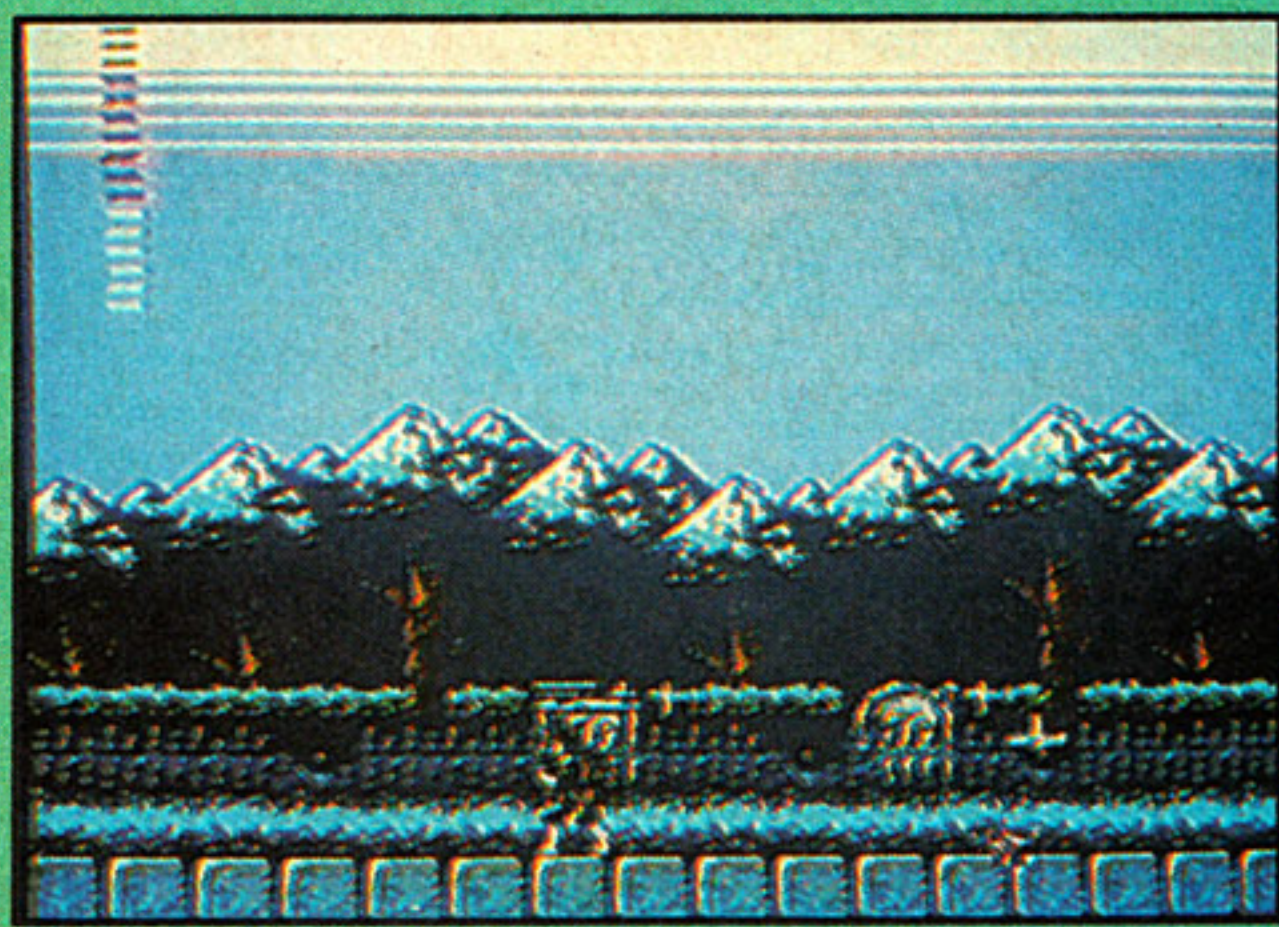
Exchange your white crystal for a blue one in the town of Aljiba. Talk to everyone to find the right merchant. There is an old man in Aljiba with a special clue for you. Find him in one of the rooms.



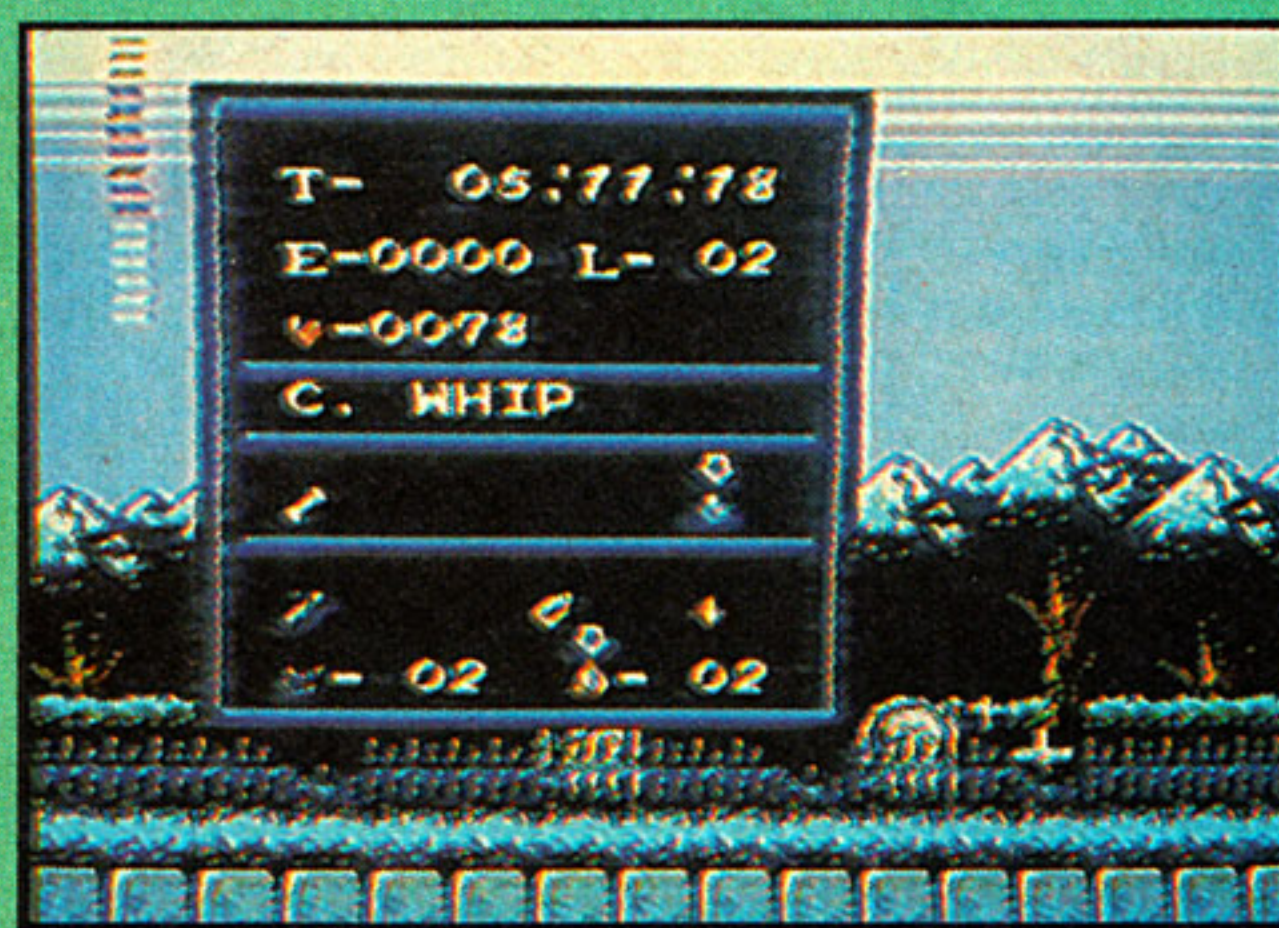
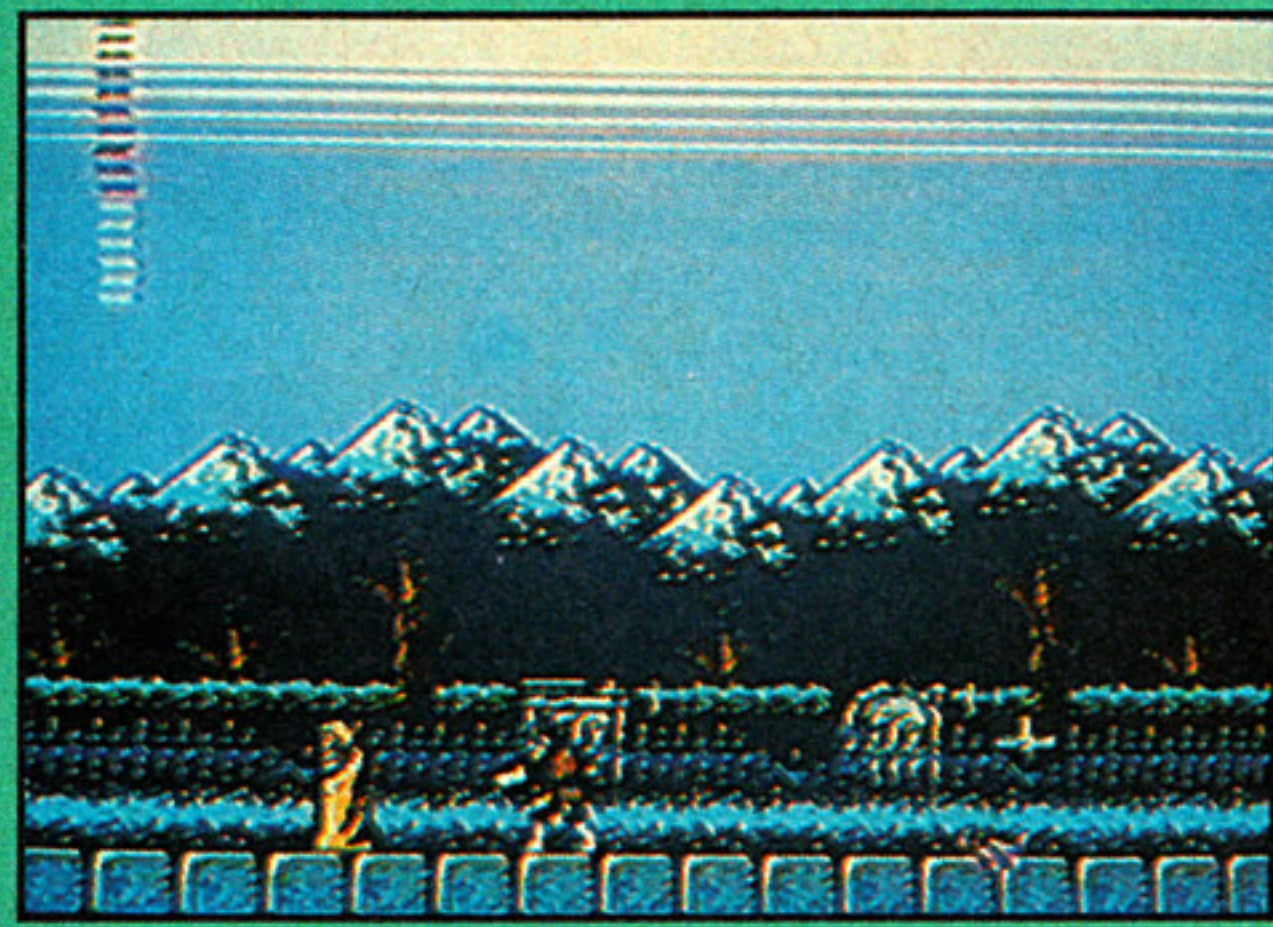
HINT



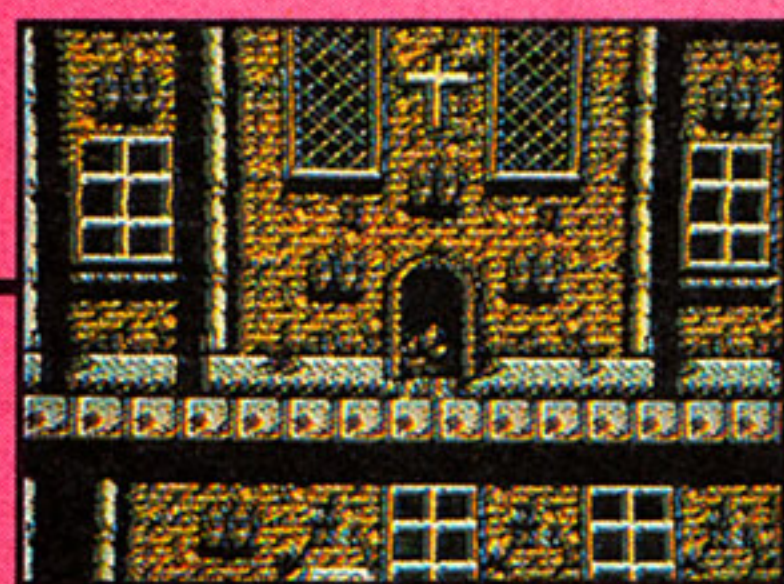
Merchants await to sell you weapons and mystical items.



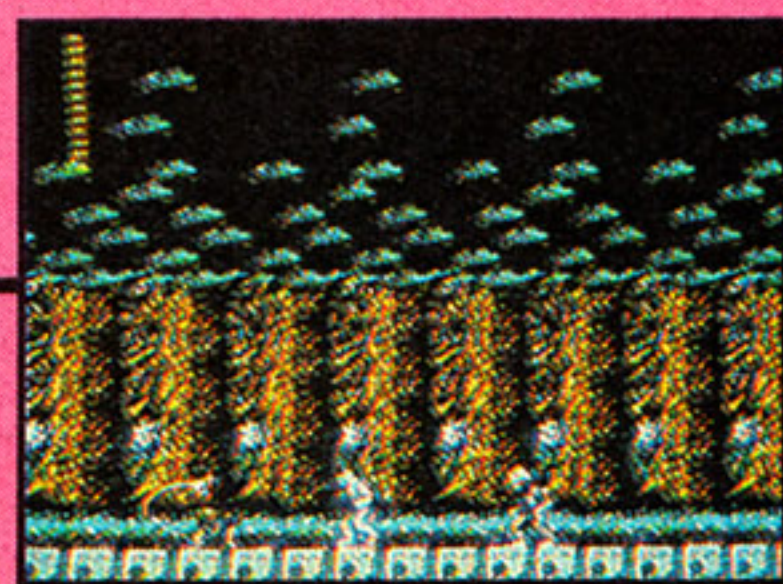
Leave garlic by the grave in Camilla Cemetery and a stranger will give you a silver knife.



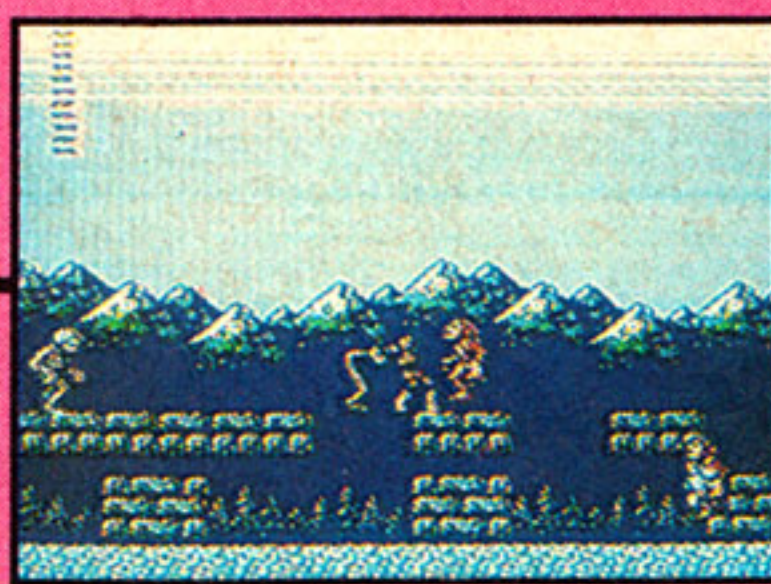
THE MAP



You'll want to begin your quest by exploring the town of Jova and then...



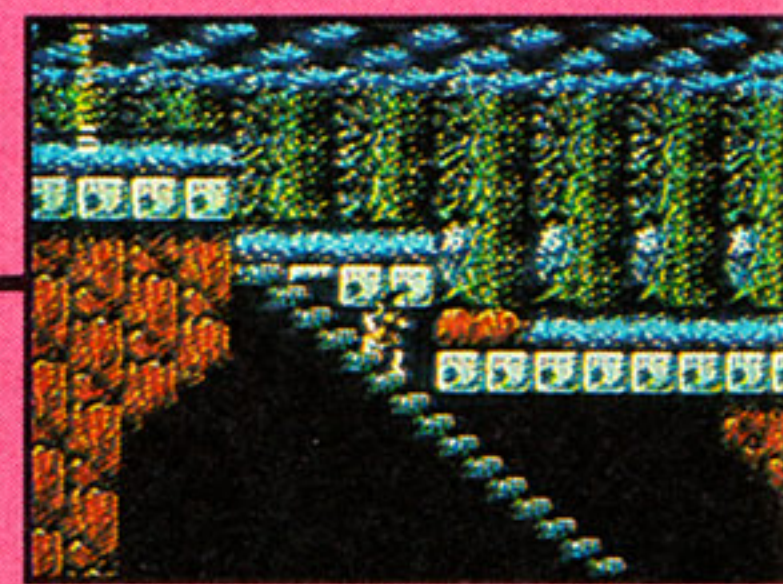
... exiting off to the right to the Jova Woods.



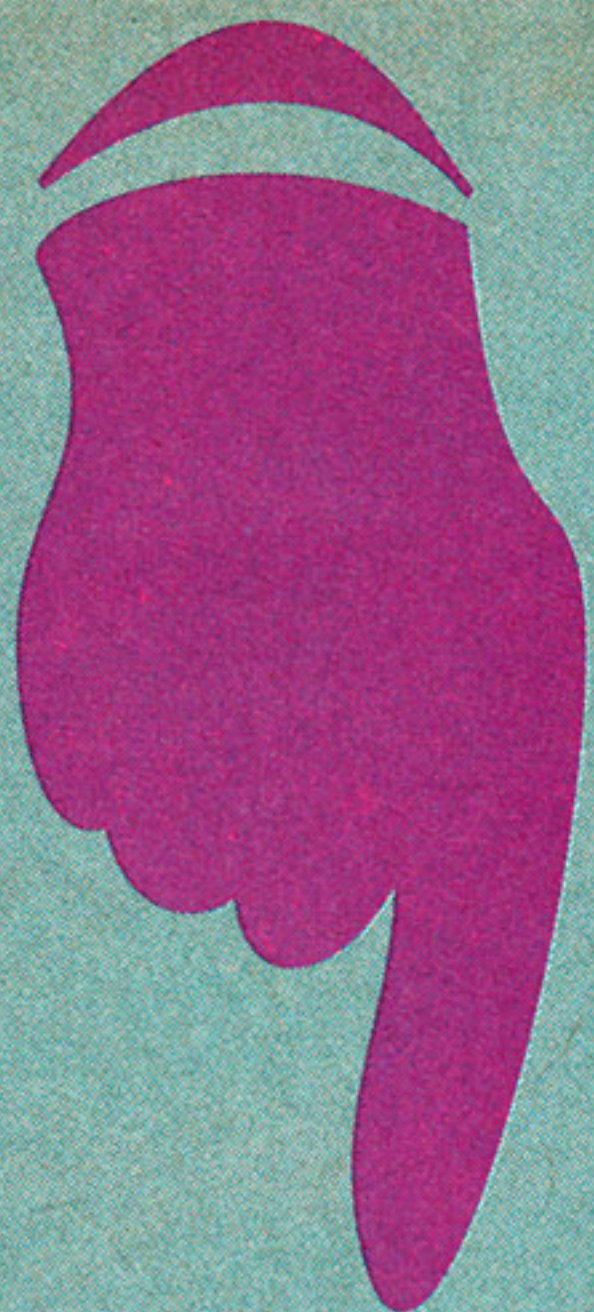
Battle the fish men to cross the South Bridge and enter Veros Woods.



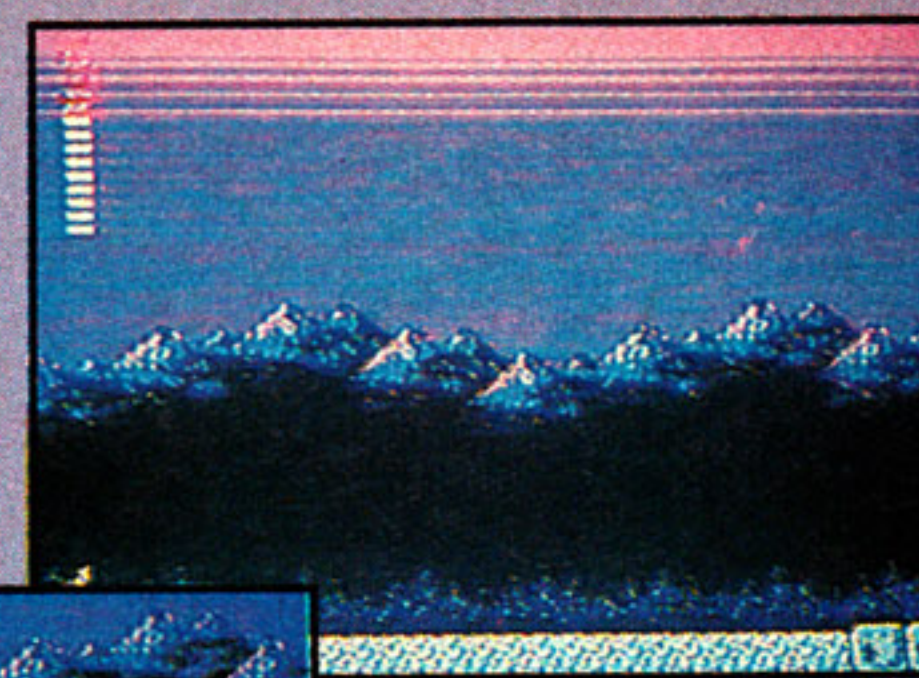
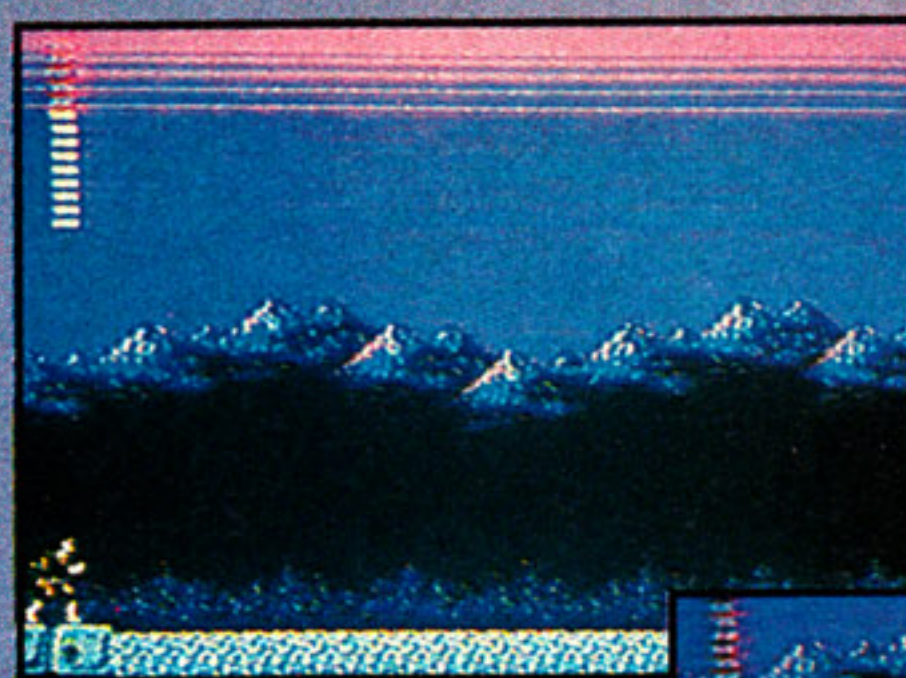
When you're in Veros Woods, you have a choice. You can ...



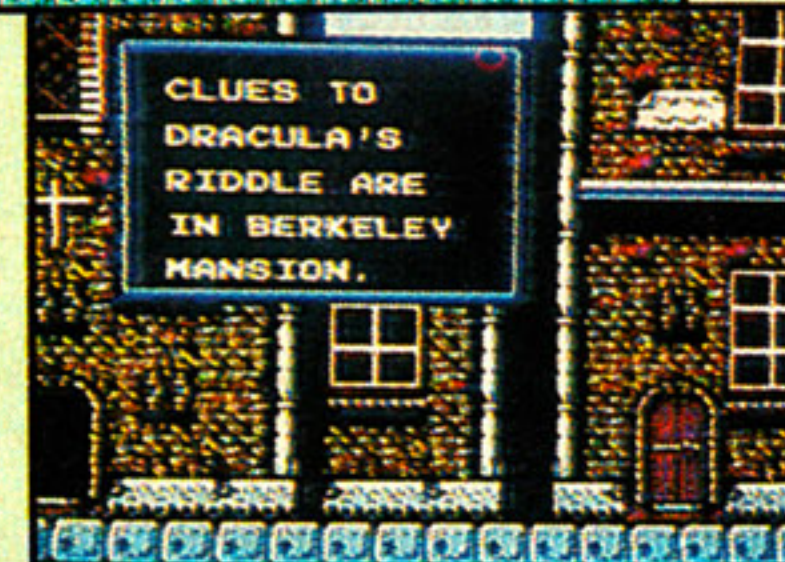
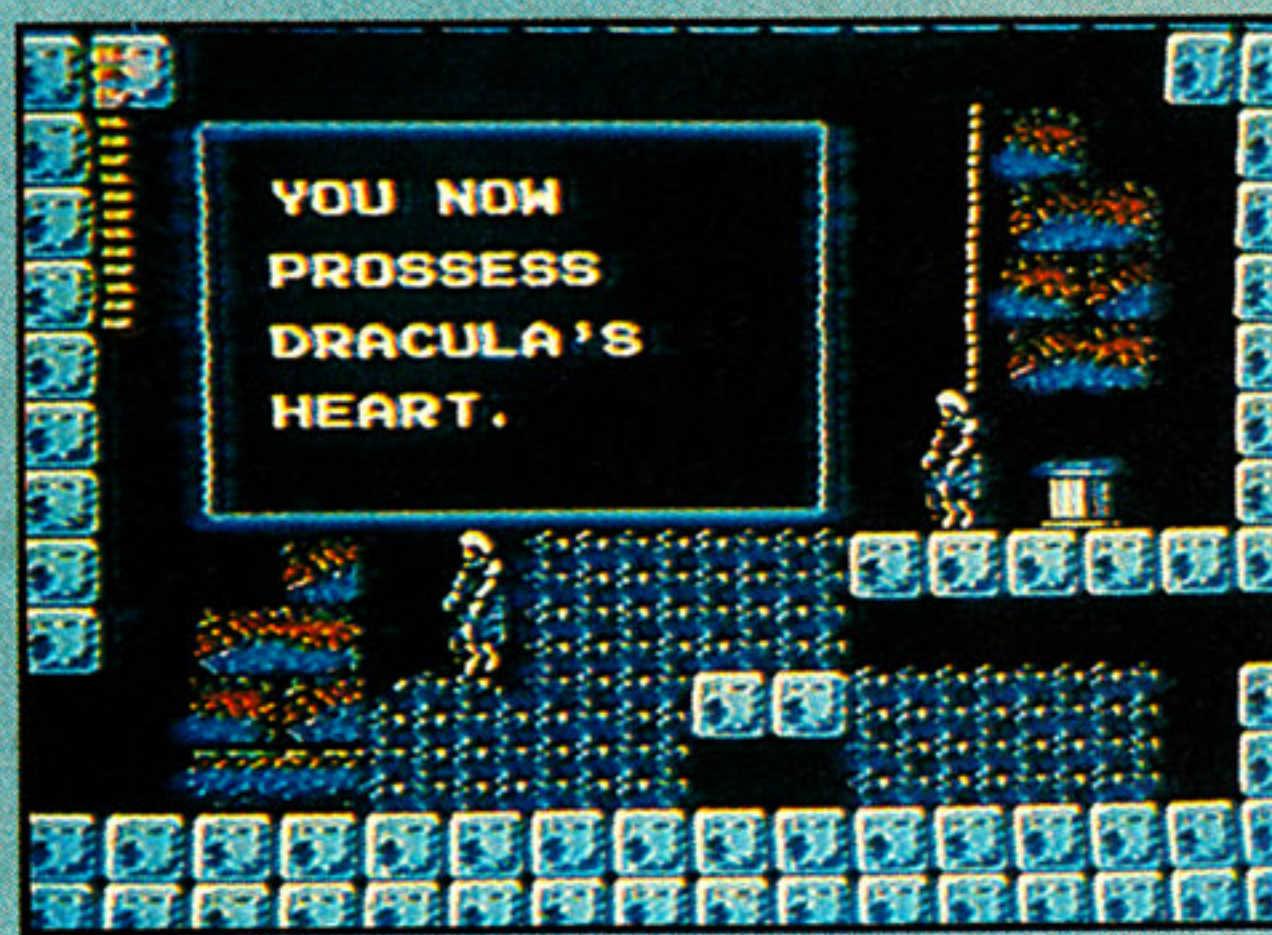
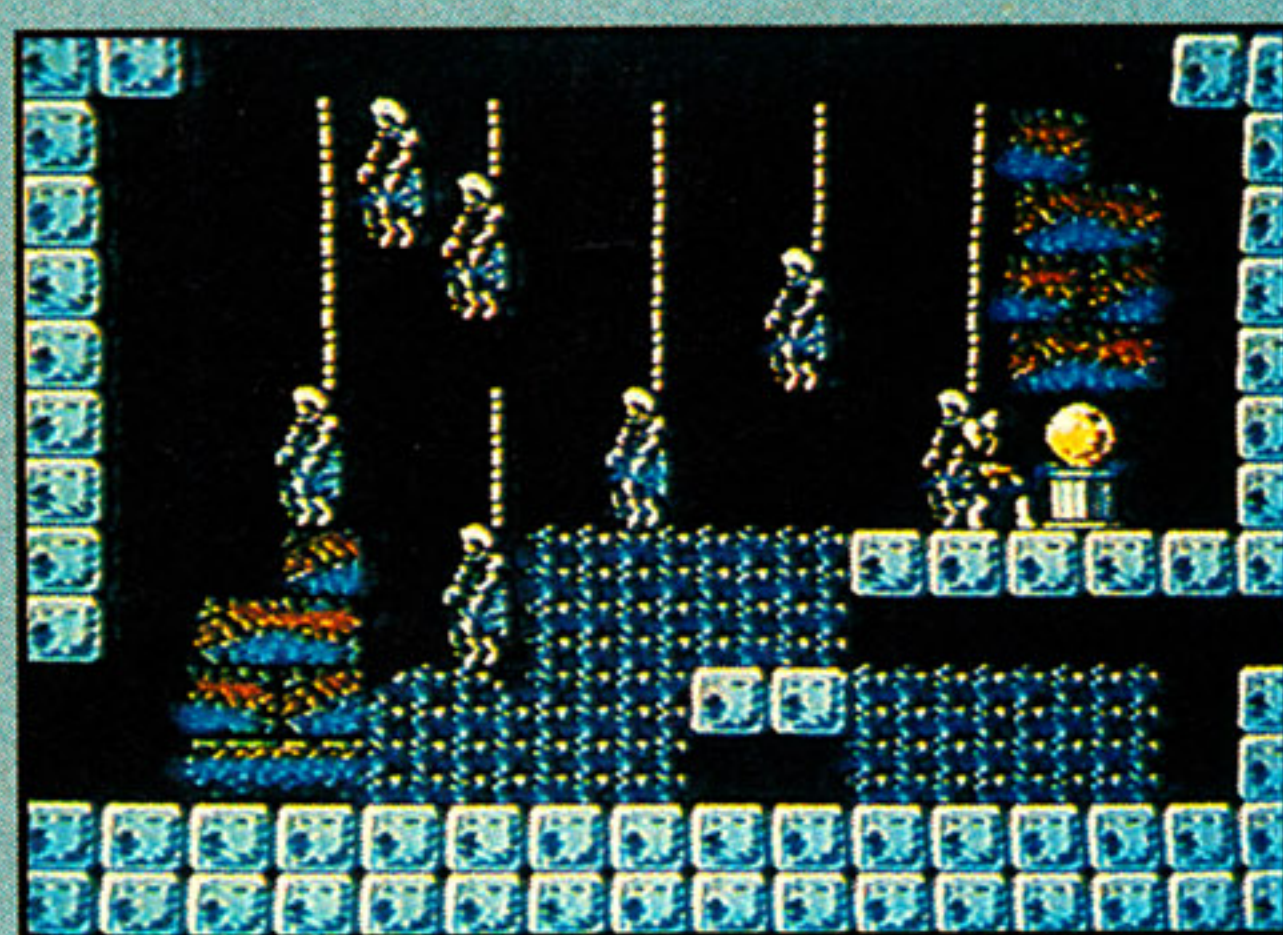
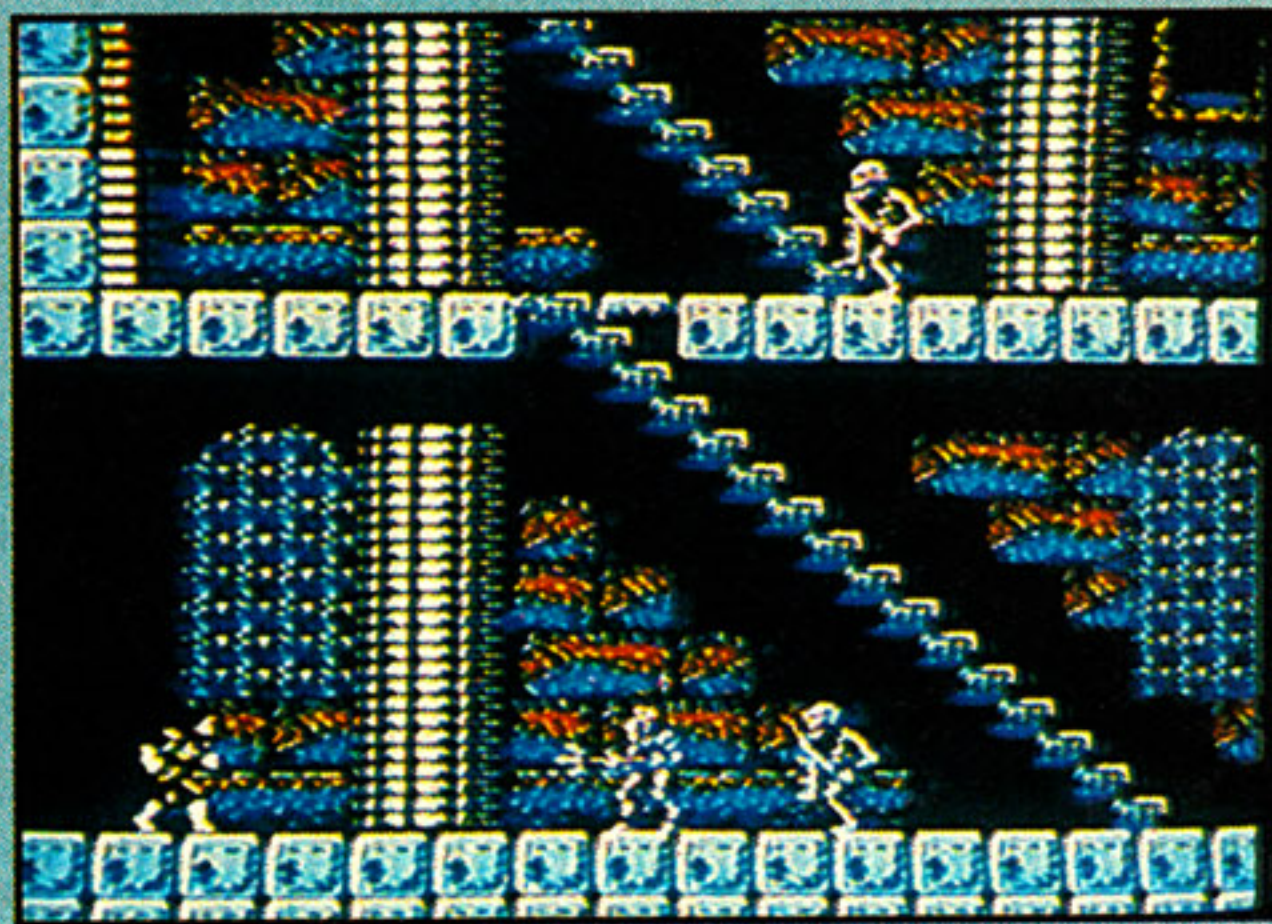
go down the steps ...



At Yuba Lake, kneel at the water's edge. If you're holding a blue crystal and a silver knife, a passageway under the water will appear. Follow this path to the bottom of the lake and beyond to the Rover Mansion.

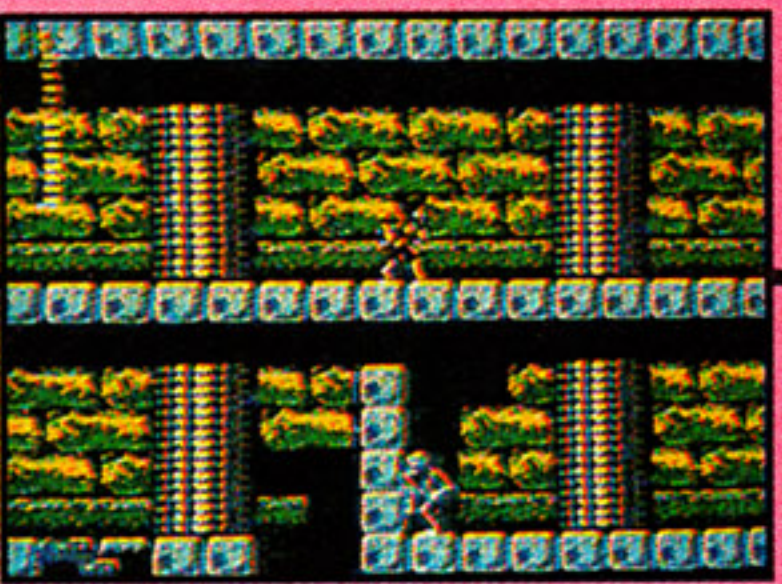
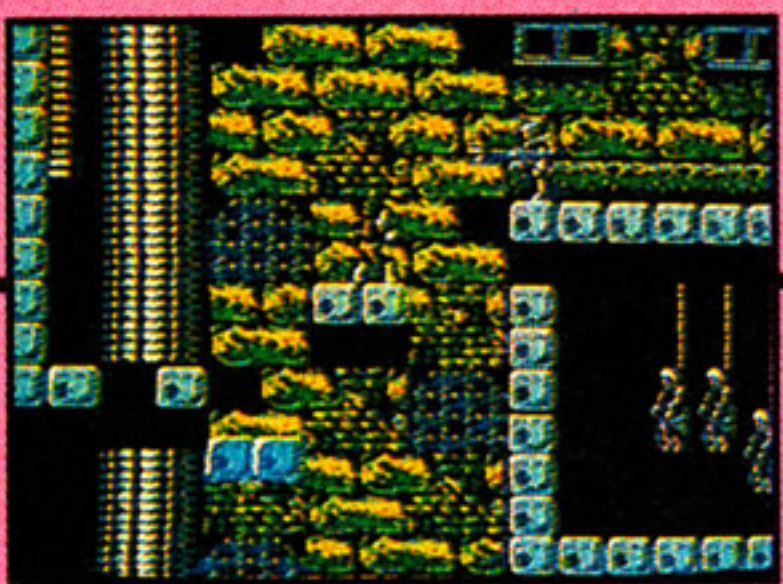
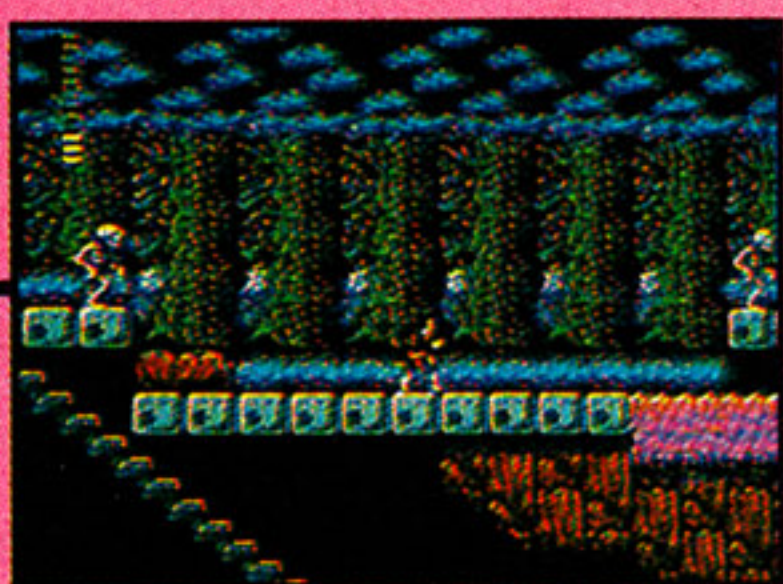


Skip the first room of Rover Mansion — there's nothing of value here. Keep going straight, throwing holy water each time you come to what appears to be a dead end. Eventually you'll find Dracula's heart.

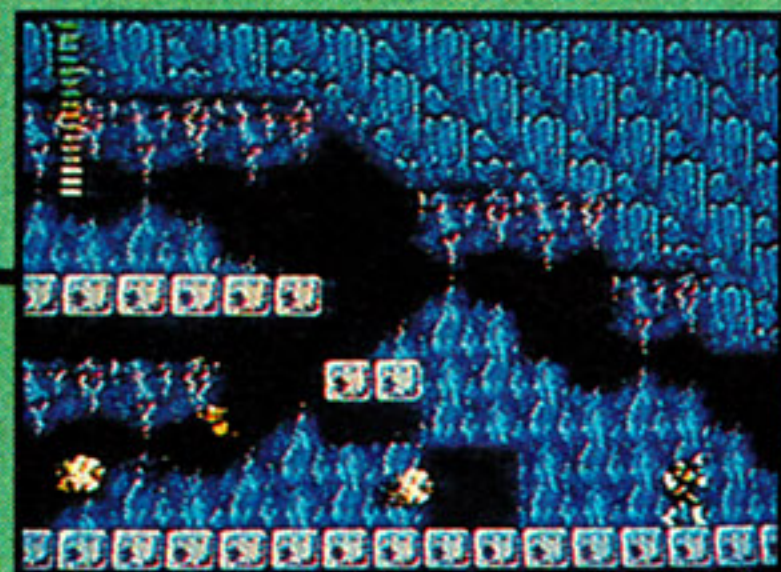
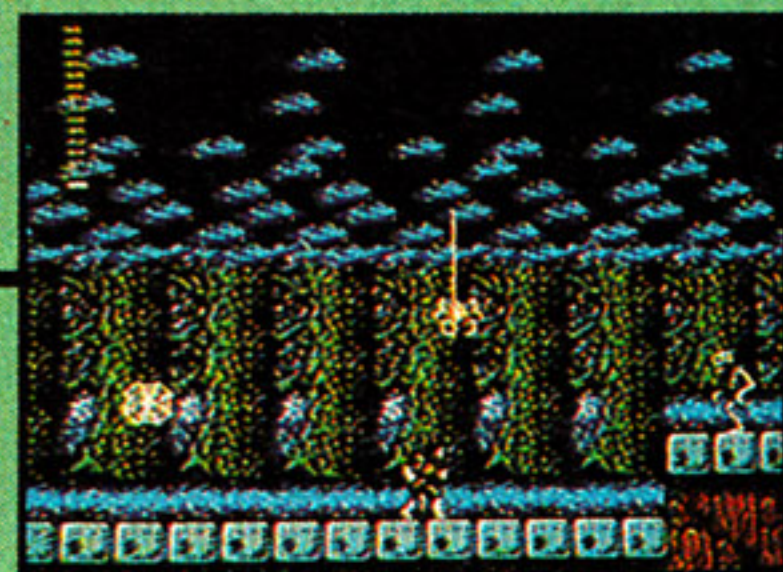
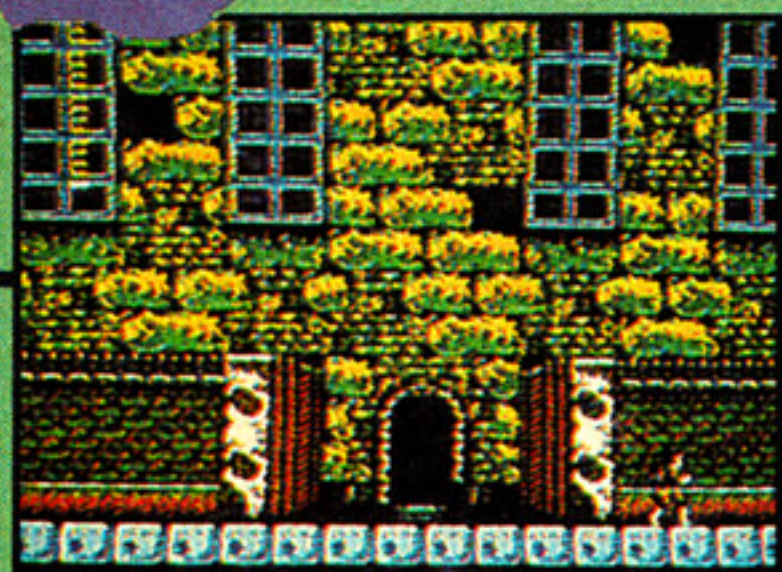


You can pick up clues from the townspeople you meet. The B button prompts a clue when you meet a villager, but beware of false information! Not everything you will be told is true.

HINT



... to get to the town of Veros, or walk past to get to Berkeley Mansion.

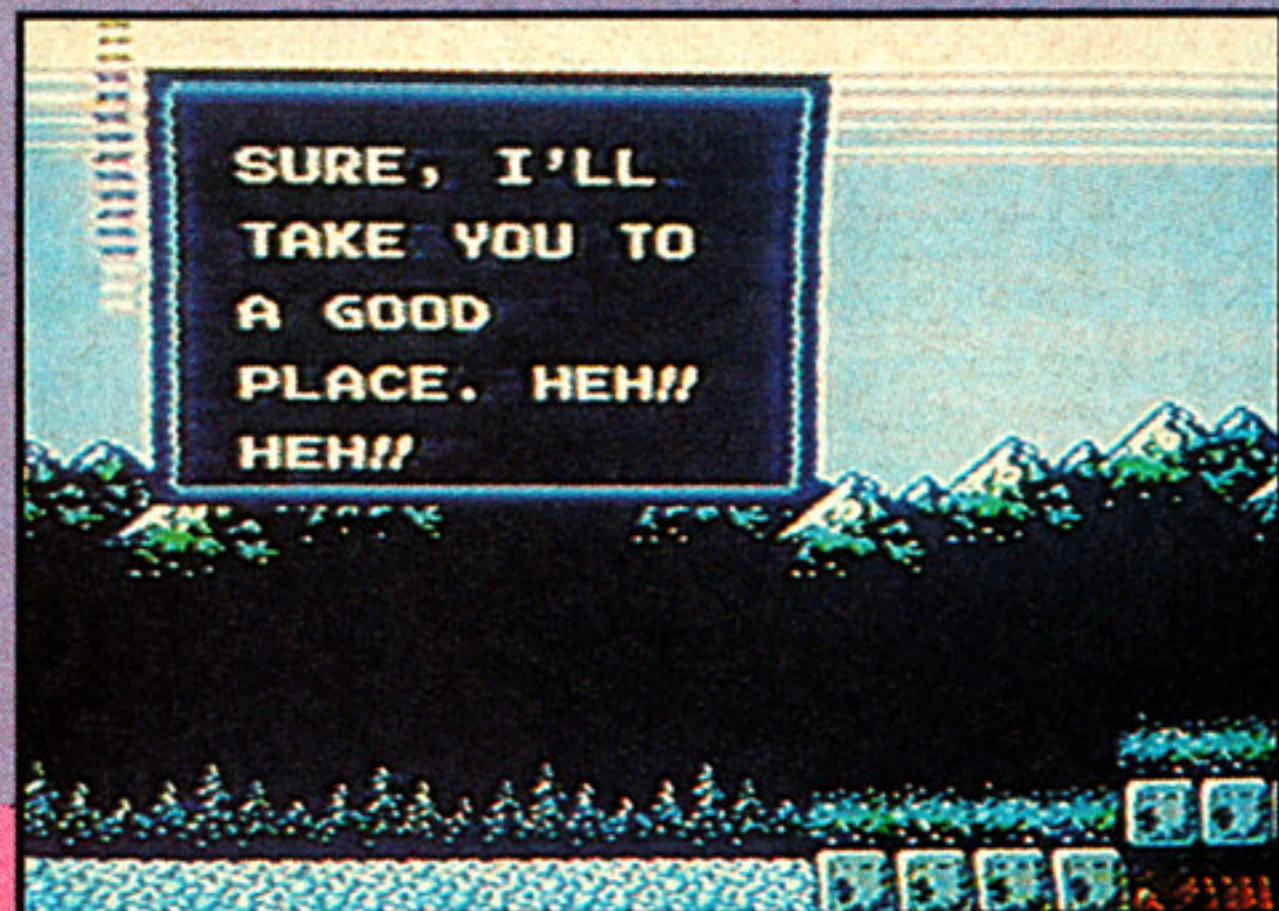


Once you have searched Berkeley Mansion, exit and go right...

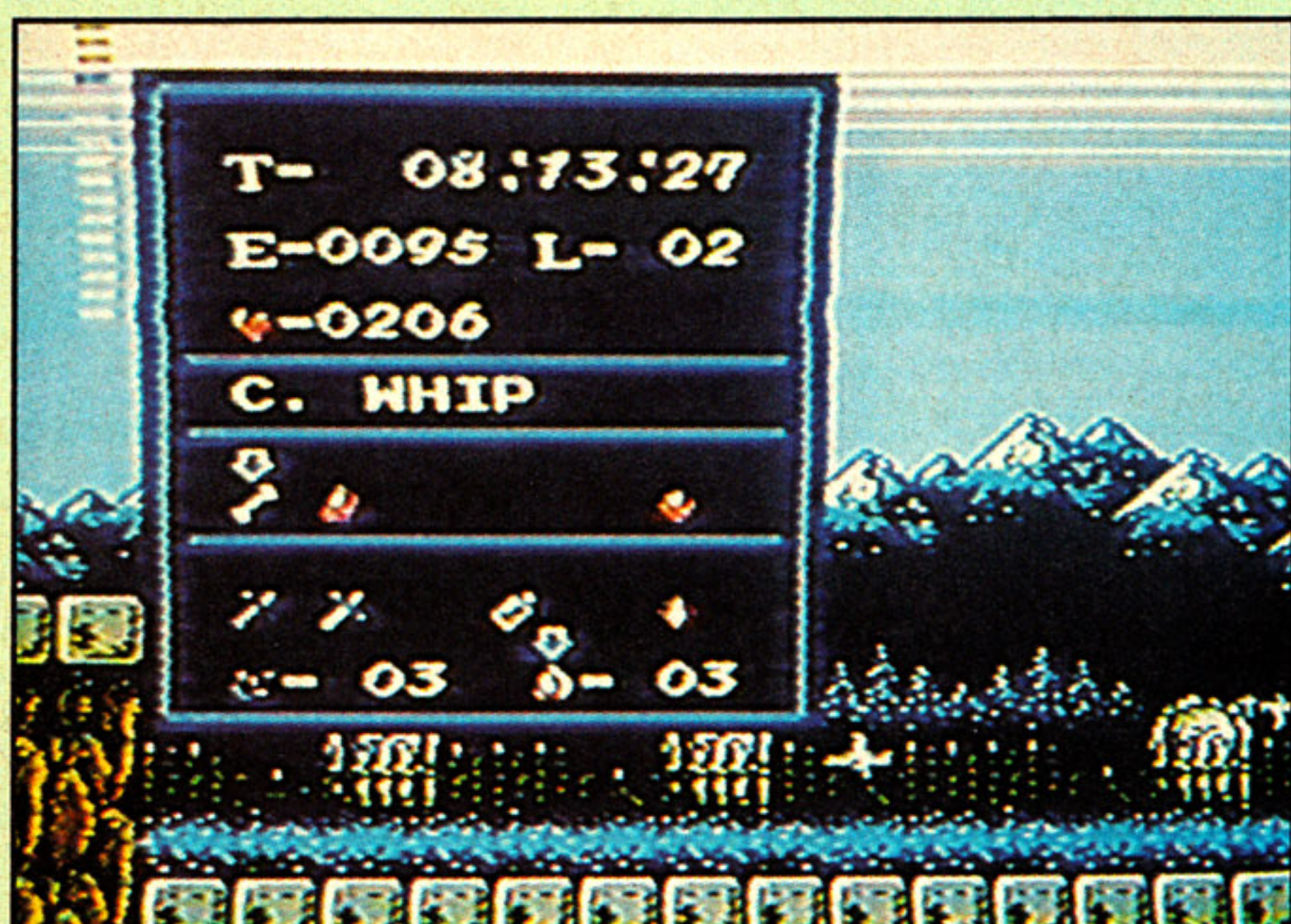
... to pass through Denis Woods ...

... on your way to Dabi's Path.

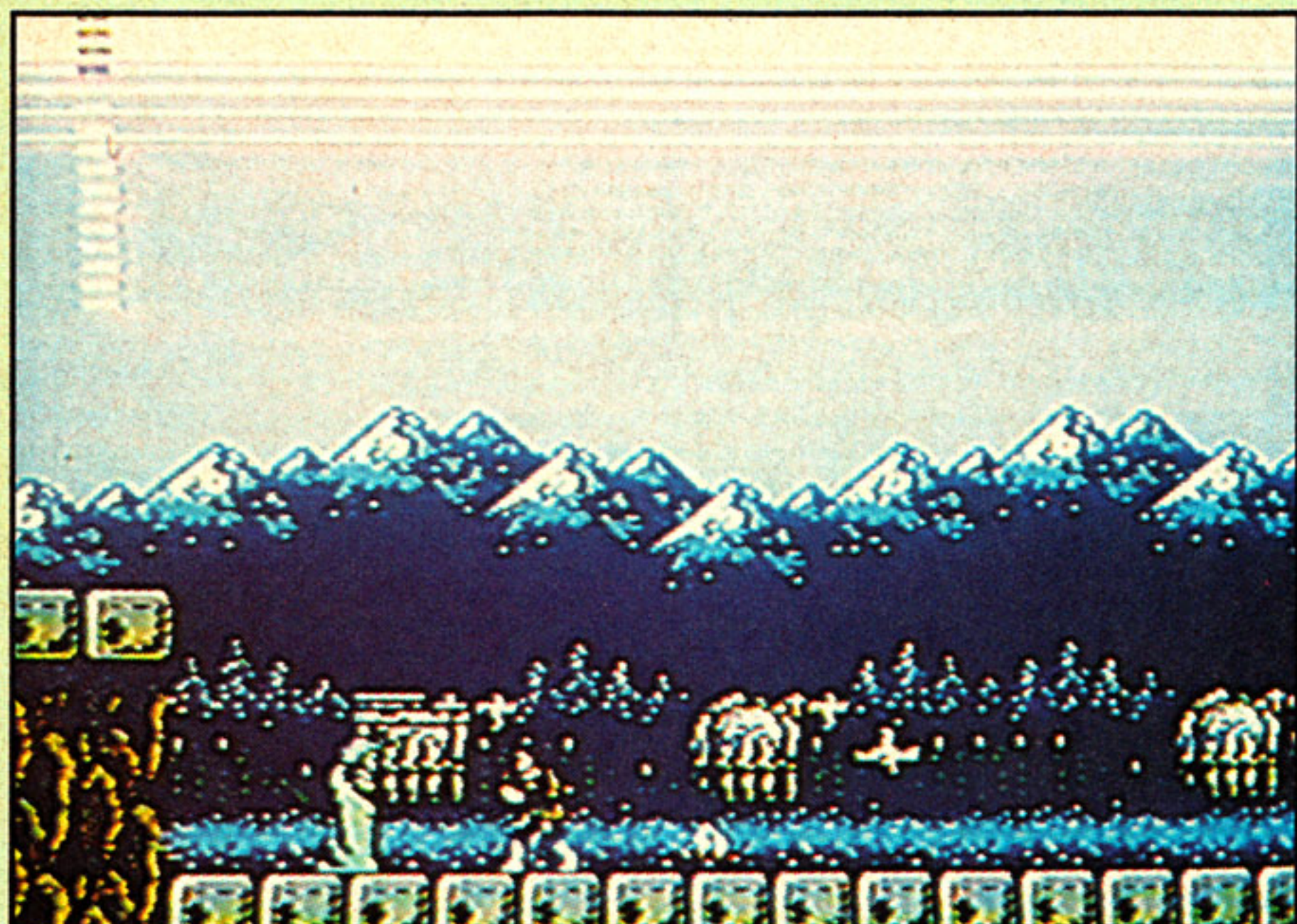
Next stop: Aljiba Woods, where you have another choice

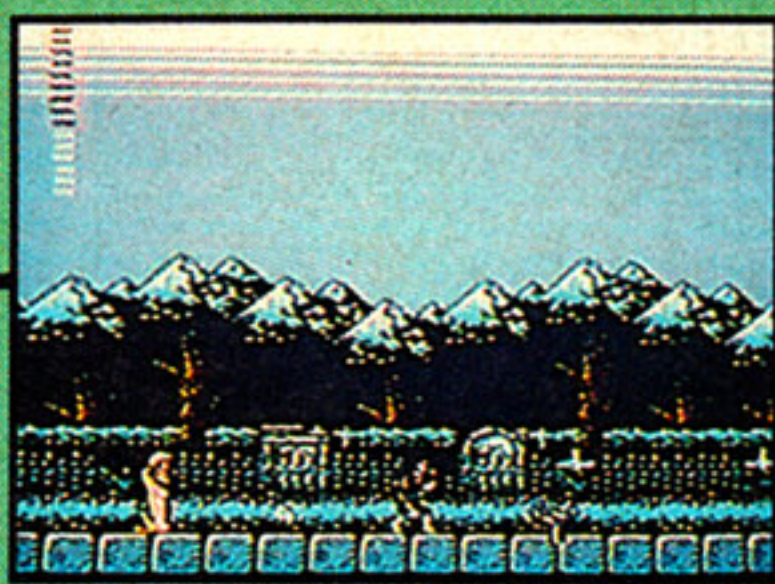


When you get to Dead River, show the ferryman either Dracula's eye or his rib. He will take you to the town of Aldora.



After passing through the Southern Woods, you'll walk through another graveyard. Again, leave garlic, and a stranger will appear. This one gives you a silk bag in which you can carry your medicinal herbs.





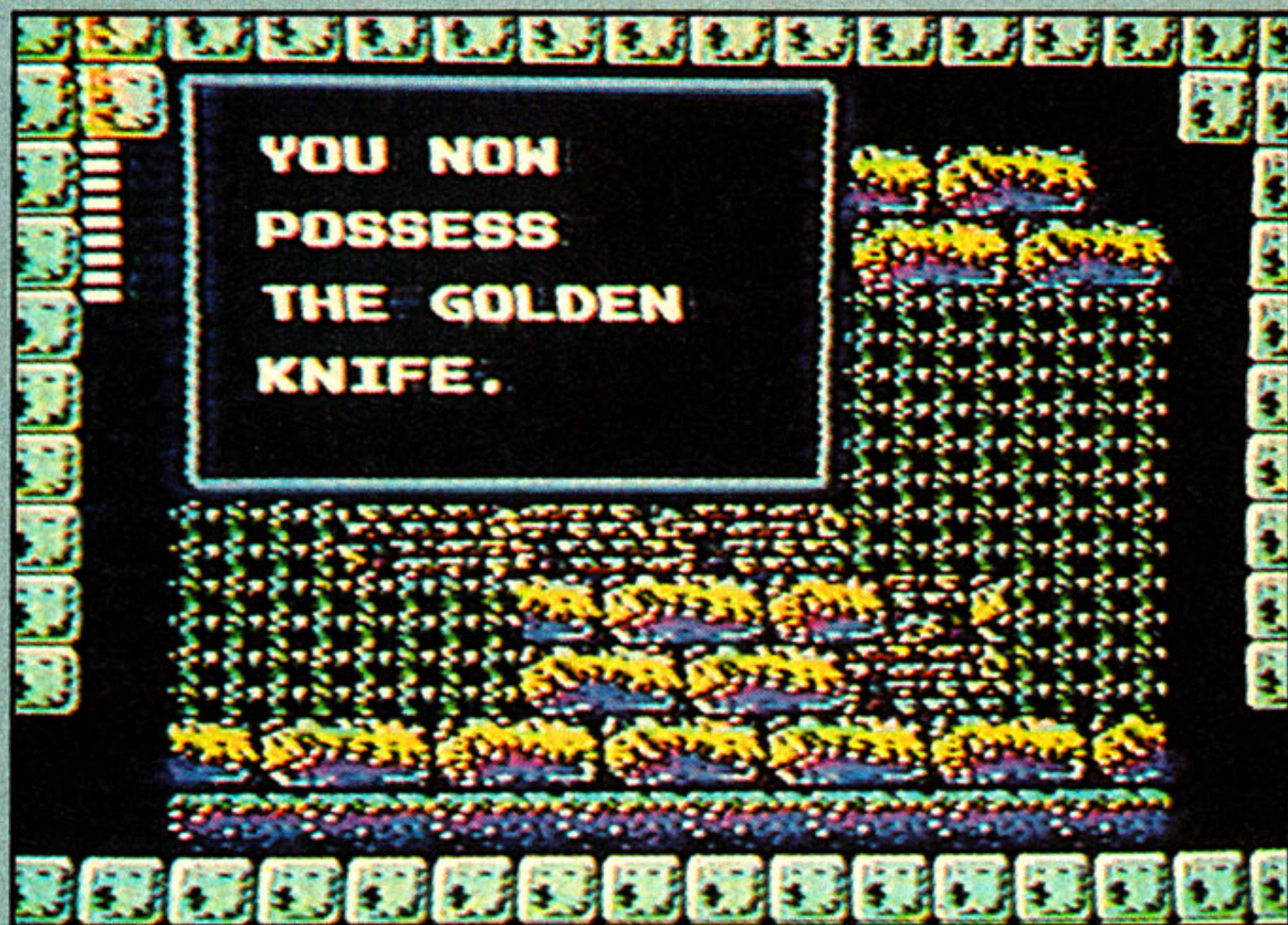
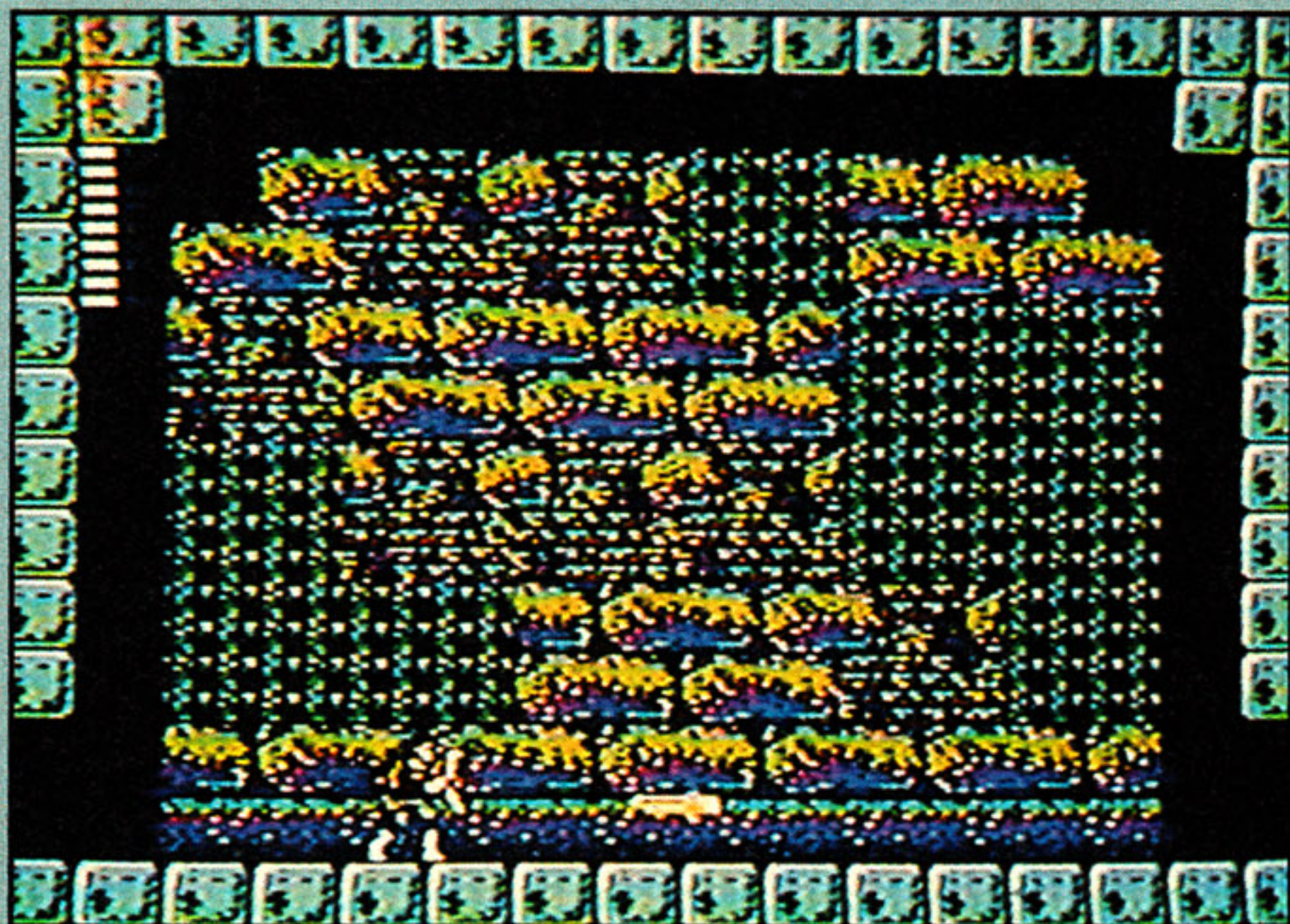
Bypass the descending steps to get to the town of Aljiba . . .

. . . and eventually Camilla Cemetery.

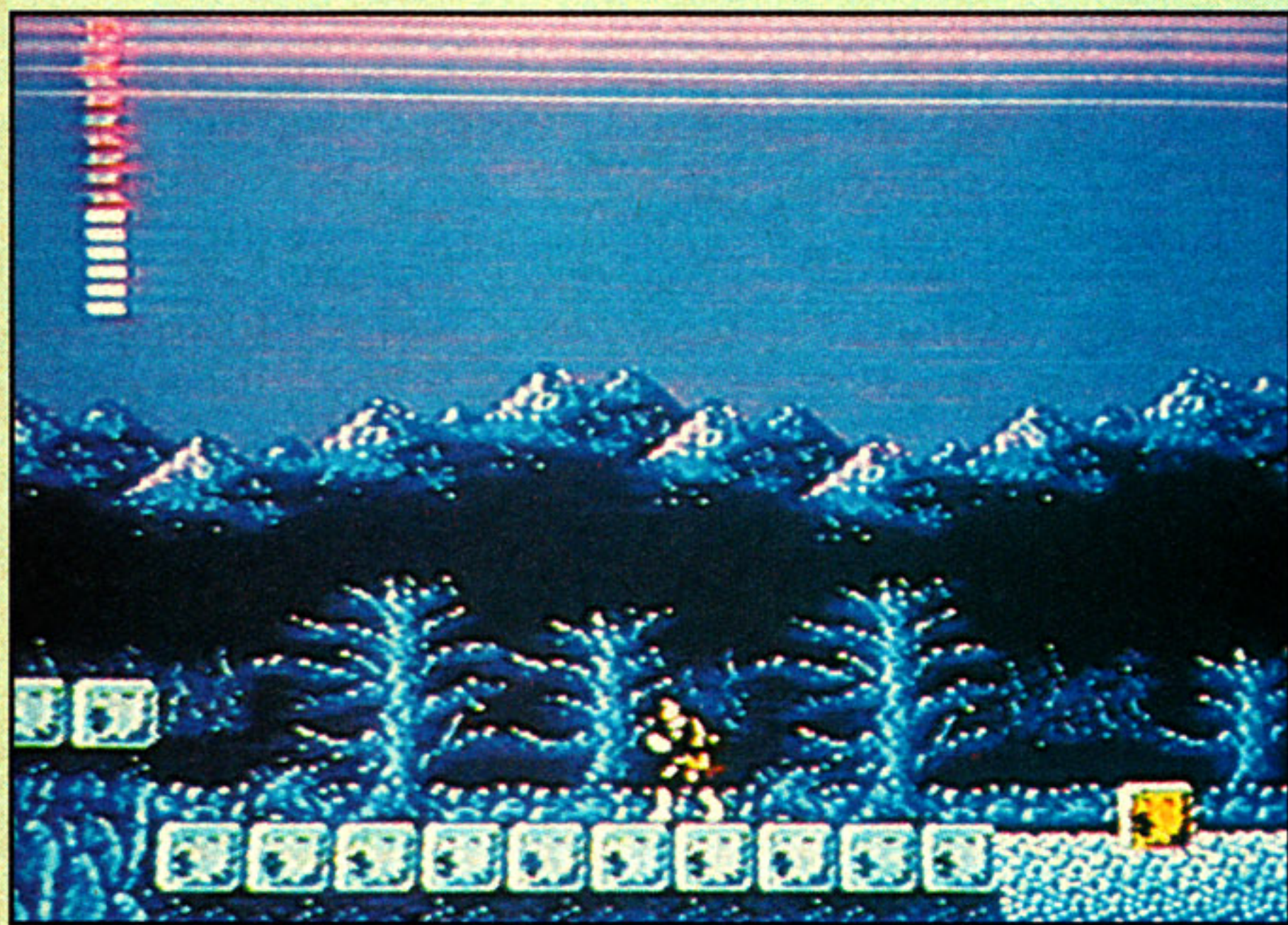
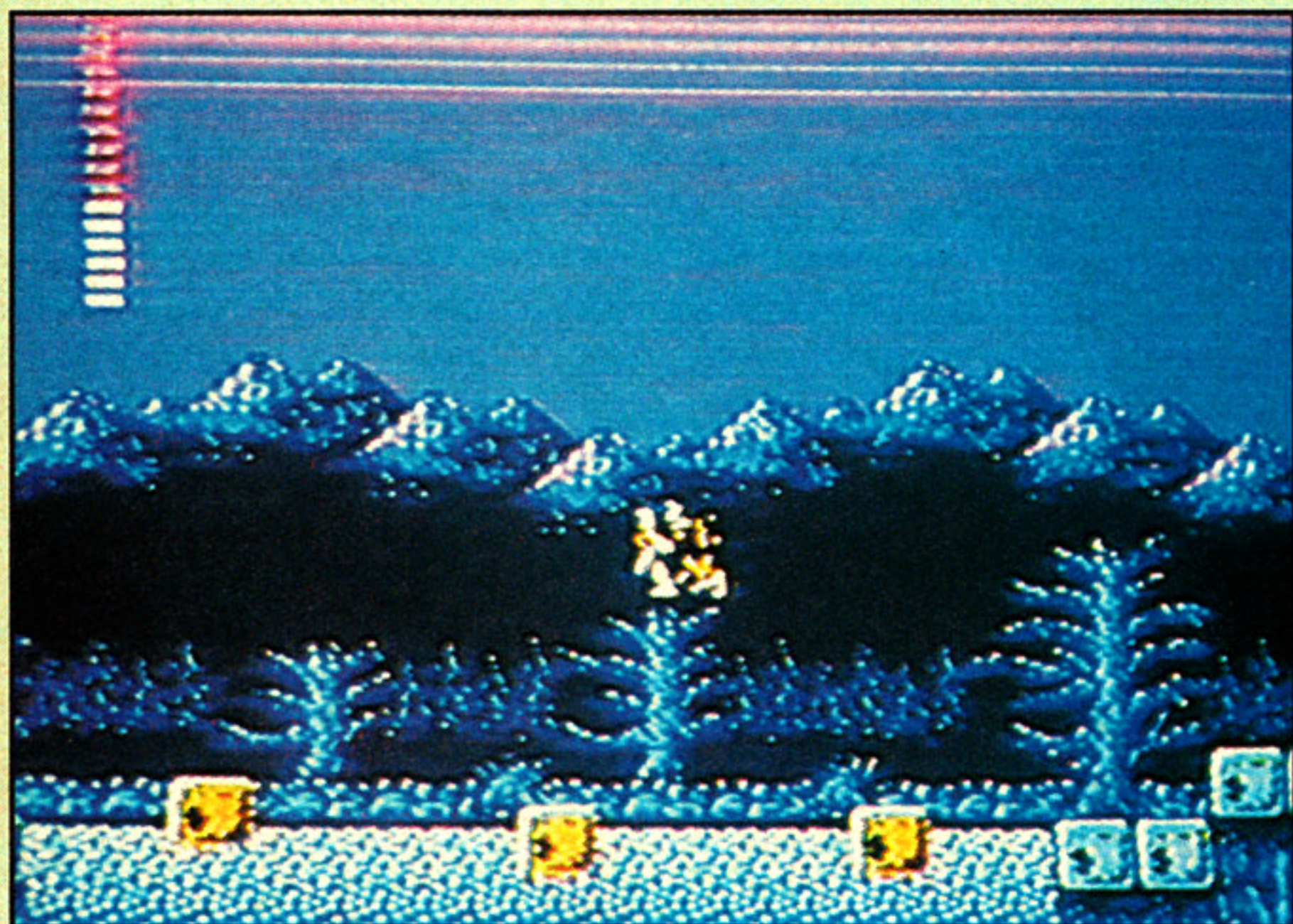
Or, descend the steps on your way to Yuba Lake.



On your second trip across the Dead River, show Dracula's heart to the ferryman to get to Brahm's Mansion. Here you'll battle the Grim Reaper. Defeat him and get the golden knife, a weapon you'll need in the duel with Dracula.



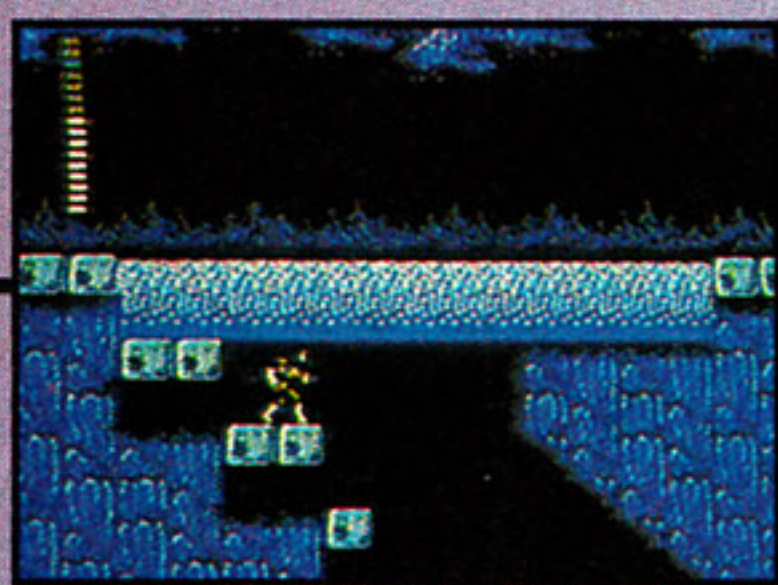
All you can do at the Wasteland is greet the visitor, grab the diamond, and get out.



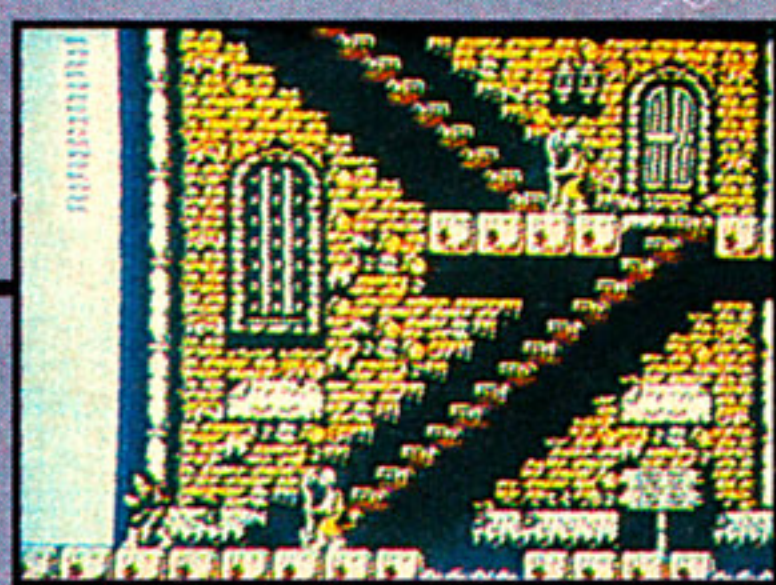
Go through Aldora and two other towns to get to Jam Wasteland, the most crucial point in the game. Go to Deborah Cliff and kneel while holding the red crystal and the silver knife.



THE MAP



Beneath Yuba Lake . . .

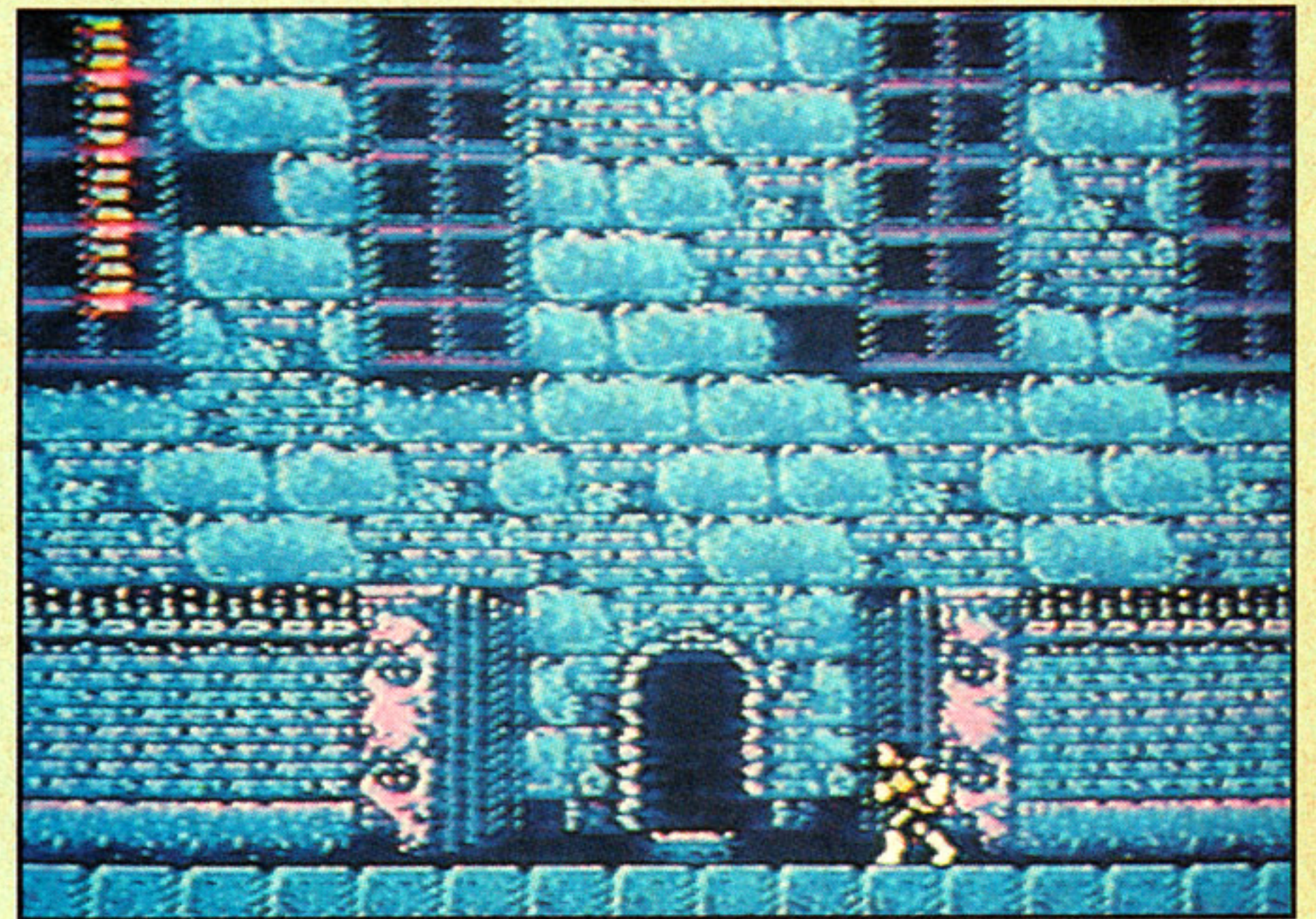
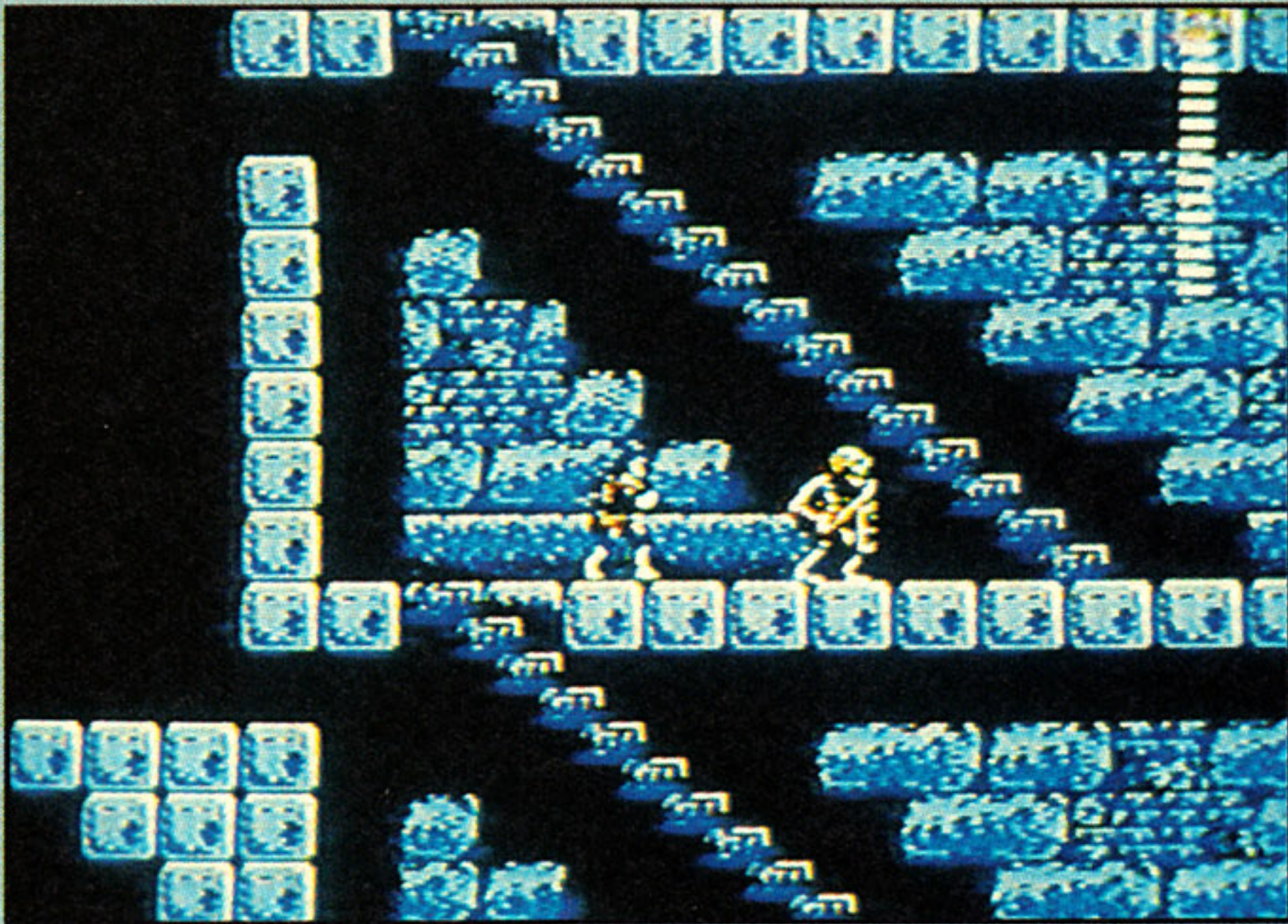
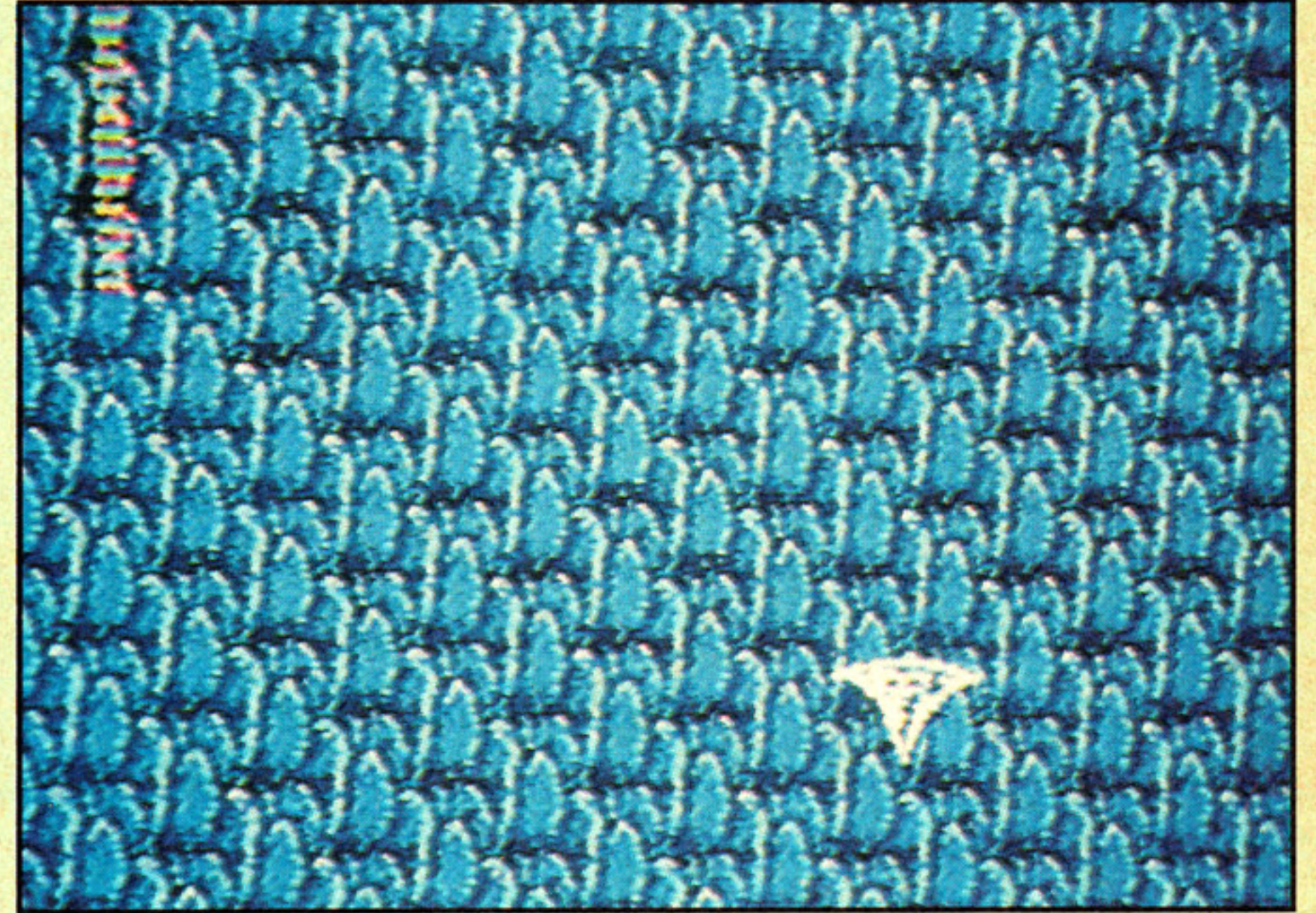
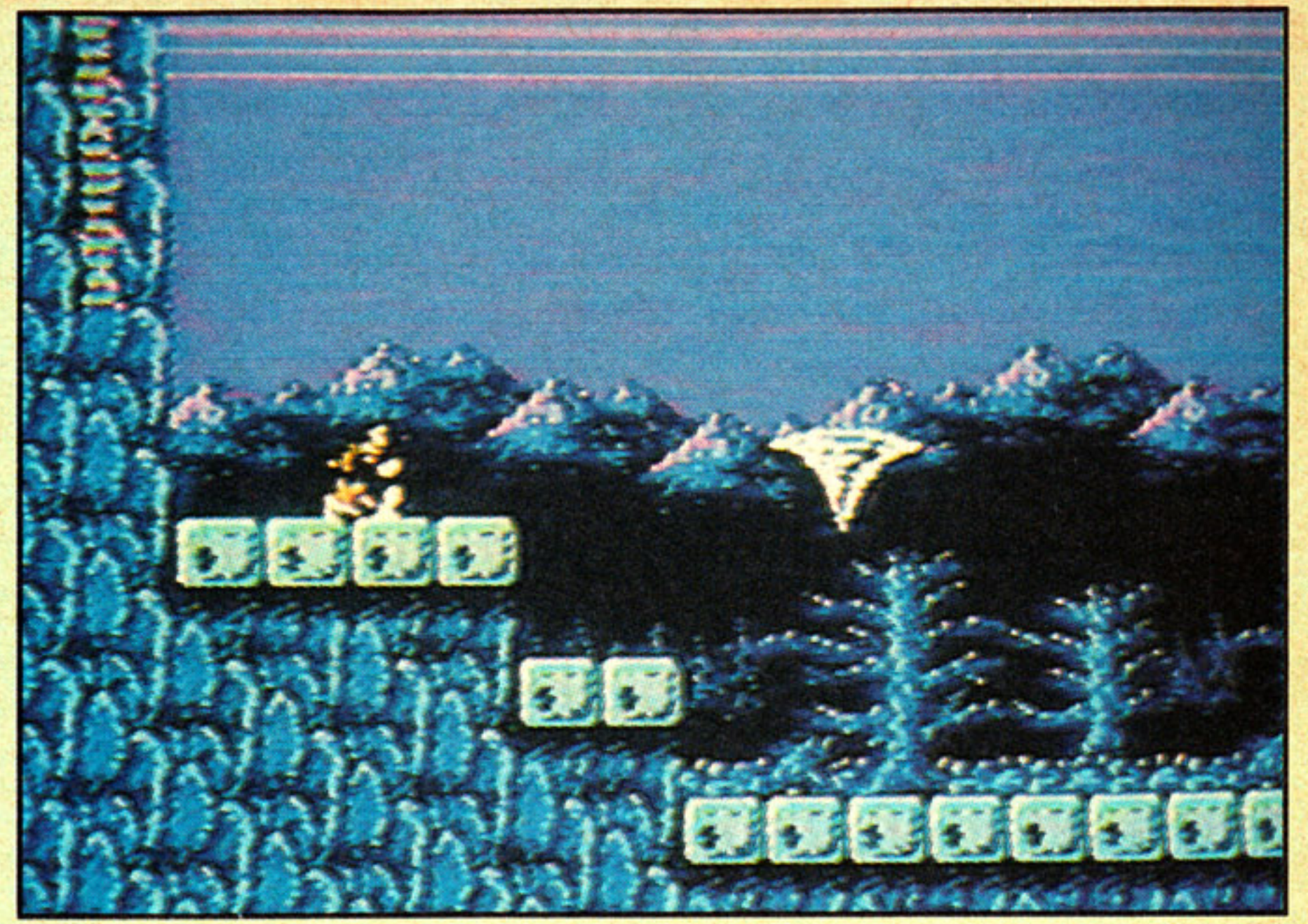


. . . are steps leading to the Rover Mansion. After taking care of business in the Rover Mansion, go back where you began in the town of Jova.

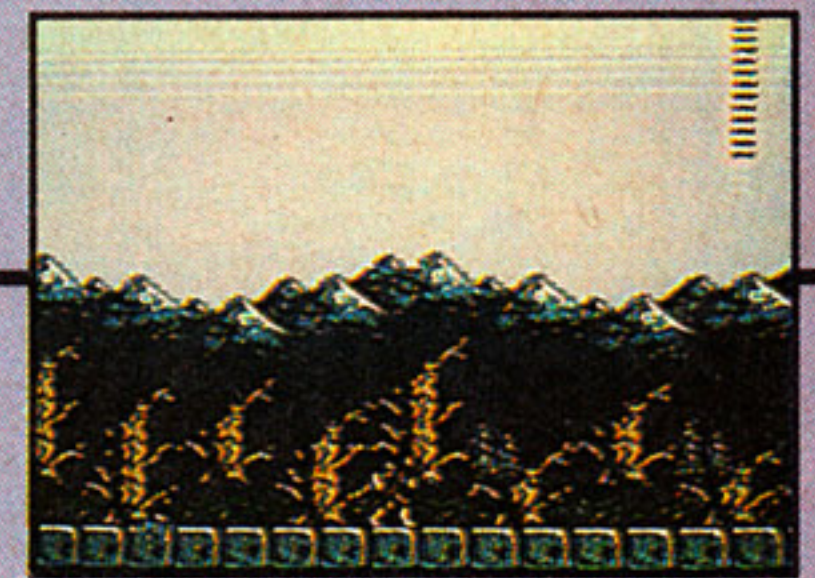
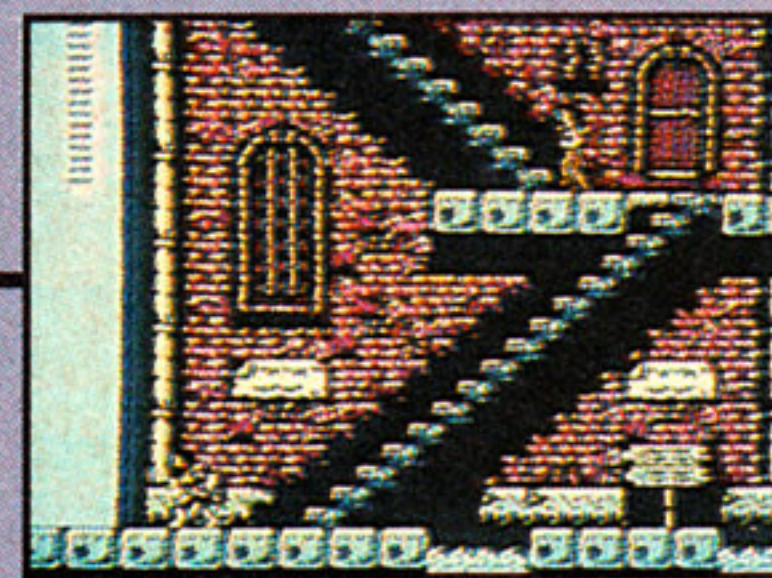
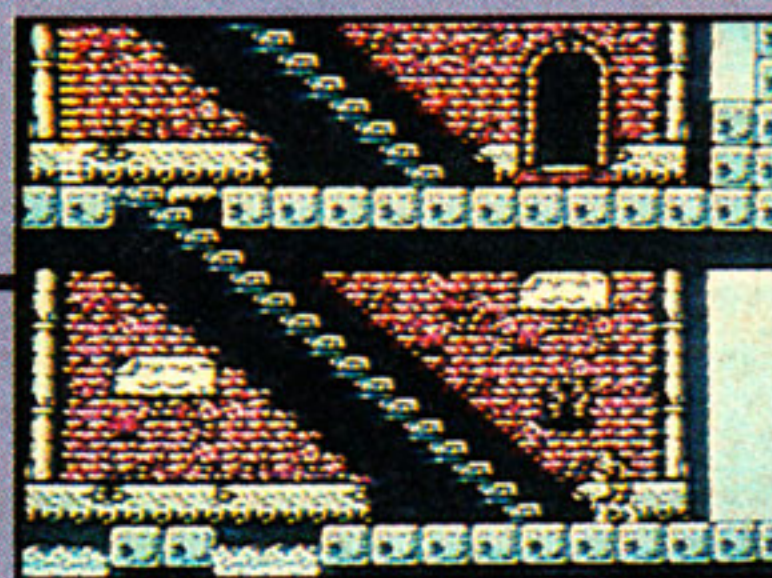
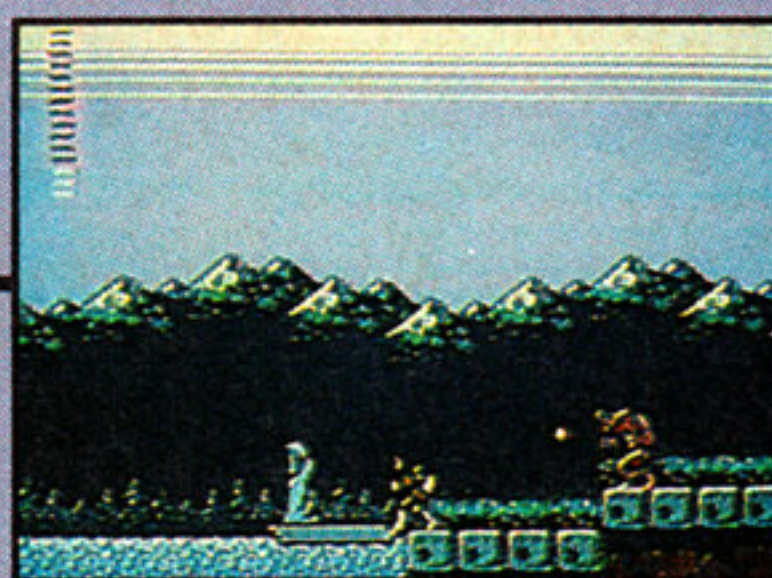
Next, exit Jova to the left.



A tornado will carry you . . .



. . . to Bodley Mansion.



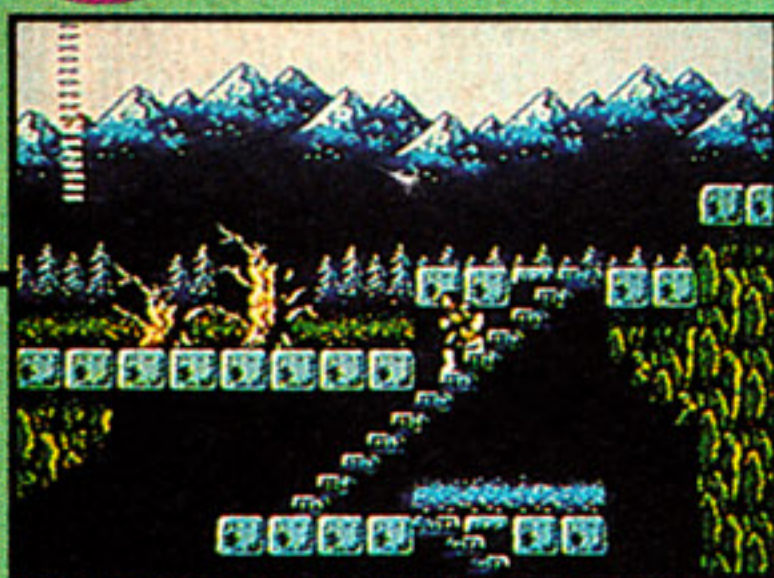
to get to Belasco Marsh.

Once you're safely across the swamp, show the ferryman the proper body . . .

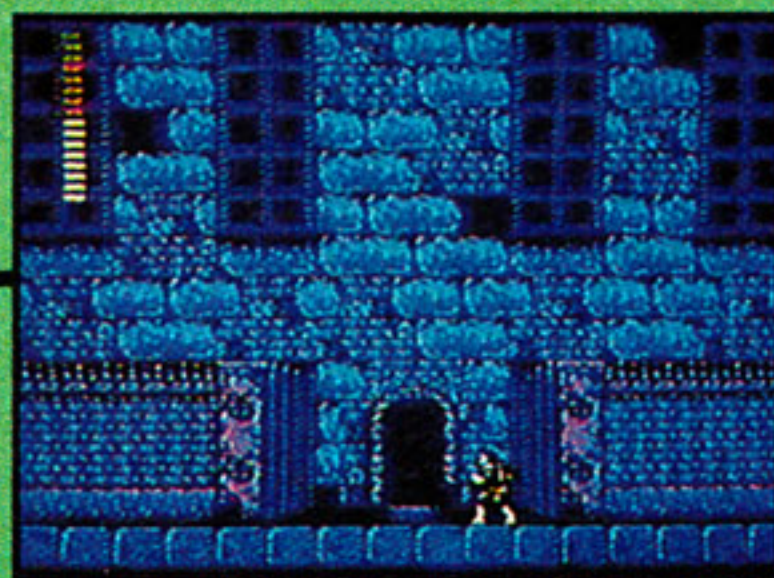
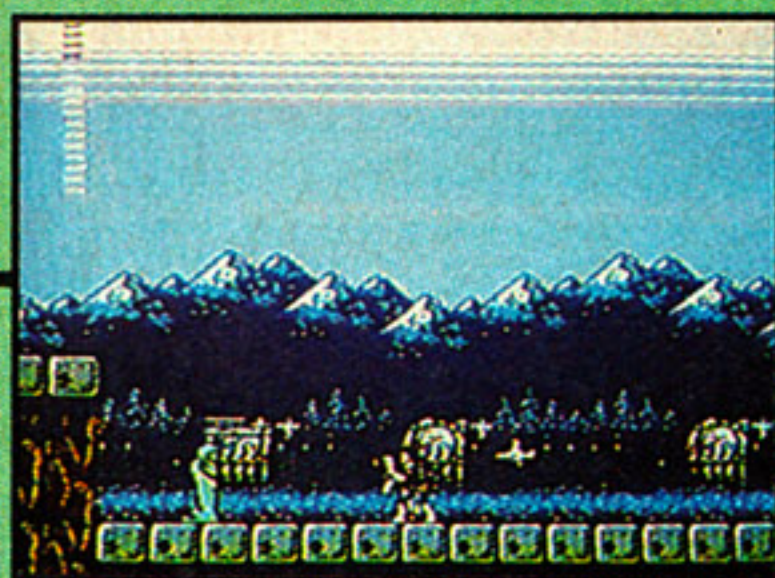
. . . part to cross the Dead River and arrive in the town of Aldora.

After a thorough investigation of Aldora, make your way left . . .

. . . to the Southern Woods.



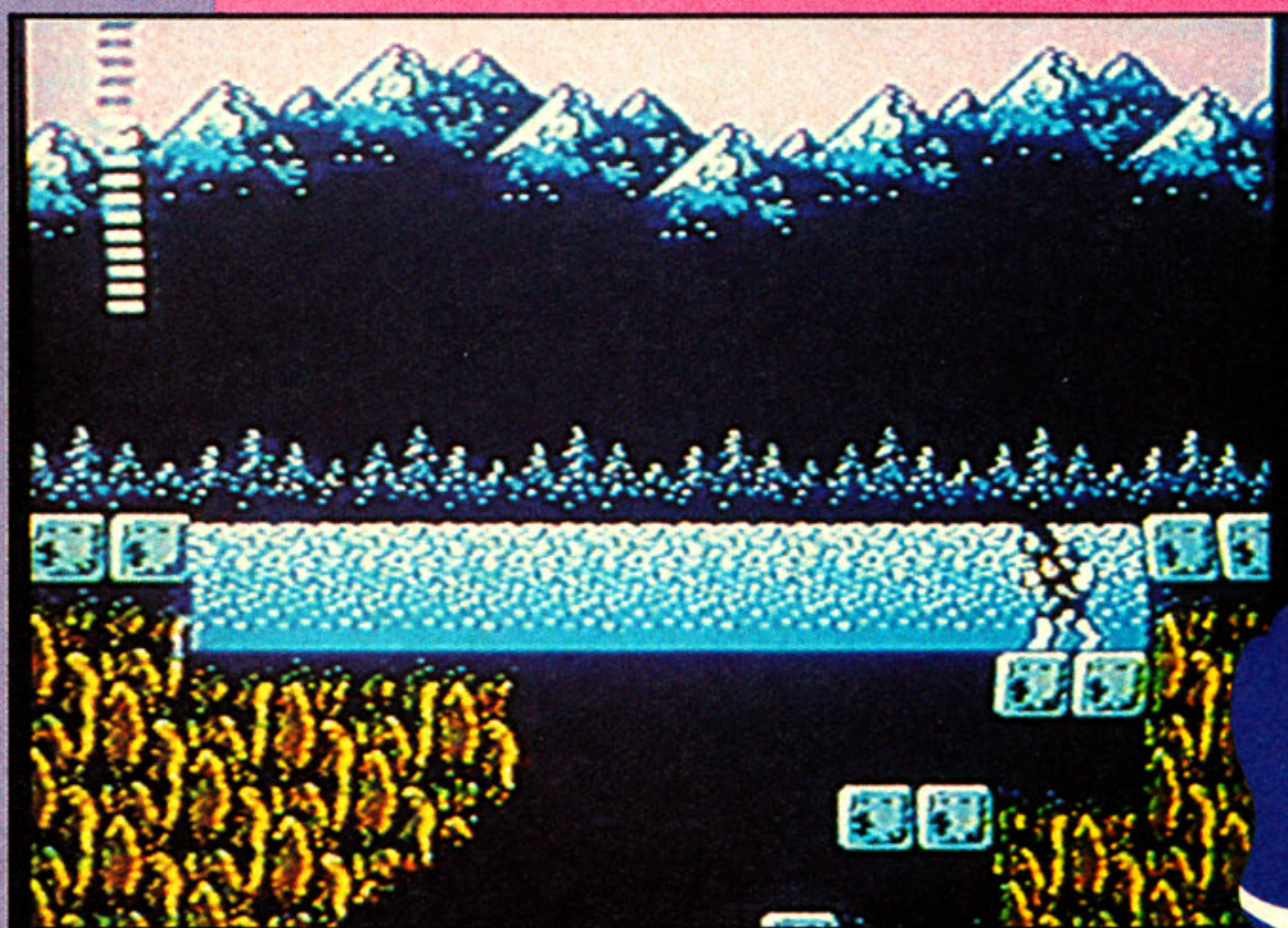
Go down the steps to get to the next Storigoy Cemetery.



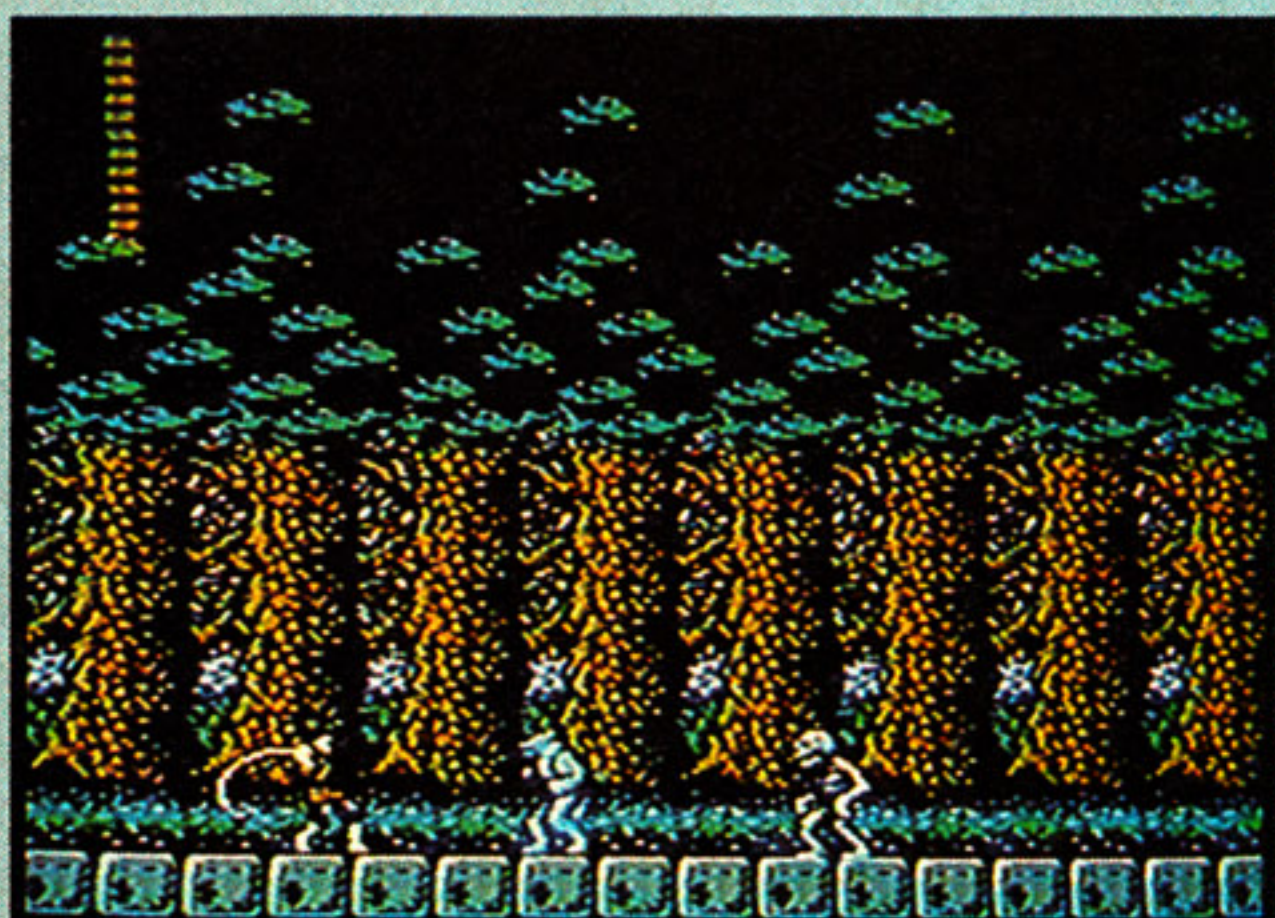
After talking to the caretaker, return to the Dead River. Show Dracula's heart to the boatman to be escorted to Brahm's Mansion.



When your work is done at Brahm's, walk past the mansion



Along the Uda Path, found under a lake, you will be given the opportunity to convert your morning star whip into a flame whip.

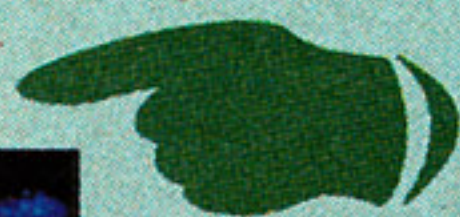


Collect hearts by destroying Dracula's buddies. Use hearts to buy weapons and magic items.

HINTS



After a lengthy battle in the woods,



Press the A button to see which weapons and how many hearts you have.

visit a church and talk to the priest. This restores your life.





to the Wasteland.



Diamond in hand, go back across the Dead River and return to the Southern Woods.

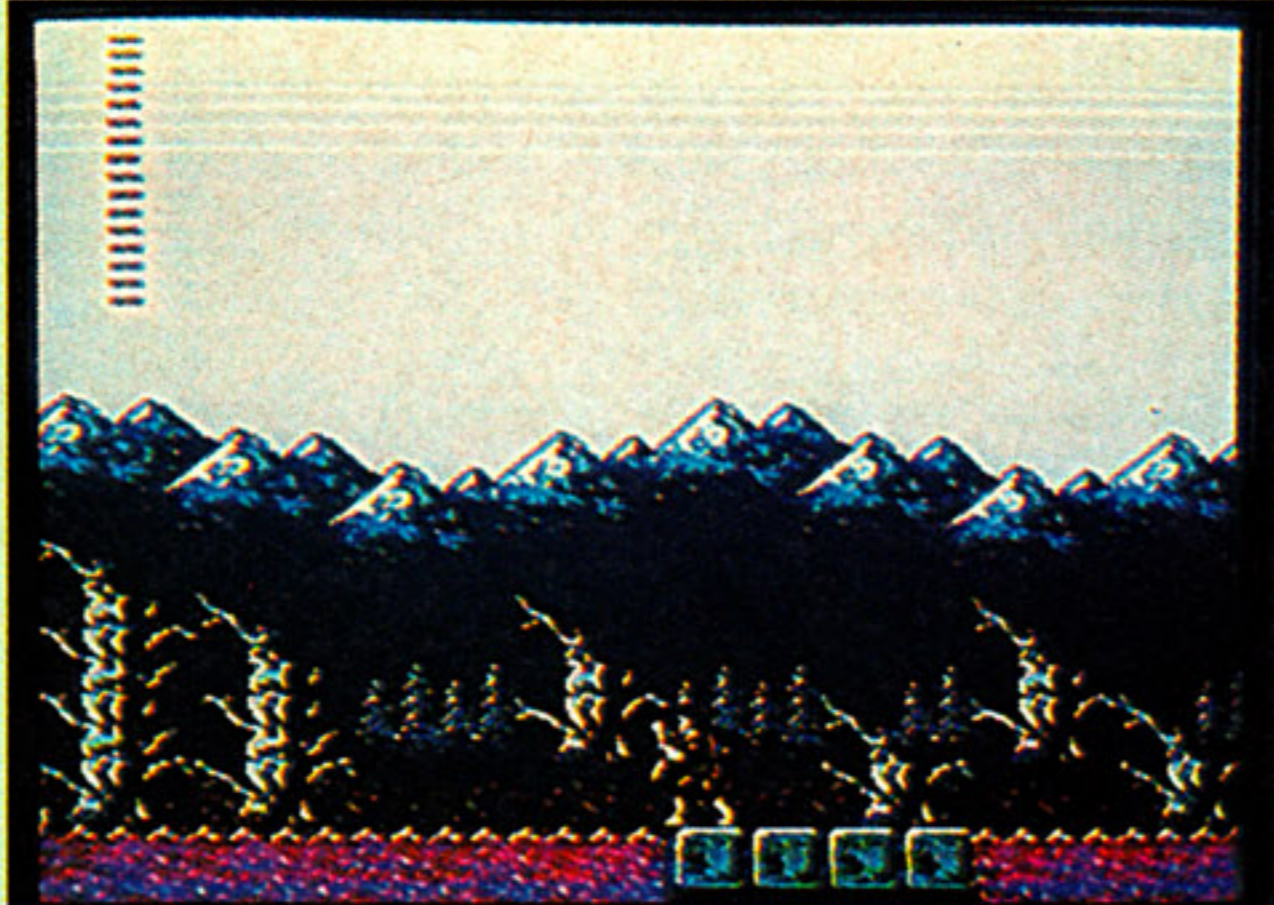


Bypass the steps to Storigoy to enter the town of Andole.

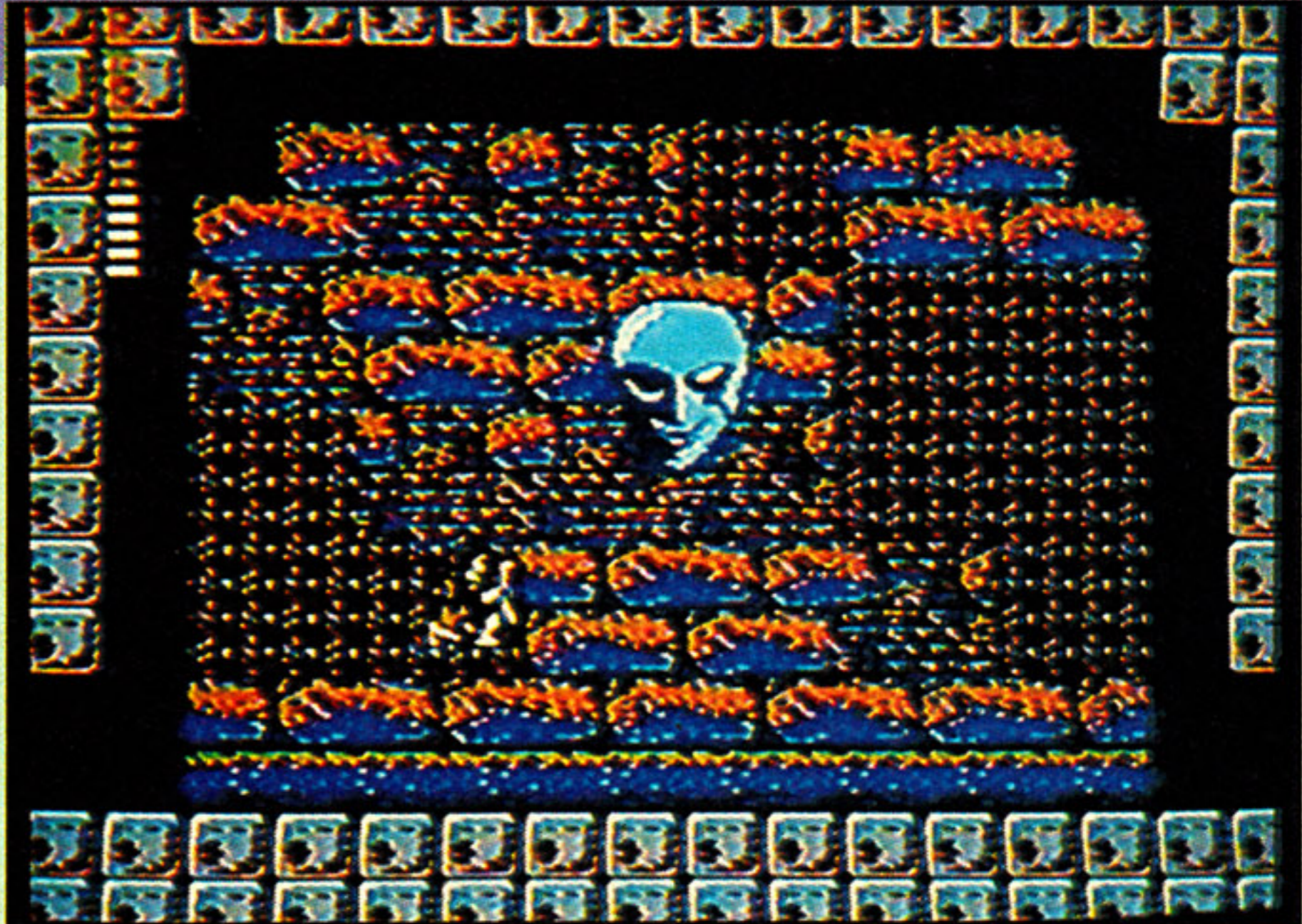
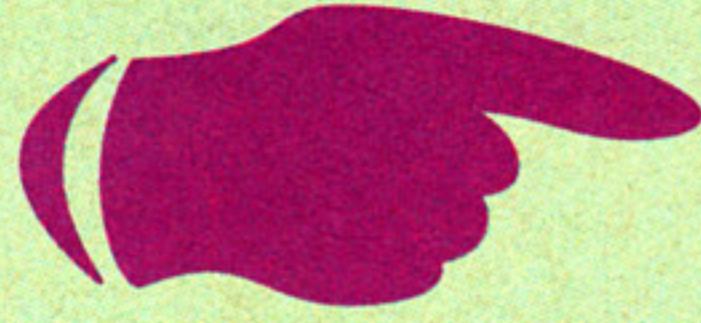


Kneel at Deborah Cliff while holding the red crystal. A twister will carry you away.

Laurels, which make you invincible against enemy attack, are necessary to cross the marshland before Laruba Mansion.



Once safely across the marsh, enter Laruba Mansion to clash with Vampira. Her tears are made of fire, so be careful! Be patient and whip her several times. Once defeated, she will relinquish the vital cross.

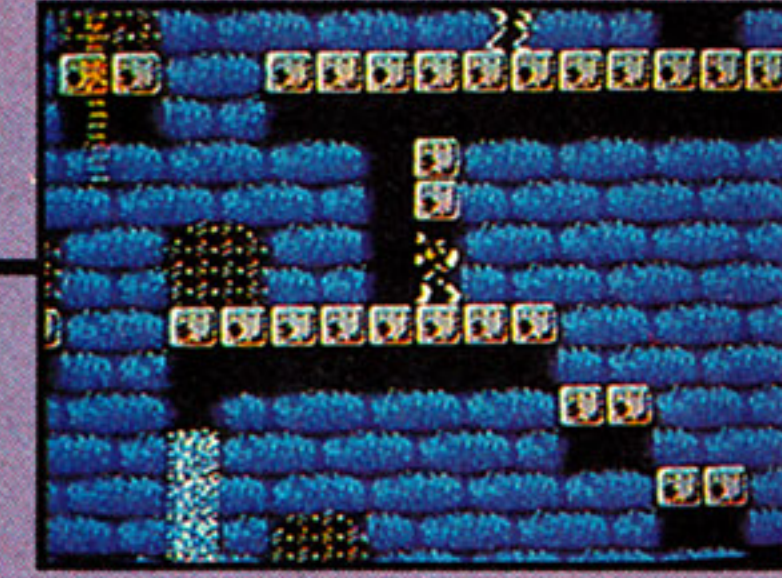
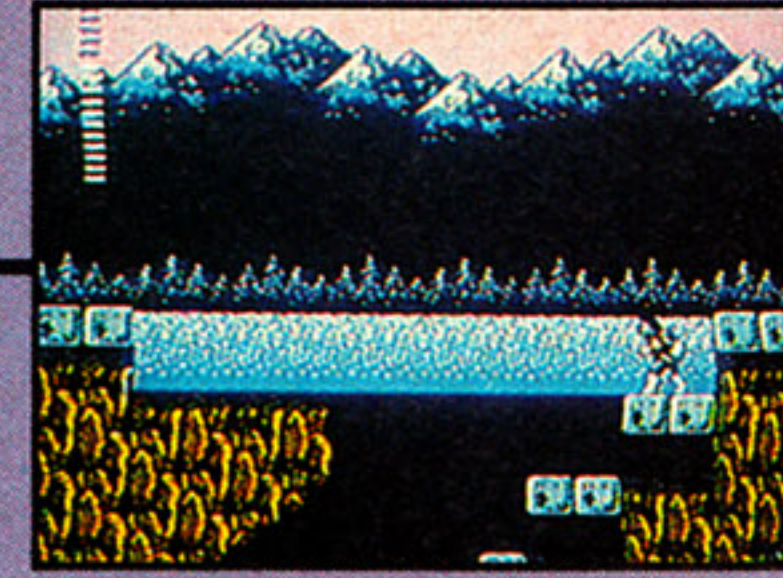
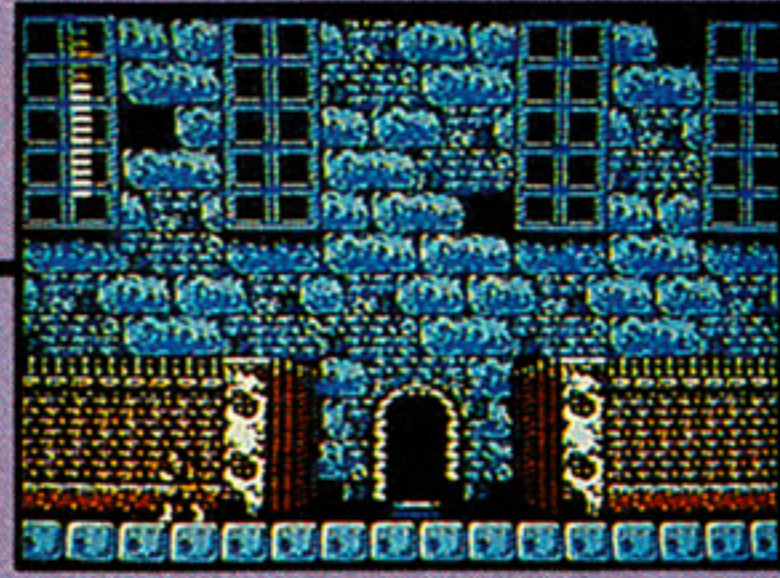
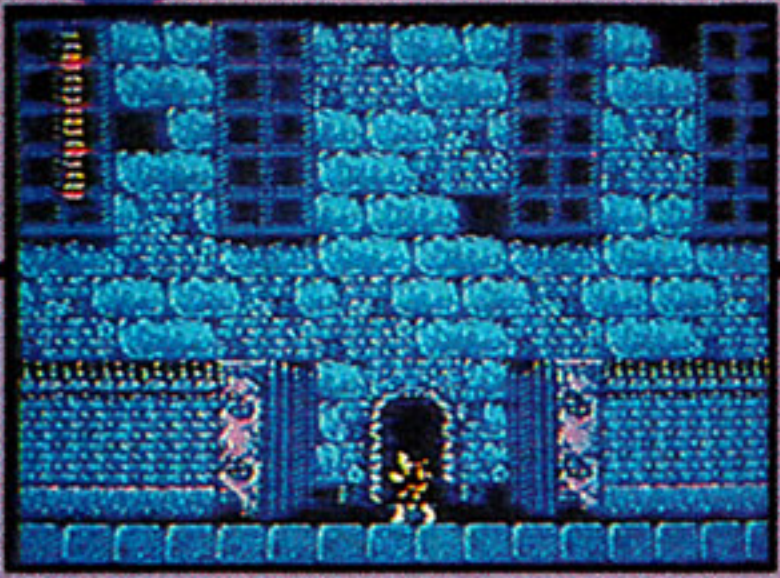


HINT



Use holy water often. It can disintegrate walls and floors to reveal clues, secret passages, and weapons. Be creative when looking for clues.

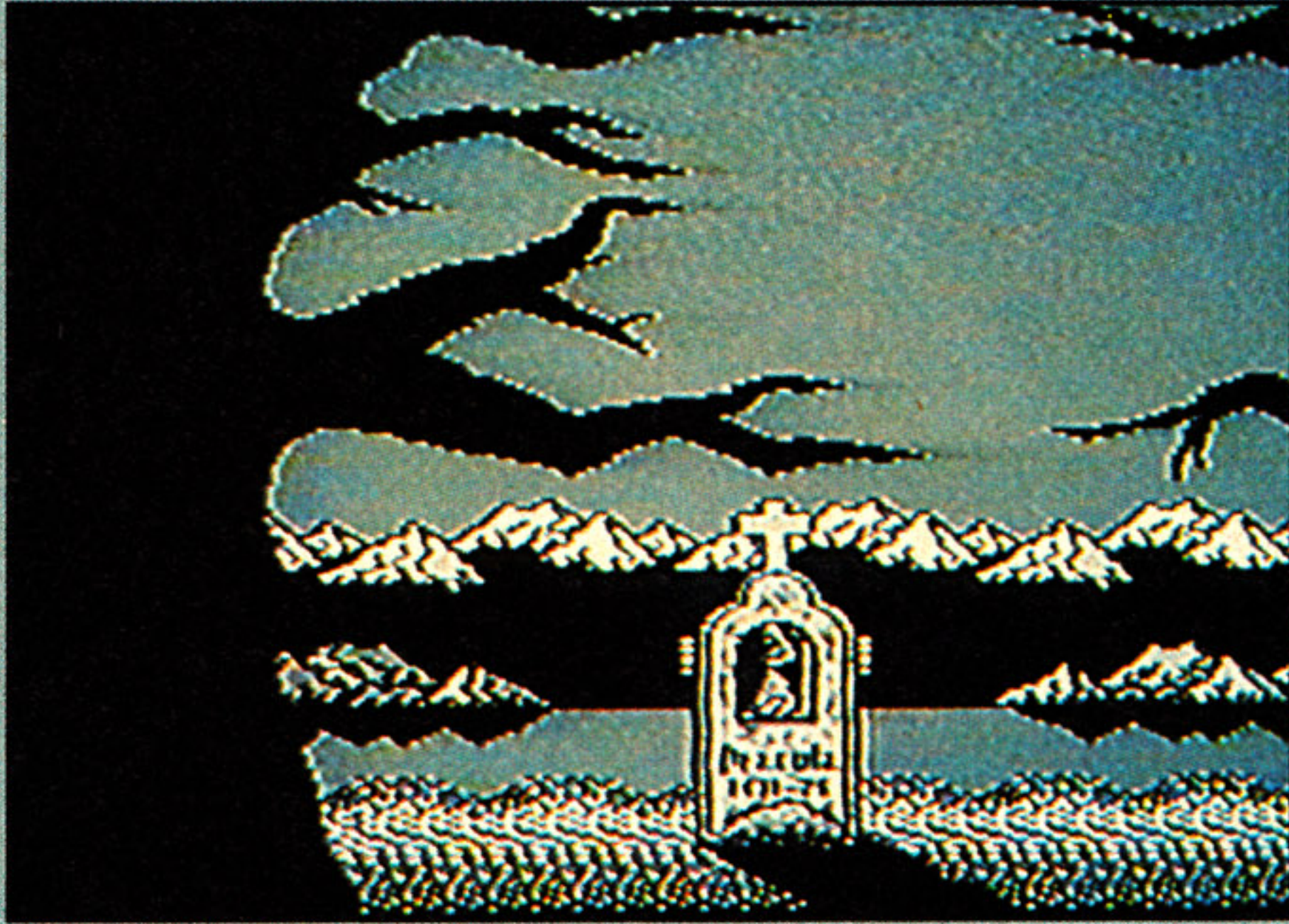




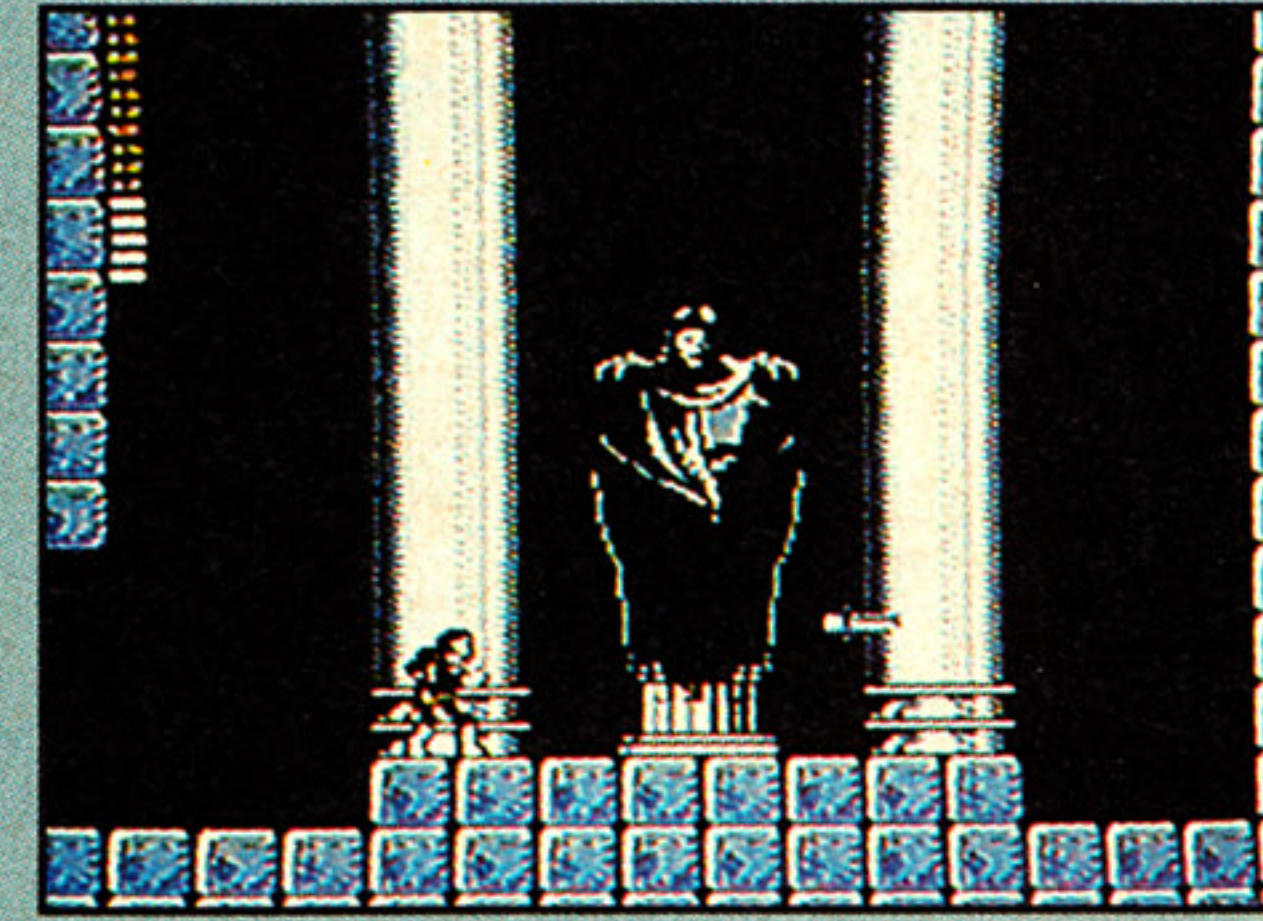
After touching down at Bodley Mansion,

you'll want to collect the next body part and move on.

Walk left, kneel at the lake's edge with your red crystal, and descend the Uda Path.



The vile vampire has been vanquished.

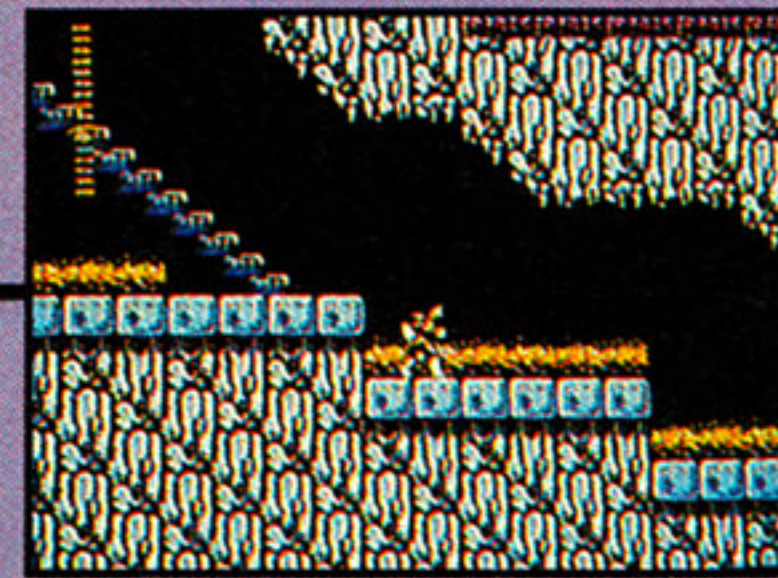
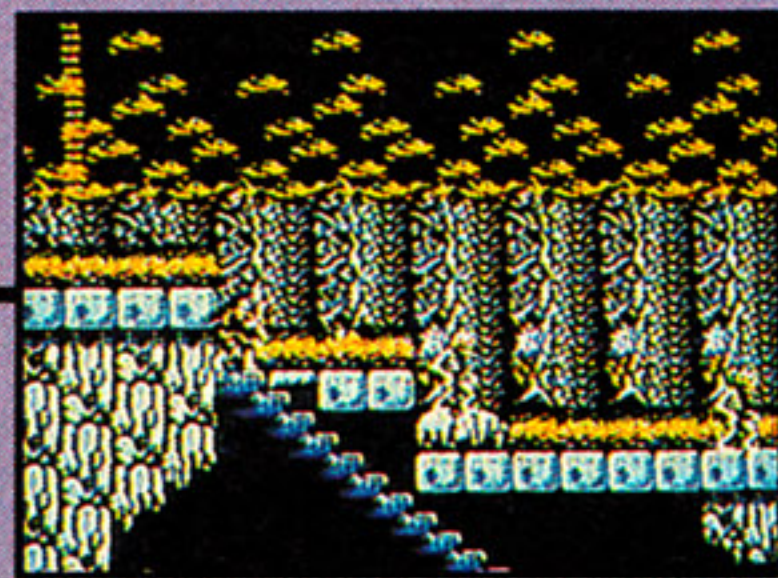


As soon as Dracula releases you from the trance, begin hurling the golden knife at him.

HINT

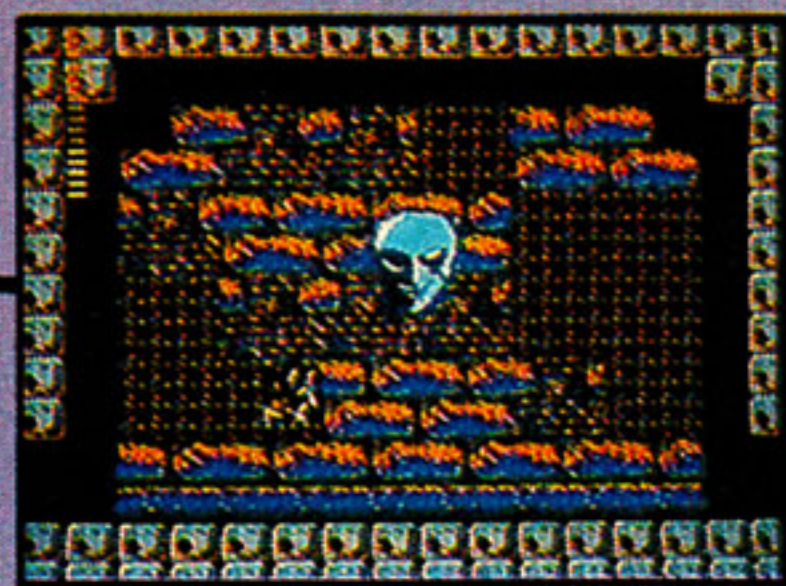
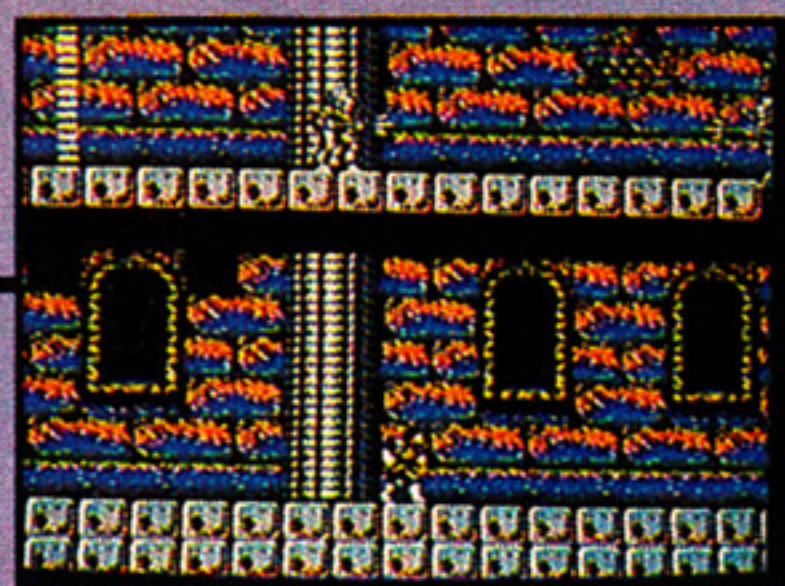
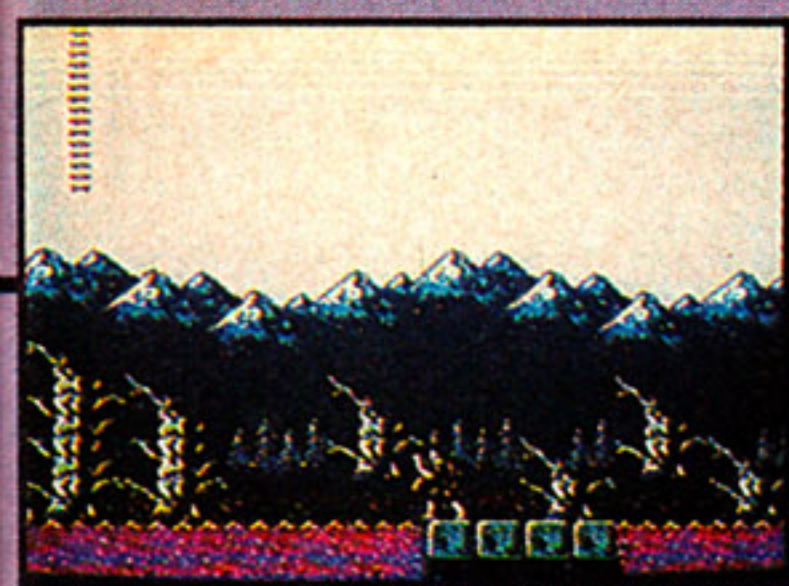


Garlic wards off some monsters and summons strangers who have gifts for you. Leave it in graveyards and at cliffs.



After exploring the village, walk through the Bordia Mountains and over the North Bridge. Next, walk through Dora Woods, across a small swamp and down the steps.

These steps lead you into the Town of the Other World.



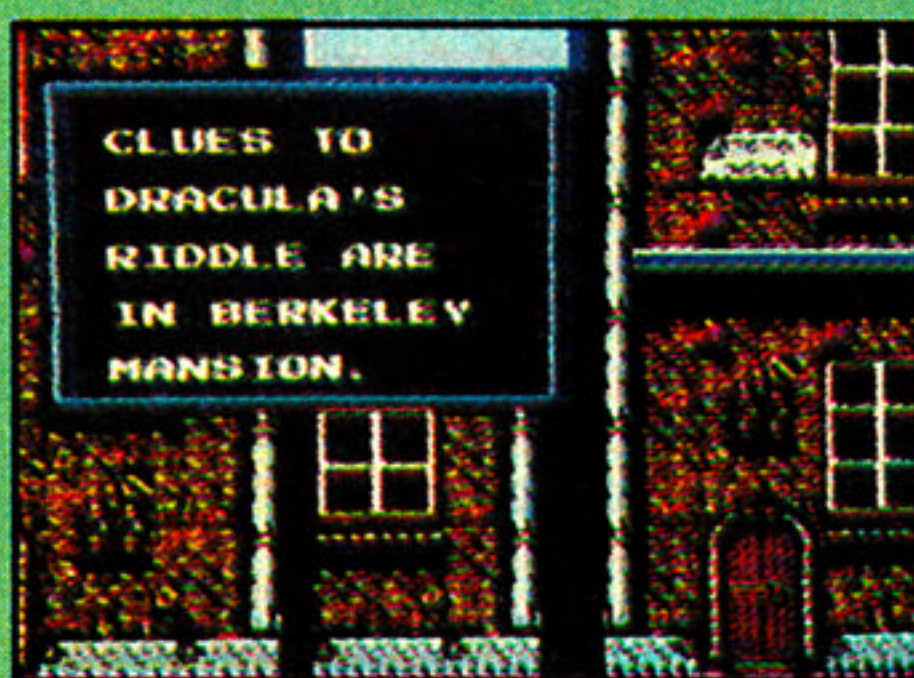
OUR PATH
CONTINUES
BOTTOM OF
PG 62

After crossing the marsh, you'll come to Laruba Mansion,

where Vampira awaits. Kill her and . . .

. . . gather clues and body parts, and walk past Bodley to the next town.

HINTS



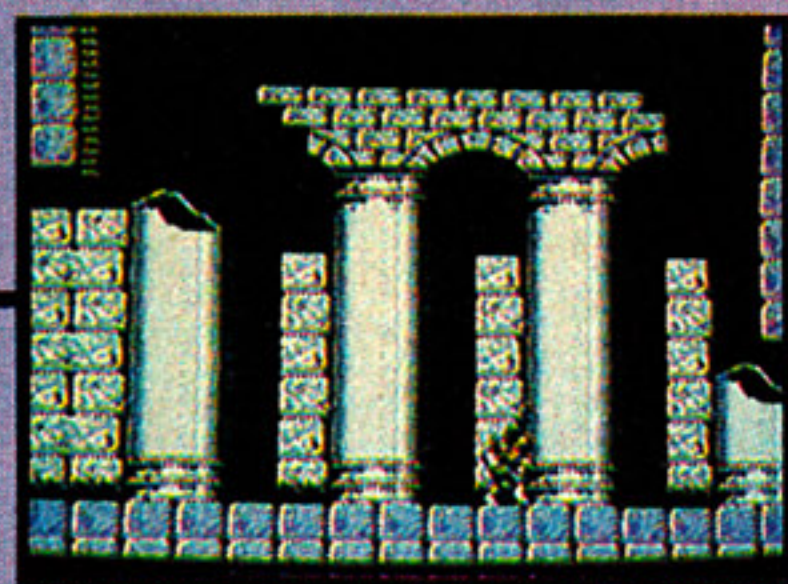
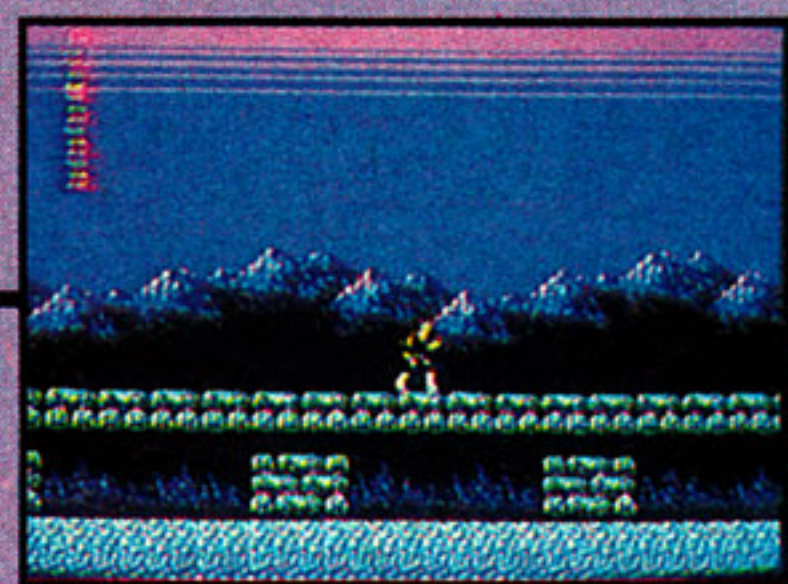
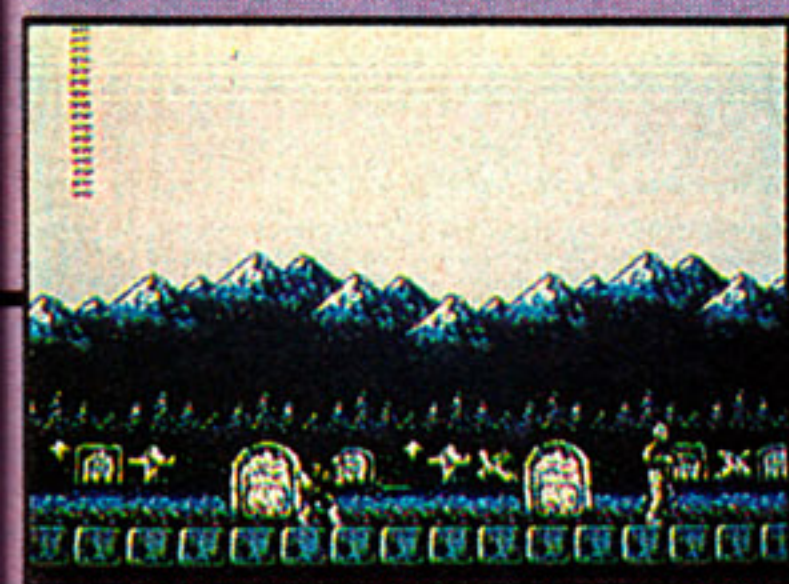
Keep Dracula's eyeball out. It will help you uncover clues.

Use Dracula's rib as a shield against attack and as a life preserver in the poisonous swamps.



COSTS:

Thorn whip	100
White crystal	50
Holy water	50
Garlic (2 pieces)	50
Laurels (2 pieces)	50
Chain whip	150
Morning star	200
Oak stake	50



Good luck!

You are almost there. Go to Vrad Graveyard on the right . . .

. . . before crossing the West Bridge.

The bridge leads you to your final confrontation inside Dracula's Castle.

COMPUTER GAME

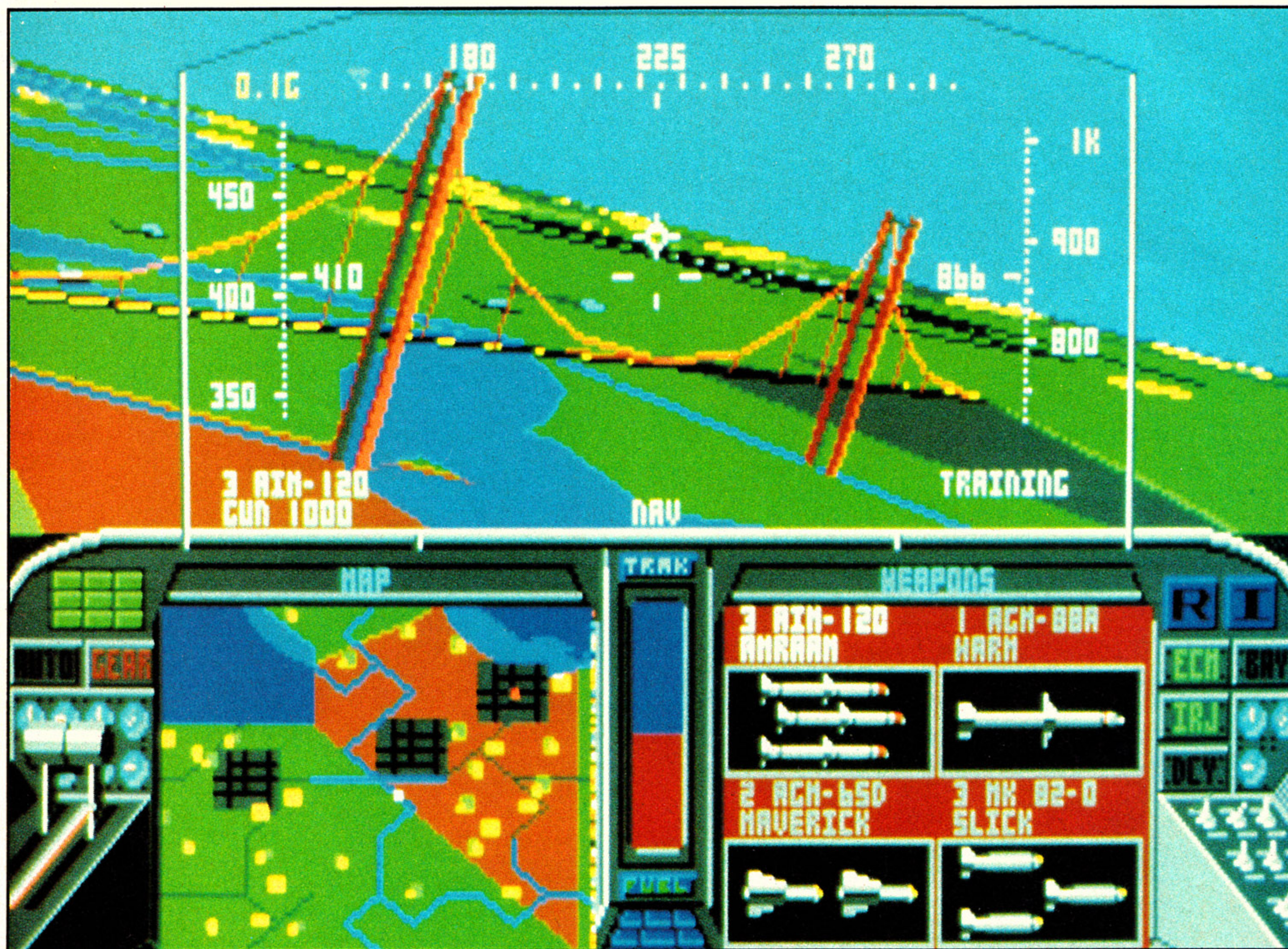
of the

MONTH

F-19 STEALTH FIGHTER

Richard Sheffield

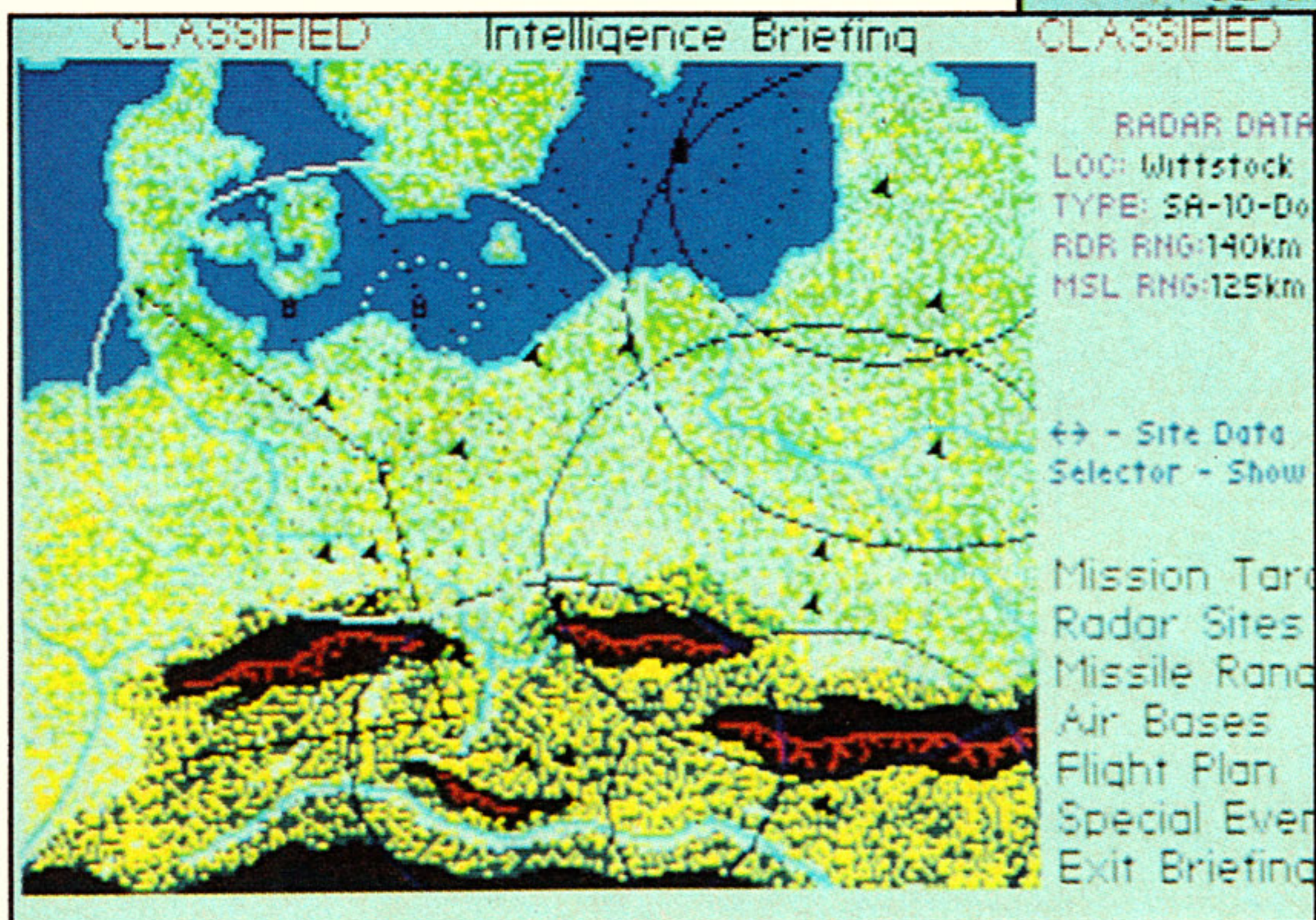
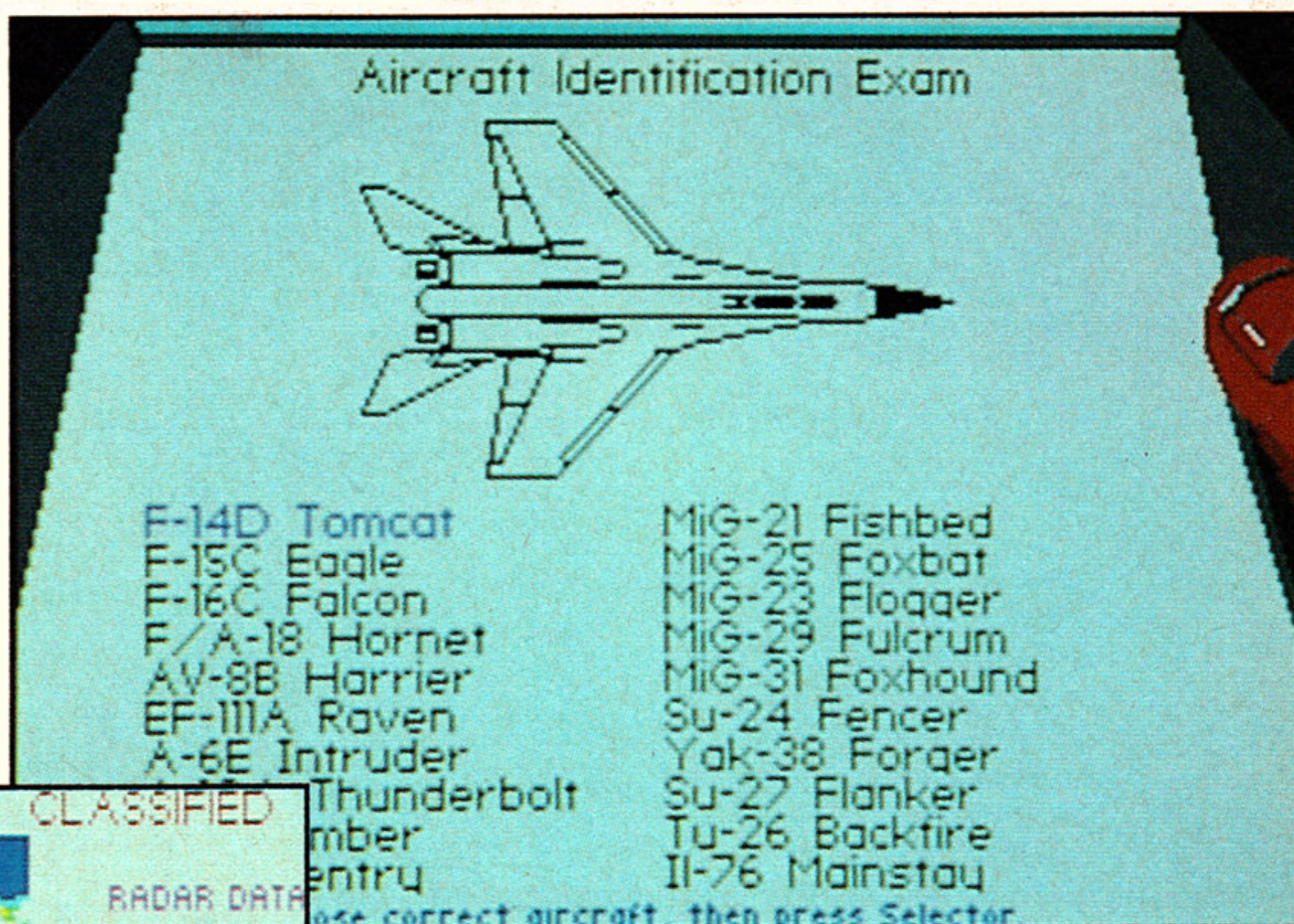
Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; CGA, EGA, MCGA, VGA, or Tandy color graphics, or Hercules monochrome graphics; joystick optional but recommended. MicroProse, 180 Lakefront Drive, Hunt Valley, MD 21030.



F-19 Stealth Fighter is much more than just another flight simulation game. It's a full-blown air-combat mission simulator, and there's a big difference. When creating a good air-combat mission simulator, the programmers not only have to realistically simulate the aircraft and its flight characteristics, but they must also go to great lengths to make the enemy behave logically, yet unpredictably. This is where the game developers at MicroProse really shine.

F-19 is their best release to date. Unlike most jet fighters, the radar-avoiding *F-19* was designed to operate alone and out of touch with friendly forces. This makes it perfect for a simulation, because the game can accurately reflect the way the aircraft would really be used. In *F-19*, you can choose to fly

To get the game started, you'll need to pass an aircraft identification quiz. Keep the manual nearby for this one. A wrong answer sends you back to the training flights.



The Intelligence Briefing is very important. Here you learn about enemy radar, SAM (surface-to-air missile) locations, air base locations, and mission objectives. Here we see radar coverage for part of central Europe.

missions over one of four real-world hot spots: Libya, the Persian Gulf, the North Cape of Europe, and Central Europe. You take off from real airports or bases and strike real targets. Whether you're racing over the dark waters of the Persian Gulf to attack oil facilities on Iran's Kharg Island, or trying to drop a CBU-72 cluster bomb onto the Soviet submarine pens at Severomorsk, *F-19 Stealth Fighter* will get your heart pounding unlike any other flight game.

Another factor contributing to *F-19's* realism is the game's emphasis on completing the mission. The missions are not easy, and they frequently call for astute thinking. Often, for example, it is wiser to sneak past a group of patrolling MiG fighters than it is to attack them. You must learn to think like a stealth fighter



Primary Mission accomplished as an AGM-65D Maverick missile takes out a major bridge near Berlin. Half of the span collapses under the impact.



Strafing ground targets is an excellent way to pick up extra points. Hint #1: When five kilometers from the target, get lined up and climb to about 800 feet.

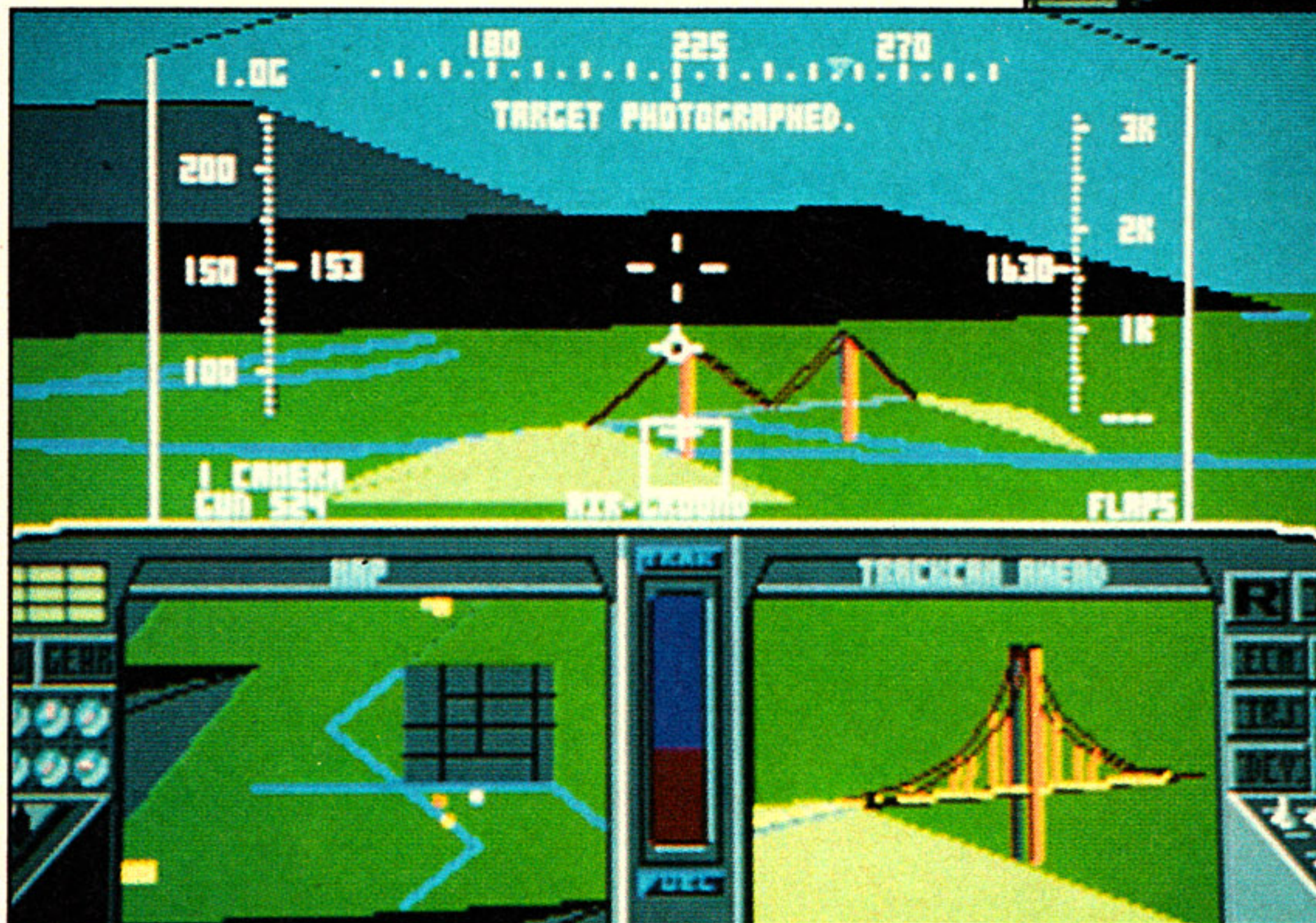


Hint #2: When you're three kilometers from the ground target, start to dive. If your speed exceeds 300 knots, use the air brake. Aim your shots so they start to hit just in front of the target.

COMPUTER GAME

of the
MONTH

Hint #3: Continue firing and "walk" your shells to the target. You may even get lucky and hit more than one target, as happened here. (Note the missile launcher in flames in the lower-right corner of the screen.)

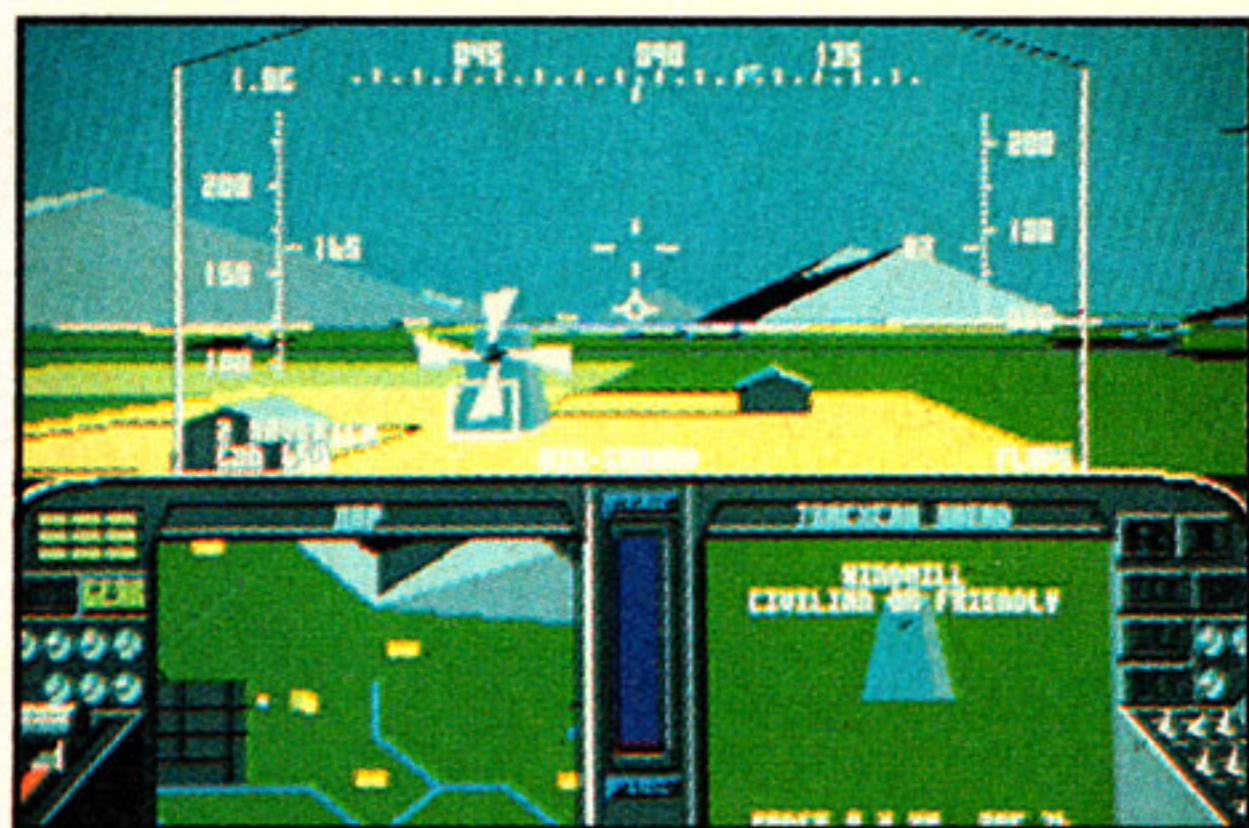


When making a photo run, it's more important to keep the target centered in the righthand display than it is to center the crosshair in the box on the HUD.

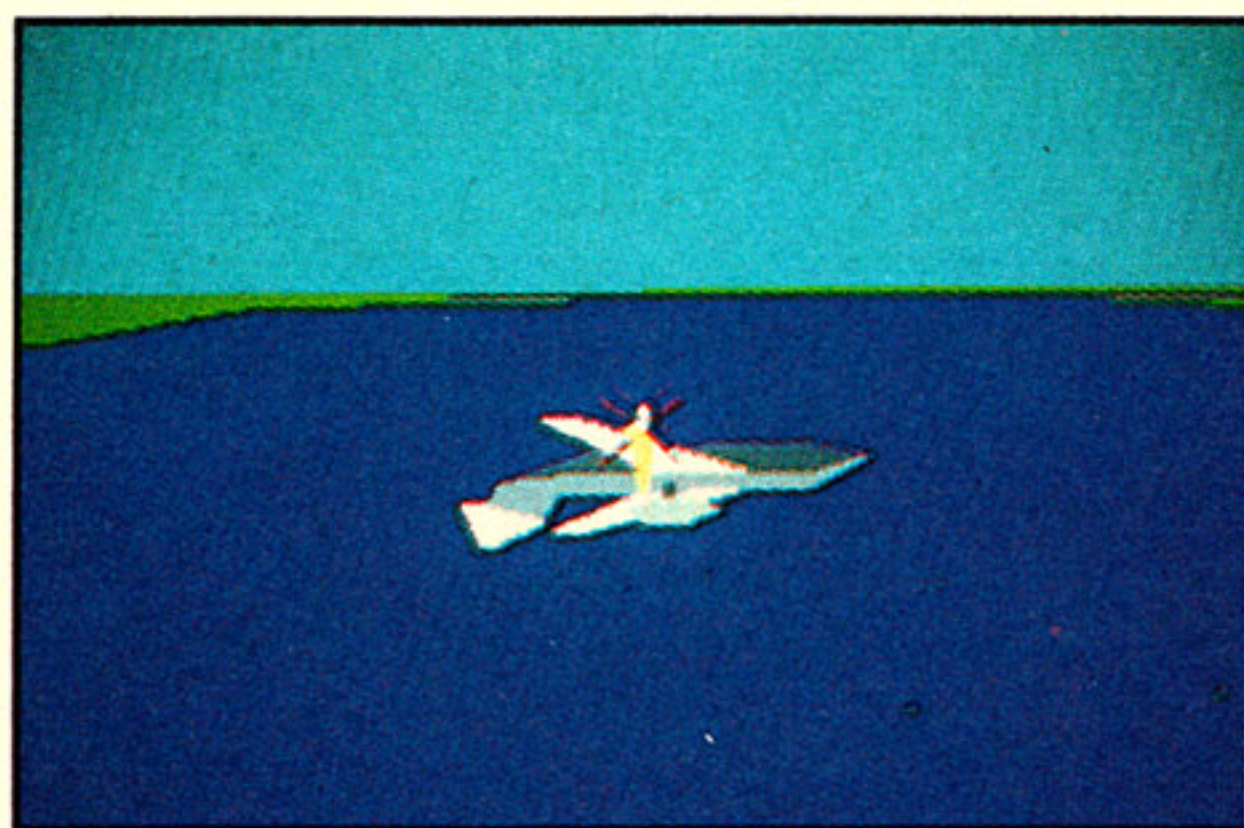
pilot, not an F-14 jock who has a hard time keeping his finger off the trigger when a MiG-31 flies lazily into view. To successfully complete these missions, you have to out-think as well as out-fly your enemy. You don't just hop into the cockpit with the target coordinates and take off.

A complete intelligence briefing precedes each flight in *F-19 Stealth Fighter*. Here you learn not only about your primary and secondary targets, but also about the location and type of enemy radar in the area. What types of missiles will they likely use against you, where are the closest enemy airbases, and what types of aircraft will you be up against? It's best to find out these things beforehand.

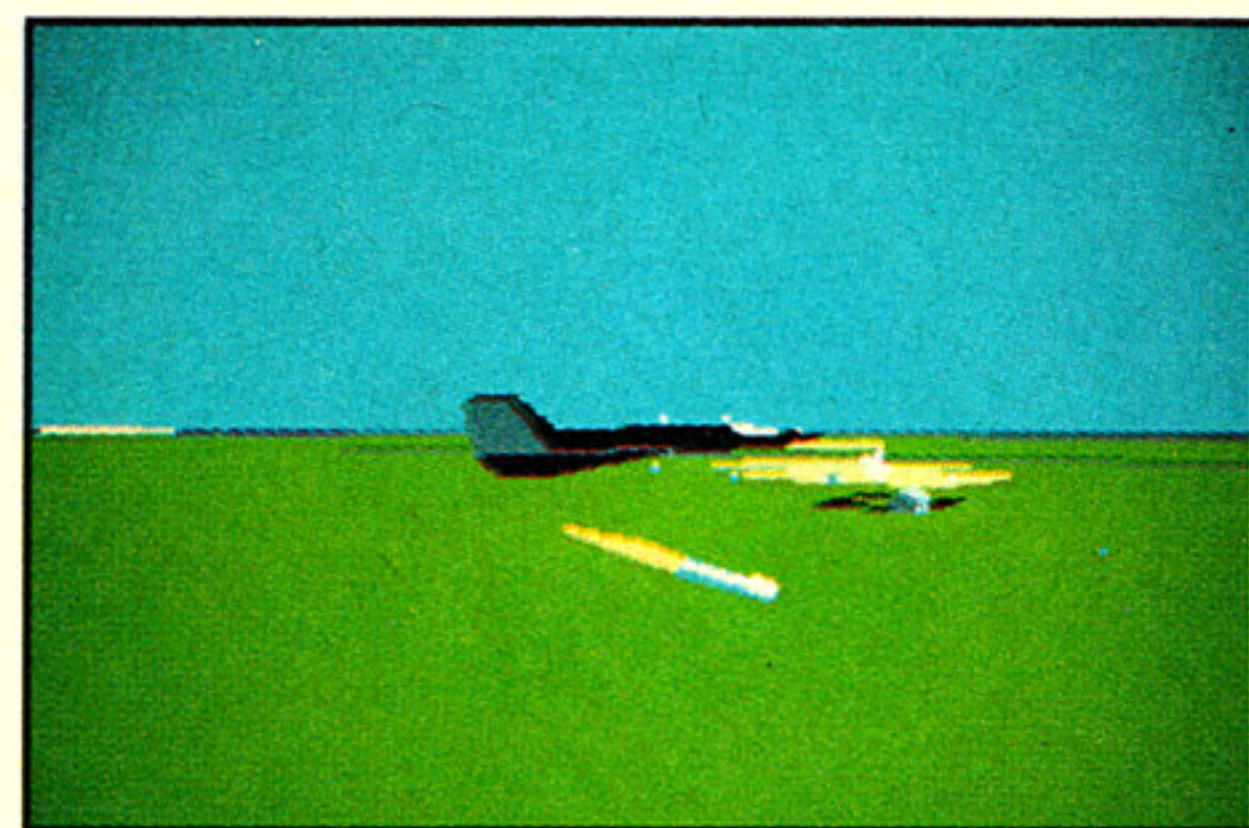
After the briefing, you move on to weapons selection. You have 14 different air-to-ground weapons



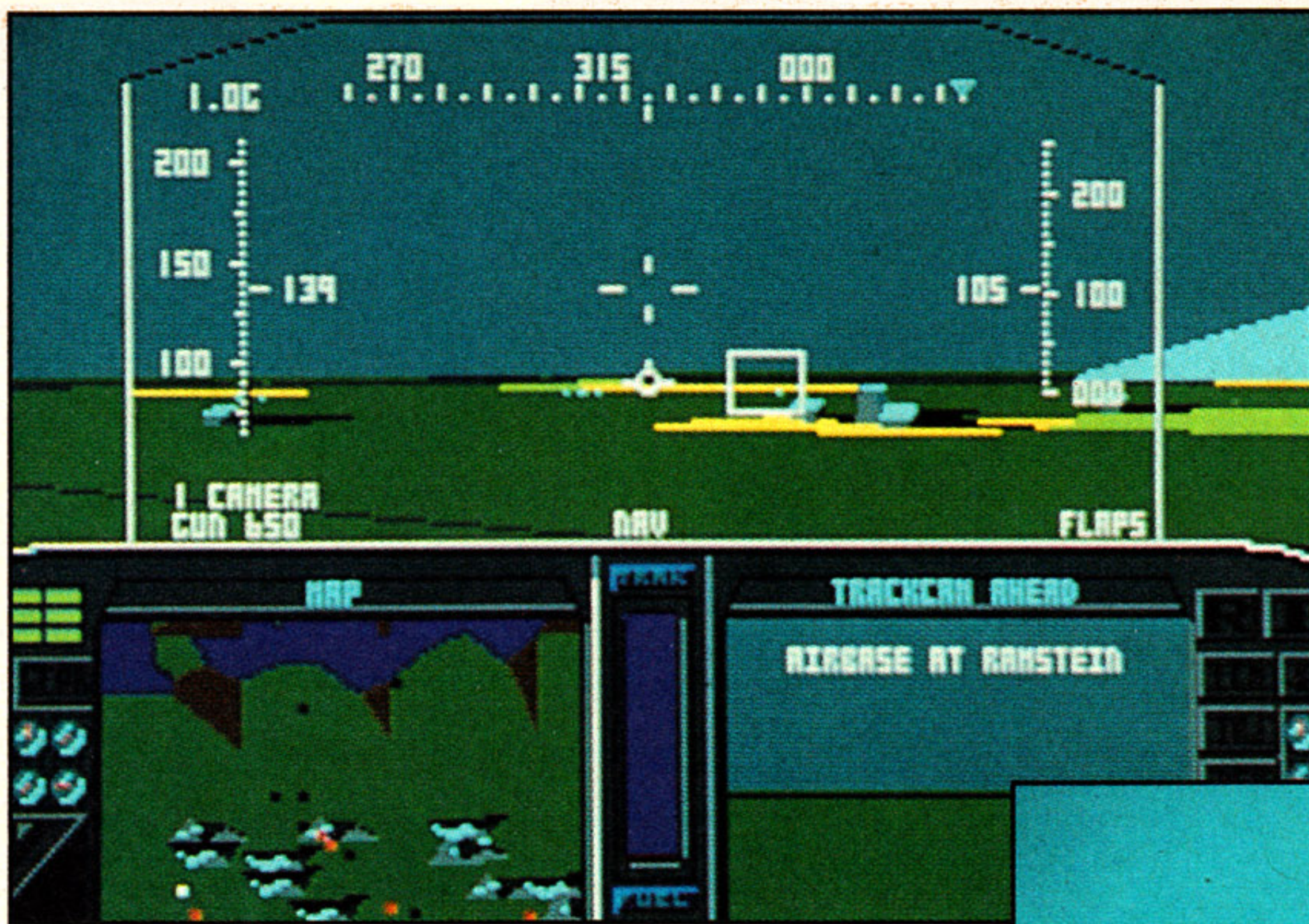
Spinning windmills are a frequent sight when zipping along "down in the weeds" over Europe.



The missile's-eye view lets you ride along as this Sidewinder closes in on an IL-76 Mainstay, which is rolling hard in an effort to evade.

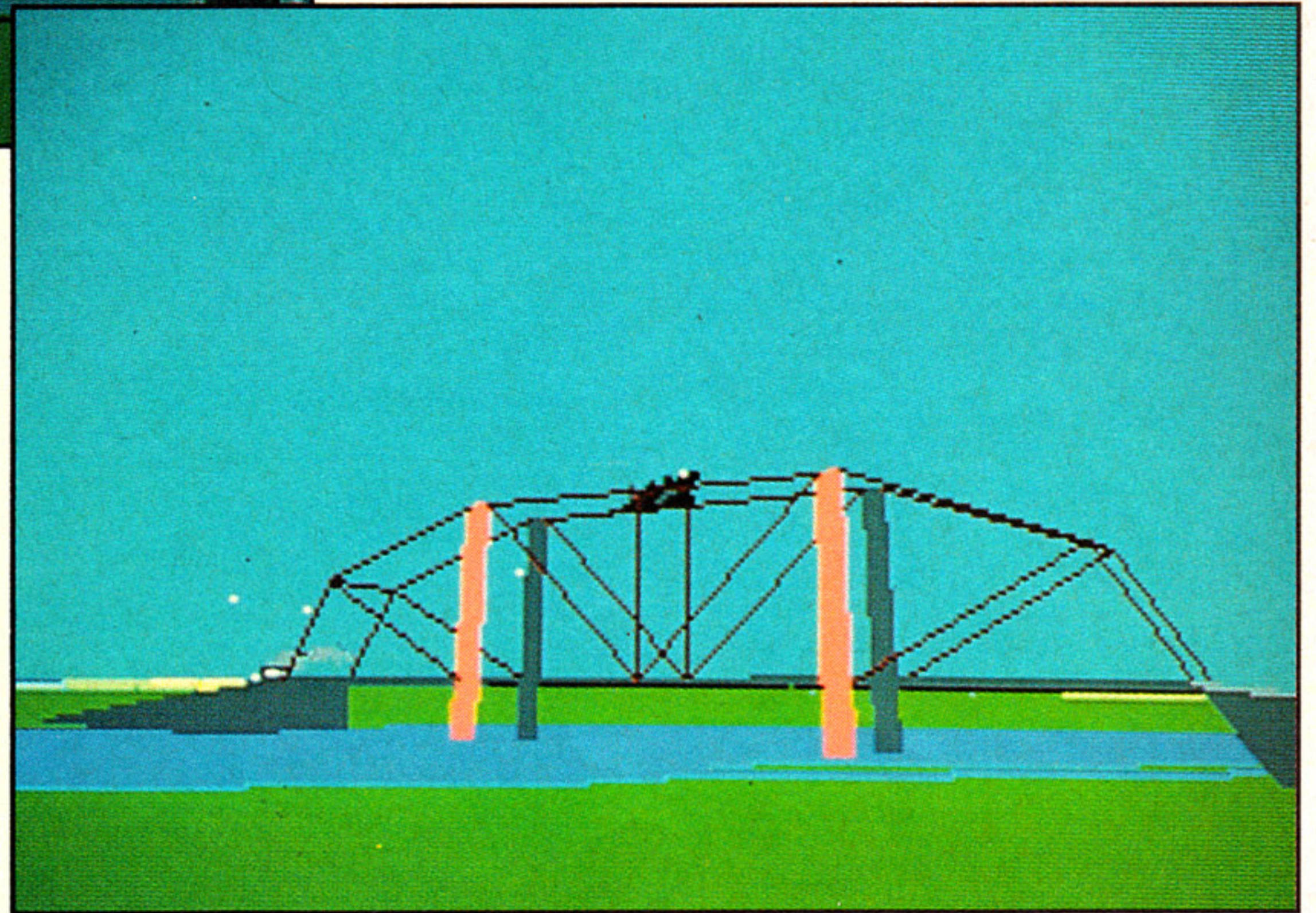


The side view lets you watch as a Maverick missile is launched from the weapons bay.



The Inverse-Tactical View keeps both you and your target in sight from the target's point of view.

The key to remaining invisible to radar is to fly low and slow. The bar indicator in the middle of your instrument panel shows your radar profile — the lower, the better. At this low speed and altitude, the gauge almost drops off the scale.



to choose from, and several more for air-to-air combat. Your choice depends on the mission — some weapons are more effective against certain targets than others, and some are much safer to deliver. The AGM-65D Maverick air-to-ground missile, for instance, is by far the most versatile and safest to deliver. But it's not effective against all types of targets, and shortages sometimes develop.

If all this sounds a little intimidating, don't worry. Several options allow you to tailor the game to match your skill level. You can even choose a "No Crash" option that will certainly help you through those first few landings. A keyboard overlay helps with the more than 50 control selections.

The simulated 3-D graphics in *F-19 Stealth Fighter* are outstanding. The amount of detail presented on



A MiG pilot bails out after discovering how effective the F-19's 20mm Vulcan cannon can be in a close fight.



Every fighter pilot wants to be famous, but not by making the cover of *Pravda*! Bailing out over enemy territory or close to shore can lead to embarrassing complications.

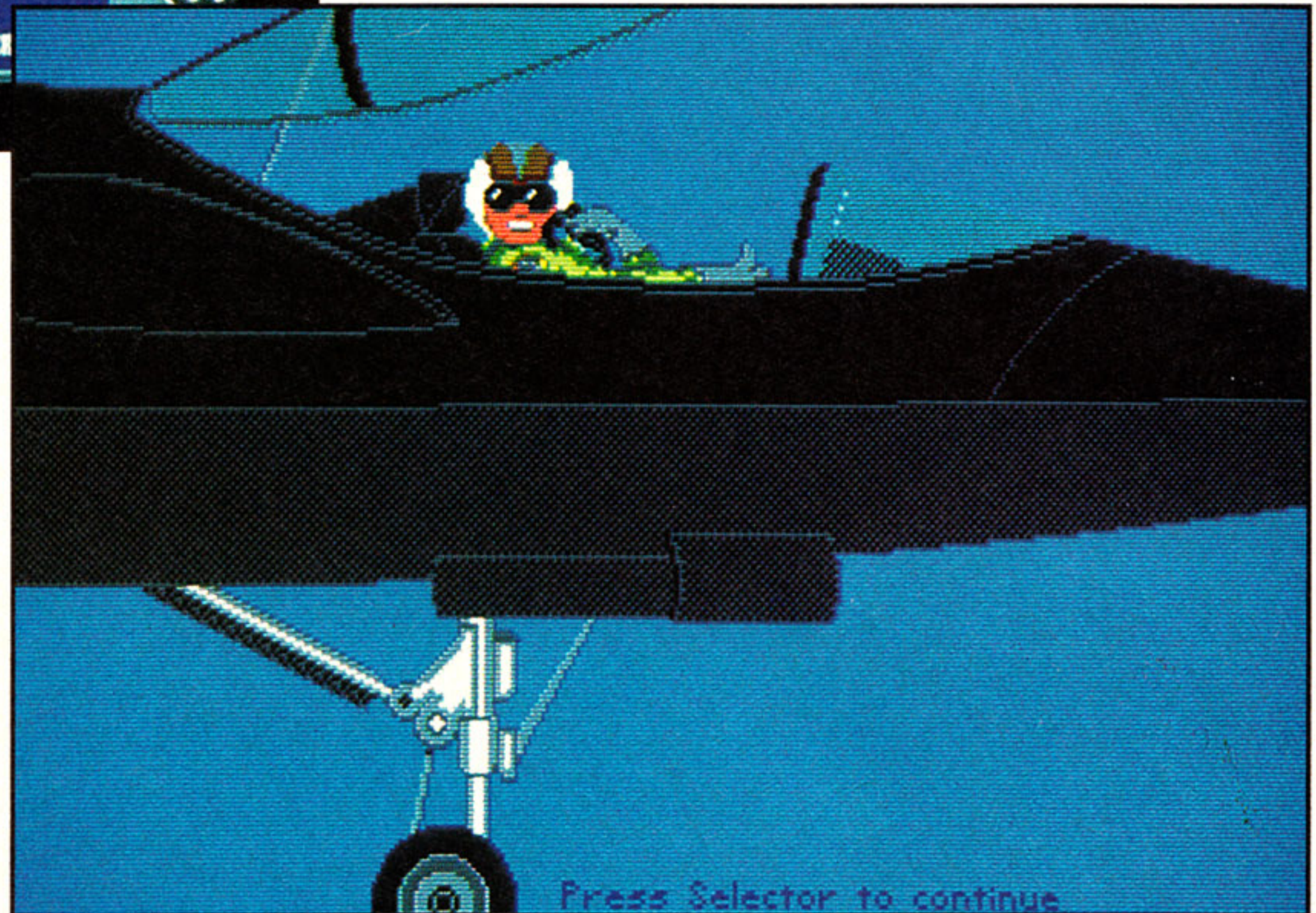


Landing is a skill that must be developed with practice. All of the runways are oriented north-south, so you line up early on a course of 000 or 180 degrees.



Carrier landings are never easy, but always exciting! Fortunately, most of the missions have land bases as your destination. But if there's a carrier in the area, you can land there if you choose.

A safe landing gets you a thumbs-up!



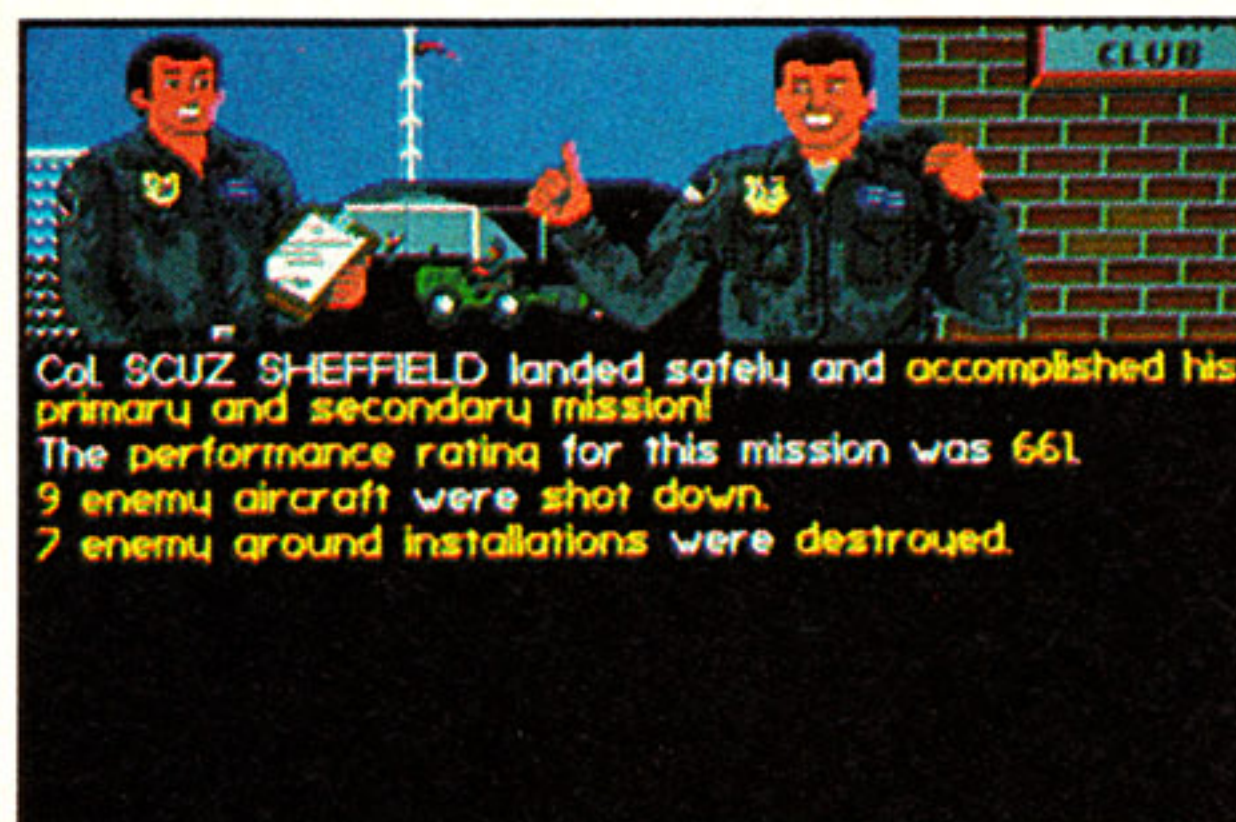
the screen can be adjusted so that even those with relatively slow computers enjoy smooth screen animation. (For best results, use an 80286- or 80386-based computer.) *F-19* is the first flight simulator I've seen in which objects on the ground actually move. And you're not limited to just the cockpit view. Eleven different viewing options let you choose the most exciting angle you want.

Super game play, impressive graphics, great maps and documentation, and nail-biting action all combine to make *F-19 Stealth Fighter* one of the most entertaining games to come along in quite a while.

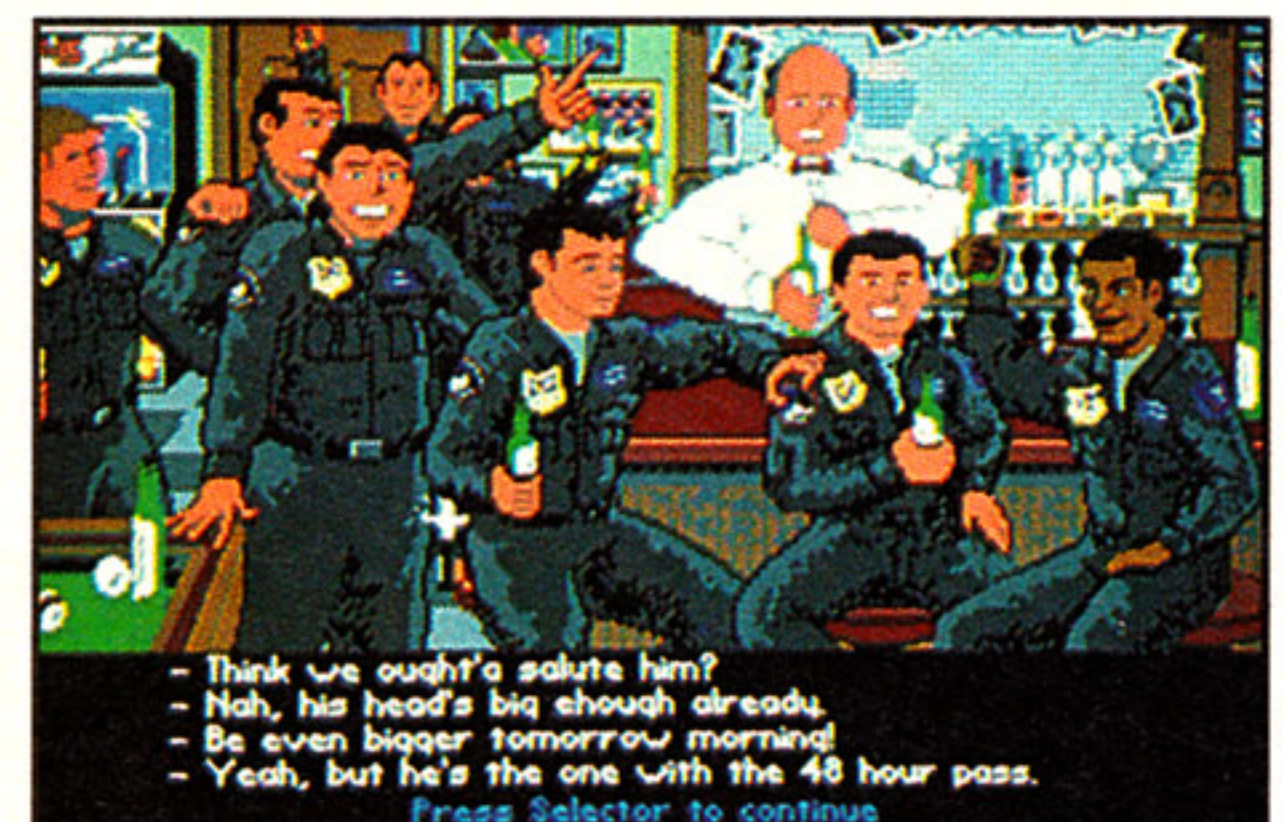
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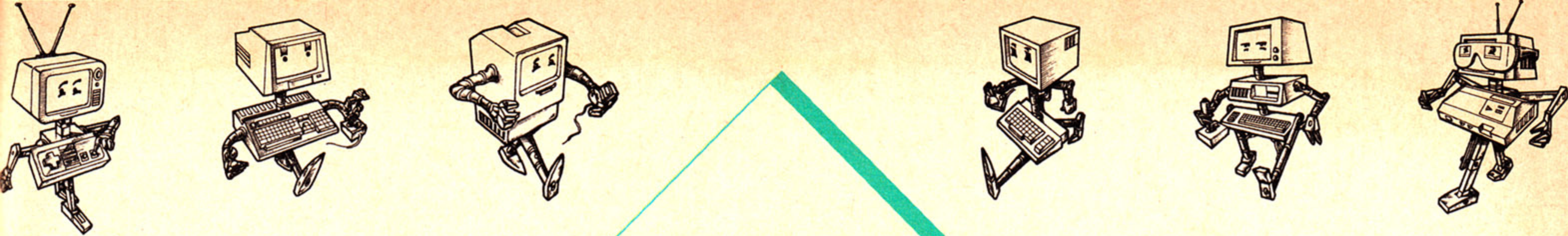
Promotions follow when missions are consistently accomplished.



This Stealth pilot heads for the Officer's Club after a successful mission. Nine aircraft and seven ground installations destroyed — not a bad day's work.



Great missions always lead to great celebrations at the Officer's Club.



NINTENDO

REVIEWS

ROLLERBALL

William R. Trotter

Version reviewed: Nintendo, by Hal America Inc., 7873 S.W. Cirrus Drive, 25-F, Beaverton, OR 97005.

on his side of the board. In this hot and frenzied game, two balls are in play simultaneously. It's a nice variation on the basic pinball idea.

Another attractive thing about *Rollerball* — for adults — is that it's one of those rare Nintendo games in which parents have a fighting chance against their kids. Adults over 40 who typically shot lots of pinball in their younger days might enjoy the novelty of challenging the kids at their own Nintendo system and actually winning for once. Pinball, as any true aficionado knows, does not require the hand-eye coordination of a hyperactive 15-year-old. The best pinball players establish an almost Zen-like rapport with the flow of the ball and the *whap!* of the flippers. Even though *Rollerball* isn't the real thing, it lets you do just that.

For accomplished or aspiring pinball wizards, *Rollerball* is highly recommended.

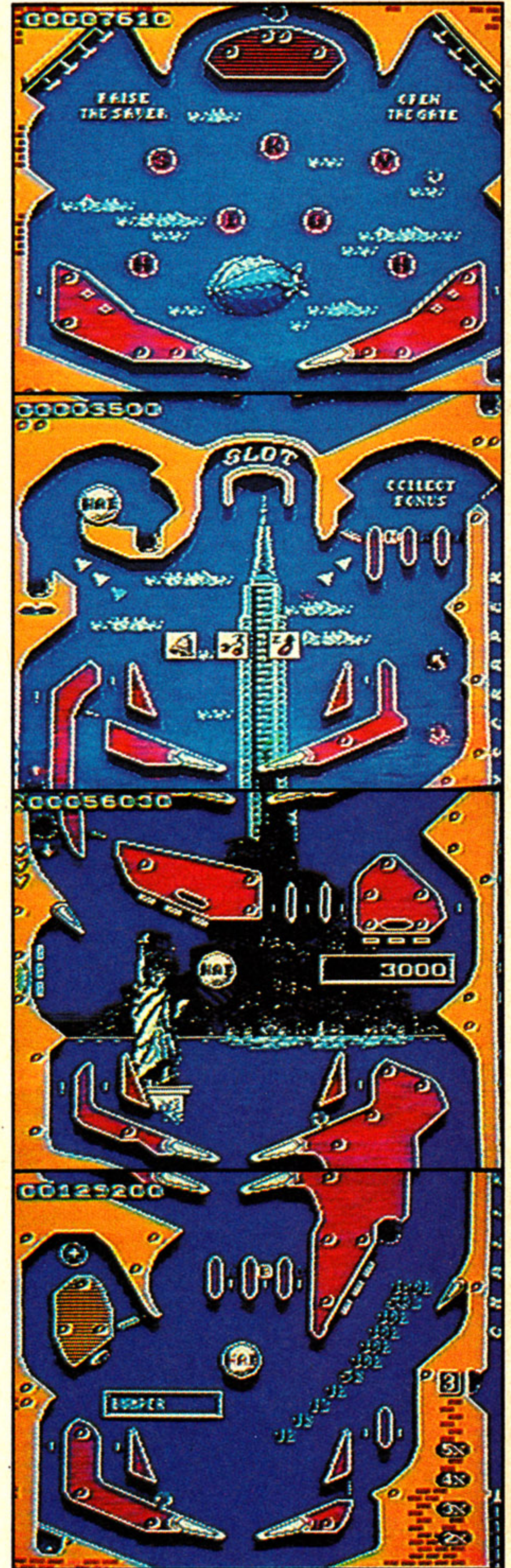
N

ot many people can afford a real pinball machine for their rec room, although many who grew up during the pre-video-game heyday

of that classic American amusement would dearly love to. But now, if you have a Nintendo system, you can at least own the next best thing: a satisfying and addictive pinball simulation. There are several pinball games on the market for Nintendo systems, but *nothing*, I promise you, is like *Rollerball*.

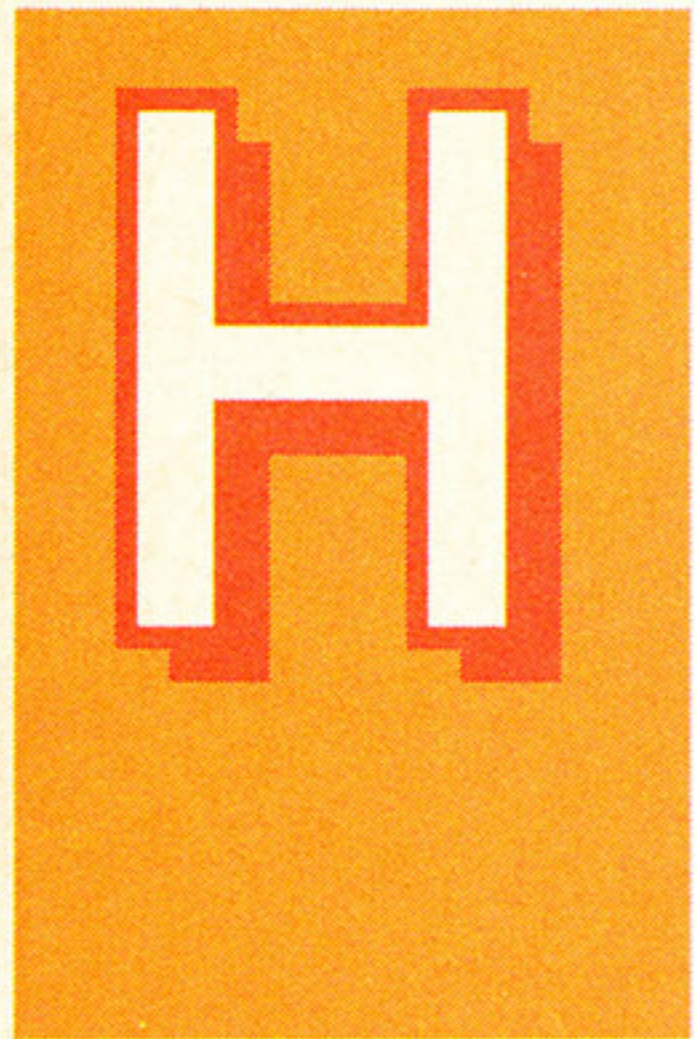
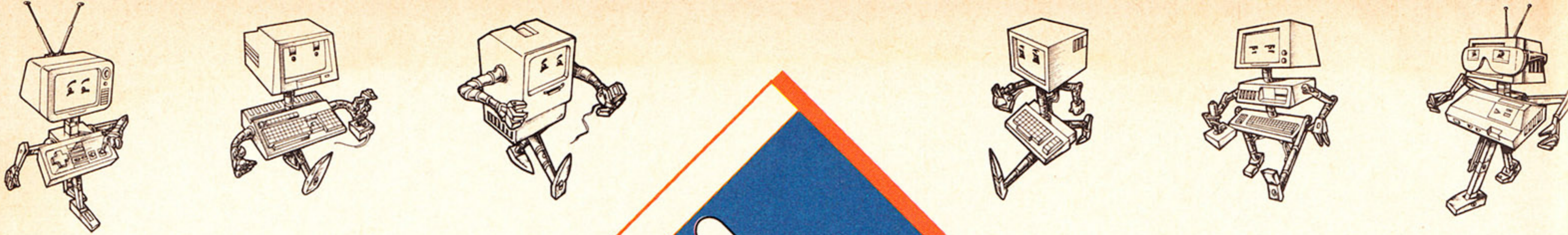
To begin with, the basic board is *huge* — so tall it fills four vertically scrolling screens with bumpers, gates, flippers, knock-down targets, rollovers, and other gizmos. *Rollerball* is truly a dream pinball machine. Not only can you rack up phenomenal scores, but — with skill and a lot of luck — you can also work your way back *up* the board from the lowest level to the top. Despite hours and hours of play, and scores of 500,000 points or better, I still haven't figured out all of the flashing, buzzing, whirring, and clanging permutations in *Rollerball*.

Rollerball also has a most innovative "match play board" on which two players can wage flipper-war, trying to wipe out each other's scores. You set the game for 3,000 or 5,000 points, then try to zap the other player down to zero by lobbing the ball into the targets



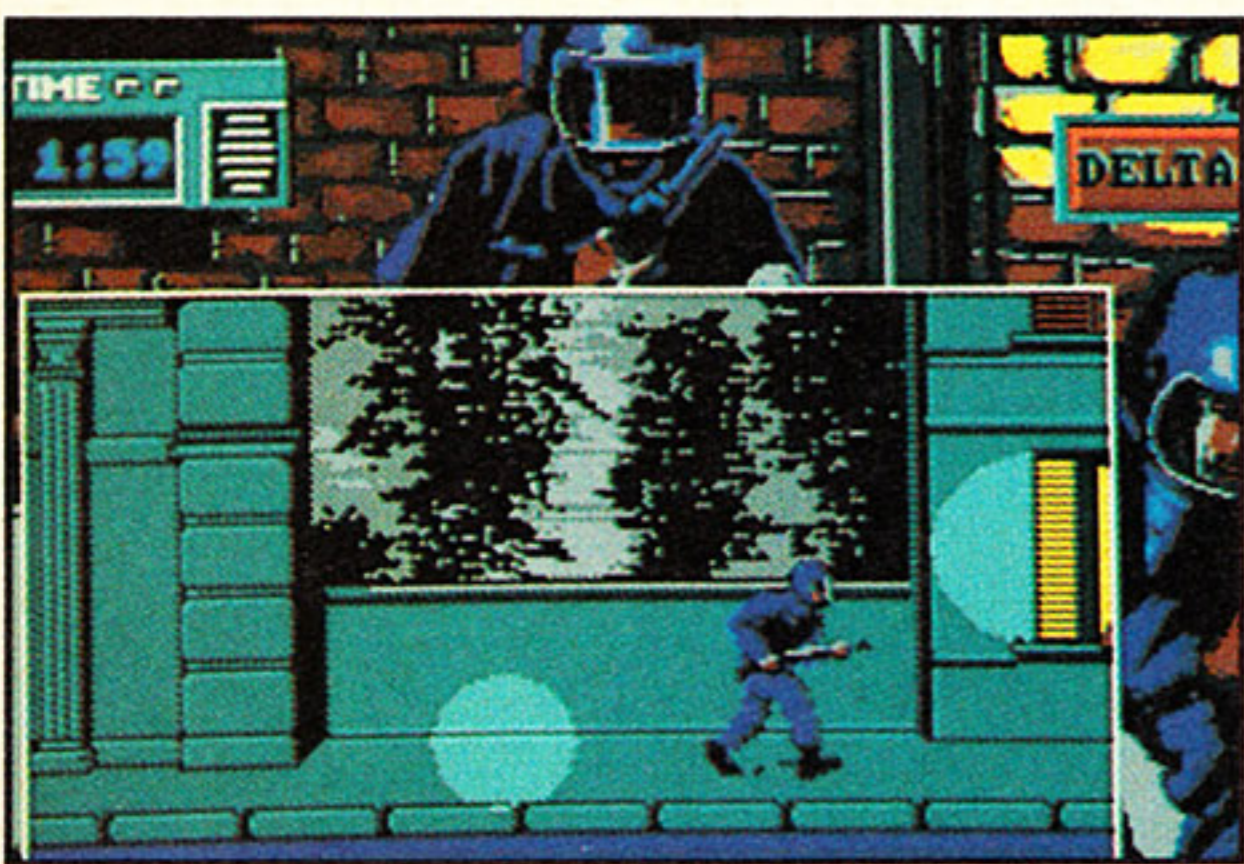
The *Rollerball* pinball machine

GP



ere's a scenario right out of today's headlines: Terrorists have attacked an embassy and taken hostage an unknown number of high-ranking diplomats. In this action-packed simulation, you must take command of an elite six-man squad, break into the embassy, rescue all the hostages, kill the terrorists, and beat the game's time limit. It's not easy, for each successive mission is tougher than the last and must be performed in a shorter period of time.

You'll have to position snipers at vantage points around the embassy, while machine-gun fire from the terrorists kicks up concrete around the feet of anyone who moves. After getting into position, your men must rappel from the roof and crash into the embassy through an unguarded



Position your snipers at good vantage points facing the embassy. Avoid terrorist floodlights: Anyone caught in their beams will instantly draw a hail of automatic fire.



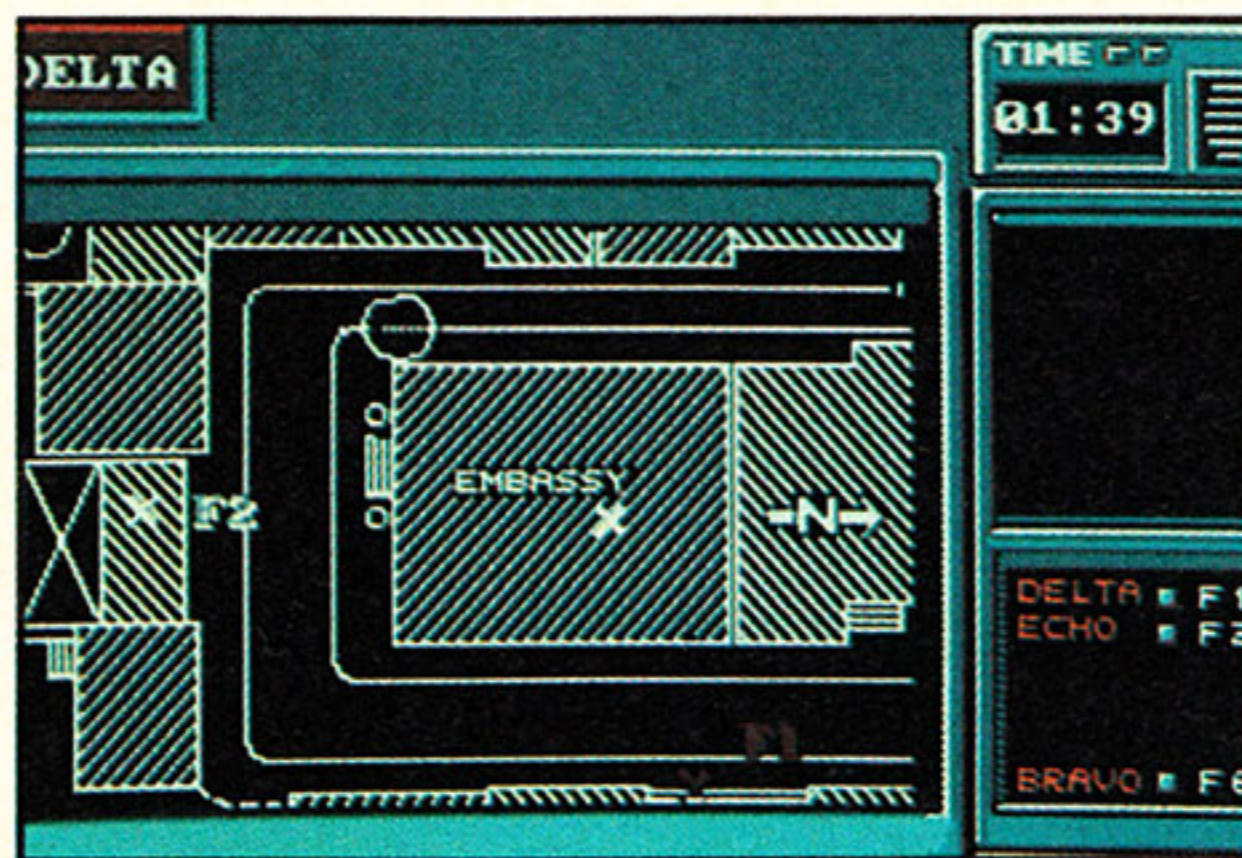
HOSTAGE

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, or Tandy graphics; joystick optional. Also available for the Amiga and Atari ST. Mindscape, 3444 Dundee Road, Northbrook, IL.

window. Once inside, the action really gets tense. You stalk the enemy from room to room, trying not to harm the innocent victims as you gun down their captors.

Hostage demands some practice, which is why a nonlethal training mission is included in the



As leader of the assault team, you must coordinate and time the actions of each of your men. This tactical map helps, but it doesn't show anything about the situation inside the embassy.

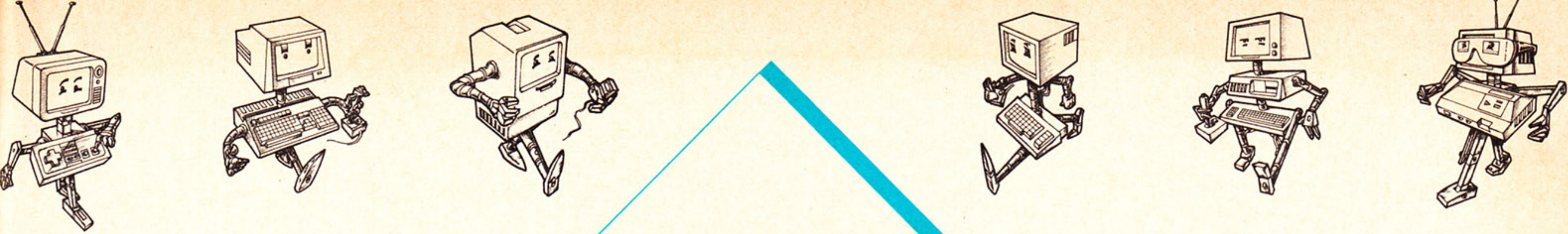
program. For your men to survive, they must learn to sprint, fall, and roll while dodging enemy spotlights and bullets. You must also master the joystick or keyboard techniques for rappelling your men down the side of a building — and just like the real thing, it's a lot trickier than it looks. Inside the building, you need split-second reflexes. You have to take out the right targets without butchering the people you're trying to save.

Hostage would seem a bit more realistic if the assault team had stun grenades or other diversionary weapons — basically all you can do is find the terrorists and shoot them — but on the whole, it does a good job of recreating a familiar contemporary nightmare. The on-screen figures move with admirable realism, and although the possible variations are quite limited, the game's difficulty level should keep it challenging for many hours of play.



It's easy for your sharpshooters to take out figures who appear at the windows — but how do you know they're terrorists and not hostages?

GP



NINTENDO

REVIEWS

SKATE OR DIE

Brian Carroll

Version reviewed: Nintendo. Ultra, 240 Gerry Street, Wood Dale, IL 60191. Also available for IBM PC, Tandy, and compatibles (384K minimum memory; CGA or EGA graphics; joystick recommended); Commodore 64; and Apple IIGS. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

It's a rad-infested world. It's a place where a three-foot plank on wheels is the basic mode of transportation, and sweet-and-sour burritos are considered health food. It's a place where you *Skate or Die*.

Now available in Nintendo and PC-compatible versions, *Skate or Die* has five events to tax your ramp-riding talents in unique ways. The events include downhill racing, pool jousting, high jumping, the freestyle, and the alley jam. The sooner you learn how to finesse a footplant, rev a rail slide, and arc an aerial, the better your chances will be.

The downhill race requires speed and agility on the board in a solo race against the clock. The more obstacles you clear — over, under, through, or around — the better your score.

The pool joust is a pool party gone haywire. Offensively, your goal is to punish your opponent with a boffing stick. When weap-

unless, scramble to stay alive. The first jouster with three knock-downs wins.

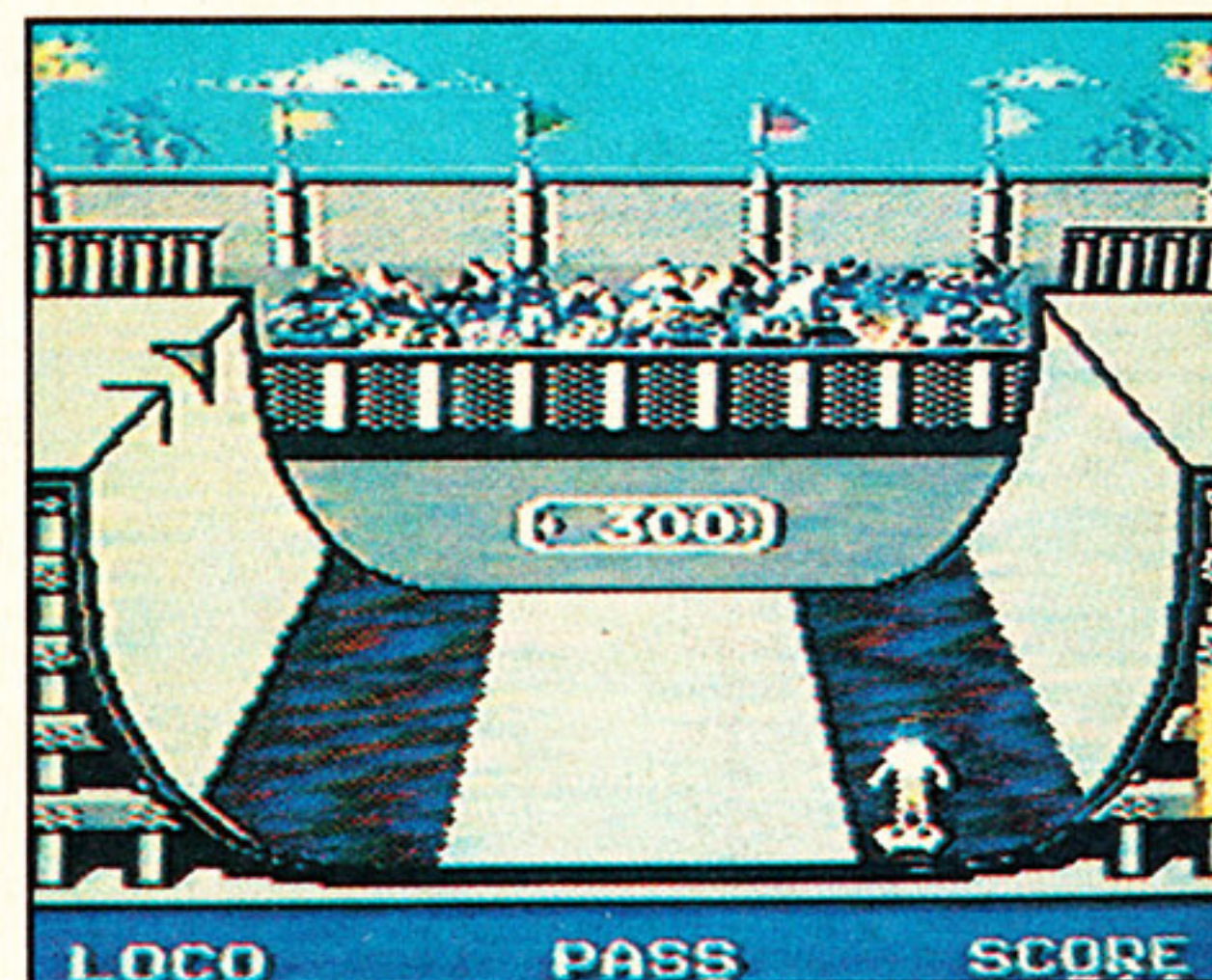
Freestyle is where you can show your flair in the air. Each competitor gets ten passes on the ramp. It's skateboarding sans the scars, so air it out. The harder stunts reap higher scores.

To succeed in the high jump, go fast. That's all you need to know. Because of its simplicity, this event is probably the least appealing.

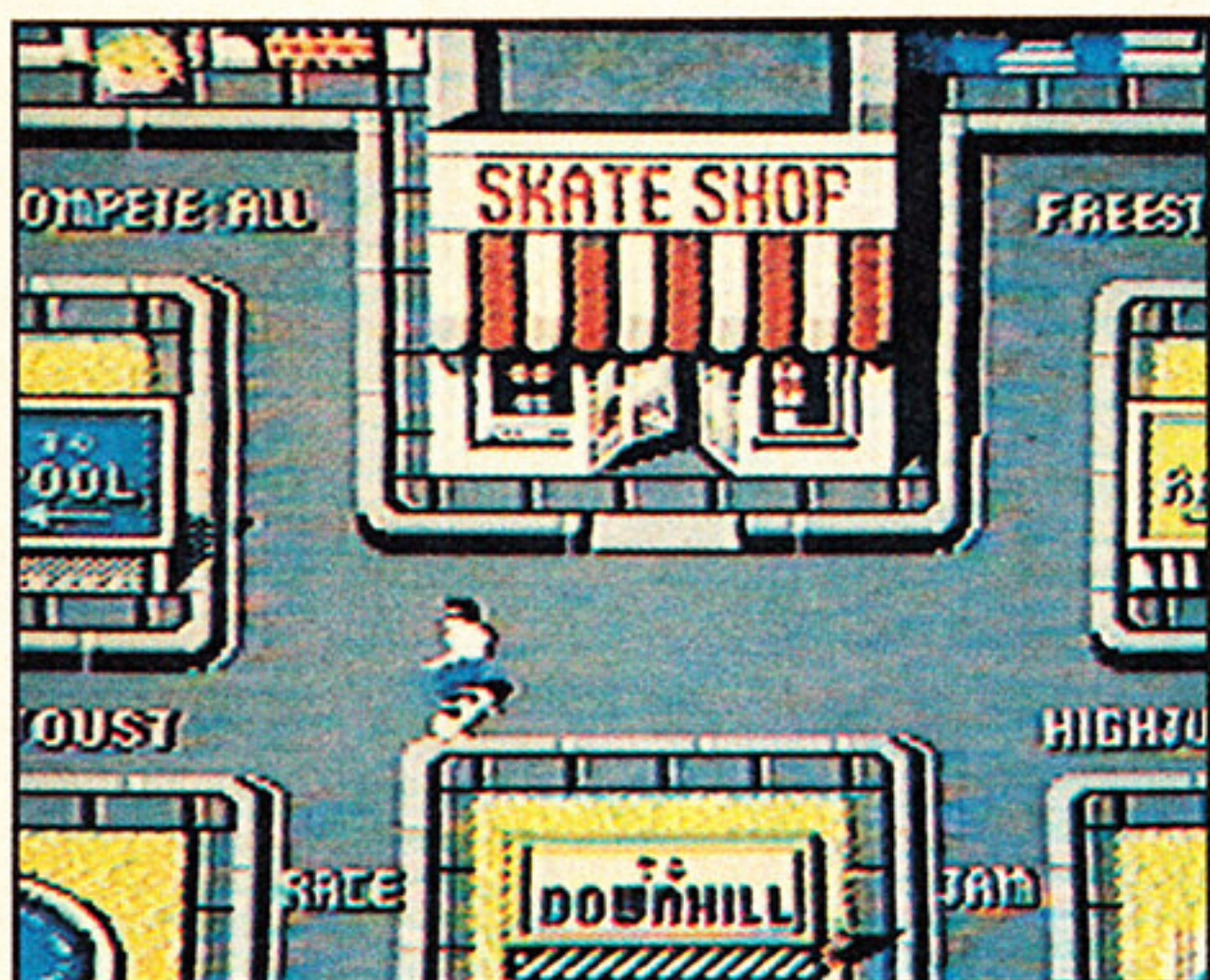
Finally, combine everything you learned in the first four events to be the first to the finish in the alley jam. Try to smash tin cans, garbage cans, and your opponent without sacrificing speed. Race a friend, an enemy, or Bionic Lester.

The PC version of *Skate or Die* has fresh, clear graphics — far superior to the Nintendo version. However, the Nintendo game offers greater maneuverability, both in the air and on the concrete.

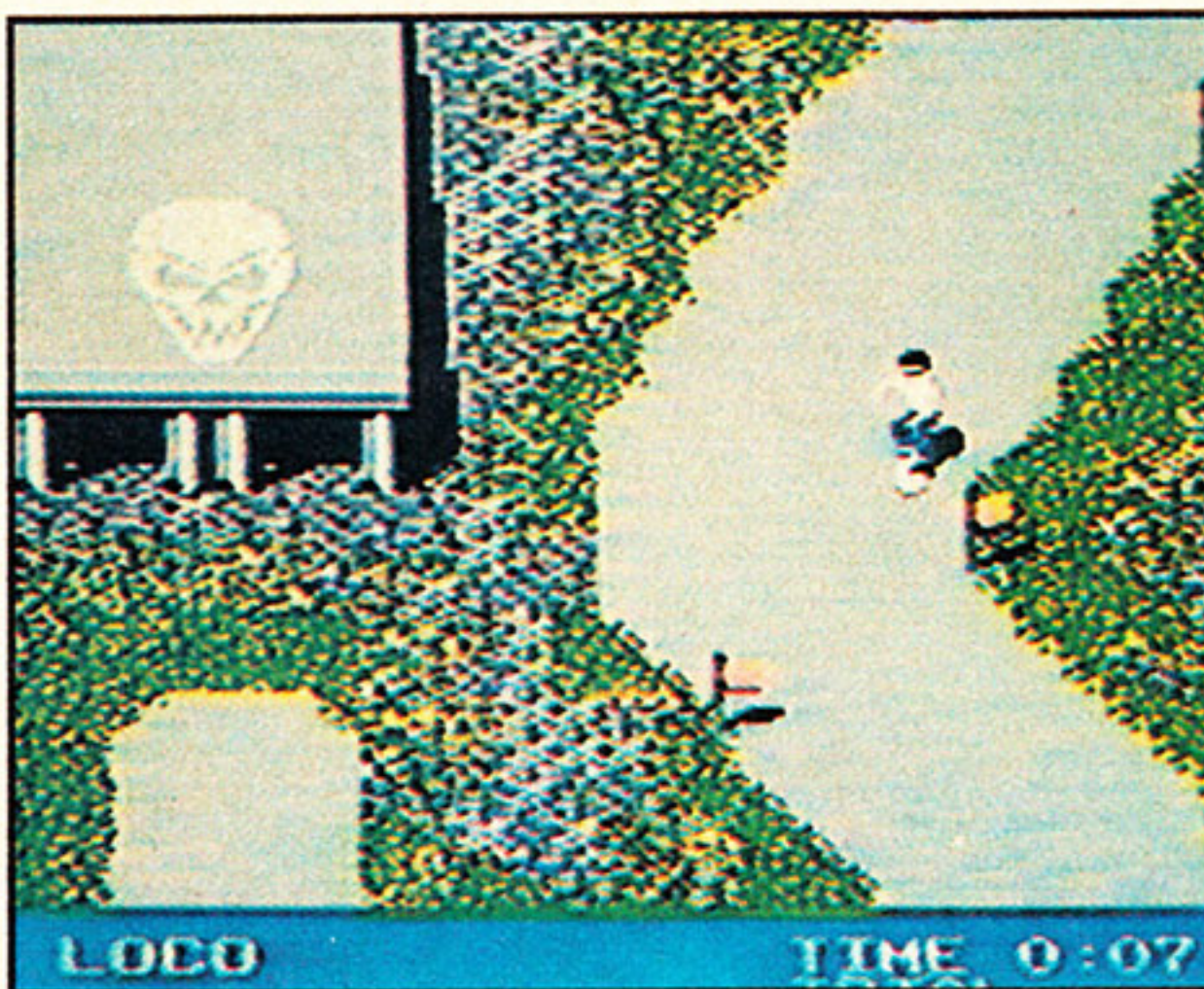
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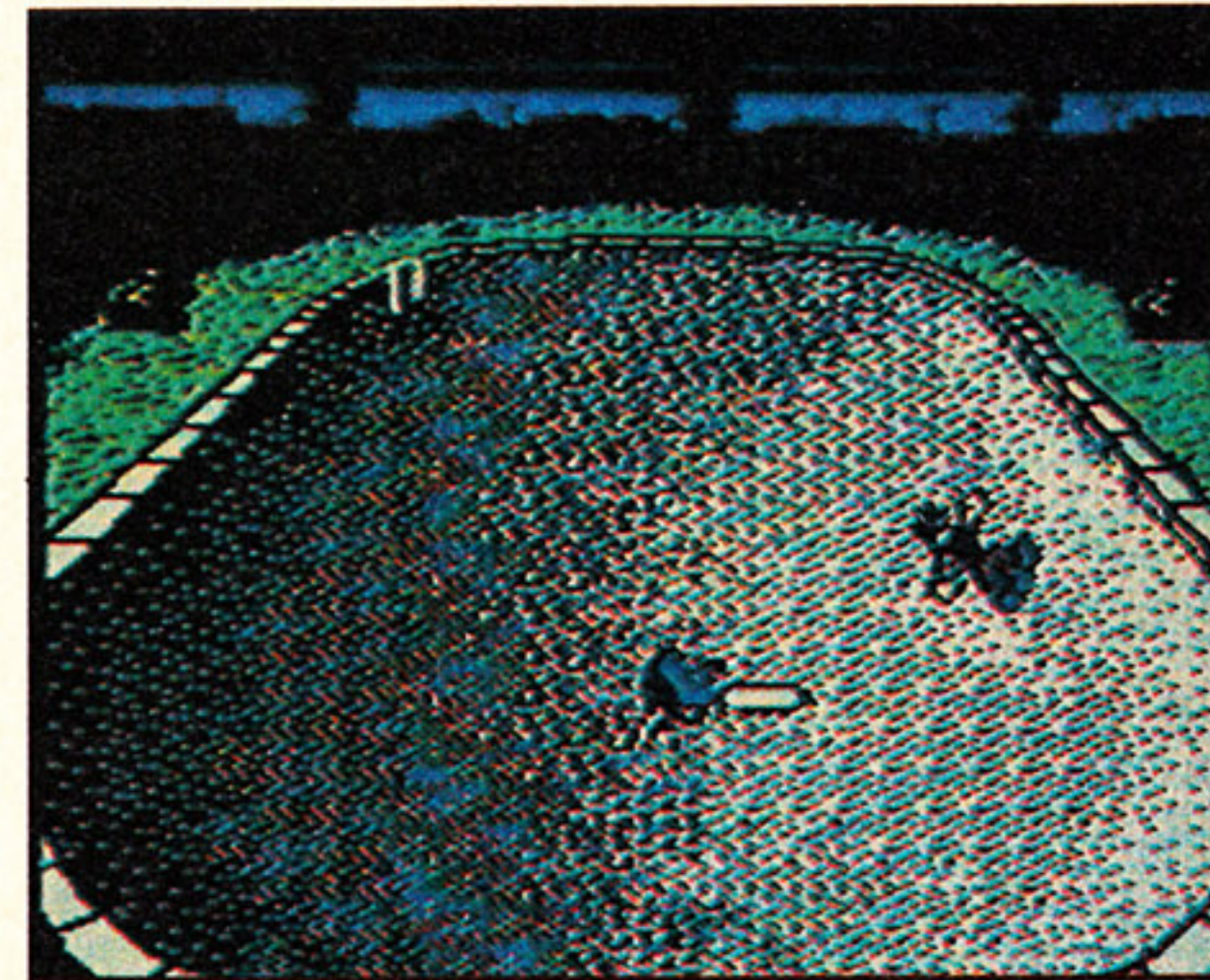
The harder the stunt, the higher the score in freestyle. Get airborne for 720s, ollies, aerals, and tweaks.



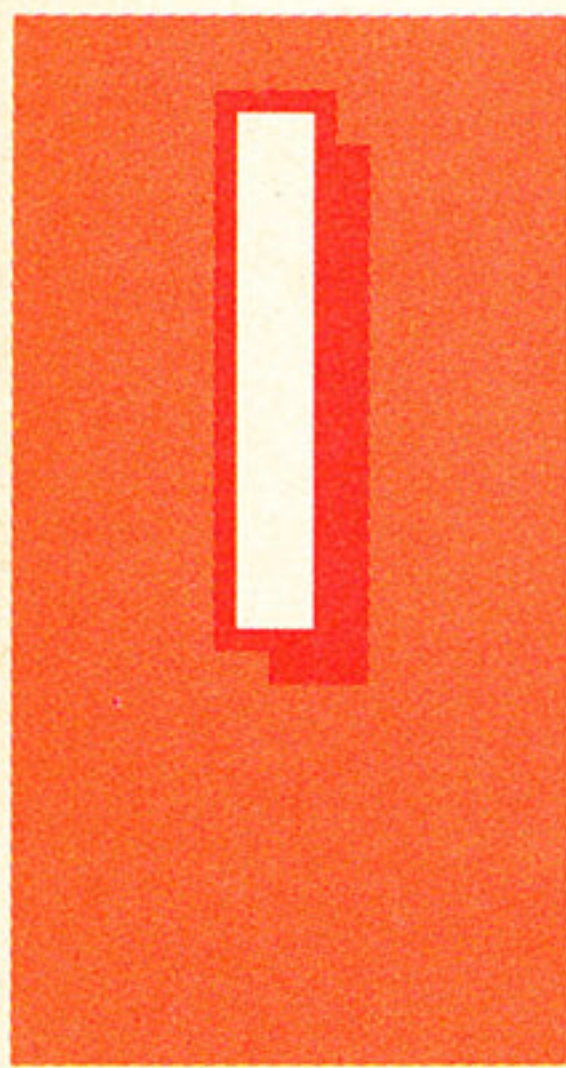
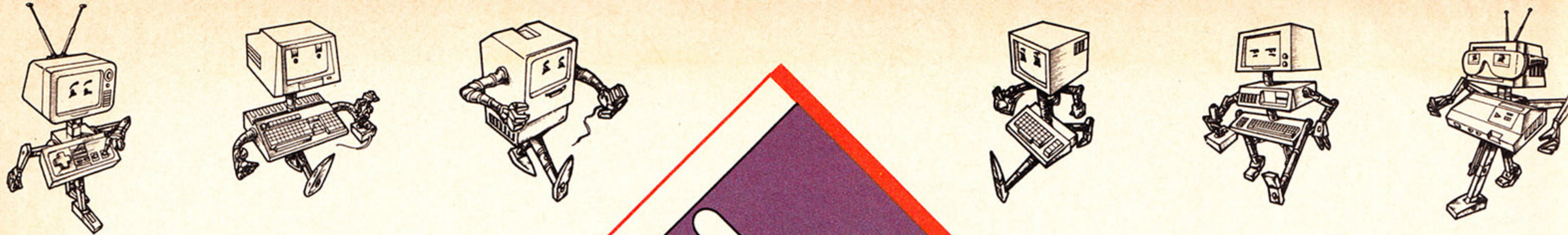
Go from Rodney's to any of the five events for some serious ramp riding.



Skate over, under, around, or even through obstacles in the downhill race.



Two skaters square off in the pool joust, but only one will survive.

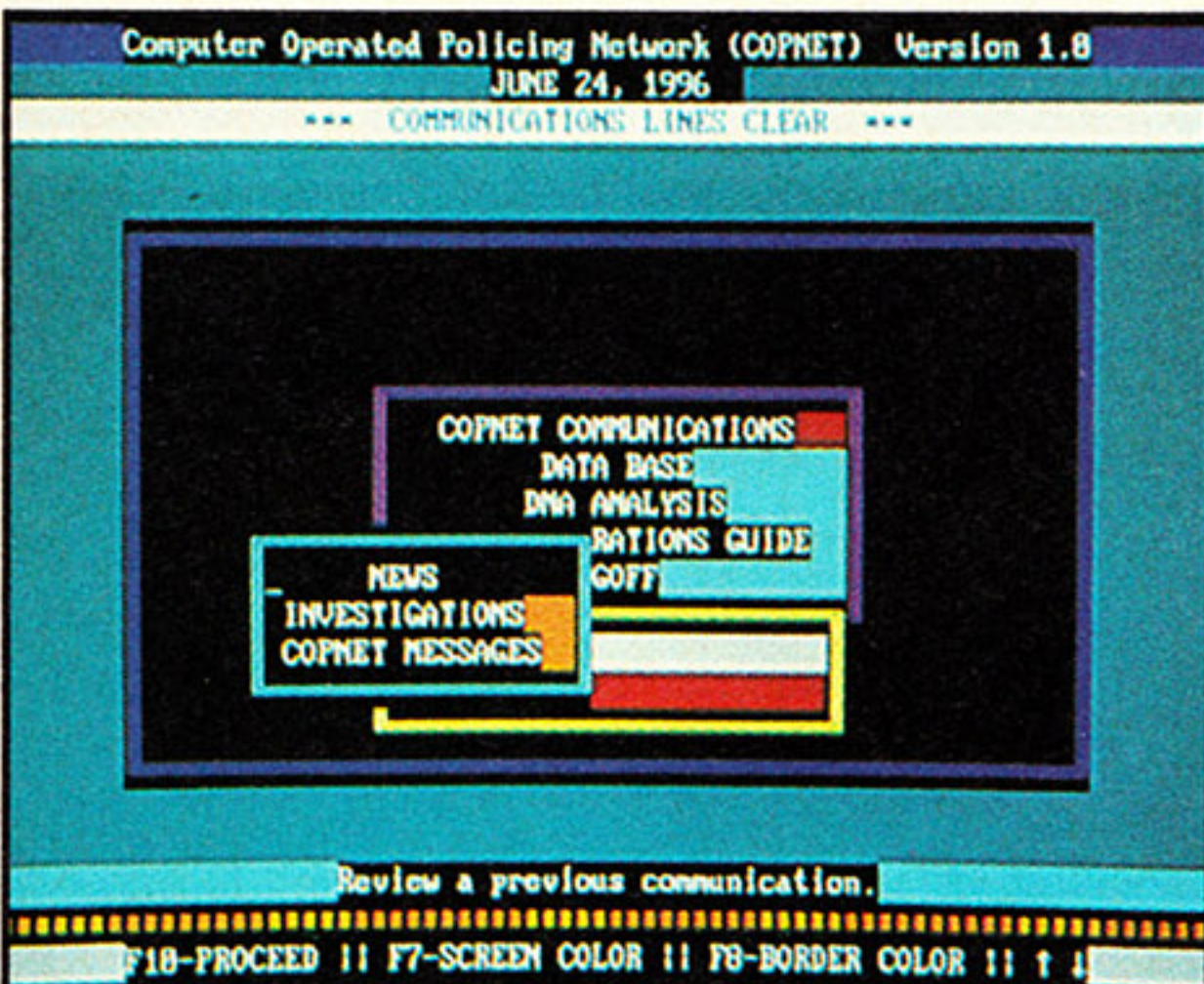


t's your first day on the job as a new COPNET (Computer Operated Police Network) agent, and you're not sure if you're ready for your first assignment: investigating the curious

death of a prominent scientist who was working on a top-secret government project.

You quickly learn there's more to this case than meets the eye. Important new technology is missing, a neo-Nazi group is organizing a worldwide protest against COPNET, a KGB agent has been murdered, and surveillance tapes suggest there is a traitor in the President's inner circle.

You're beginning to uncover the outlines of a mind-boggling international plot when someone code-named "the Falcon" breaks into your private computer. He informs you that he has set you up to be framed for what may be the espionage crime of the century. Five minutes later, a Soviet diplo-



Find the password that unlocks UMBRA — you may have to work beyond the law — and you can break the case.



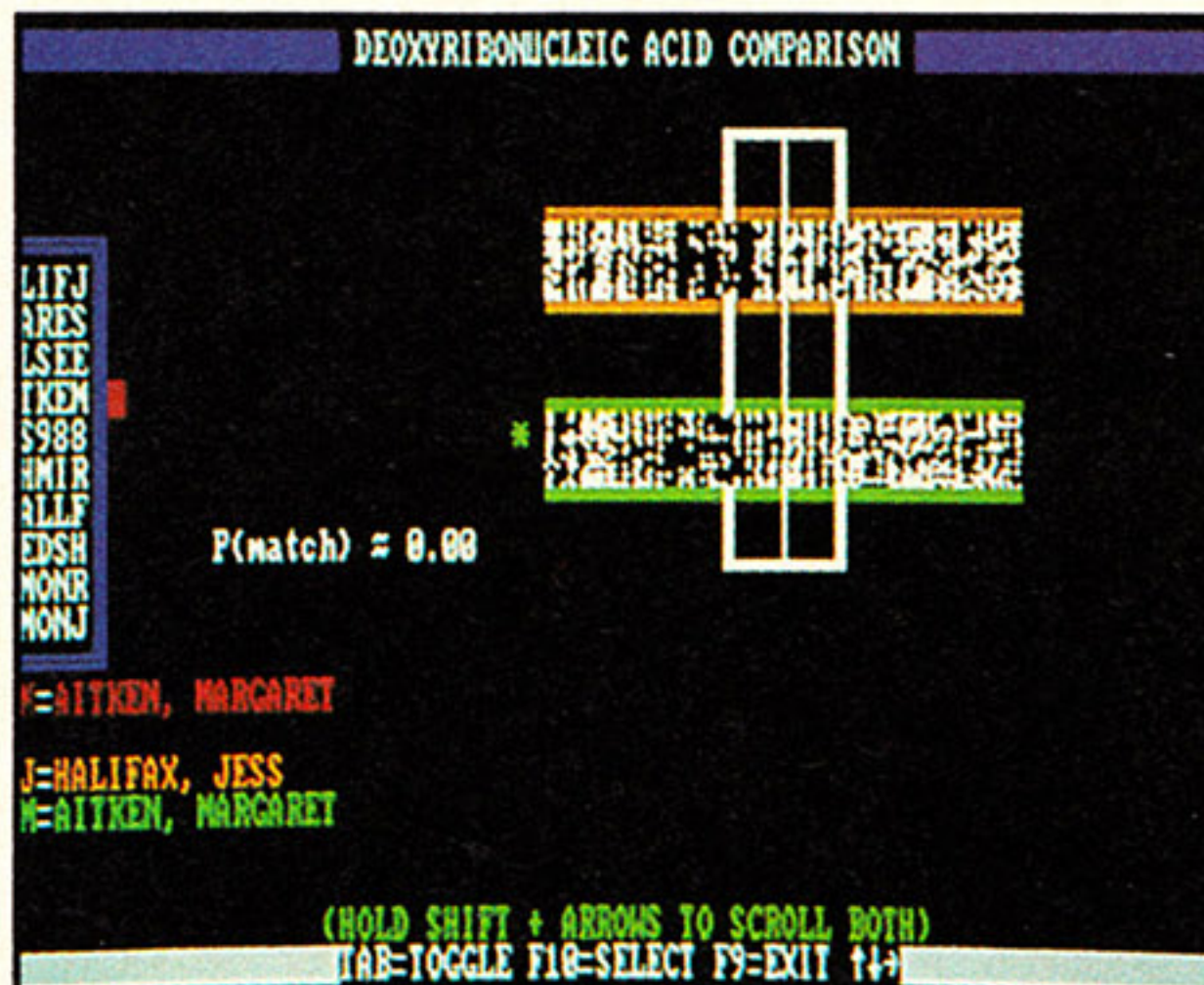
PRESUMED GUILTY!

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, and Tandy graphics. Also available for Commodore 64/128. Cosmi, 415 North Figueroa Street, Wilmington, CA 90744.

mat appears on a news broadcast and identifies you as a Russian agent!

All this takes place, mind you, in the first half-hour of play. Then things *really* get tense. The Falcon tries to crack your personal security code while you desperately try to ascertain his identity and the details of the ever-widening conspiracy. Using CORNET's vast

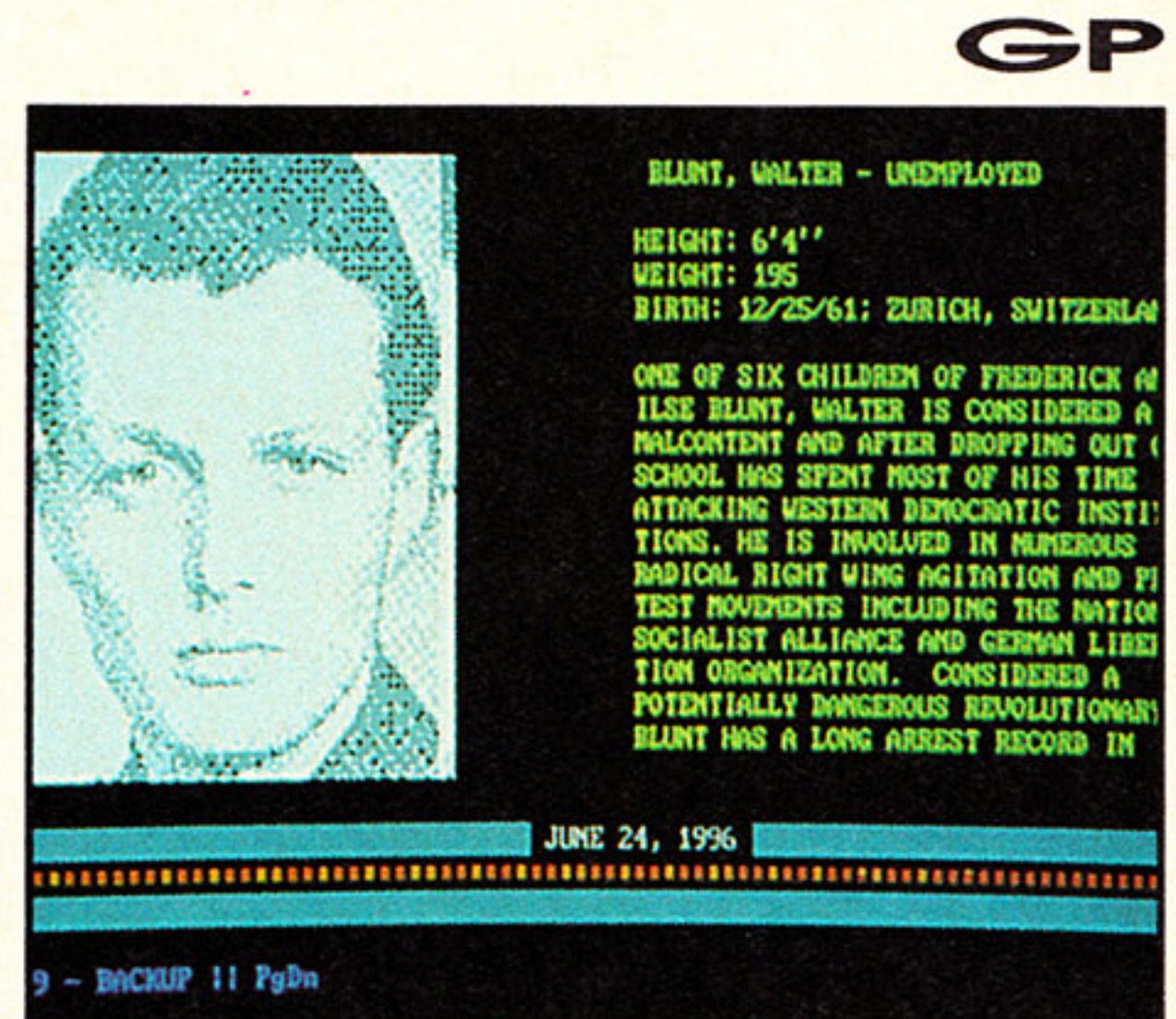


DNA analysis is fairly tricky to master, but it can be a most effective investigative weapon.

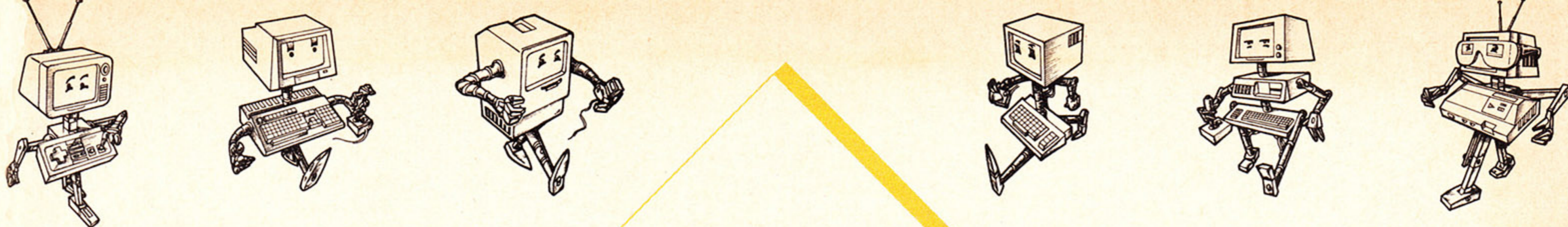
data banks, you can gather dossiers, photographic evidence, audio transcripts, and pertinent news items. Your goal is to assemble a collage of evidence before the Falcon gets to you.

The design team that produced last year's prize-winning game *The President is Missing* has come up with a real nail-biter in *Presumed Guilty!*. There's no problem obtaining clues — you'll be practically drowning in them — but discerning the pattern *behind* the clues will tax your deductive powers to the limit. The plot is global and intricate, and the game can take truly diabolical turns as the race between you and the Falcon gets tight.

The only flaw in this otherwise superb game is a manual that is poorly organized, murkily written, does not tell you how to initiate some basic investigative procedures, and in the crucial matter of hard disk installation is downright misleading. Once you're past these drawbacks, however, *Presumed Guilty!* will grab you by the throat.



Whenever you encounter a new name, obtain an updated dossier. Then follow any lead, however subtle.



NINTENDO

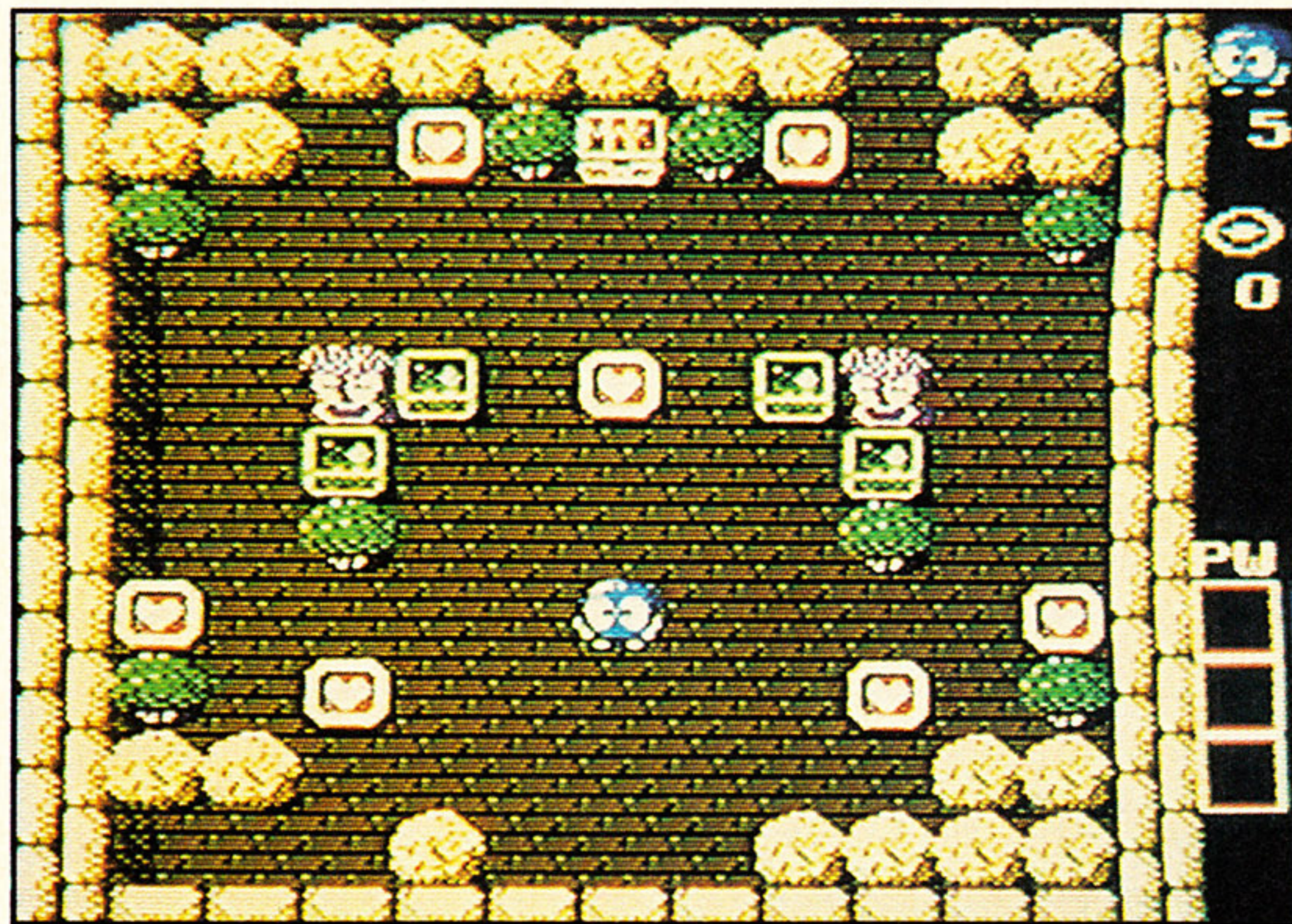
REVIEWS

THE ADVENTURES OF LOLO

Selby Bateman

Version reviewed: Nintendo. Hal America, 7873 S.W. Cirrus Drive, 25-F, Beaverton, OR 97005.

you move from level to level, you discover new and different ways to clear each room. When you succeed in clearing a room, you receive a password so you can quit the game for awhile and resume later at the same level. The chal-



The *Adventures of Lolo* is a delightful puzzle-solving game that's absolutely addictive. The concept is simple, but the range of puzzles you solve is complex enough to keep you moving from level to level just to see what's coming next.

The story of the game is that Princess Lala has been kidnapped by the Great Devil, and Prince Lolo must save her. Lolo is not a mighty warrior, so he relies instead on his intelligence and puzzle-solving abilities to find and save Princess Lala, who is held deep in the Great Devil's castle.

You help Lolo find his way past a seemingly endless series of obstacles in each room of the castle. On each level, Lolo must pick up all of the Heart Framers on the screen. When he grabs the last one, a chest opens, and Lolo takes the treasure that's inside. This clears the room and advances Lolo to the next level.

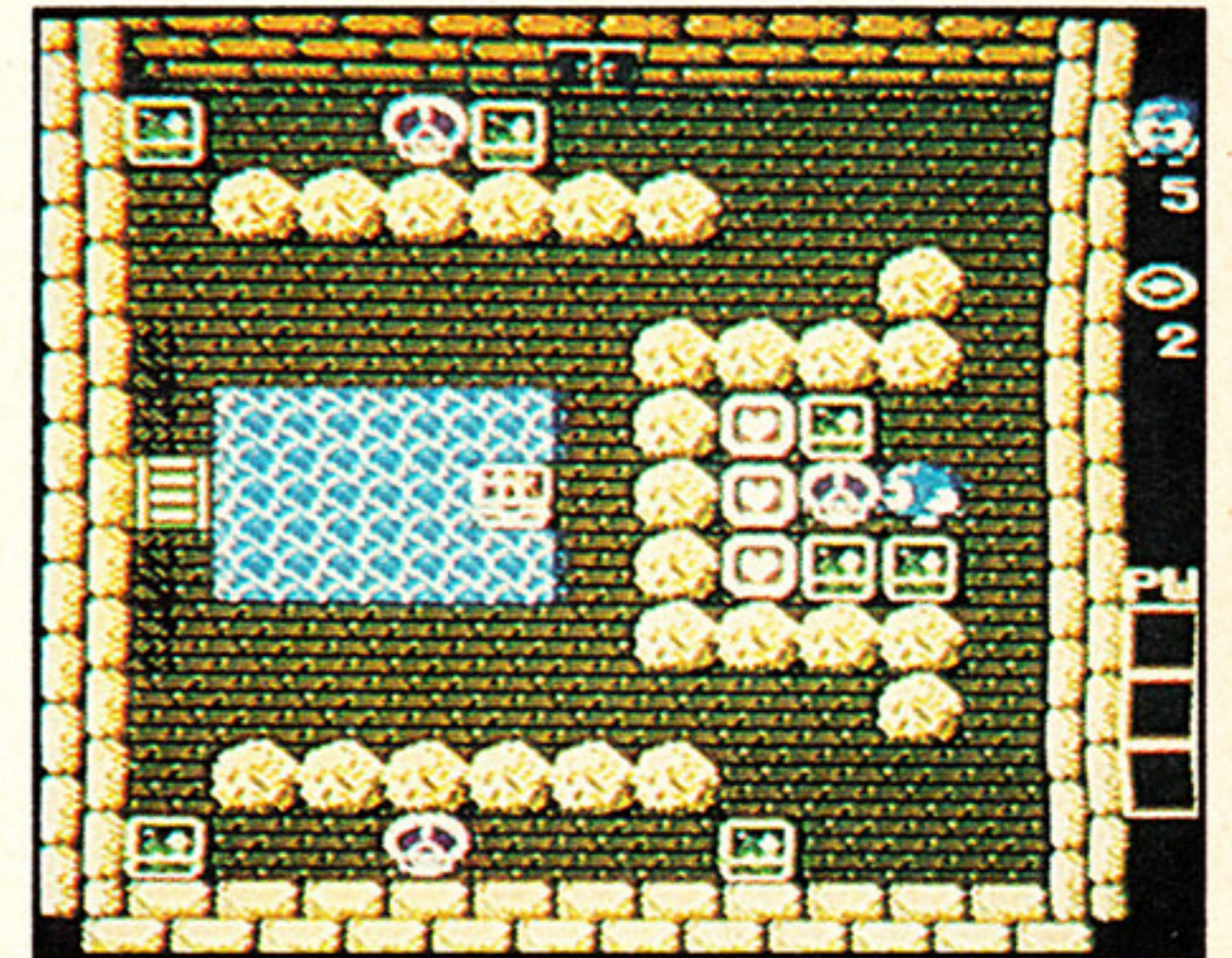
Within the castle you'll find deserts, rocks, rivers, trees, and other obstacles to move around, over, and through. Most importantly, you have to figure out the correct order in which to pick up the Heart Framers. You must also move boulders, find hammers, and use magic eggs.

The castle is filled with a variety of cute (and sometimes deadly) monsters, skulls, animals, and other objects and characters. As

challenge, however, is that you must solve each room as you reach it, or you'll stop advancing.

Overall, *The Adventures of Lolo* is an enjoyable departure for a Nintendo game, one that rewards logical thinking, puzzle-solving, and patience. Game players who are seeking only fast and furious action should look elsewhere. But players — adults and youngsters alike — who want a mental challenge that's also a lot of fun will find *Lolo* an adventure well worth having.

GP



On level 1,4 (password BGBQ), move the green chests into this position, then zap the skull on the right twice to get to the hearts.

On level 2,2 (password BKBL), push the green chests to these places to protect Lolo from some nasty lightning bolts.



AMIGA

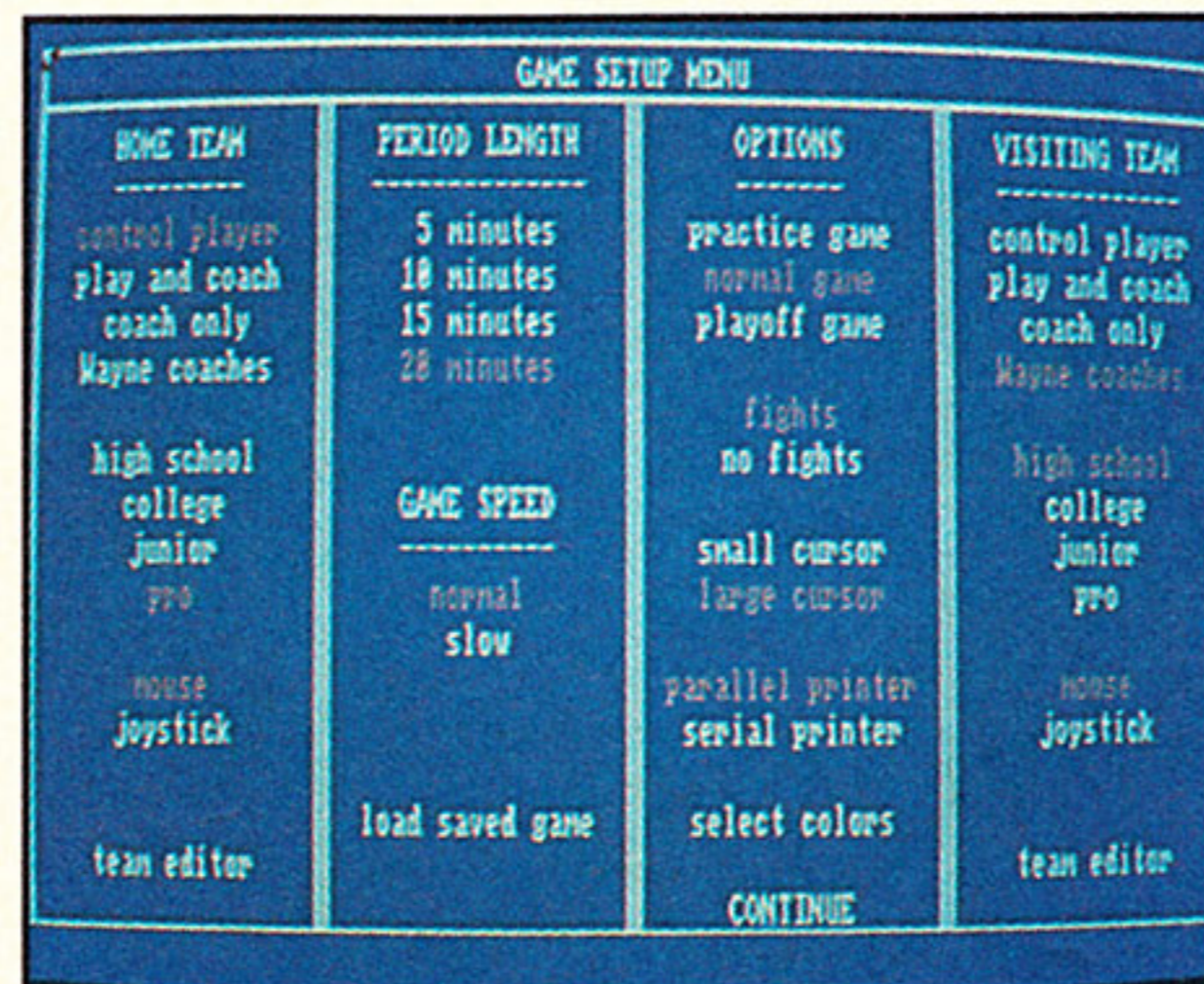
REVIEWS

WAYNE GRETZKY HOCKEY

Neil Randall

Version reviewed: Amiga. Other versions planned for release this year: IBM PC, Tandy, and compatibles; Commodore 64/128; Atari ST; Macintosh. Bethesda Softworks, 15235 Shady Grove Road, Suite 100, Rockville, MD 20850.

mix your plays (four are available) to move effectively into your opponent's zone. Once there, you must pass the puck often to set up a good scoring opportunity. But in the meantime, you must watch the puck constantly, because if the



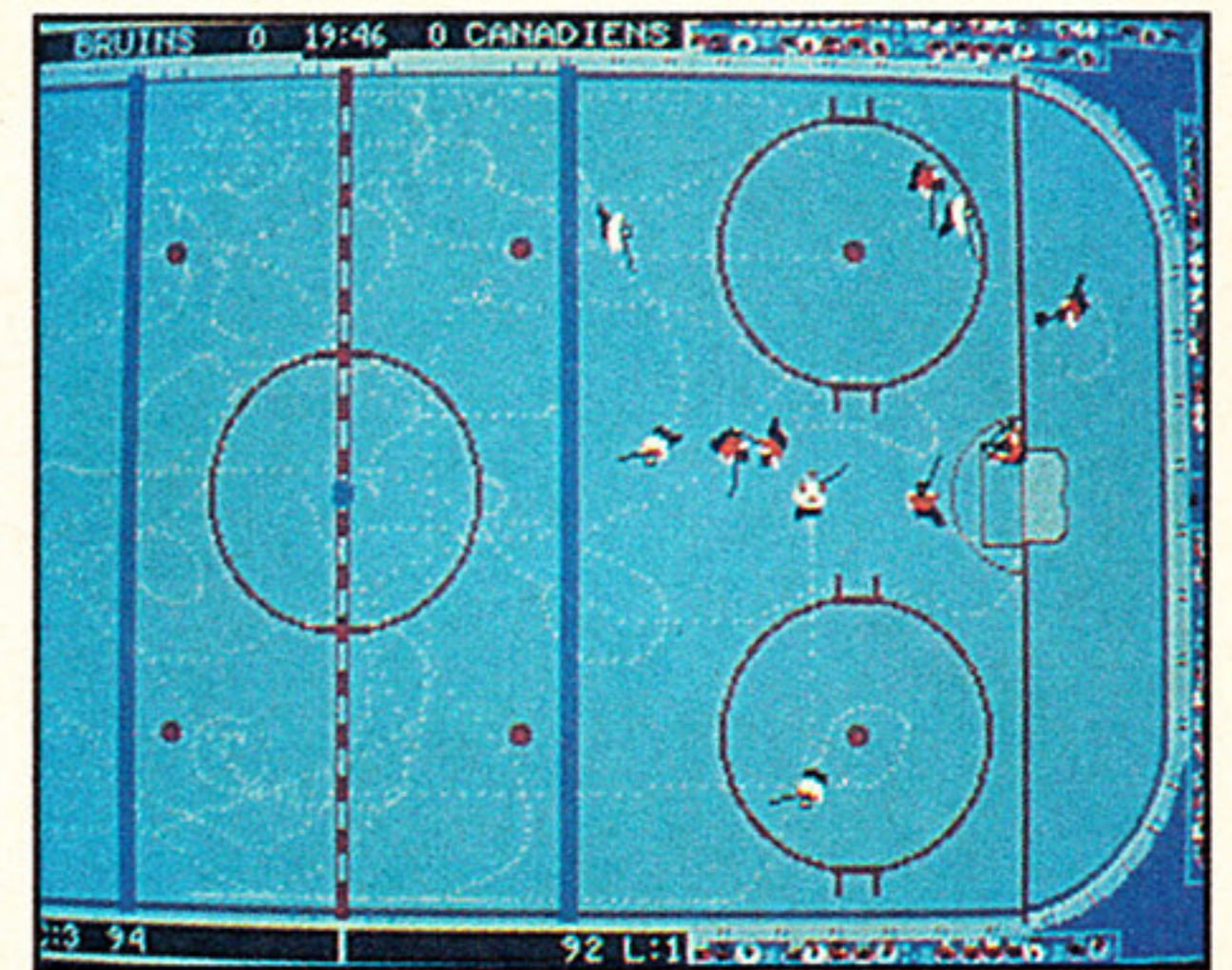
You can choose a computer or a human opponent, and you can assign different skill levels to each player.

opposing team gets it, they can break away before you can react.

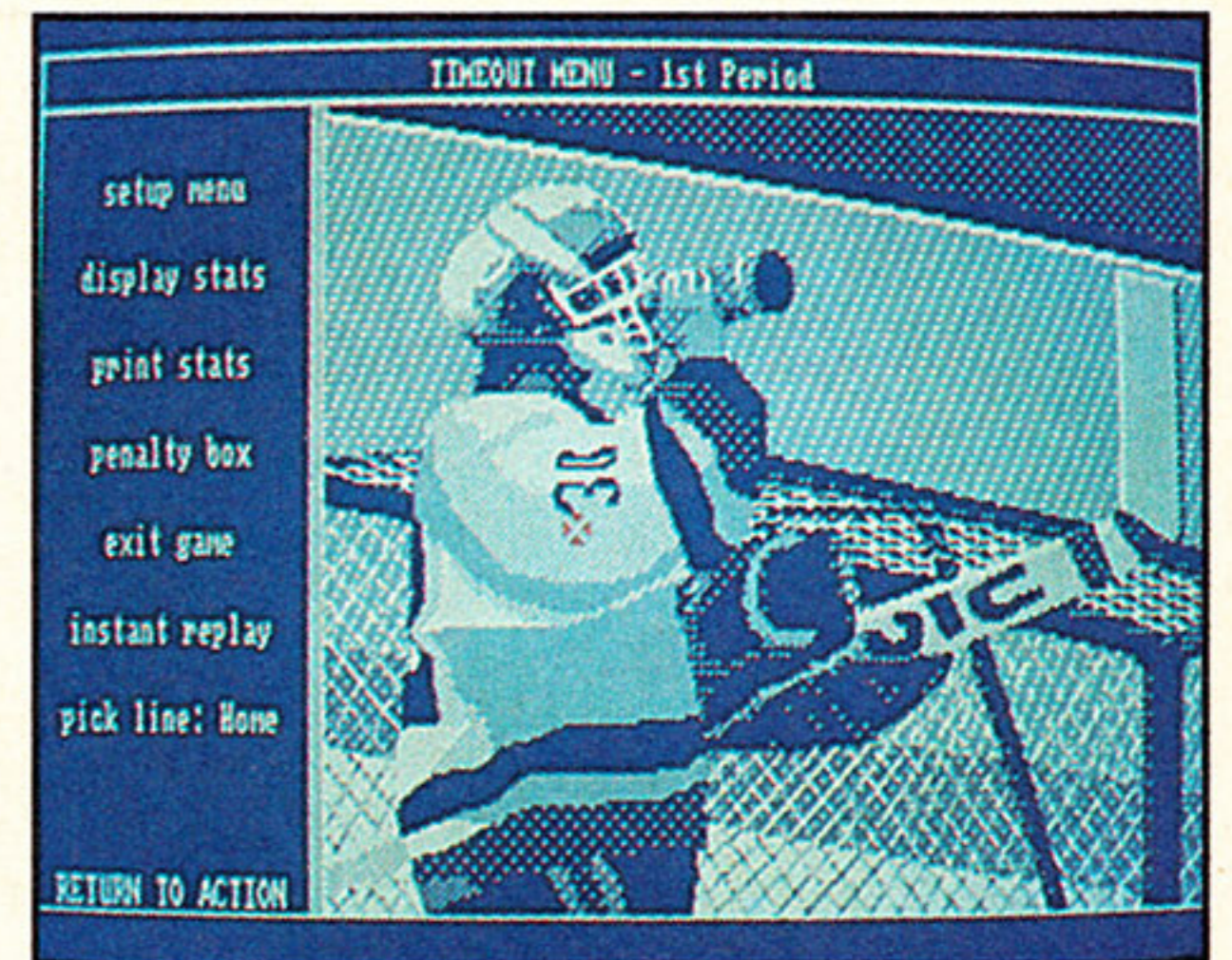
Only two teams are available on the game disk: the 1972 Montreal Canadiens and the Boston Bruins. Additional team disks are coming, but until they arrive, you can create your own teams. This requires a good working knowledge of the sport, though, and it could be intimidating.

I could spend pages praising *Wayne Gretzky Hockey*. It's not perfect — I can't wait for the game to allow full-season play, and more teams will be an improvement — but this is a truly great game.

GP



Early in the game, a Montreal defenseman prepares to pass the puck out of his own zone. Notice the realistic skate marks cutting into the ice.



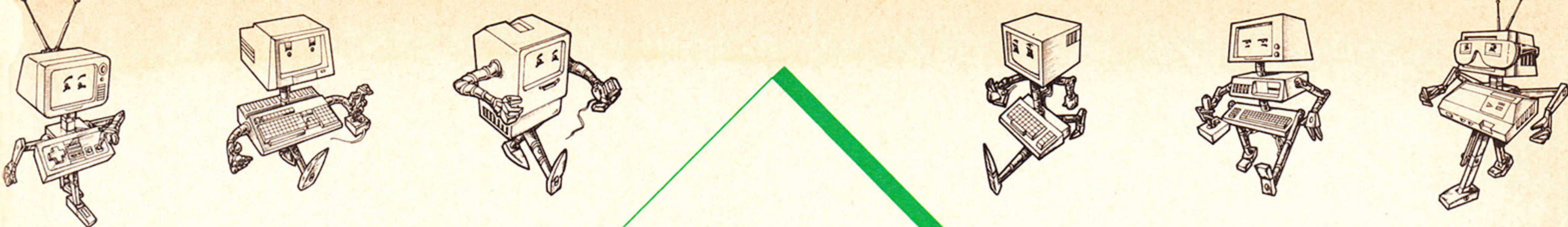
The timeout menu appears every time the whistle blows. From here you can view the stats, change lines, or reconfigure the game.

I'll say it right up front: Bethesda Softwork's *Wayne Gretzky Hockey* is the most realistic sports simulation ever designed for a personal computer.

That's quite a claim, considering such outstanding competition as *Earl Weaver Baseball*, *Jordan vs. Bird: One on One*, and Bethesda's own *Gridiron*. But the evidence bears out the claim. *Wayne Gretzky* — like its real-life namesake — must be considered "the great one."

Unfortunately, its excellence may go unappreciated. Over the past few years, I've had several debates with an American friend who claims you cannot understand baseball unless you wanted to play the game since well before you were born. As a Canadian, I know the same is true of hockey. To really understand a sport, you have to understand the subtleties, and hockey has a host of these. *Wayne Gretzky Hockey* impressively captures almost all of them, but because hockey is nowhere near the most popular sport in the US, this accurate simulation could easily go unnoticed.

Former Montreal goalie Ken Dryden has written that, while football is a game of possession, hockey is a game of transition. Winning requires a team to shift instantaneously from defense to offense and back again. *Wayne Gretzky* simulates this transition beautifully. As the coach, you must



Deep in the Earth there's a little robot named Bomberman. He leads a pitiful existence in a bomb factory. But one day, hearing that robots who can reach

the surface will become human, he leaves the factory and tries to escape his underground world.

The plot of Hudson Soft's *Bomberman* is pretty slim. The game is slim, too, but that's not necessarily bad.

As Bomberman, you have to blast your way through 50 rooms. Each room has the same pattern of concrete blocks, but bricks are randomly stacked around the blocks, hiding and impeding your exit.

There's a variety of enemy characters you have to destroy, each with a different trait. Ovapes and Dorias can move through bricks and concrete blocks. Minvos and Passes are speedy, and they'll chase you if you cross their path. Valcoms, O'Neals, and Dahls are fairly easy to blow up — certainly easier than Pontans, which will actually hunt you down.

You're armed with bombs, but at first you can place only one bomb at a time. Fortunately, each room contains an item hidden in a brick. As you find the items, you gain new abilities: You can place more bombs at a time, walk through walls, and use a detona-



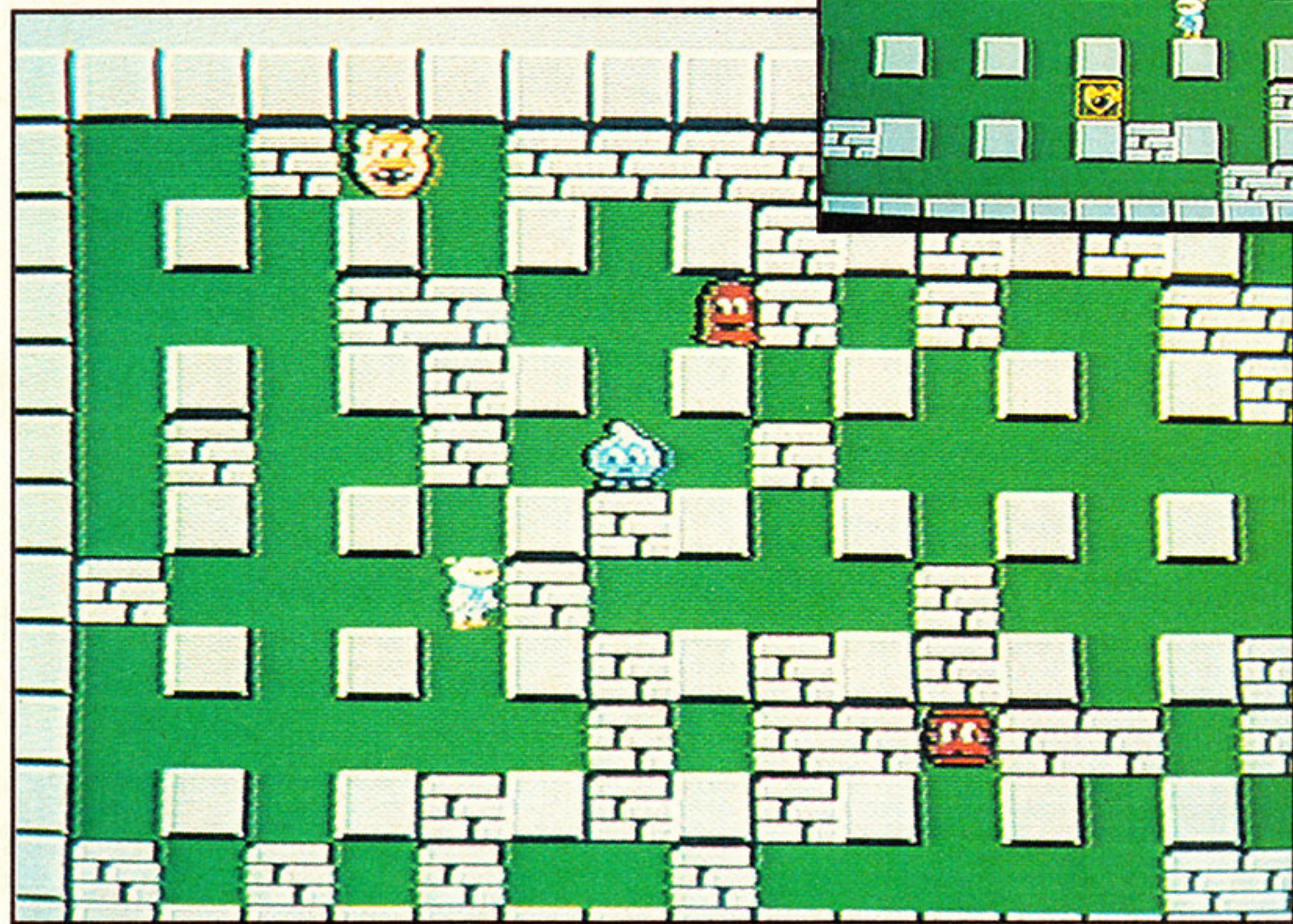
BOMBERMAN

Leslie Mizell

Version reviewed: Nintendo. Hudson Soft, 601 California Street, Suite 2004, San Francisco, CA 94108.

tor to explode your bombs at will.

There are several drawbacks to *Bomberman*. With only 50 rooms, it is fairly easy to complete. And since the basic arrangement (and color) of the concrete blocks is always the same, it becomes a little monotonous.



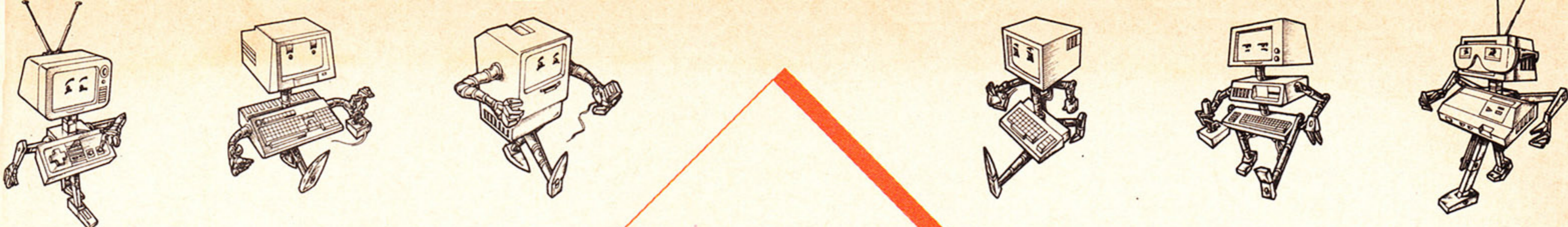
One item allows you to walk through bricks. Find it and clear out the trapped enemies without releasing them into the rest of the room.

On the other hand, *Bomberman* may be perfect for an inexperienced Nintendo player. For example, there's a password for every room, so when you lose a game, you never have to start over from the beginning. However, the passwords are 20 letters long. Entering these unusually long passwords gets very boring and frustrating after 10 or 12 games.

You can rack up enormous scores in *Bomberman*, though. And since the brick designs are random, every time you play you get a slightly different game. *Bomberman* may not be for advanced gamers, but that doesn't mean it isn't fun (and good practice) for beginners.

GP

Uncover the bonus items or you won't have enough firepower to finish the game. With the item seen here, you can set bombs and detonate them when you want.



NINTENDO

REVIEWS

BLADES OF STEEL

Brian Carroll

Version reviewed: Nintendo.
Konami, 815 Mittel Drive, Wood Dale,
IL 60191.

T

housands of fans surround the rink. The organ player leads them in cheer after cheer. Who are they screaming for? The Great Gretzky? No! They want *you* — the National

Hockey League's latest phenomenon, and star of the arcade hit *Blades of Steel*.

After choosing one of several NHL franchises, you face off against either a friend or the computer. Once you've secured the puck, you can set the tempo with a few quick passes before taking position for the goal shot.

Passing and reacting quickly, particularly when playing goalie, is the key to winning in this game. Power has its place, but this is primarily a game of finesse. Random violence is not rewarded.

The sport's true flavor is effectively conveyed via excellent sound effects and superb graphics. The crowd lets you know how you're doing, and organ music



Pass often to keep the goalie confused.

punctuates big plays.

Rough, bruising brouhahas are as much a part of pro hockey as slap shots and body checks. *Blades of Steel* delivers here, too. If you bump an opponent one too many times, the screen action cuts away to a fight mode. Punch hard and fast, because the loser serves time in the penalty box.

If you win the fight, keep your finger on the forward button. As soon as the action resumes, you'll

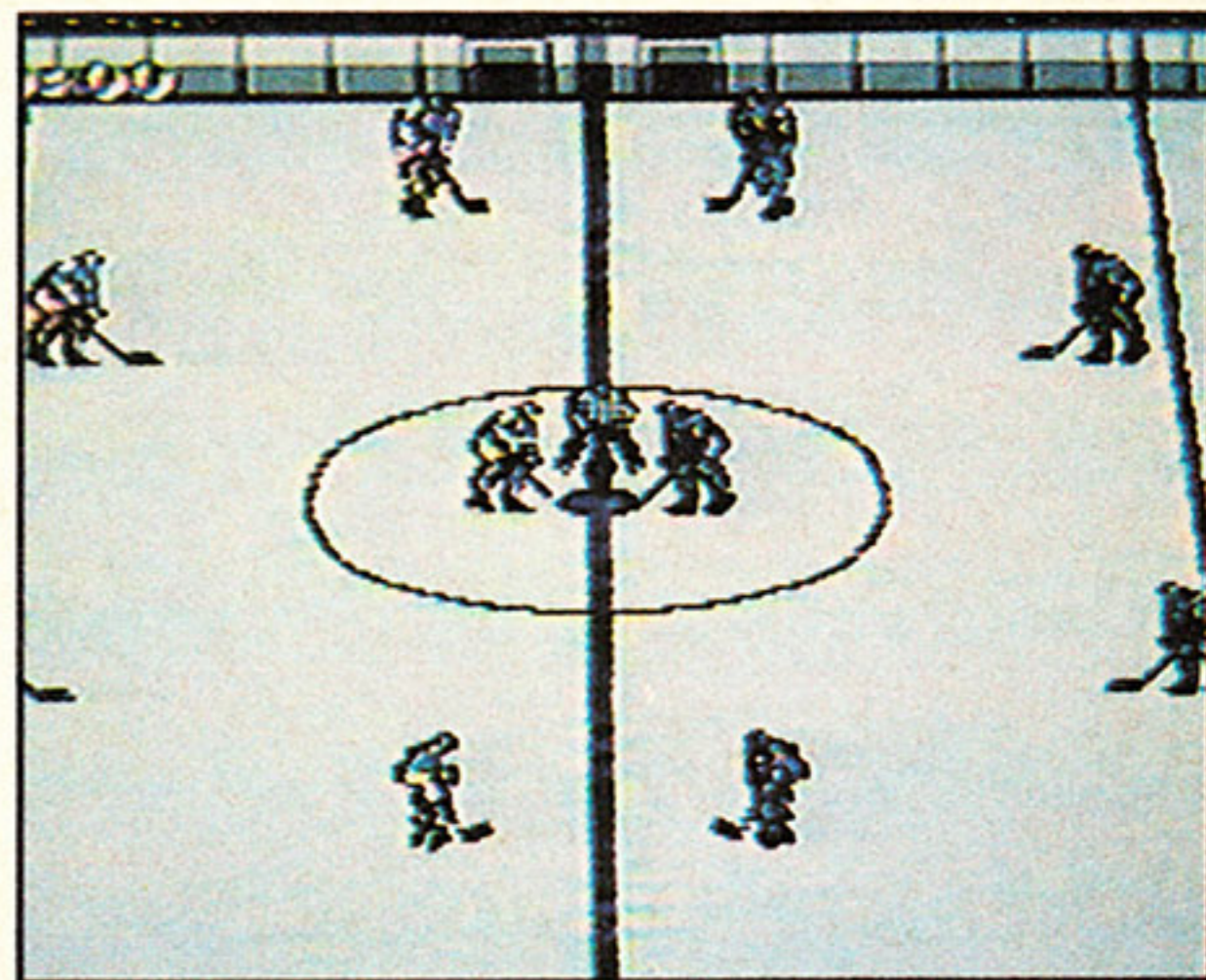


Punch fast in the fight mode--the loser goes to the penalty box.

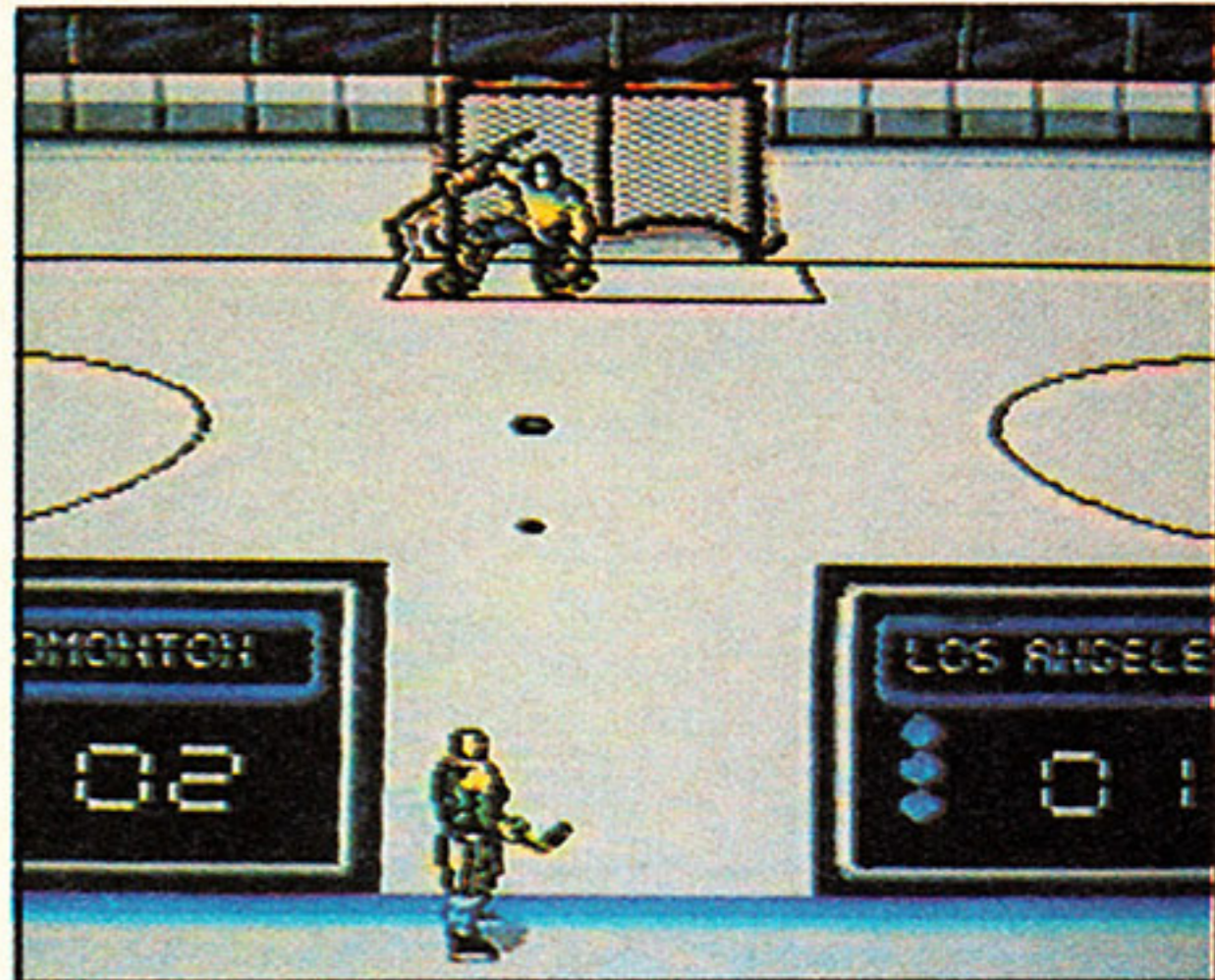
have both the puck and a one-man advantage over your opponent. To beat your opponent, you must capitalize on these opportunities. In fact, if you win a fight and don't follow up by scoring a goal, it may be time for you to return to the minors for a refresher course.

If the referee intervenes in a fight before you deliver a punch, you get a penalty shot. In this situation, the goalie and slap shooter go head-to-head in a duel. A similar contest decides games that end in a deadlock, with five shots-on-goal given to each team.

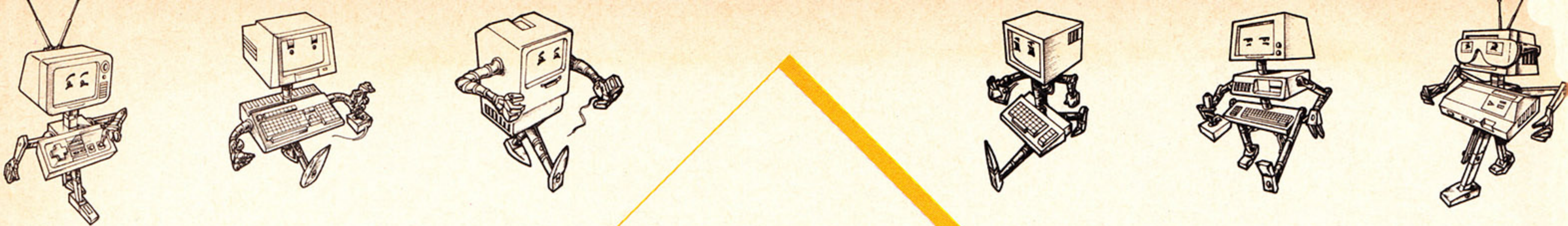
GP



Win the puck in a faceoff and, with a few quick passes, set up an attacker for the goal.



Overtime means it's one-on-one. Each team gets only five shots so use them wisely.



SEGA

REVIEWS

MONTEZUMA'S REVENGE

Version reviewed: Sega. Parker Brothers, 50 Dunham Road, Beverly, MA 01915.

maze of corridors and chambers. Worst yet, the tomb is alive with vampire bats, tarantulas the size of dogs, poisonous snakes, ghostly skulls, and perpetual fires fueled by the center of the Earth. Joe decides it isn't worth the risk, and he turns to leave. But then, in the wall, he finds a baseball-sized diamond. Now it's worth it, he thinks, and continues on.

Soon he comes to a locked door. He remembers seeing a key in a previous room, and he doubles back to get it. But the key is blue and the door is red; the key doesn't work. Backtracking again, he finds the correct key and unlocks the door. Behind it are more jewels and a sword. After unlocking a few more such doors, Panama Joe becomes so laden with heavy treasure that he can't go on. Despite his greed, he drops some of the treasure and continues exploring the depths of the tomb, moving closer and closer to Montezuma himself.

Montezuma's Revenge is an engrossing maze game — something that, until now, has been lacking in Sega's lineup. The graphics are bright and bold, the maze is very long and difficult, and if you don't time your moves just right, you're history. Fortunately, Panama Joe is very easy to control, and the final showdown with Montezuma is worth the quest.

GP

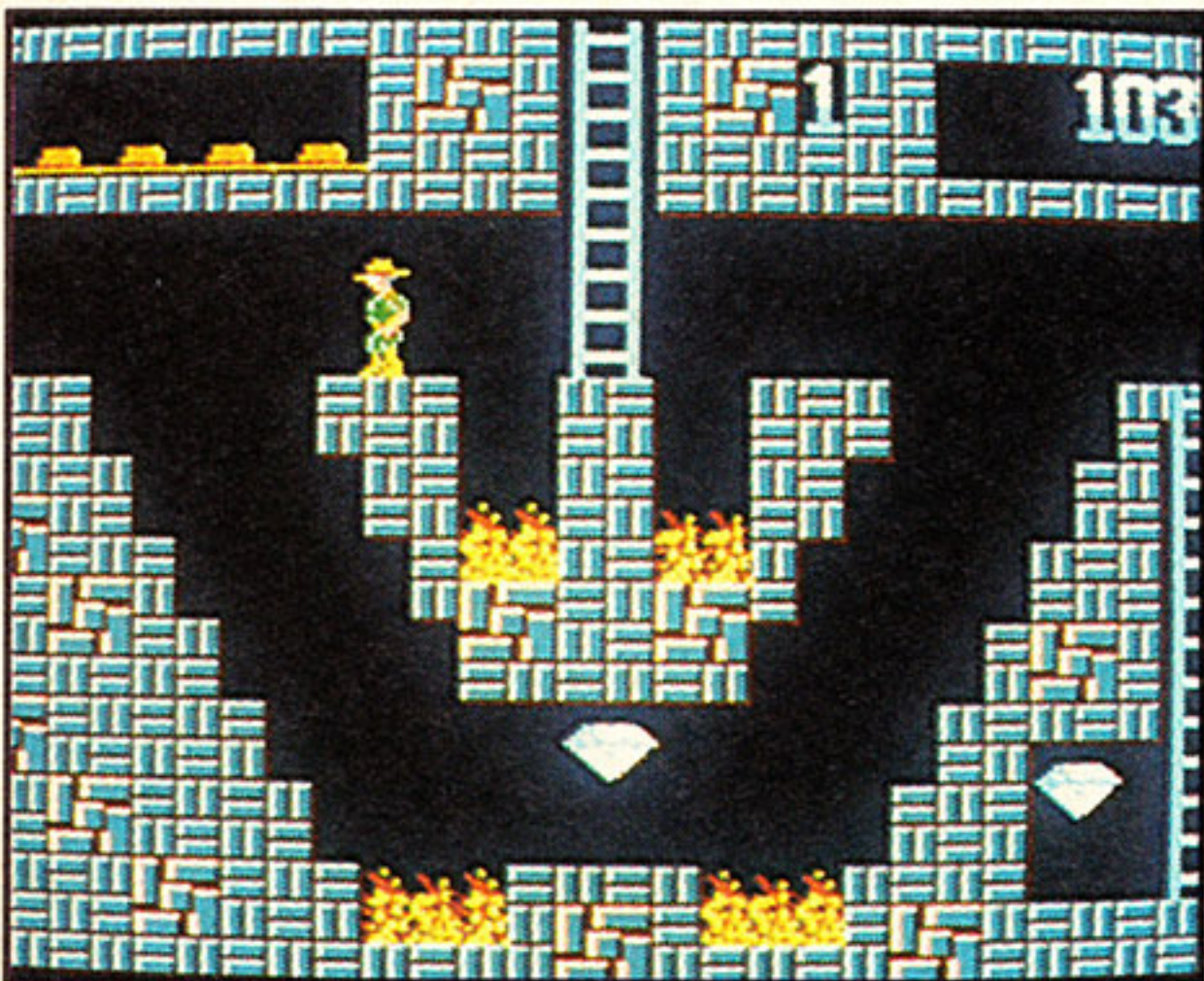
P

arker Brothers, long known for board games such as *Monopoly*, is now producing video-games for the Sega Master System. Their first title, an excellent con-

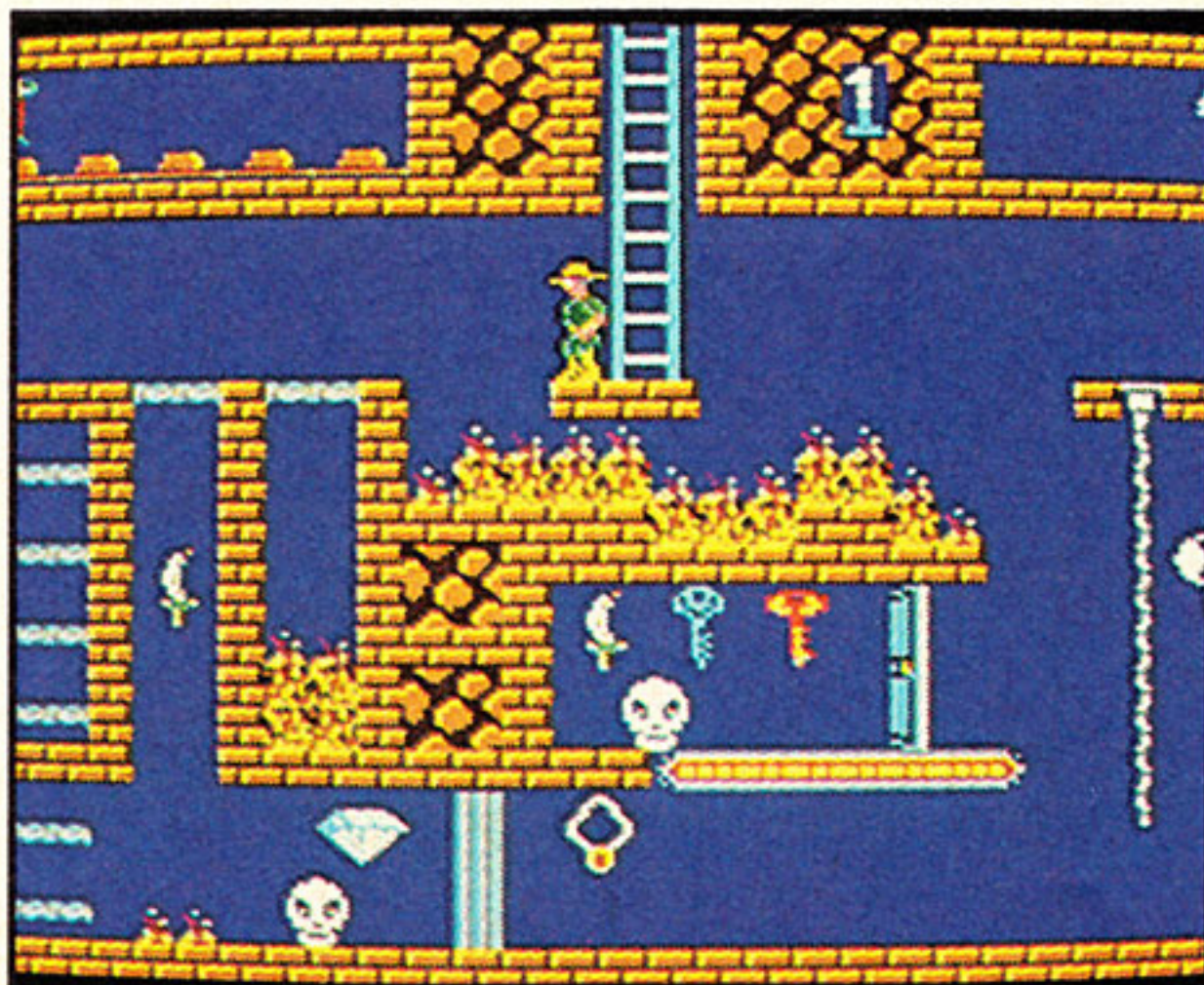
version of the Broderbund computer game *Where in the World is Carmen Sandiego?*, is already in the stores and doing well. Their second title is a conversion of one of their Colecovision and Atari 5200 titles from the early 1980s: *Montezuma's Revenge*.

The main character in *Montezuma's Revenge* is Panama Joe, a soldier of fortune. He's been in Central America for a couple of years searching for treasure, and now he has stumbled onto the find of the century — the ancient tomb of Montezuma himself. More interested in treasure than in the archaeological value of the discovery, Panama Joe starts to explore the catacombs inside the tomb.

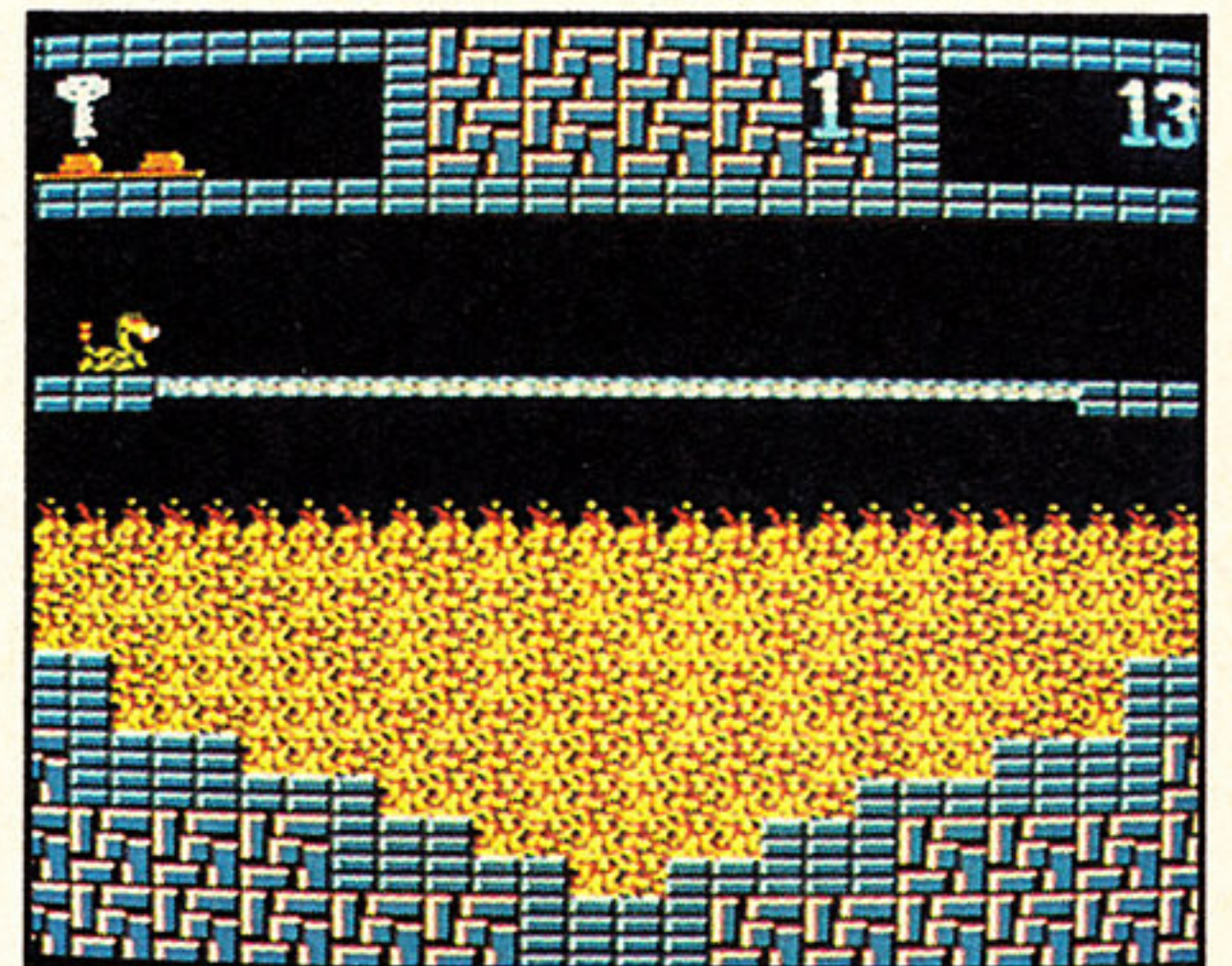
Joe quickly gets lost in the huge



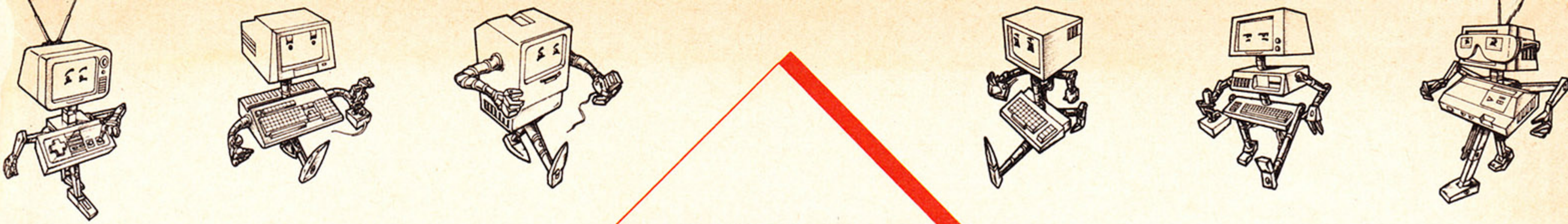
Montezuma's tomb is a maze of tunnels and passages connected by ladders.



The keys unlock doors of the same color. Collect the diamonds, but watch out for the skulls and fire pits.



Move fast across this bridge — it won't last long, and there's a lake of fire beneath it.



NINTENDO

REVIEWS

GUERRILLA WAR

Brian Carroll

Version reviewed: Nintendo. SNK, 246 Sobrante Way, Sunnyvale, CA 94086. Also available for IBM PC, Tandy, and compatibles; Commodore 64/128; Apple II; and soon for Amiga computers, from Data East, 470 Needles Drive, San Jose, CA 95112.

Grabyour rifle — you have an island to save. It seems that a sinister dictator is ruling your homeland. There will be no deals involving arms for hostages in this game. In *Guerrilla War*, it's you versus the strongman's militia in an attempt to destroy the Palace.

There are ten levels in *Guerrilla War*, and the climax is a one-on-one battle in the Palace between you and your oppressor. To get to the Palace, all you have to do is fight through the jungle, secure a small farm, swim a river, navigate a coal mine, and then blast your way through two cities, a sewer, and a military base. No problem.

Guerrilla War features fast action and crisp graphics. However, if you're a master blaster at these types of games, you may be disappointed that you can lose countless lives and charge straight through to the Palace without

penalty. High scores are not rewarded, so strategy becomes optional.

To experience a real contest, you can play with a friend. Before the game starts, set your own limit of lives and try to outscore each other. The dictator's soldiers,

tanks, gunboats, mines, and helicopters are all out to erase you, so getting to the Palace requires a generous allotment of lives.

Keep an eye out for red soldiers. If you eliminate one, you uncover boxed letters that either boost your offensive power or give you an extra life. For example, if you snatch a boxed F, your machine gun becomes a flamethrower capable of roasting the enemy from a safe distance.

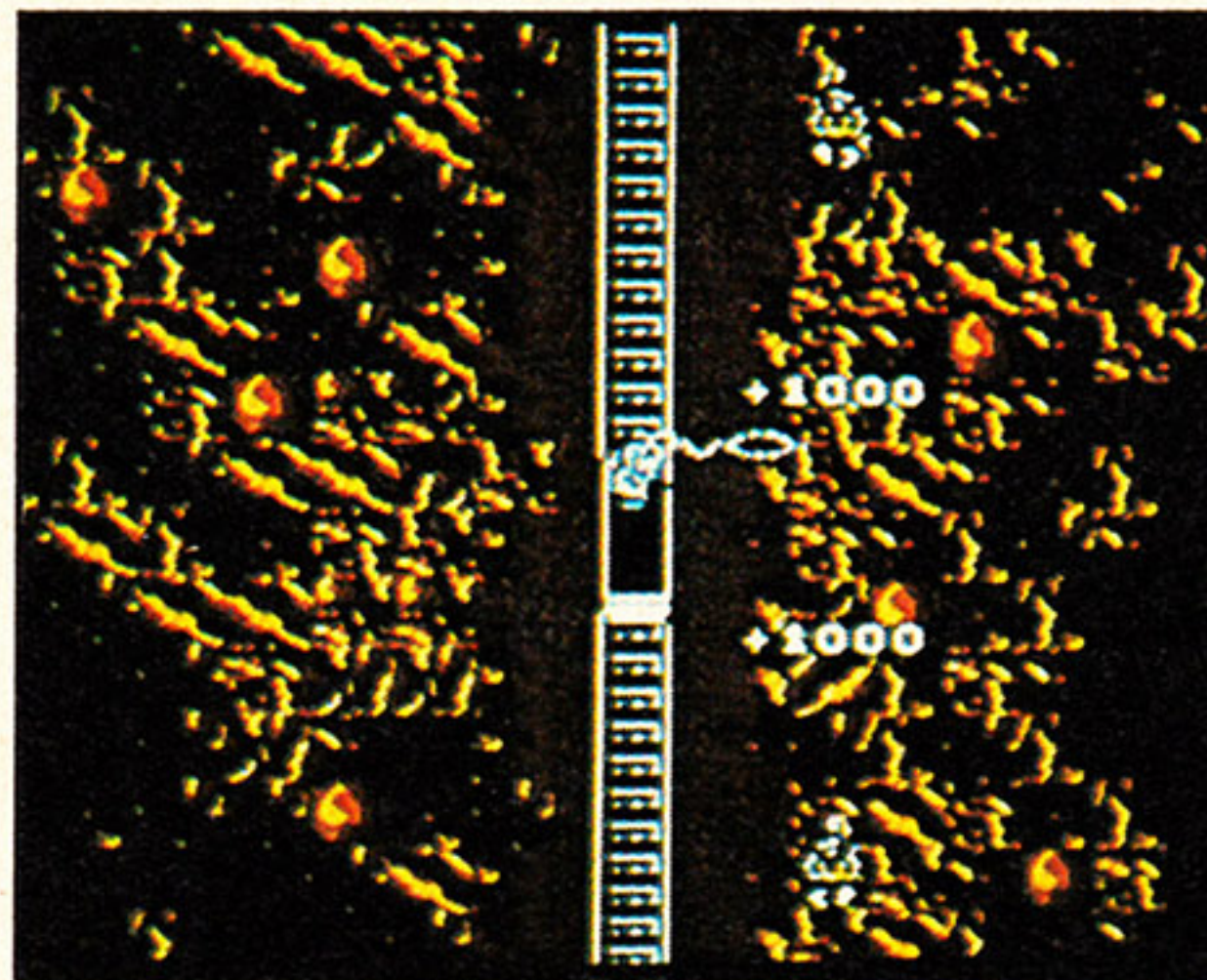
Frequently, a tank with a flashing "IN" appears on the screen. Click your A button when standing atop the tank to get in. Once inside, you are virtually invulnerable to attack for a limited time.

On each level there is one enemy boss, usually tucked inside a large, armored, tank-like vehicle. To get to the next level, you must destroy the boss, which requires plenty of grenades. Figure out the tank's pattern and stay out of its way while barraging it with explosives.

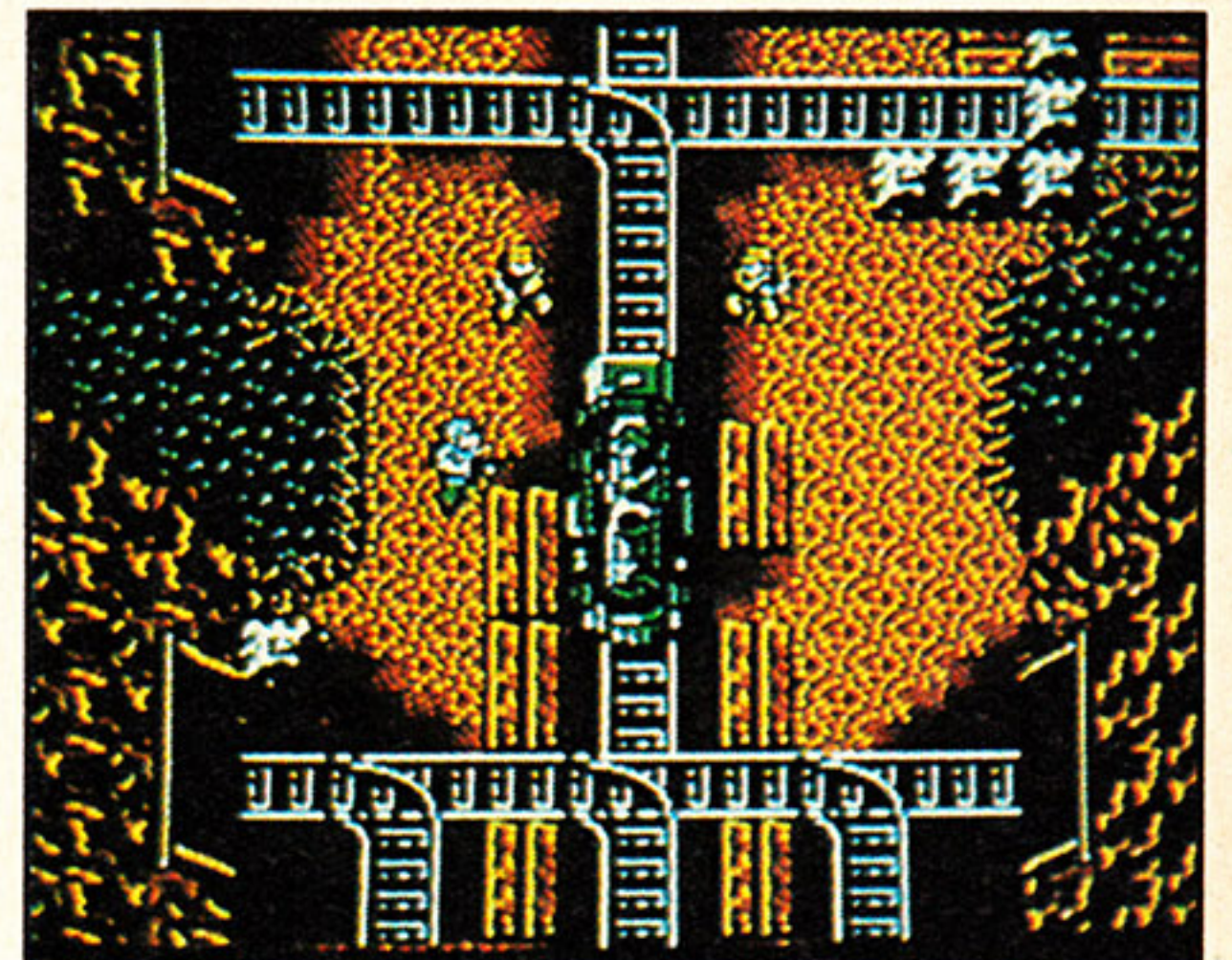
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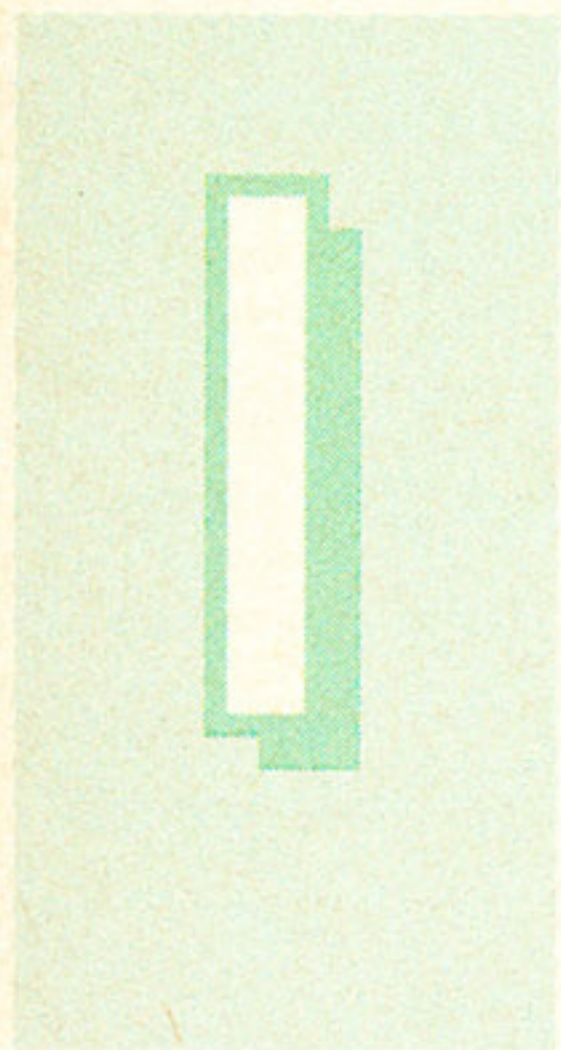
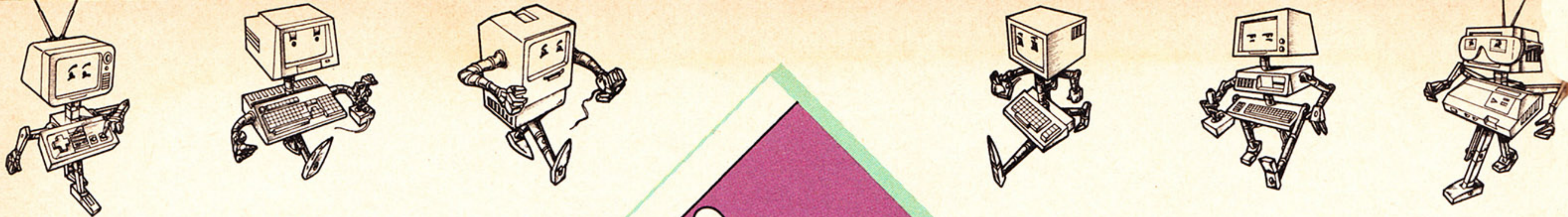
Boxed letters mean boosted power.



Inside the coal mine are throngs of hostages in need of rescue.



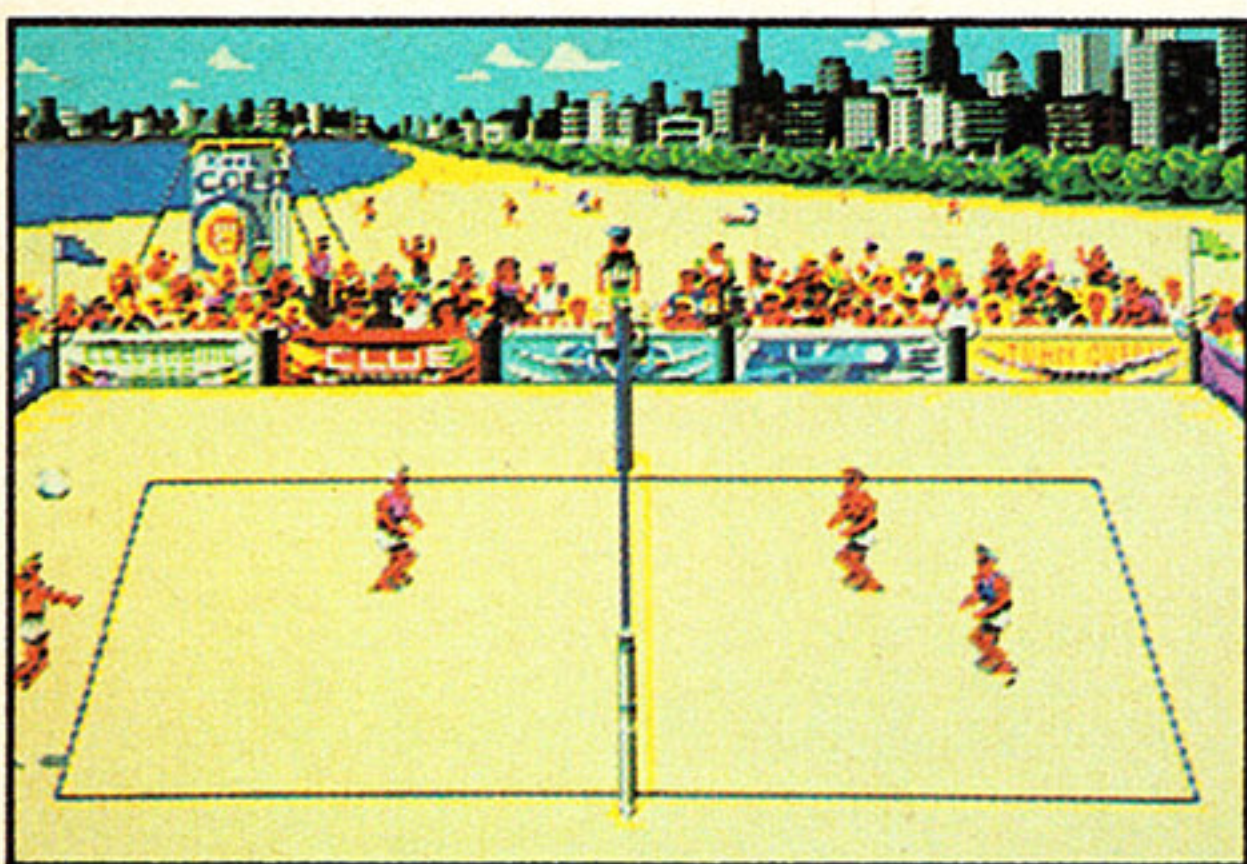
You must destroy the enemy boss on each level to advance to the next phase.



It won't be long before *Kings of the Beach* is as hot as the sands of Malibu in July. Exceptional playability, refreshing graphics, compelling action — this video-

game offers it all.

Beach volleyball is one of the nation's fastest-growing sports, and *Kings of the Beach* shows why. As either Sinjin Smith or Randy Stoklos — the leading money winners on today's pro beach-volleyball circuit — you can master such moves as the six-pack slammer, the dig, and the Kong block. *Kings of the Beach* is similar to the basketball game *Jordan Vs. Bird: One on One* in that it incorporates the individual scoring percentages, playing styles, strengths, and weaknesses of its two celebrity players, who helped develop their computer characters. And *Kings* goes one step further: It also incorporates the playing characteristics of every member of the Association of Volleyball Professionals (AVP).



You have three serves: the sky ball serve, the flat serve, and the jump serve.



KINGS OF THE BEACH: PROFESSIONAL BEACH VOLLEYBALL

Brian Carroll

Version reviewed: IBM, Tandy and compatibles; 256K minimum memory; EGA, VGA, CGA, MCGA, and Ad-Lib sound card; joy stick recommended; Electronic Arts, 1820 Gateway Drive, San Mateo, Ca 94404.



Spikes take time to master, so expect a few fluffs. Jump as the ball begins heading down and spike as close to the net as possible.

The two keys to succeeding in either Match Play or Tournament

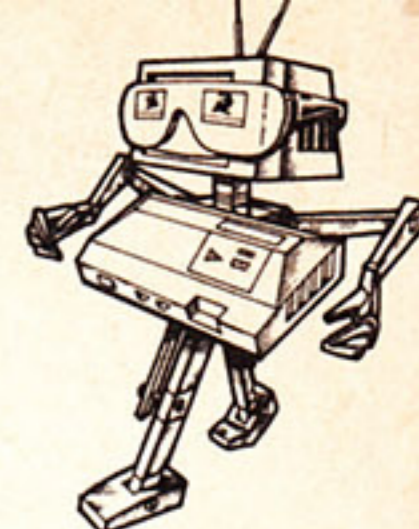
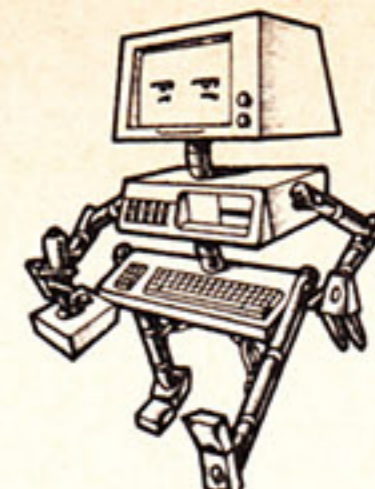
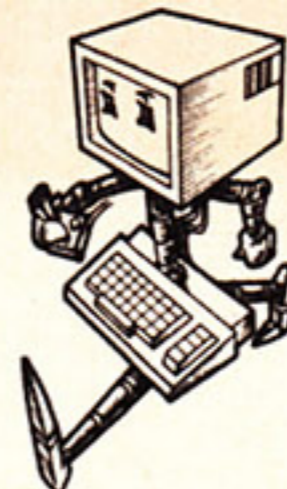
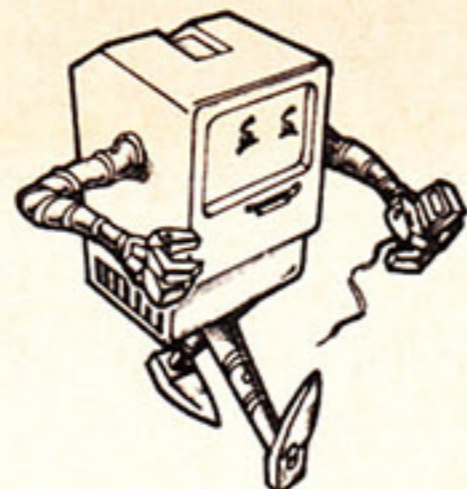
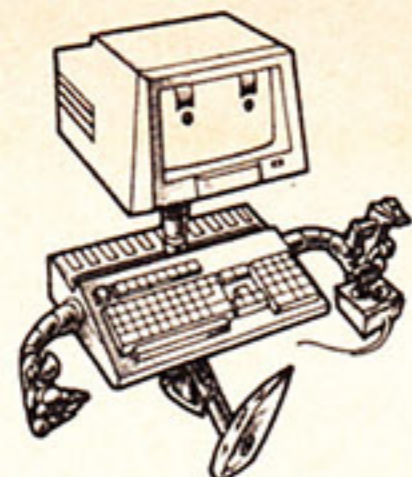
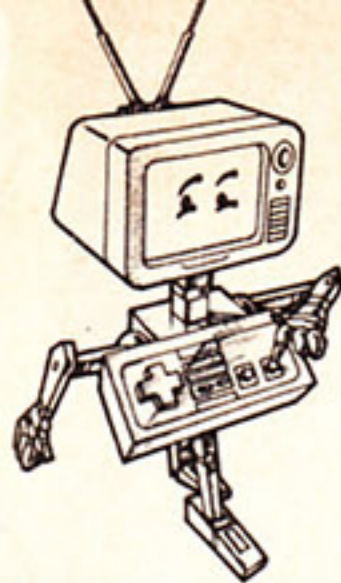
Play are location and timing. The ball always lands on its own shadow, so stay on it. If you're too far away to get completely under the ball, but close enough to get a piece of it, your on-screen player automatically dives.

To spike, block, and even set your player properly, hitting the joystick button at precisely the right instant is paramount. Learning this timing requires — naturally — time. If you spend enough time on the practice courts, you'll soon be a beach assassin.

For sports fans long aggravated by mediocre officiating, *Kings* also includes a gratifying wrinkle. If you and the zebra disagree on a close call, tell him about it. If it was indeed close, you stand a good chance of reversing the decision. This can prove to be the turning point in heated tournament play. However, if the call doesn't go your way, it's best to play on. Too much intimidation can result in the deduction of a point.

Tournament Play is the game's greatest asset. With your partner, you travel the world to challenge AVP pros and local favorites (look for Bionic Lester from *Skate or Die* to make a cameo appearance). After every three consecutive match wins, an attractive lady provides you with a password to get to the next volleyball venue.

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akeroom in your collection of Nintendo ninjas, spies, and mercenaries for the hero of *Bionic Commando*, and

replace your baseball bats and nunchukus with a hyper-bazooka. Because once you've traveled by bionic arm, you'll never want to move by tank or helicopter again. Your character in *Bionic Commando* is incapable of making the slightest jump, so you have to shoot your "arm," a metal cable, to swing across obstacles or move to higher ledges. It's like Tarzan, only better.

Bionic Commando fulfills every requirement for a videogame. It provides fast action, terrific graphics, and varied gameplay. The story is straightforward: You've been sent behind enemy lines to rescue Super Joe, a top-notch soldier who was captured after uncovering an ominous plan by imperial forces to conquer the world.

Working with a map of 19 areas, you have to explore each region, picking up advanced weapons and communicating with allies along the way. Each area is completely different. In one you're faced with huge puddles that might sweep you down a sewer. In another, you must contend with bottomless snow drifts.

Certain areas are neutral zones, and although they are full of ene-

NINTENDO

REVIEWS

BIONIC COMMANDO

Leslie Mizell

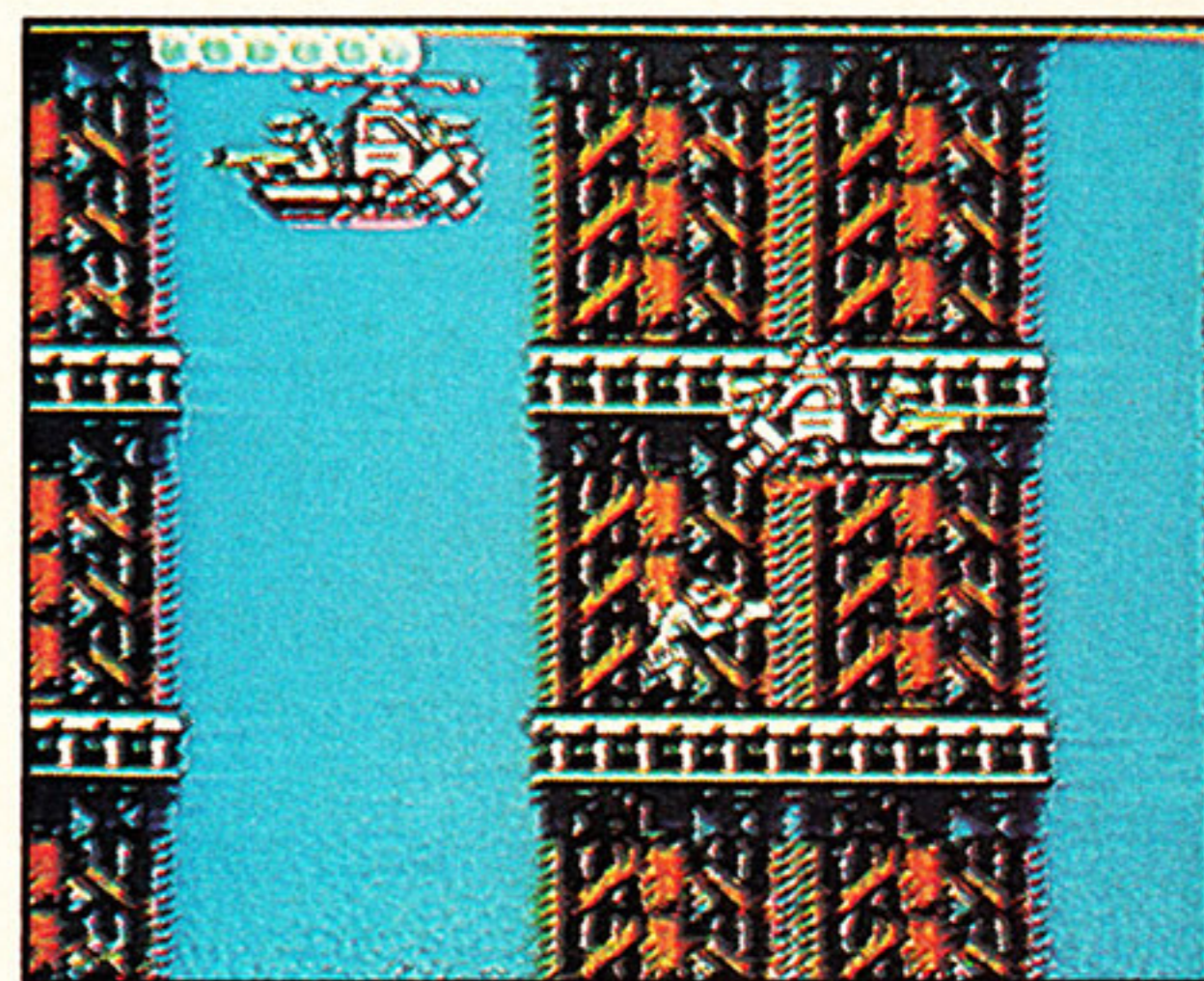
Version reviewed: Nintendo. Capcom, 1283-C Mountain View/Alviso Road, Sunnyvale, CA 94089.

mies, you won't be attacked unless you shoot first (which is more difficult to avoid than it might seem). In the neutral zones you'll find some of the communicators and weapons you'll need later.

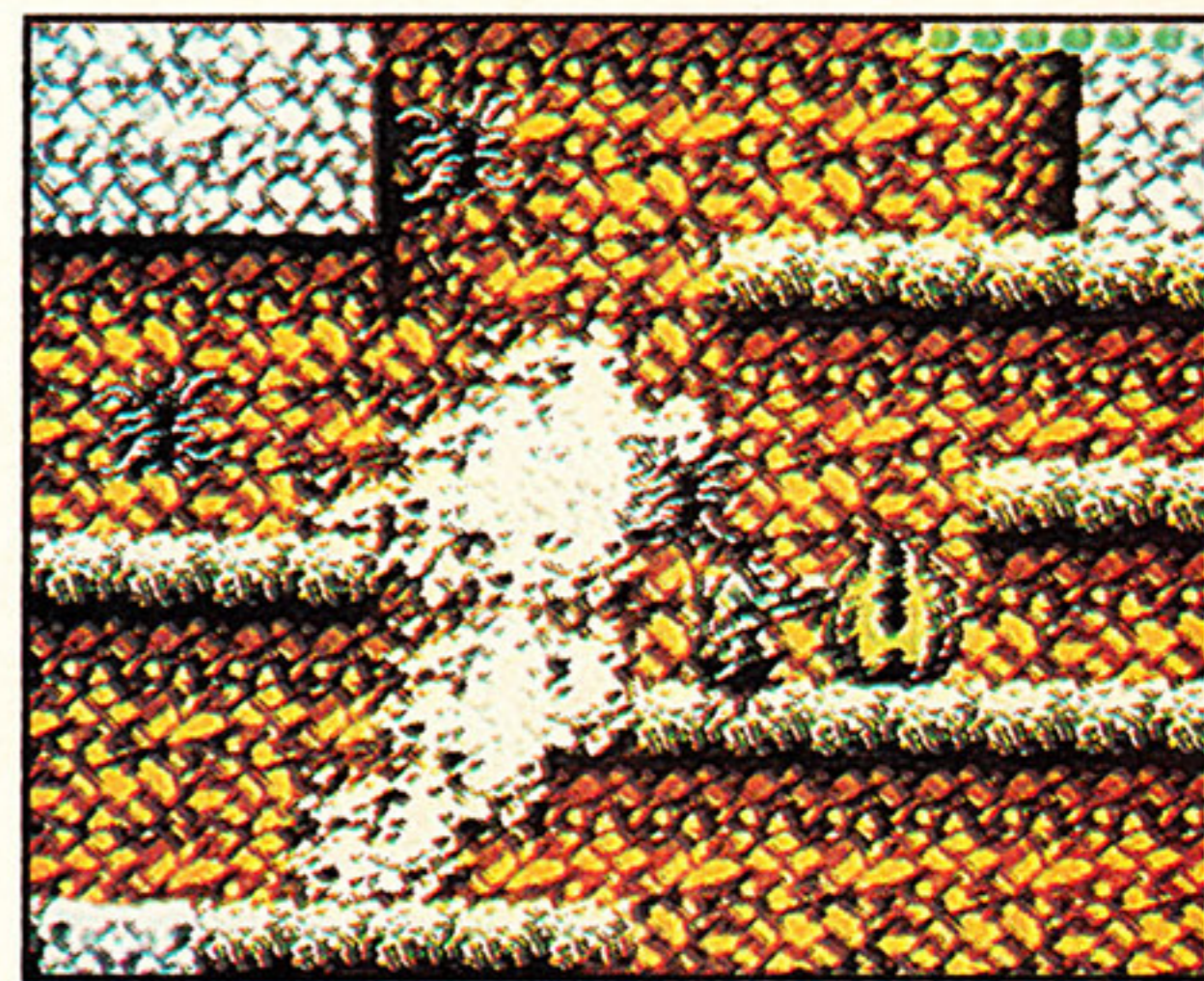
Enemy tanks are constantly on the move, and if your helicopter encounters one, you'll have to descend and fight. These battle scenes scroll vertically, rather than horizontally as in the other areas. You can mow down the enemy by swinging your bionic arm over your head, or by shooting at close range.

Once you rescue Super Joe, he'll provide the hints you'll need to uncover Albatros, the code name for the evil plan to conquer the world. But the game *still* isn't over. When you learn what Albatros is all about, you and Super Joe have to make sure the plan is never put into action.

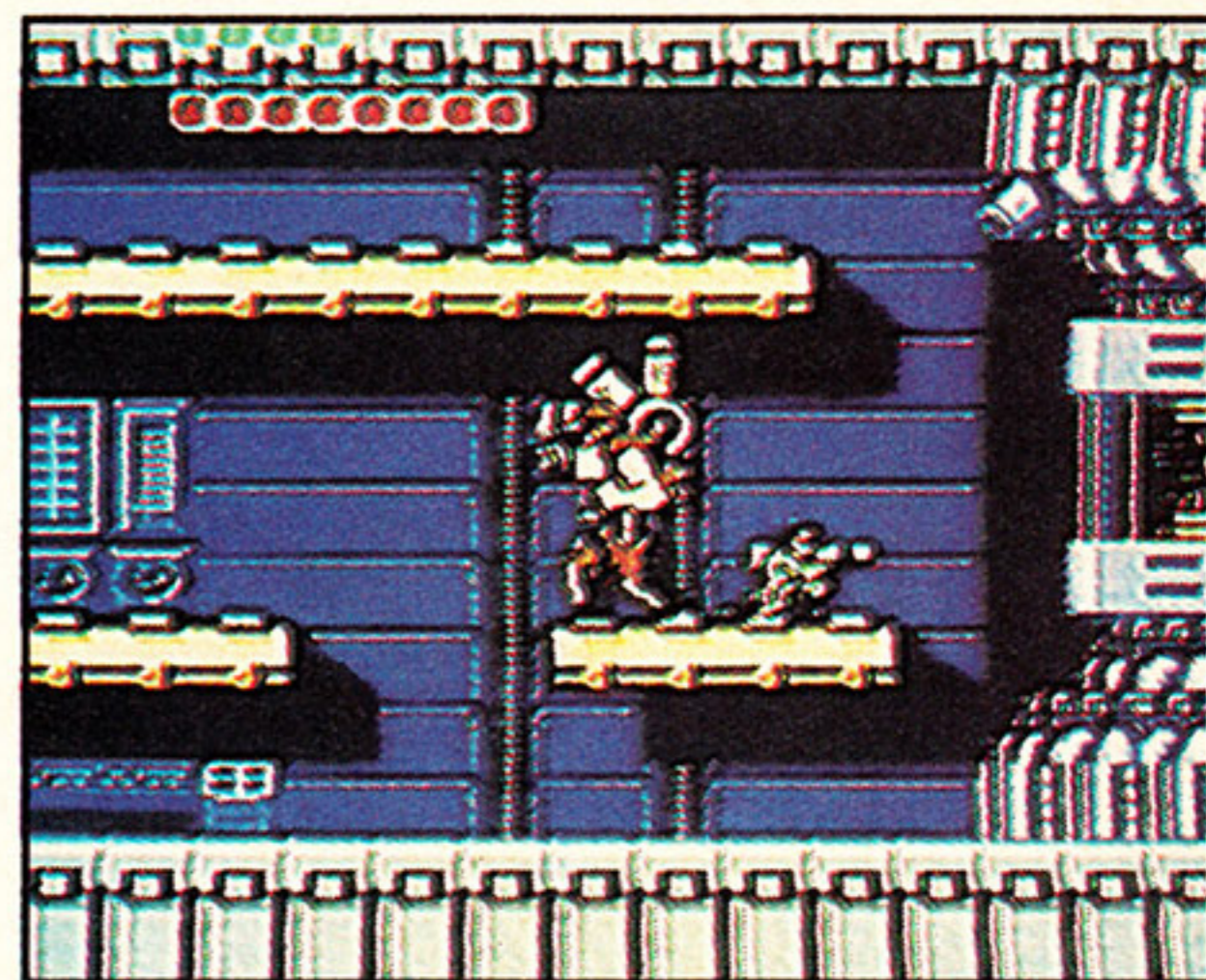
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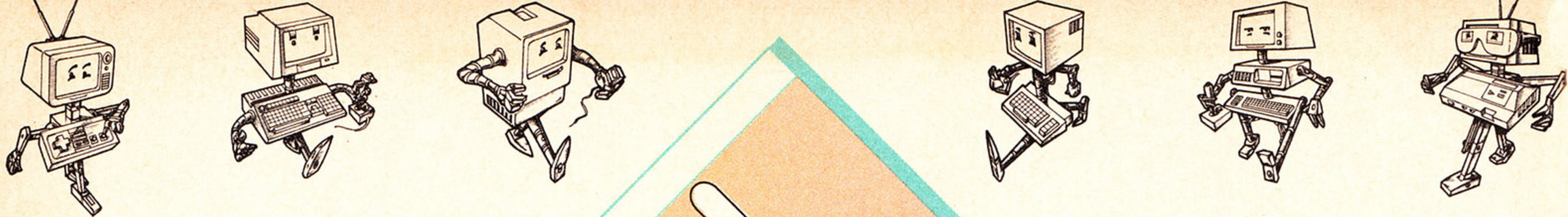
It's helpful to have three-way fire before entering area 5. You can destroy these airborne soldiers from directly below.



In area 3, huge Venus flytraps pop up in front of you. You can tell where they are because the grass looks slightly different.



The arsenal after area 6 isn't too difficult. Just hop on the ledge behind the giant boss and blast away at the machine until it's destroyed.



LIFE & DEATH

Robert Gingher

Version reviewed: IBM PC, Tandy, and compatibles; 512K minimum memory; CGA, EGA, VGA, or Tandy graphics; mouse or joystick optional; 3.5- and 5.25-inch disks included. Also available for Macintosh; scheduled to be released by the end of 1989 for the Apple IIGS, Amiga, and Atari ST. The Software Toolworks, 13557 Ventura Boulevard, Sherman Oaks, CA 91423.

In the OR, prepare to wield a host of instruments while monitoring the patient's EKG and blood pressure. To manipulate these instruments, you can use the keyboard, mouse, or joystick. I prefer the mouse, although the keyboard is good for making clean incisions.

When the operation begins, cut through five layers of tissue, and be sure to tie off and cauterize bleeders. (*Life & Death* depicts such details as bleeding with vivid graphics.)

Is that a proper McBurney incision? Did you incise muscle tissue parallel to its striations? Administer lidocaine when the EKG signaled premature ventricular contraction? Dopamine when the blood pressure dropped? Atropine for bradycardia?

Any failure to use the proper surgical tools in the correct sequence, or to neglect the all-important intravenous tubes, will dispatch your hapless patient to "the choir invisible." The chief of surgery then sends you to school for more instruction and EKG replays.

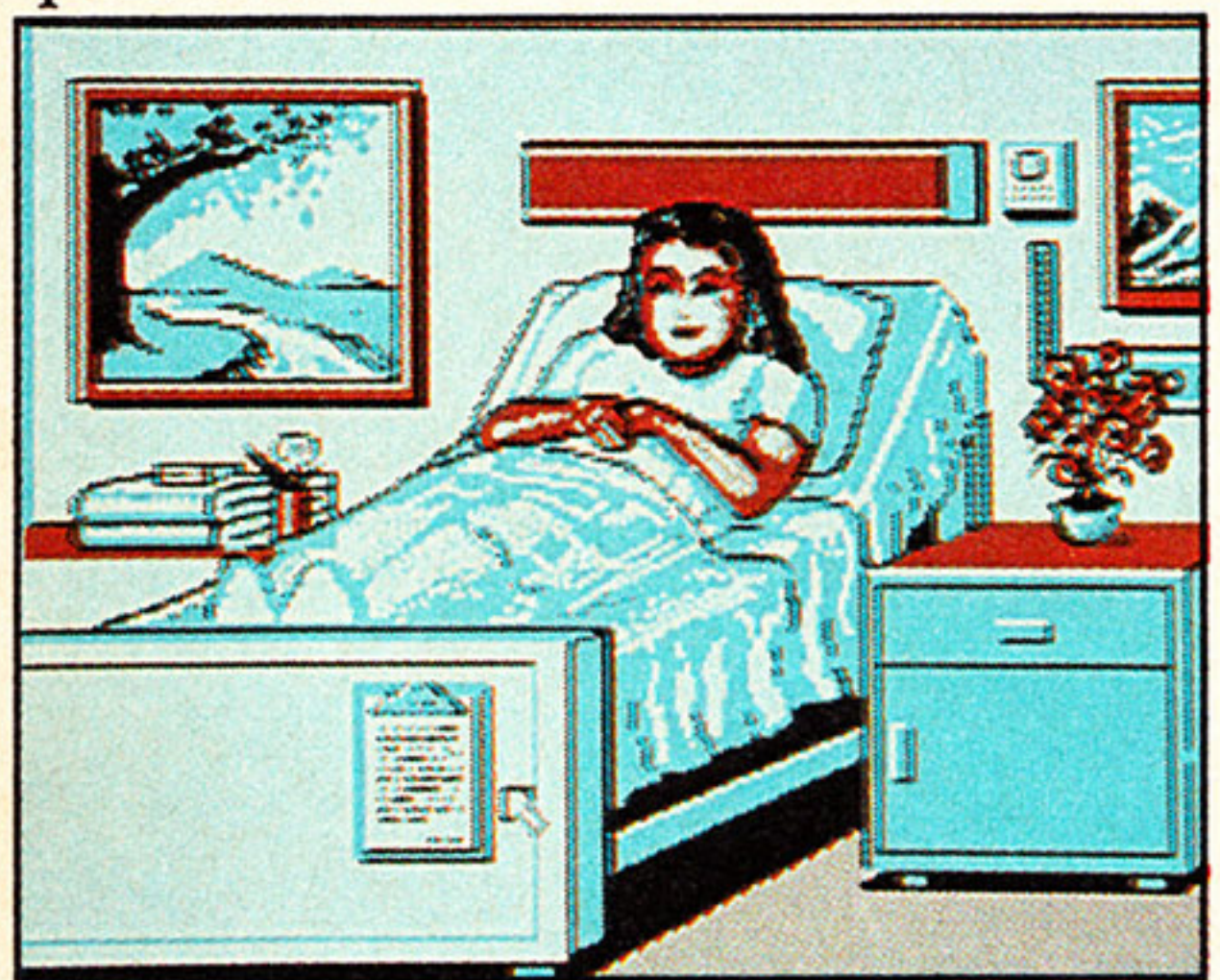
Your assistants, picked from profiles of six staff members, will remind you to scrub and administer presurgery antibiotics, and they'll flag you if you forget to anesthetize the patient or accidentally perforate his colon. But ultimately, in *Life & Death*, you're on your own.

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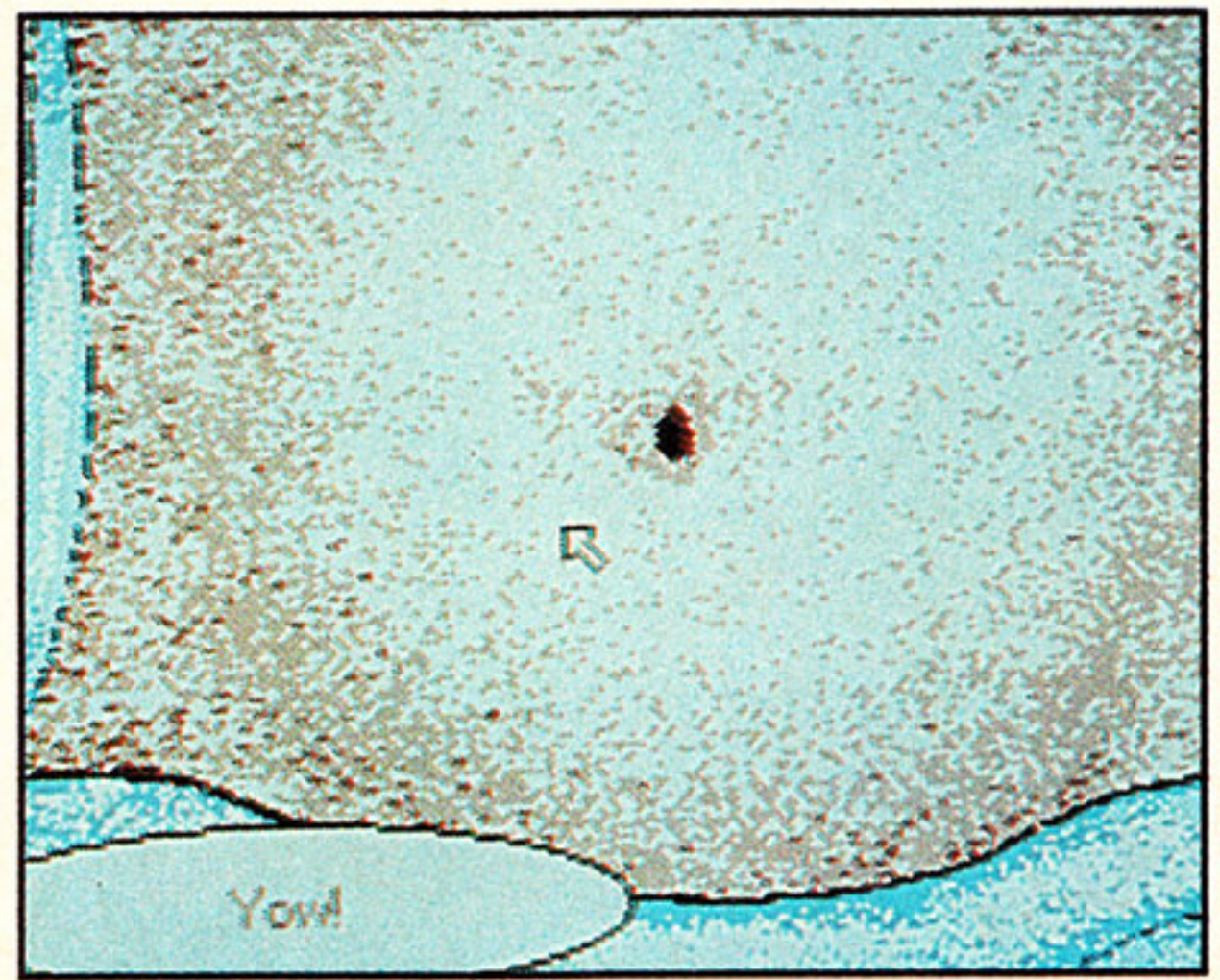
It's hard to imagine, but *Life & Death* makes hospital rounds and the surgical theater an entertaining and educational computer game. The discreetly gory package includes an operating manual, a history of surgery, a "pager," a latex glove, a surgical mask, a memo from the chief of surgery, and nearly 100 pages of notes on anatomy and surgery.

In this rigorously procedural, interactive game, you are both the diagnostician and surgeon. After choosing the novice, intermediate, or advanced level, you start by signing in on a clipboard, which records your successes and failures. To diagnose ill, palpate the patient's abdomen. Listen to digitized groans. Decide whether to recommend observation, x-rays, ultrasound, referral to another doctor, medication, or an operation. But be careful — your analysis and operating room performance will have immediate consequences.

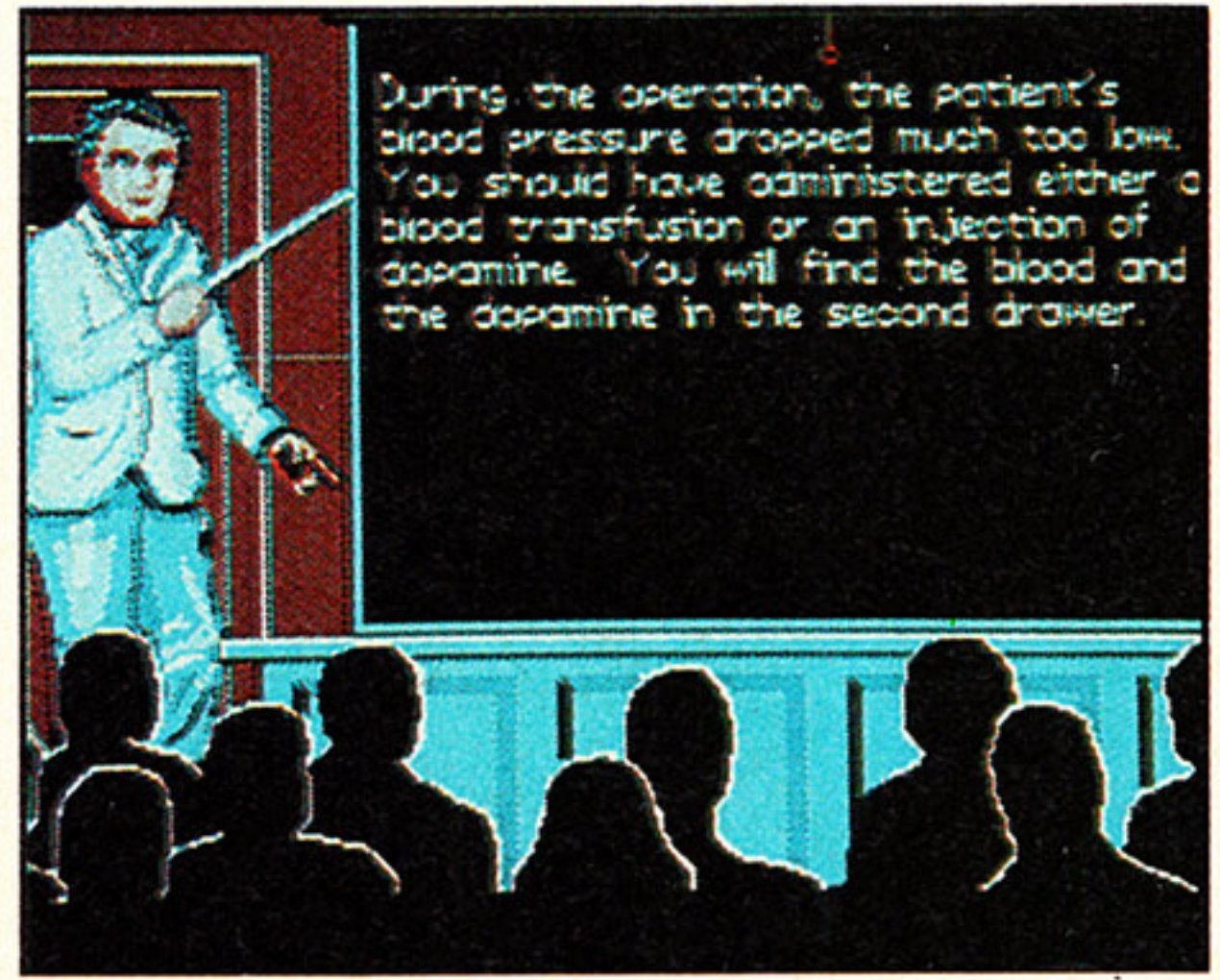
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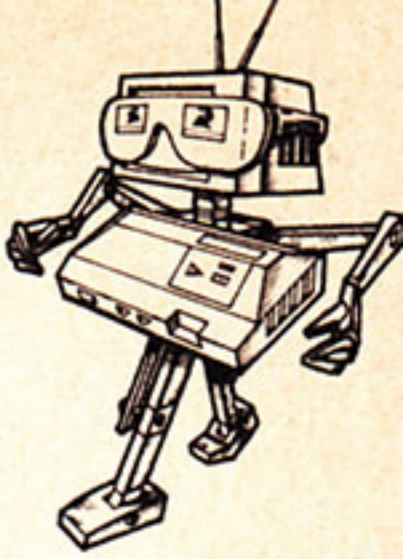
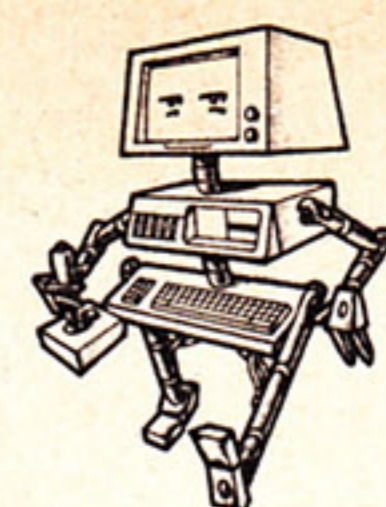
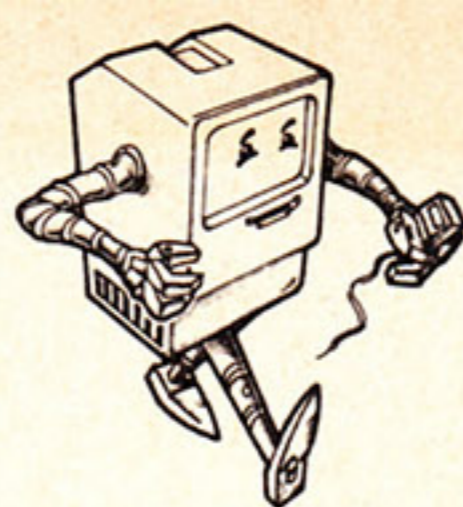
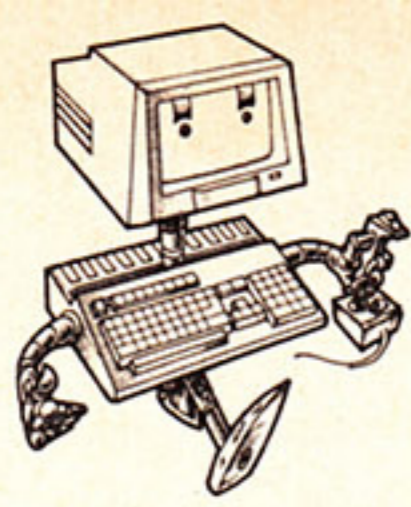
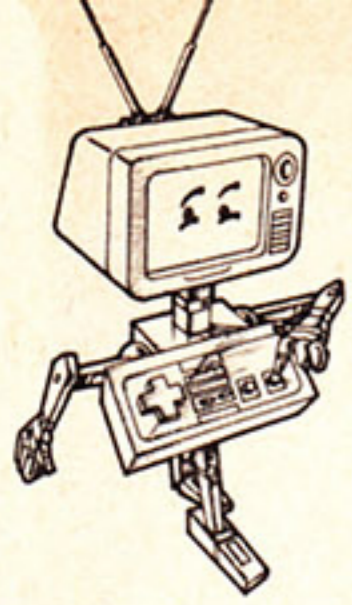
Make your diagnosis carefully and accurately.



Don't forget to swab the patient's skin with antiseptic.



If you lose a patient, you must go back to medical school.



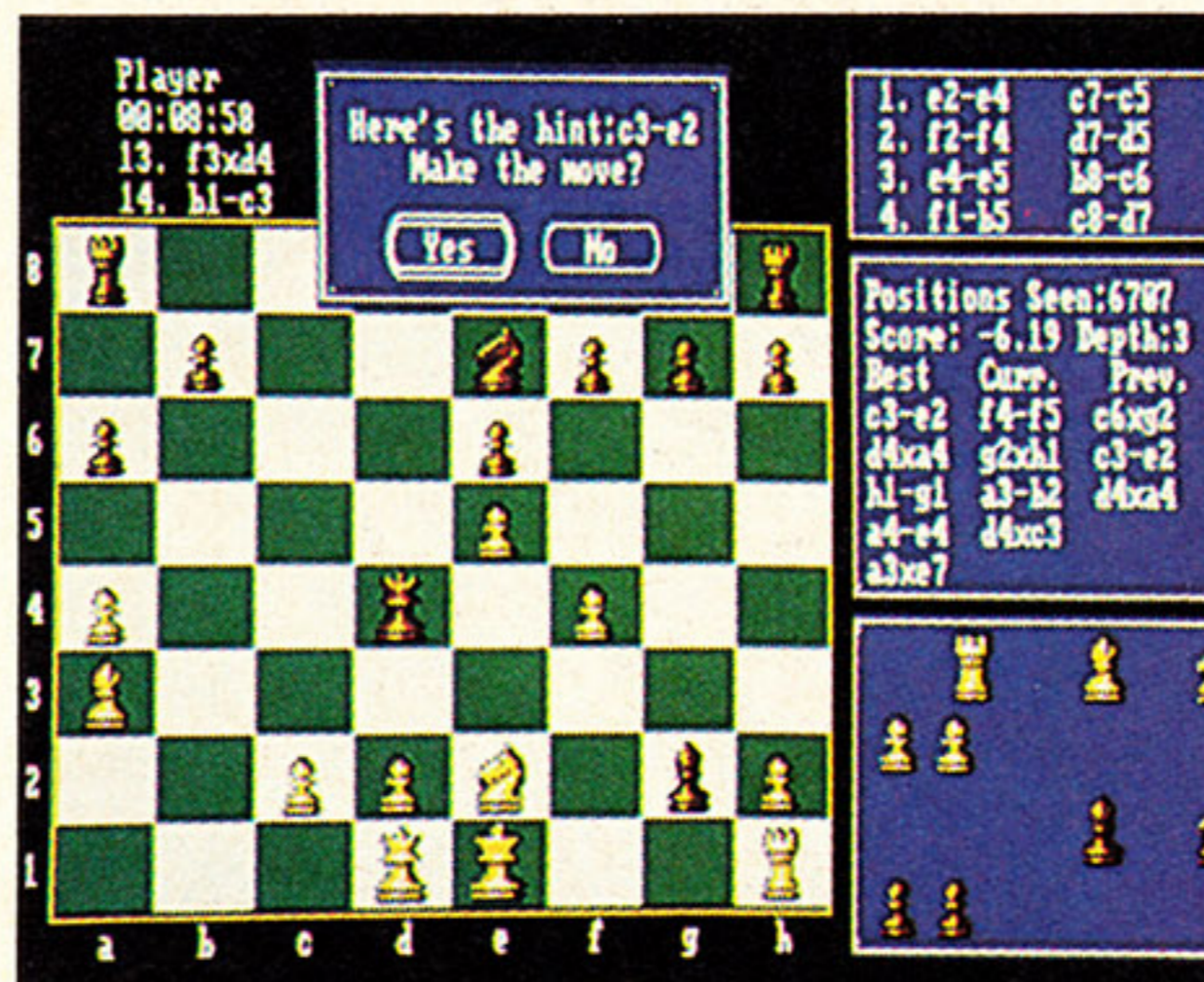
FIDELITY CHESS-MASTER 2100

Selby Bateman

Version reviewed: IBM PC, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, Tandy, or Hercules monochrome graphics; joystick or mouse optional; 3.5- and 5.25-inch disks included. Also available for Apple II series, IIGS, Commodore 64/128, Macintosh, and Amiga. The Software Toolworks, One Toolworks Plaza, 13557 Ventura Blvd., Sherman Oaks, CA 91423.

clocks, and *Chessmaster's* "thinking" in progress.

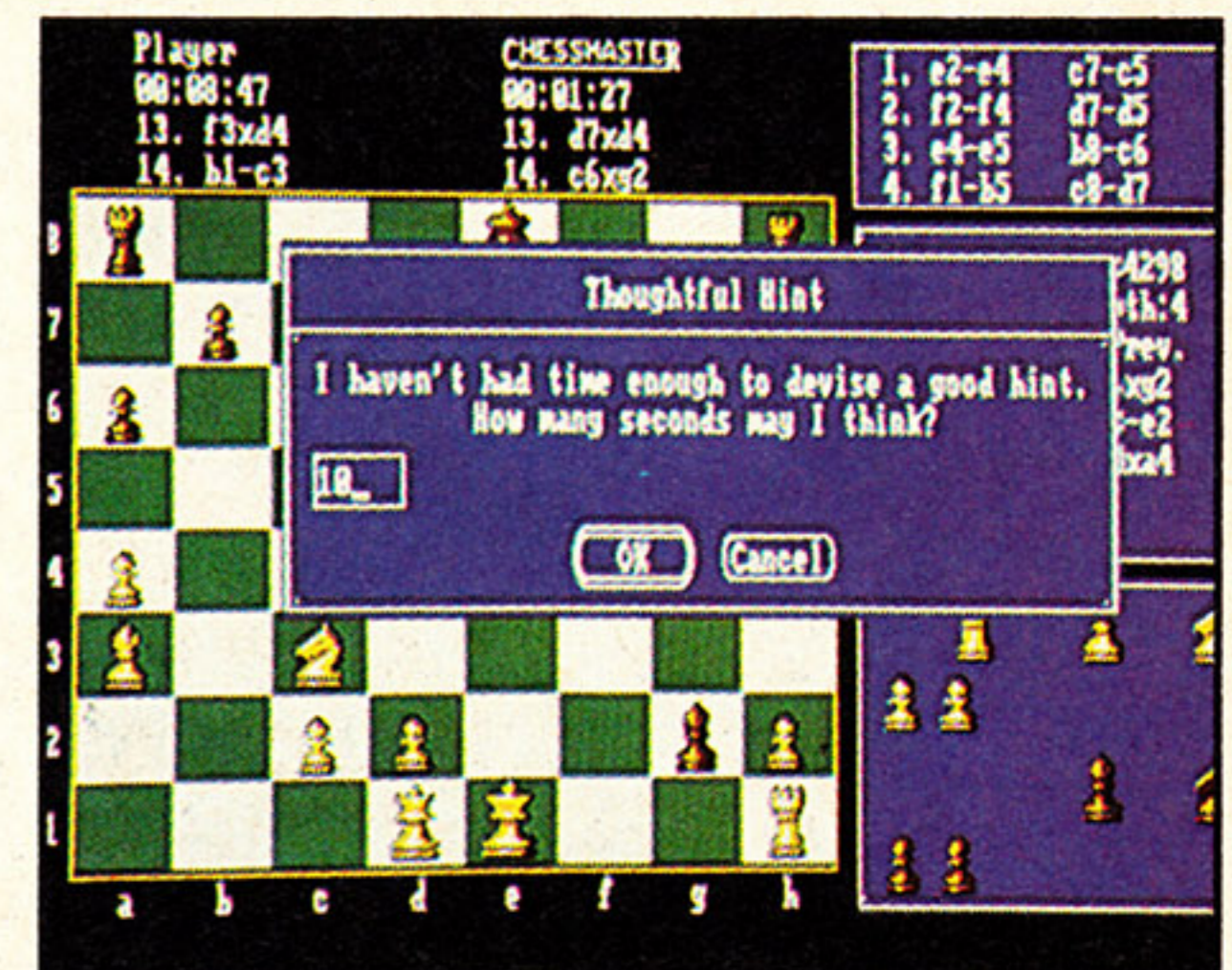
Chessmaster 2100 can be ad-



There are many context-sensitive help screens, and hints are just a keystroke away.

justed to play an even easier game than *Chessmaster 2000*, so beginners have a better chance. The program offers full explanations when illegal moves are attempted (16-bit and PC computers only), expanded Teaching and Hint modes, and a Rate-My-Play feature that shows your playing strength.

There's a full chess tutorial on disk to help beginners learn the game, and the package includes an excellent 56-page game booklet with chess instructions, the library of classic games, a brief history of



You can even tell the computer how much time to spend working on your hint.

chess, and some brain teasers.

On advanced levels, you can set time and move variations just about any way you want. And with a single keystroke, you can display context-sensitive help screens for a multitude of situations.

In short, Software Toolworks has once again set a new standard for computer-based chess programs. The game is loaded with features, is easy to use, and is a vast and challenging chess playground for novices and experts alike.

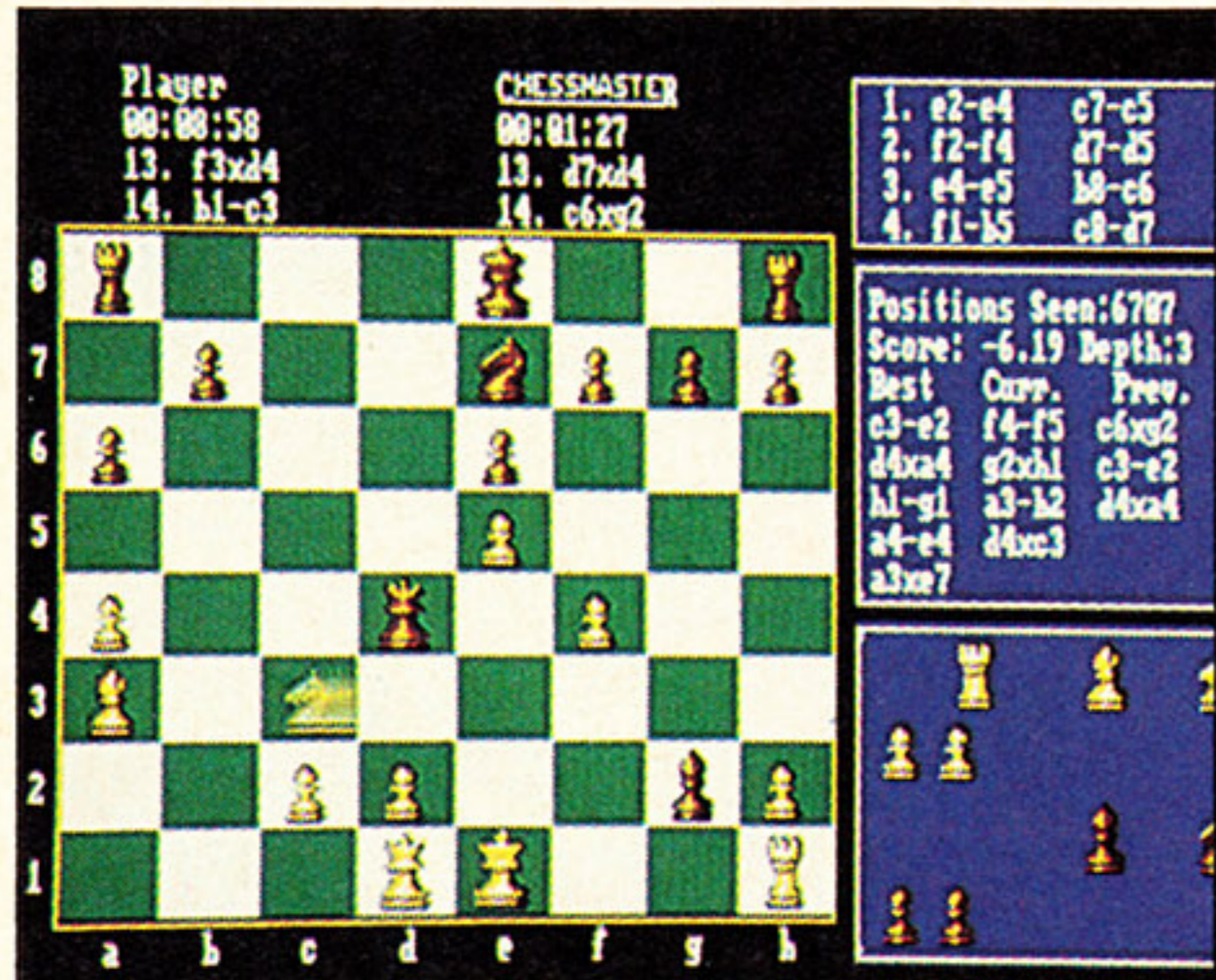
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oftware Toolworks has taken its excellent computer chess program, *Chessmaster 2000*, and created a next-generation sequel

that's even more powerful and feature-laden, and an absolute joy to play.

The improved chess logic in *Fidelity Chessmaster 2100* was licensed from Fidelity Electronics, a leader in dedicated electronic chess games. The results are simply stunning—from the screen graphics and voice synthesis to the depth of play and the wide variety of options. (Some features vary depending on the computer system you use.)



This is the War Room view. It displays the board, captured pieces, clocks, the computer's "thinking," and the move list.

Chessmaster 2100 offers both two-dimensional and three-dimensional boards, an opening library of more than 150,000 moves, unlimited levels of play, 110 different classic games, and a special War Room view that lets you simultaneously see the board, the move list, captured pieces, the

A N D P R E V I E W S

Operation Wolf Launched For Nintendo

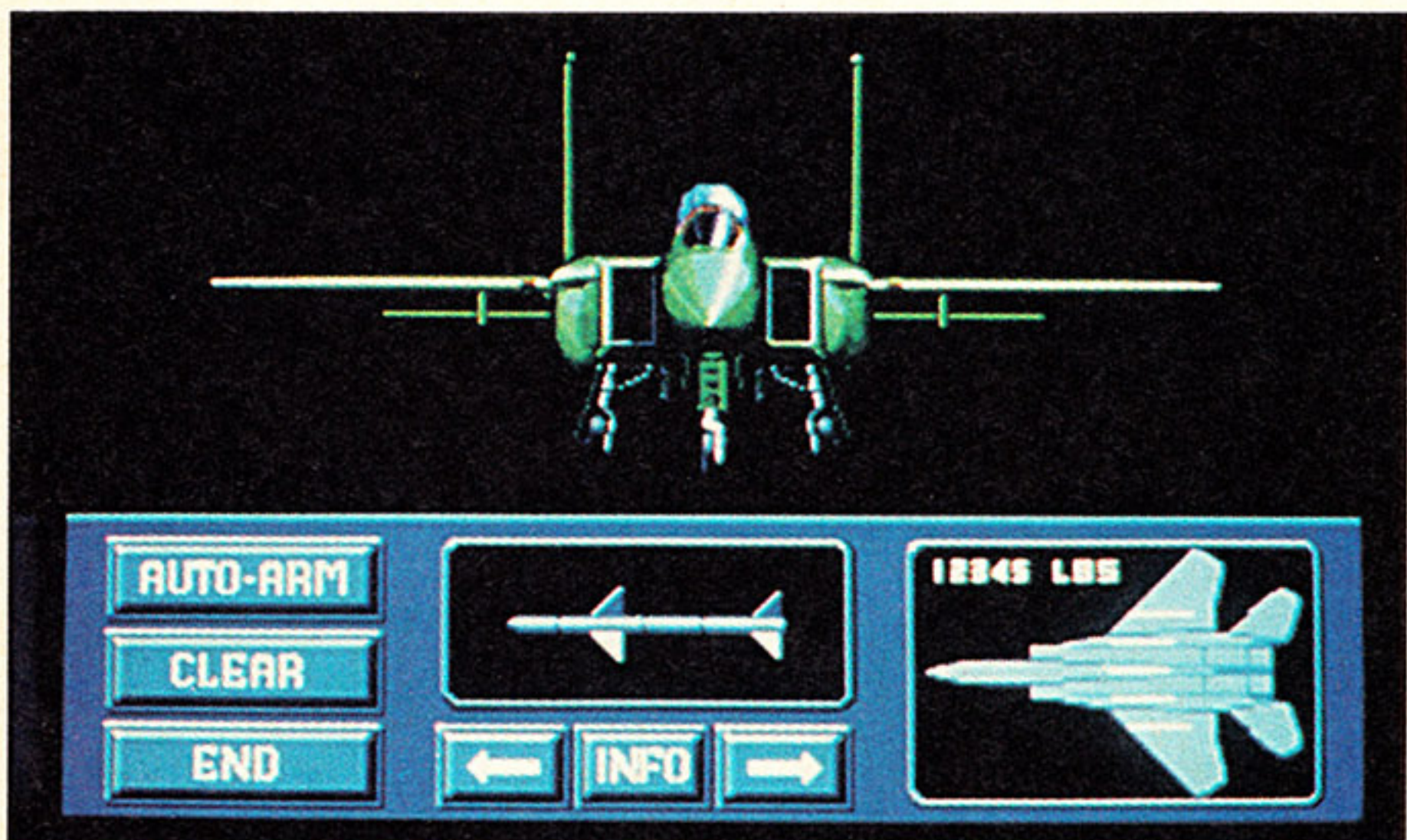
Operation Wolf, recently voted the most-played arcade game in the world, has just been released for the Nintendo system by Taito Software. *Operation Wolf* is a commando game in which you lead a team of Special Forces soldiers against a heavily armed terrorist force in order to free a camp full of hostages.

Armed with a machine gun and grenades, you must blast your way through jungles, a communications center, a village, an ammo dump, an airport, and a prisoner-of-war compound before you can get the freed hostages safely aboard a waiting aircraft.

The game features detailed battle scenes from the soldier's-eye view and is considerably more realistic than most other jungle warfare games. It's also one of the few new games that makes use of the Nintendo Zapper light gun (as well as the hand controller).



Operation Wolf for Nintendo systems.



British *Bomber* announced.

Fly Top Aircraft With Bomber

Vektor Grafix, a British company, has released *Bomber*, a new flight simulator for IBM PCs, Tandys, and compatibles.

Unlike most other flight games, which simulate fighter planes, *Bomber* simulates attack aircraft. Among the planes you can fly are the new British Tornado, the American F-4 Phantom and F-111F Aardvark (used in the raid on Libya), and the Soviet MIG-27 Flogger.

International Team Sports Now Available

Sprint, leap, splash, and kick in five action-packed sports as 32 countries vie for medals in the SporTime International Sports Festival. *International Team Sports* is a five-games-in-one package containing soccer, relay swimming, track relay, water polo, and volleyball.

When the game starts, you must analyze statistics, pick your athletes, decide on the final lineup, and coach your players. Only then do you get out on the playing field or pool and spring into action.

Published by Mindscape, *International Team Sports* is currently available for the Commodore 64. A version for IBM PCs, Tandys, and compatibles is planned for the near future.

A N D P R E V I E W S

LJN's New Nintendo Titles



Who Framed Roger Rabbit from LJN.

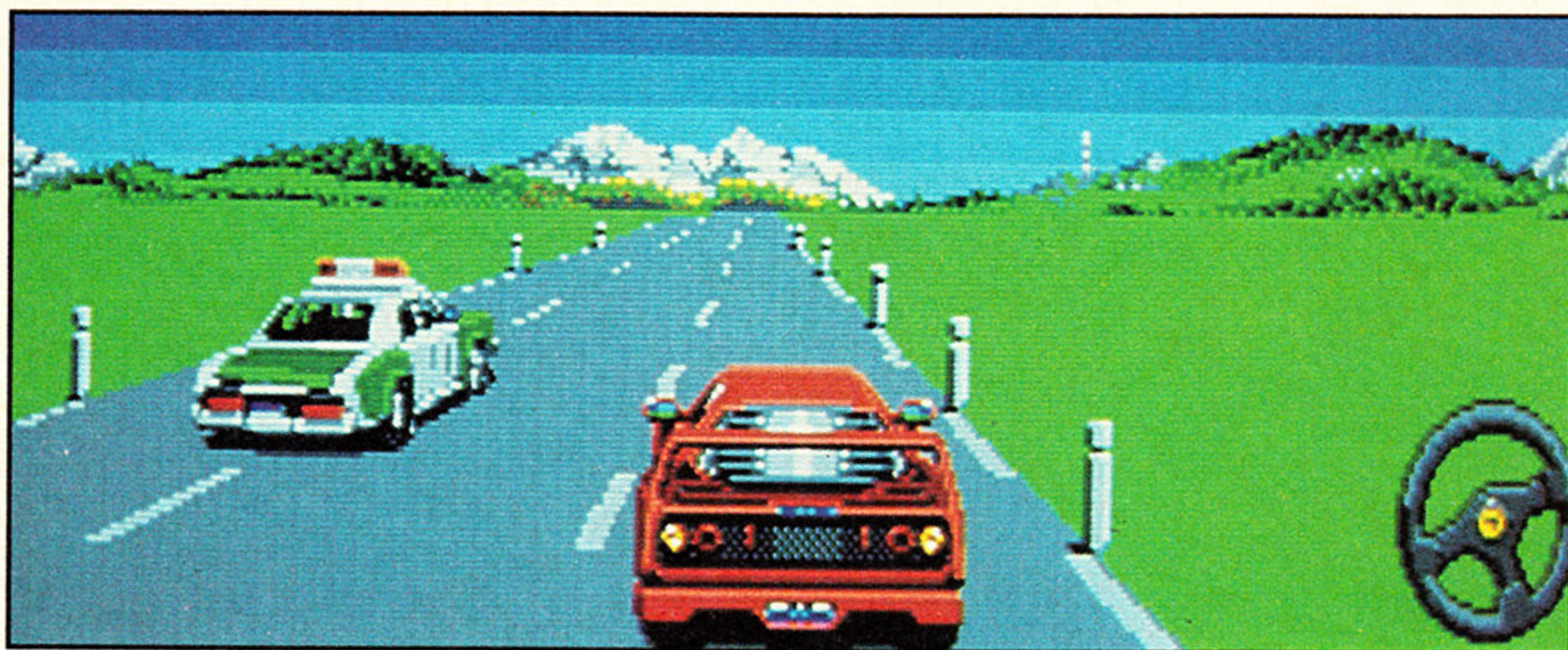
Two games based on popular movies headline four new Nintendo releases from LJN.

In *Back to the Future*, players must complete a trek through a city on foot and on skateboard, picking up enough clocks to travel to the future. Along the way, there are several mini-games to play. In one, for example, you're in a diner and must knock out the bullies by throwing milkshakes.

Eddie Valiant is the hero of *Who Framed Roger Rabbit?*. He travels throughout Los Angeles and Toontown looking for pieces of a missing will. All of the characters from the movie — Jessica, the Weasels, Judge Doom, and, of course, Roger Rabbit — are either trying to help or hinder Eddie.

Other new releases from LJN include *X-Men*, based on characters from the comic book series, and *NFL Football*.

F40 Pursuit Races Against Time



Drive a Ferrari in Titus's *F40 Pursuit Simulator*.

The Ferrari F40 gets top billing in Titus Software's *F40 Pursuit Simulator* for the PC and several other computer systems. Drivers attempt to race across four states — safely, quickly, and without a police escort.

To aid and abet you, the game provides radar and a map display. To detain and deter you, the police have set up roadblocks. You must be prepared to turn and burn rubber on a quick getaway.

BAAL Unleashed For Atari ST And Amiga

From Psygnosis Software comes *BAAL*, a new fantasy role-playing game. In *BAAL*, you guide a force of Time Warriors through three different domains. On the first two levels, you have to assemble the hidden pieces of a time machine while avoiding demonic creatures eager to kill you. Once the machine is assembled, you have access to a third, even more challenging level.

BAAL features more than 100 monsters and 400 traps on 250 highly detailed screens. The game is available in Atari ST and Commodore Amiga versions.

A N D P R E V I E W S



The Honeymooners are here for your PC.

Pow! Right To The Moon

Everyone's favorite bus driver has finally arrived on home computers. First Row Software has gathered

Ralph and Alice Kramden, Ed and Trixie Norton, and the rest of the gang for its new game *The Honeymooners*.

Ralph and Ed are determined to attend the Annual Raccoon Lodge Convention in Miami Beach. Alice and Trixie are equally determined to accompany them. But neither couple can cough up the bucks needed for the train tickets.

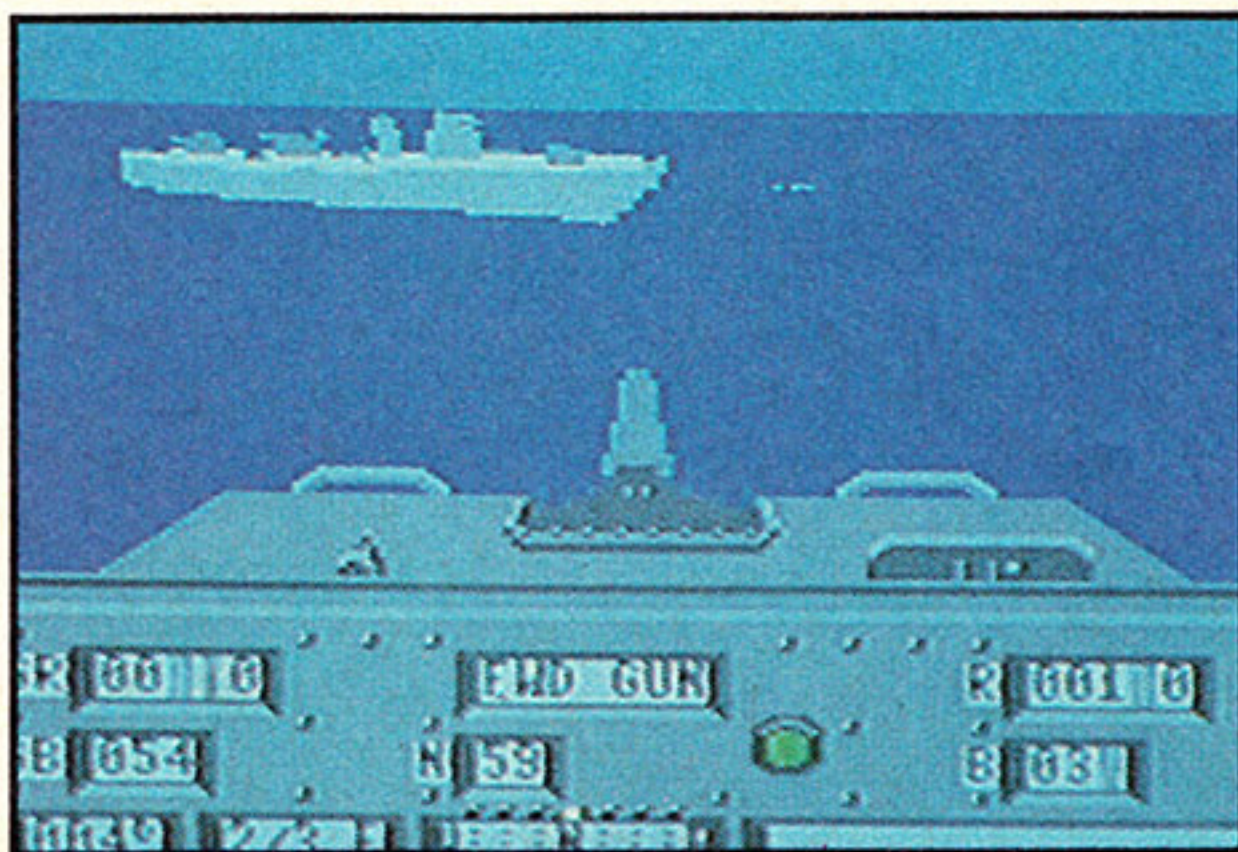
Up to four players can participate in the sensible plan to have the Kramdens and the Nortons work overtime. Alice and Trixie are putting together puzzles for Morgan's Department Store, Ralph is driving for the Gotham Bus Company, and Ed is repairing leaks in the sewer system.

Unfortunately, Alice and Trixie go to pieces under a time limit, Ralph doesn't know the routes he's taken on, and there are alligators in the sewers. But Ralph has a standby get-rich plan — to win the big prize on TV's *The \$99,000 Answer* game show.

The Honeymooners is available now for PC, Tandy, and compatible computers. It is scheduled to be released soon for the Commodore 64 and Amiga.

New Commodore Games From Medalist

One of soccer's legendary goalkeepers, Keith Van Eron, has joined with Medalist International to develop *Keith Van Eron's Pro Soccer* for the Commodore 64. This sports simulation lets you play from a striking overhead viewpoint, whether you're competing indoors or out. In the outside ver-



Destroyer Escort from Medalist.

sion, wind and wet turf sometimes create chaotic (though realistic) field conditions.

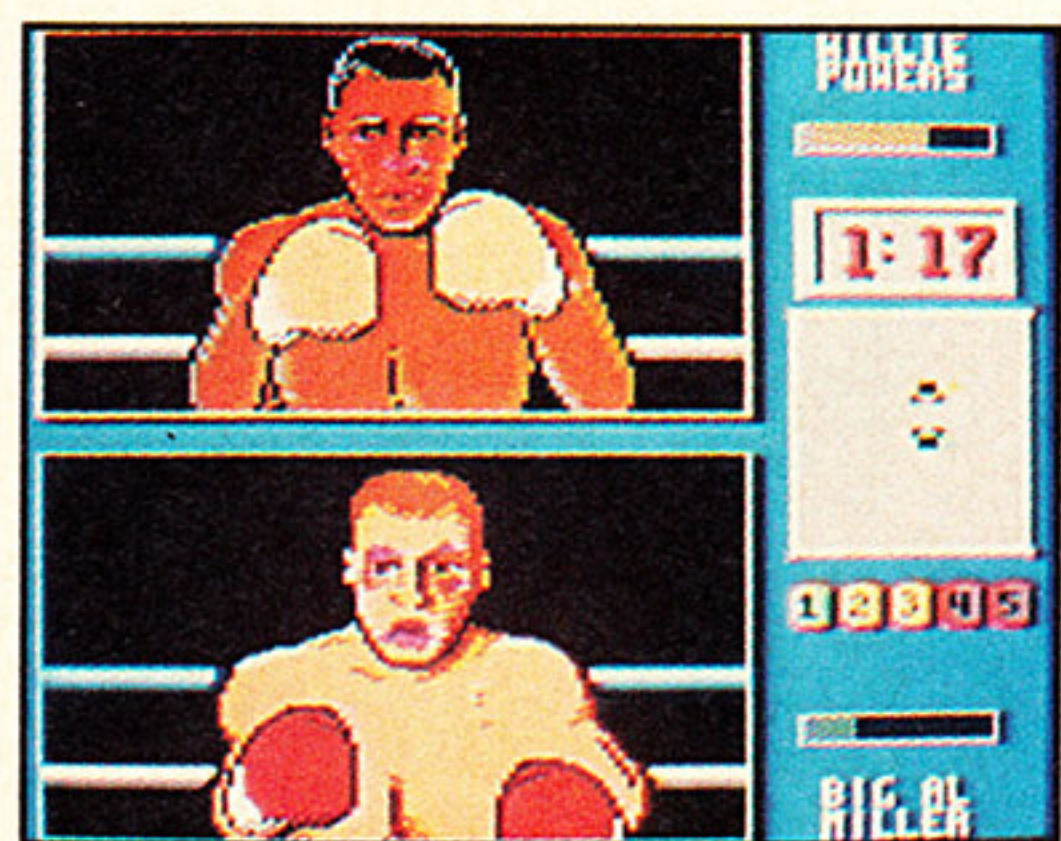
Another new Commodore 64 game from Medalist is *Destroyer Escort*, a simulation that features one of World War II's most versatile and hard-fighting types of warships.

A N D P R E V I E W S

Accolade's Got A Knockout

Fight fans get more than a ringside seat in Accolade's new game, *TKO*. It's a first-person simulation that puts you *inside* the ring against five tough challengers fighting for the heavy-weight championship.

TKO's split-screen action makes it easier to choose from the variety of punches, target areas, guard positions, and attributes available.



Punch things out with Accolade's *TKO*.

One or two players can go three, five, or ten rounds. And while you might not feel the pain, your boxer can bruise or bleed from the punches. A roster of eight computer-controlled and

four unranked boxers are waiting to challenge you.

TKO is available for IBM, Tandy, and compatible computers, and the Commodore 64. It is scheduled to be released for the Commodore Amiga by the end of the year.

Rock The Enemy With Heavy Metal



Access weighs in with *Heavy Metal*.

You control some of the world's toughest army vehicles in *Heavy Metal*, a new PC and Commodore 64 game from Access Software. *Heavy Metal* puts you behind the wheel of an MBT (main battle tank), an ADAT (air defense/anti-tank system), or an FAV (fast attack vehicle).

But *Heavy Metal* is not just a combat game. You start in a war room, developing strategy to defeat your enemy. Then you enter a training course to learn to maneuver the different vehicles. Your rank depends on how well you control the machines and how efficient are your war plans. A good soldier can progress from second lieutenant to five-star general.

Add Pizazz To Home Video

Broderbund Software has released *VCR Companion* and *VCR Companion Film Library* for IBM PC, Tandy, and compatible computers.

Using simple step-by-step menus, *VCR Companion* makes it easy to create titles, credits, introductions, intermissions, and cus-

tom endings for your own videotapes. Special effects such as highlights, glitter, meltdowns, random flashes, rain, and silhouettes are also possible.

VCR Companion includes animated sequences, backgrounds, borders, and dozens of type fonts. Hooking up your computer to a VCR is as simple as plugging in a few patch cords, but the program also allows you to create produc-

tions on your computer without using a VCR. *VCR Companion* comes in several versions (one for home use, one for schools, and so on), and is available for Apple II computers as well as PCs.

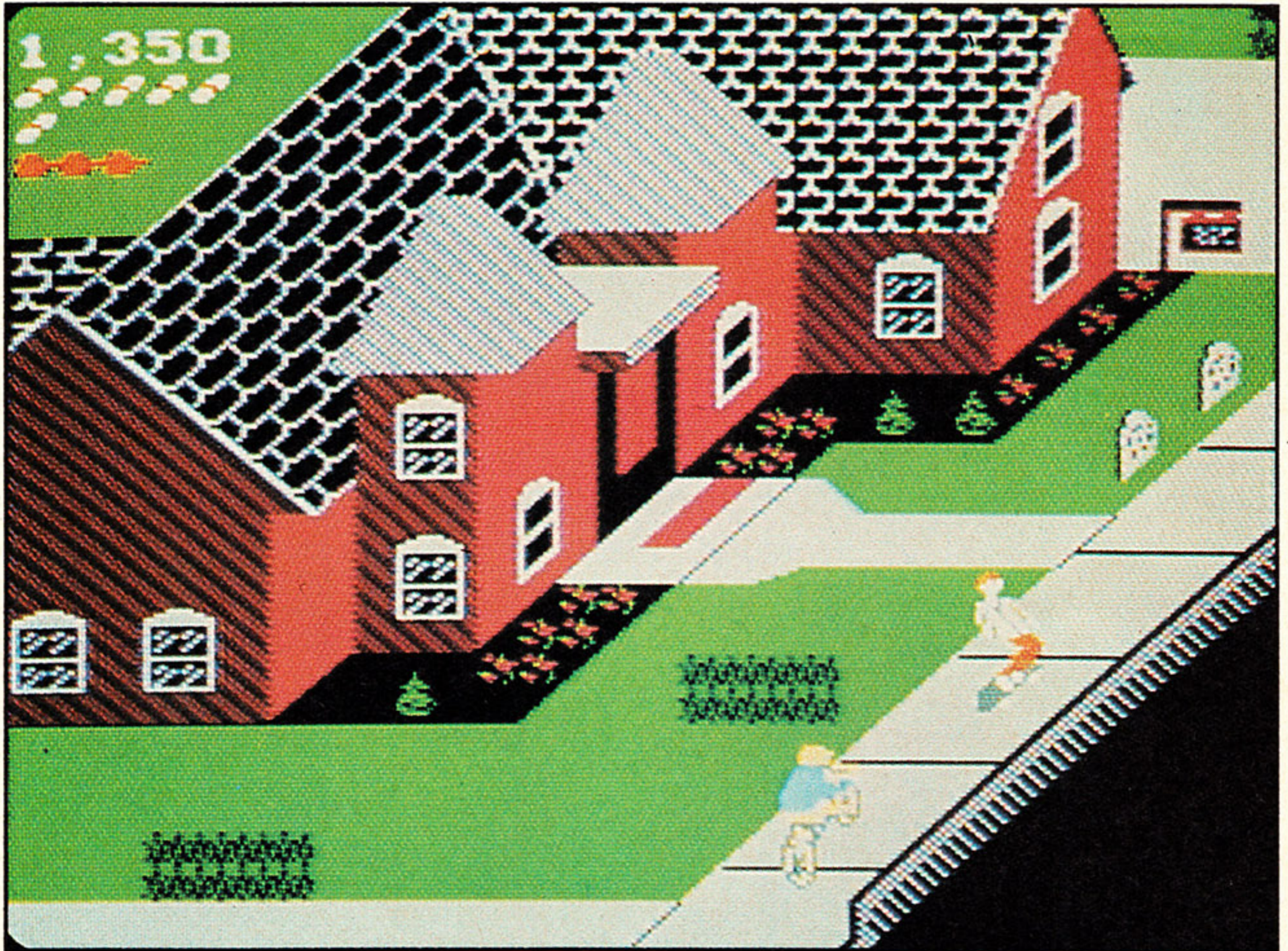
The *VCR Companion Film Library* offers hundreds of additional background pictures, borders, patterns, and icons for use with *VCR Companion*.

A N D P R E V I E W S

Nintendo Delivers *Paperboy*

The arcade classic *Paperboy* has finally arrived for Nintendo screens. In this home version by Mindscape, you pick up bundles of newspapers before starting on your paper route through suburbia. Your main goal is to hurl the papers into the yards of your subscribers, or toss them through the windows of non-subscribers. (Your boss encourages you to be nasty to the uninformed.)

But you also have to avoid the motorcyclists, skateboarders, dogs, break-dancers, and robbers that haunt your route. Once you've finished the route, head for the practice track. You'll get a daily report from your boss and find out if you've earned extra subscribers — or a pink slip.



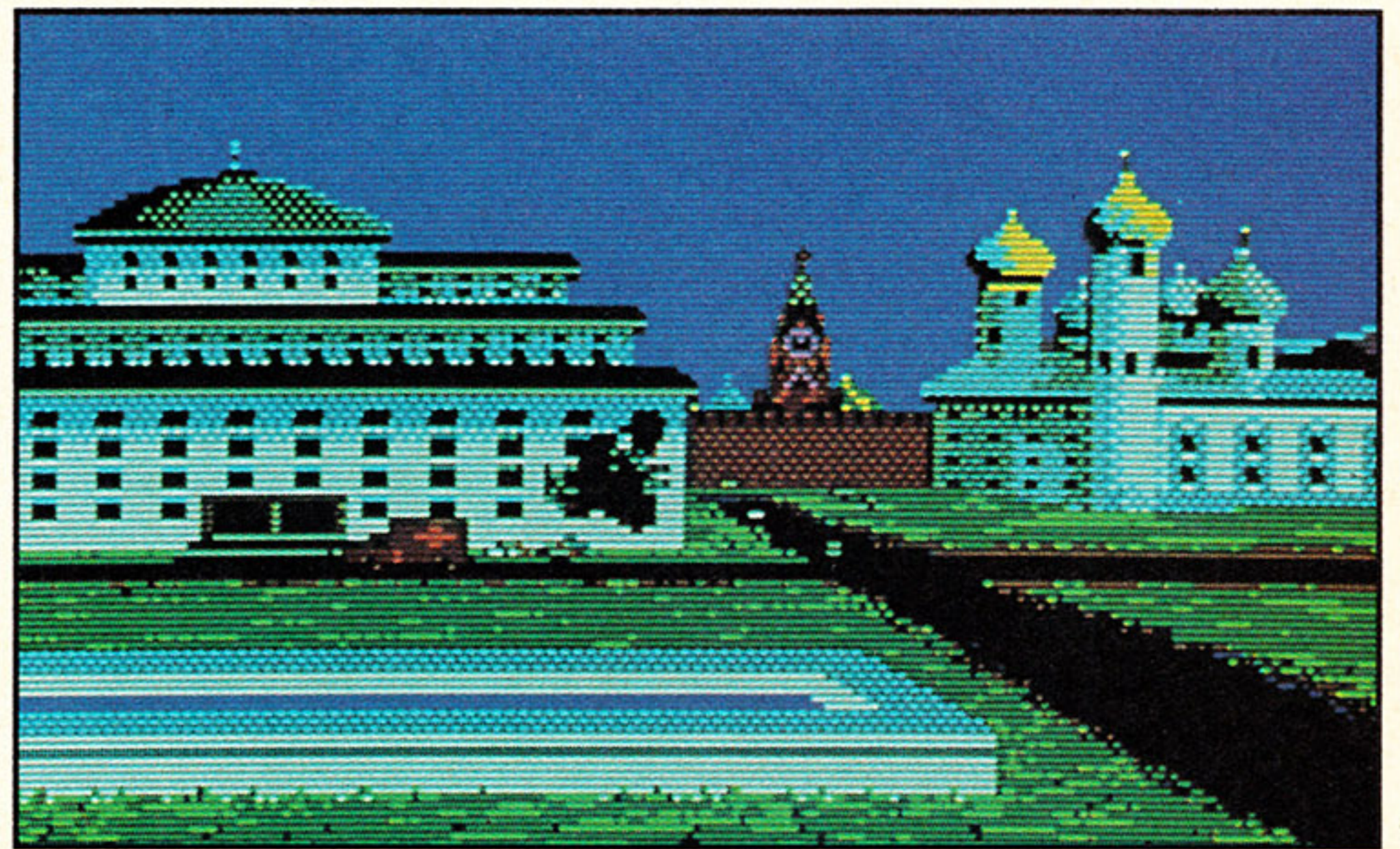
Mindscape's *Paperboy* for Nintendo.

Red Storm On The Horizon

Red Storm Rising, already available for the Commodore 64, was recently released for IBM, Tandy, and compatible computers. MicroProse Software says the PC version has better graphics and maintains the same quality of gameplay.

Following the plot of Tom Clancy's best-seller, *Red Storm Rising* puts you at the helm of a heavily armed nuclear submarine. Following an invasion by the Warsaw Pact countries, World War III has broken out. The Soviets are using ships and submarines to patrol the Atlantic, disrupting shipments of troops and supplies heading for the battlefield. You must locate and destroy the vessels as they leave the Soviet base above the Arctic Circle.

With four skill levels and three scenarios, *Red Storm Rising* can challenge both the beginning and experienced submarine simulation fan. Other game options let you arm one of five US nuclear submarines with a variety of weapons and tracking devices.



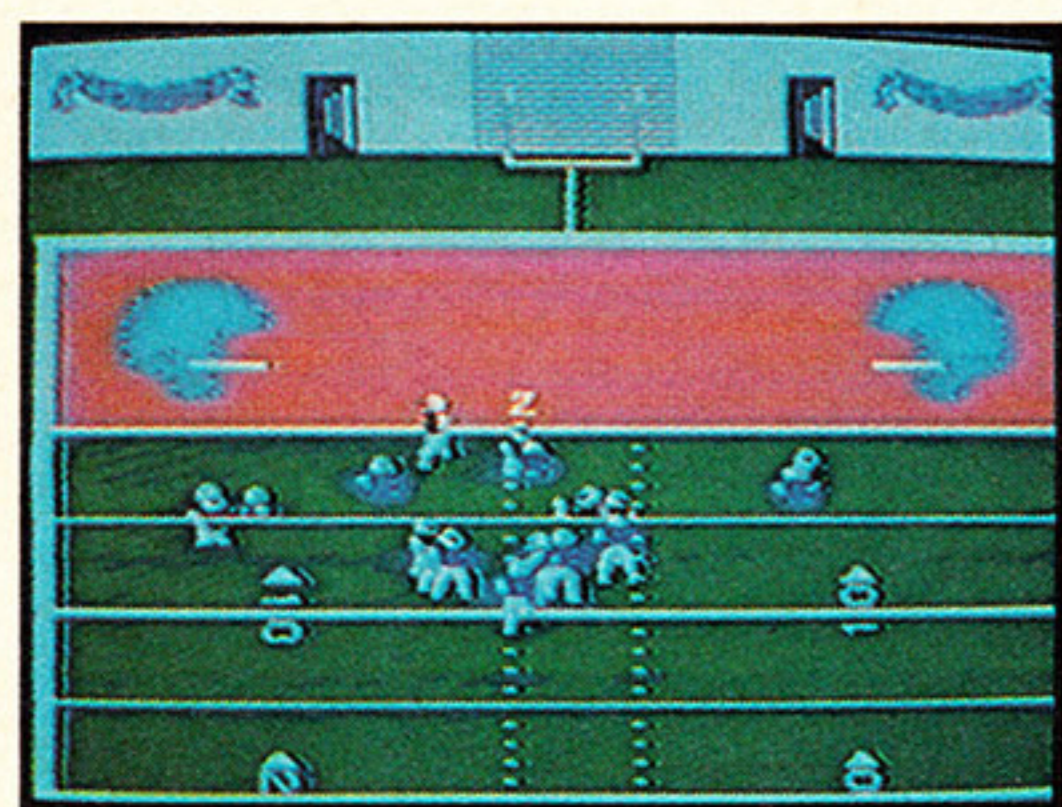
Clancy's *Red Storm Rising* comes to your PC.

A N D P R E V I E W S

New Sports Action For Nintendo

Sports fans can choose between basketball and football with two new Nintendo games from Tradewest.

The arcade hit *Quarterback* — now entitled *John Elway's Quarterback* after the recent endorsement by the Denver Broncos player —



Nintendo now has *John Elway*.

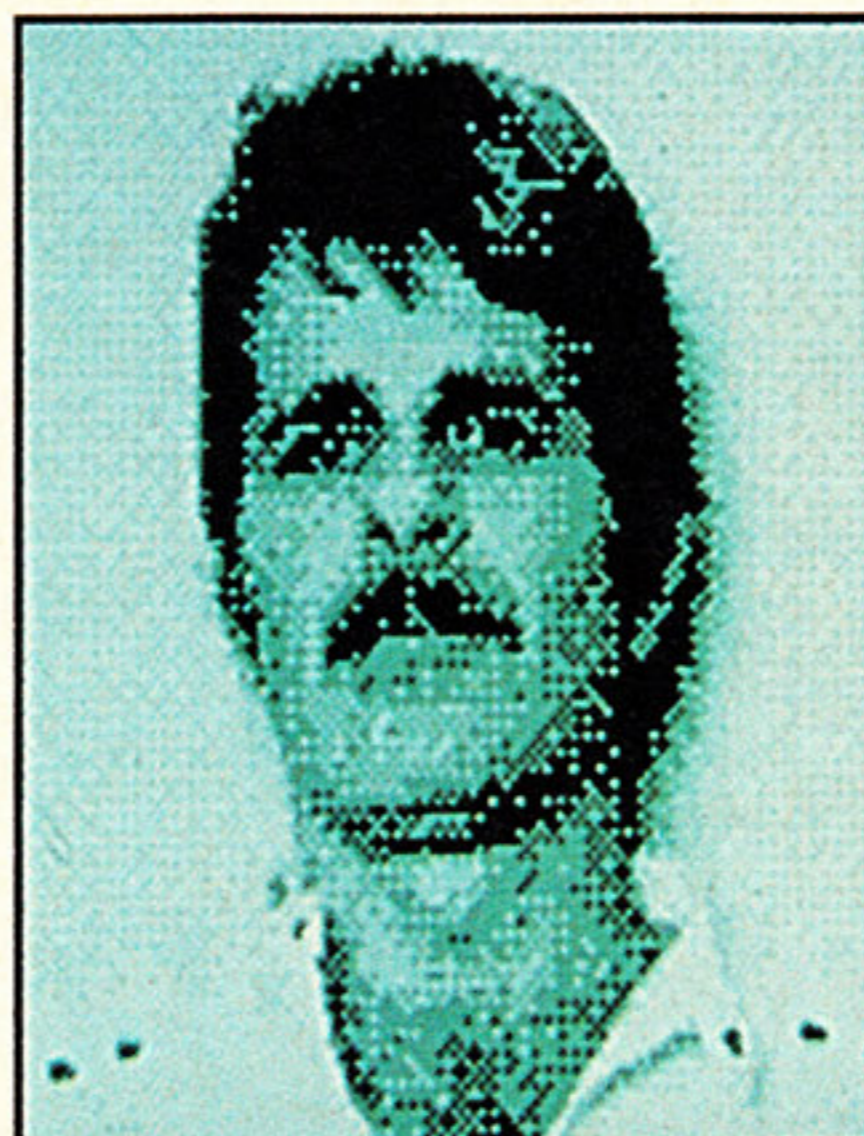
allows you to call your own plays on both offense and defense. The game will appeal to adults as well as youngsters. It will be released this summer.

Tradewest is also releasing *Taboo: The Sixth Sense*, a Nintendo game based on predicting the future with Tarot cards. Enter your name, sex, and birth date, then ask a question — even which number will win the lottery. There's no limit to the number of people who can play.

allows you to call your own plays on both offense and defense.

Magic Johnson's Fast Break has also been endorsed by a sports celebrity.

According to Tradewest, the



LAMONTE, RAYMOND - NEW-WAVE DIRECTOR

HEIGHT: 6'8"
WEIGHT: 165
BIRTH: 4/15/59; BUTTE, MONTANA

ATTENDED UNIVERSITY OF CALIFORNIA - BERKELEY WHERE HE GRADUATED MAGNA CUM LAUDE IN 1979 WHILE MAINTAINING A CONSTANT G.P.A. OF 4.0. MAJORED IN COMPUTER SCIENCE WITH A MINOR IN PHYSICS. EARNED HIS MASTERS AND PH.D. DEGREES IN MATHEMATICS AT CAL-TECH IN PASADENA, CA. WAS RECRUITED BY BELL LABORATORIES IN NEW JERSEY TO WORK ON LASER COMMUNICATIONS DEVELOPMENT PROJECT. JOINED LAWRENCE-LIVERMORE LABORATORIES IN 1998 TO WORK ON S.D.I.

JUNE 24, 1996

Cosmi game is *Presumed Guilty!*

Cosmi Release Is Top Secret

Following its popular mystery *The President Is Missing*, Cosmi has released another deductive adventure game, *Presumed Guilty!*, for PC and Commodore computers.

A top-notch computer programmer has been killed in an "accident" under suspicious circumstances. You're a COPNET (Computer-Operated Police Network) agent assigned to investigate the case. But just as you discover a complex network of international intrigue, you also find that you've been framed as the prime suspect.

You'll have to break the case before you find yourself jailed. Search through wire service news photos, agency data banks, telemetry transmissions, DNA gene-print comparisons — anything that might clear your name.

Updated Version Of *Balance of Power*

Long regarded as one of the most mature, addictive, and fascinating global strategy games, *Balance of Power* has just been updated. Mindscape's *Balance of Power: The 1990 Edition* now includes such global wildcards as Afghanistan, Iran, and Nicaragua. In addition to 18 new countries, the revised version has an on-screen advisory council for periods of crisis and an expanded database.

In *Balance of Power*, you assume the role of either the President of the United States or the General Secretary of the Soviet Union. Then you have to weather the storms of an eight-year term in office without bungling into a nuclear war.

The global political landscape has changed since the original edition of *Balance of Power* appeared in 1985, especially in the Middle East and Central America. This updated version is designed to be as timely as today's headlines. It's available for IBM PC, Tandy, and compatible computers; the Apple IIGS and Macintosh; and the Commodore Amiga.

This list of 100 of the top video and computer games available today is updated each issue. ☆ means that a game was added to the list this issue.

KEY: **PC** (IBM PC/XT/AT, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **ST** (Atari ST); **NES** (Nintendo Entertainment System); **Sega** (Sega Master System); **XE** (Atari XE videogame system and 8-bit computers); **2600** (Atari VCS 2600); **7800** (Atari 7800).

☆ **Airborne Ranger** blends arcade shoot-em-up action with a surprisingly realistic simulation of small-unit tactics. Create diversions! Surprise sentries! Steal code books! Blow up stuff! Choose from twelve different missions, some requiring stealth, some firepower. Good animation throughout. MicroProse, for PC.

☆ **Amagon** is a mild-mannered explorer checking out a mysterious island. But when danger lurks, he can transform into Megagon, a George of the Jungle look-alike. Each level offers a new scenario with deadly foes to vanquish. American Sammy, for NES.

The Ancient Art of War at Sea realistically simulates the tactics of the age of sail. Lets you wage campaigns against Nelson, Blackbeard, John Paul Jones, and other great captains, or make up your own customized scenarios and maps. A different sort of war game, and a rather charming one. Broderbund, for Apple II, IIGS, Mac, PC.

Balance of Power is a unique strategy game designed by famed game designer Chris Crawford. Played on a map

of the world, you take on the role of US President or USSR General Secretary, trying to avoid nuclear war. Pacifist in tone; challenging and thoroughly absorbing. Mindscape, for Amiga, Apple IIGS, Mac, PC, ST.

Bard's Tale II lets you join those happy roisterers down at the Guild of Adventurers for heavy-duty questing and non-stop encounters with enemies, human and otherwise. For those who can't get enough fantasy role-playing, here's more of what you're looking for. Electronic Arts, for Amiga, Apple II, IIGS, PC, 64, ST.

Battle Chess takes the combat-metaphor aspect of chess and brings it alive with clever, colorful animation and operatic sound effects. We wonder why nobody thought of this years ago. Aside from the novelty, great though it is, this is also a first-rate chess program. Interplay (distributed by Electronic Arts), for Amiga, Apple IIGS, PC.

☆ **Battlehawks 1942** recreates World War II combat in the Pacific from the point of view of naval aviators—both American and Japanese.

You can choose from an authentic selection of dive bombers, fighters, and torpedo bombers for either offensive or defensive missions. Though highly realistic, game play is emphasized over the details of flight simulation resulting in a game that is entertaining as well as educational. LucasFilm, for PC.

Battle Tech puts you at the controls of a Mech Warrior, an armored vehicle-cum-robot that moves fast and packs enormous firepower. Based on a popular role-playing game of the same name, this is a good game enhanced by excellent graphics. Infocom (distributed by Activision), for Amiga, Apple II, PC, 64.

Beyond Zork updates and expands a computer-gaming classic. The original *Zork* was the avatar of all adventure games; this new version retains zany humor of the original, adds role-playing element and on-screen mapping. Unless text-games repel you utterly, this is irresistible fun. Infocom, for Amiga, Apple II, IIGS, Mac, PC, ST.

Blaster Master takes you through eight levels of narrow passageways as you try

to find and destroy the Plutonium Boss. In your armored vehicle, you struggle against many kinds of radioactive mutants. Most of them can be killed with your car's weapons systems, but to conquer some you must leave the car and fight on foot. Sunsoft, for NES.

☆ **Bubble Bobble** follows two dinosaurs, Bub and Bob, as they search through hundreds of different rooms for some kidnapped friends. Fun for children and adults, with whimsical graphics. Taito, for NES.

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

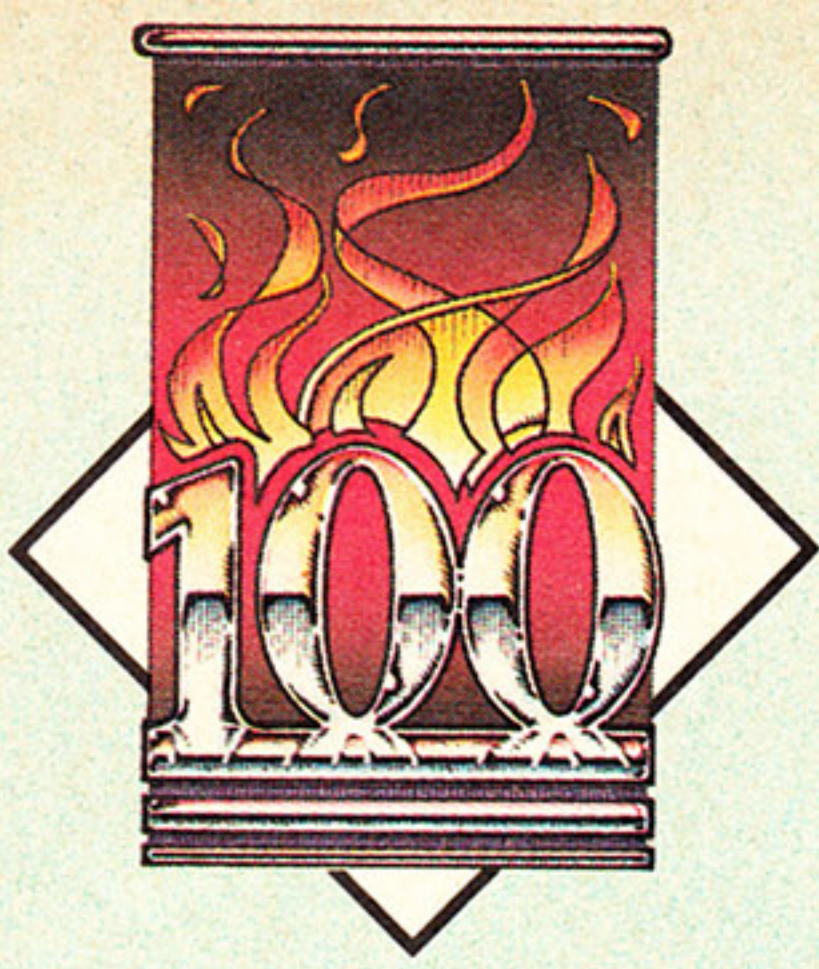
Contra is a fast and absorbing military-style fighting game. Scorpion and Mad Dog land in the jungle on a mission to destroy the evil alien overlord Red Falcon. Armed with six kinds of powered weapons, you must cross jungles, snowfields, waterfalls, and fortified bases. You'll face elaborate defensive traps and fanatic alien soldiers at every turn. Konami, for Amiga, NES, PC, 64.

☆ **Cyborg Hunter** brings to the Sega system a first-rate action maze game in which you guide a bounty hunter against the evil warlord Vipron and his equally evil cyborg minions. The graphics are excellent, the game play exciting, and the action nonstop. Activision, for Sega.

Defender of the Crown is a graphically rich action and strategy game based on civil war in historical England. You have been chosen to lead a group of gallant Saxon knights against the Normans. The ultimate goal is the crown of England. Win, and you gain



THE HOT 100



land, fortune, and your fair maiden. Amiga and PC EGA users, especially, will enjoy the many visual effects. Cinemaware, for Amiga, Apple IIGS, Mac, PC, 64, ST.

★ **Defender II** is an updated version of a classic arcade hit, *Defender*. An unvarnished shoot-em-up, it captures all the excitement of the original. The straightforward goal is to blast as many alien invaders as possible before they kidnap the residents of your planet. It duplicates the arcade version so closely that the graphics are somewhat behind the times, but the game play is as challenging and as fun as ever. Hal America, for NES.

Double Dragon is one of the finest games available for those who like their action fast and their enemies relentless. Billy grew up as a streetwise martial arts expert. His girlfriend is abducted by the toughest gang in the city. You'll need all 11 methods of attack, plus the odd weapon, to rescue her. Tradewest, for NES; Arcadia, for Amiga, PC; Activision, for Atari 2600, 7800; Sega.

Earl Weaver Baseball is the World Series of computer baseball games. No matter what level or kind of baseball simulation you're looking for — simple arcade-style action or heavy-duty statistical tracking — you'll find it here. You can play ball with as little or as much control over events and personnel as you wish. New version 1.5 offers playing and graphics improvements. Electronic Arts, for Amiga, PC.

Empire is an award-winning game of global conquest in which you command armies,

fleets, and aerial armadas against a very tough computer opponent. Easy to play, yet ever challenging, it is quite addictive and has earned a deserved reputation as a classic. Interstel, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

Final Assault was designed for people who want to climb treacherous mountains without risking more than a computer character. Pack your own supplies and set out for the summit of one of six peaks. You have to cross glaciers, scale rock, and climb ice. Epyx, for Amiga, IIGS, PC, 64, ST.

★ **Flying Dragon** is a martial-arts fighting game with a twist — after level 1, the fighting stops and you find yourself in training school. This extended respite from danger (unusual for a videogame) allows you to learn the fighting techniques you'll need to advance to higher levels. An amazing variety of moves are possible by manipulating the controller in this game, but these complex combinations may be difficult to master for very young children. Culture Brain, for Nintendo.

F-19 Stealth Fighter is an exceptionally high-quality simulation of air combat in the Air Force's top secret plane. You fly from carriers or land bases on combat and reconnaissance missions in Libya, the Persian Gulf, the North Cape, and Central Europe. You control virtually everything in this detail-rich, high-tech craft. MicroProse, for PC.

Friday the 13th brings Jason and his hockey mask into your own home. As a counselor at Crystal Lake, you have to keep the children safe — at all costs. Pretty violent, and you have to like a game in which one of the characters is the head of Jason's mother. LJN, for NES.

Galaga was an arcade hit because it gave you bonuses early in the game and thereby provided more action-satisfaction for your

quarter. The NES conversion mimics the arcade version quite nicely. Great fun — an updated *Space Invaders*-type game. Bandai, for NES.

Gauntlet is one of the few role-playing games for NES. As one of four adventurers you'll trek through 100 rooms, battling enemies and looking for treasure. A game equally fun for one player or two players in cooperation or competition. Helpful password feature. Tengen, for NES; Mindscape, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

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

★ **Golgo 13** signals a new direction in Nintendo games, featuring multiple characters, interactive dialogue, and realistic urban settings. The secret agent plot is gleefully incomprehensible, but who cares? Mayhem abounds and the arcade sequences are excitingly staged. Parents should note that *Golgo 13* is extremely violent and the targets are people, not bug-eyed monsters. Recommended, with that proviso. Vic Tokai, for NES.

Guerrilla War lets you overthrow a Third World dictator singlehandedly. Arcade shoot-em-up differs in details from other similar games, but is well done within those limits. Data East, for Amiga, PC, 64, ST.

Gunship features hundreds of missions in four combat zones and puts you at the controls of an AH-64 Apache attack helicopter. With over 35 displays in the cockpit alone, this is a rich simulation with tutorials, maps, scenarios, and fun galore. Microprose, for Amiga, Apple II, PC, 64, ST.

Ikari Warriors II: Victory Road sends commandos Paul and Vince far into the future to aid Earth against Zang Zip, the War Dog. The weapons and themes are basically the same as in the original game, but the challenges are tougher and the pace faster. There are even electronic voices and audio code signals. SNK, for NES; Data East, for Apple II, PC, 64.

Iron Tank assigns you the command of one of the new super-tanks, a vehicle that bristles with firepower. It's D-Day and the Iron Snake commandos are leading the invasion. You'll need all your weapons to battle your way through the enemy force of armored trains, infantrymen, minefields, giant bombs, computerized tanks, and subs. SNK, for NES.

Jackal is a well-done arcade-action war game in which you drive around in an armored car and blast hordes of enemy tanks, infantry, ships, and armored cars while trying not to get clobbered yourself. Excellent graphics and action on Nintendo systems, somewhat less impressive in the computer versions. Konami, for Amiga, NES, PC, 64.

Jeopardy! lets you find out once and for all how you'd fare as a contestant on the top-rated game show. Play against friends or computer opponents and answer questions in categories from "fairy tales" to "explorers." Game-tek, for NES; Sharedata, for Apple II, PC, 64.

Jet, in version 2.1, features improved graphics, menus, and speed and flight characteristics. Welcome improvements to a popular flight simulator. Additional scenery disks available. SubLogic, for Apple II, PC, 64.

John Elway's Quarterback has been a popular football game in the arcades, and the new home versions generally offer flexibility of play with a wide range of strategies. Melbourne House, for

Apple II, IIGS, PC, 64; Tradewest for NES.

Jordan Versus Bird: One On One is the sequel to one of the most popular athletic simulations of all time: *Larry Bird and Dr. J Go One-On-One*, which has sold over 400,000 copies. The new game offers everything the earlier program had, plus some extras. There are three games here: Bird vs. Jordan; an Air Jordan slam dunk contest; and a three-point shootout. Electronic Arts, for PC, 64.

Karnov is an arcade-style action game that rewards good hand-eye coordination. You guide Karnov in search of the Treasure of Babylon, stolen by the dragon Ryu. The enemies just keep on coming. Data East, for Mac, NES, PC, 64.

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

Kung Fu Heroes tests your martial arts skills as you fight through dozens of deadly rooms to rescue the Princess Min-Min. A solid action game with challenging mazes and underground bonus rooms. Culture Brain, for NES.

The Last Ninja fights samurai, martial-arts experts, and Kunitoki guards as he struggles through wastelands and wilderness to reach the gardens, dungeons, and finally the inner sanctum of the palace. An exciting martial-arts challenge. Activision, for Apple II, IIGS, PC.

Lee Trevino's Fighting Golf is a thorough and challenging simulation. The control pad becomes a sensitive substitute for a club as you work your way through sand, wind, and the other hazards of 18



holes. Choose your golfer from a menu of four very different players. SNK for NES.

Legacy of the Wizard is an interesting kind of quest-adventure, in that you must use each member of a family (including the family pet) to explore an underground realm and tame a dragon. Clever idea, well executed design, nice graphics. Broderbund, for NES.

Legendary Wings takes you 20,000 years into the future, to an earth ruled by a super-computer gone amok. The skies are filled with mutant monsters and robot warships, all guarding the machine's underground fortress. Whatever else you do, avoid the gaping mouth of the hideous Giant Head. Capcom, for NES.

The Legend of Zelda is an immensely popular Nintendo adventure game in which you help Link rescue Zelda and save the land of Hyrule. Fascinating and fun. Nintendo of America, for NES.

Life Force drops you into the digestive system of a vast alien entity. A challenging, fast-paced game for one or two players. Konami, for NES, 64.

MagMax is a robot sent to destroy Babylon, a computer brain controlling earth. MagMax is merely a land/air ship until he picks up the legs, head, and wave beam gun that make him a fierce competitor. Fun combination of search mission and shoot the aliens, as the robot looks for his spare parts before he takes on Babylon. FCI, for NES.

Manhunter, New York is a

slightly twisted role-playing game in which the player works for a race of sinister alien overlords. An intriguing blend of quest-adventure and arcade gamelets, laced with black humor and a dash of Orwellian satire. Great EGA graphics. Sierra On-Line, for Apple II, IIGS, Mac, PC, ST.

Maniac Mansion involves the player in the eccentric world of Dr. Fred, who is working on brain-sucking experiments. Choose three characters to enter his house and rescue a friend. This complicated adventure evidences a refreshing sense of humor and can be solved several different ways. Lucasfilm, for Apple II, PC, 64.

Mean 18 is a fine golf simulation with 12 famous courses, plus a provision for you to design your own. Options include: play with up to four friends; beginner or expert level; match or medal play; and pro or regulation tees. The game includes realistic graphics and overhead views. Accolade, for Amiga, IIGS, Mac, PC.

Metal Gear out-Rambos Rambo. One of the most fearfully challenging of the many super-warrior/secret mission games for NES. Elaborate maze-like setting and plenty of room for strategy as well as stamina. Ultra/Konami, for Amiga, NES, 64.

Metroid is a very popular Nintendo game in which you guide space hunter Samus through the maze-world of the planet Zebes. Excellent, fast-paced game play. Nintendo of America, for NES.

Mickey Mousecapade brings Mickey and Minnie to life as you lead them through four dangerous levels to rescue a missing friend. You start at the fun house, gathering treasures and weapons to fight off (among others) Pegleg Pete and the evil witch from *Snow White*. Great fun for the young at heart. Capcom, for NES.

Microsoft Flight Simulator is the game that first made enter-

tainment software a best-seller on PC and compatible computers. Version 3.0 offers improved graphics, especially with EGA or VGA. Microsoft, for PC.

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

1943 pits a single valiant flier against hordes of enemy planes and ships with more anti-aircraft firepower than the Sixth Fleet. Not realistic, but action-packed. Vivid graphics, including nice strafing effect. Capcom, for NES.

Ninja Gaiden promises to become one of the most popular Nintendo games of 1989. Ninja Gaiden is a member of a highly trained secret police force. He can confront any evil with only his sword and Shuriken to protect him. During six rounds he will meet numerous enemy attacks in 20 areas of play. Fast and furious action. Tecmo, for NES.

Ninja Taro is a Nintendo ninja game with some nice touches, including an adorable little title character, unusually clever and amusing monsters, and background art that is startlingly poetic and looks to be based on the woodblock prints of Hokusai. American Sammy, for NES.

Nobunaga's Ambition is a particularly impressive historical simulation. It places you in 16th century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. An excellent strategy game. Immensely popular in Japan as well as here. Koei, for PC (NES version planned).

Othello is a classic board game that combines the strategy of chess with the simplicity of checkers. It's

played on a 64-square board and the object is to capture your opponent's pieces between your own. You can select a two-player game or play the computer. There are four difficulty levels as well. Acclaim, for NES.

Pete Rose Pennant Fever is a unique and powerful baseball simulation. It's a slick pitcher-batter game, but it also boasts excellent graphics and a vivid recreation of the game via a "camera's eye view" both behind the batter and, after a ball is hit, behind the fielder. Challenging, realistic, well-thought-out. Gamestar, for PC, 64.

Pharaoh's Revenge is a classic (yet original) addition to the maze-chase genre. Fully the match of arcade-style games on other computers, *Pharaoh's Revenge* takes you through a maze of ancient passages to find the golden Egyptian ankhs. If you liked *Pac-Man*, *Lode Runner*, *Donkey Kong*, or *Mario Bros.*, you'll love this one. Publishing International, for Apple II, PC, 64.

Platoon recreates the deadliness and dangers of jungle combat. Through a complex jungle maze, a hideous tunnel, and a bunker — you avoid trip wires, hidden mines, ambushes, trapdoors, and enemy snipers who pop up everywhere. Don't waste ammo; it's not unlimited. Sunsoft, for NES; Data East, for Amiga, Apple II, PC, 64, ST.

The President Is Missing is a tough, complex, sophisticated game of intrigue, deduction, and suspense. The terrorist plot involves more than just a few kidnappings — a lot more. Sift evidence (including a 30-minute audio cassette) and separate disinformation from real leads, as the world nears the brink of nuclear war. Don't expect to solve this one in a single weekend. Cosmi, for PC, 64.

PT-109 gets high marks for authenticity. It captures the feel of nighttime action in fast, heavily armed patrol boats.

Play single operations or whole campaigns, from the Philippines to the Adriatic. Spectrum Holobyte, for IIGS, Mac, PC, 64.

Rack 'Em! evokes the ambience of the almost-extinct neighborhood pool hall and the leisurely pleasures of the billiard table. Excellent game simulation, along with a fascinating catalog of trick shots you can practice after the computer demonstrates. Accolade, for PC, 64.

Rad Racer is fast and furious road racing, with eight different courses to conquer. Has a 3-D mode. Quite popular. Nintendo of America, for NES.

Rambo, the legendary Green Beret, must rescue American prisoners deep in a hostile jungle. You pass through conversation screens and action screens, while status screens update you on your firepower, energy, and the time remaining in your mission. Some of your enemies are monsters, but you have the skills to deal with them. Acclaim, for NES.

Reach for the Stars, 3rd Edition is an expanded update of the classic conquer-the-galaxy strategy program from the game pros at Strategic Studies Group. The game uses SSG's charts-and-menus system, and there's a wealth of playing options. SSG (distributed by Electronic Arts), for Amiga, Apple II, IIGS, Mac, PC, 64.

★ **Rocket Ranger** makes you the hero of a 1940's science fiction serial. The Nazis will win World War II unless you can rescue a scientist. Don't worry! You've been sent a jet pack from the future. Terrific graphics, great game. Cinemaware, for Amiga, 64, ST, PC, IIGS.

Romance of the Three Kingdoms asks that you undertake the modestly challenging job of unifying medieval China. No Sunday stroll. Start as a provincial warlord and end up as emperor. A classy, sophisticated game that



conveys a rich sense of historical texture and teaches fascinating lessons about the realities of power. Koei, for PC.

Seicross is nothing more than a futuristic bike race. Nonetheless, you'll enjoy being at the controls of a space bike, destroying the many alien obstacles and bikers that keep you from rescuing the Petra people. Three zones will just lead you to the BalTank, a deadly armored dinosaur vehicle. FCI, for NES.

Serve and Volley is a fast, furious tennis simulation that requires quick thinking and even quicker reactions. Ball placement, timing, and form will mean the difference between winning and losing. Options include: three difficulty levels; a practice session; three surfaces; choice of strengths; and various serves and returns. Accolade, for IIGS, PC, 64; Jaleco, for NES.

Shadowgate is an excellent graphic adventure, with a fascinating interactive environment and ingenious puzzles to unravel. Very challenging and well designed. Mindscape, for Amiga, Apple II, Mac, PC, 64, ST.

Shanghai allows you to play the ancient game of Mah-Jongg without having to round up other people, although you can play with one or more friends. It's simple to match the stacked tiles and remove them from the board, but winning is not that easy. Engaging, strategic — and habit forming. Activision, for Amiga, Apple II, IIGS, Mac, PC, Sega, 64, ST.

Skate or Die brings home the excitement of "cement surfing." There are radical moves and raunchy settings galore, including a distinctly *punk* atmosphere. Graphics are good for NES, extra-nice for PC EGA version. Ultra, for NES; Electronic Arts, for IIGS, PC, 64.

Solitaire Royale will gradually absorb all your spare time if you're any kind of card fan. Eight different games for adults and three for children. The good news is that you don't have to shuffle or set up tableaux; the bad news is that you can't cheat. Spectrum Holobyte, for Amiga, Apple II, IIGS, Mac, PC.

★ **Star Saga One** may be the *biggest* PC game around, weighing four pounds and packing 800 pages of text, plus maps. A huge sprawling space opera-cum-role-playing game, *SS-One* keeps tongue firmly in cheek while delivering plenty of excitement. Wonderfully clear documentation for such a big game. MasterPlay, for PC.

Star Trek: The Rebel Universe is a gripping adventure among the advanced worlds and beloved characters of the famous science fiction series. The Klingons are up to their old tricks as they create a renegade zone, full of rebelling starships. Using a telepathic amplifier, they threaten the peace-loving United Federation of Planets. Simon and Schuster Software, for PC, ST.

★ **Super Mario Bros.** is a classic, extremely popular Nintendo game in which you help Mario rescue Princess Toadstool from the Koopa turtles so that she can save the Mushroom people. Adults and children alike are captivated by Mario and the challenges in his wacky world. Nintendo of America for NES.

Tecmo Baseball is well-thought-out, offering room for strategy and a set-up that enables you to play an entire season or a single game. Animation is crisp and rea-

sonably lifelike, especially the pitching. A must for hardcore baseball fans. Tecmo, for NES.

★ **Tecmo Bowl** offers a rowdy, colorful, action-packed football simulation for the NES. Teams in the game mirror strengths and weaknesses of real-life NFL teams, giving ample scope for coaching strategy. Definitely for adults as well as kids. Tecmo, for NES.

Tetris, a game developed in the Soviet Union, is habit-forming. Place the seven shapes of falling blocks into horizontal rows. When you finish one row, it falls from the screen and the next blocks start falling faster. Simple to learn, but always challenging. Equally good in all formats. Tengen, for NES; Spectrum Holobyte, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

The Three Stooges are more than willing to assist Ma as Mr. Fleecem, a no-good banker, attempts to evict her (and Mary, Leona, and Cynthia, her three beautiful daughters). To raise funds, the Stooges take a variety of odd jobs, similar to some of their finest shows, such as *Hoi Polloi* and *Punch Drunks*. Lotsa *nyucks*. Cinemaware, for Apple II, PC, 64; Activision, for NES.

Thud Ridge — part flight simulator and part aerial combat game — puts you in the skies above Vietnam as you fly sorties over Hanoi and fight off swarming Soviet-made MiG jets in your own F-105 Thunderchief fighter-bomber. An interesting simulation with great graphics. Three-Sixty, for PC.

★ **Time Soldiers**, adapted from the arcade hit, is a challenging, complex game in which you fight enemies in the past, present, and future. This game exercises your brain as well as your reflexes. A friend can play along with you in a cooperative mode. Sega, for Sega.

Top Gun will give you the experience, the speed, and

the thrill of flying the hot F-14 Tomcat, from takeoff to touchdown. You'll face enemy jets and warships in the first two levels, ground targets in the third. In level 4, they throw everything at you but the kitchen sink — you'll have to be top gun to survive! Konami, for NES.

Track and Field II recalls last fall's Olympic fever. Play 15 games of skill, stamina, and savvy. Challenge an opponent or the computer in pole vaulting, archery, gymnastics, fencing, swimming, and many other exciting contests. Choose any sport you want, do well, and listen to the cheering crowds. Konami, for NES.

The Train lets you save art treasures from the Nazis, with the help of the French Resistance. Intriguing premise, well thought-out, lots of room for strategy, and plenty of action. Based on splendid John Frankenheimer film of same name. Accolade, for 64, PC.

★ **The Twilight Zone** combines plots from old episodes of the television classic in a text adventure with some graphics. Explore your neighborhood, but don't be surprised if you end up on a desert island or in a battle with Death. First Row Software Publishing, for PC, Amiga, 64, Apple II.

★ **Ultima V** is the latest in a deservedly popular series of fantasy role-playing games. Its alternate-universe, Tolkeinian world is much better thought-out and internally consistent than is usual in this crowded genre. Charming tapestry-like graphics and smooth playability make this a winner. Origin Systems, for PC.

Universal Military Simulator offers armchair generals the chance to refight actual battles, refight them as you think they *should* have been fought (or generate your own maps and armies). New scenario discs are being added to the basic set, making this a powerful program indeed.

Rainbird, for Amiga, Mac, PC, 64, ST.

Wheel of Fortune is the game show brought to life, complete with your own letter-turner. The child's game of Hangman made glitzy and glamorous. For solo or multiple players. Sharedata, for Apple II, PC, 64; Gametek, for NES.

Where in Europe Is Carmen Sandiego? is a learning tool that actually manages to provide hours of fun as well. You'll be surprised how much geography you'll learn while scouring Europe for a band of art thieves. Broderbund, for Apple II, IIGS, PC, 64.

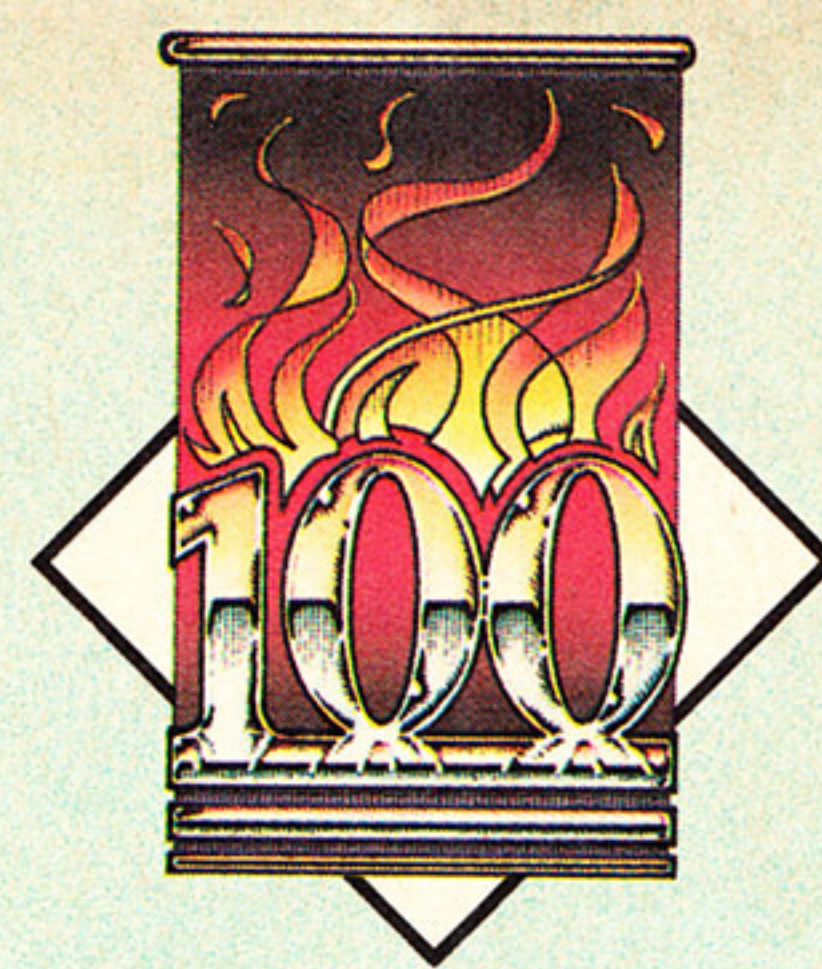
Wizardry V: Heart of the Maelstrom is the latest game in the acclaimed *Wizardry* fantasy role-playing adventure series. Beginners and experienced players alike will find plenty to enjoy in this game. Sir-Tech Software, for Apple II, PC, 64.

Wizards and Warriors takes place in the deadly forest of Elrond, home to the evil wizard Malkil. Guide the warrior Kuros through seven levels of adventure as he tries to free the princess from Malkil's Castle IronSpire. Use the magic sword to battle monsters, killer insects, and the undead (among others). Acclaim, for NES.

Wood & Water Rage offers a rad-bad skate boarding and surfing challenge for Nintendo players. Lots of action, plus excellent color graphics. LJN, for NES.

World Class Leaderboard is world-class golf, played on actual championship courses. Exceptional graphics and a "kids" level of play which allows parents and children to play the same game on two different levels of difficulty. One of the best of its type. Access Software, for Amiga, PC, 64.

Zak McKracken and the Alien Mindbenders allows you to become a top journalist for the *National Inquisitor*. Journey to Egypt, the Bermuda



Triangle, Mars, and other exotic locales in your attempt to stop aliens from turning the population into idiots via the telephone company. Lots of puzzles and lots of fun. Lucasfilm Games, for Apple II, PC, 64.

Zelda II: The Adventures of Link is the sequel to the super hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich new adventure game. Link once again fights against the powers of darkness in the land of Hyrule. Roam with him from the North Castle to Death Mountain...and beyond. Nintendo of America, for NES.

Zoom! pits your little Zoomer against a mass of nasty aliens and black holes. Race around different mazes, painting the grids. Finish one and you'll blast off to one of the other 49. Also has a cooperative/competition mode for two players. Moves almost too fast on AT compatibles. Discovery Software, for Amiga, PC, 64.

GP

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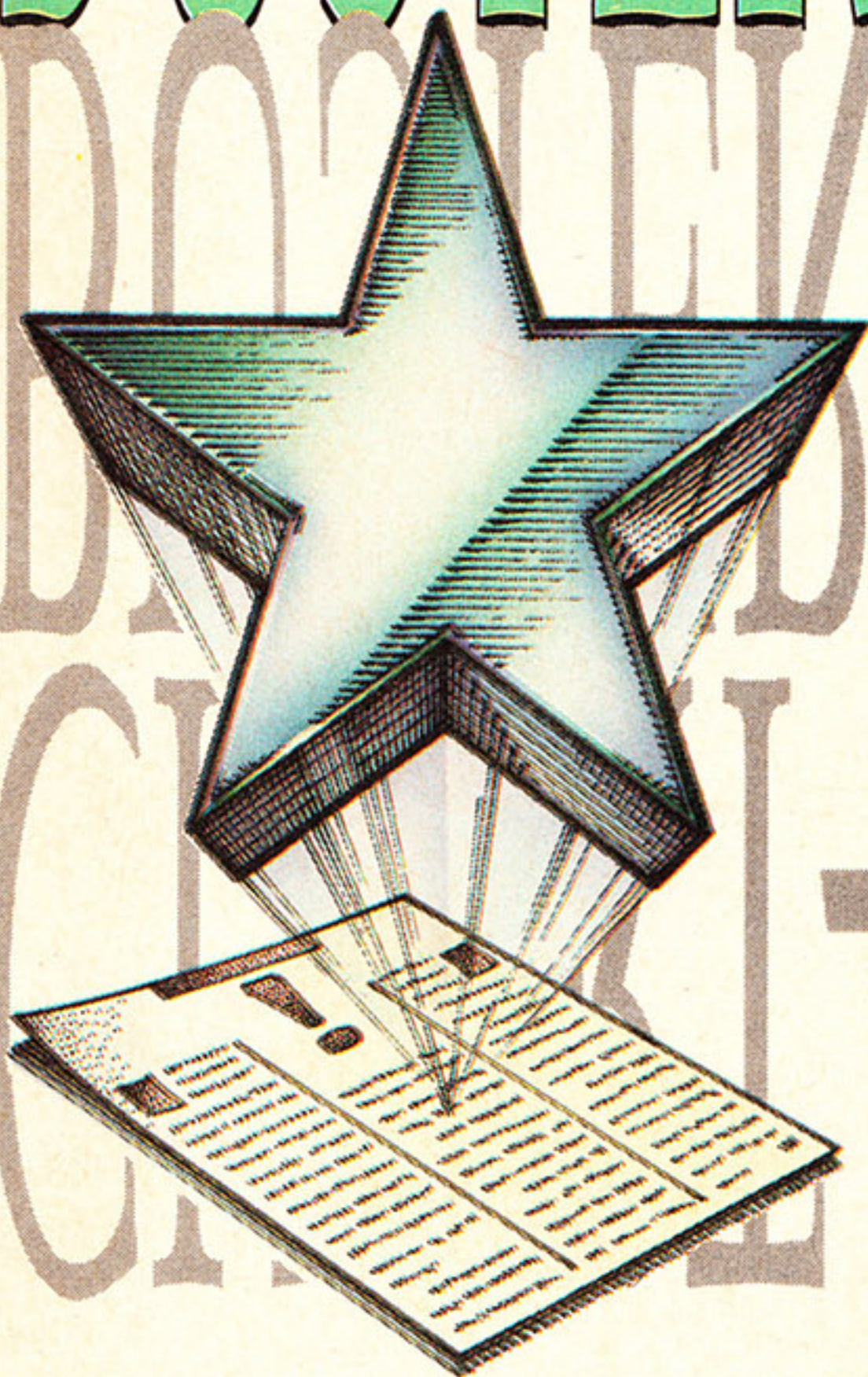
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CHART- BUSTERS



READERS' POLL: NINTENDO AND SEGA TOP TEN!

Here's your chance to let other Nintendo and Sega game players know your favorite games! Send us a card or letter listing your top three Nintendo and/or Sega games. We'll print Top Ten lists for both Nintendo and Sega systems in an upcoming issue!

Send your Top Ten picks to Readers' Poll, Game Player's, P.O. Box 29364, Greensboro, NC 27429.

A sampler of some of the most popular computer games, from several current bestseller lists.

SPA PLATINUM

(Computer games with more than 250,000 copies sold, as certified by the Software Publishers Association; includes only participating member companies. Listed in alphabetical order.)

California Games (Epyx)
Chuck Yeager's Advanced Flight Trainer (Electronic Arts)
Dr. J and Larry Bird Go One On One (Electronic Arts)
F-15 Strike Eagle (MicroProse)
Gunship (MicroProse)
Hardball (Accolade)
Hitchhiker's Guide to The Galaxy (Infocom)
Karate Champ (Data East)
Karnov (Data East)
Lode Runner (Broderbund)
Pinball Construction Set (Electronic Arts)
Ring King (Data East)
Silent Service (MicroProse)
Skyfox (Electronic Arts)
Summer Games I (Epyx)
Test Drive (Accolade)
Where in the World is Carmen Sandiego? (Broderbund)
Winter Games (Epyx)
ZORK I (Infocom)

BABBAGE'S TOP TEN

(Provided by the Babbage's chain of software stores.)

1. **Pool of Radiance** (SSI)
2. **Jordan vs. Bird: One On One** (Electronic Arts)
3. **Double Dragon** (Arcadia)
4. **Where in the World is Carmen Sandiego?** (Broderbund)
5. **F-19 Stealth Fighter** (MicroProse)
6. **Where in the USA is Carmen Sandiego?** (Broderbund)
7. **Test Drive** (Accolade)
8. **Microsoft Flight Simulator for 3.0** (Microsoft)
9. **King's Quest IV** (Sierra)
10. **JackNicklaus' Golf** (Accolade)

SOFTWARE ETC.

(Provided by the Software Etc. chain of stores. Listed in alphabetical order.)

Abrams Battle Tank (Electronic Arts)
Battle Chess (Interplay)
Chessmaster 2100 (Software Toolworks)
Chuck Yeager's Flight Trainer (Elec. Arts)
The Duel: Test Drive II (Accolade)
F-19 Stealth Fighter (MicroProse)
Hostage (Mindscape)
688 Attack Sub (Elec. Arts)
Space Quest III (Sierra)
Where in the World is Carmen Sandiego? (Broderbund)



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