

NINTENDO® PC AMIGA 64 SEGA ATARI

GAME

A Signal Research Publication
\$2.95 \$3.95 Canada Vol. 1 No. 4

GAME BOY™
SUPERMARIO LAND™

PLAYERS™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

Complete Guide To
忍 NINJA 者
GAIDEN

REVIEWS:

CHUCK YEAGER 2.0
HIDDEN AGENDA
STARGOOSE
MEGA MAN II
DUCKTALES
BAD DUDES
BAAL
AND MANY
MORE!

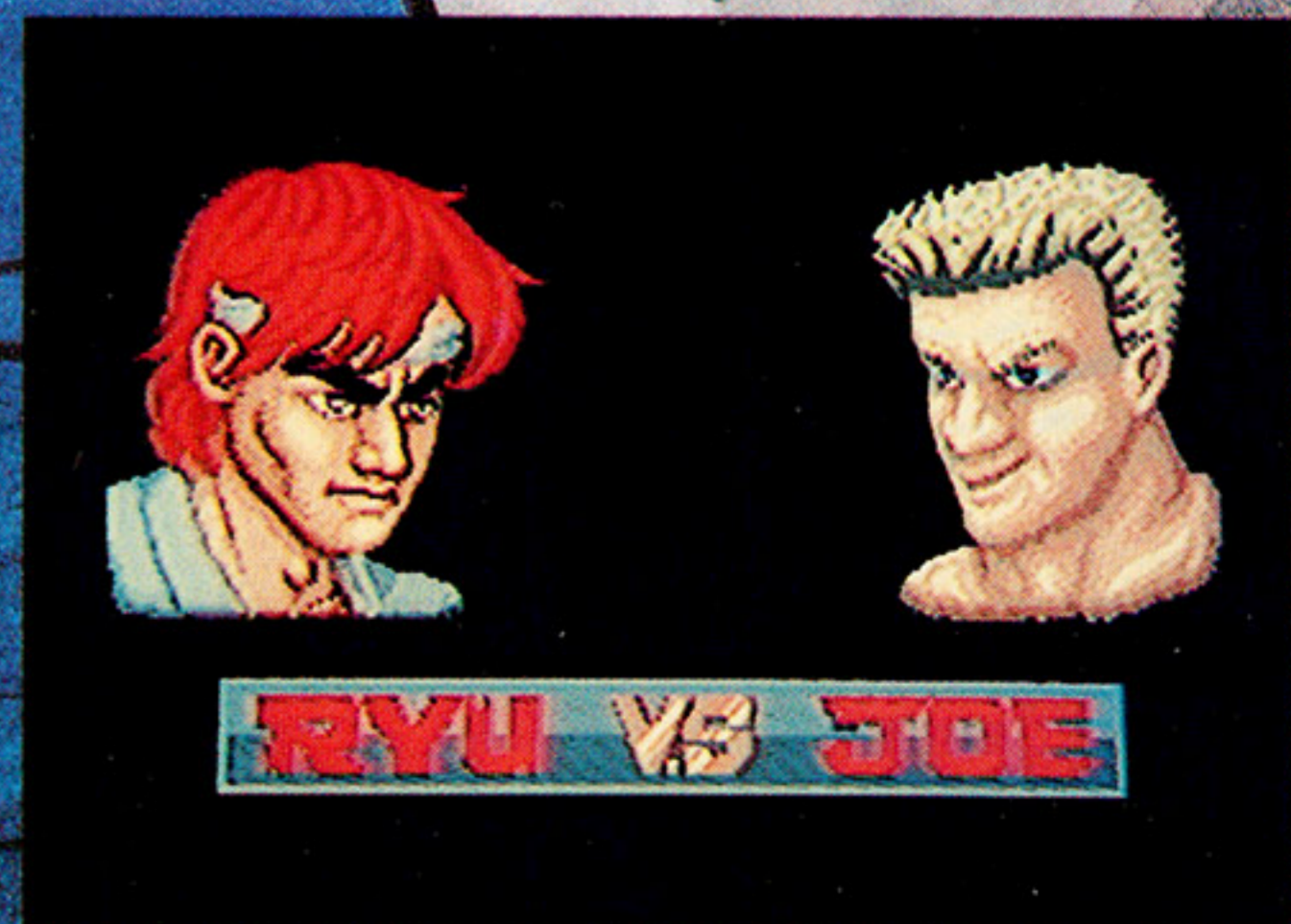
PLUS:

RED STORM
RISING

CLASSIC
NINTENDO®
GAMES



SEGA GENESIS
ALTERED BEAST



NEC TURBOGRAFX-16
FIGHTING STREET ON CD!



2 0 53876 03049 7



GET THE POWER TO MOVE

with the
ACCLAIM REMOTE!

Acclaim's Wireless Remote Controller gives you the power to really get into the action of your favorite Nintendo® games. With no wires to tie you down, you can roll and tumble through your greatest adventures. It's accurate from up to 30 feet away and features a Rapid-Fire mode that gives you a shot at super high scores. It even looks and feels like the Nintendo® controller you already know. And the Acclaim Remote carries the Nintendo® Quality Assurance Seal. Now nothing gets between you and the action!



AcclaimTM
entertainment, inc.
Masters of the GameTM



Orel Hershiser's STRIKE ZONE



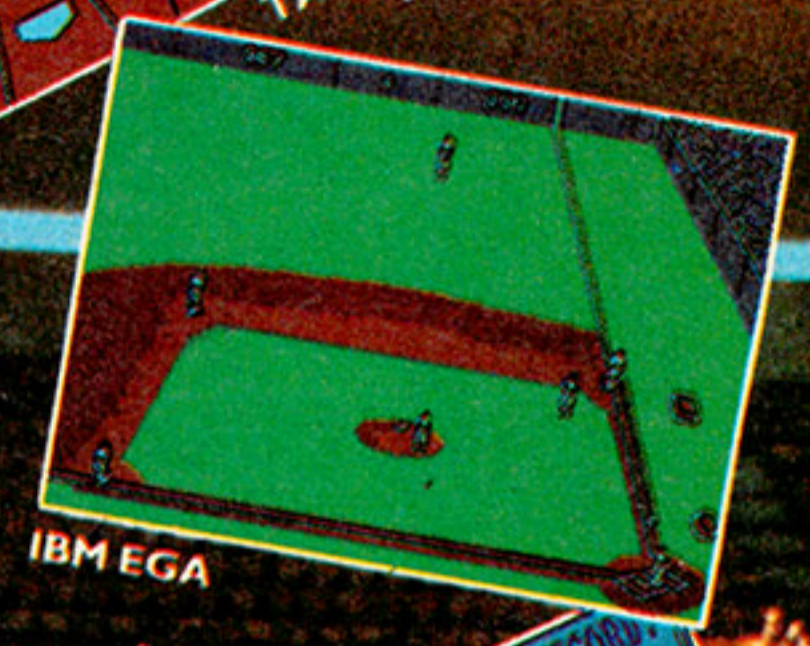
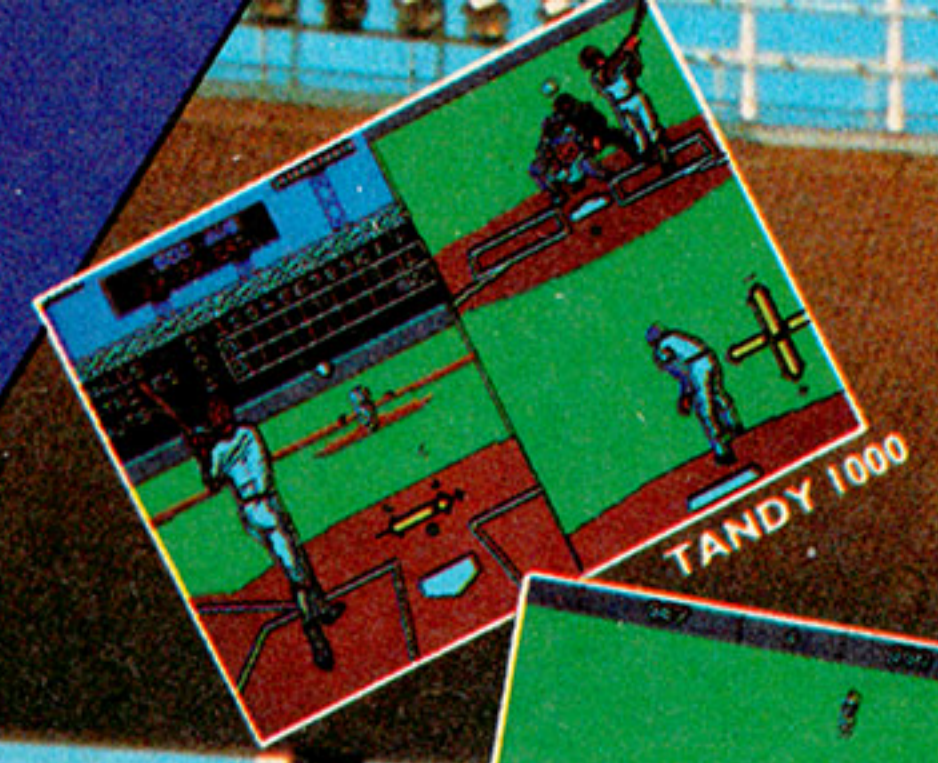
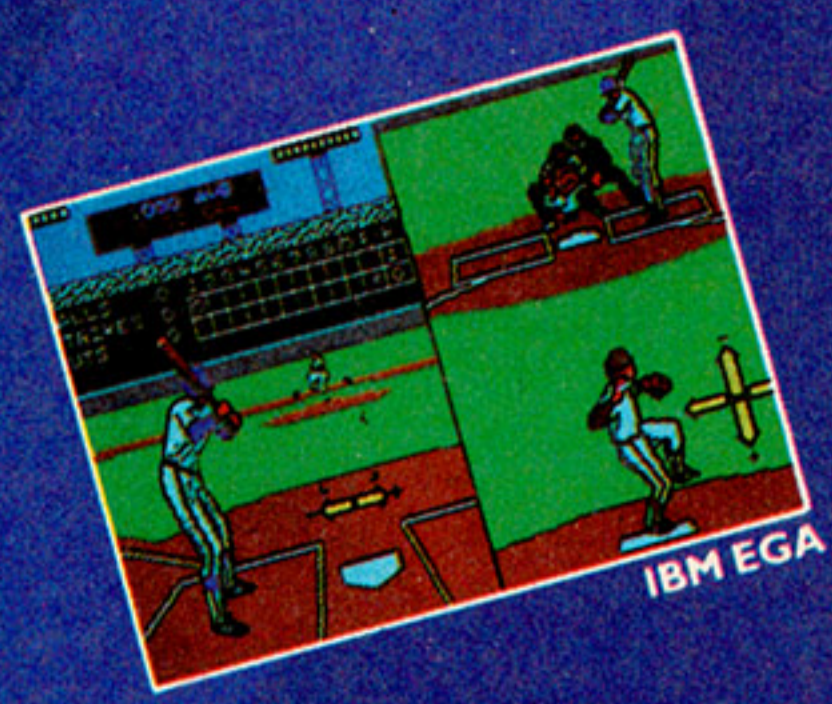
THE ONLY AUTHORIZED VERSION OF THE ARCADE HIT "STRIKE ZONE!"

Take Orel Hershiser's place on the pitcher's mound and BLISTER that horsehide over the plate! Mix your fastballs with sliders and sinkers to keep the batter off his guard.

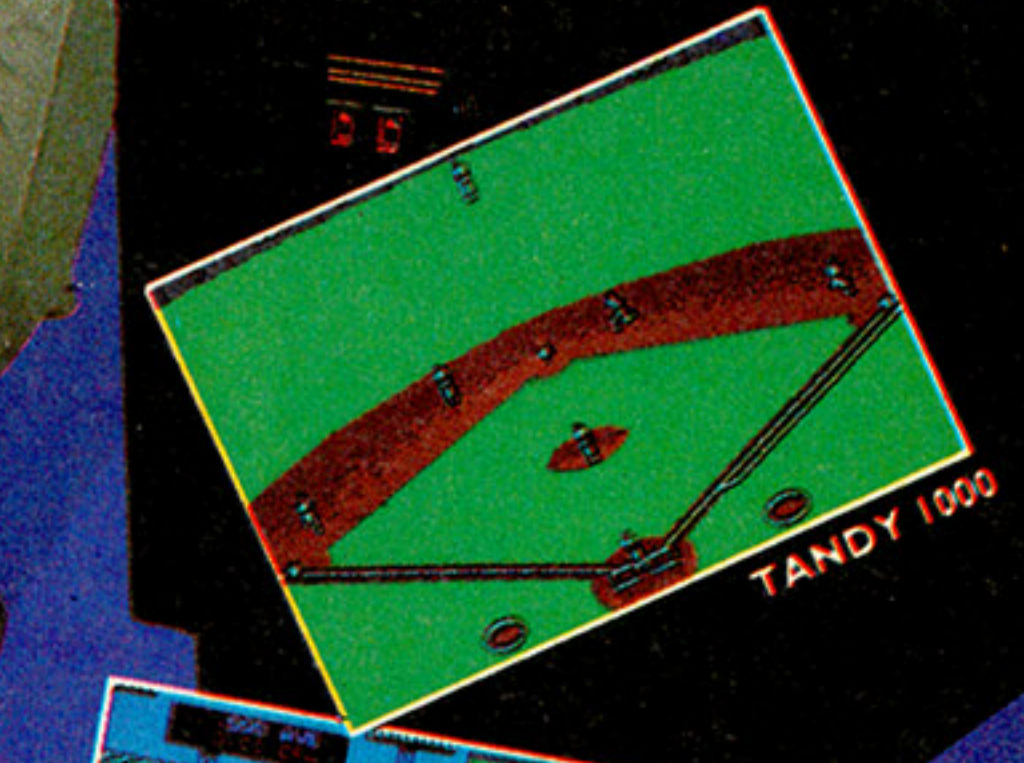
When you're up to bat, you not only control your swing, but your runners too. You decide when to go for that extra base on a long drive, or when to steal.


To improve your batting average, try the Home Run Derby. Feel the power when you connect with the ball and send it deep into the outfield, or even into the stands!

All the action and adventure of the major leagues, in a computer game for one or two players!



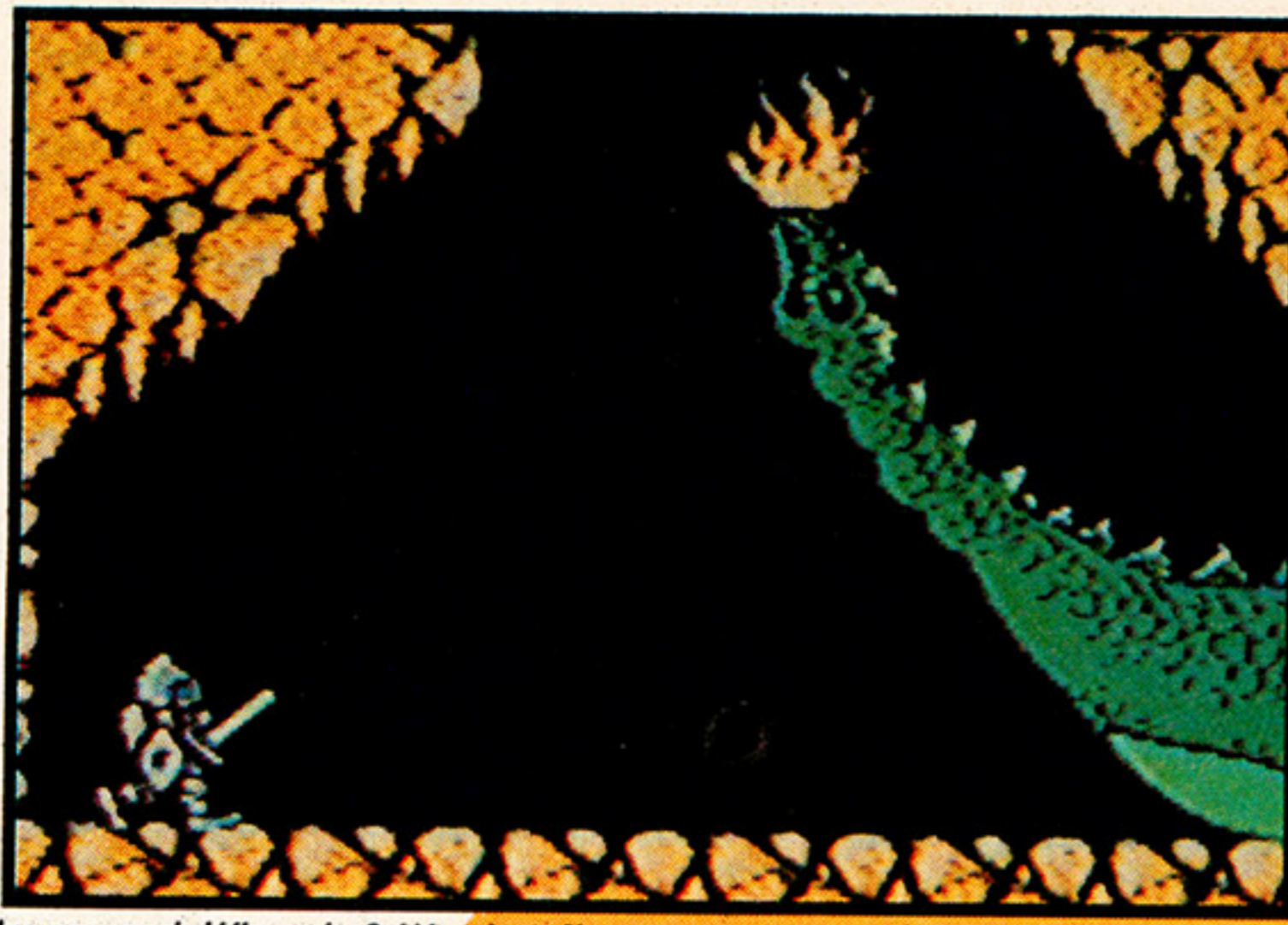
HOME VISIT 0



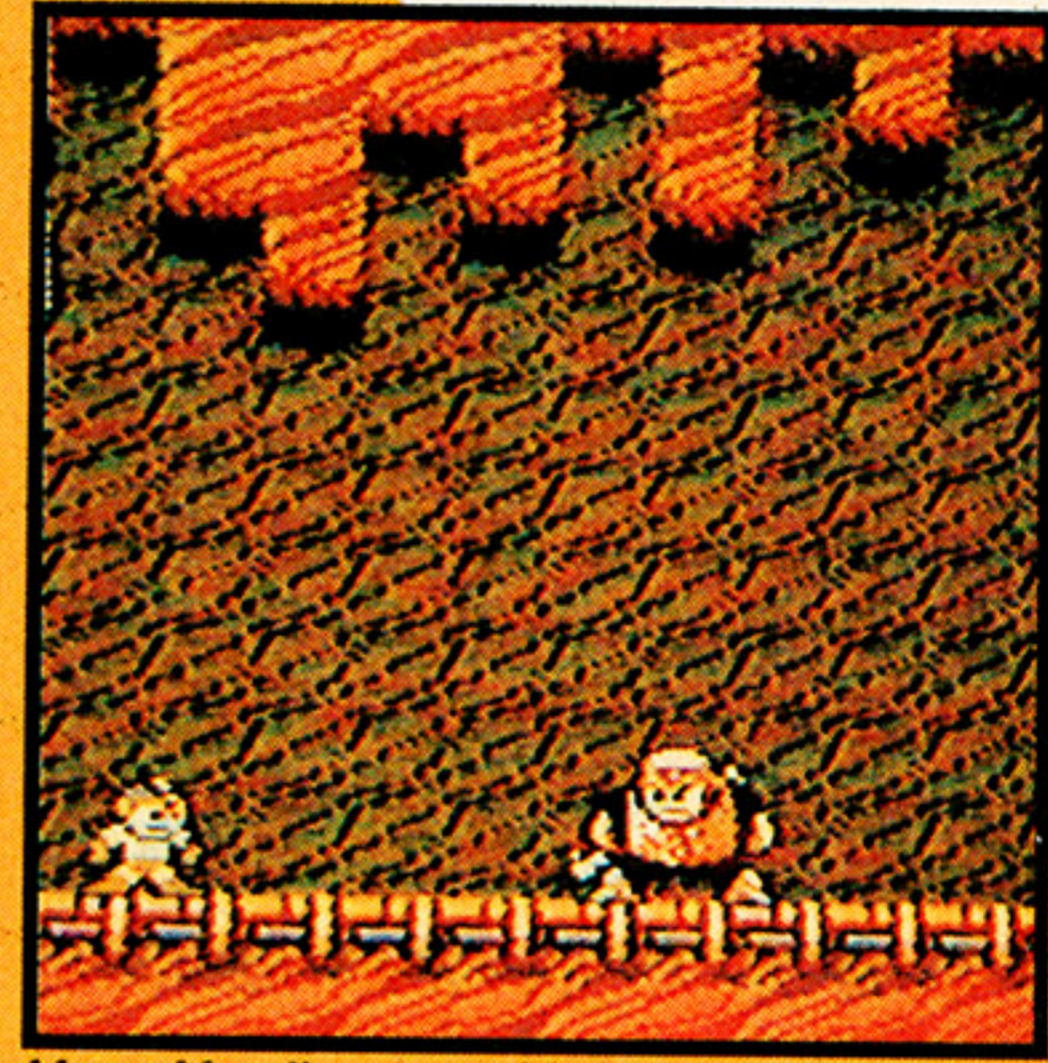
 <p>MELBOURNE HOUSE Setting New Standards IN COMPUTER SOFTWARE</p>	Available now:	
	IBM 5-1/4"	\$39.99
	IBM 3-1/2"	\$39.99
	Commodore 64	\$29.99
<p>MELBOURNE HOUSE 18001 Cowan Irvine, CA 92714 Tel (714) 833-8710 Melbourne House is a member of the Virgin Mastertronic Group.</p>		

LICENSED FROM
 **TRADEWEST**
 CORSICANA, TEXAS.

STREET SIGHTS



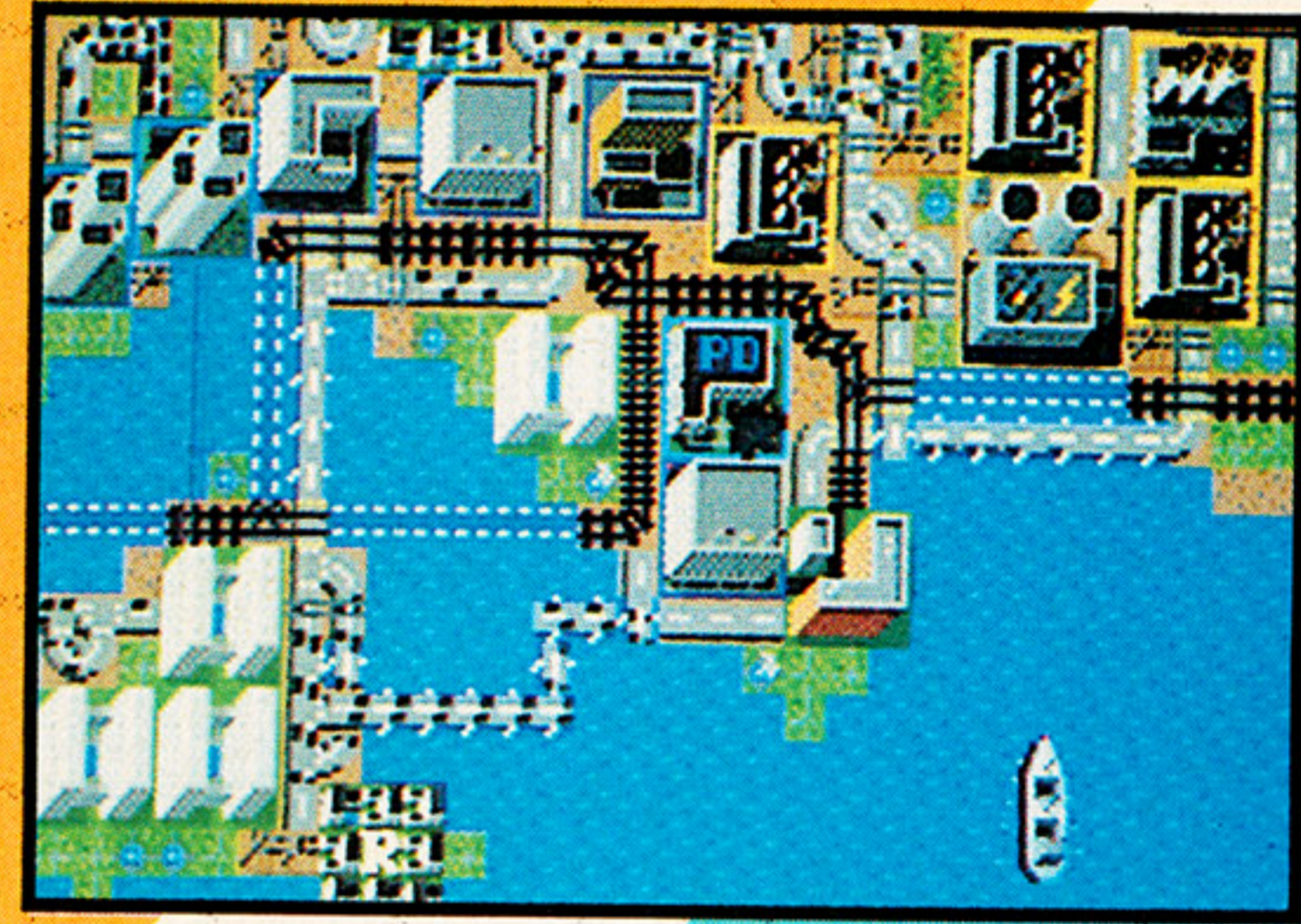
Ironsword: Wizards & Warriors II — page 82.



Mega Man II — page 80.



Omicron Conspiracy — page 38.



Sim City — page 46.

- 4 The Editor's View
- 8 The Tip Sheet
- 18 Player's World
- 29 Nintendo News
- 36 Arcade Action
- 38 PC Players
- 42 Sega Masters
- 45 Atari Safari
- 46 Amiga Players
- 48 Commodore Players
- 51 Mac Players
- 52 Cheap Thrills
- 55 Nintendo Game of the Month: *Ninja Gaiden*

65 Computer Game of the Month: *Red Storm Rising*

71-84 Game Reviews:

Capone

StarGoose

Jigsaw!

Hidden Agenda

Chuck Yeager 2.0

P.O.W.

Bad Dudes

Dr. Chaos

DuckTales

Mega Man II

Wrestlemania

Ironsword: W&W II

Jack Nicklaus Golf

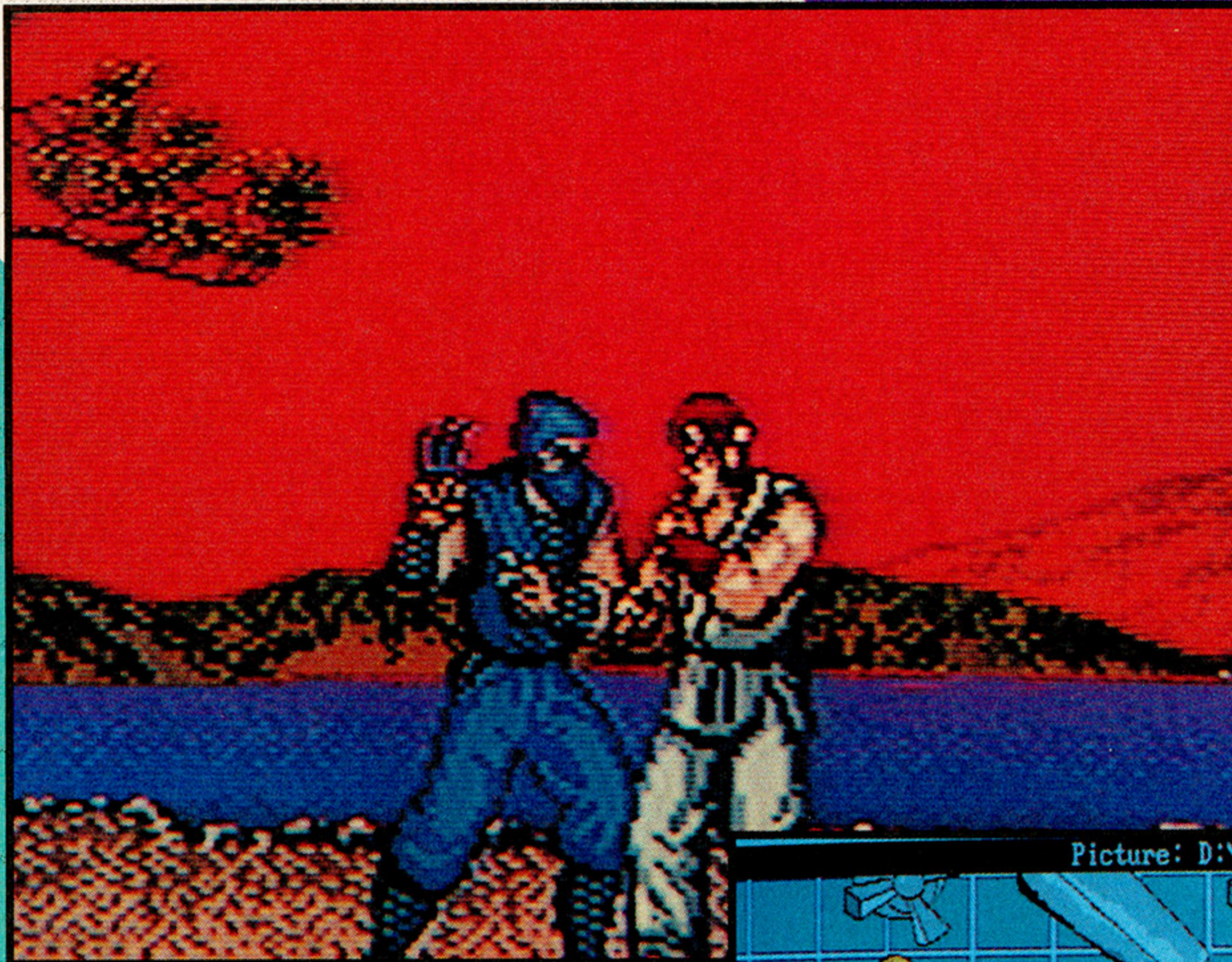
Baal

85 News & Previews

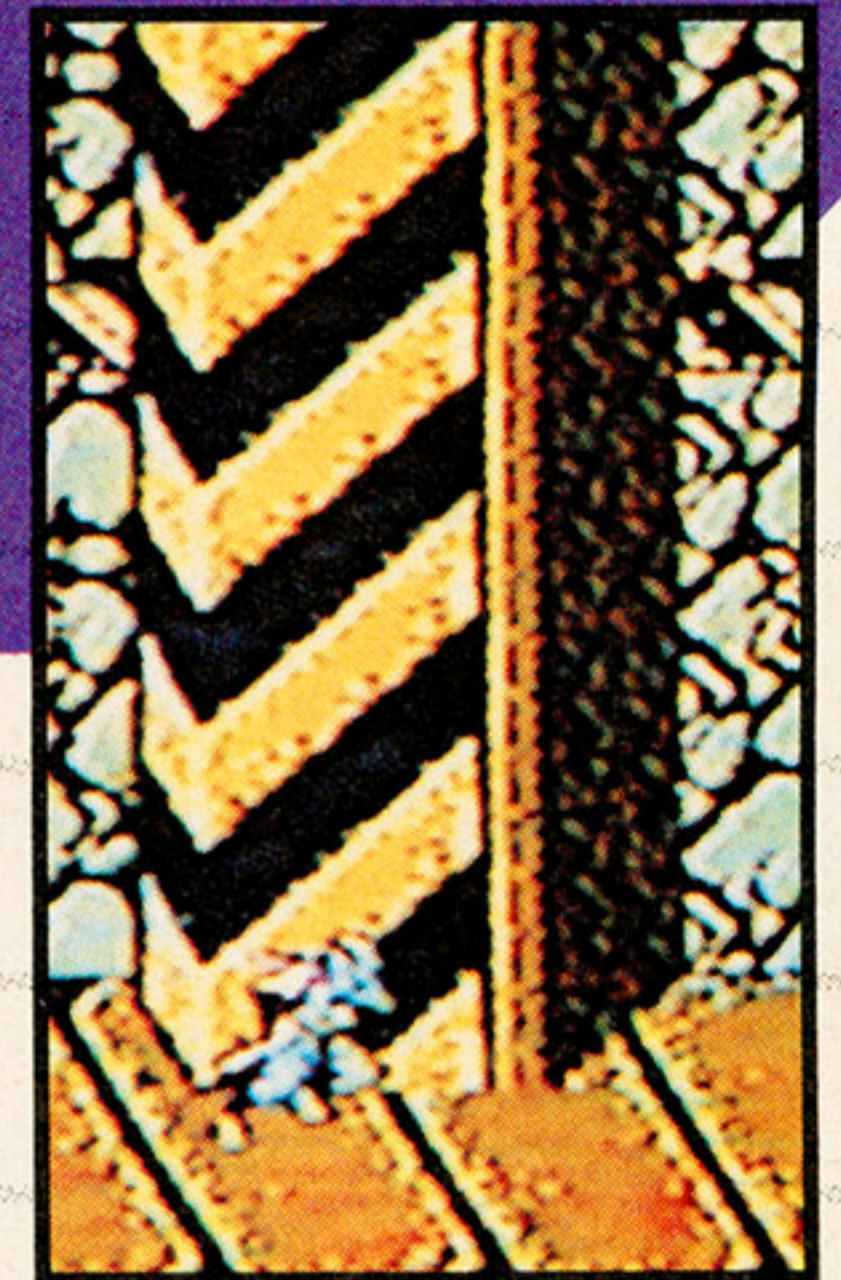
90 Guidepost: The Hot 100

95 The *Game Player's* Hall of Fame

96 Chartbusters



Fighting Street — page 15.



Ninja Gaiden — page 55.



Bad Dudes — page 77.



Jigsaw! — page 73.

The EDITORS VIEW

Welcome to the first *monthly* issue of *Game Player's*! After three issues of bimonthly publication, reader response has been so strong that we are happy to announce the doubling of our publishing frequency. This will make it easier for us to cover the fast-moving world of computer and videogames, bringing you even more up-to-date news.

Of course, our switch to monthly publication also means we can effectively double the number of games we cover. This is happening at just the right time, because a flood of new games is being released for all types of videogame systems and computers. Whether you use a Nintendo, Sega, or Atari videogame machine, or a PC-compatible, Commodore, or Apple computer, you'll find more coverage of your favorite games than ever before in the new monthly *Game Player's*.

We're also keeping an eye on the advanced 16-bit videogame machines appearing in stores this fall. As you know, we've been writing about these exciting machines from Sega and NEC for the past couple of months, with full-blown reports appearing in our last issue. Our coverage continues in this issue with a report on the special compact disc player available for the NEC TurboGrafx-16, plus a closeup look at *Altered Beast* for the Sega Genesis.

Speaking of new videogame machines, there's been some talk about yet *another* new 16-bit system from overseas — this time from the United Kingdom. It's called the Konix Multi-System, and its specifications are indeed impressive: 4,096 colors, all of which can be displayed on-screen at once; screen resolution as great as 512 x 200 pixels; CD-quality stereo sound; and a built-in disk drive that makes it possible to release game software on 3.5-inch floppy disks instead of cartridges, drastically reducing production costs (and store prices).

But what really sets the Konix Multi-System apart from other game machines is the collection of innovative controllers which has been announced. (Konix is a leading joystick manufacturer in the U.K.) To begin with, the Multi-System has built-in motorcycle-style handlebars, lending more

realism to driving games and flight simulators. Optional controllers are supposed to include a light gun that recoils when fired; a stationary bicycle whose pedals stiffen when you pump "uphill"; and a full-size chair that can tilt or swivel up to ten degrees in any direction in response to what's happening on the screen!

Although the Konix Multi-System sounds fascinating, we haven't published a full report for two reasons: Right now there are no definite plans to sell the machine in the U.S., and it's not even available in the U.K. yet. There could be a gap between what's been announced and what eventually becomes reality. Its debut in the U.K. has already been delayed until late September, when it is expected to arrive in stores at a price of 199 pounds sterling (about \$325 in U.S. dollars). As soon as the Konix Multi-System really appears, you can rely on *Game Player's* to bring you the complete story.

GameTapes And Pro-Tip Hotline

If you're a Nintendo fan, our new monthly *Game Player's* isn't the only announcement we have for you this issue. Starting immediately, we're also launching two exciting new products: a series of *Game Player's* GameTapes and the *Game Player's* Pro-Tip Hotline.

The GameTapes are videocassettes packed with winning strategies for some of the most popular Nintendo games available. Our expert videogame testers have played these games from start to finish, and we've recorded highlights of their actual play on videotape. For details, see pages 30-31 in this issue.

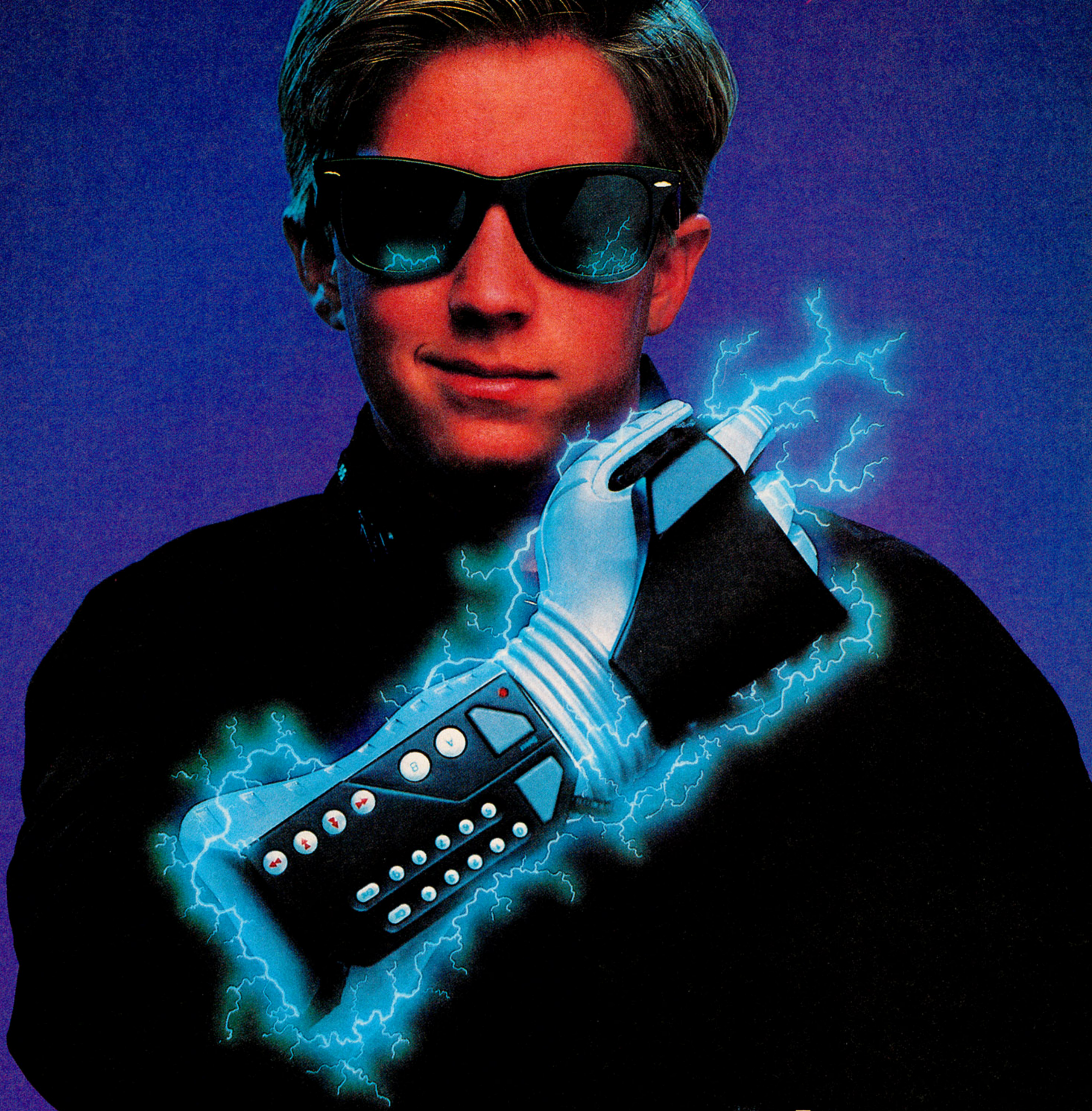
The *Game Player's* Pro-Tip Hotline is another new service for Nintendo fans. Each week, the Pro-Tip Hotline brings you the latest hints, tips, and playing secrets for a variety of top Nintendo-compatible games. Just call 1-900-740-7000 and you'll have a choice of several different game messages to choose from.

Each call costs \$1.25 for the first game, and 75 cents for each additional game, automatically added to your phone bill. So, before you call, don't forget to ask permission from whoever pays the phone bills at your house. For details, see page 28 in this issue.

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

(The *Game Player's* GameTapes and Pro-Tip Hotline are independent products from *Game Player's* and are not affiliated in any way with Nintendo of America Inc. Nintendo is a registered trademark of Nintendo of America Inc.)

GP



EVERYTHING ELSE IS CHILD'S PLAY.

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

3-D sensors track the position of your hand, giving you free-flowing, instant response. It's a complete connection. Intense. And powerful.

Plus, the Power Glove has a unique programmable keypad that gives you amazing new ways to play almost every Nintendo[®] game. All your joystick games become different. More exciting. And with games specifically designed for the Power Glove, you'll be blown into another dimension.

So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.



POWER GLOVE[™]

Licensed by Nintendo for play on the

Nintendo

ENTERTAINMENT
SYSTEM[®]



© Mattel, Inc. 1989. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo, Inc., used under license. Manufactured under license from Abrams/Gentile Entertainment, Inc. **Lightning bolts not included.**

GAME PLAYER'S

GAME PLAYER'S: THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

October 1989

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

Richard T. Mansfield, Editorial Director
R. Selby Bateman,
Game Player's Editorial Director
Tom R. Halfhill,
Game Player's Editor-In-Chief
Leslie Mizell, Assistant Managing Editor
William R. Trotter, Assistant Editor
Brian Carroll, Assistant Editor

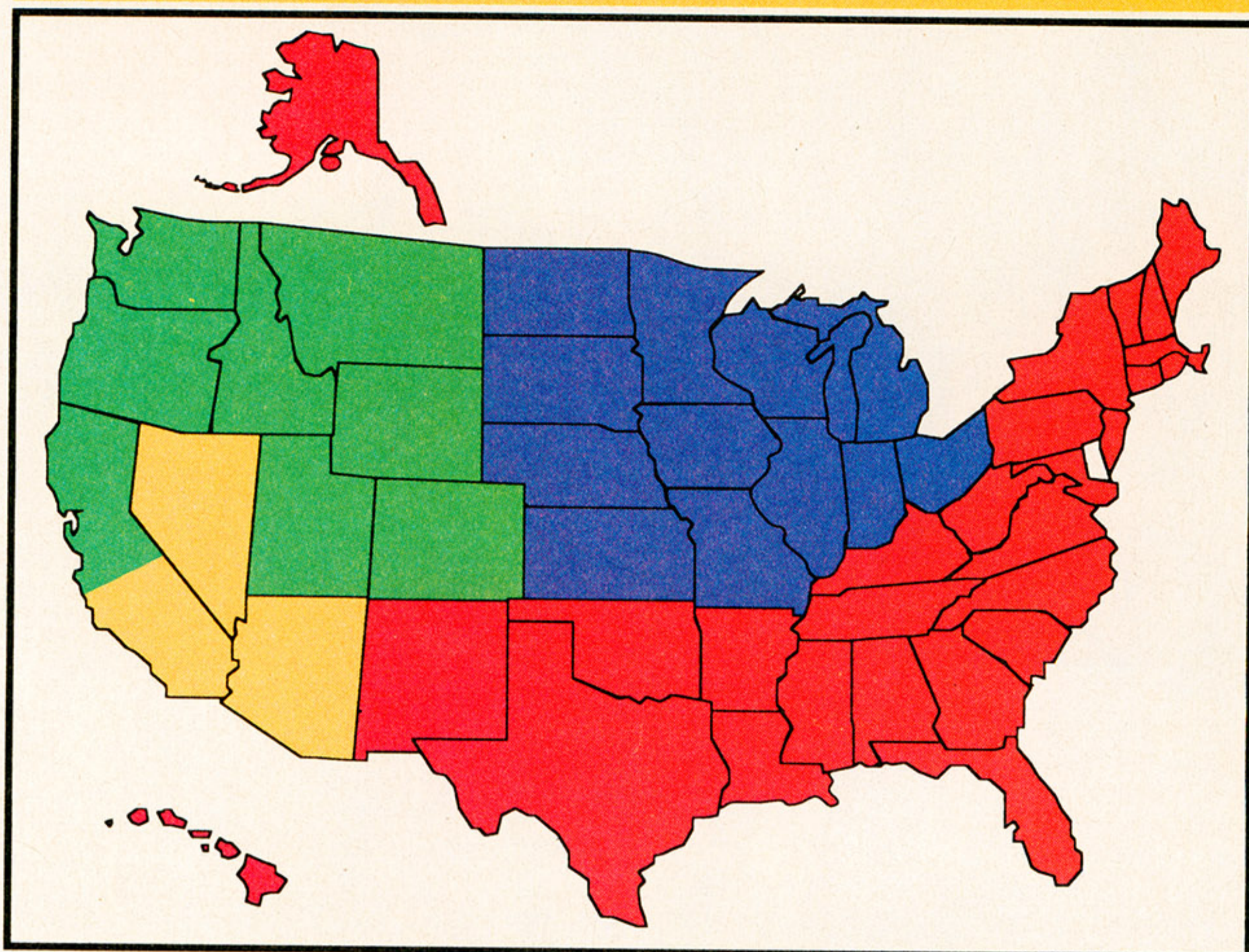
Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Graphic Artist

James A. Casella, Publisher
Tom Valentino, Vice President, Finance
Andrew Eisenberg,
Vice President, Advertising Sales
Dominic Mustello,
Vice President, Circulation
Debi Nash, Customer Service Manager
Jeff Pieper, Circulation Promotion Manager

Game Player's: The Leading Magazine of Video and Computer Entertainment (ISSN-1042-3133) is published monthly by Signal Research, Inc., P.O. Box 29364, Greensboro, NC 27429, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US: \$26.50. CANADA: Add \$1 per issue (\$38.50 total). For subscription customer service or overseas rates, call 1-800-222-9631.

Signal Research, Inc., publishes *Game Player's* (tm): *The Leading Magazine of Video and Computer Entertainment*; the *Game Player's Guides* (tm) to Nintendo and PC computer games; *Game Player's GameTapes* (tm), a series of tutorial videotapes about selected games; and operates the *Game Player's Pro-Tip Hotline*, a telephone service offering hints and tips for selected Nintendo games. Subscriptions to the *Game Player's Guides* to Nintendo games and PC games: One year (6 issues) US: \$18.95. Subscribers outside the U.S., please add \$5 for postage. Corporate, editorial, and production offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located in Ridgewood, New Jersey, (201) 670-7443; FAX (201) 670-1385. Dealer orders and inquiries should be directed to Dealer Sales at (201) 670-7443. Postmaster please send change of address to *Game Player's*, P.O. Box L-2032, Langhorne, Pennsylvania 19047-0672.

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



ADVERTISING SALES TERRITORIES:

National Advertising Sales:	Regional Advertising Representatives:	Southern California, Arizona, Nevada:	Northwest:
Andrew Eisenberg Signal Research, Inc. 2-4 Garber Square Ridgewood, NJ 07450 (201) 670-7443	Midwest: Milt Gerber Eve Conkey Gerber/Kamikow 570 Lake Cook Road Deerfield, IL 60015 (312) 405-0400	Ed Winchell Ed Winchell Co. 22700 South Crenshaw Blvd. Suite 215 Torrance, CA 90505-3050 (213) 530-4693	Kathi L. O'Neil 500 Airport Blvd. Burlingame, CA 94010 (415) 579-0258

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

Marketplace Advertising: Bonnie Black, Signal Research, Inc., 2-4 Garber Square, Ridgewood, NJ 07450 (201) 670-7443

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

Entire contents copyright 1989, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide* and *Game Player's* are tradenames of Signal Research, Inc. Nintendo is a registered trademark of Nintendo of America. IBM is a registered trademark of International Business Machines Corporation. Microsoft and MS-DOS are registered trademarks of Microsoft Corporation. Sega is a registered trademark of Sega of America, Inc. Atari ST, Atari 2600, and Atari 7800 are registered trademarks of Atari Corp. Atari Games is a registered trademark of Atari Games, Inc. Amiga and Commodore 64 are registered trademarks of Commodore Business Machines. Apple, Apple IIGS, and Macintosh are registered trademarks of Apple Computer, Inc. Tandy is a registered trademark of Tandy Corp.

Products named in these pages are tradenames, or trademarks, of their respective companies. *Game Player's: The Leading Magazine of Video and Computer Entertainment* is an independent publication and is not affiliated with any of the companies or products covered in the magazine.

CSG IMAGESOFT INC™

S U P E R dodgeball

ON SALE NOW!
Free Poster Offer Below!



Thrash, Bash, and Smash the Competition.
Team USA is on its way in the Super Dodge Ball World Cup Championship. From out of nowhere, this scrappy bunch of rookies are fighting for a long-awaited grudge match with the undefeated, defending world champions, Team USSR.
Have you slammed into Super Dodge Ball yet?

Licensed By Nintendo For Play On The **Nintendo** ENTERTAINMENT SYSTEM®

Announcing the Free Imagesoft Newsletter!
Just fill out and mail in this coupon for your free quarterly newsletter* full of game playing tips and information on new game releases. Also, you can get a free Super Dodge Ball™ poster while supplies last.

Name _____
Address _____
City _____ State _____
Zip _____ Age _____

Send coupons to:
CSG IMAGESOFT INC.™
9200 Sunset Blvd.
Suite 820
L.A., CA 90069
Please send me:
 Newsletter
 Poster

GP

AND COMING SOON!
Score Big with the Ultimate Pinball Game!!

S U P E R SUSHI PINBALL

- 8 ACTION PACKED LEVELS OF PLAY
- EXCITING AND REALISTIC TILT FEATURE
- UP TO 4 PLAYERS AT A TIME



SUPER DODGE BALL™ is distributed by CSG Imagesoft Inc. Los Angeles, CA. "CSG Imagesoft™" and "Imagesoft™" are trademarks of CSG Imagesoft Inc. "SUPER DODGE BALL™" is a trademark of Technos Japan Corp., ©1988 Technos Japan Corp. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. SUPER SUSHI PINBALL™ is a trademark of CBS/Sony Group Inc. ©1988 CBS/Sony Group Inc.

TAMING THE UNICORN IN KING'S QUEST IV

I have achieved 45 points out of 230 in *King's Quest IV: The Perils of Rosella* and have gotten to the screen where the unicorn is grazing. Could you give me some hints on taming the unicorn? I have tried to use about every sensible thing in my inventory!

Bree Frick
Ohio

Before you can befriend the unicorn, you have to find Cupid bathing in the marble pool. If you startle him, he'll fly off and leave behind his bow and arrows. Shoot the unicorn with a love-tipped arrow, and he'll be your friend. But you won't be able to ride him until you find the golden bridle.

Where's the golden bridle? There's a whale that appears only once in the game. It will swallow you, and when you figure out how to escape (we don't want to give everything away), you'll see a deserted island to the north. The bridle is found there.

We recently completed King's Quest IV with 226 of 230 points, and Space Quest III with 726 of 738 points. We'd like to hear from anyone who has completed these games and has an itemized list of points to share.

AWAITING PHANTASY STAR II

In "Players World" in the June/July issue of *Game Player's*, you



Do you have any questions about your favorite videogames 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 reply individually by mail to game questions.

mentioned *Phantasy Star II*. Sega says there will be no *Phantasy Star II*. I don't know what's wrong with Sega, but *Phantasy Star* was one of the best games I've played, and I'd buy the sequel in a second.

Ron Bugel
Illinois

Phantasy Star II was scheduled to be released in August for the Sega Master System under the title Spellcaster. It's a four-megabit cartridge with a password restart feature, and it's even longer and more challenging than the original Phantasy Star.

BLOCKED IN DOUBLE DRAGON

I've finished *Double Dragon* a couple of times, but I still have a lot of trouble trying to get past the blocks that come out of the wall in Mission 4. Can you please let me know of an easy way to get past them?

David
Newfoundland, Canada

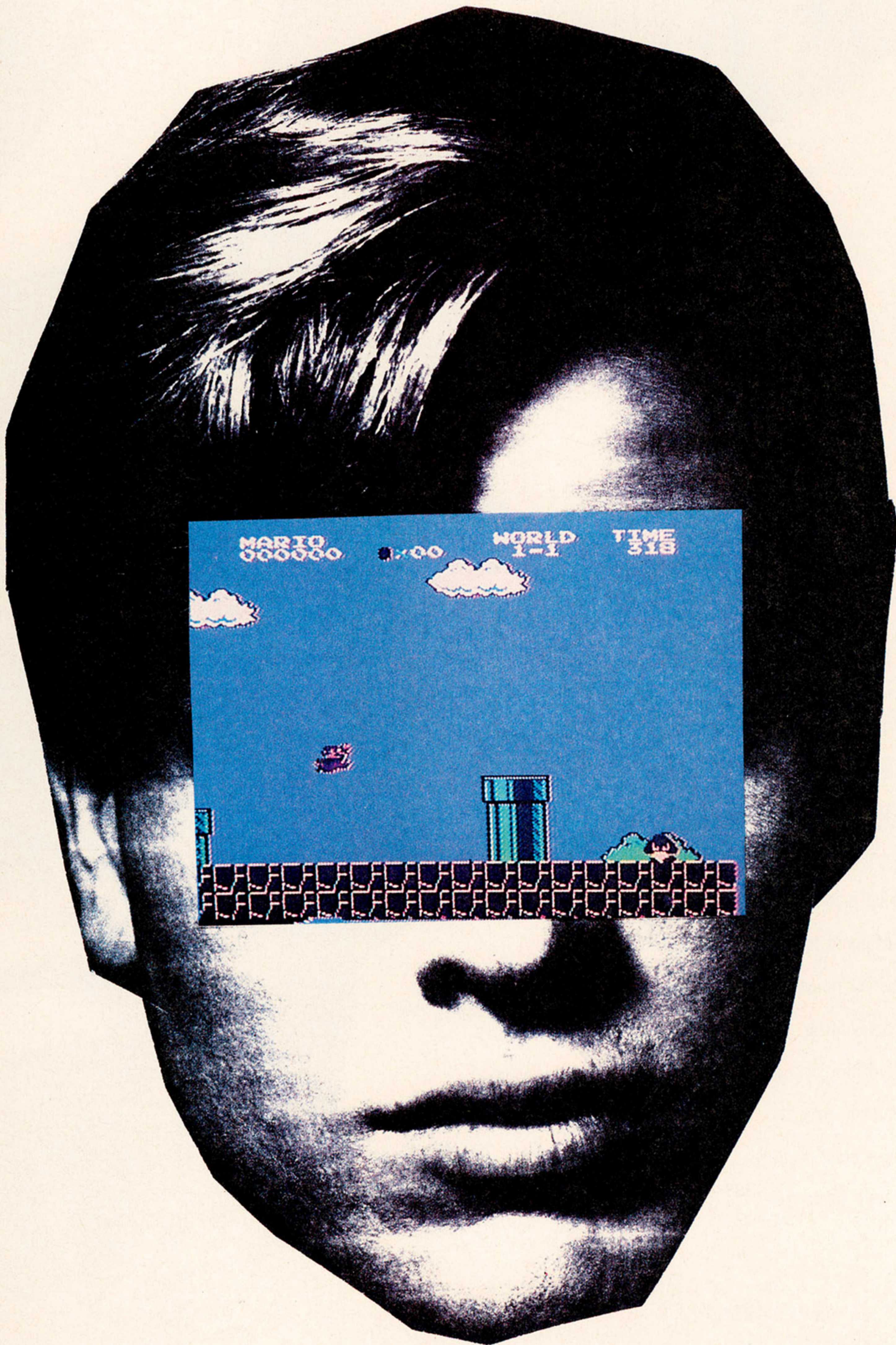
The cement blocks appear to pop out in a totally random pattern. But we've found that if you wait for the first block on the third level from the bottom to pop out twice in a row before you start walking, all the other blocks will miss you. Otherwise, you'll lose a lot of hearts trying to get through.

FINDING THE SWEATER IN FRIDAY THE 13TH


My friend purchased *Friday the 13th* two weeks ago. We can beat Jason Voorhee's mother's head and partly beat Jason. But the problem is that we can't find Jason's mother's sweater. We know it is in the forest somewhere, but we can't find it. We found a room in the forest, but we aren't sure what it's there for.

Brandon Vail
Nevada

continued on page 13



You've always
known what to
expect from
a video game
system.



Until now.

*Introducing the TurboGrafx™-16
video game system.*

TurboGrafx-16 is the video game system that's built around a 16-bit graphics processor. Compared to the 8-bit systems you're used to, it's four times faster, with better graphics, almost ten times as many colors, head-splitting stereo sound and deeper, more challeng-

ing gameplay.

In short, the bad guys are bigger, the good guys are smarter, the action is faster, and the challenge is greater.

TurboGrafx-16 gives you dozens of great game titles to choose from. As well as optional accessories that let you expand your system.

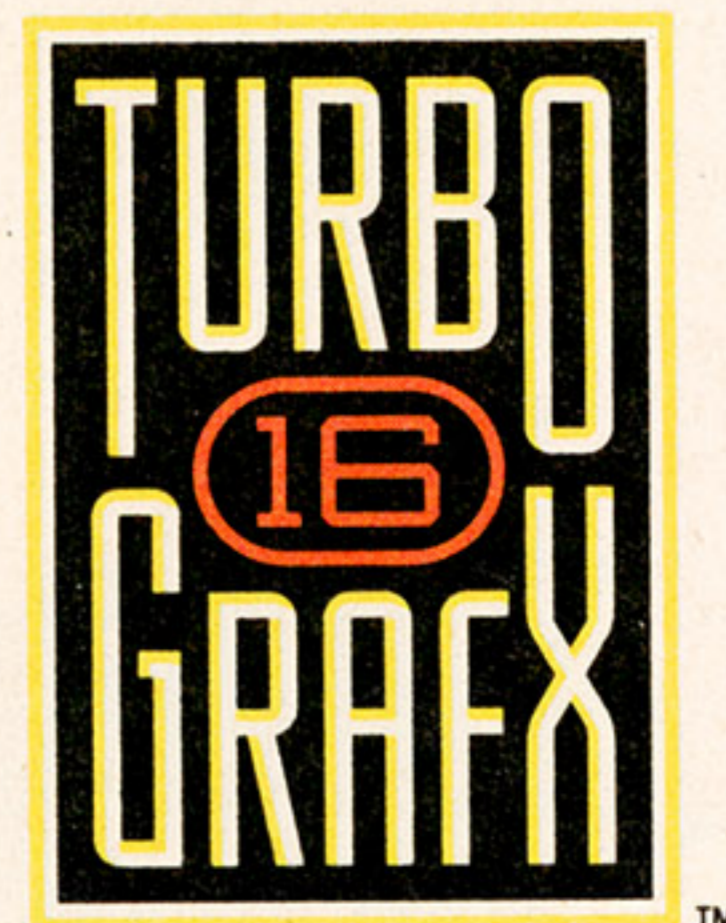
For example, there's a

NEC



CD player that plays video games in addition to audio disks. A TurboBooster™ audio/video enhancer. Even a TurboTap™ connector that lets up to five friends play all at the same time.

TurboGrafx-16. Because the last thing a video game system should be is predictable.



The higher energy video game system.



TurboGrafx™-CD Game Interface and Compact Disc Player

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



Tons of Arcade-Quality Games.

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

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

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



TurboTap™ Multi-Controller Adapter

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



TurboPad™ Controller

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



TurboStick™ High-Performance Controller

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

Where
the system
gets its
energy.

The TurboGrafx™-16 system has many high-energy components and accessories that not only let you enjoy an amazing level of excitement now, but also let you expand your system in the future.



TurboBooster™ Audio-Video Enhancer

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



TurboGrafx™-16 Entertainment SuperSystem

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



The higher energy video game system.

*TurboGrafx-16™ TurboChip™ TurboPad™ TurboBooster™ TurboStick™ TurboTap™

*Victory Run™ The Legendary Axe™ Vigilante™ and China Warrior™ are trademarks of NEC Home Electronics (USA) Inc.

continued from page 8

Jason's mother is in the cave in the forest. When you defeat her for the first time, she gives you a stronger weapon than what you already have. All of the strongest counselors should gradually work their way up so that they're carrying either a machete or an ax. Then, using these weapons, defeat Jason for the first time. Afterward, he'll come back stronger than ever.

Now go back to the cave and defeat Jason's mother again. Your reward will be her sweater. Wearing the sweater as a disguise will help you in your next assault on Jason. Kill him a second time, then go back to Jason's mother. After you defeat her for the third time, you'll receive the pitchfork that should help you destroy Jason once and for all. (Or at least until the sequel.)

BUGGED BY ADVENTURE ISLAND

Where is the bee in Hudson's *Adventure Island*? It says it's supposed to be in Area 1, Round 1. But my family and I can't find it. It's beginning to drive us crazy! Can you please tell us where it is?

Colleen McLaughlin
New Hampshire

At the end of Round 1, jump over a chasm and land on a ledge. There's a sign with a G on it, signifying the end



of the round. If you jump upward from the spot where you landed, you'll uncover a hidden egg. The bee is inside the egg. Catch it, and you'll be able to continue the game without starting at the beginning.

NEW GAMES FOR NINTENDO

I was wondering if any of these games would be made for Nintendo: *Beverly Hills Cop*, *Transformers*, *G.I. Joe*, *Zelda III*, *The Running Man*, a James Bond game, *American Ninja*, or *Spiderman*?

Jason Branton
Ontario, Canada

Not too many of the titles you mentioned are planned right now for Nintendo, though we've heard rumors about a James Bond game, and there's definitely a *Zelda III* adventure.

However, you can look forward to *Double Dragon II*, *Ghostbusters II*, *The Three Stooges*, *The California Raisins*, *The Muppet Adventure*, *Back to the Future*, *Who Framed Roger Rabbit?*, *Snoopy*, *Batman*, and *Godzilla*.

STUCK ON PHANTASY STAR

I have a Sega Master System and eight games, including Sega's mega-hit *Phantasy Star*. I am pretty close to beating the game. So far I have all my characters at the 30th level. I have a bunch of nuts, a prism, and all the other items.

I've explored every cave, every town, every dungeon, every pyramid, every island, but still I can't find the crystal, use the prism, or eat the nuts.

Can you help me?

Ari Linds
Quebec, Canada

Let's back up a little for players who may not be as advanced as you are. To get the Laerma nuts, use the ice digger to find the secret passage on Dezoris. The passage leads to the Laerma tree. Use the torch to get the nuts, but be sure to have a Laconian pot to store them in.

Get the crystal by going inside the Baya Malay tower on the planet of Palma. Look for Damor, the soothsayer. He'll give you the crystal if you have the right conversation with him.

Go back through the tower, but take a different course to come out atop the tower. There will be nothing around but blue sky. Use the prism, then feed Myau the nuts.

continued on page 15

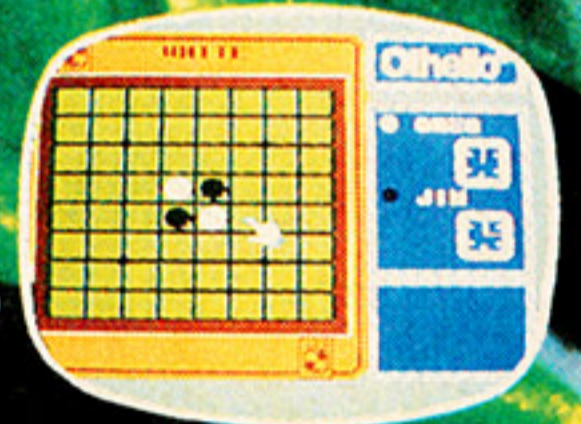
It's as simple as black & white, but it can blow your mind...

Othello®

A Minute to Learn...A Lifetime to Master

It's a never-ending challenge, whether you pit your wits against the computer or a friend. In a split second one move can win the game.

Your opponent traps your discs and flips them to his side. Unless you beat him to it. The advantage shifts from Black to White and back before you can say Othello. With four skill levels to boggle your mind, no matter which you play, you'll flip!



Look for Othello
for your Nintendo
Entertainment System.®



Licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Acclaim™
entertainment, inc.
Masters of the Game™

continued from page 13

Finding Spells In *Zelda II*

I purchased *Zelda II: The Adventure of Link* in April and I can't find the downward thrust, the thunder, and the reflect shield. If possible, could you tell me how to get these?

Nathan Shaw
Missouri

Visit Mido shortly after you get through Death Mountain. The town is located to the northeast of the King's Tomb. Jump up to the bell tower of the white church. You'll be given the skill of downward thrust.

Talk to the old man in Kasuto, and take his advice. Head for a cave north of Three-Eye Rock, and use your hammer to clear the woods and find the town of New Kasuto. Find a magic key and return it to the old man. He'll give you the spell of thunder.

In Darunia, you're given a mission to rescue a kidnapped child. Find the child on Maze Island. When you return to Darunia, you'll receive the reflect spell as a reward.

USING CREDIT IN *KID ICARUS*

I purchased *Kid Icarus* a few months ago, and I can't find the credit card. I've finished the game seven or eight times, and I



searched all over, but I still can't find it. Can you help me?

Rob Houle
Ontario, Canada

The credit card is nice to have, but as you found out, it's not essential to the game. Nevertheless, if you want to find it, enter one of the rooms where pots are stored. If you shoot the pots, either a heart or an ax will appear. If you can shoot the pots without finding the God of Poverty, you'll find either a credit card or a water barrel hidden in the last one. But if you uncover the God of Poverty, you'll lose everything you've found.

Safecracking In *Maniac Mansion*

I desperately need your help! In the nurse's room in *Maniac Mansion*, there is a ladder. When you go up the ladder, there is a room with a picture on the wall. Behind the picture is a safe. What is the code to open the safe? Also, what is in the safe, and where do I go from this point?

One more question. What happens when I go into Dr. Fred's laboratory?

Carlo
Florida

The combination to the safe changes with every game, so we can't give you the right numbers. The combination is written below the safe, but the numbers are too small to see with the naked eye. Use the telescope in the observatory. Inside the safe, you'll find a quarter and an envelope. Use the coin to play videogames, and the envelope to mail the Meteor's memoirs.

In the laboratory, you'll find the radiation suit you need to wear in the Meteor room, and the Zom-B-Matic with which you can control Sandy and Dr. Fred.

Beating The Rastan Dragon

In your August/September issue, you said you wanted to know how to beat the second dragon in *Rastan*. Well, I found out how to beat it. Try to conserve all of your energy before you get into his lair. Then you need to hit the left side of his face. The best way of attack is from above, while jumping over the dragon's head.

Brian Gaudreault
Connecticut

Thanks for the tip.

GP

GAME PLAYERS™

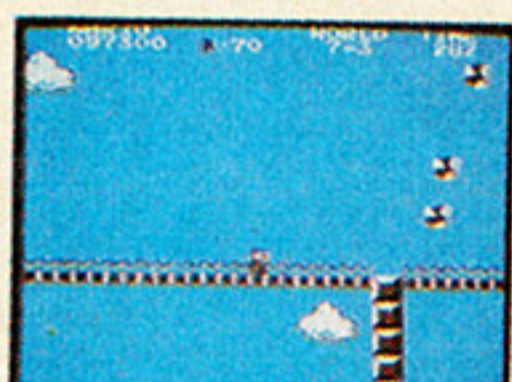
THE MAGAZINE FOR EVERY VIDEO OR COMPUTER GAME PLAYER!

- Gaming news from around the world — the latest Japanese crazes, hi-tech joysticks, previews of next-generation 16-bit game machines.
- The best writers and columnists in the business
- Reviews of the latest hit games for Nintendo, Sega, Atari, PC, Commodore 64, Amiga, and Macintosh — even arcade hits.
- In-depth features — games thoroughly examined with page after page of full-color maps, strategy hints and tips, and screen shots.
- The Hot 100 — mini-reviews of 100 of the most popular games.
- The best free public domain games, and how to get them.
- And much, much more!

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.

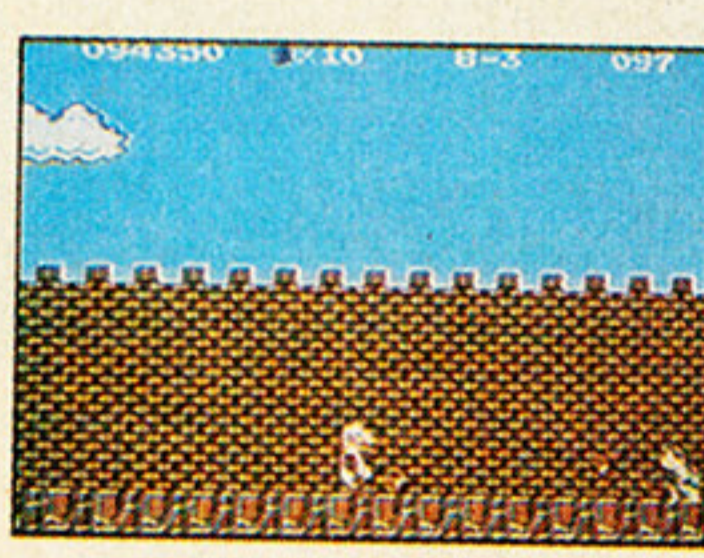


Wait for them to fly up, then run under them.

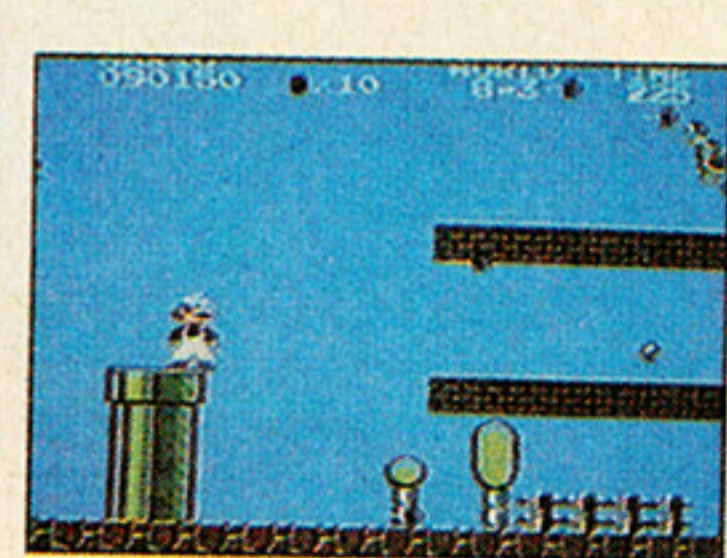
Millions of Nintendo players now own *Super Mario*. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

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.



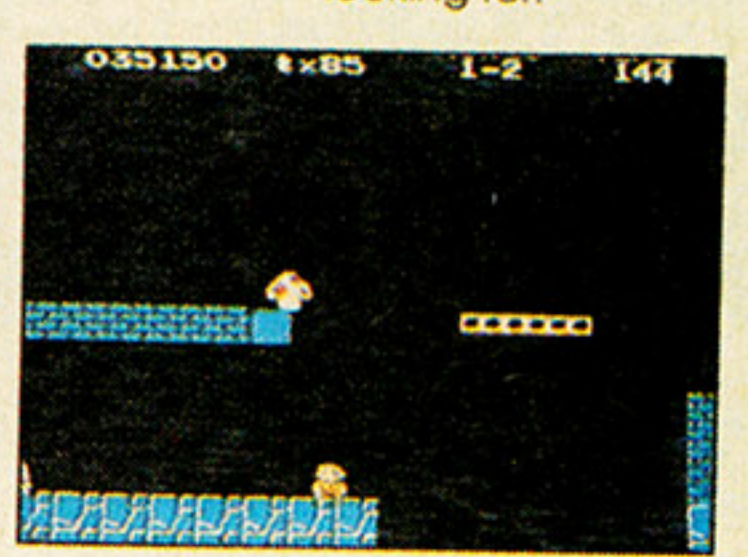
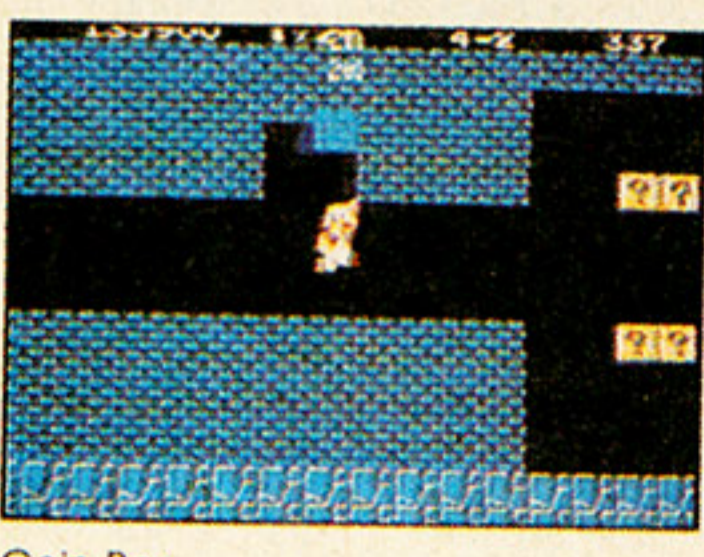
Coin Box.



Fire Plant.

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.



Magic Mushroom.

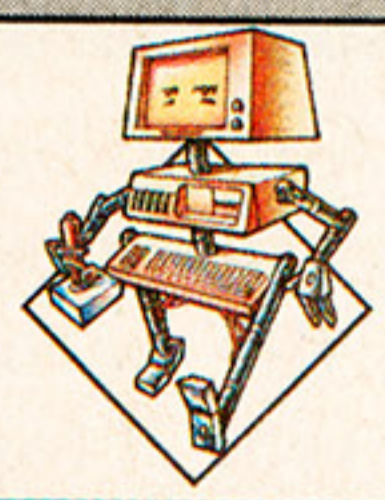
Super Mario Bros. is a trademark of Nintendo of America, Inc.

GAME PLAYER'S

52

APRIL/MAY 1989

All right, I admit it. I get 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



- 1 *Hardball*: The pitcher-batter screen.
- 2 *Hardball*: Fielding 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.

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.

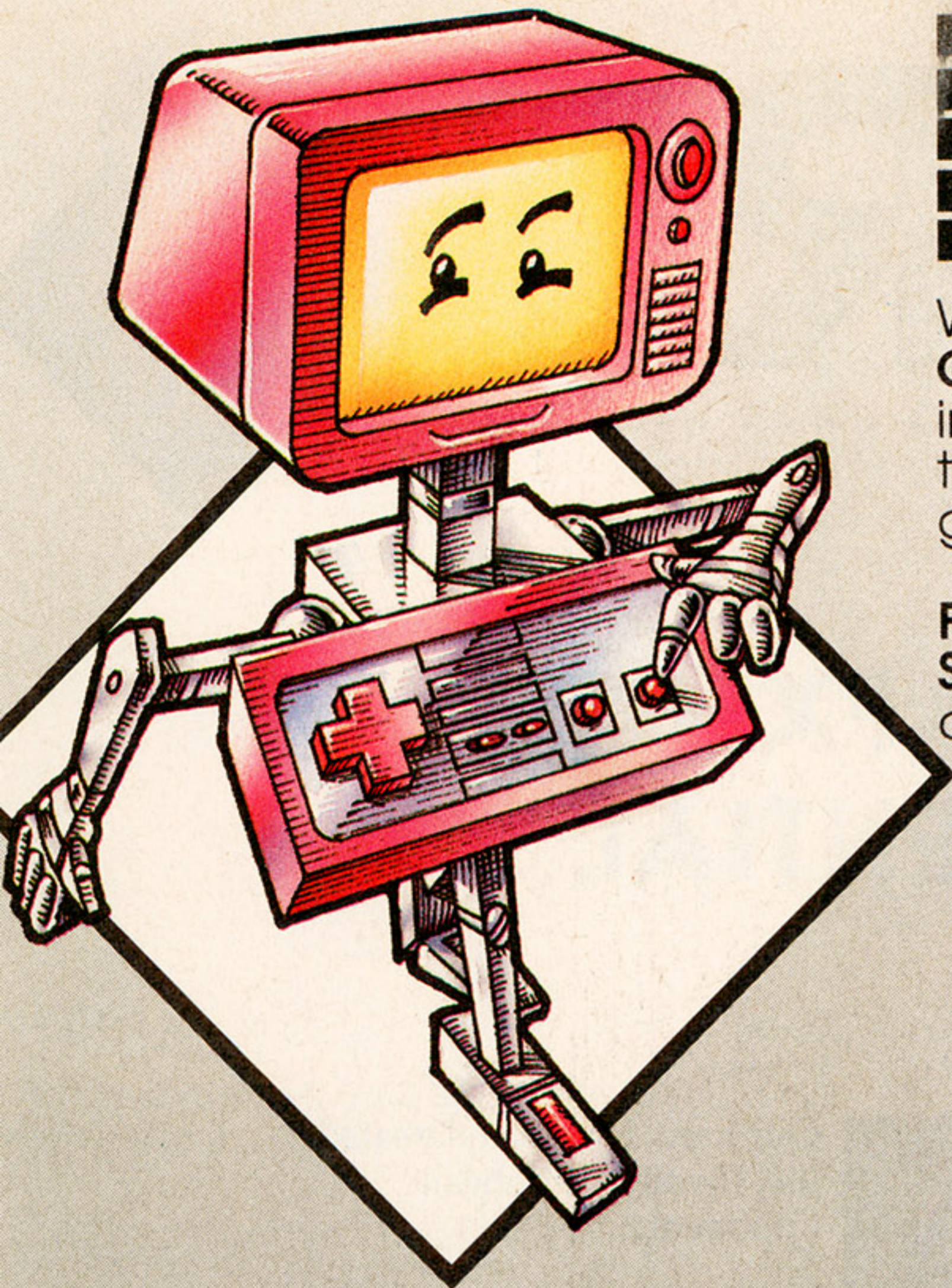
Once the defensive player has selected the pitch, and the offensive player the batting option, the menus change. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing high, low, inside, or outside. When you're batting against a human opponent, the catcher's 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 *Gamestar'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

DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!

Nintendo is a registered trademark of Nintendo of America Inc.



- Experts rate all the new games!
- Pages and pages bursting with full-color screen shots!
- All the newest, hottest games!
- Hundreds of insider tips, techniques, and special hints!
- Learn how to improve your scores!

Whether you're a Nintendo fan or a PC player, with the exciting **GAME PLAYER'S GUIDES**, you'll see the important game screens in full color, learn about the characters, the different levels, how the game plays. Then, when you're ready to buy your next game — you'll know what's hot and what's not!

FOR THE GREATEST SAVINGS, CHOOSE A GAME PLAYER'S DREAM SUBSCRIPTION — Two Great Magazines at the Super-saver Rate of 32% off!!

AND THE GAME PLAYER'S GUIDES TO PC AND NINTENDO GAMES!

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.

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

NINTENDO NEWS

New Titles Perk Up Nintendo Library

Leslie Mizell

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

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

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

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

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

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

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

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

20

APRIL/MAY 1989

Player's STRATEGY GUIDE

TO NINTENDO GAMES

SUPER STRATEGY

BIONIC COMMANDO
GOLGO 13
METAL GEAR
MILON'S SECRET CASTLE
ULTIMA

HITS AND PREVIEWS

ANTICIPATION BLADES OF

30 Hot Nintendo Games!

GAME Player's PC STRATEGY GUIDE

SUPER STRATEGY:
688 ATTACK SUB
GOLD RUSH!
POOL OF RADIANCE
BATTLETECH

HOT HITS:
TEST DRIVE II
SPORTING NEWS BASEBALL
SKATE OR DIE
ZOOM!
AND MORE!

PLUS:
Hundreds of Color Screens,
Game Tips, And Strategy Hints

Check one of the fantastic COMBO OFFERS on the card, and you get BOTH **GAME PLAYER'S MAGAZINE** plus your choice of the **GUIDE To Nintendo Games** or the **PC GUIDES** at of 32% off the regular newsstand prices!

SEND IN THE MONEY-SAVING SUBSCRIPTION CARD TODAY!

Signal Research Publications are not affiliated with Nintendo of America in any way.



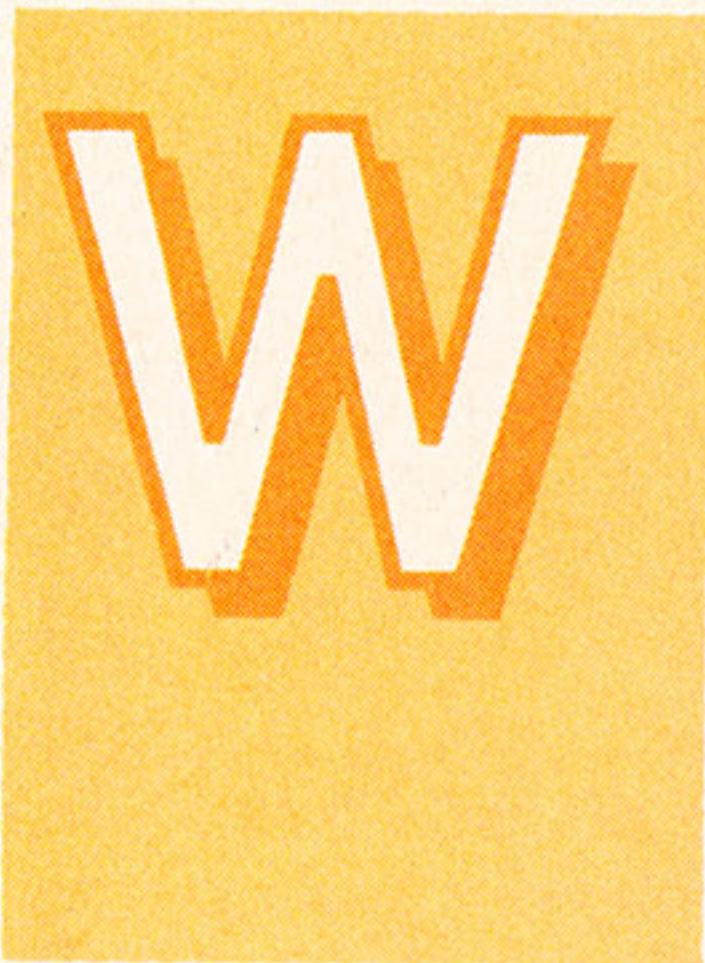
PLAYERS



WORLD

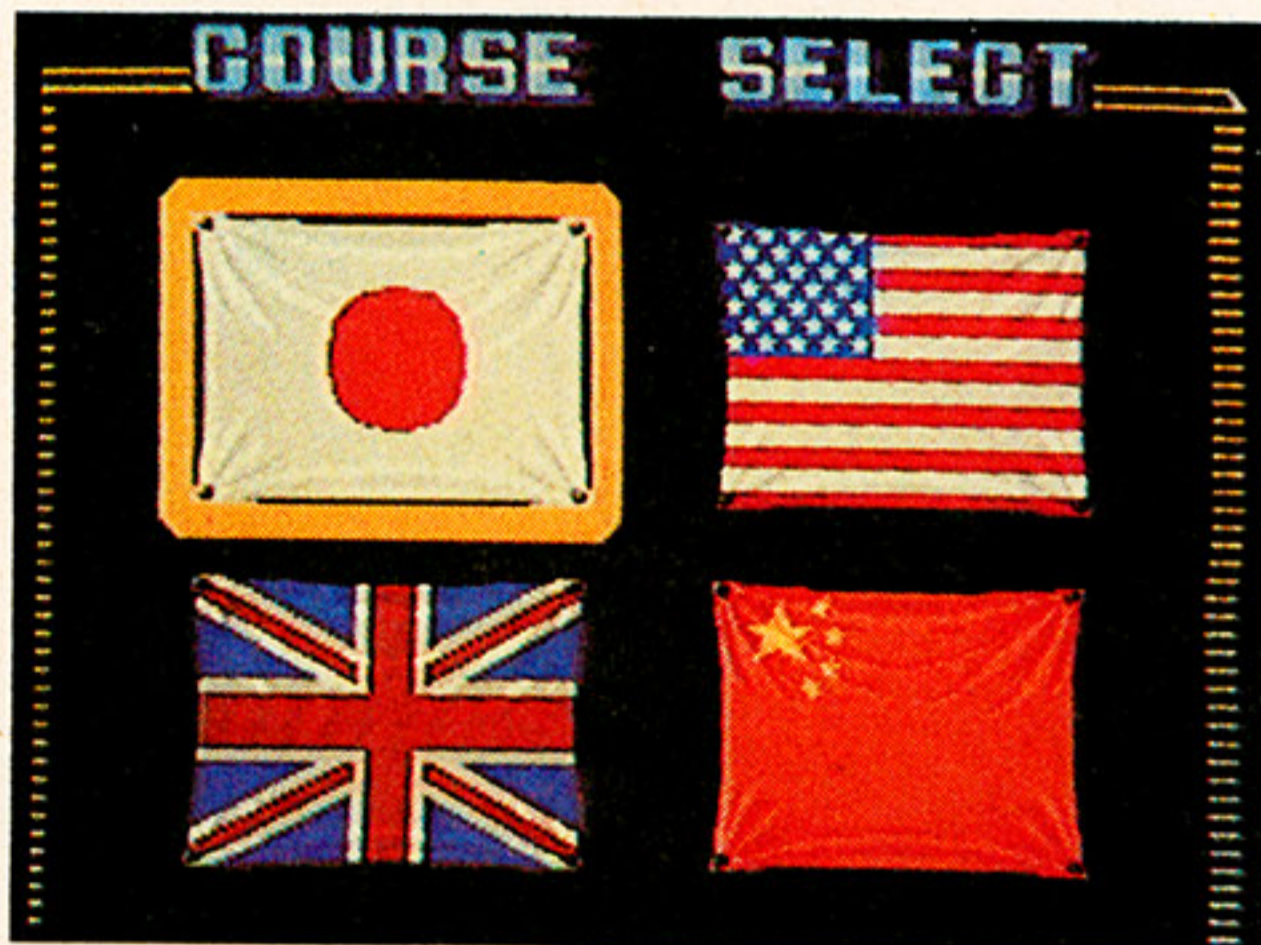
NEC'S TURBOGRAFX-CD: PLENTY OF POTENTIAL

Tom R. Halfhill



When NEC's TurboGrafx-16 video-game machine hits the stores this fall, the most intriguing new accessory that will

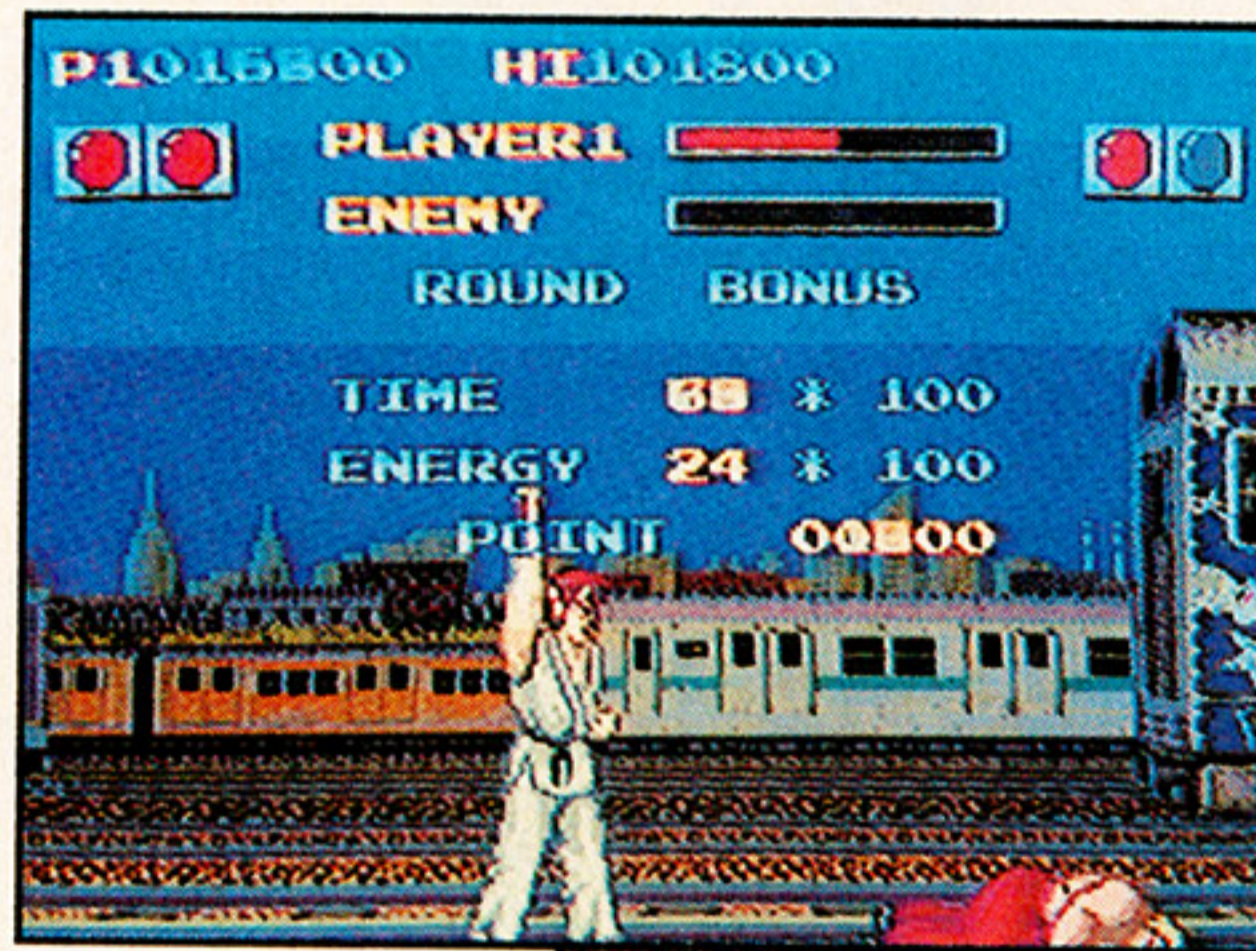
follow is the TurboGrafx-CD. It's a special type of compact disc player that allows the TurboGrafx-16 to



Fighting Street is one of the first home videogames to be released on CD. When the game starts, you can choose opponents from Japan, the USA, Great Britain, or China.

play not only cartridge-based games, but also a new line of games on compact discs. The new CDs look just like regular music CDs, but contain games instead.

Special CD players like the TurboGrafx-CD could revolutionize home videogames (see last



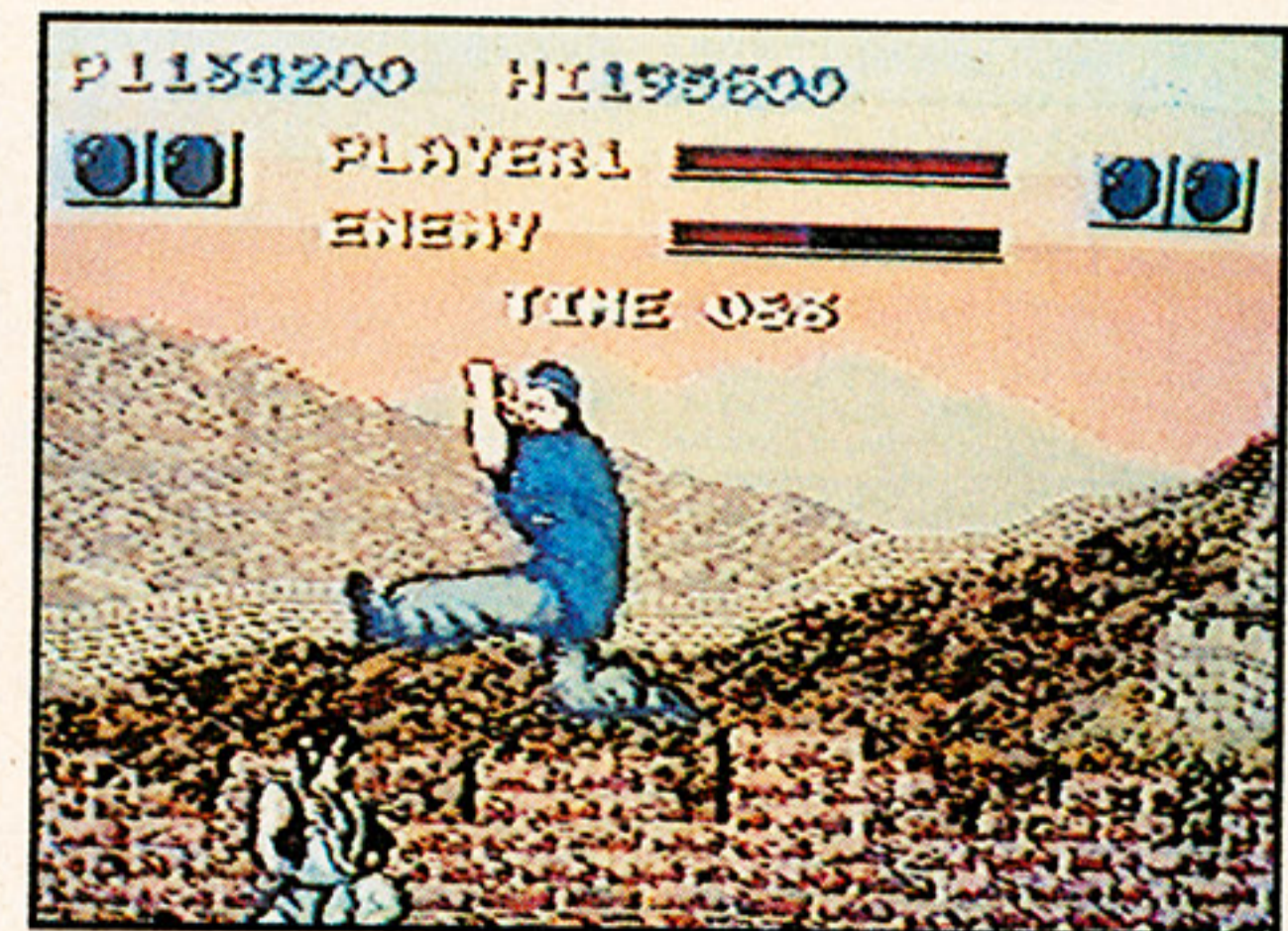
Our hero, Ryu, has defeated Joe, the first American opponent.



Do you recognize the background in this scene from *Fighting Street*?

issue's article "NEC's TurboGrafx-16 Advanced Game System Challenges Nintendo"). After thoroughly testing a TurboGrafx-CD player, we're more convinced than ever of the potential of CD-based games, although the first title we've seen barely scratches the surface.


That first title is *Fighting Street* from Capcom, a martial-arts action game similar to such Nintendo games as *Double Dragon* and *Ninja Gaiden*. You control a fighter who must defeat a series of tough opponents, each more difficult



As your world tour continues in *Fighting Street*, you'll find yourself atop the Great Wall of China.

than the one before. When you begin the game, you can choose to face enemies in the U.S., Japan,

Camera offers a 2 player package deal.



Freedom Stick™
is the only wireless
2 player simultaneous
joystick available.

The 2 player move is on.

It's no longer only "player vs game". It's fast becoming "player vs player."

And Camera offers the perfect deal to get in on the trend.

The Gift Pak has 2 Freedom Sticks™ for 2 player simultaneous games, with a receiver and is compatible with Nintendo*, Sega*, Atari* and Commodore.*

The Camera 2 player package deal could mean only one thing.

Twice the fun.

2 player simultaneous games are coming on board daily. Games such as Double Dragon, John Elway, Dragon Power, Ninja Kid, Muscle, Trojan, Legendary Wings, Ikari Warriors, Iron Tank, Guerilla Wars, Tecmo Baseball, Tecmo Bowl, Karate Champ, Tag Team Wrestling, Jeopardy, Jeopardy Jr. Edition and Rollar Ball.



The Freedom Stick™
Gift Pak.

© **CAMERA**™

230-5th Ave., Suite 1100, New York, N.Y. 10001
(212) 689-6320

3415-14th Avenue, Unionville, Ontario L3R 2L6
(416) 470-2515

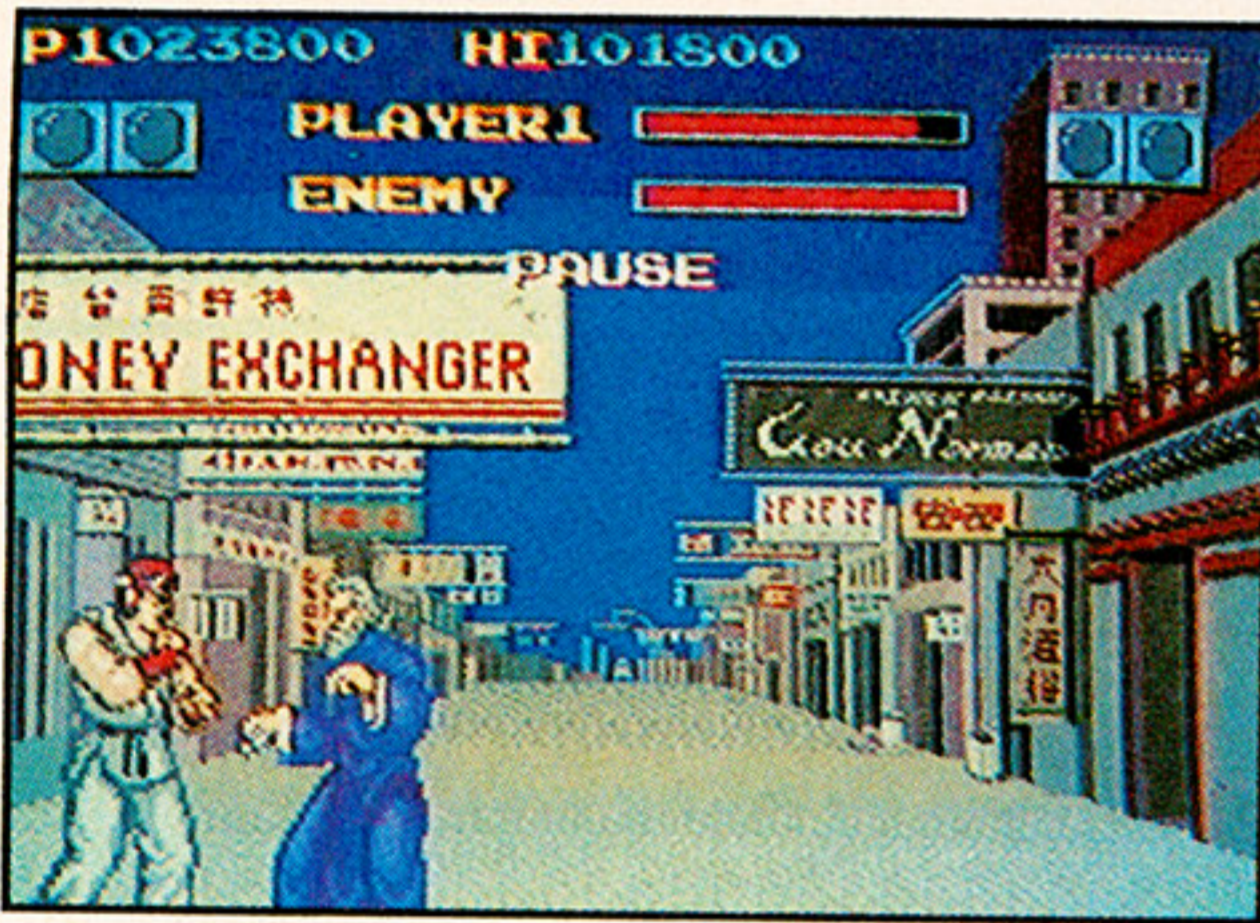
*Nintendo is a registered trademark of Nintendo of America Inc. *Sega is a registered trademark of Sega of America, Inc.
*Atari is a registered trademark of Atari Corporation. *Commodore is a registered trademark of Commodore Business Machines Ltd.

PLAYERS

WORLD

Great Britain, or China. Each opponent has his own strengths, weaknesses, and fighting style. By manipulating the control pad, you can throw a variety of kicks and punches.

What sets *Fighting Street* apart from similar games on other systems is the high quality of the graphics and sound. The on-screen characters are larger and more detailed than the tiny characters found in other games. In fact, they're comparable to the charac-



This fighter may look old, but he's faster than you think.

ters you've seen in coin-operated games at video arcades. The background graphics are very colorful and detailed, sometimes featuring actual scenes from the country in which you choose to fight. In the U.S., for example, there are street scenes from New York and even a view of Mount Rushmore.

The musical soundtrack of *Fighting Street* is also superior to the background music found in today's home videogames. Indeed, it's more like the music you'd expect to hear from a tape player than a home videogame machine. The stereo soundtrack includes realistic sound effects and digitized speech.

In certain other respects, however, *Fighting Street* falls short of expectations. The fighting episodes are interrupted by long pauses while the CD is being accessed, and the digitized speech is poorly translated and pronounced,



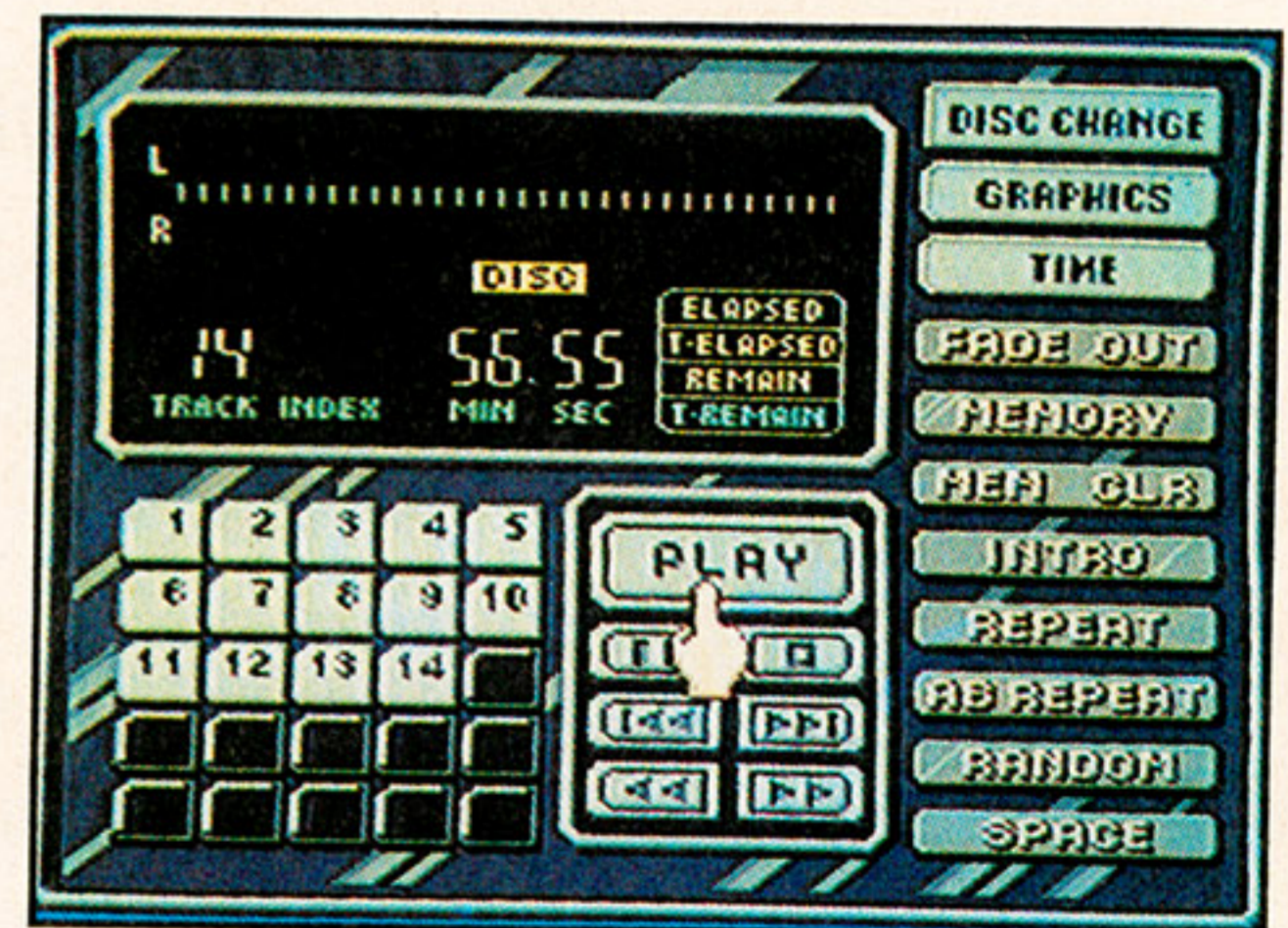
often barely recognizable as English.

What's most disappointing — though to be expected at this stage of the development of CD games — is that *Fighting Street* does not make the most of its expansive new medium. With the exception of the soundtrack, the game could probably be done just as well or better on cartridge instead of CD. In fact, there is a similar martial-arts game on cartridge for the TurboGrafx-16 — *Vigilante*. This game should be familiar to fans of video arcades and the Sega Master System.

We've tested the TurboGrafx-16 version of *Vigilante* and found it an excellent translation, virtually identical to the arcade version.

Except for the soundtrack, *Vigilante* is comparable to *Fighting Street*, even though the CD-based game has a theoretical advantage due to its higher-capacity storage medium. (A compact disc can store more information than 2,000 aver-

This Japanese opponent has the ability to hurl throwing stars and make himself momentarily disappear.



When you insert a regular music CD instead of a game CD into the TurboGrafx-CD player, this control panel automatically appears on the screen.

age game cartridges.)

Since the concept of CD-based videogames is relatively new, it may take awhile for game designers to catch up with the technology. Also, as the market matures, we might see a trend toward more

SUPER SPRINT.

**WHEN
YOU
FEEL
LIKE
BURNING
RUBBER
AND
KICKING
ASPHALT.**

SUPER SPRINT® uses superior graphics, detailed animation and sound effects to help you experience the speed, excitement and danger of actually racing in the Grand Prix.

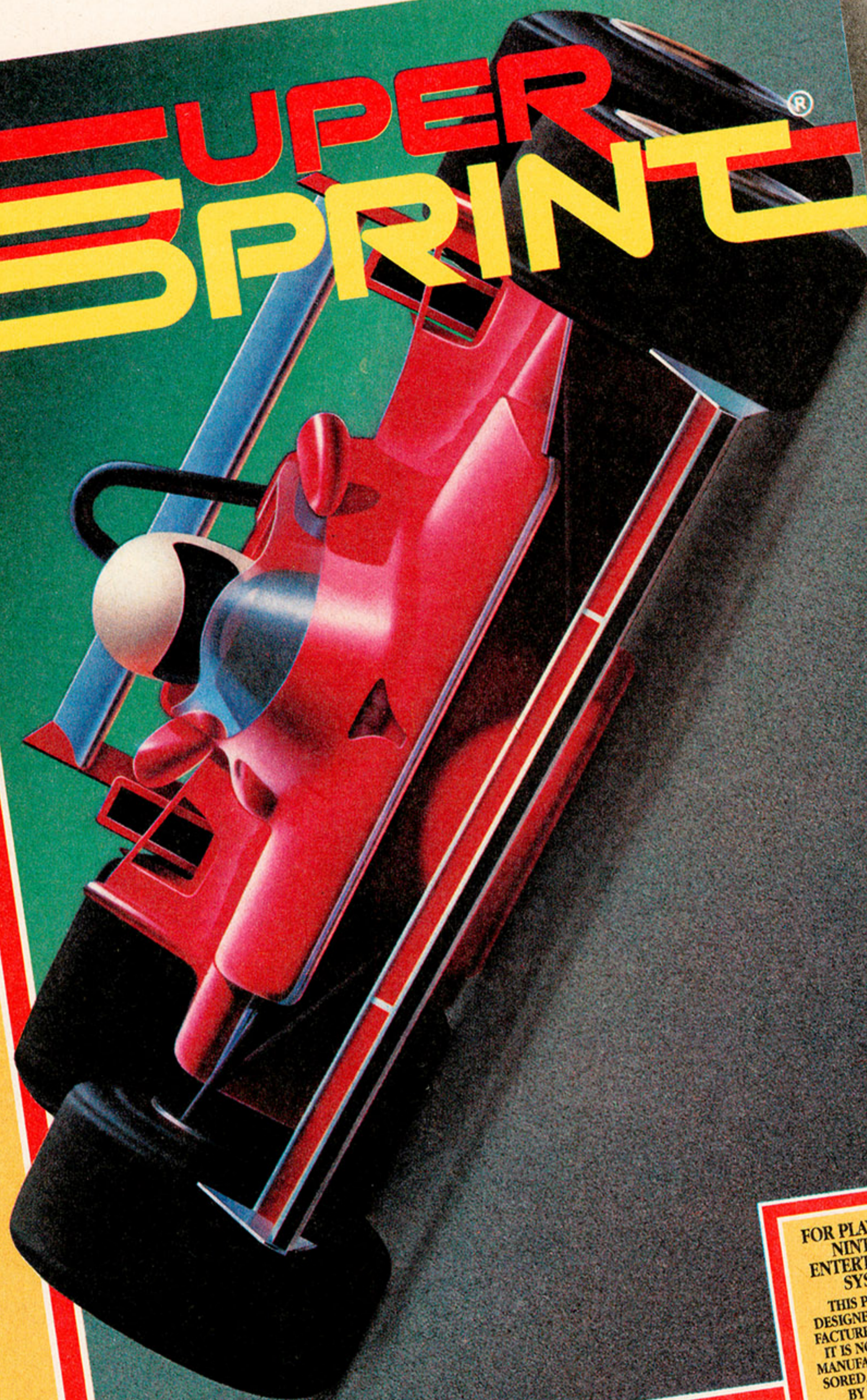
One or two players can race in four-lap heats against computer-controlled cars on one of seven tracks, complete with jump ramps, opening and closing gates, over/underpasses and hairpin turns.

Track obstacles such as oil spills, twisters and traffic cones appear randomly to further test your driving skills.

Throughout each game, you're given the opportunity to customize your car with such features as super traction, higher top speed and turbo acceleration.

MANUFACTURED BY TENGEN
MADE IN U.S.A.

SUPER SPRINT®



FOR PLAY ON THE
NINTENDO
ENTERTAINMENT
SYSTEM®

THIS PRODUCT IS
DESIGNED AND MANU-
FACTURED BY TENGEN.
IT IS NOT DESIGNED,
MANUFACTURED, SPON-
SORED, OR ENDORSED
BY NINTENDO®

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

TENGEN

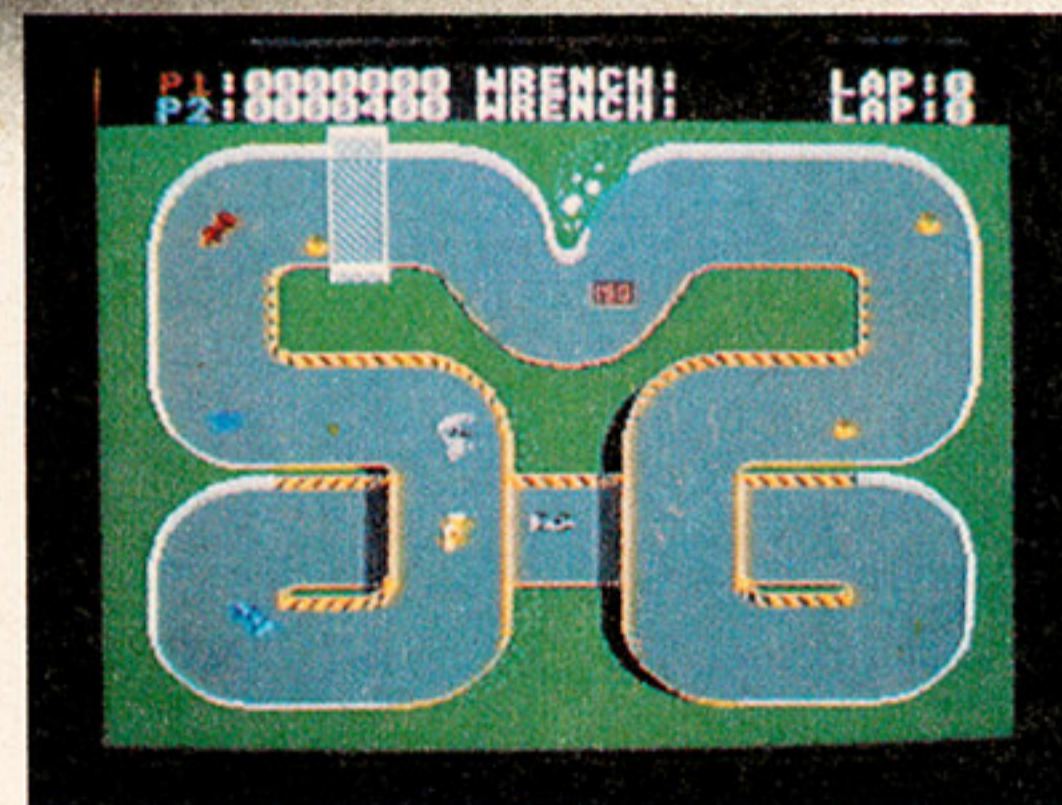


One of the seven tracks, with enough banked and hairpin turns to thrill and chill even the most experienced racer.

At the end of each race, a special "Winner's Circle" display shows each driver's rank, average lap time and best lap time.

Super Sprint. It's definitely not for Sunday drivers.

This product is designed and manufactured in USA by Tengen. It is not designed, manufactured, sponsored or endorsed by Nintendo.®



Do you feel the need for even more speed? This track with over/underpasses will test if you've got the right stuff.

TENGEN

1623 Buckeye Drive, Milpitas, CA 95035
(408) 473-9400

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

PLAYERS

WORLD

adult-oriented strategy games on CD and traditional action-oriented games on cartridge. CDs lend themselves to vast programs requiring lots of data, such as role-playing adventures, simulations,



Subcode graphics on the Talking Heads album *Naked* contain lyrics, chords, and a list of instruments currently being used.

and war games. And adult gamers are better able to afford the \$399 cost of the TurboGrafx-CD player.

That price tag—roughly twice as much as the game machine itself—is softened a bit by the TurboGrafx-CD's ability to play regular music CDs, too. It slips easily out of its base unit and operates as a portable CD player, thanks to a battery pack. It has a stereo headphone jack and standard control buttons.

We also tested yet another feature of the TurboGrafx-CD—its ability to display CD *subcode graphics*. As mentioned in our last issue, a few music CDs now available include simple graphics, such as song lyrics and still pictures. When one of these CDs is played on a compatible CD player that's connected to a TV, the subcode graphics appear on the screen while the music plays. The first CD players incorporating this fea-



On Lou Reed's *New York* album, many of the songs are introduced by subcode graphics that echo the cover art.

ture were scheduled to appear in the U.S. in late summer or early fall.

Subcode graphics aren't the same as the gold-tinted CD-Video discs that became available last year. A five-inch CD-V contains about five minutes of TV-quality, full-motion video, plus about 20 minutes of music. Like most other CD players, the TurboGrafx-CD can play the 20-minute musical portion of a CD-V, but cannot display the video portion.

About three dozen currently released albums have subcode graphics. For example, the Lou Reed album *New York* contains several screens of artwork patterned after the album cover, digitized photographs illustrating some of the songs, and lyrics in five languages. The Talking Heads album *Naked* contains lyrics, play-along chords, and a constantly updated list of instruments being used in each song. (Not all copies of the albums have these graphics, however; sometimes two differ-



Additional graphics features of Lou Reed's *New York* are digitized photographs and lyrics that can be displayed in five different languages.

ent versions are released. Look for an identifying sticker on the package, or the legend "CD Graphics" in fine print on the disc itself.)

All things considered, the TurboGrafx-CD is an exciting and versatile accessory that, with the right software, heralds a new era in home entertainment.

GP

Cammerica offers freedom of choice.

Wireless joysticks from Cammerica.



Freedom Stick™
The original wireless joystick.
Compatible with Nintendo*, Sega*, Atari* and Commodore*.



Supersonic the Joystick™
Wireless left and right-hand play.
Compatible with Nintendo*.

Freedom Pad™

Wireless with the feel and action of a pad.
Nintendo* compatible.



Freedom Stick II™
Has the features of the original Freedom Stick™.
Nintendo* compatible.

Gift Pak Two Freedom Sticks™ for 2 player simultaneous games.



Videoblaster™ Controls on-screen action with invisible beams. Extra-long cord.

CAMERICA™

230-5th Ave., Suite 1100, New York, N.Y. 10001 (212) 689-6320 • 3415-14th Avenue, Unionville, Ontario L3R 2L6 (416) 470-2515

*Nintendo is a registered trademark of Nintendo of America Inc. *Sega is a registered trademark of Sega of America, Inc.
*Atari is a registered trademark of Atari Corporation. *Commodore is a registered trademark of Commodore Business Machines Ltd.

SUPER MARIOLAND FOR NINTENDO GAME BOY

S

Super MarioLand is one of the first game cards to be released for Nintendo's new portable game machine, the Game Boy. It's based on the hugely popular *Super Mario Bros.* series for the Nintendo Entertainment

System.

In *Super MarioLand*, Mario's adventures bring him to Egypt. His mission — if you haven't already guessed — is to rescue yet another princess. Along the way, Mario encounters pyramids, sphinxes, secret passageways, and ancient treasures. There are also numerous pipes leading to underground caverns and bonus levels.

In terms of playability, *Super MarioLand* compares favorably to *Super Mario Bros.* and *Super Mario Bros. 2* for the NES. The background music and sound effects are particularly delightful when experienced through the Game Boy's stereo earphones. Although the graphics cannot compare to what you get on a TV with a regular videogame — the tiny characters are somewhat difficult to see on the Game Boy's 2.5-inch, black-and-white LCD screen — the animation is smooth and fast. Our game testers thoroughly enjoyed playing *Super MarioLand*.

Here are some hints and tips suggested by our testers:

⇒ In general, the rules of the

Super Mario Bros. games for the NES apply to *Super MarioLand*. (Mushrooms make you grow; Fire Flowers let you shoot fire by pressing the B button; stars transform you into the invincible Starman for a short time; some pipes lead to bonus rooms filled with coins; 100 coins earns you an extra man, etc.)

⇒ To find the first one-up (extra man) in

Game Boy
Super MarioLand is patterned after *Super Mario Bros.* on the NES.

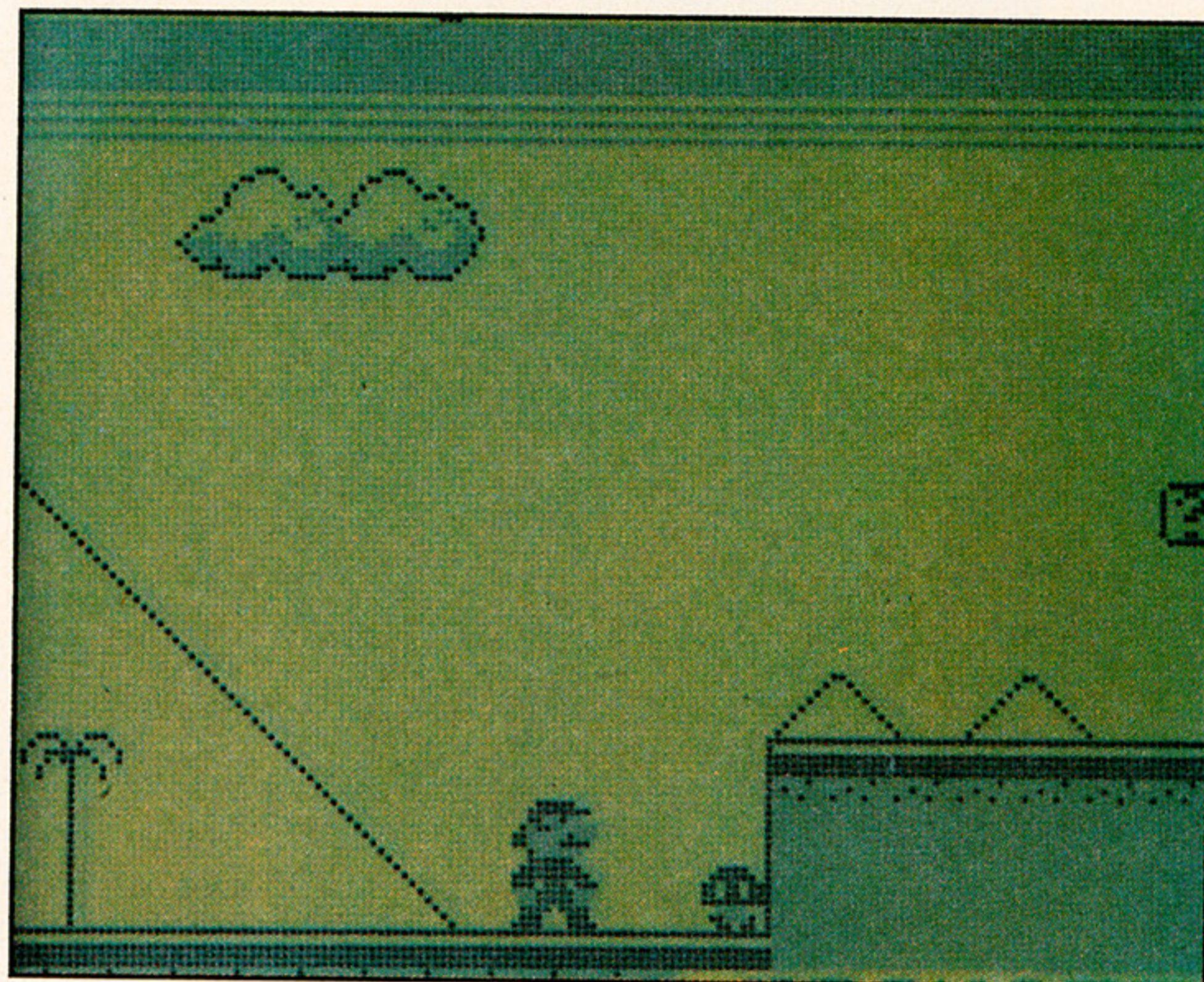
world 1-1, watch for the first tall pipe atop a cliff overlooking two palm trees. Above the pipe is a platform of blocks. Jump onto the platform, then jump off the right side to collect the row of coins. Finally, jump upward from the solitary block underneath the platform to break the blocks above. One of the blocks will release a heart. Catch it to collect the one-up.

⇒ At the end of world 1-1, ride the floating platforms upward and exit through the door at the top of the screen. Unlike the lower door, it leads to a bonus round.

⇒ At the end of world 1-3, the boss is a large sphinx. Don't try to defeat it. Instead, wait until the sphinx is on the ground, then make a running leap over it to the door.

⇒ After finishing some worlds, a princess will appear — but she's a fake.

⇒ Once you obtain the Fire Flower, make trick shots by ricocheting the fireballs off the walls.



⇒ Use the Starman in world 2-1 to make it through the rough spots.

⇒ At the end of world 2-3 (the undersea world), the boss is a sea dragon. Instead of shooting torpedoes at it, go under the dragon to the door.

⇒ In world 3-1 you'll see a familiar face — Bullet Bill, from *Super Mario Bros.* — and he's craftier than ever. Wait until he goes down into the pipe before attempting to pass him.

⇒ In world 3-1, there's a large field of spikes and bouncing boulders that threaten to crush you. To get by the spikes, jump on a boulder and ride it across.

GP

PLAYERS

WORLD

FACE TO FACE ...WITH DANNY PINTAURO

Jason R. Rich

Danny Pintauro has been playing the role of Jonathan Bower on ABC-TV's hit series *Who's the Boss?* for five years. But when 12-year-old Danny isn't working or going to school, he and his friends can often be found playing Nintendo games. "I've had my Nintendo for a long time, since it first came out," he says.

Over the years, Danny has accumulated about 20 game cartridges. "*Zelda II: The Adventure of Link* and *Rampage* are my favorites," he says. "I also like *Super Mario Bros. 2*. All of the sequels to the older games are fun, because they are harder and more exciting. *Rampage* is my all-time favorite game because it is challenging. I have destroyed the USA on *Rampage*, so I guess that I had a pretty high score. I would like to see a new version of *Rampage* developed, where the player has to destroy the whole world, not just the United States."

When Danny wants to get a new game for his Nintendo, he talks to friends and looks at screen photos. "If the game looks too easy, I won't buy it," he explains. "The



Danny Pintauro of *Who's the Boss?*



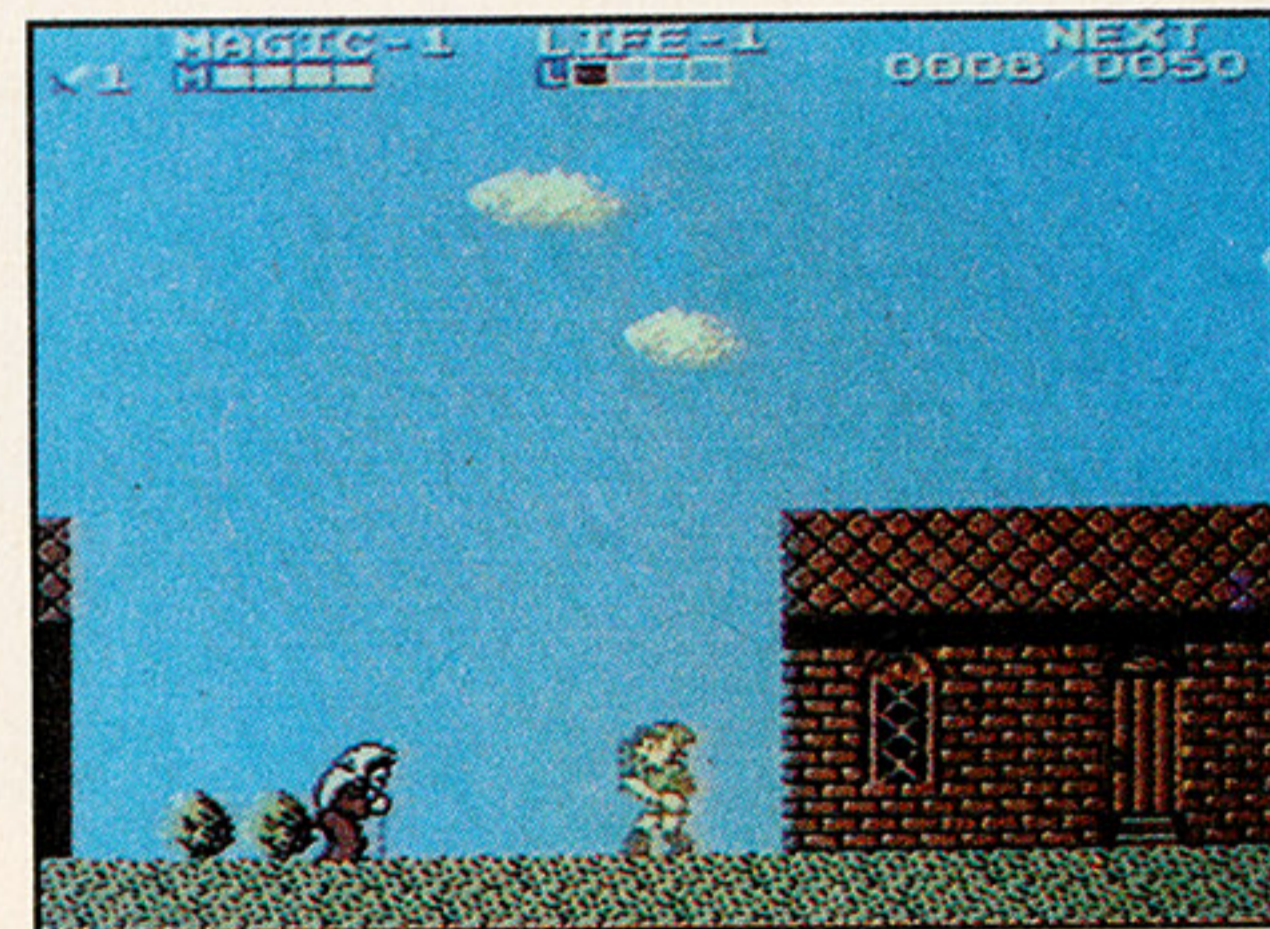
Rampage is Danny's all-time favorite Nintendo game. In his off-screen role as a giant monster, Danny has destroyed every city in the U.S.

hardest game I have played is *The Adventure of Link*. I try to get as far along in the game as I can. One day I will master the game — I hope!"

For the moment, though, he's not in the market for any new games. "Right now I have a lot of games which keep me busy. I always like to get new games, but I don't know which one I would most like right now."

For higher scores, Danny prefers to use the NES MAX, a special controller made by Nintendo. It has a rotating directional pad controlled with the left thumb, plus a pair of turbo-fire buttons.

Danny doesn't spend all of his free time playing Nintendo games, of course. Over the summer, he had a part in a TV movie called *Jury Duty*, went camping with his Boy Scout troop for a week, and



Zelda II: The Adventure of Link is another of Danny's favorites, but he admits he hasn't mastered it yet.

accompanied his family on vacation to the Bahamas. Now he's into a new season of *Who's the Boss?*, and he's watching his TV character gradually change. "I like to see my character growing up and becoming more mature," he says. "Recently, I had my first kiss on the show. That was fun."

GP

YOUR WORLD WILL NEVER

Sega Arcade Classics



Space Harrier II™



Super Hang-On™



Super Thunder Blade™



Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls 'n Ghosts and Forgotten World are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Power Base Converter, TeleGenesis and all other game titles are trademarks of Sega of America, Inc.

TeleGenesis Modem and Games: These products are planned for future availability and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

WORLD BE THE SAME.



Unretouched Photo
Altered Beast™, the Sega
arcade hit, comes with
the Genesis system.
TeleGenesis™ Modem,
Power Base Converter™
and other games sold
separately.

Genesis® 16-bit. The ultimate dimension in game play.

For the first time, the powerful technology used in arcade games has come home to let you play games that look, sound and play exactly like they do in the arcade.

Genesis brings games alive with vivid high-definition graphics. Voices, sounds and music so true they turn the game into a reality you can feel. Plug in a pair of headphones for stereo sound that surrounds you. And soon, with the TeleGenesis™ modem, you'll be able to play against friends in other cities. Or across town.

The incredible reality of Genesis could only be brought to you by Sega®, the master of arcade entertainment. Creator of arcade blockbusters like Out-Run™, Altered Beast™, Thunder Blade™, Afterburner™, Zaxxon™ and Shinobi™.

The power has been unleashed. The adventure begins. And this is just the beginning of the Genesis era.



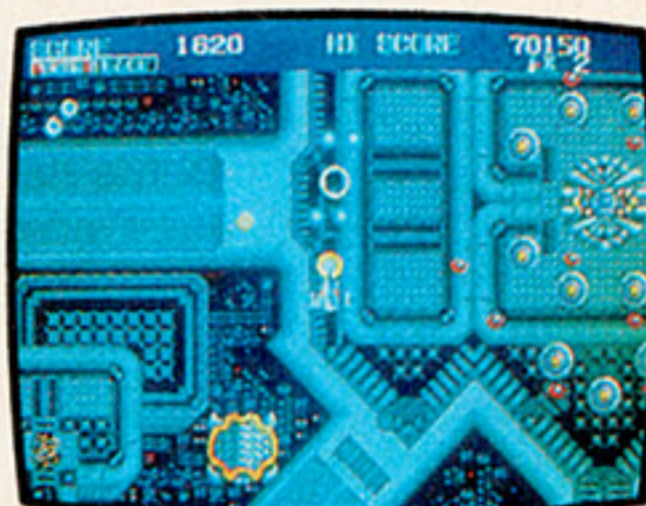
Soccer



Forgotten World™



**Tommy Lasorda
Baseball™**



Thunder Force II™



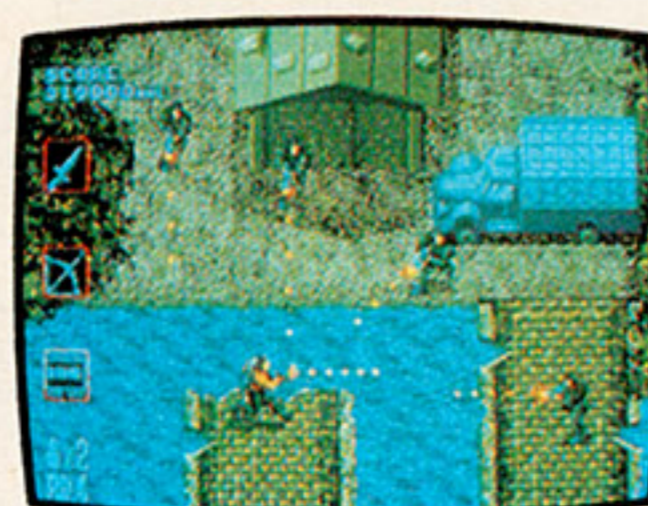
**Arnold Palmer
Tournament Golf™**



Holo Fighter™



Ghouls 'n Ghosts™



Rambo III®



Last Battle™

And more to come.





GAME PLAYER'S™ PRO-TIP HOTLINE!!

1-900-740-7000

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

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

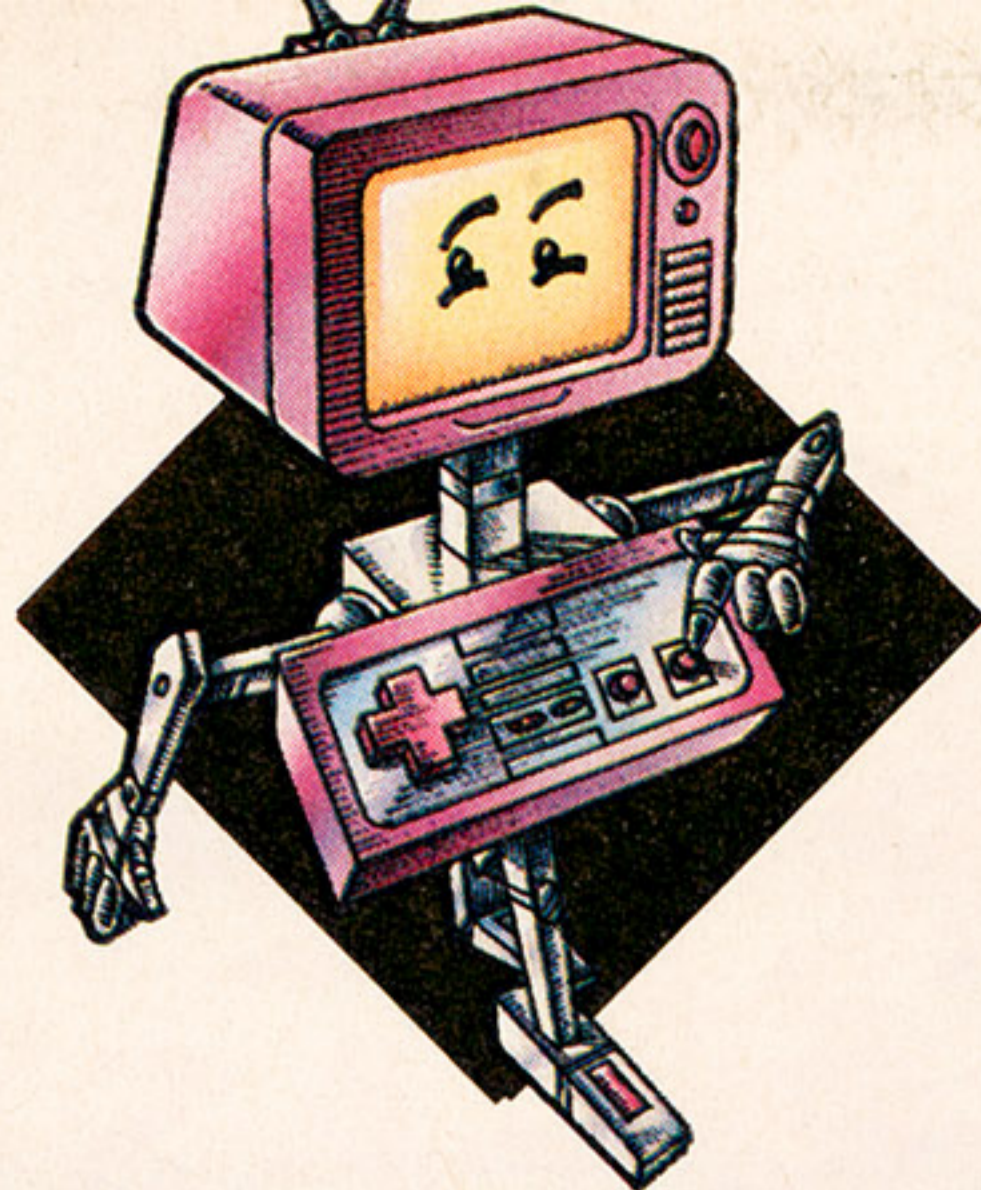
The *Game Player's* Pro-Tip Hotline costs \$1.25 for the first game, and just 75 cents for each additional game. Don't forget to ask your parents' permission before making your calls.

GAME
Player's

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

Nintendo videogame machines are becoming such a fixture in the U.S. — nearly half of all homes with children have one — that it's hard to believe they've been around only four years. Yet, the first Nintendo machines and game cartridges didn't hit the stores until the autumn of 1985.

In four short years, Nintendo has just about cornered the video-



NINTENDO NEWS

The Classic Games

Leslie Mizell

compares well with newer pinball games.

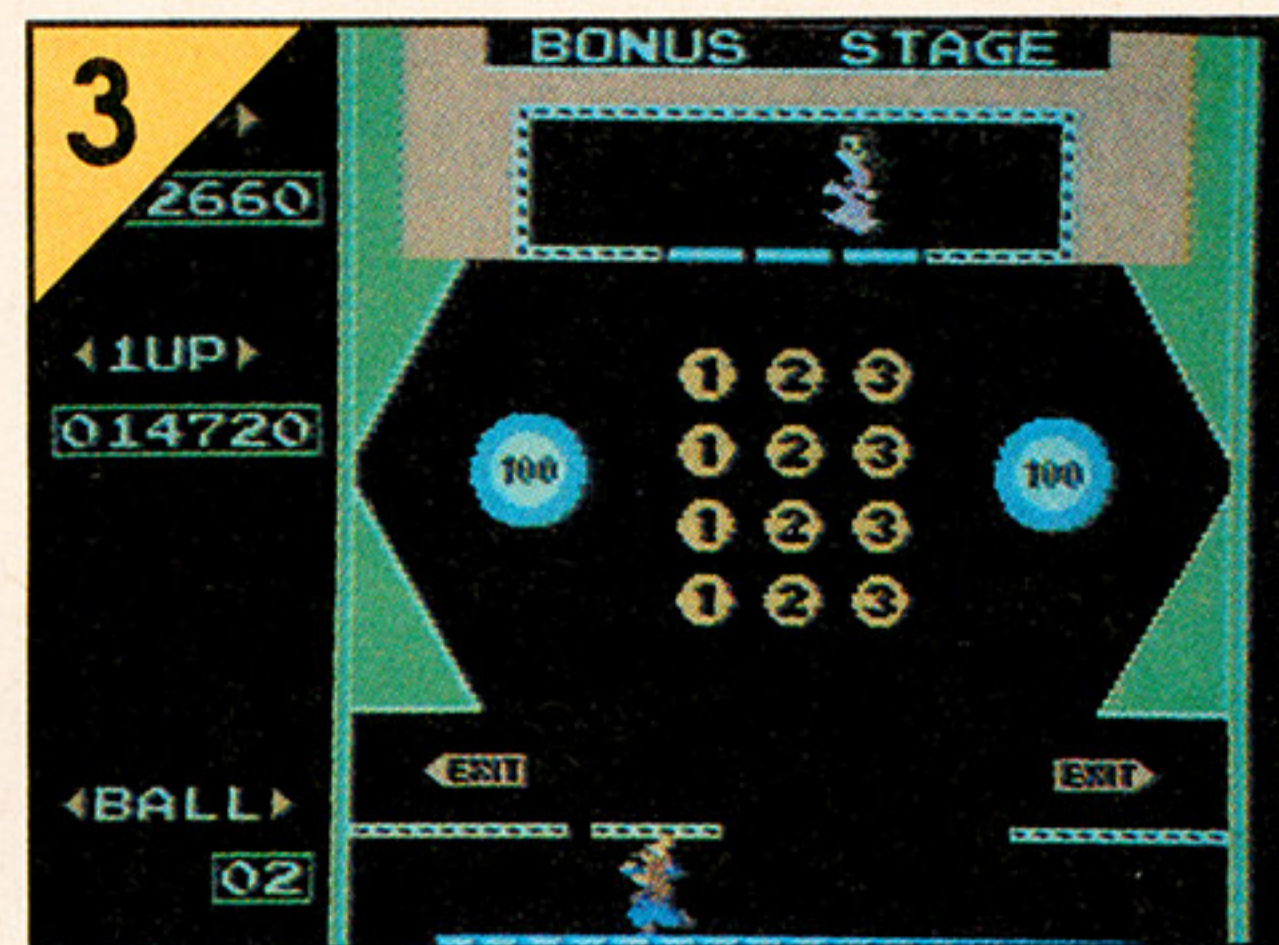
Pinball was a perfect game for the newly introduced Nintendo system because you can play it — and play it well — even if you have never held a controller before. The buttons control flippers similar to those on a real pinball machine, and the *feel* of the silver ball bounc-

1 *Pinball* is a straightforward game with no flashy effects — just a good, solid, pinball simulation.

2 If you match three 7's on the upper level of *Pinball*, a bumper appears between the flippers. Then you can *really* get high scores.

3 Mario makes one of his first Nintendo appearances in the *Pinball* bonus round. As usual, he's rescuing a princess.

4 There are dozens of different alien beasts to destroy along the pathways in *Section Z*.



ing around is quite like the real thing.

Nintendo Pinball doesn't have animated penguins on springs, but it does have charming graphics, decent sound effects, and enough special features to please any pinball fan. *Pinball* also gives a supporting role to a character who went on to star in his own Nintendo games — Mario. When you enter a bonus round, you get to help Mario with what could be his very first rescue of a princess.

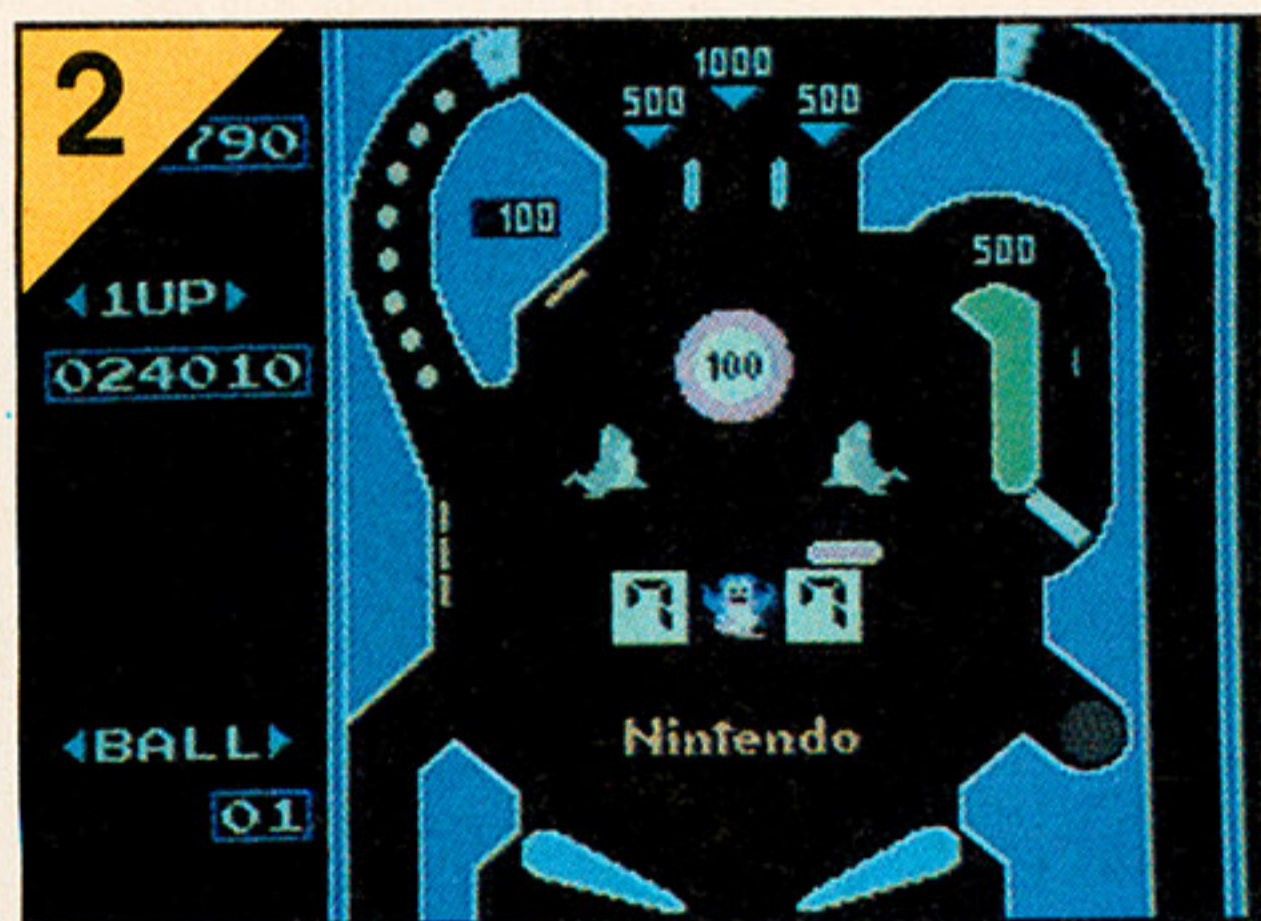
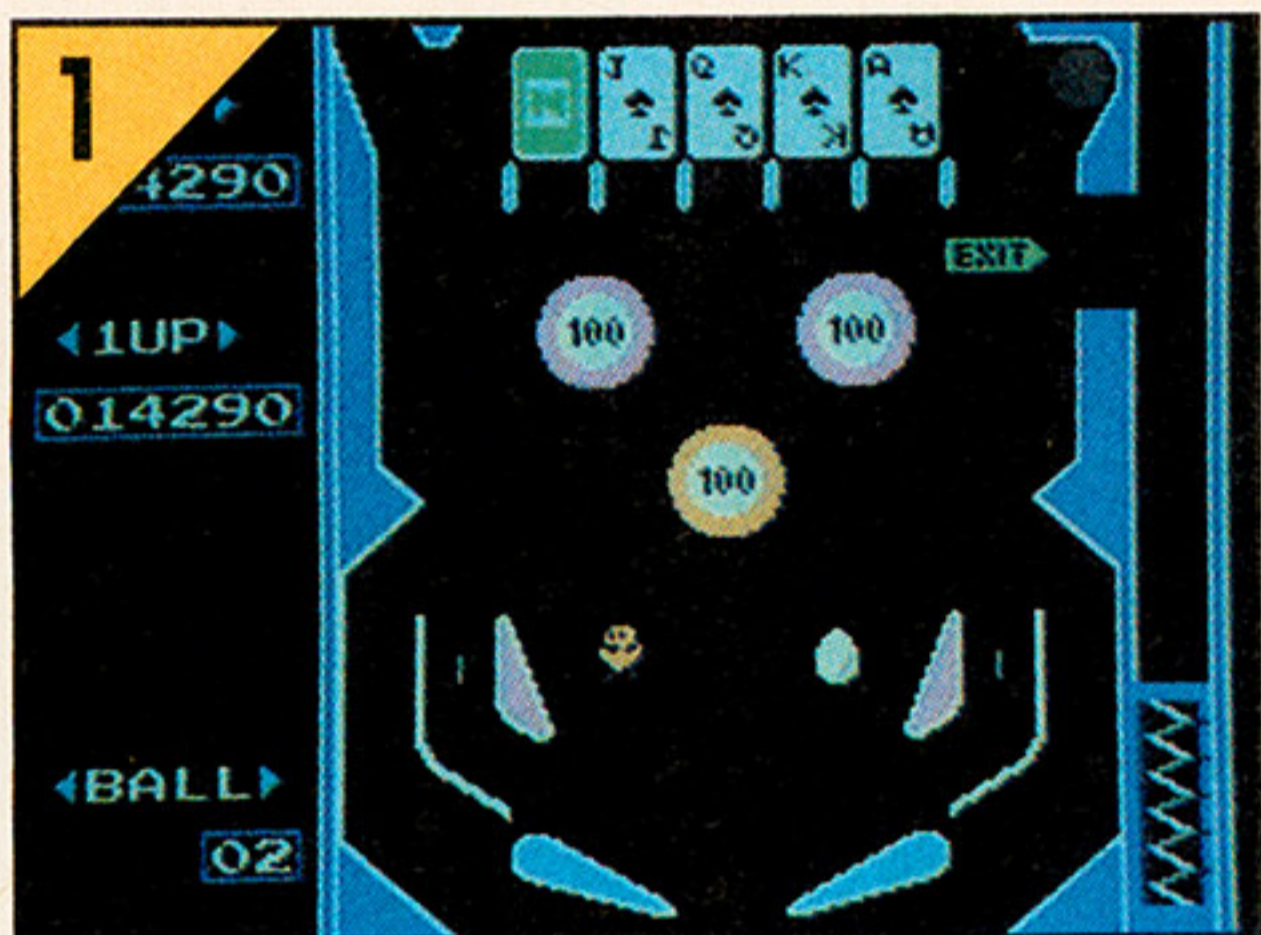
Mazes And Space Zapping

Perhaps *Section Z* remains popular because of its "special solar-energized, jet-propelled supersonic spacesuit," as it says on the box. But a more likely reason is that *Section Z* was one of the first



games to take a space game beyond simple arcade action.

In *Section Z*, the Balangools are threatening Earth with galactic tyranny. Not only are they thoroughly bad characters, but they have also joined a host of other despicable aliens at a base near Earth.

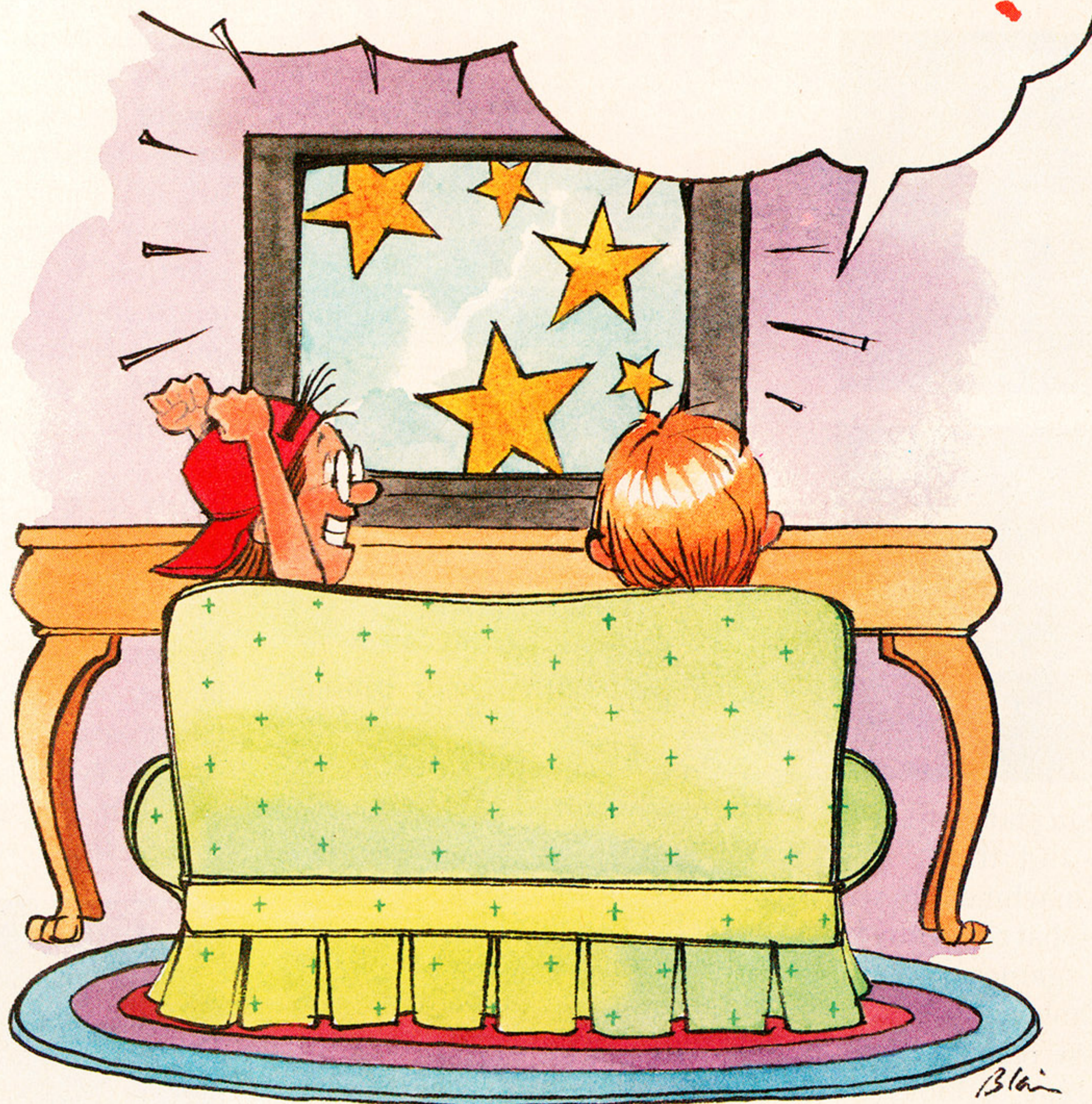


game market. Sega and Atari are a distant second and third. And while Nintendo machines are still too new to have what can really be termed "classic" games, some of the early games hold up quite well against the latest releases. Let's take a look at some of those old favorites, just in case you missed them the first time around.

Playing Pinball Without Quarters

Nintendo's *Pinball* was one of the very first cartridges released, way back in October 1985. Most of those early games were simple action-adventures or sports simulations that have been surpassed by more recent titles. But *Pinball* still com-

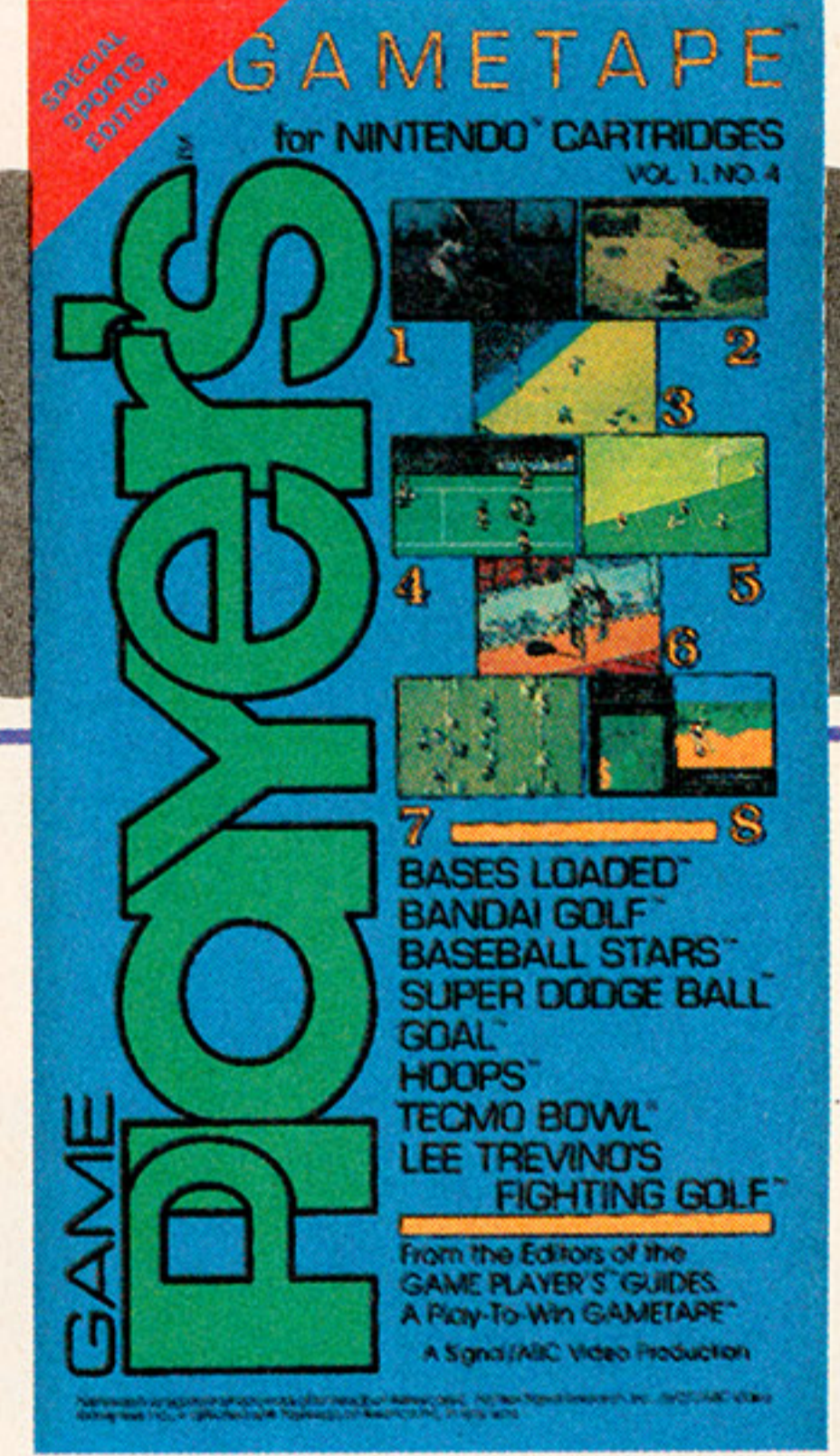
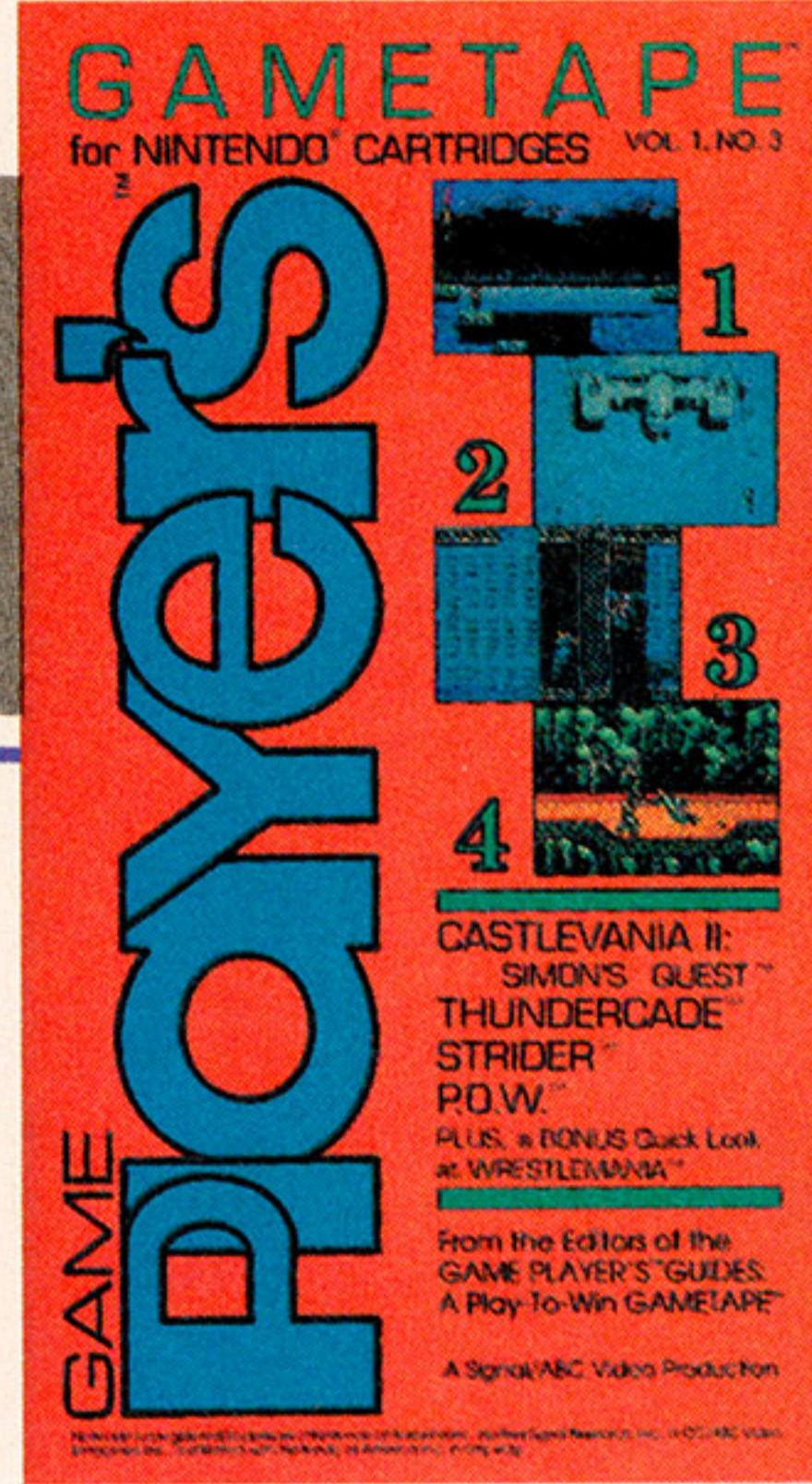
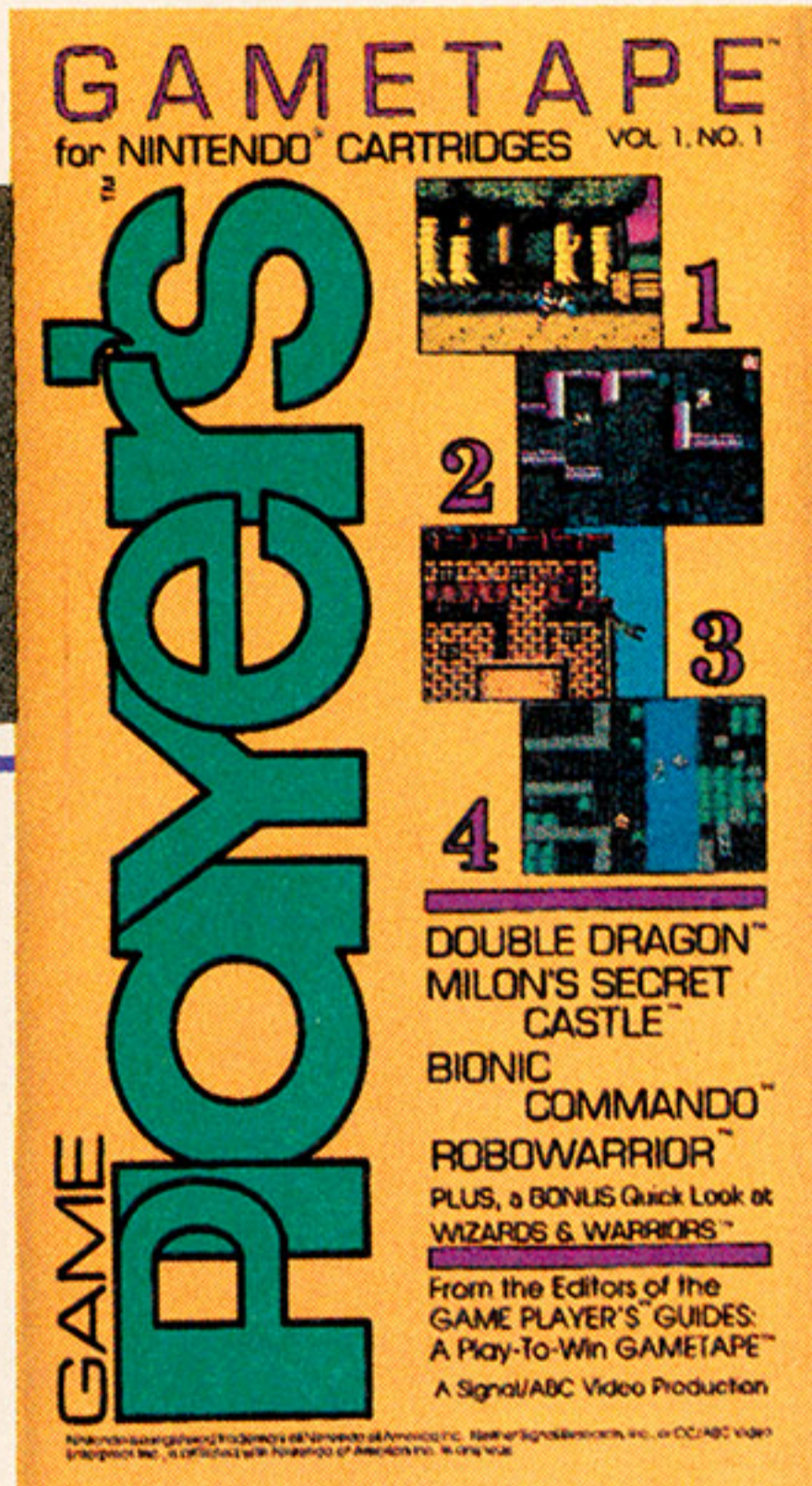
**BETTER BLASTERS
MASTER FASTER!**



**WITH OFFICIAL
GAME
PLAYER'S™
GAMETAPES™
FOR NINTENDO® CARTRIDGE GAMES**

BE A WINNER WITH PLAY-TO-WIN GAMETAPES™

Here are the exciting contents of the first four GAMETAPES:



Volume 1, Number 1

Double Dragon, Milon's Secret Castle, Bionic Commando & RoboWarrior (also includes a BONUS Quick-Look at *Wizards & Warriors*)

Volume 1, Number 2

Ninja Gaiden, Bad Dudes, Amagon, & Mega Man II (also includes a BONUS Quick-Look at *Airwolf*)

Volume 1, Number 3

Castlevania II: Simon's Quest, Thundercade, Strider, & P.O.W. (also includes a BONUS Quick-Look at *Wrestlemania*)

Volume 1, Number 4

Bases Loaded, Bandai Golf, Baseball Stars, Super Dodge Ball, Goal, Hoops, Tecmo Bowl, & Lee Trevino's Fighting Golf

Accept No Substitutes...

The professionals at Game Player's have put together the hottest collection of video GAMETAPES available today! Each exciting tape provides valuable hints and tips for four or more games. There's even a special sports tape covering eight major sports games!

Our Editors Put Together The Best...

Our tapes are carefully edited and produced to cover the most helpful highlights. We don't just tape a game and let it run on and on. Our experts share their proven tips and techniques with you every step of the way!

Created By Real Game Players For Game Players...

Every GAMETAPE includes detailed, easy-to-follow, step-by-

step instructions from our expert game players. Actual game footage shows you how to get through difficult spots, and provides tips on how and where to find hidden power-ups, treasures, weapons, and other important items. Plus lots of advice on how to get higher scores.

You'll see important action (while the narrator tells you what's hap-

pening) as our master players move through screen after screen. You'll use these tapes again and again as you learn to move further and score higher on each game.

Game Player's GAMETAPES are available at leading toy and video stores nationwide. Watch for these and other new releases in the GAMETAPES series coming soon. All tapes include 35 to 40 minutes or more of playing action. For all VHS systems. Manufacturer's suggested retail: \$12.95

Clip out this order form and mail it today to:

GAMETAPES, Game Player's Magazine, P.O. Box 29364, Greensboro, NC 27429

YES! Rush me the GAMETAPE(S) checked below!

Charge: VISA MasterCard American Express Check Enclosed

Signature _____

Card # _____ Exp. Date _____

Name _____

Address _____

City _____ State _____ Zip _____

(Make check out to: Game Player's)

\$12.95 per tape

(box) GAMETAPE #1 _____

(box) GAMETAPE #2 _____

(box) GAMETAPE #3 _____

(box) GAMETAPE #4 _____

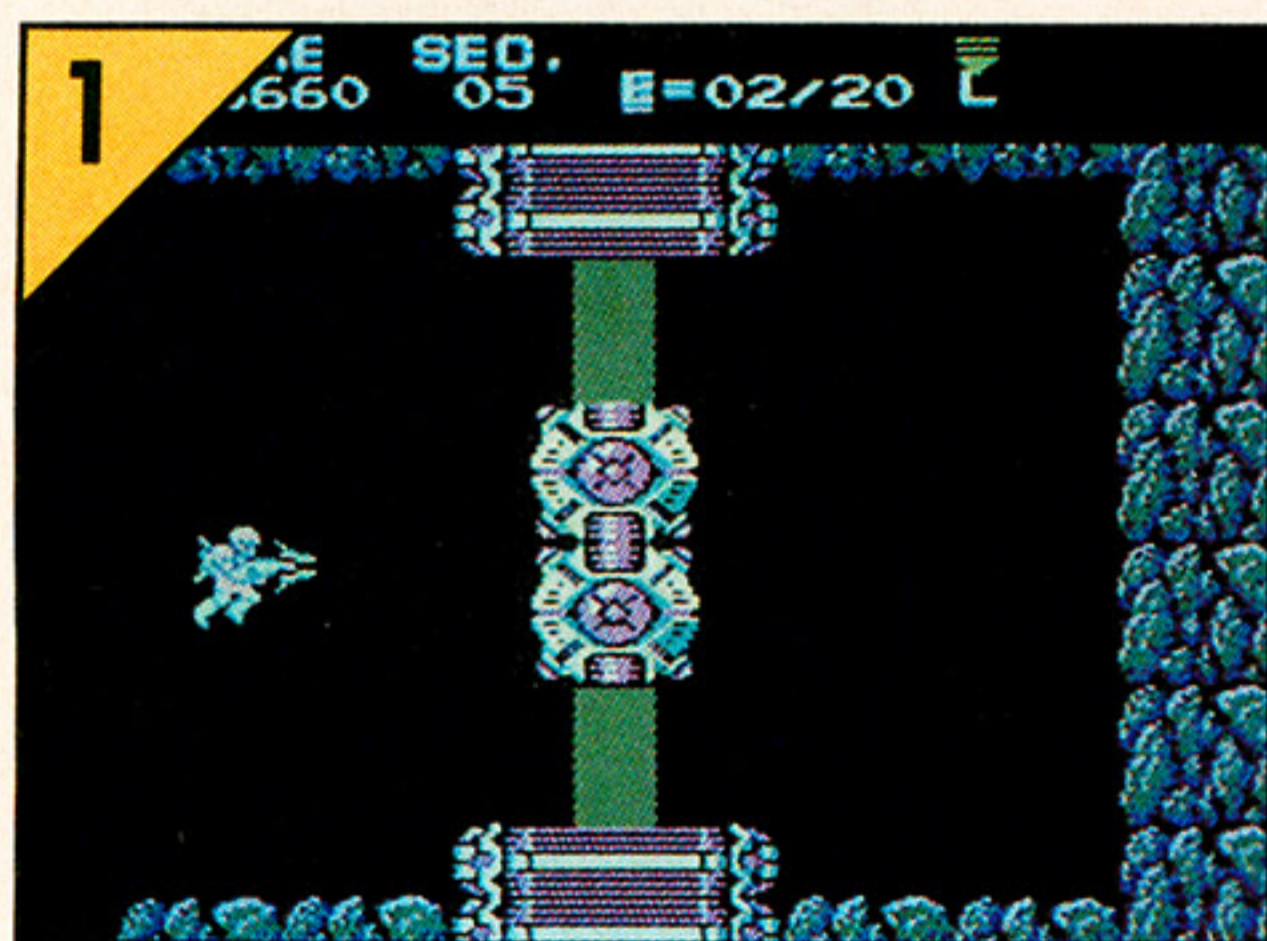
Add \$2 for the first tape and .50 for each additional tape Shipping & Handling

(Please allow 4-6 weeks for delivery.)

_____ TOTAL ENCLOSED

NINTENDO NEWS

As Captain Commando, you must infiltrate the Balangool base, a maze of connected hallways labeled from A to Z. At the end of each corridor is a generator and two exits. Choose the correct exit, and you'll end up a little closer to Brain-L, the center of the base. But take the wrong exit, and you might have to retrace a lot of steps.

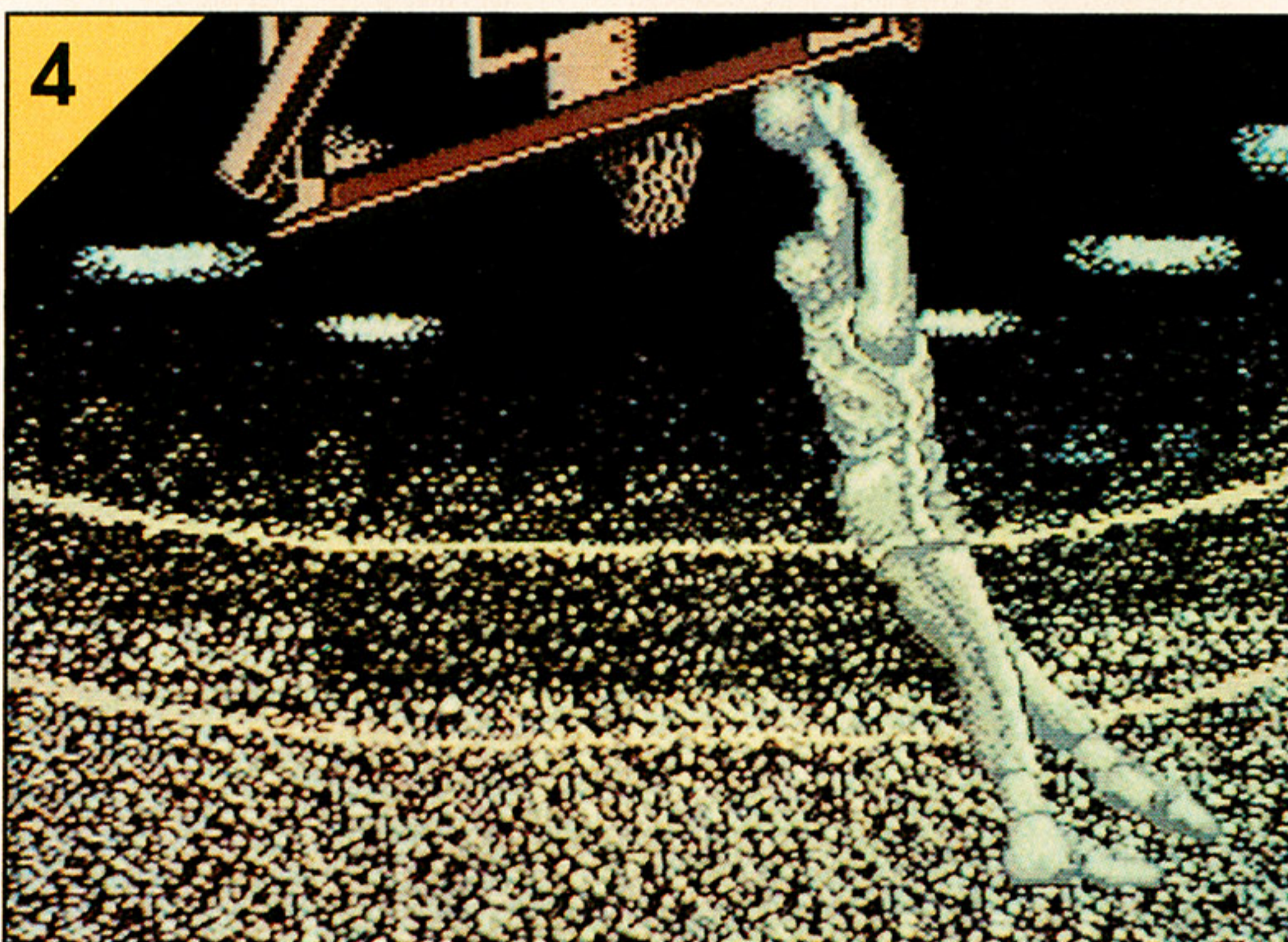
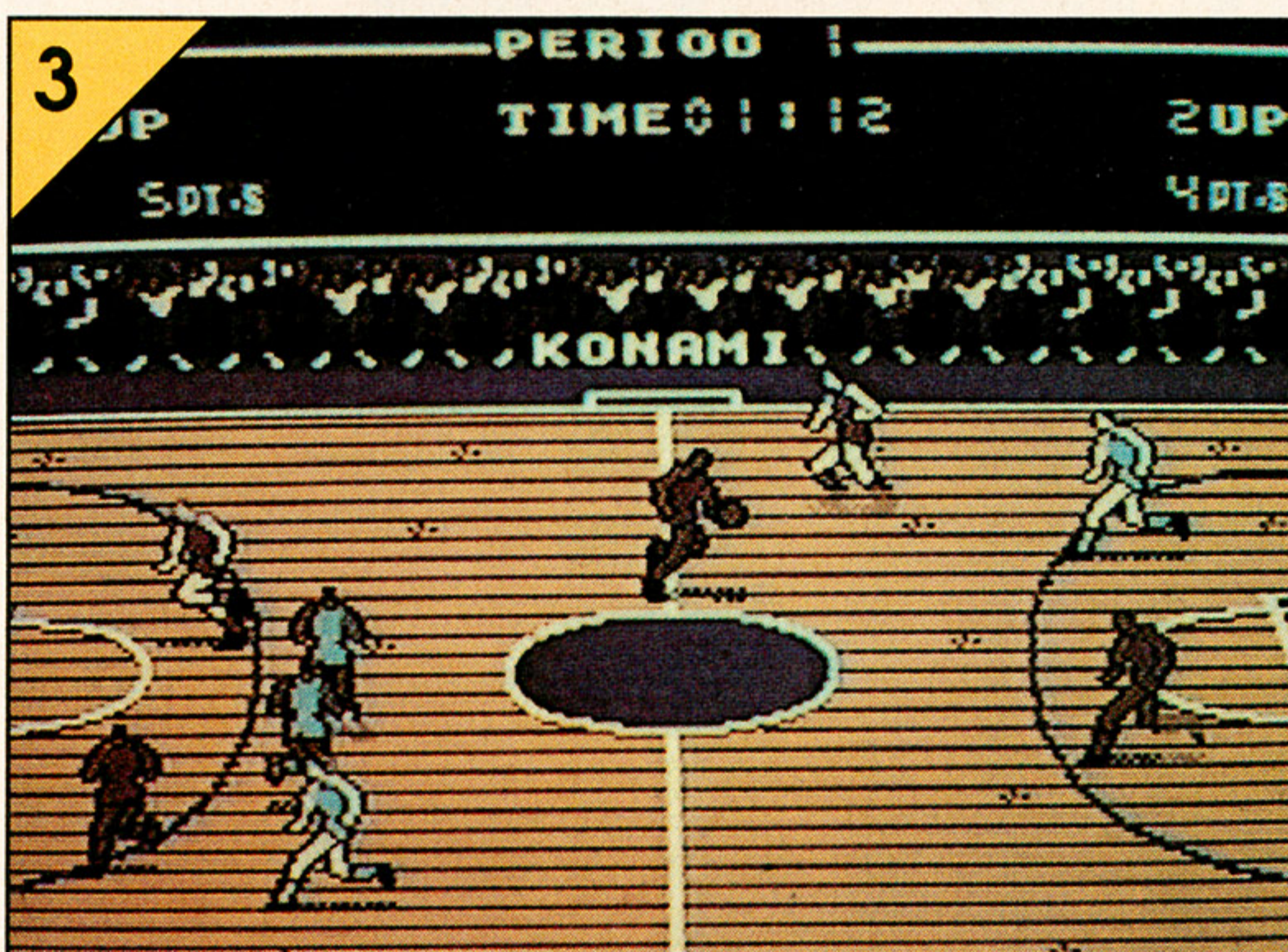


Section Z is more complex than many arcade games, although it's still a long way from *Zelda*. Since most gamers' interests fall between the two extremes, *Section Z* remains a happy compromise between relentless action and the demands of thoughtful planning.

Slam-Dunk Action

Double Dribble is sure to get a lot of competition from the new kids on the block, including *Hoops*, *Jordan vs. Bird: One on One*, and *Magic Johnson's Fast Break*. But there's something exciting about *Double Dribble* that the other games have been hard-pressed to equal.

Most basketball games give you options for teams, skill levels,



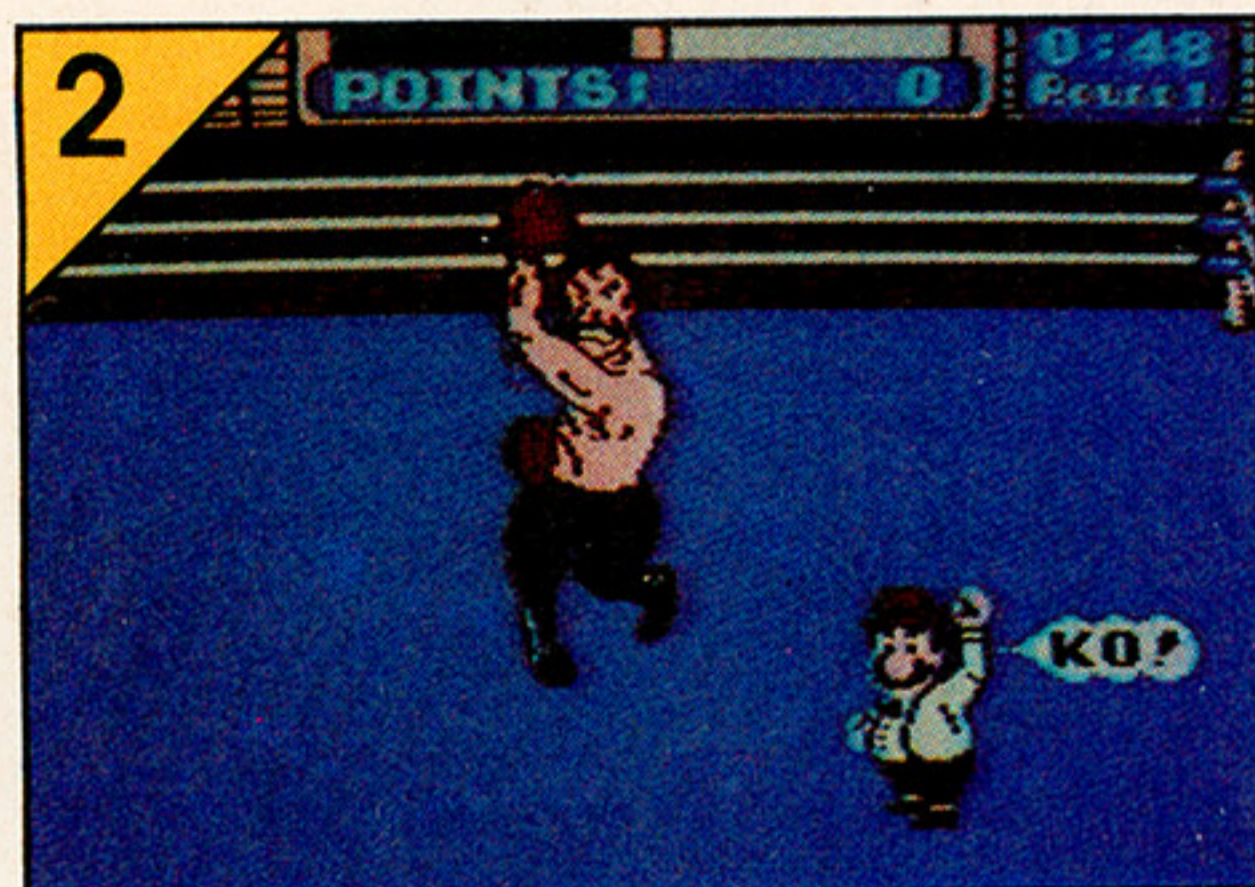
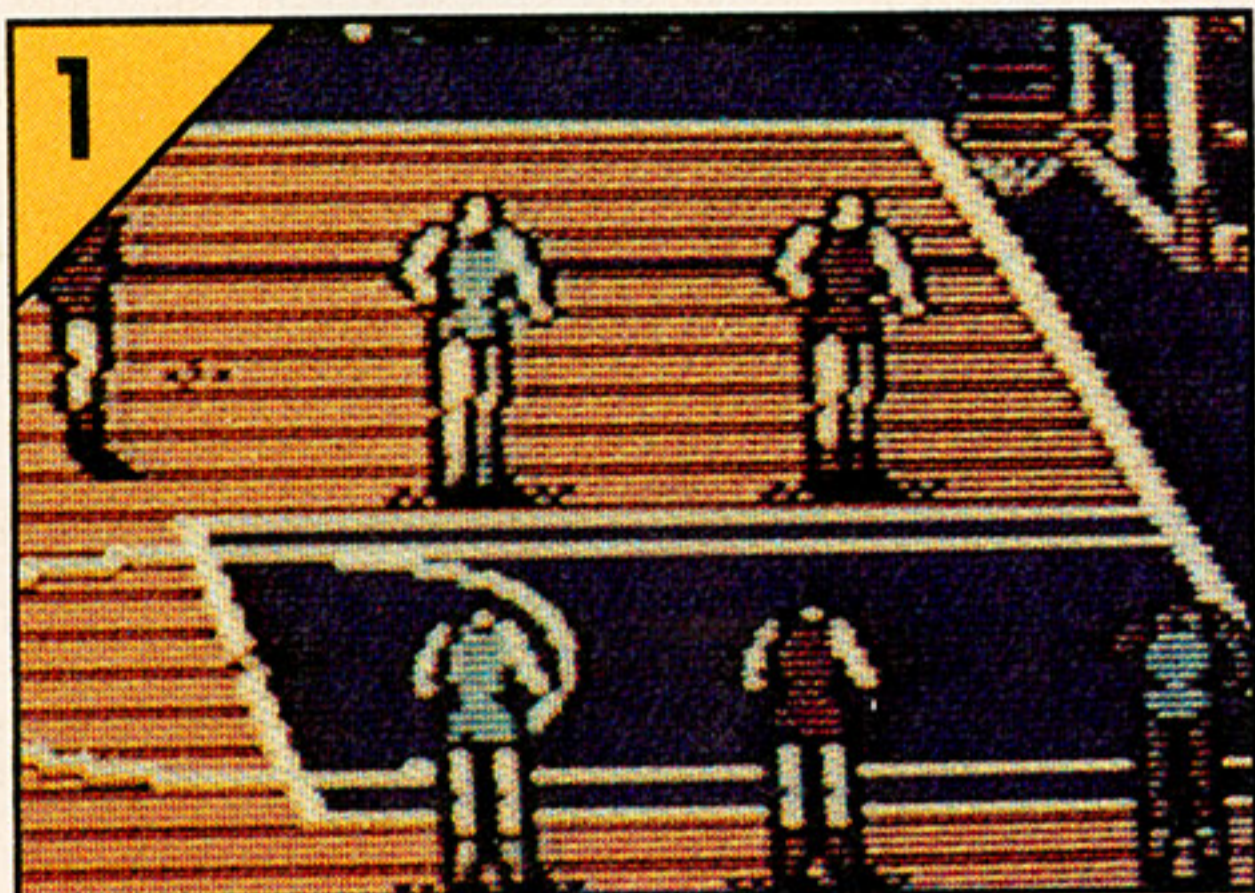
1 Decide which exit to check. You might be warped forward — but you might end up back at the beginning.

2 Become familiar with the patterns of the enemies. Some can be taken head-on, while others can be avoided.

3 In *Double Dribble*, you can set the length of each quarter of play from 5 to 30 minutes.

4 A backward slam dunk in *Double Dribble* makes the crowd cheer — but you won't always make the shot.

and time limits. In *Double Dribble*, there are only four teams to choose from — Boston, Chicago, Los Angeles, and New York. You can pass the ball down the court from player to player, find someone



open, and watch the screen graphics change as he slam-dunks. The switch from full-court action to the slam dunk is terrific, even though the players don't always follow through with a scoring basket. But then, neither does Michael Jordan.

The rest of the action, which includes jump balls, free throws, fouls, stealing, and a half-time show, is smooth and easy to control. *Double Dribble* is a good two-player game, and the computer is a formidable opponent as well.

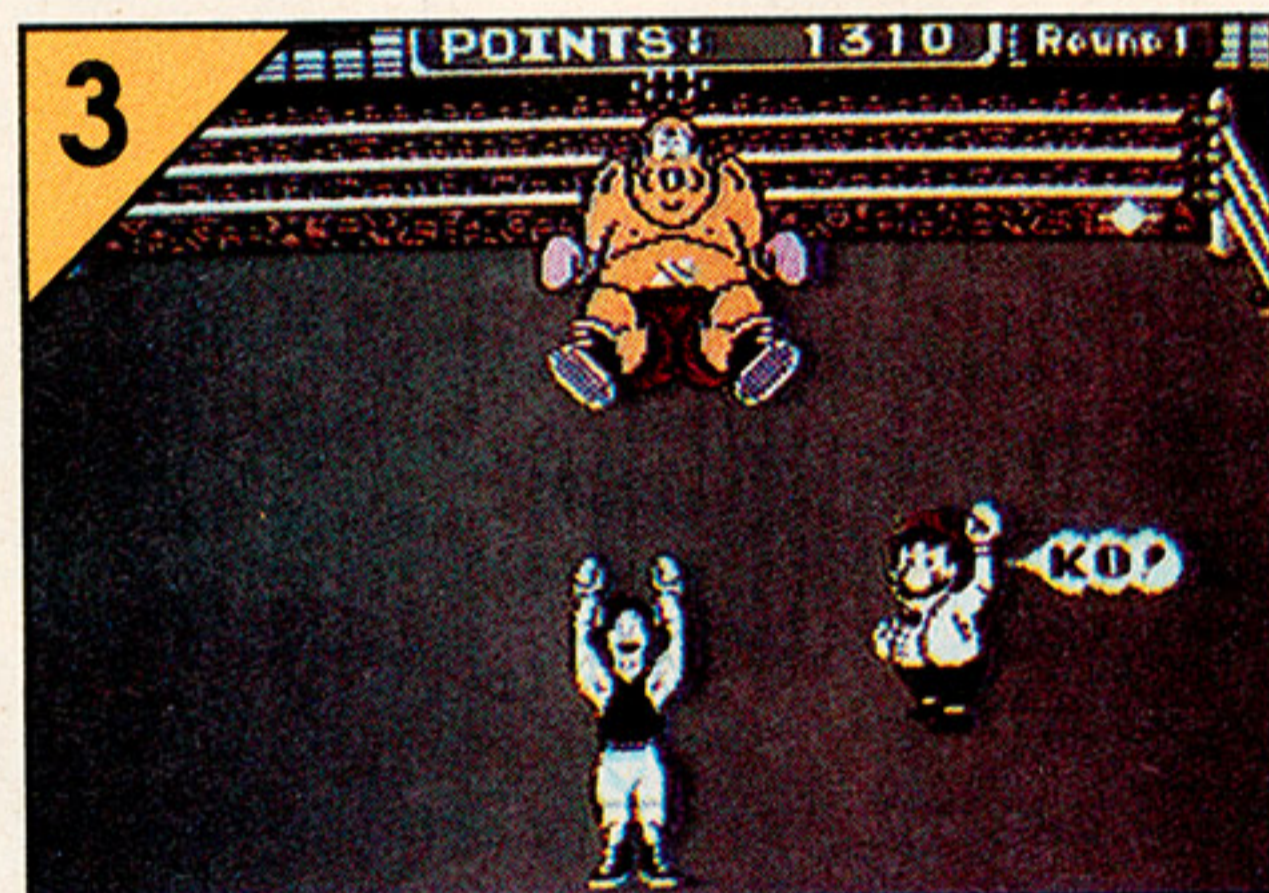
The Winner... And Still Champ

With the exception of the *Zelda* and *Mario Bros.* series, no other Nintendo game has been as popular as *Mike Tyson's Punch-Out*. Almost all polls still rank this boxing simulation in the top ten, where it has been since its release in October 1987.

NINTENDO NEWS

Punch-Out is very easy to play — even gamers with little or no Nintendo experience won't have any trouble jumping right into the middle of the action. Little Mac, the diminutive hero of the game, must fight his way up through a list of has-been boxers and real contenders before taking on Mike Tyson.

Luckily, Little Mac's opponents have idiosyncracies that help defeat them. Bald Bull, for example, always charges at you. If



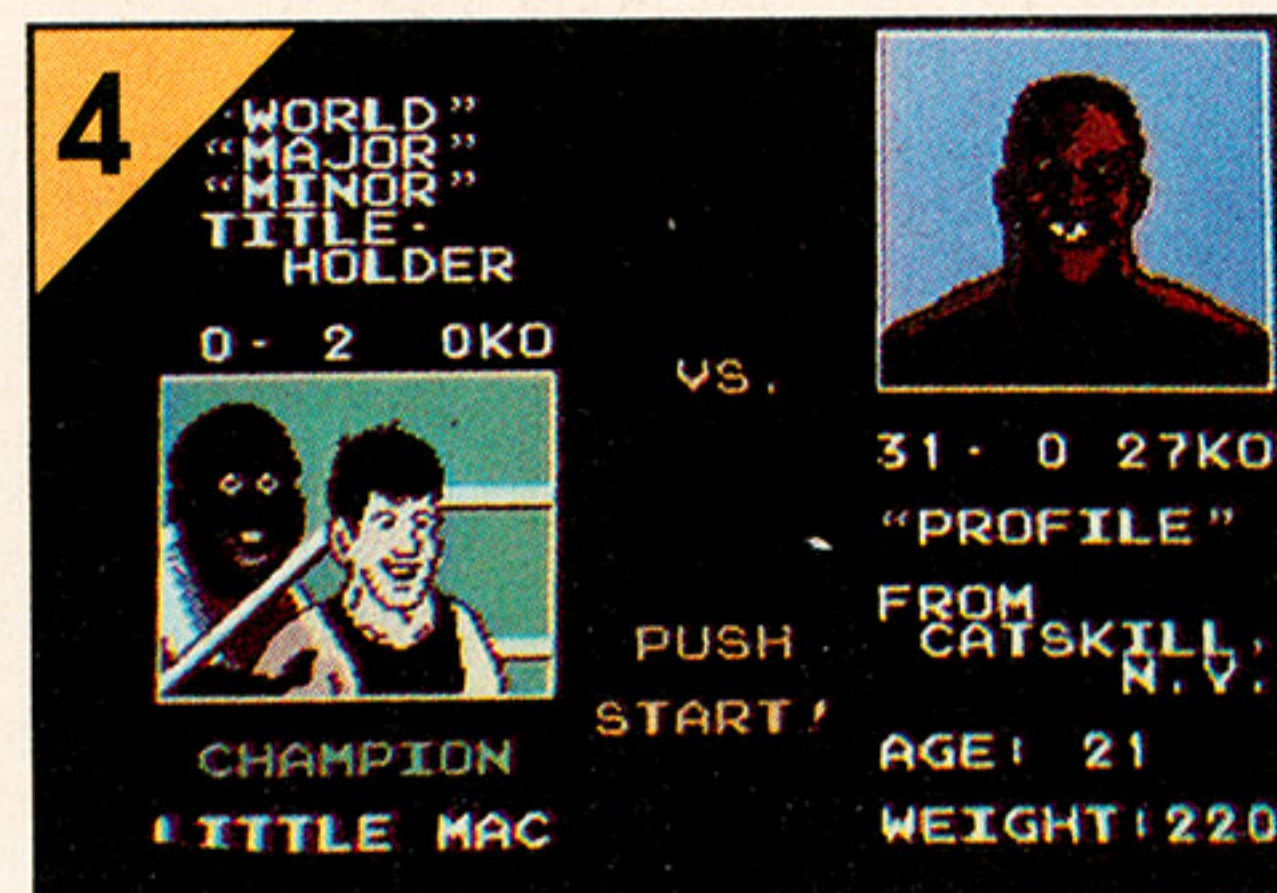
1 Prepare to get fouled if you're playing the computer in *Double Dribble*. But if no one's guarding you, you can almost always make a basket.

2 Avoid Von Kaiser's punches in *Mike Tyson's Punch-Out*, then stun him with a quick blow to the face. One uppercut, and he's down for the count.

3 When King Hippo opens his mouth in *Mike Tyson's Punch-Out*, hit him in the face. When he raises his arms, hit him in the stomach.

4 Kid Dynamite, Mike Tyson himself, is no pushover, but he *can* be beaten. Watch for him to blink his eyes, then go in for the kill.

you wait until his third jump and then hit him with a left, he'll go down for the count. Likewise, if you sock King Hippo when he opens his mouth, he'll leave his ample stomach unprotected and present you with a perfect target.



Passwords allow you to replay any half-finished game or choose any opponent — even Tyson. But don't expect an easy fight. Even the best game players have a very tough time against the champ.

That Karate Movie Comes Alive

Since the great majority of Nintendo hits originated in Japan, it's not surprising that there are so many martial-arts games.

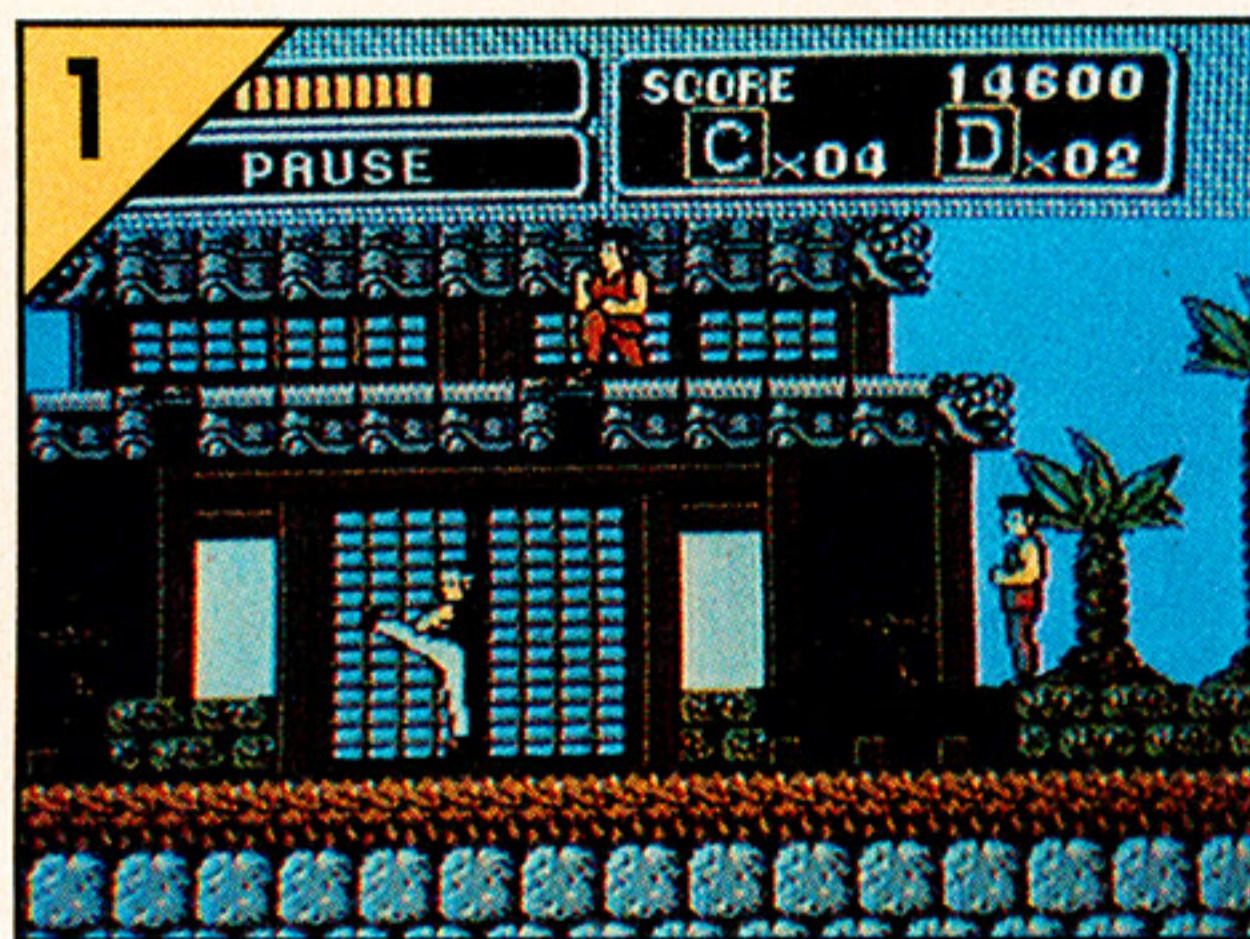
But many of these games can't combine the art of self-defense with a strong story line, so you end up with either a tutorial game or a pure fighting game in which you do battle not only with your hands, but also with any weapon you can find, from baseball bats to knives.

Since *The Karate Kid* was based on the popular movie *The Karate Kid II*, it had a ready-made plot. And unlike some other videogames based on box-office hits (*Indiana Jones and the Temple of Doom* or *Back to the Future*), *The Karate Kid* was effectively translated into the videogame format.

The hero, Daniel, begins in the United States, taking on competitors in a karate tournament. Then he travels to Okinawa, where he fights dozens of opponents along-

NINTENDO NEWS

side Japanese pagodas and other colorful scenery. Enemies keep coming, even when a typhoon strikes, and Daniel must protect himself and rescue a small girl.

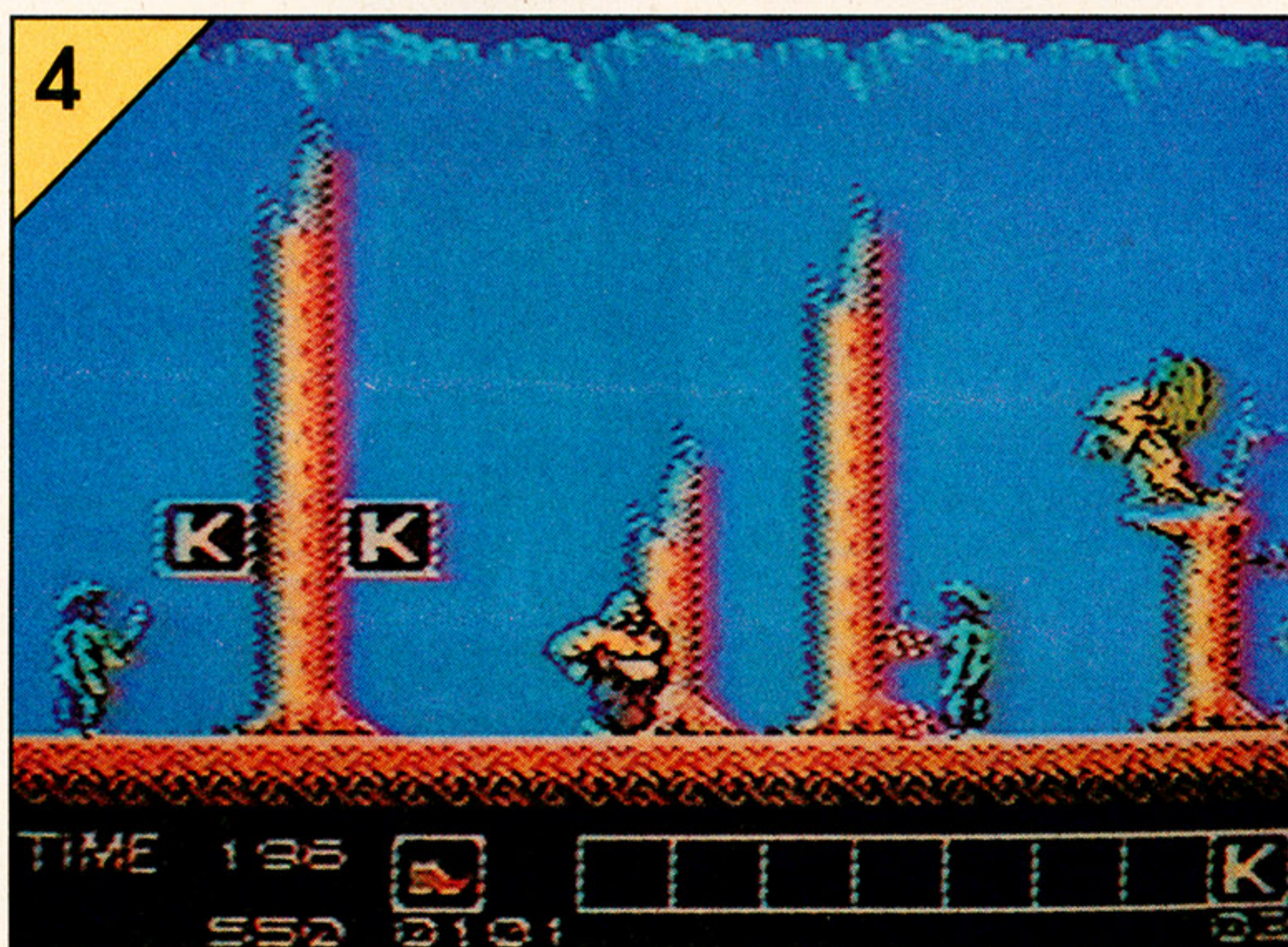
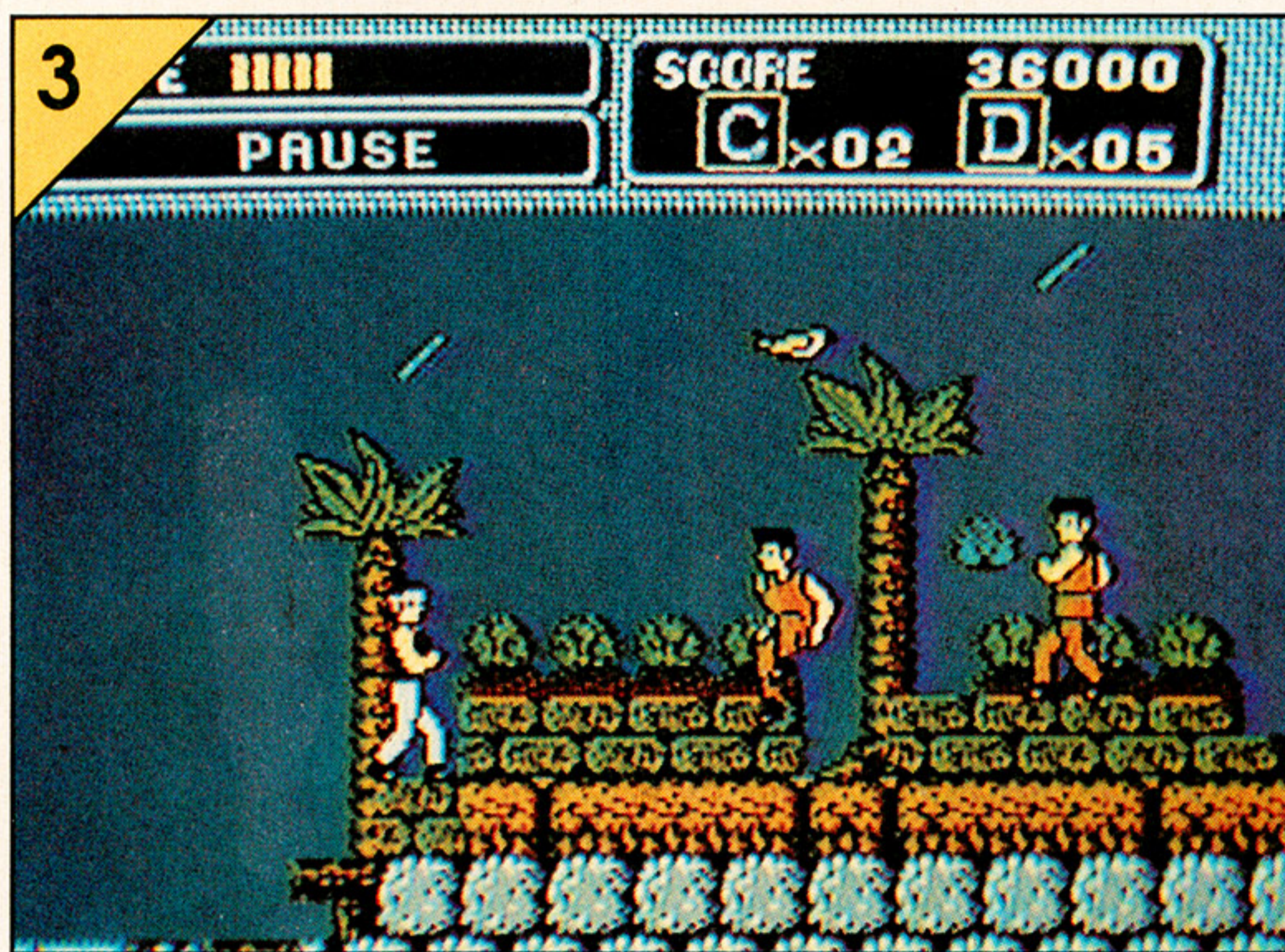
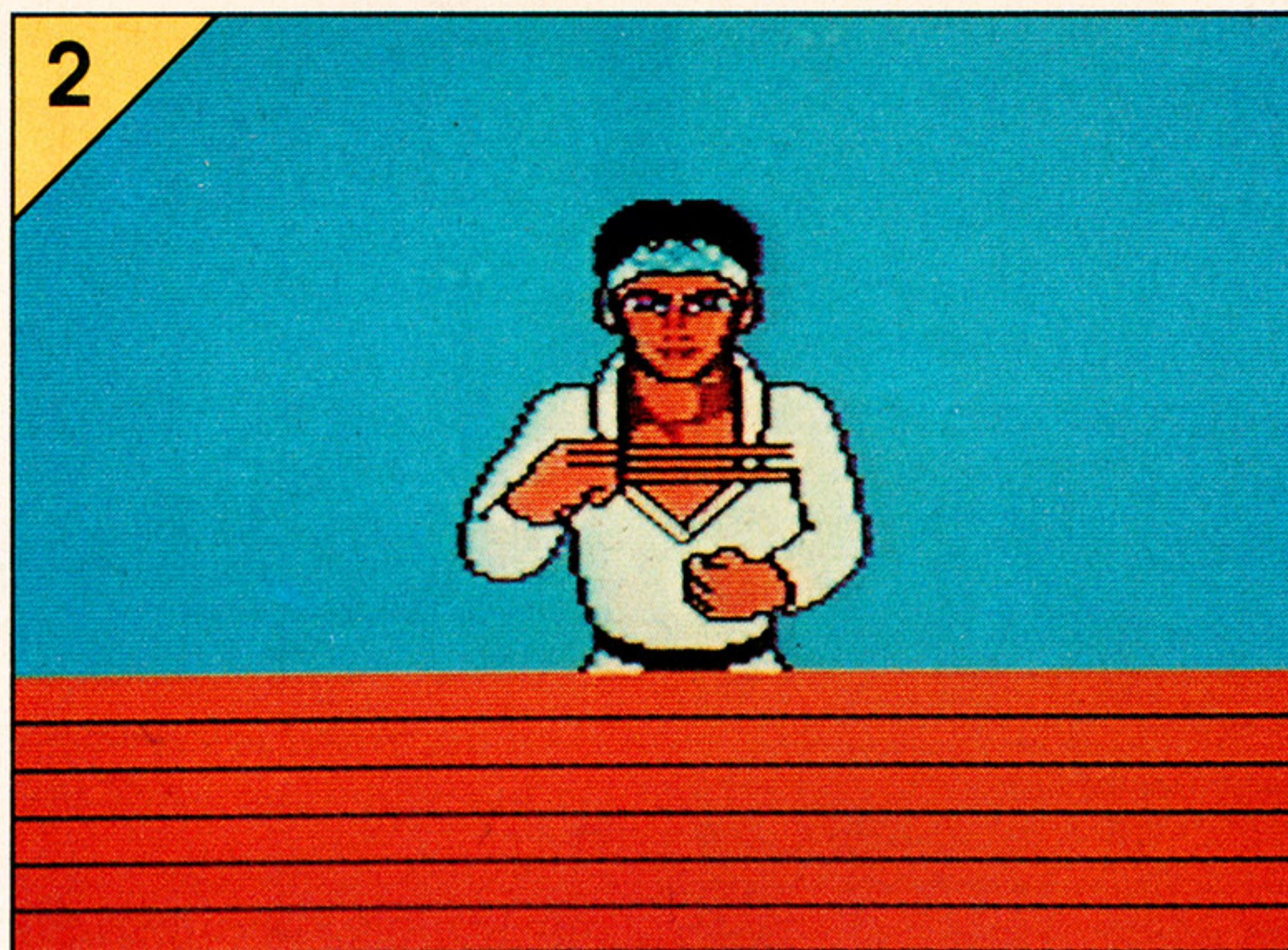


There are three bonus rounds in which you have to catch flies with chopsticks, chop through six slabs of ice, or dodge a swinging hammer. Other than the chopsticks, you never use a weapon in *The Karate Kid* — except for your own drum punches and crane kicks.

The Best Game That Never Quite Caught On

It's surprising that *Karnov* never became truly popular. Terrific graphics, fast action, nine complicated (but not impossible) levels — it seemed *Karnov* had everything it needed to reach the top. It was released in January 1988. If you can still find a copy, you might want to give *Karnov* another chance.

In this game, the treasure of Babylon has been stolen, and Kar-



- 1 When you reach Okinawa in *The Karate Kid*, the fighters come at you one after another.
- 2 Catch flies with your chopsticks in one of three bonus events. Fortunately, it's easier than it sounds.
- 3 During the typhoon, watch out for rocks and sticks, as well as fighters. There's also a girl to rescue.
- 4 There are villains in all directions in *Karnov*. Decide which ones to fight and which ones to outrun.

NINTENDO NEWS

nov — a famous circus strongman — is the only one with the muscles and brains to recover the cache. It's no easy trek. You are beset by stone-throwing monsters, deadly sea creatures, flame-throwing lions, androids, pirates, and hordes of other enemies.

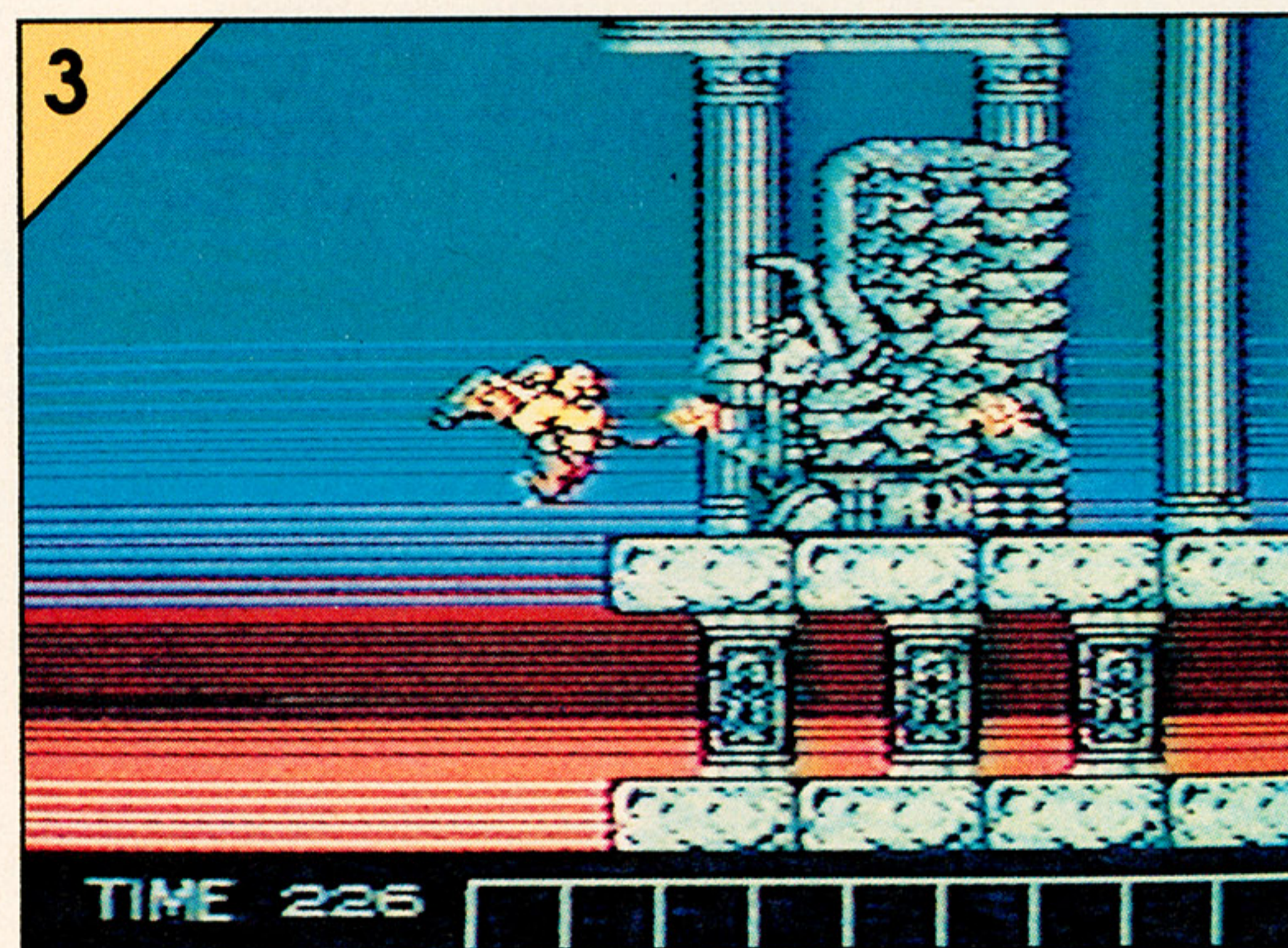
But you can pick up boots for extra jumping power, eyeglasses for seeing hidden enemies, clappers that kill all enemies on screen, bombs, boomerangs, wings, swimming masks, and shields.

Karnov has vivid, varied graphics. The game's nine levels take Karnov from rocky terrain to an ice world to an arid desert to a fortress in the sky. Karnov can walk (he's a little too large to run), swim, and even fly in search of the stolen treasure.

Some NES games have remained popular from the moment they were released. *Super Mario Bros.*, *Super Mario Bros. 2*, *The Legend of Zelda*, and *Zelda II: The Adventure of Link* are all phenomenal and long-lived hits. *Castlevania* has been a hit since May 1987, and *Metroid* since August of that year. We still receive letters from fans of *Mighty Bomb Jack* and *Rambo*, other releases from 1987.

But how many people remember *Clu Clu Land*? Or *Ice Climber*? And look how far sports simulations have come since the generic and outdated *Baseball* and *Golf* cartridges. It takes a game with a little something extra to get (and keep) everyone's interest.

GP

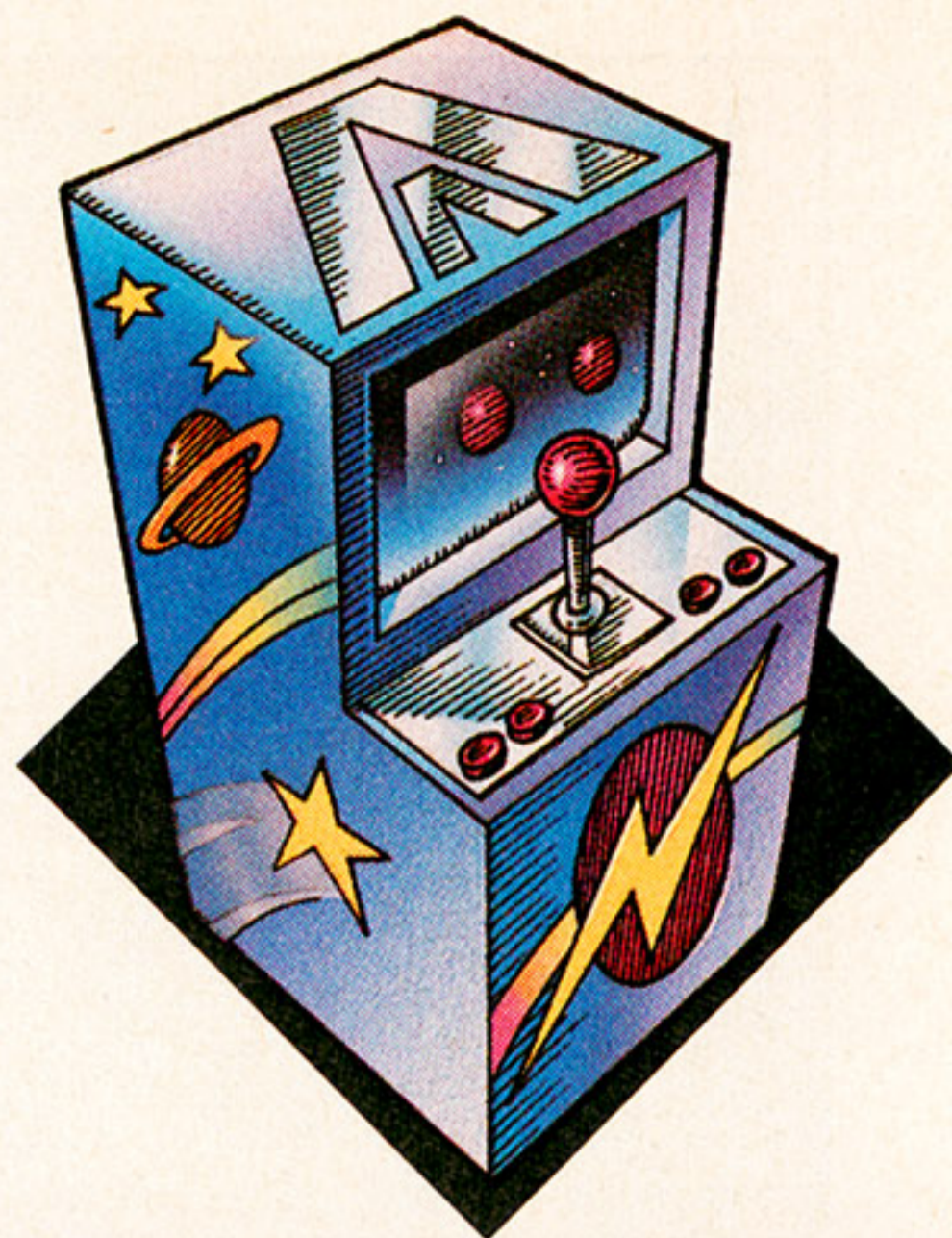


1 Some of the items Karnov needs are hidden, but can be found by jumping in the right spot.

2 Although you can finish the sea world faster with a diving helmet, Karnov won't drown without one.

3 Karnov needs a supply of wings for level 8, but he'll be vulnerable if he doesn't have a shield, too.

Watch out — there's a guard robot around the corner! And he's blocking the very spot where you need to plant your time bomb. You count to three, then dart out, blasting away with your machine gun. Scratch one robot! Deftly, you set the charge and race to the exit, barely in time to escape before the whole level blows.



ARCADE ACTION

Crackdown

Scott Wolf

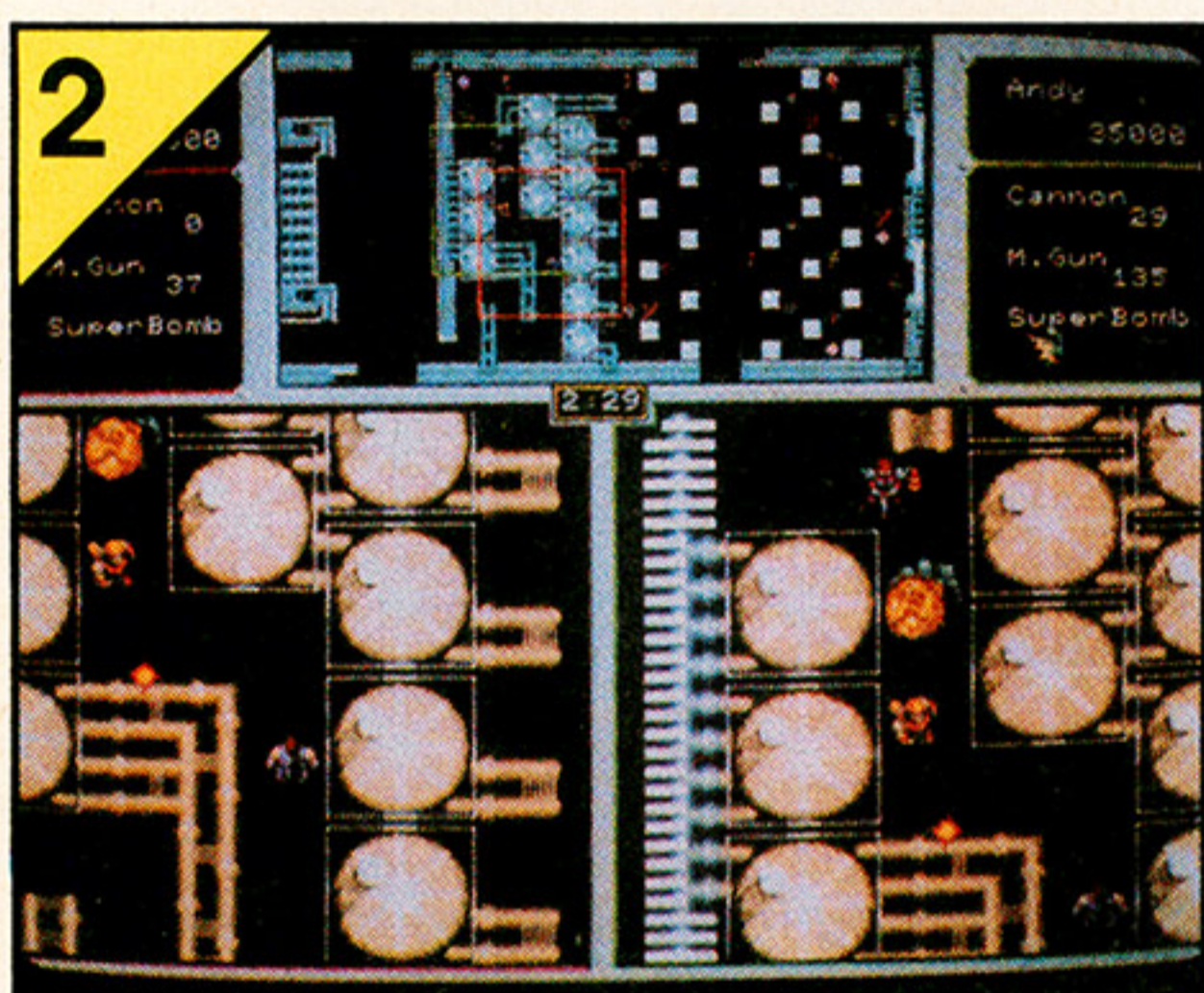
really heat up on level 3. Not only do your opponents become more numerous, but they're also better armed, and they react more rap-

idly. In addition, each type of enemy robot behaves differently. Some won't shoot you at all, but others can cut you to ribbons fast.

Crackdown begins with a title screen that appears to be spray-painted in red on a gray brick wall, followed by an effective cinematic

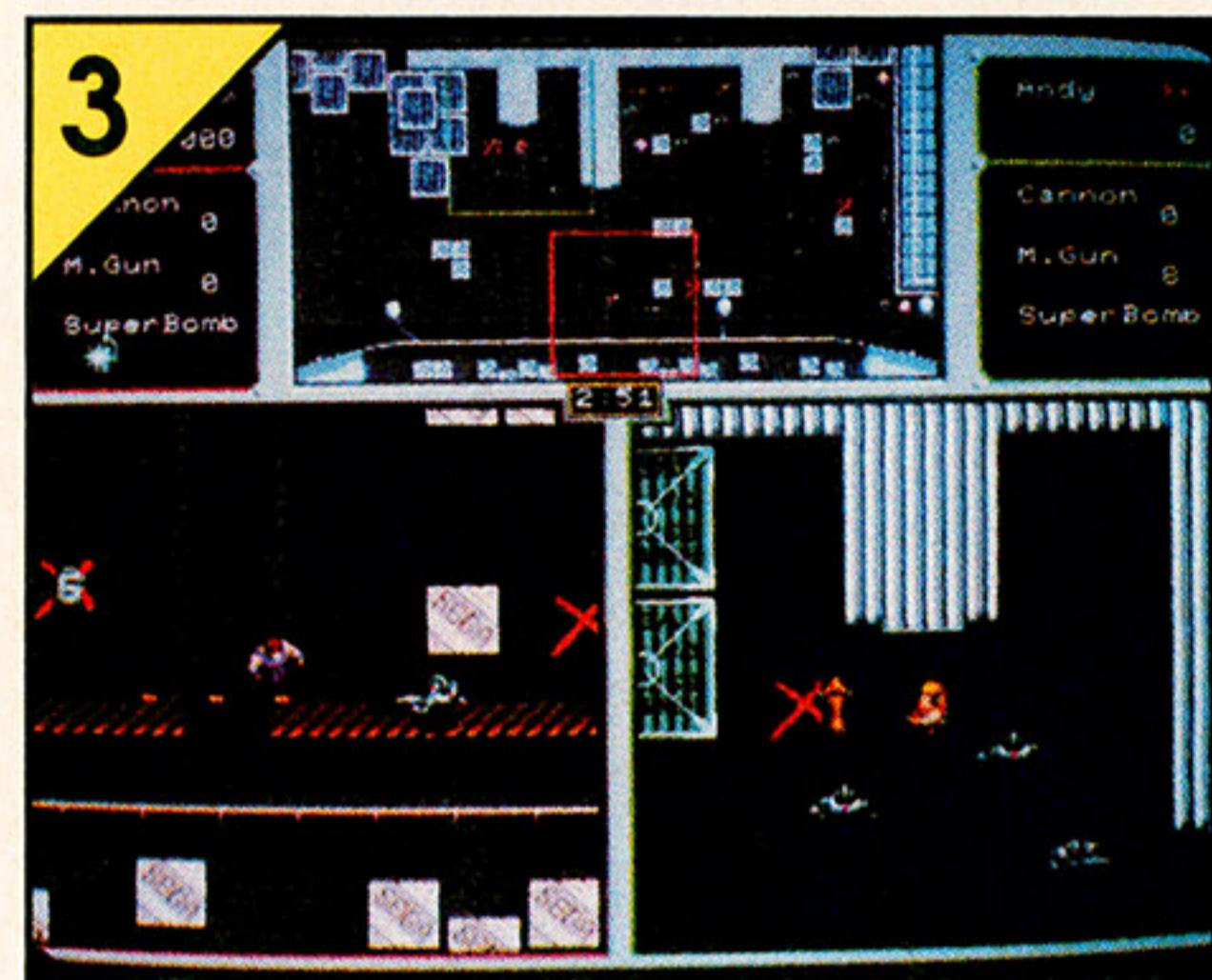


Welcome to the 21st century of *Crackdown*, where an army of high-powered robots — the Artificial Living Creatures — has launched an attack against the human race. Fortunately, an advance team of



Special Service Agents has discovered the weak points inside the enemy installations and has marked each of them with a large red X. It is your mission, as Special Service Agent Ben Breaker or Andy Attacker (who thinks up these names, anyway?), to infiltrate the installations and place a time bomb at each spot marked by a red X.

Make no mistake: *Crackdown* isn't a cake walk. Although the game is fairly easy at first, things



sequence that shows your entrance into the enemy installation. Your screen now resembles that of Atari's *Xybots* game — informational windows and a map displayed above your main playfield in the center of the screen. Unlike *Xybots*, however, the playfield in *Crackdown* is viewed from directly overhead, reminiscent of the Williams classic *Berzerk*.

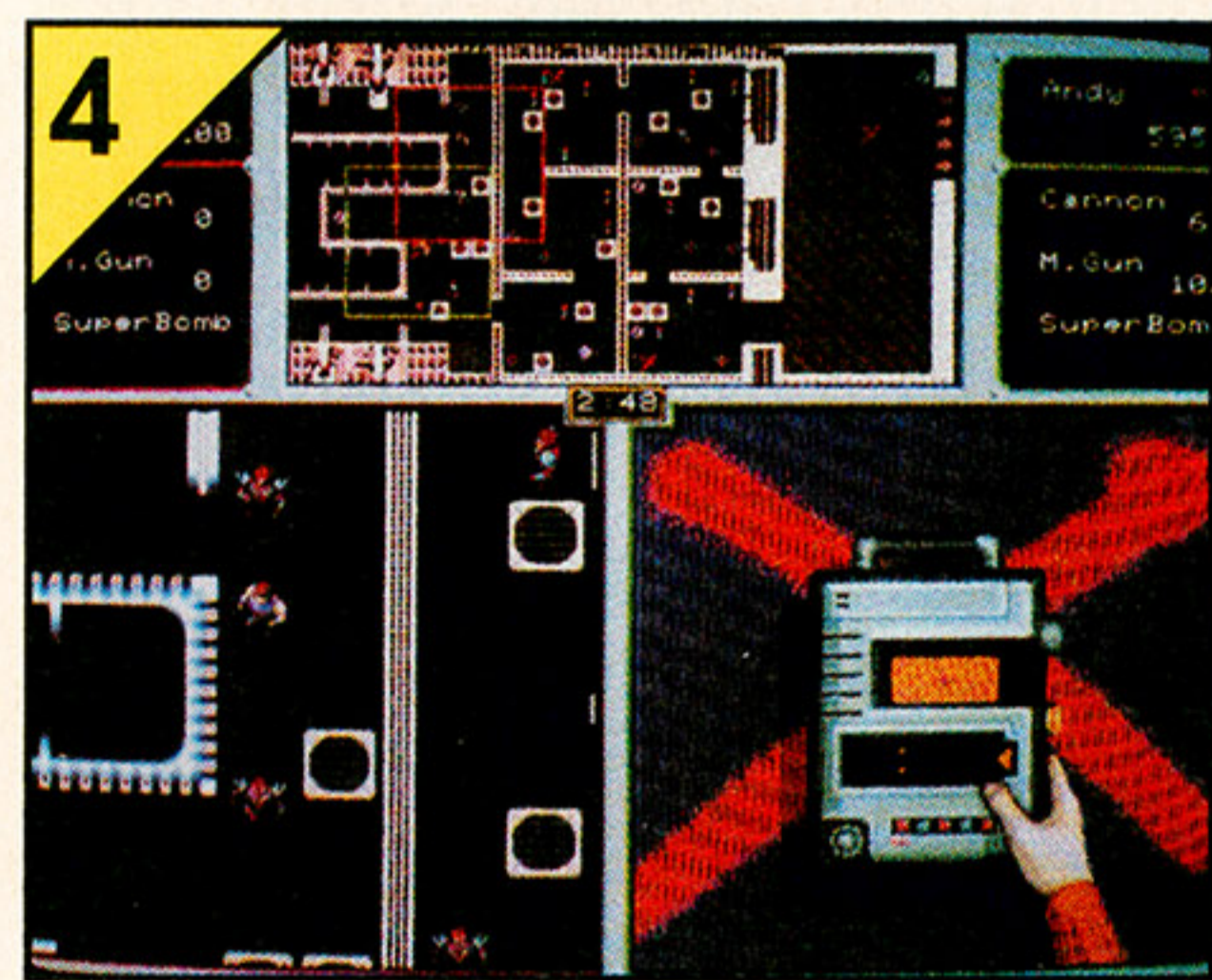
The information windows tell who you are, how many points you've earned, which weapons you're carrying, and how much ammunition you have for each

1 From this title screen, you might think *Crackdown* is an urban martial-arts game, but it's really a science-fiction shoot-em-up.

2 The lower half of the screen is split into dual windows for two-player games. The top half has two status windows plus an overhead map view of the alien installation.

3 X marks the spot: Your mission is to place a time bomb at each location marked with a red X, then rush to the exit before the timer expires and the bomb explodes.

4 The right half of this screen shows a closeup of the time bomb. The closeup view appears each time you place a charge.



weapon. A square in the map window indicates your location in the maze. Flashing yellow arrows indicate the spots where you should set your explosives.

ARCADE ACTION

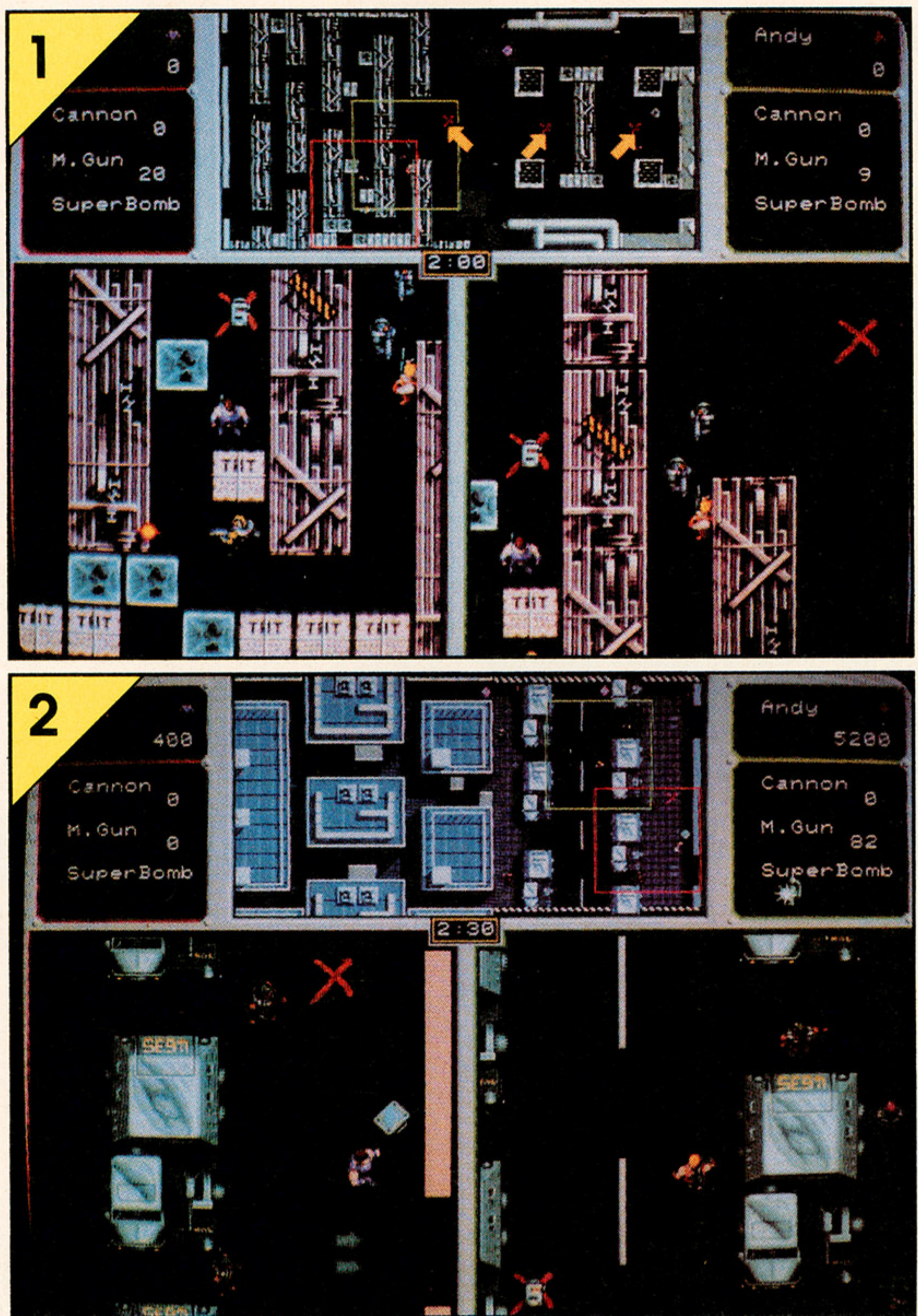
In addition to the joystick, *Crackdown* has two action buttons. One is the Attack button, which either fires your weapon or, if you're close enough, throws punches and kicks. The other is the SuperBomb button — a truly awesome tool of destruction. It barbecues everything on the screen. In addition to the SuperBomb, you also have a cannon and a machine gun.

While fighting your way through the maze, you can find briefcases containing extra ammunition or weapons. Pick 'em up if you know what's good for you. Also watch out for pits, trenches, booby traps, and water hazards.

The ALCs are not above popping out of hidden trapdoors, and be extra cautious of the bad dudes wielding flamethrowers. (Hint: The ALCs tend to shoot straight down the center of the passageways, so if you pull back on the joystick and hug the wall, you can avoid almost certain death.)

When you pass over a red X, your charge is placed with a satisfying "clunk" and the countdown begins. If you don't escape before the charge explodes, you're blown away with everything else. On the other hand, you get a bonus for an early exit. And when the maze blows, you are treated to a fantastic explosion!

A further complication is that most levels have more than one red X. After you place the first charge, you have to place the others



1 Most levels have more than one red X. Flashing yellow arrows (top) show where the positions are located within each installation.

2 Be careful on this level. Artificial Living Creatures — enemy robots — pop out of these vehicles for surprise attacks.

and escape before they all go off at once. This requires some advance planning, because you have to figure out the fastest route from one red X to another, and still allow time to reach the exit.

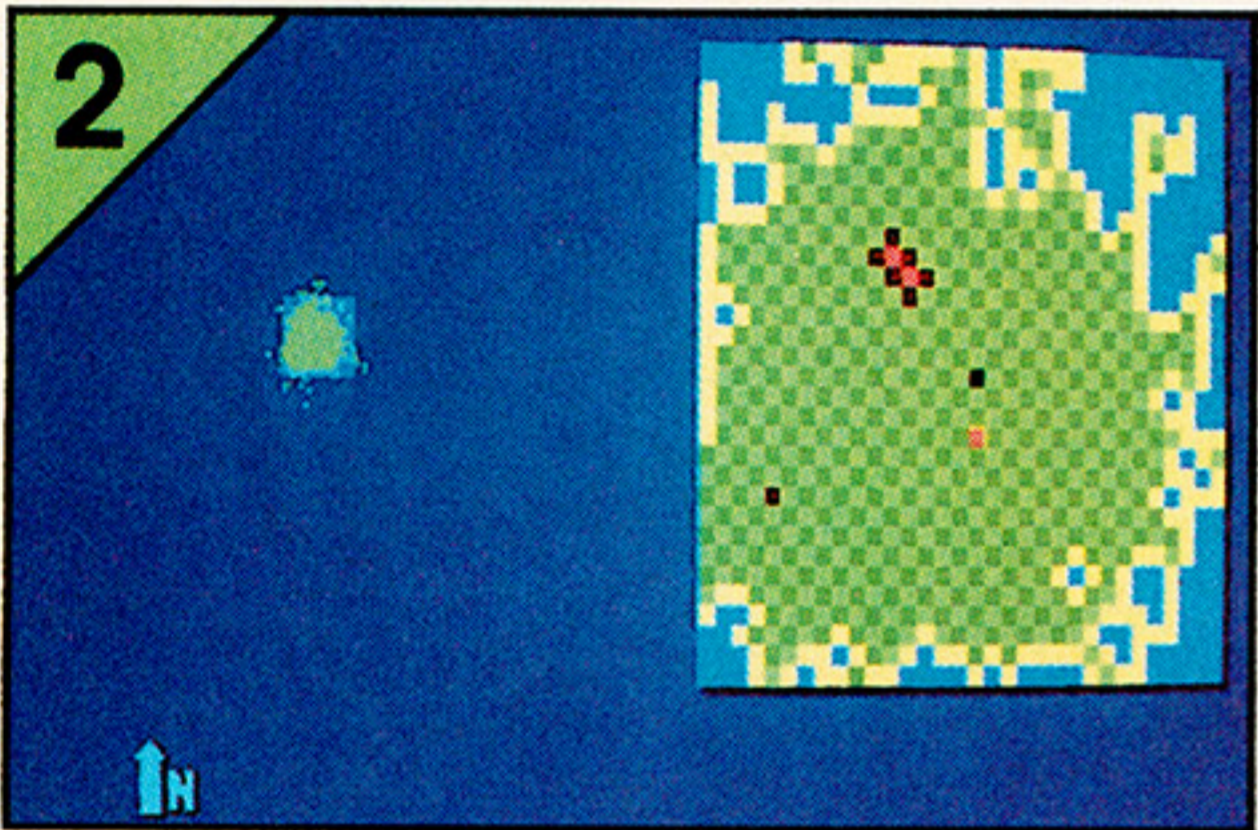
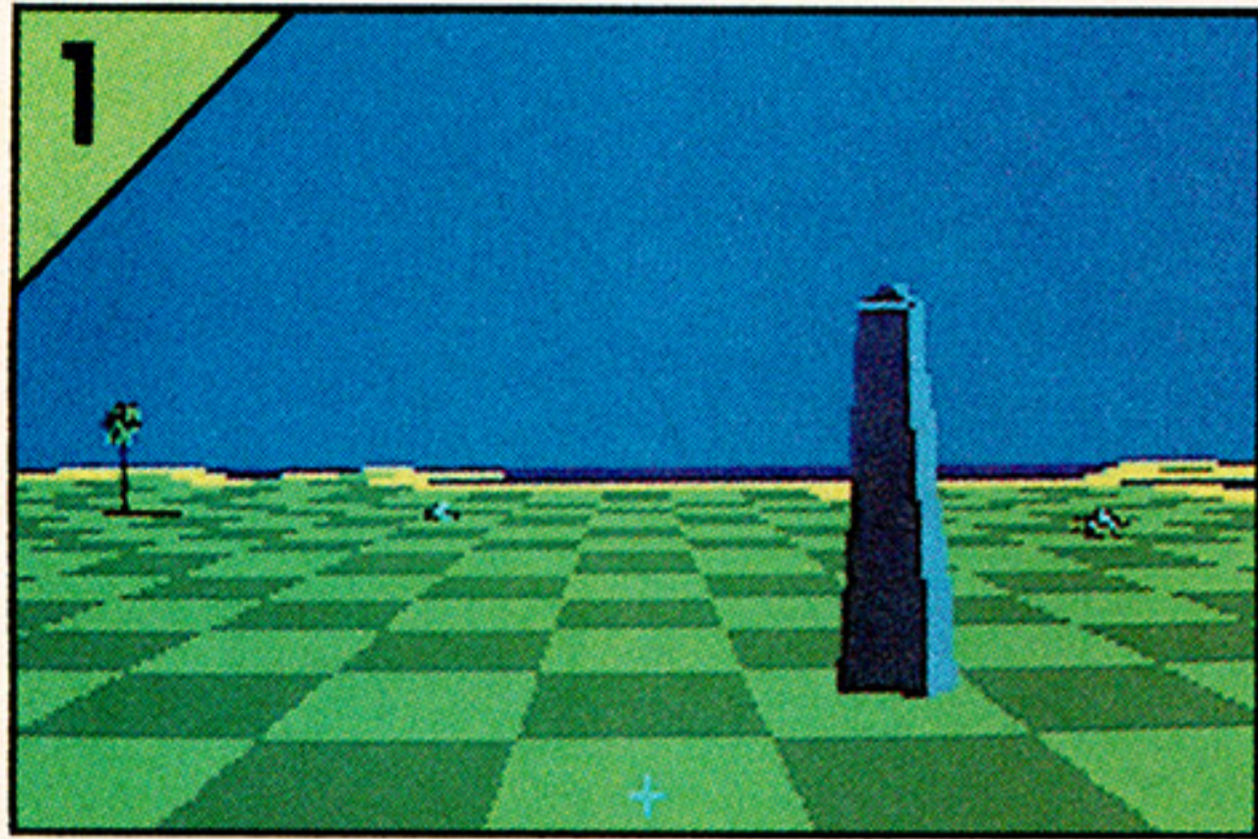
Crackdown experts say you receive an extra life when you reach 50,000 points, but I haven't scored that high yet.

You'd be well advised to play with a buddy to increase your chances of survival. A second player can join at any time by dropping in another quarter or token. (You can also continue a

game from where you left off by adding another coin.) In two-player games, the lower half of the screen is split into two separate windows, so each player gets an overhead view of his character's location in the maze.

GP

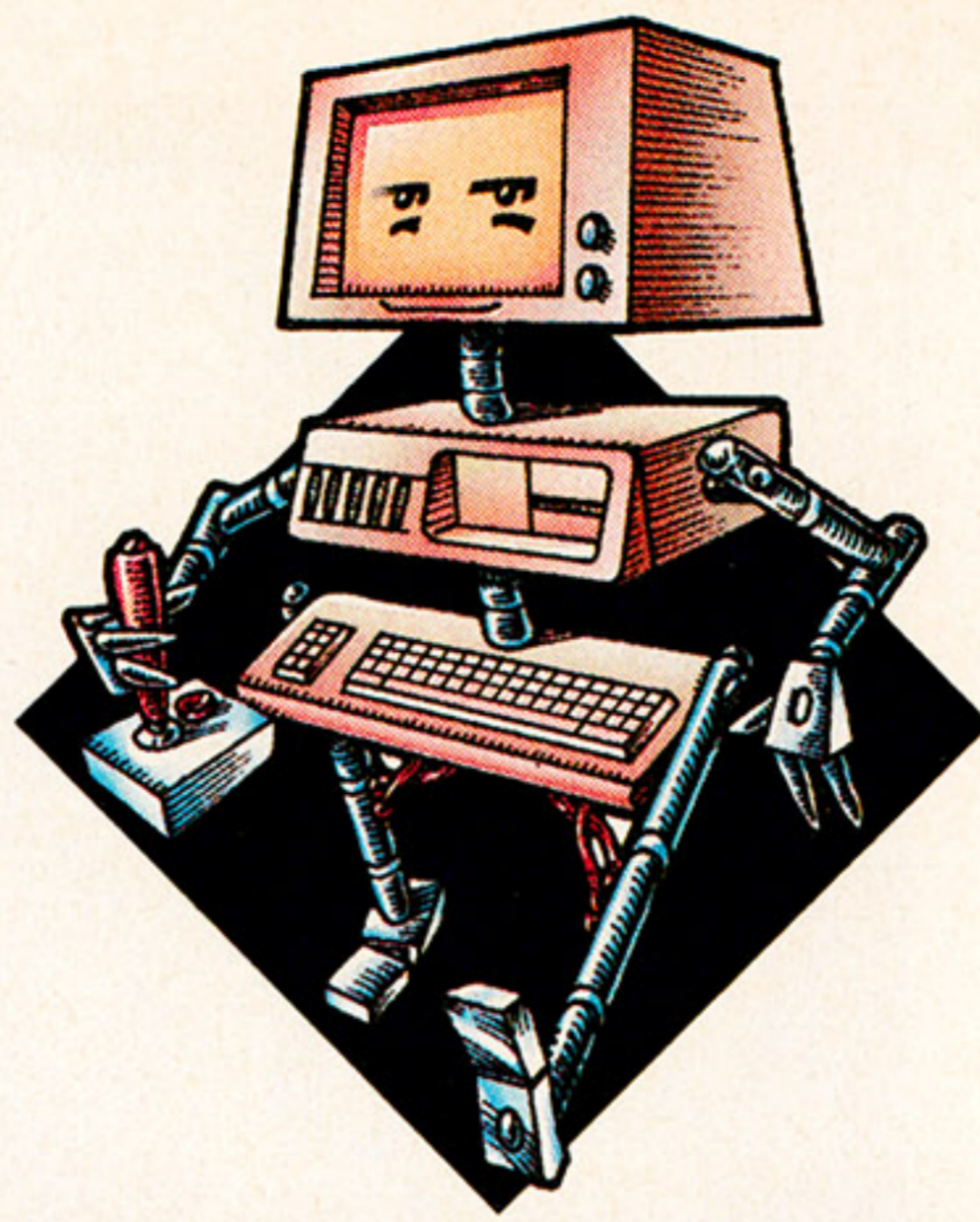
Science fiction role-playing games are quite common; science fiction puzzle games aren't. This month we'll look at one of each, and discover that the role-playing game is unusual and the puzzle game isn't quite unique. Both of them, though, are colorful and enjoyable.



Archipelagos

The puzzle game is *Archipelagos* from Logotron Ltd. of Cambridge, England (distributed in the U.S. by Britannica Software). The blurbs on the back of the box call it "a completely new sort of game," but in fact it's not quite as new as it claims to be. A couple of years ago, Firebird Software — the U.S. arm of another British company, Rainbird — released a vastly underrated program called *The Sentry*, to which *Archipelagos* bears some similarity. Still, *The Sentry* was never very popular, so for that reason alone *Archipelagos* is well worth a look. In many ways, in fact, it's better.

Archipelagos is divided into 9,999 parts (again, according to the box), and each part is called, not surprisingly, an archipelago. The first archipelago is just a single



PC PLAYERS

INTERGALACTIC MYSTERIES AND PUZZLES

Neil Randall

blob of land, but before long they become larger and more complex. One is shaped like a wagon wheel, another like the British Isles, and

1 *Archipelagos*: On the first archipelago, the Obelisk stands before you. The bottom of the screen shows you have two stones to collapse.

2 *Archipelagos*: Pressing F2 brings up the map and pauses the game. You are the black square; the red squares show infected land.

3 *Archipelagos*: A deadly red tree rises in front of you. Every time it spins to the ground, its infections spread one square further.

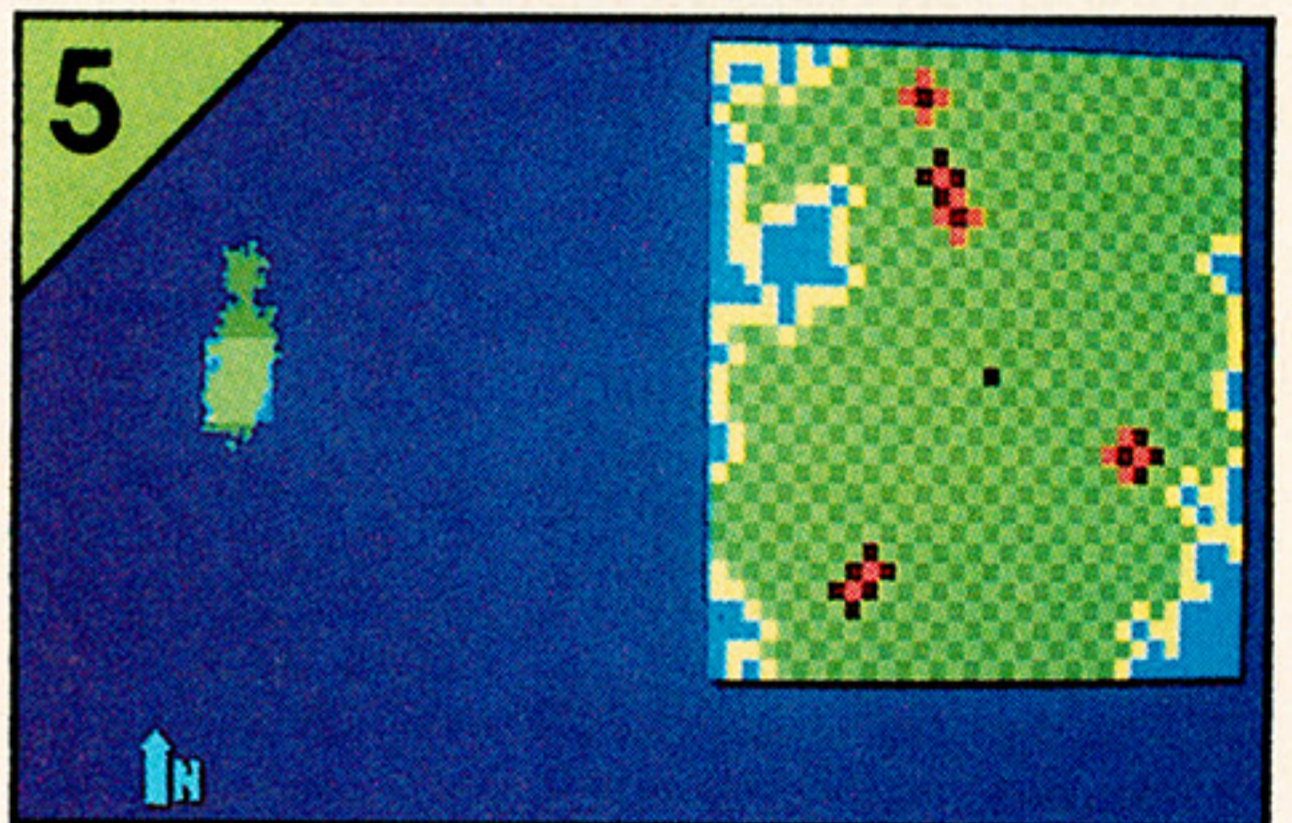
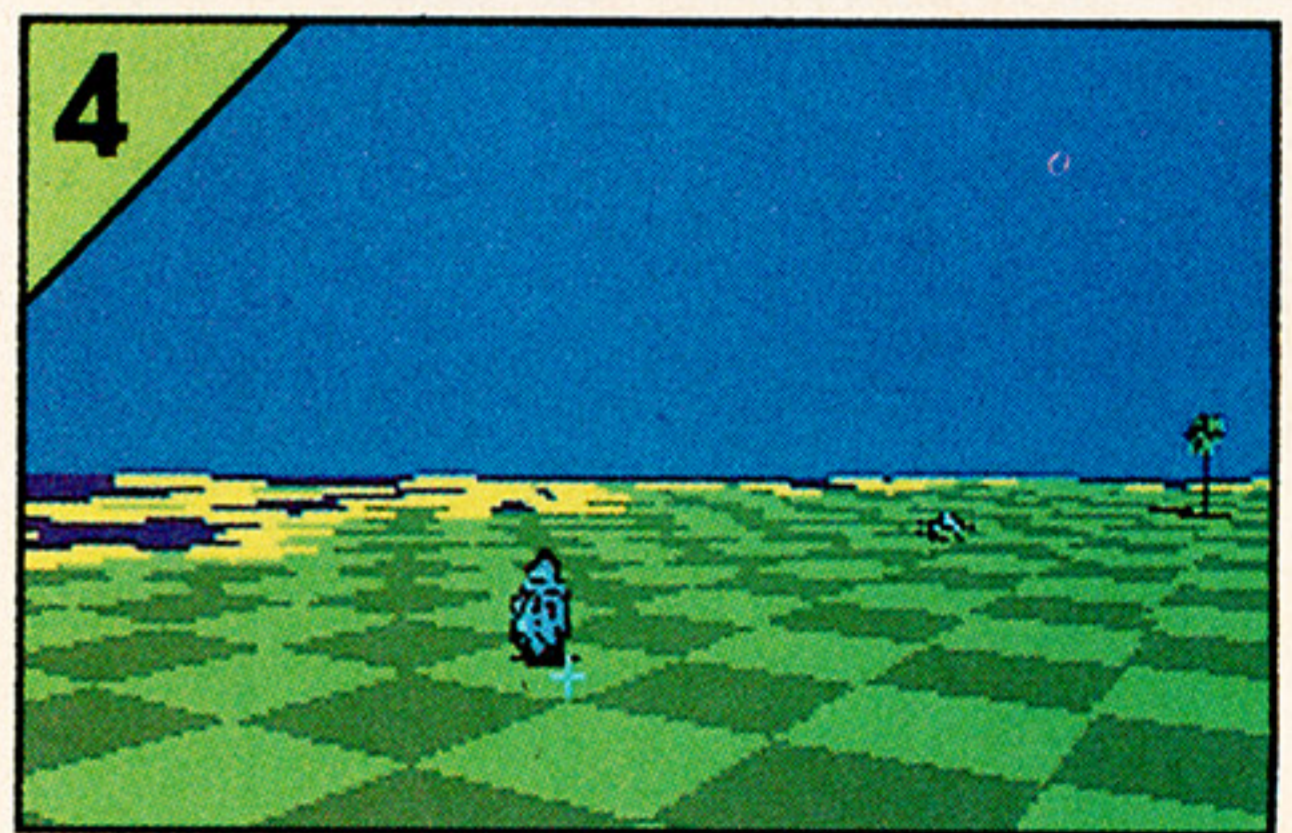
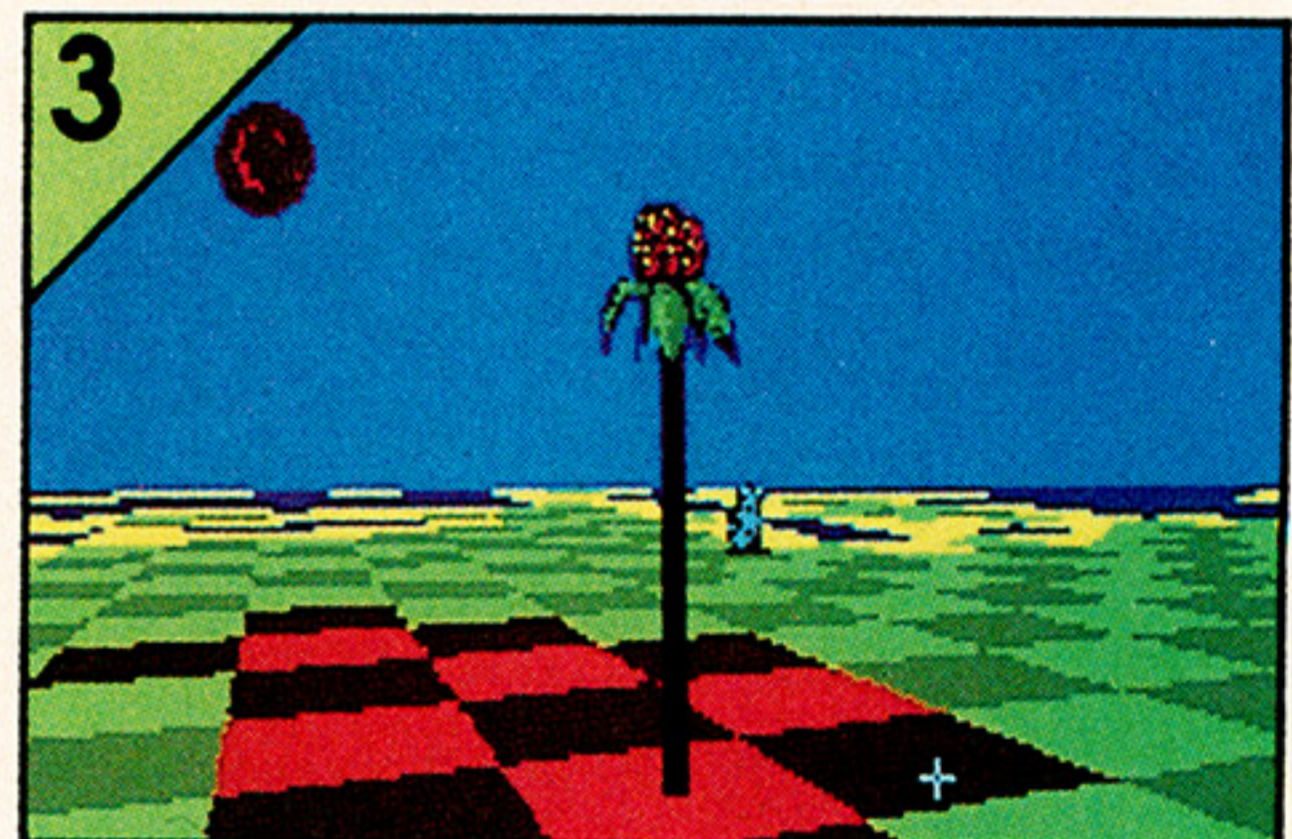
4 *Archipelagos*: To collapse this stone, point the cursor at the stone's square, then press the mouse button. If it collapses, move to the next one.

5 *Archipelagos*: Archipelago 3 is larger than the first two. Move from north to south to find the stones. Remember the location of the Obelisk.

still another like the continent of Europe. The shape of these landmasses is important, because the amount of travel required can determine your success in solving each archipelago.

To conquer an archipelago, you must destroy its Obelisk, the largest of a series of stones found on each archipelago. But you must first absorb all of the other available stones. An indicator at the bottom of the screen shows how many stones you must find, and how many you have already absorbed. Once you absorb the last stone, you have 90 seconds to find the Obelisk and destroy it.

Absorbing stones — and destroying Obelisks — means moving near an object, placing the cursor inside the square the stone rests on, and pressing the mouse button or space bar. Each time you absorb a stone (or one of a host of spore pods), you gain energy you need to create squares of land. All



PC

PLAYERS

this is an effort to link the stones to the Obelisk.

It works like this. Absorbing stones is easy, but you can't absorb a stone that isn't connected by land to the Obelisk. If the stone is on an island, and the Obelisk is on the mainland, you must build a land bridge to the island by placing the

archipelago is the Necromancer, who turns perfectly good land squares into sand squares, forcing you to rebuild them. On the 20th archipelago are the Blood Eggs, which hatch under a darkened sky and either spread poisoned blood over the land or chomp away at the island itself. The 25th archipelago introduces the delightful Island of Lost Souls. The lost souls

stones, and you're watching out for the Necromancer's spell. By the time you reach the 10th archipelago, you begin to wonder what the next 9,990 can possibly add. And on and on it goes, as you work your way, hour by hour, through the wealth of possibilities the game offers. When you stop playing, the game automatically saves the number of the last archipelago you completed, so you can start the next session exactly where you left off.

The Omnicron Conspiracy

The manual accompanying our second game suggests that it's "a devastatingly clever odyssey involving pyramids, Top 40 tunes, giant artichokes, a BIG conspiracy, and the Universe." That pretty much sums up the seriousness of *The Omnicron Conspiracy* from Epyx, and it nicely sets the tone for your quest.

That quest, as your robotic friend P.A.L. tells you right off the bat, is to locate a missing operative. This requires you to visit a large number of places, many of which border on the truly bizarre. You have your trusty spaceship

1

Archipelagos: Archipelago 5 is the first of the predesigned archipelagos. Its wagon-wheel shape makes it harder to remember the Obelisk's location.

2

Archipelagos: Archipelago 9 is a large land mass with several peninsulas and isthmuses. Find the Obelisk before collapsing the last stone.

3

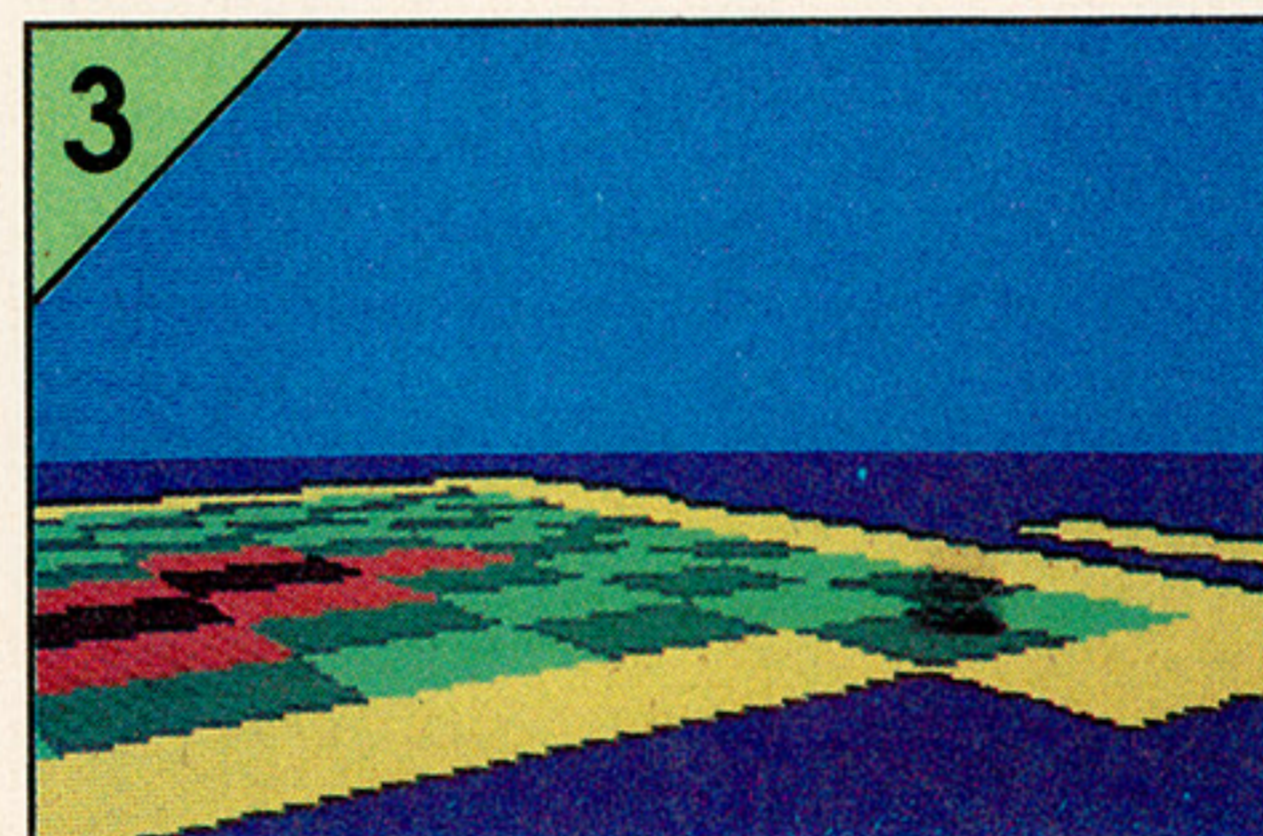
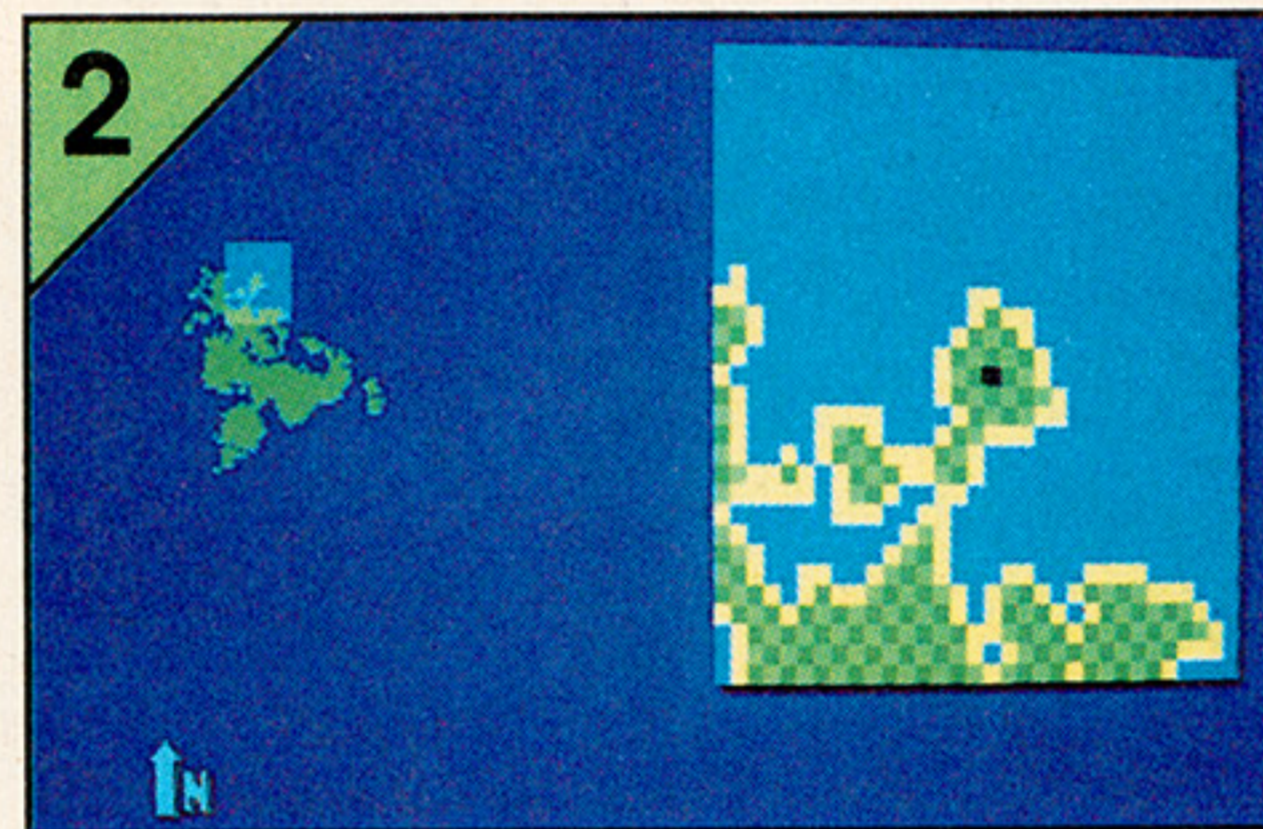
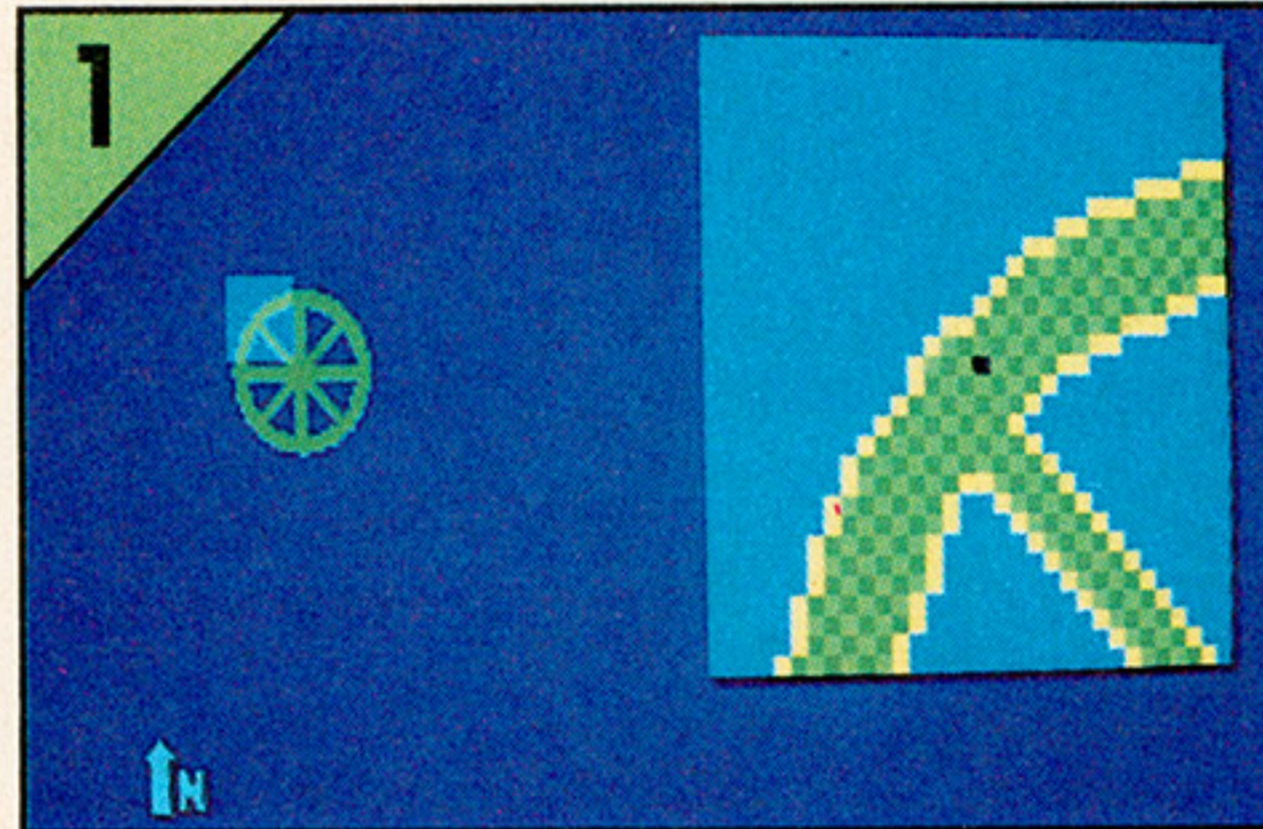
Archipelagos: On the watery landscape of Archipelago 10, you'll need to rebuild land masses to connect the stones and the Obelisk.

4

Archipelagos: This one resembles the British Isles. You'll have to make a land bridge to one of the Scottish isles, and another to join Scotland to England.

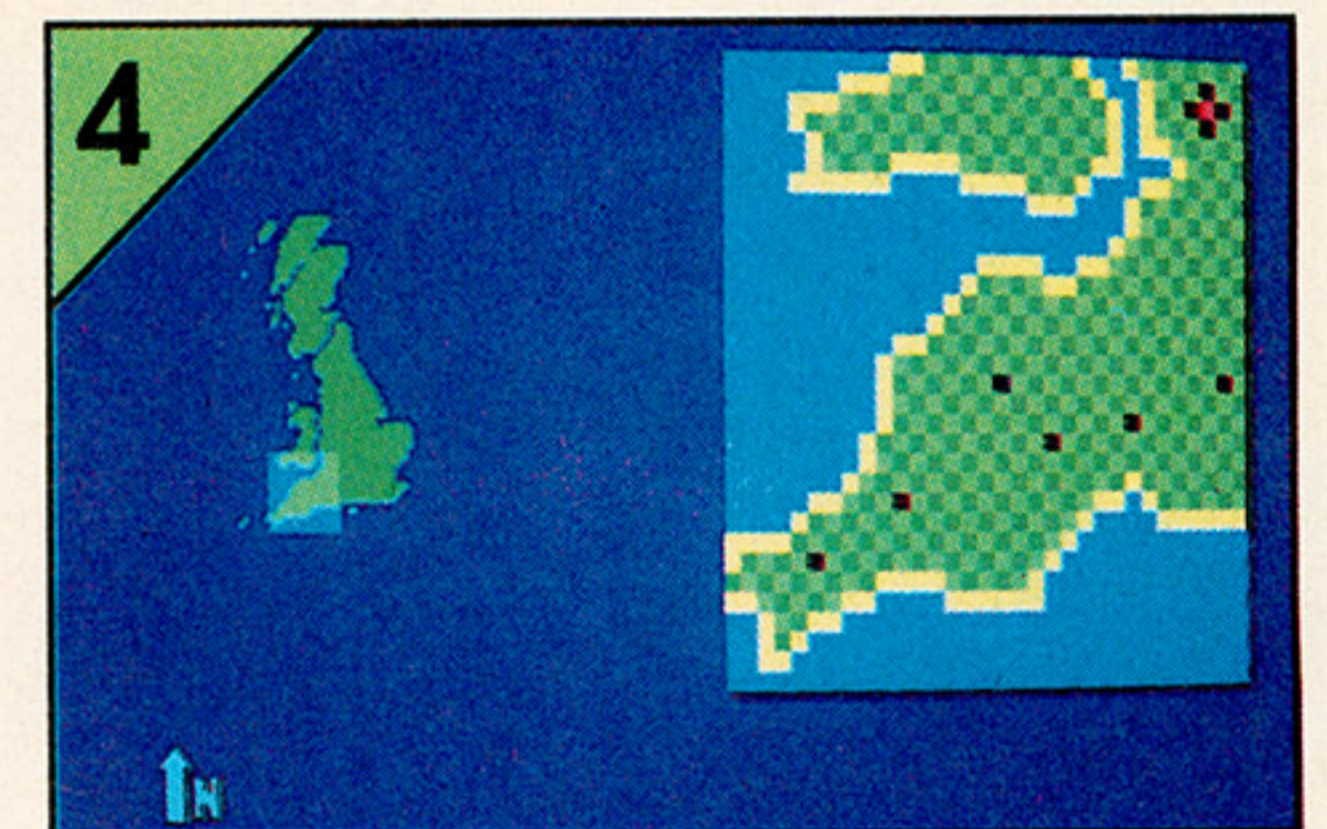
5

Omnicron Conspiracy: Your friendly robot P.A.L. knows your mission. Finding the missing operative is going to be a major task.



take the form of a whirlwind that searches the island for souls to absorb. As you might expect, you're the only absorbable soul around.

The charm of *Archipelagos* is its sheer addictiveness. The first three or four archipelagos introduce you to the game, and by then you'll want to see what other surprises are in store. So you end up trying the next one, and then the next, and the next after that. Before you know it, you're finding ways of completing land bridges to the



cursor on a water square or a sand square and pressing the F1 key.

Also, trees contaminate the surrounding land squares, and your land link between a stone and the Obelisk cannot include a contaminated square. These, too, must be eliminated by rebuilding.

There are even more difficulties to contend with. On the 13th

PC PLAYERS

(named the *Falcon*, of course), but it won't automatically get you where you want to go. First, you have to know your destination's coordinates; and second, you have to find places to refuel.

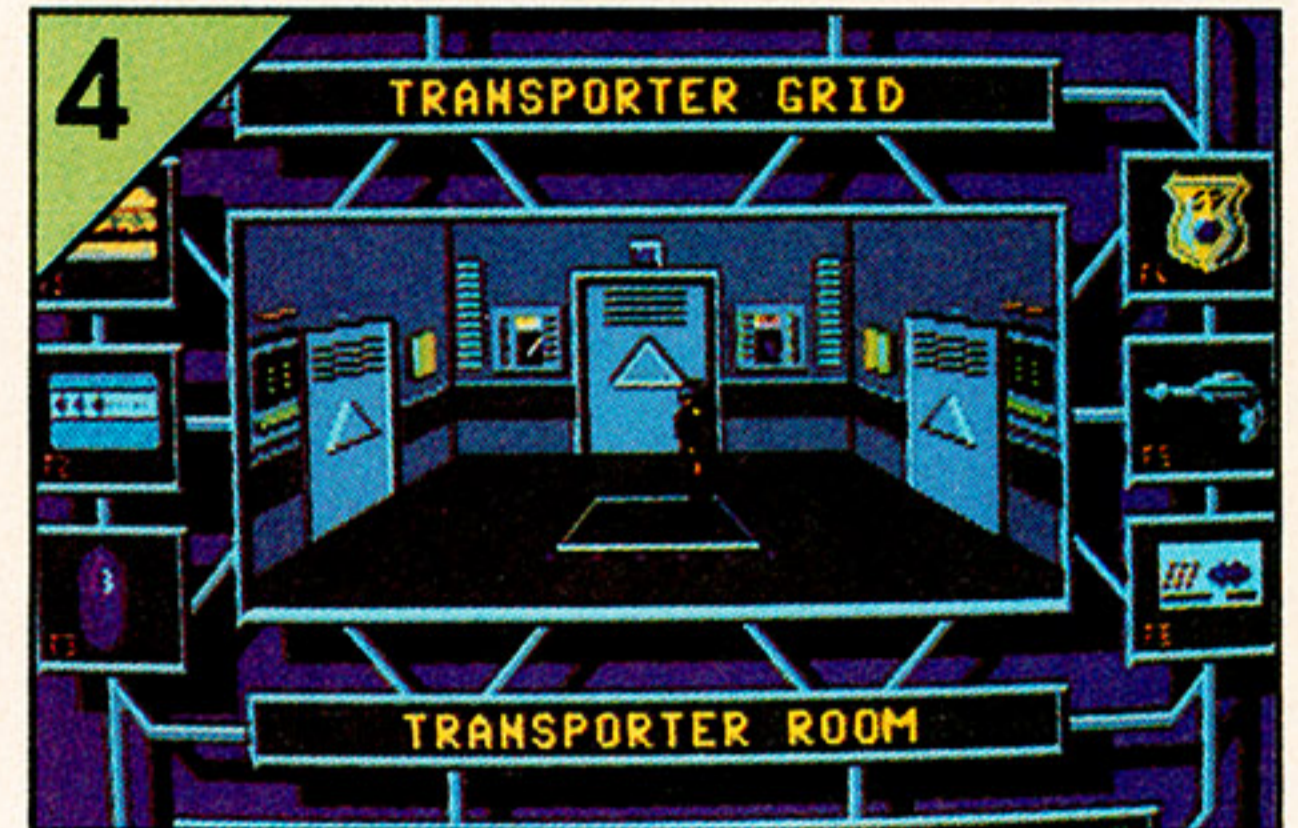
1 *Omnicon Conspiracy*: Here are the star coordinates for the planet Cron. Write coordinates down whenever you find them.

2 *Omnicon Conspiracy*: Walk to your nightstand and press the Enter key. Choose the search option from this menu.

3 *Omnicon Conspiracy*: On the ship's bridge, set Cron's coordinates (480117) and enter hyperspace.

4 *Omnicon Conspiracy*: When the ship stops, head left through the door to the Transporter Grid, then beam down to the surface.

5 *Omnicon Conspiracy*: The delightful Lt. Drek will escort you to the chief. Just follow him, and obey his instructions at the elevator.



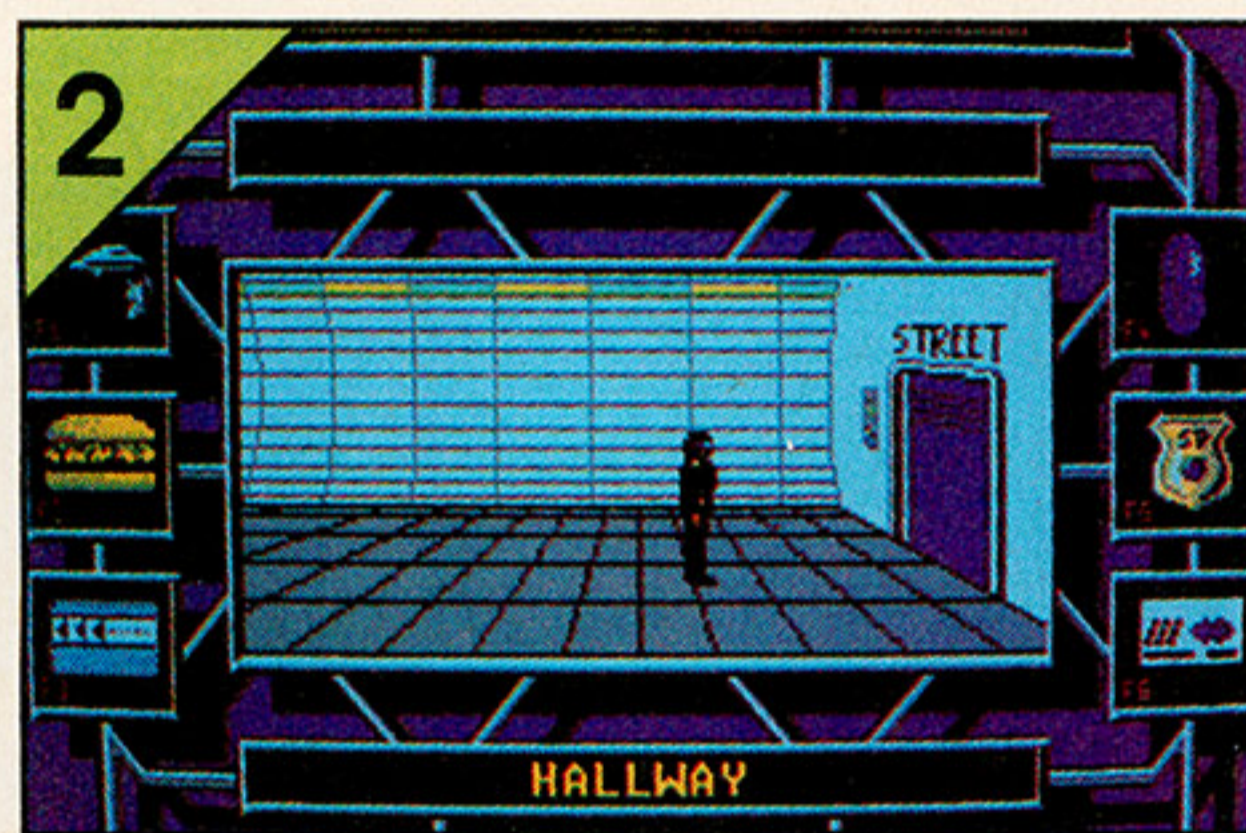
The conspiracy in the game involves drugs. It seems there's this nasty stuff called Stardust around, and a group of renegade Mentants (read "monks") appears to have cornered the market. One of your first tasks is to find the good Mentants and enlist their help in finding out what you can about the evil ones. You'll discover quite quickly, however, that the problem goes well beyond the planet Cron, where the Mentants are located. One visit to the *Blackstar*, the ship on which the missing operative was last seen, reveals the extent of the problem. The drugs, it seems, are everywhere.

The game's strengths are its graphics, its user interface, and its characters. In few games do characters offer helpful advice such as "Get lost, space pig!" In still fewer games do the scenes fade out when you find yourself alone with a lady.

Talking to other on-screen characters is of the highest importance in *The Omnicon Conspiracy*. You never know which ones will give you information, which will tell you to get lost, and which will beat you about the head. You find out quickly that you're not the most popular person in the universe. But if you take off your badge and go undercover at the right times, you'll get the information you need.

The user interface is delightfully straightforward. When you walk up to an object, the object's name appears at the top of the screen. When you press the Enter key, you get a series of options. For instance, try walking up to your night table at the start of the game and pressing Enter. You can examine the table, search it, or simply ignore it. Examining it reveals nothing, but searching it yields two objects. You then have the option of taking each object or leaving it where it is. Similar menus appear when you approach characters, giving you the choice of turning away or conversing. It is always best to converse.

When you pick up an object, it appears in one of your pockets, shown on either side of the screen. Each pocket corresponds to a function key on the keyboard. To use the object or put it down, you press the appropriate function key and choose the desired action from the menu. When you pick up your ALSWELL weapon, for instance, you can set it to stun or kill. To fire



it, you simply point your character toward the target and press the space bar or joystick fire button.

There are two status bars on the screen. At the top is the Rest bar, which gets shorter and shorter as you tour the universe. If it runs out, you collapse from exhaustion. For this reason, it's good to find a bed somewhere and catch some sleep. Passing out while inside an enemy hangout is not especially healthy. You can also restore your energy by popping Dexboost pills, but this practice should be reserved

PC PLAYERS

1 *Omnicon Conspiracy:* Like many receptionists, this one is not to be trifled with. Do as she says, and leave your weapon on the desk.

2 *Omnicon Conspiracy:* After exploring the police station, turn left and walk to the end of the hallway. Here's the door to the streets of Cron.

3 *Omnicon Conspiracy:* The Chief told you about an informant at the Mind-Zi Tavern. Save the game before heading inside. And don't get into any stupid fights.

4 *Omnicon Conspiracy:* Keep the location of the Temple of the Mind's Light firmly in mind. You'll need it later.

5 *Omnicon Conspiracy:* You'll find lots of monks inside this temple. But keep looking, because there's a good deal to learn here.

only for emergencies.

The second bar, at the bottom of the screen, keeps track of your health. Called the Life bar, it decreases as you suffer hits from enemy weapons, get bitten by rats, and so on. Again, certain sub-

stances help you along, but their ultimate effect is almost always negative. The first couple of times you die, P.A.L. will collect your molecules and restore you on your ship. After awhile, however, you'll just die.

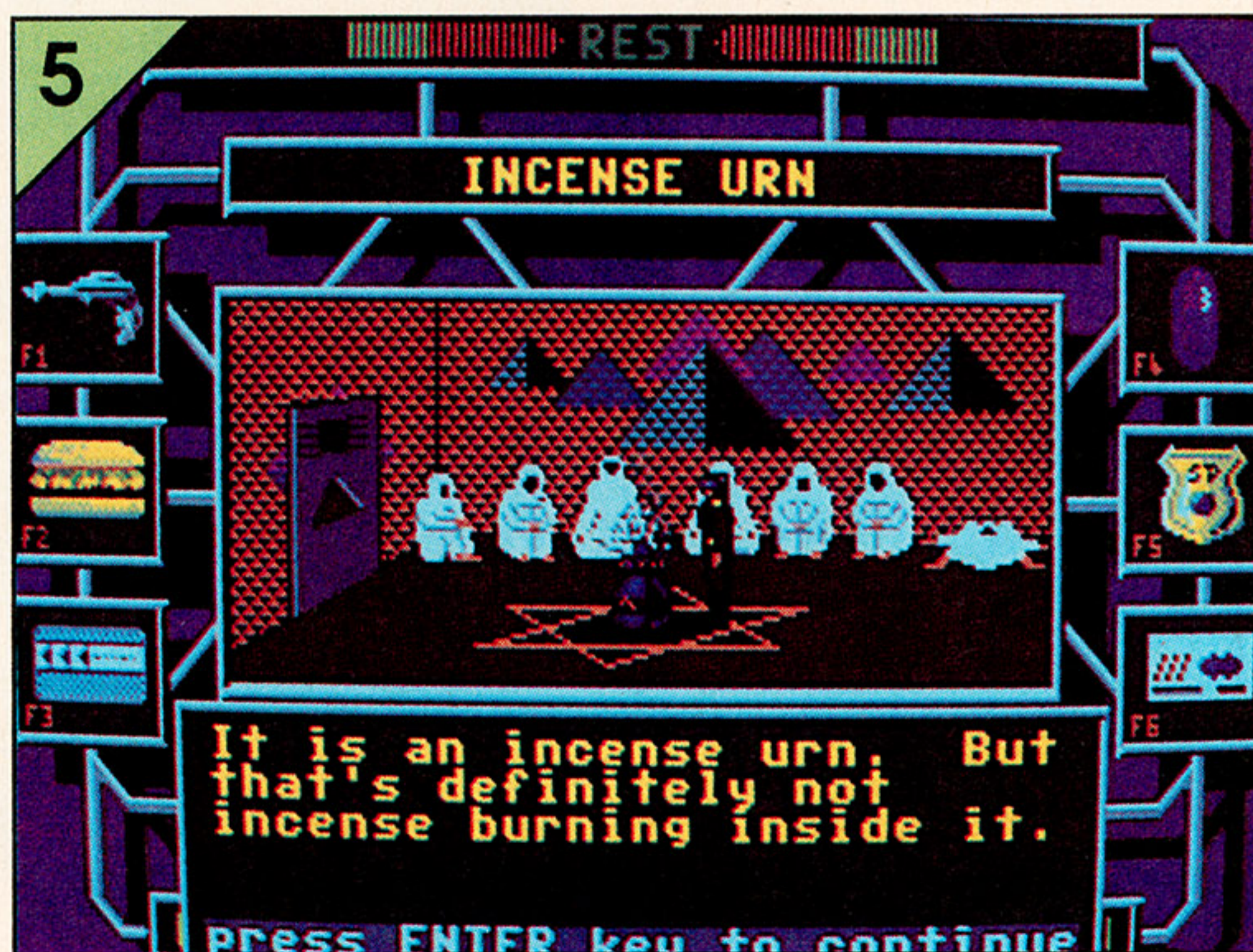
Like all good role-playing games, *The Omnicon Conspiracy* is fascinating because of its opportunities for exploration. Finding out what's around the next corner keeps you playing. *Omnicon* also has some humorous touches and an atmosphere of sleaziness that's usually found in cyberpunk novels. It's a graphically rich adventure that should keep you playing



until you've solved the various mysteries.

By the way, the manual includes some very revealing hints. Do yourself a favor and avoid them. The game isn't *that* hard.

GP

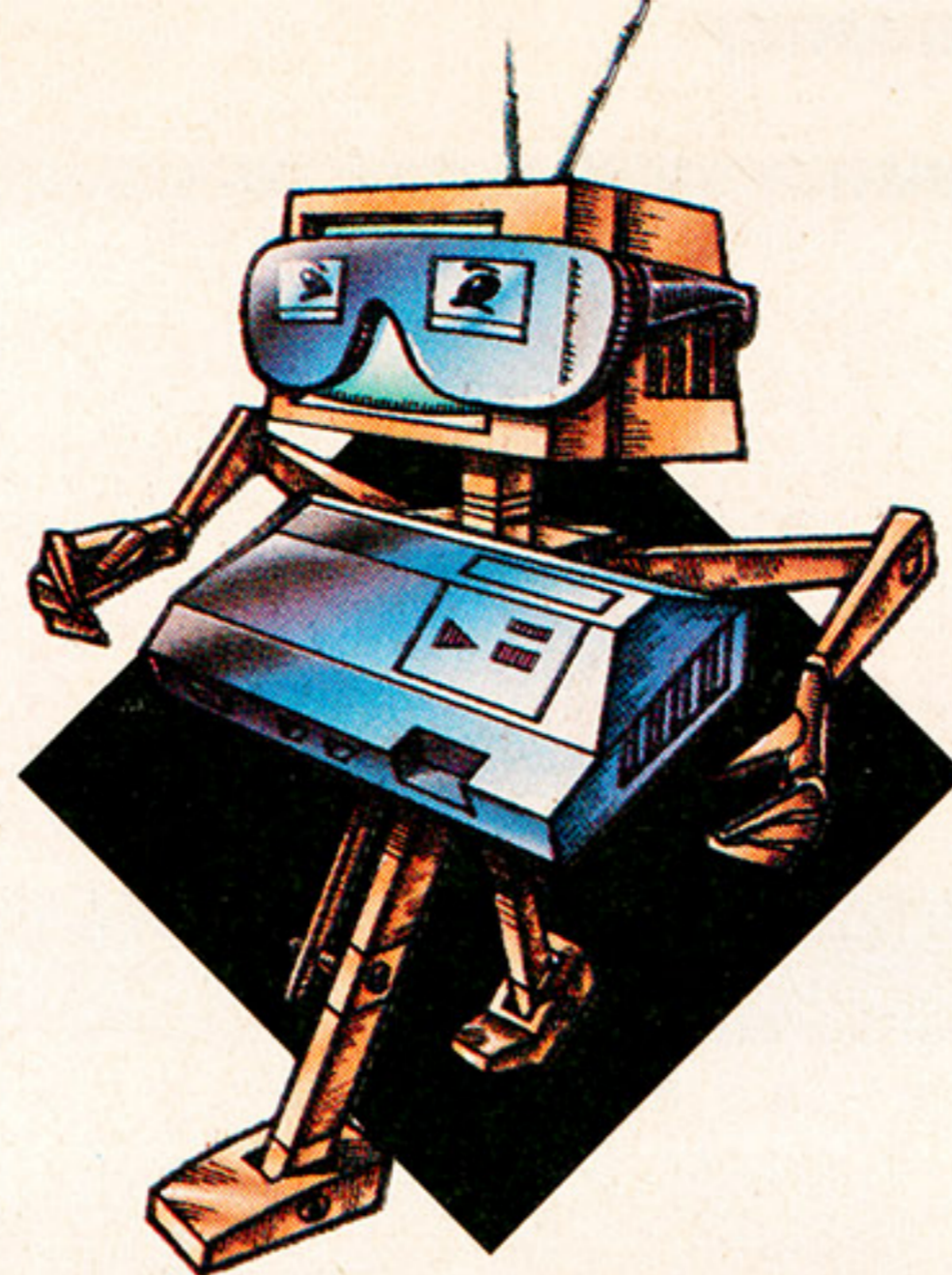


Sega is making a wise move by including a copy of *Altered Beast* with every Genesis game machine it sells. *Altered Beast* is one of the biggest arcade hits for Sega's coin-operated videogame division, and it's an ideal way to demonstrate the arcade-quality graphics and sound of the new Genesis home system.

Although a home version of *Altered Beast* is already popular on the 8-bit Sega Master System, it's a whole new game on the 16-bit Genesis. For the first time, you can have true arcade quality in your living room. The screens are detailed and colorful; different parts of the background scroll by at different speeds, creating an illusion of three dimensions; the animation is fast, smooth, and flicker-free; the voice synthesis and stereo sound effects are stunning; and there's even a two-player cooperative mode, just as in the arcade version.

The improvements are made possible, of course, by the more advanced computer chips inside the Genesis. (See "Genesis: A New Beginning For Sega?" in last month's *Game Player's*.) Other games for the Genesis should boast similar qualities.

Because everyone who gets a Genesis will have a copy of *Altered Beast*, we've decided to take a detailed look at this exciting new version. The following hints and tips were provided by our game testers.

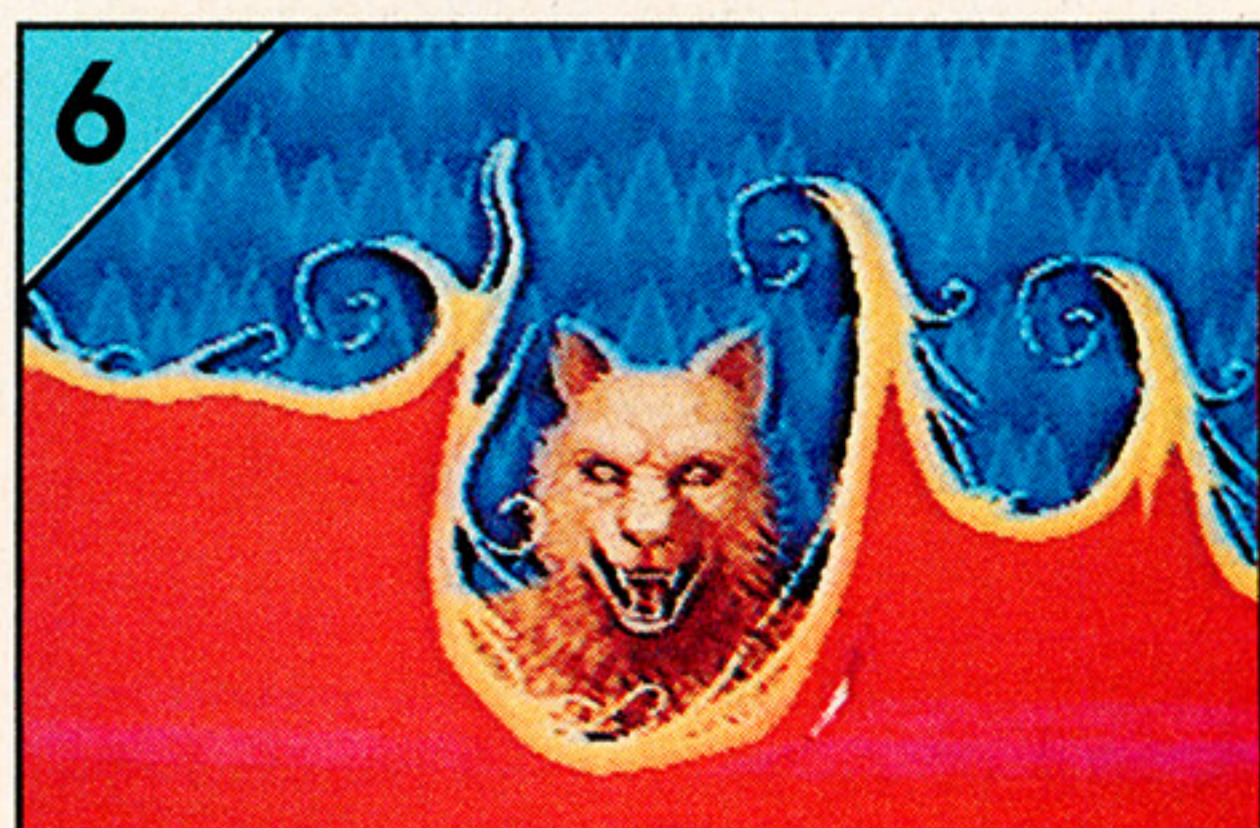
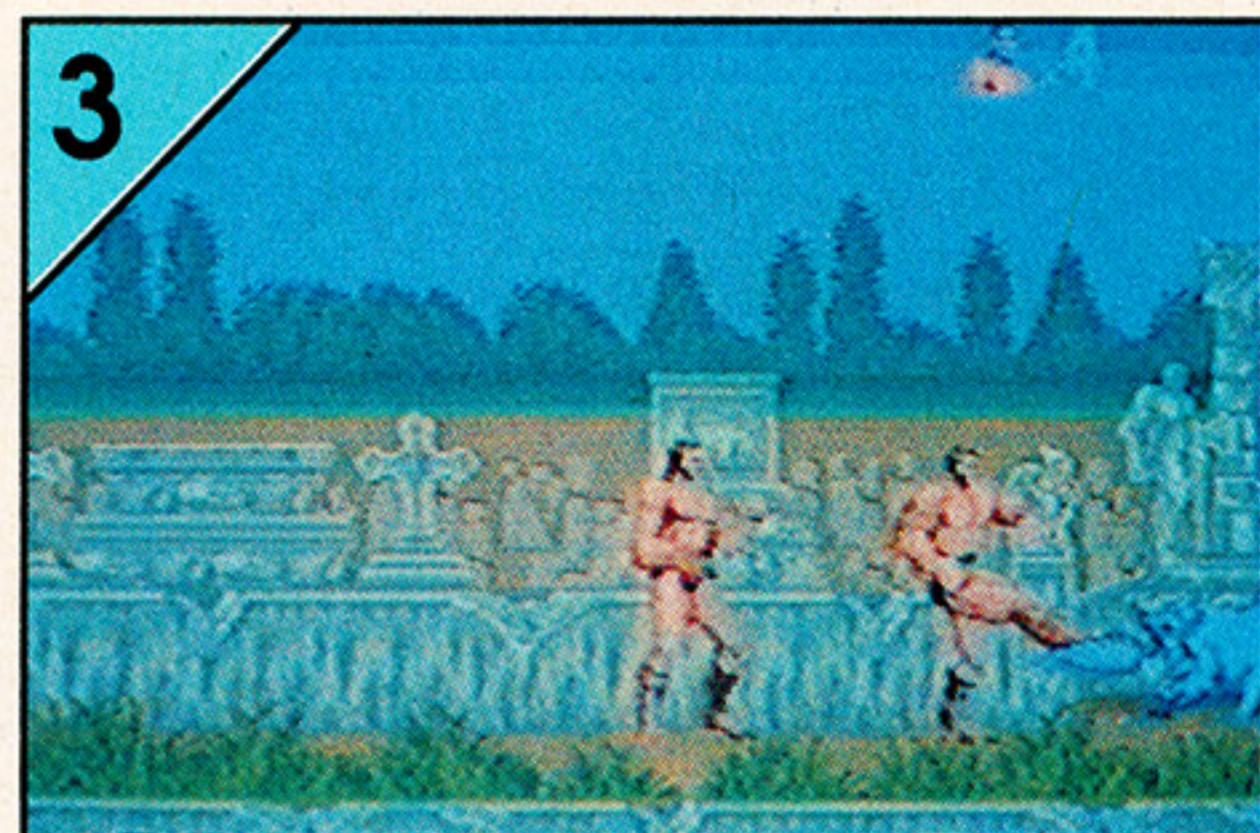
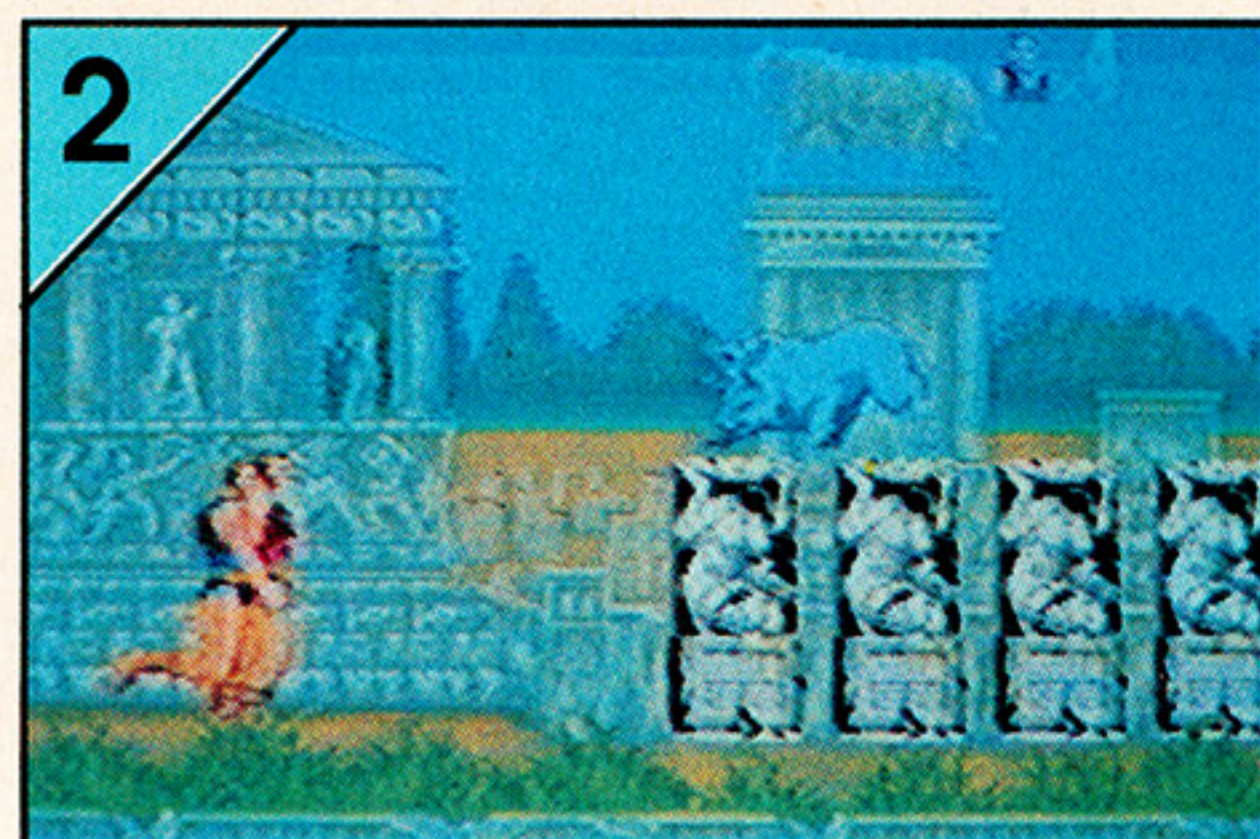


SEGA MASTERS

ALTERED BEAST: ARCADE ACTION ON THE GENESIS

Tom R. Halfhill

- 1** Zeus, the god of thunder, commands you to rise from the grave and rescue his daughter, Athena. She has been kidnapped by Neff, demon god of the underworld.
- 2** At the beginning of round 1, gain strength by killing the first blue wolf and collecting the spirit ball it leaves behind.
- 3** After killing the second blue wolf and collecting another spirit ball, you become even more muscular.
- 4** Vanquishing the third blue wolf triggers your transformation into the fearsome altered beast. You start off as a human...
- 5** ...then become half-man, half-beast...
- 6** ...and finally complete your metamorphosis into a werewolf.



SEGA MASTERS

1 Aggar is the boss of round 1. Stay in the middle of the screen to avoid the heads he throws at you, while shooting fireballs at his belly.

2 In a two-player game, the second player can use fire streaks to aid his partner.

3 After you defeat Aggar, the evil Neff steals all of the spirit balls you've collected and turns you back into human form for the next round.

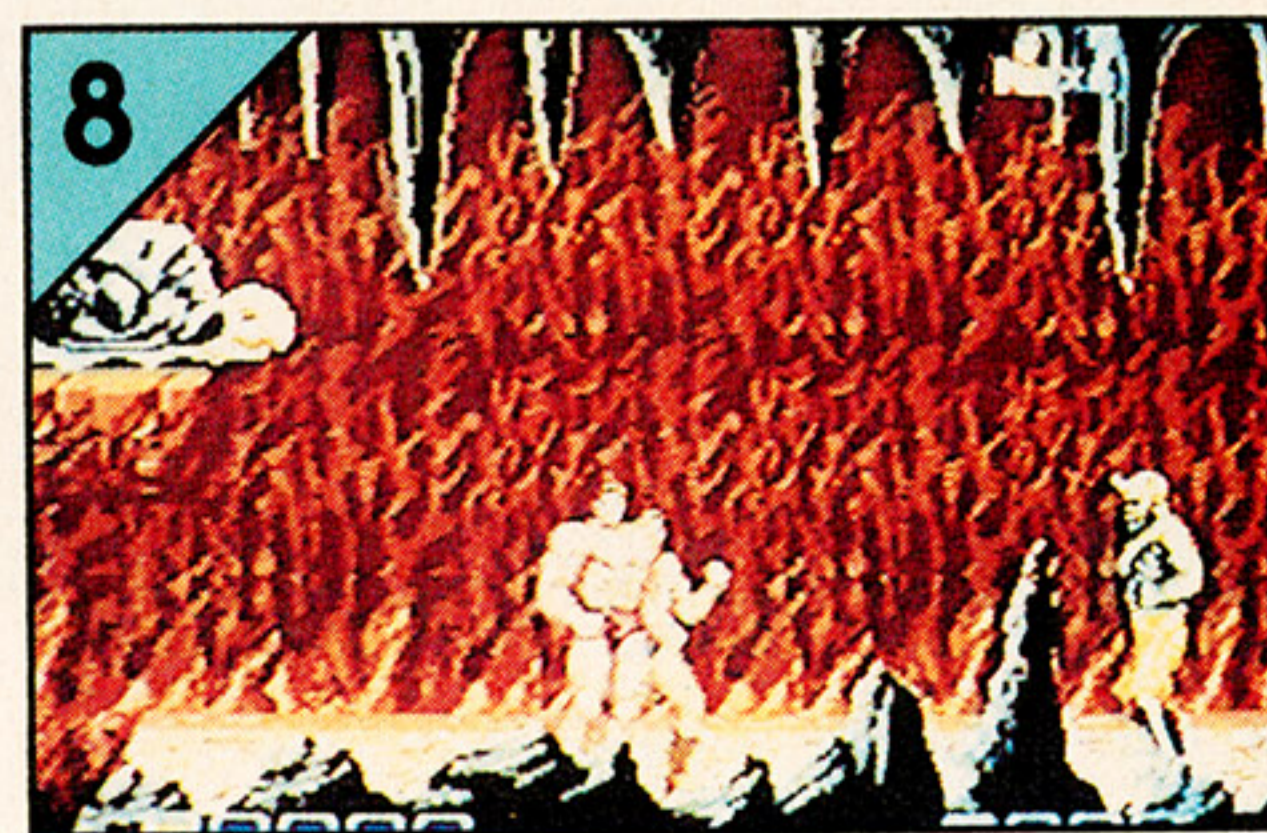
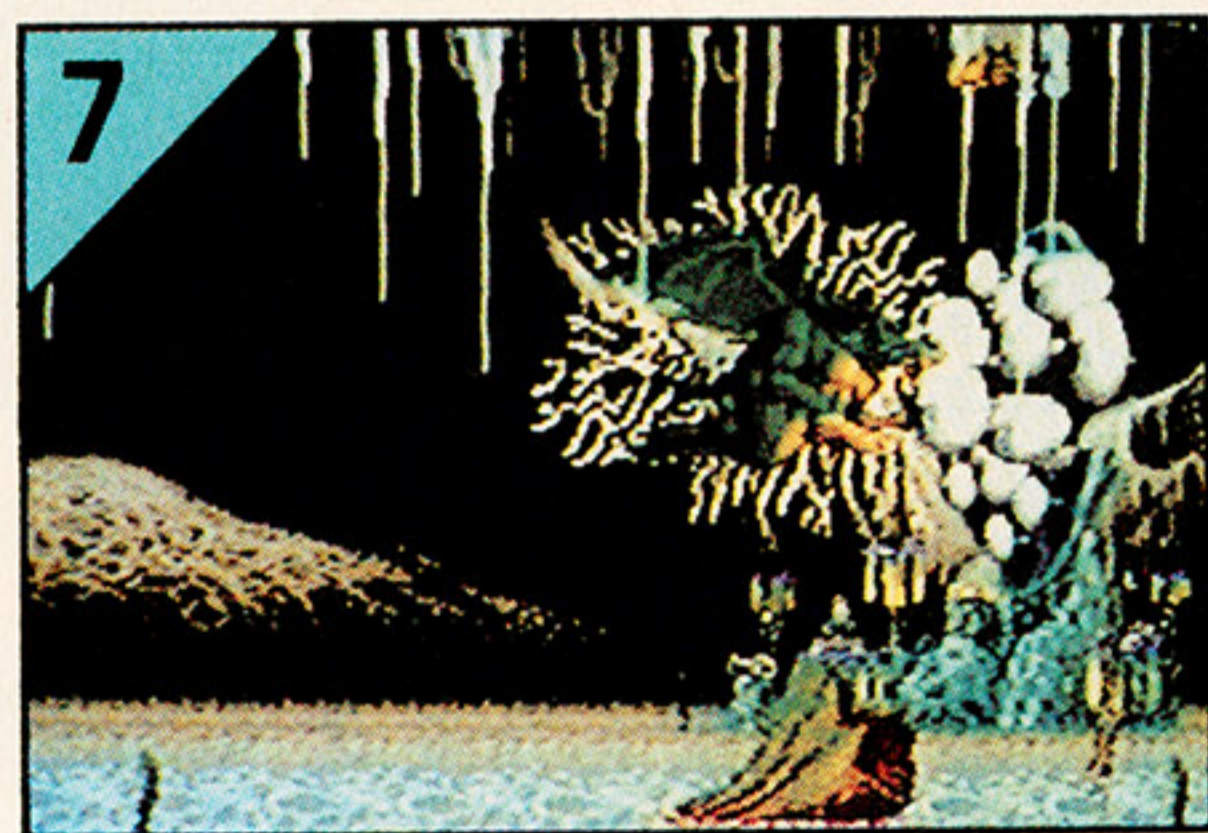
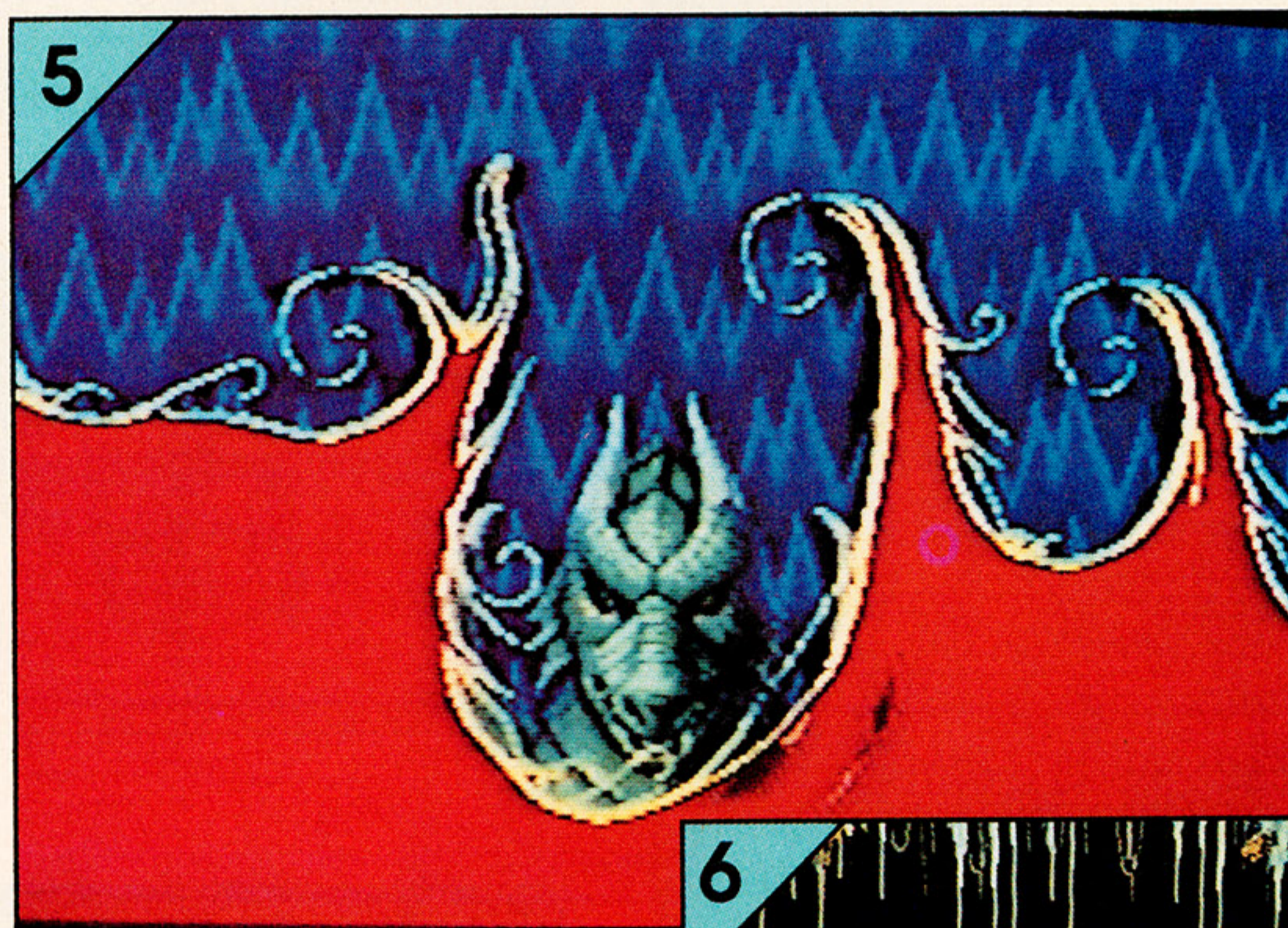
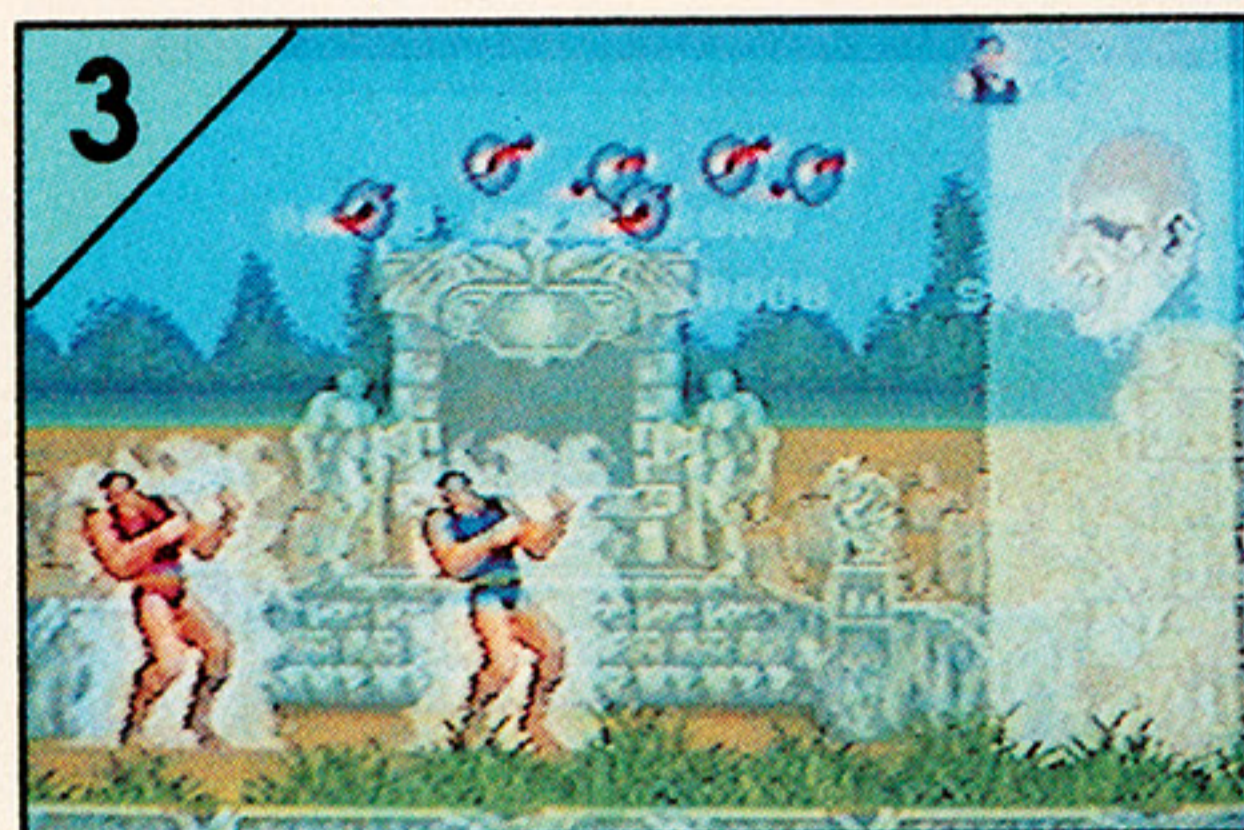
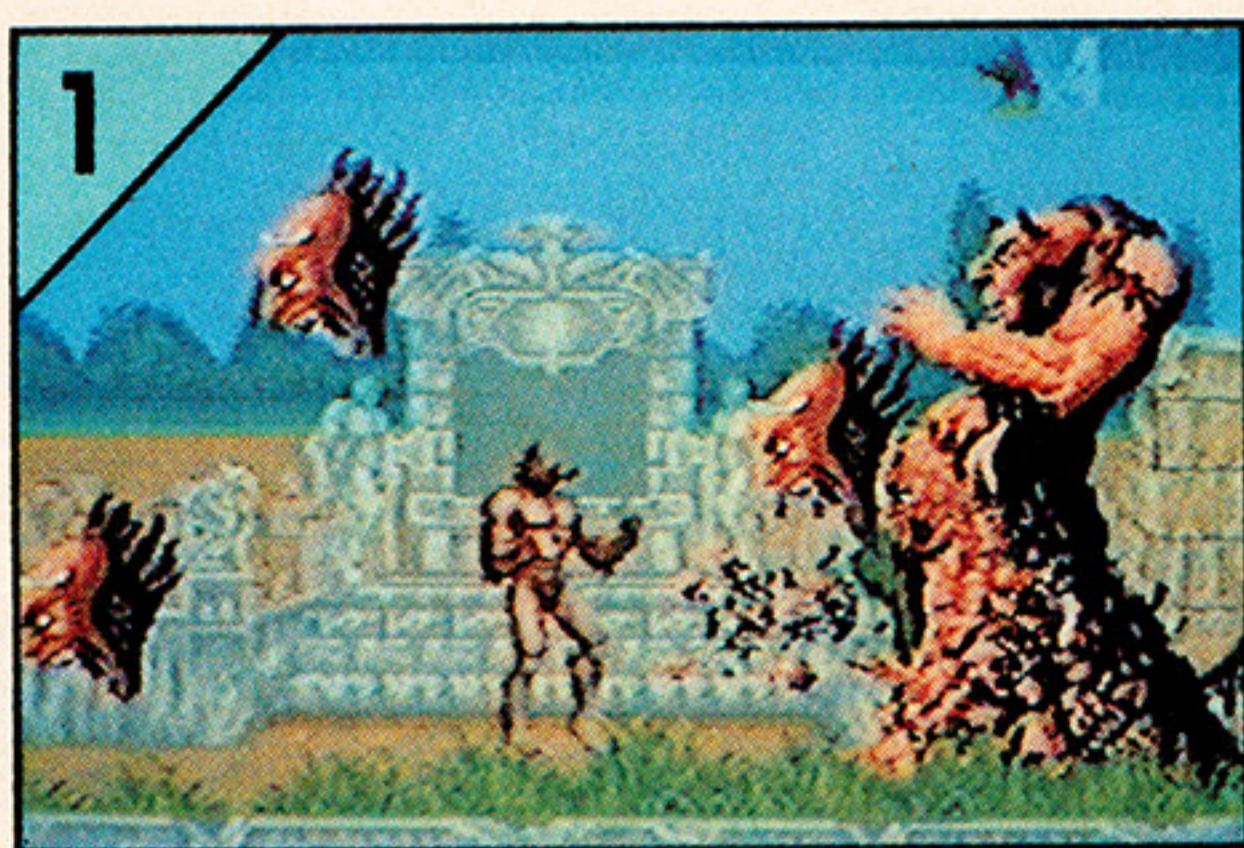
4 In round 2, continue killing the blue wolves to collect spirit balls and increase your power.

5 Your transformation in this round turns you into a weredragon.

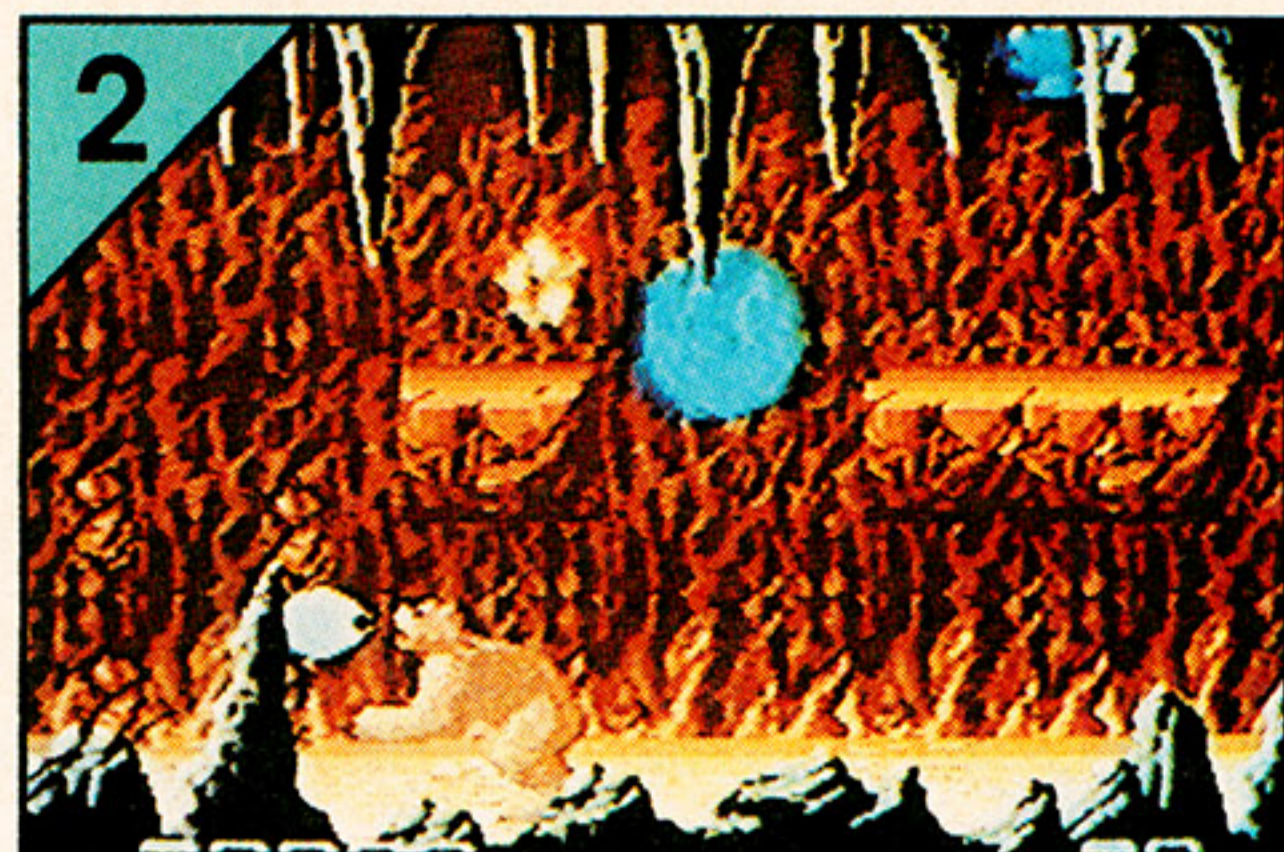
6 As a weredragon, you can protect yourself with a laser barrier. This electrified field can fry anything that touches you.

7 It's easy to defeat Octeyes, the boss of round 2. Just move in close and activate your laser barrier. This also protects you from the eyes he throws.

8 Rock turtles (left) and grave masters (right) are among the many new hazards in round 3.

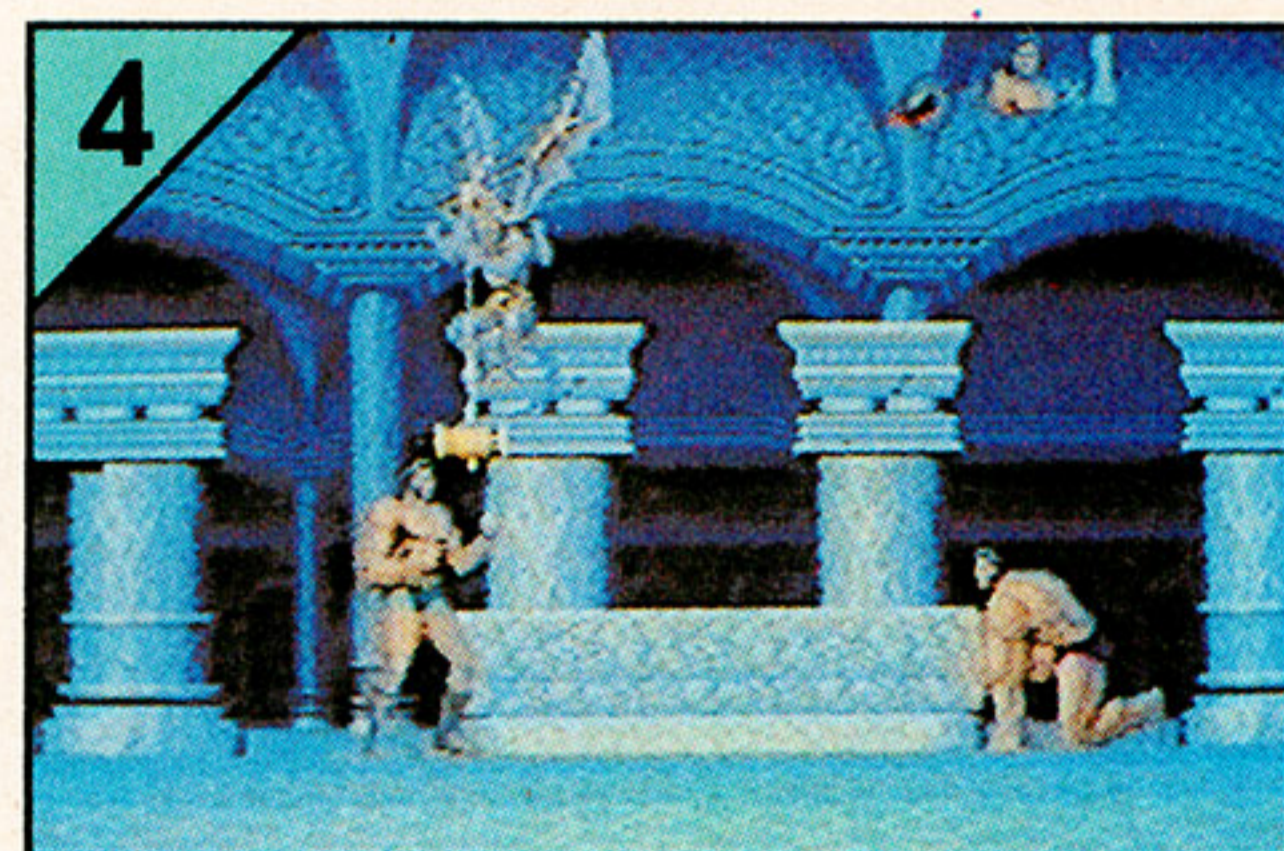


SEGA MASTERS



1 Your altered beast in Round 3 is the werebear.

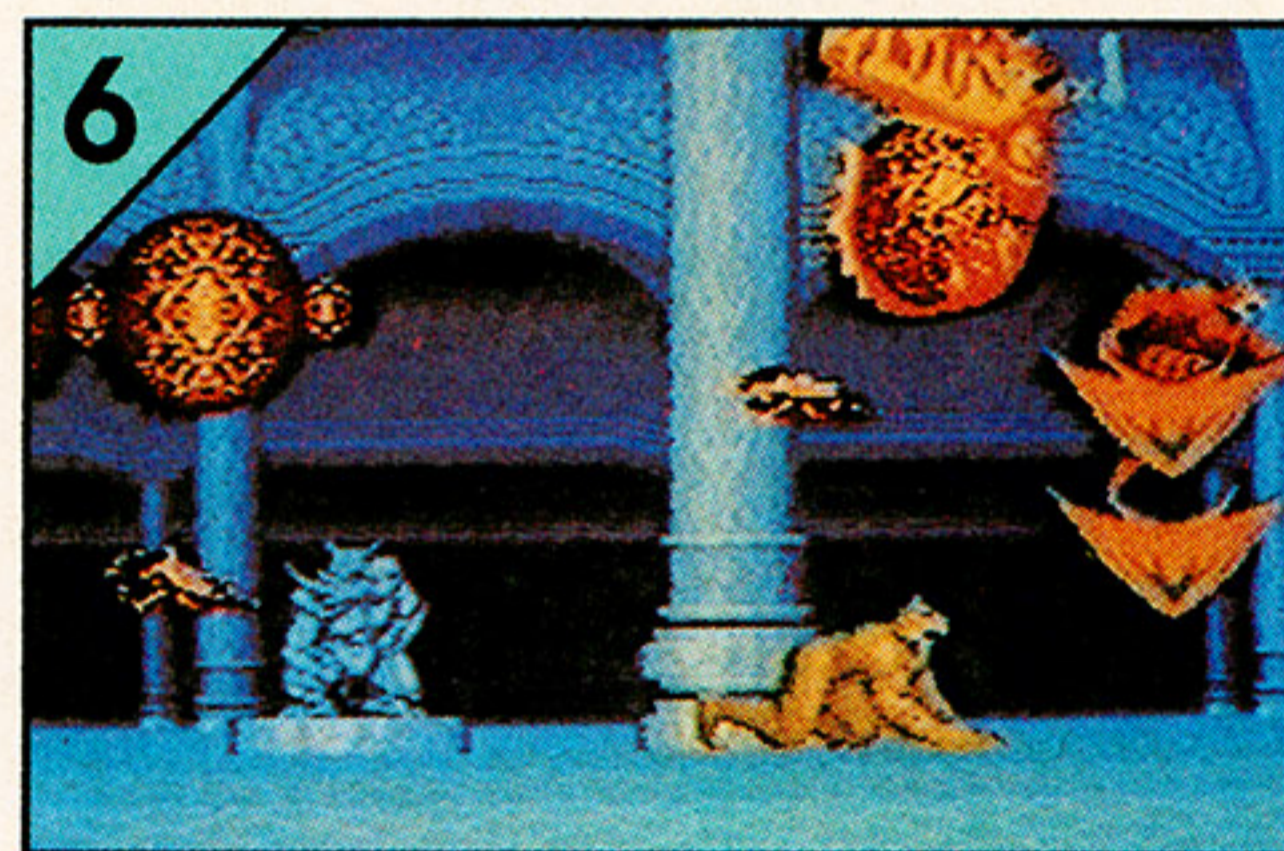
2 As a werebear, you can use bear-breath to turn enemies into stone (bottom), or clobber them with a body spin (top).



3 Moldy Snail — part snail, partsalamander—is the boss of round 3. Defeating him is easy if you sneak behind and attack his head with body spins.

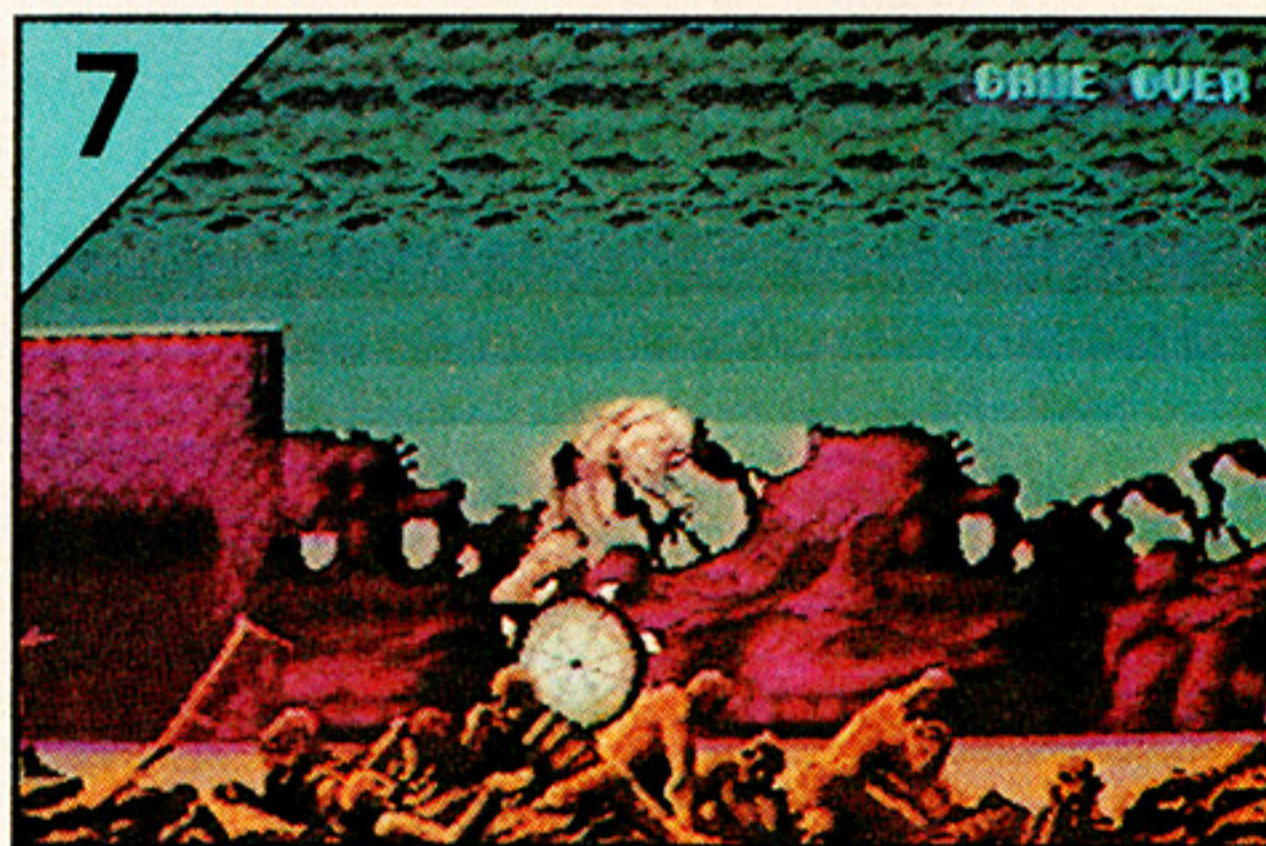
4 In round 4, watch out for the hammer demon — he descends from above and tries to bash your head with a sledgehammer.

5 Your altered beast in round 4 is the weretiger.



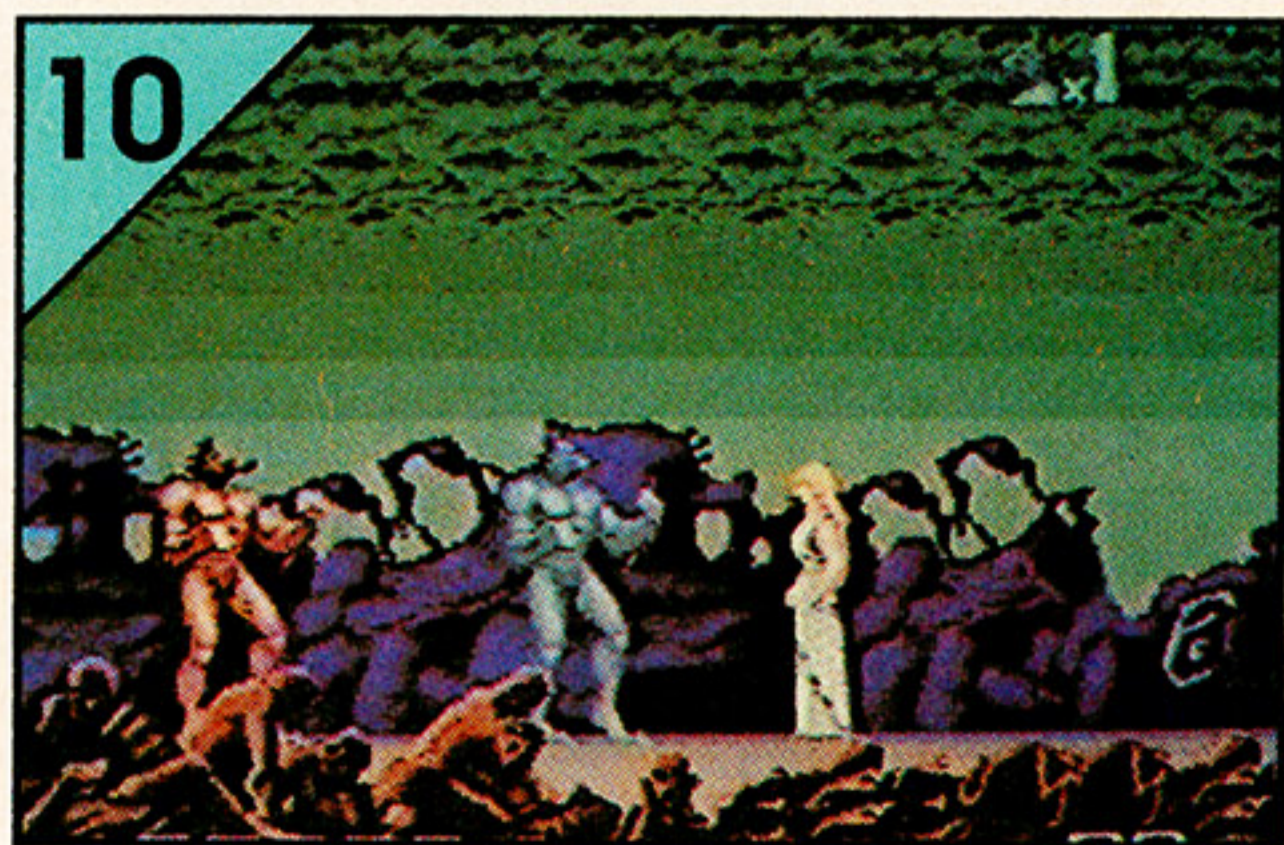
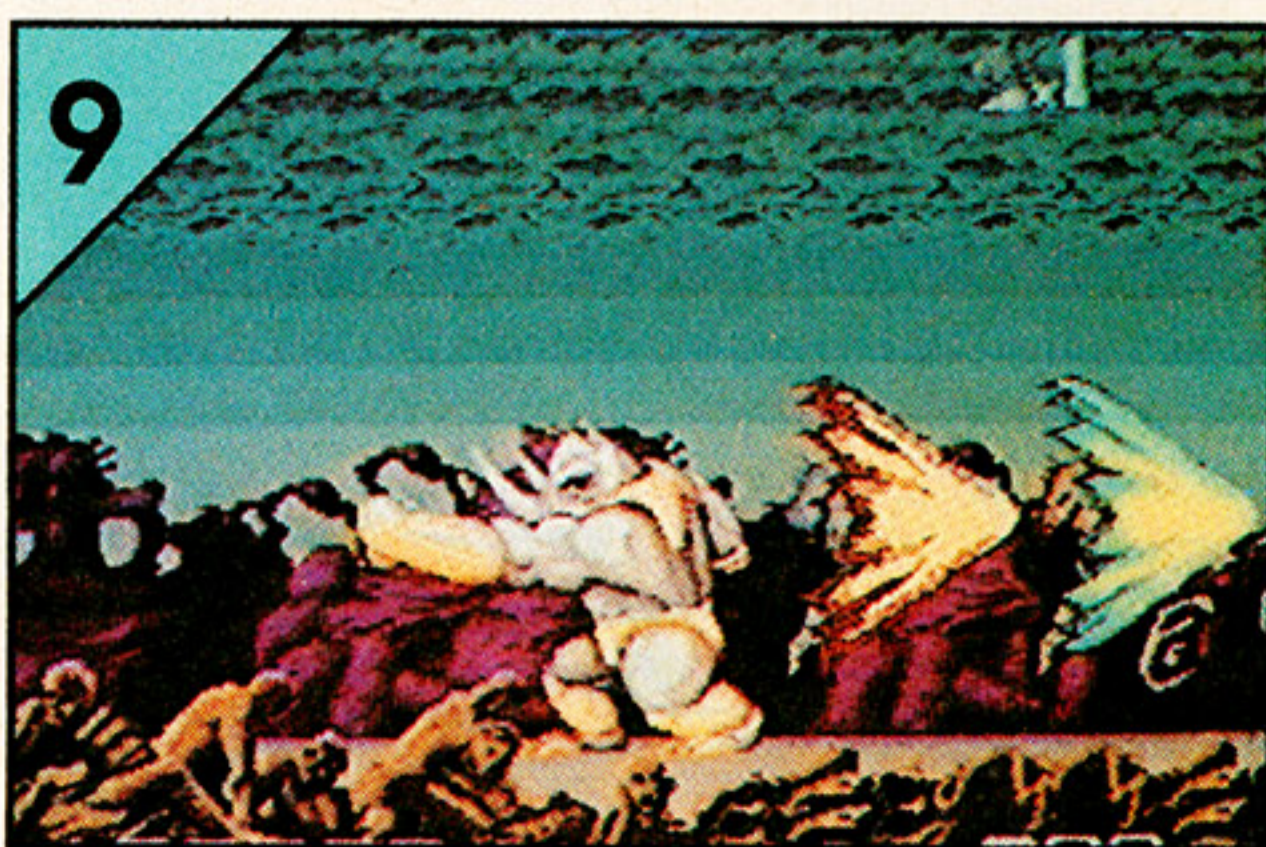
6 Crocodile Worm is the boss of round 4. You can burn him with the pillar of fire (right) or bouncing flames, but stay low to avoid his fiery breath and little dragons.

7 Watch out for the saw fish in round 5. It's like a whirling circular-saw blade that chops you down.



8 After your transformation in round 5, you become a gold werewolf — the most powerful altered beast in the whole game.

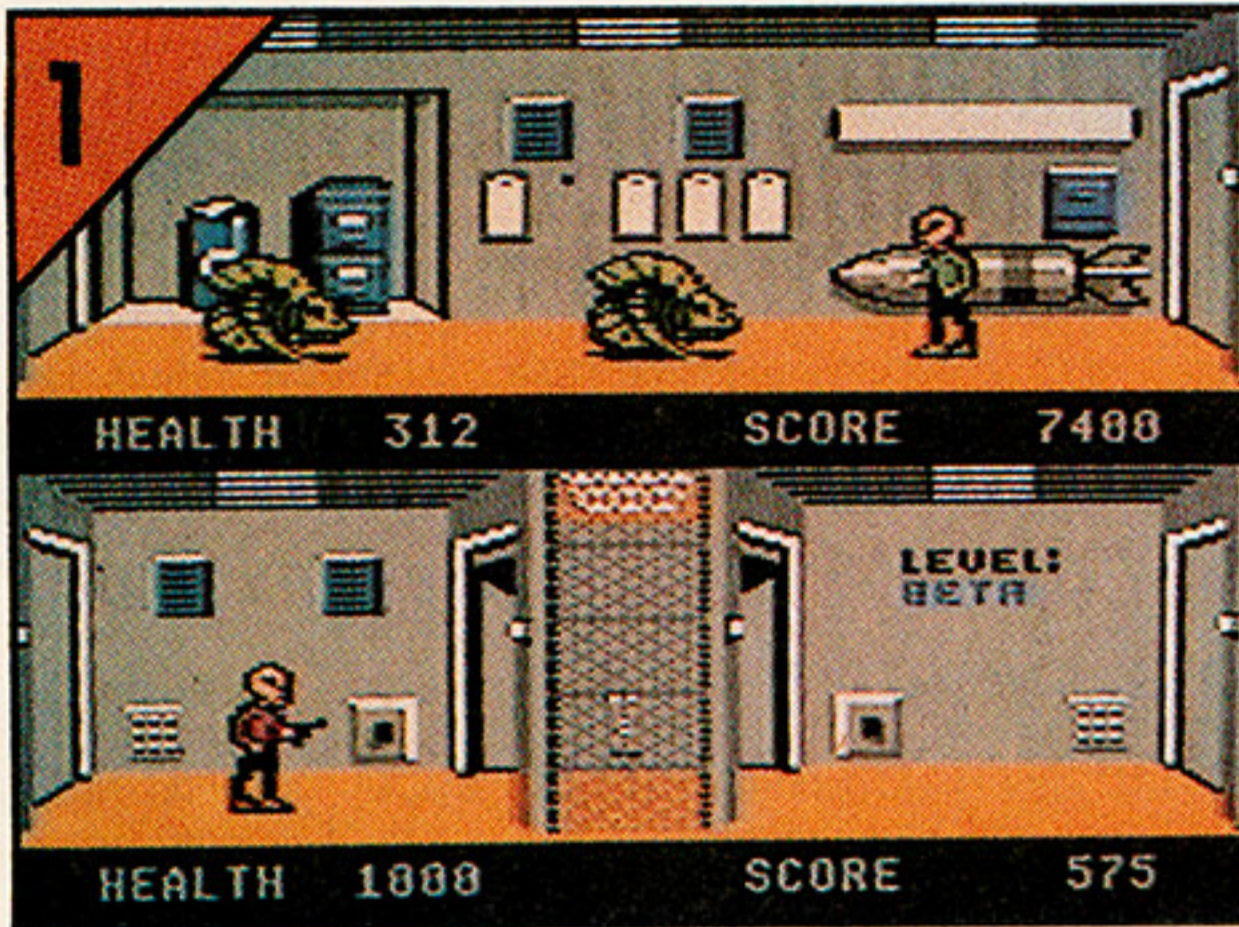
9 Neff, the demon god, is your final challenge. Use your golden arrow to defeat him. In two-player games, attack from both sides.



10 Victory is yours! You've rescued Athena, who appears first as a blue bird, then changes into a beautiful woman.

Atari's handheld, full-color game machine was the company's most exciting news of the summer (see "Atari Safari," last issue), but it wasn't the only news. At the Summer Consumer Electronics Show in Chicago, Atari also announced a number of game cartridges and a light gun for the 7800 Pro System and 2600 VCS.

The light gun is being introduced to compete with similar accessories for the Nintendo and Sega game machines. Although the Atari XE videogame system already comes with a light gun, the



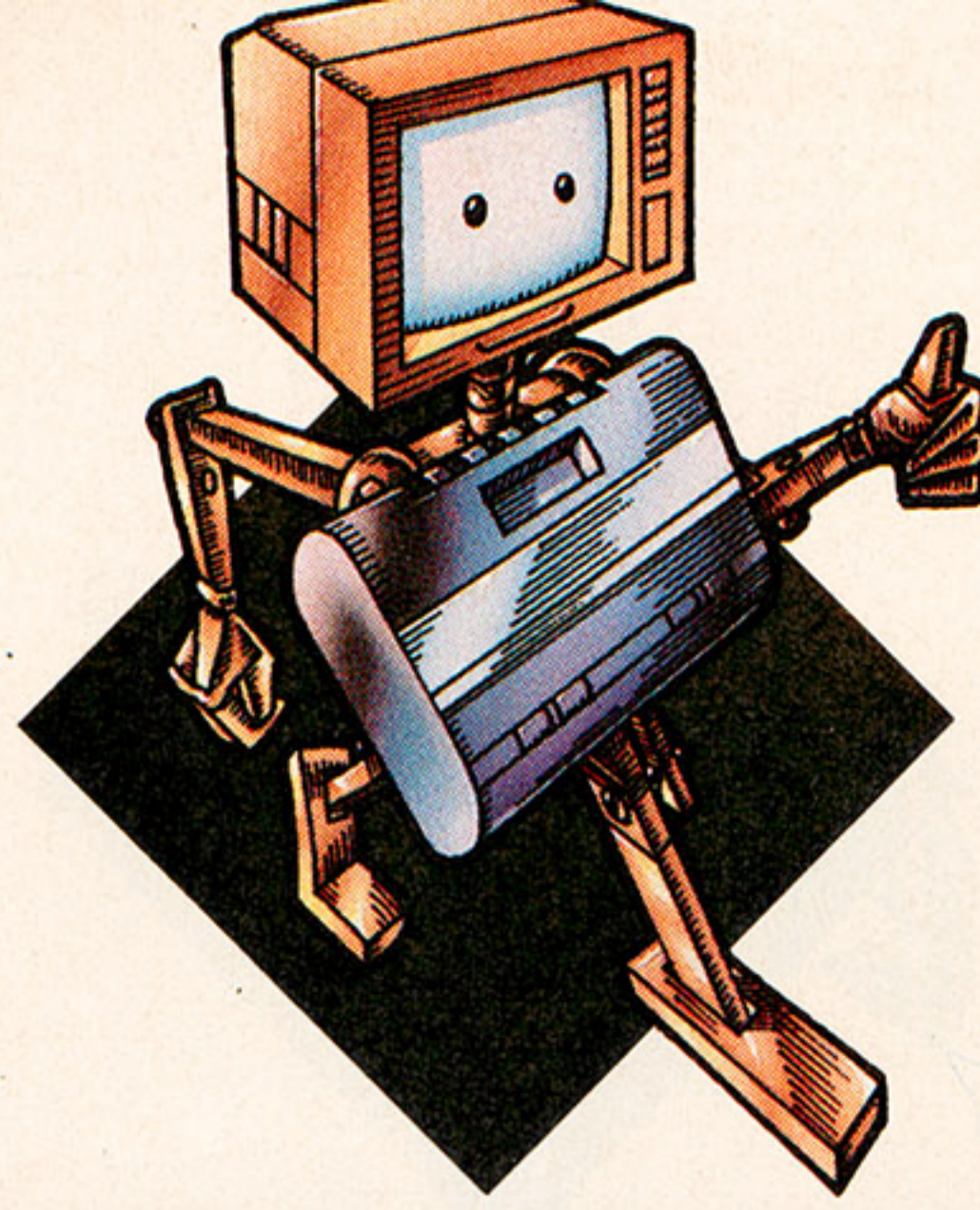
7800 and 2600 systems had been limited to joysticks and paddle controllers until now. The new light gun plugs in just like a joystick, and works with specially designed games. It's scheduled to be on store shelves this fall at a suggested retail price of \$24.95.

The new light gun games for the 7800 include *Barnyard Blaster*, *Sentinel*, and *Crossbow*. For the 2600,



the special games are *Sentinel* and *Shooting Arcade*.

Actually, *Crossbow* was released for the 7800 before the light

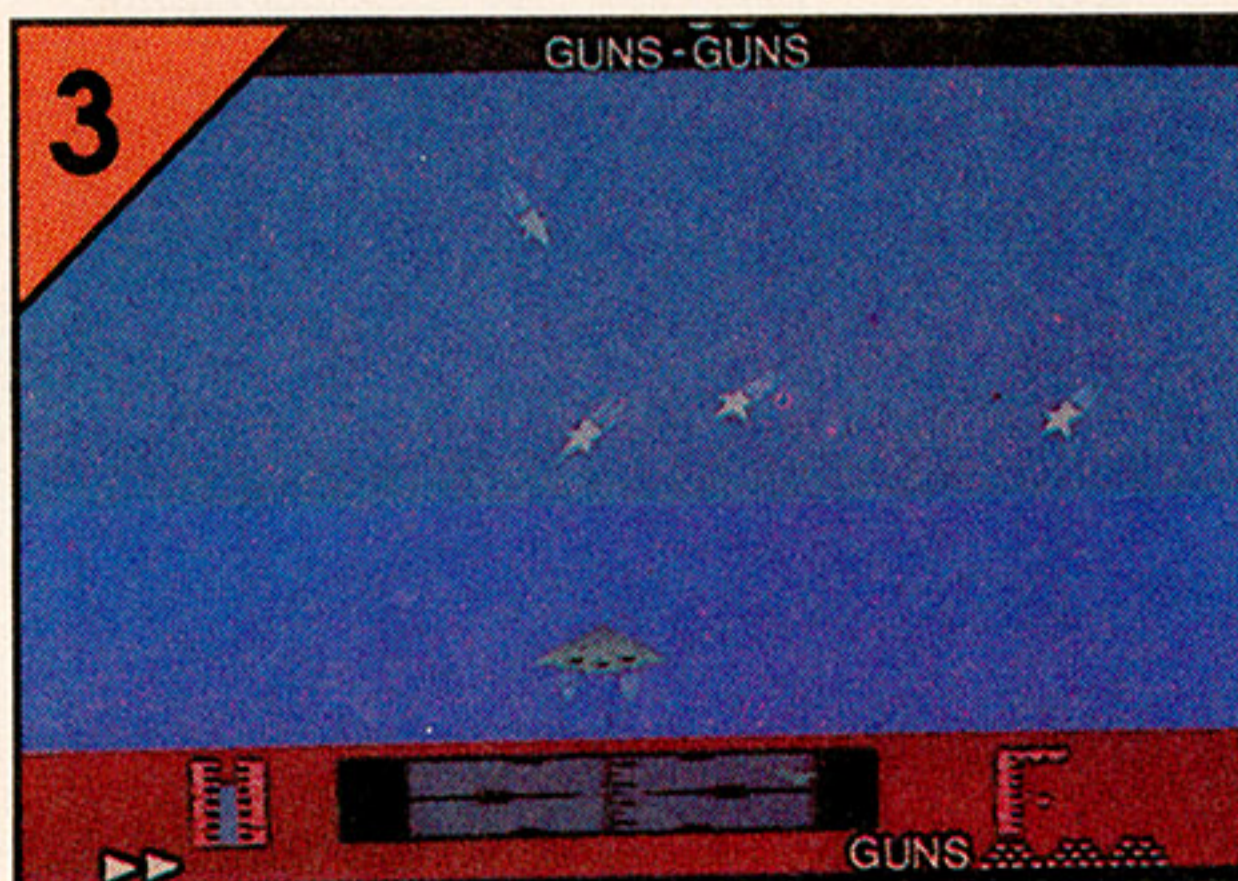


ATARI SAFARI

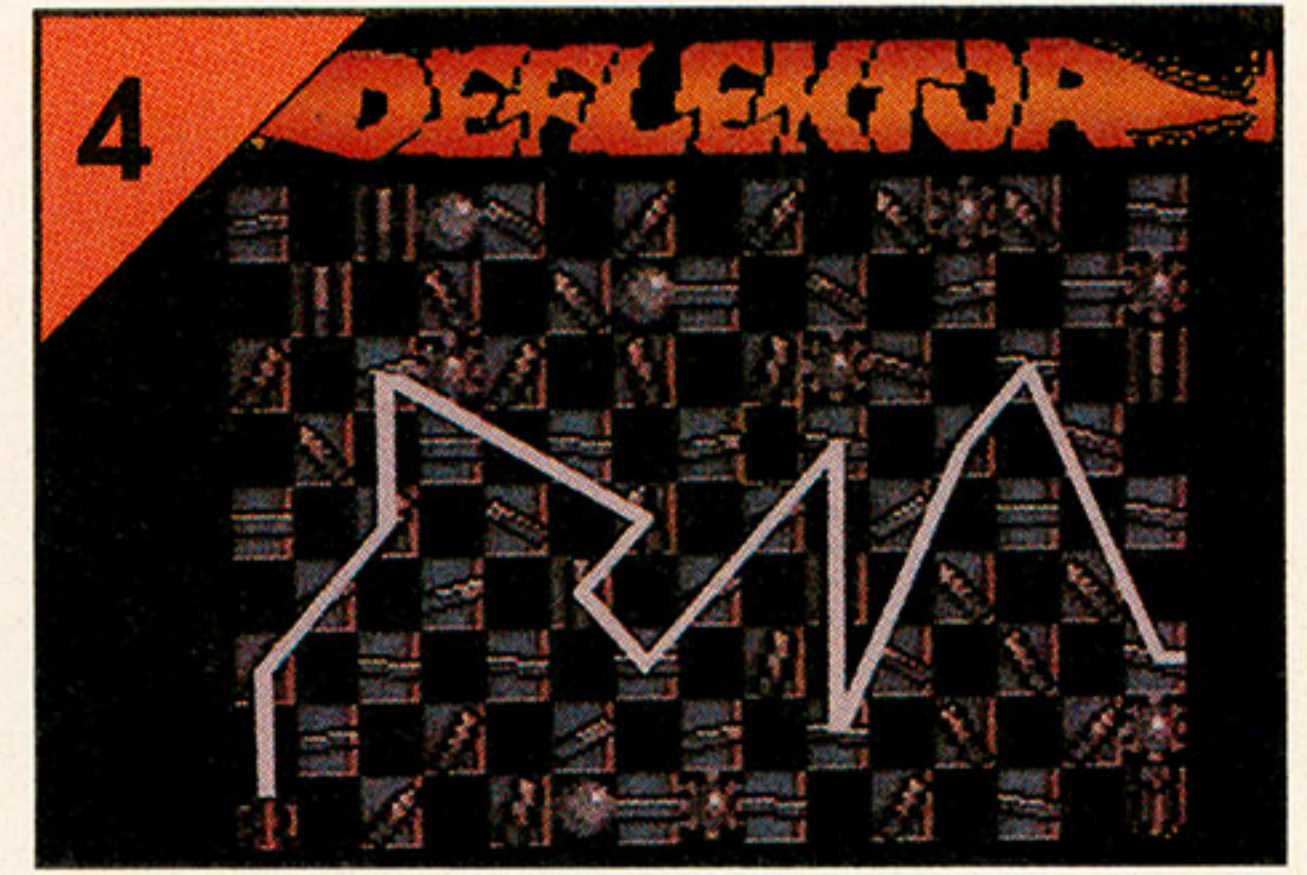
NEW GAMES AND LIGHT GUN FOR 7800 & 2600

Tom R. Halfhill

- 1 *Xenophobe* is a science-fiction adventure for the 7800 and XE game systems. (7800 version shown.)
- 2 *Commando* is a combat-action game for the 7800 and XE systems. (7800 version shown.)
- 3 *Radar Lock* is one of nine new titles for the 2600.
- 4 *Deflektor* is a challenging strategy game for the XE system.
- 5 *Off the Wall* is an interesting new game for the 2600.

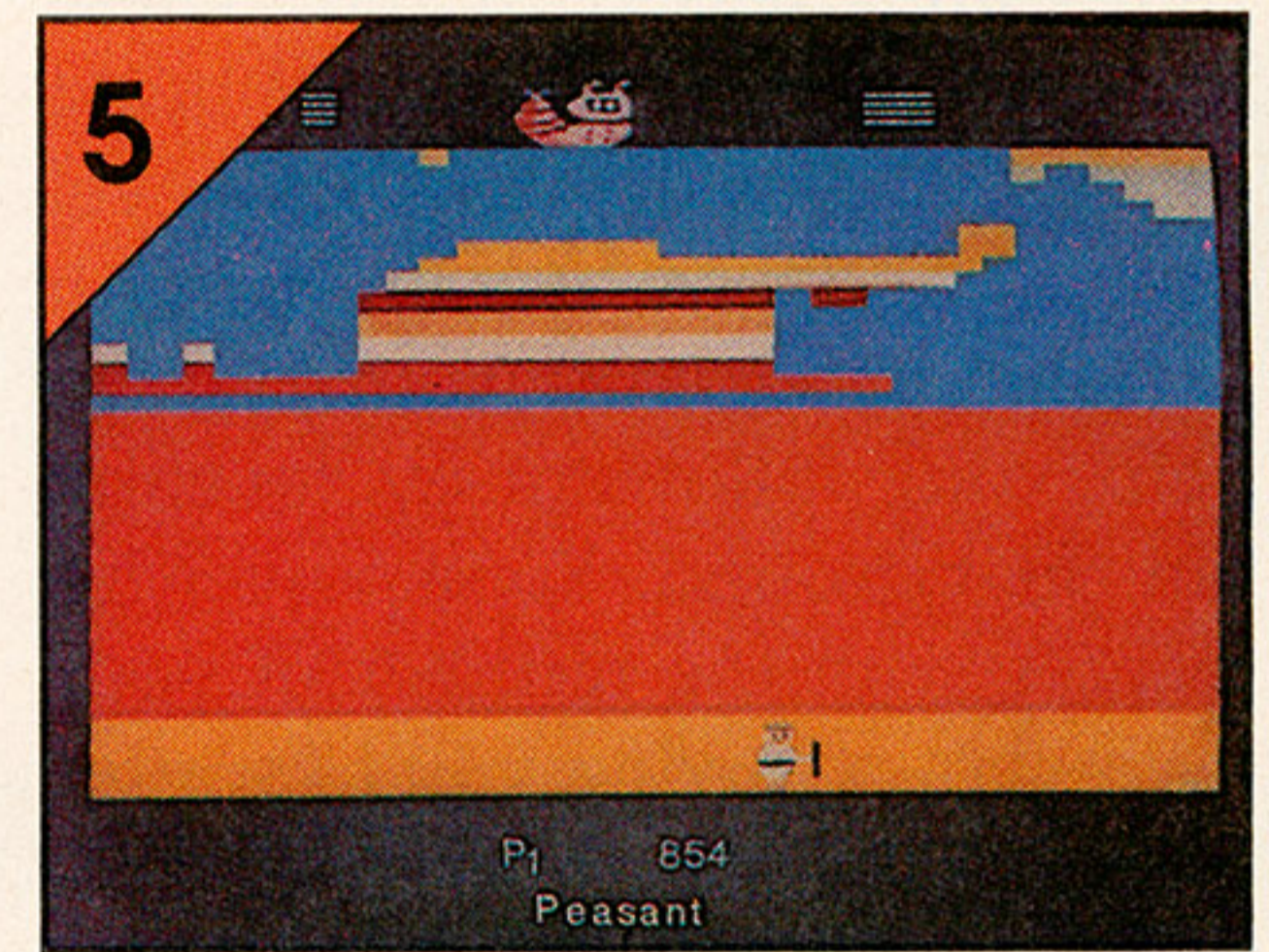


gun was announced. It's a medieval adventure in which you lead a party of five heroes to an evil wizard's forbidden castle. *Barnyard Blaster* is a target-shooting spree



that tests your marksmanship against bottles and varmints. In *Sentinel*, you use the light gun to defend an energy sphere against alien attackers. And *Shooting Arcade* re-creates the action of a carnival game of skill.

In addition to the light gun games, several more titles are

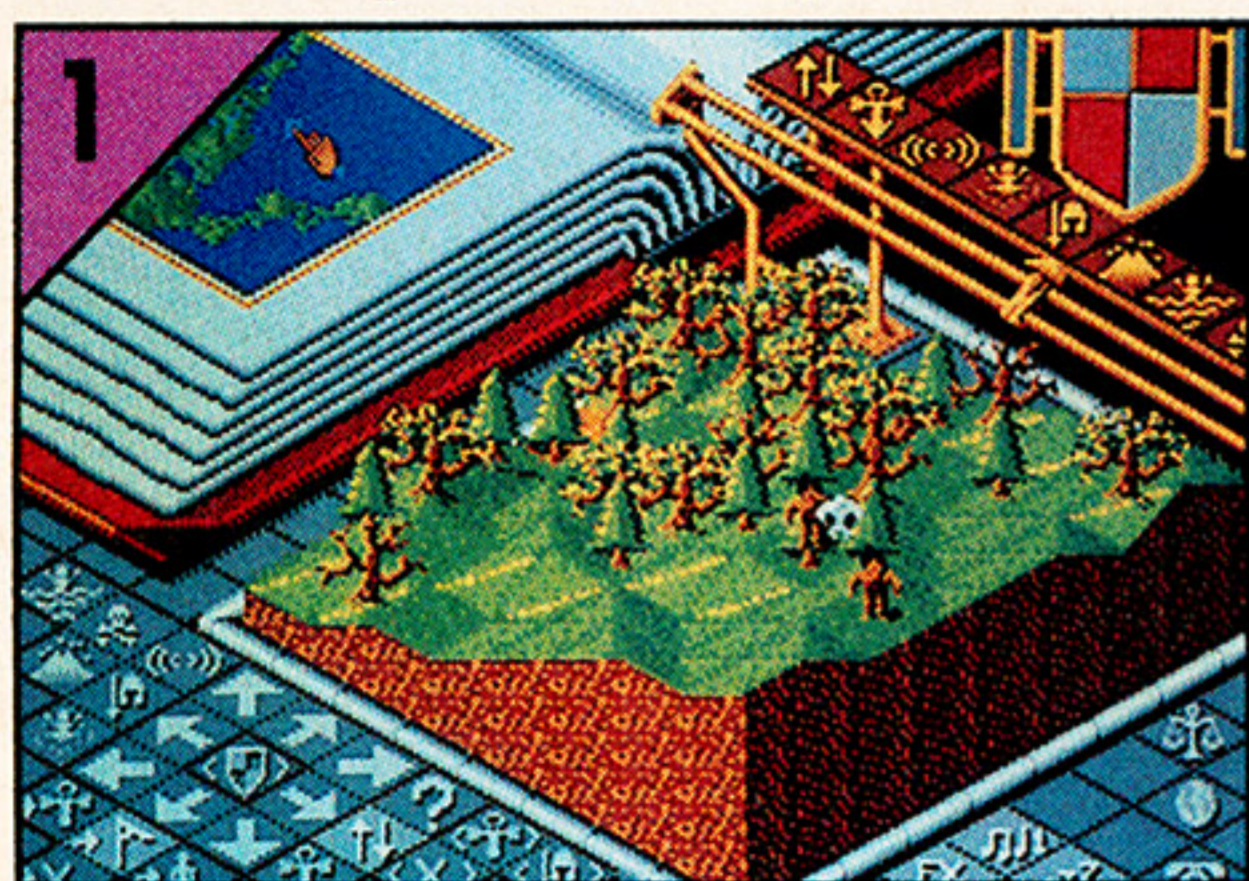


coming out as well. The fall lineup for the 7800 includes *Commando* and *Ikari Warrior*, a pair of ground-combat action games; *Xenophobe*, a science-fiction adventure; and *Planet Smasher*, *Ninja Golf*, *Mat Mania Challenge*, *White Water Madness*, and *Mean 18 Ultimate Golf*. For the 2600, keep an eye out for *Off the Wall*, *Road Runner*, *Radar Lock*, *Ikari Warrior*, *White Water Madness*, *Street Fight*, and *Motorodeo*.

New titles for the XE game system include *Commando*, *Super Football*, *Tower Toppler*, *Xenophobe*, *Midi Maze*, and *Deflektor*. All of the games are scheduled for release by the end of the year.

GP

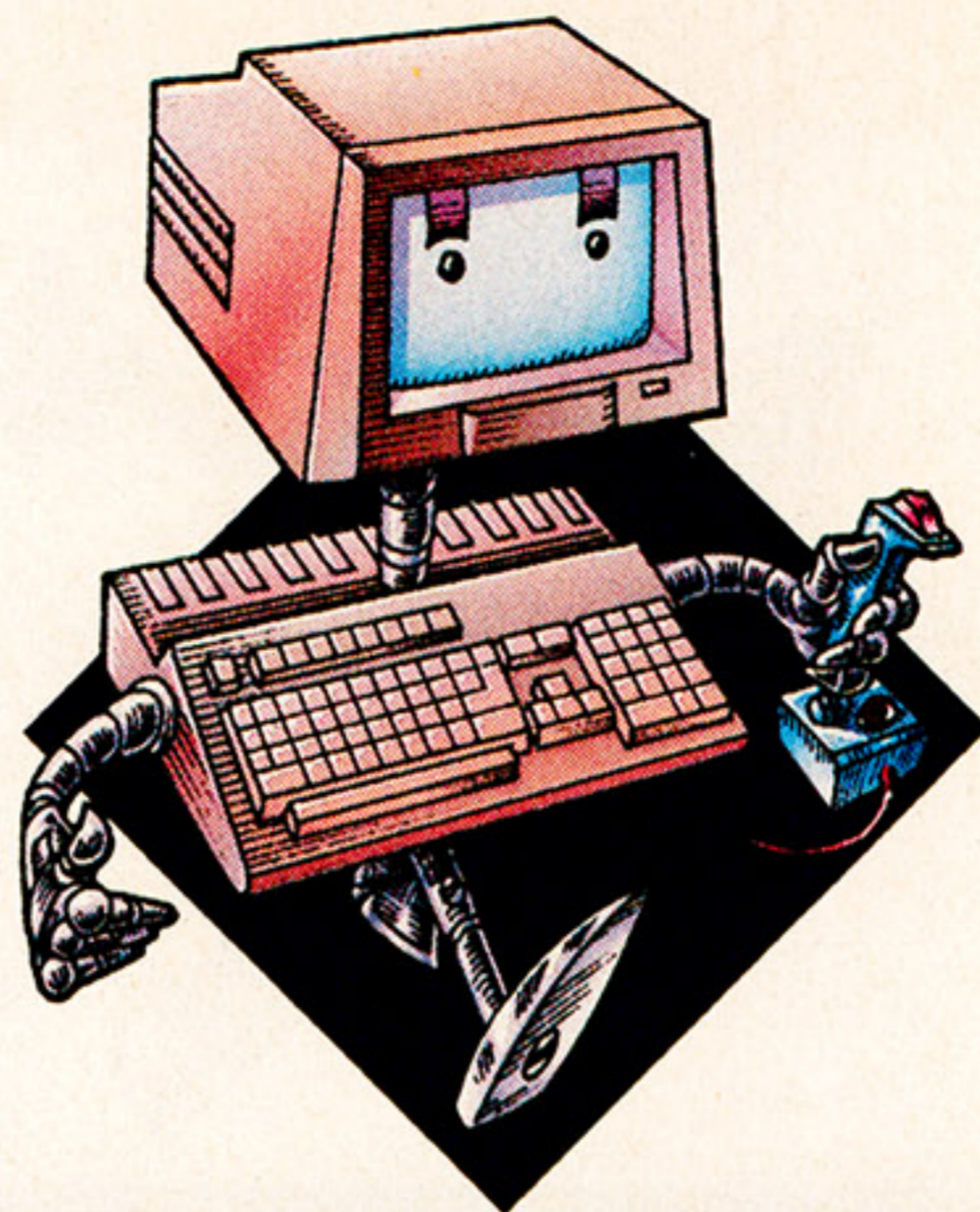
Great computer games are rare, and it's pretty unusual for two of them to arrive the same week. More unusual still, *Populous* and *Sim City* — the two great games I'm talking about — are based on a similar premise. Each allows you to play God, in one case quite literally.



In *Populous*, you play one of two opposing deities, Good or Evil. Each deity has a band of followers: Good's are dressed in blue, and Evil's are dressed in red. These loyal subjects multiply and build forts wherever they can find level ground, and thereby gain strength to fight their enemy. Your job is to help your followers by leveling out their ground. Your power increases with the number of your followers, allowing you to scatter your enemies with earthquakes, floods, and volcanoes. The game ends when one side has completely destroyed the other.

Populous is impressively designed. The game screen includes a map of the world (presented as a page in the Book of Worlds), and a scrolling 3-D map that shows a detailed section. The graphics and animation are quite realistic, and the small scale of the scrolling landscape and the people who inhabit it add to the impression that you really *are* a deity, controlling a host of puny mortals.

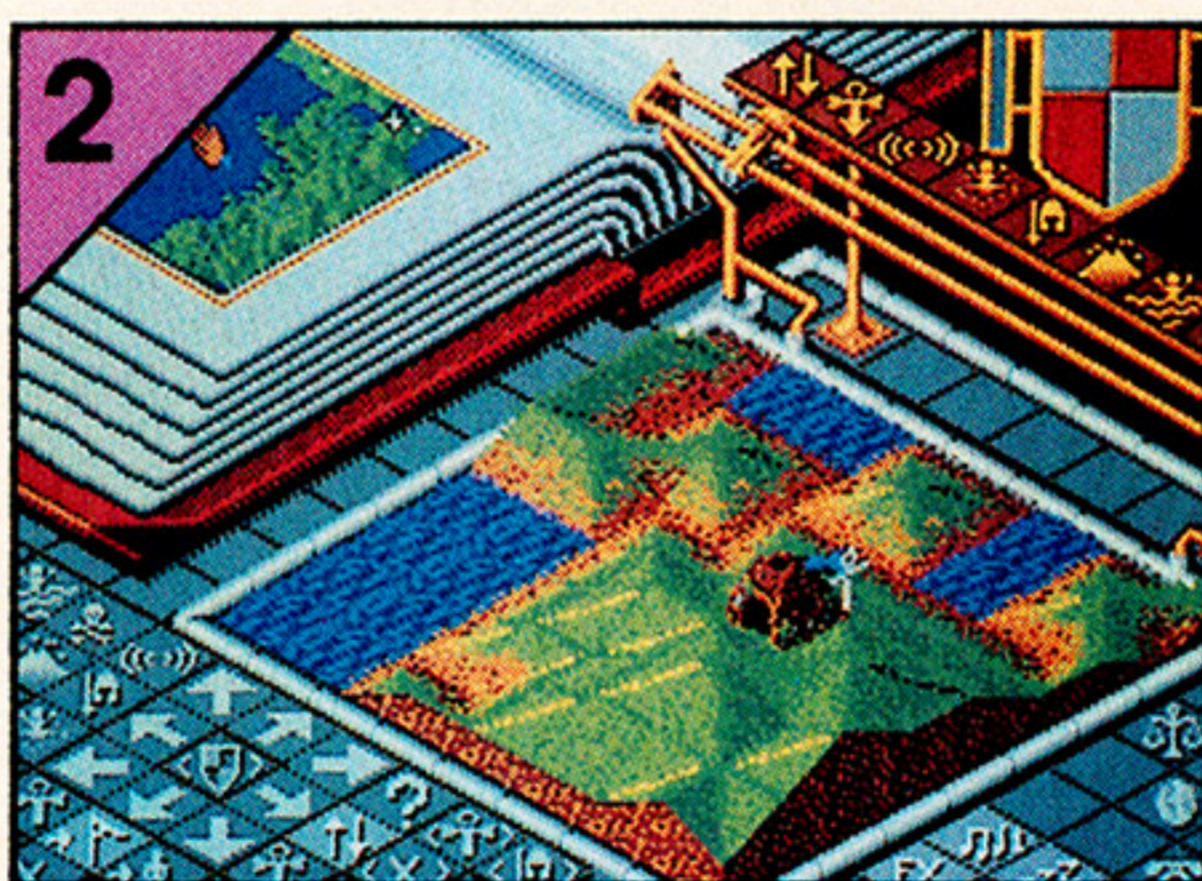
You exercise this control by using the mouse to select icons on the stone floor in front of the maps. These icons allow you to perform



AMIGA PLAYERS

IF I RULED THE WORLD

Sheldon Leemon



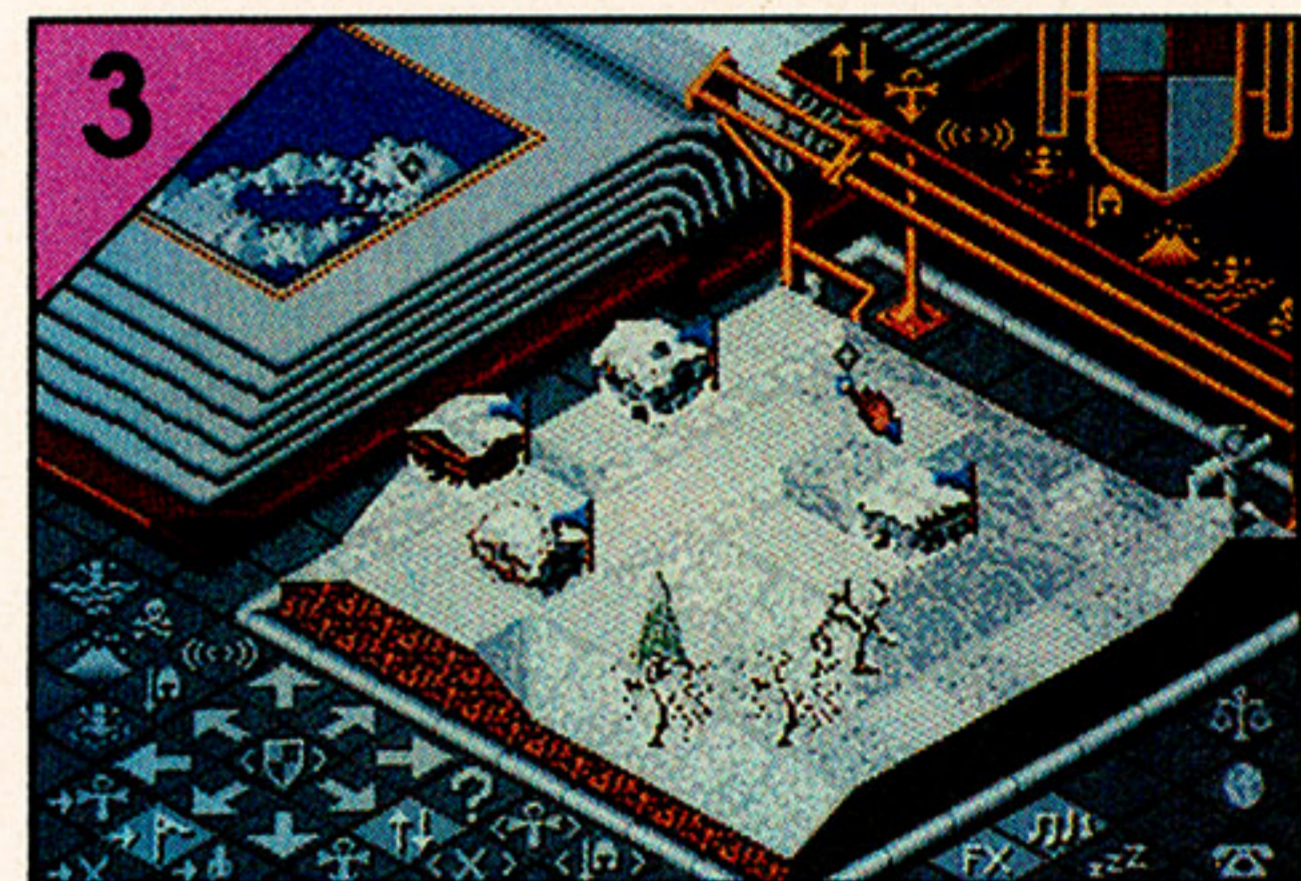
1 *Populous*: A hand-pointer on the opened Book of Worlds (upper left) allows you to display a closeup view of any area on the map (center).

2 *Populous*: This mud hut is the primitive beginning of a settlement. The ankh (cross) indicates this is the home of the Good people's leader.

3 *Populous*: This world appears locked in an ice age, but that shouldn't stop you from leveling the ground to create cropland for your chosen people.

your "miracles"; scroll the map; command your people to settle, fight, or migrate; and gain information about the progress of events. Indicators show your strength and magic power.

The elements of action and strategy are combined very effectively in *Populous*. You can either play the computer, or compete against a



friend who's on another computer that is connected to yours via a cable or a modem. While planning your moves, you can't ignore what your opponent is doing. In one game, for example, when I wasn't looking, my opponent turned the land on which my people were gathering into a swamp, drowning them all!

Populous comes with over 500 worlds to conquer. If these aren't enough to satisfy your megalomania, it also has a complete world editor that allows you to create your own planets.

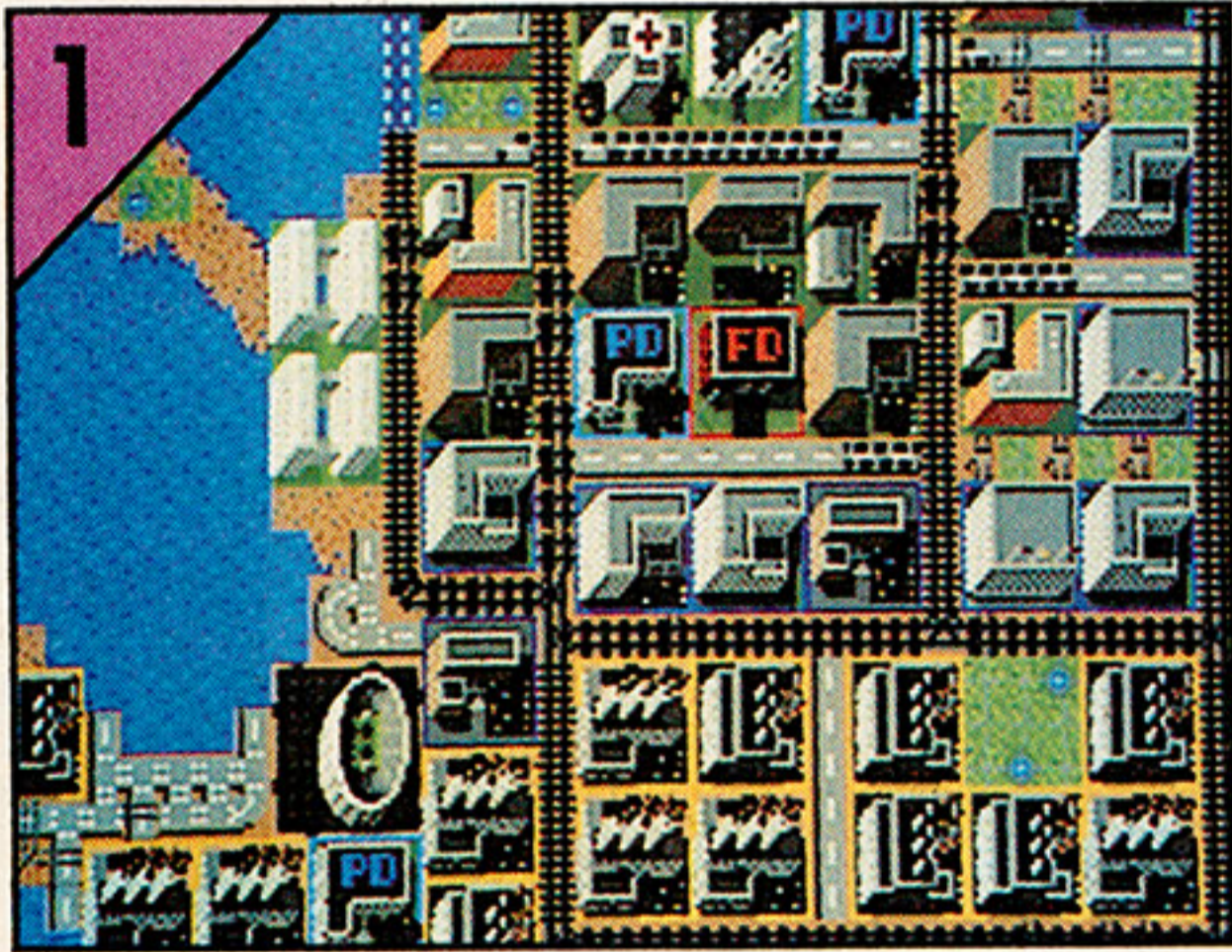
Sim City

Although *Sim City* is even less conventional than *Populous* (you don't compete against anybody, and there's no point at which you "win"), I found it even more fascinating to play, and much harder to stop playing.

In *Sim City* (Maxis Software, one megabyte required), you start with a bare patch of soil, a river, a forest, and a supply of money you can use to build power plants, roads, and utilities. When you zone land for commercial, industrial, and

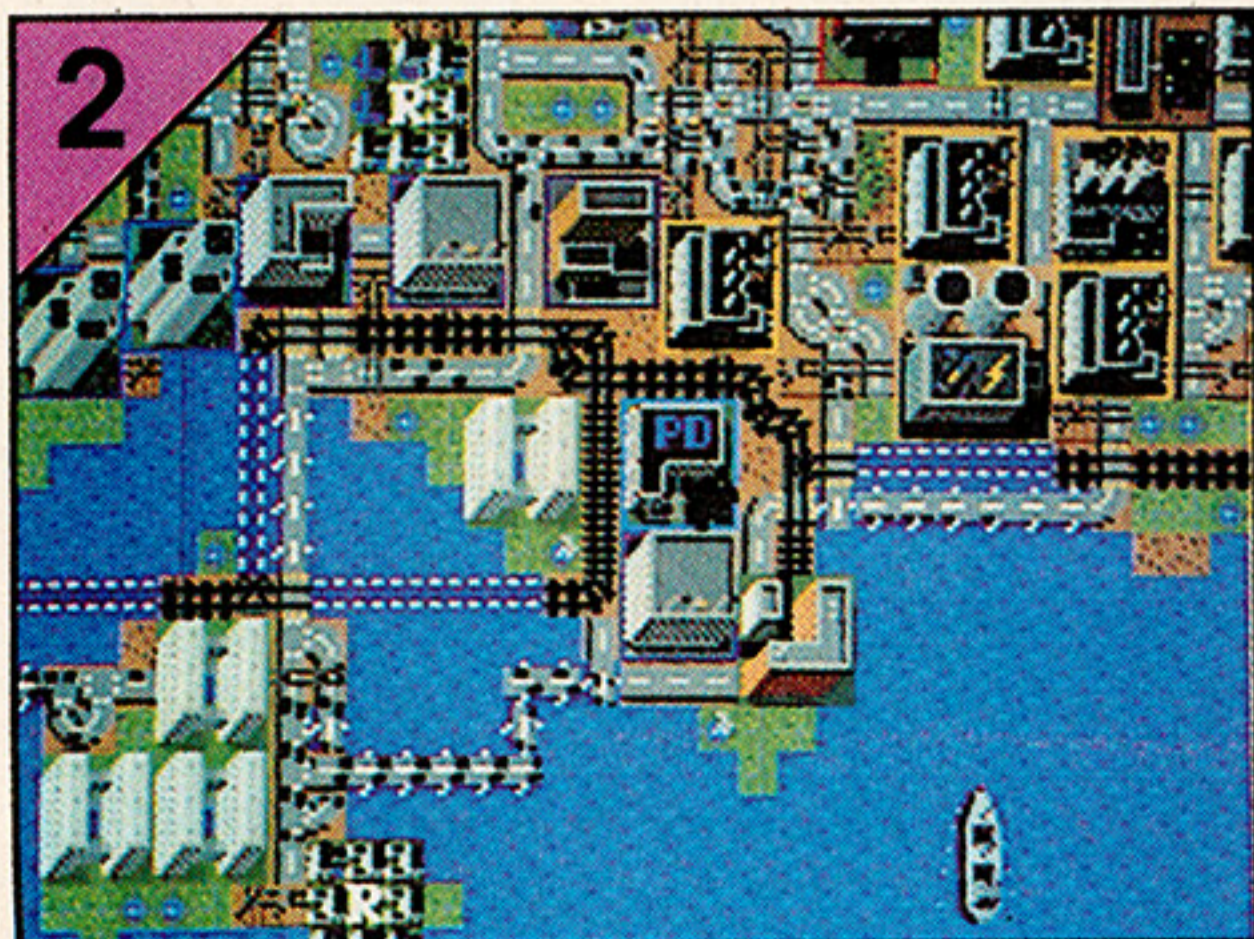
AMIGA PLAYERS

residential use, then connect these zones with roads and power lines, simulated citizens called "Sims" move in and start building houses, factories, and shopping centers. Although the Sims are too small to see, their cars zipping along the



roads give you an idea of traffic density, while their buildings give you an idea of population density.

As your city grows, the Sims send you messages. They demand fire and police departments, a light rail system, an airport — even a sports stadium. You pay for these improvements with tax dollars, but you must tax wisely. High taxes anger the citizens, while low taxes leave you unable to provide the services they want. You can get

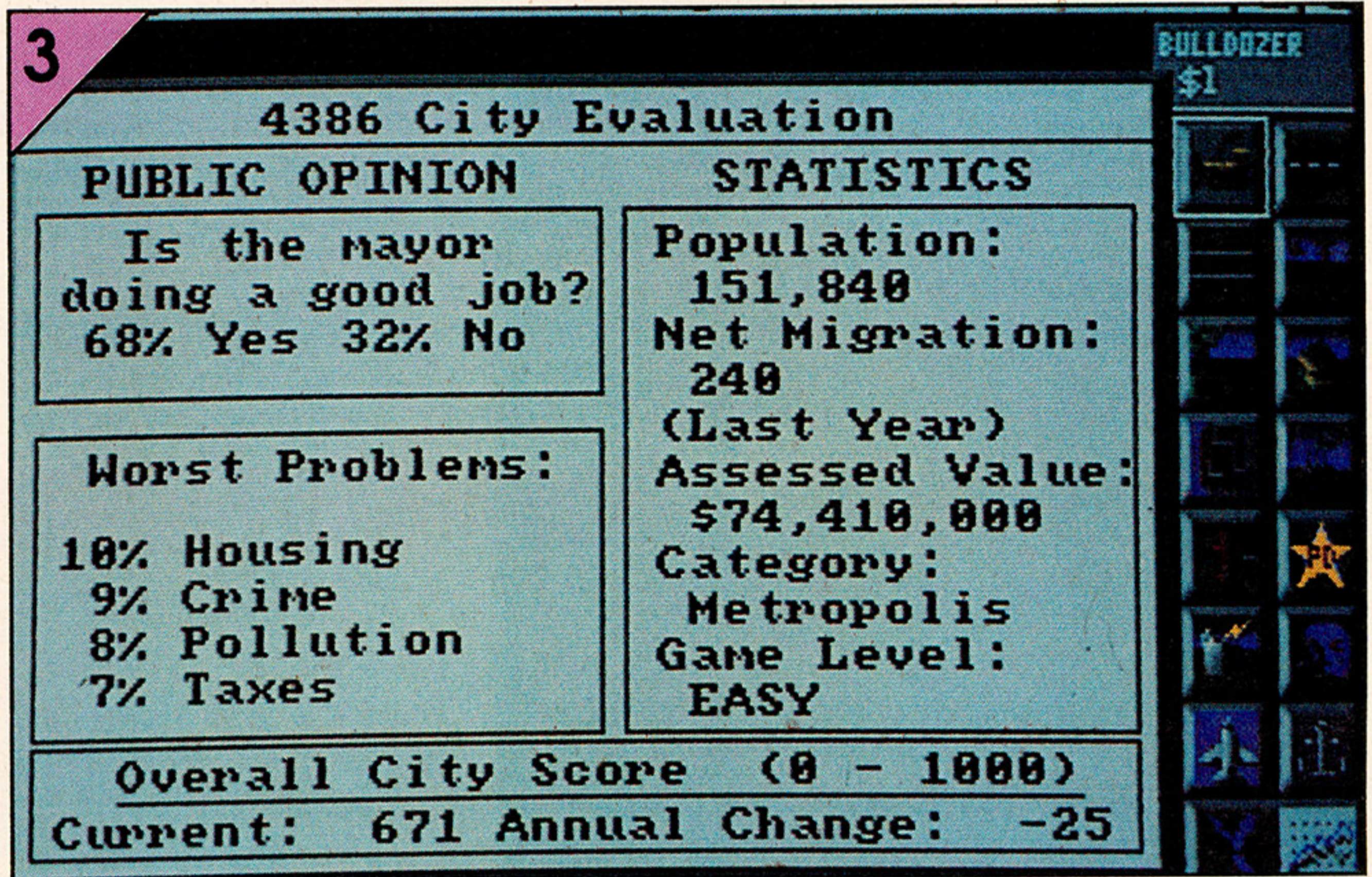


feedback on your performance by checking opinion polls which cite the city's worst problems, such as traffic, pollution, crime, and unemployment.

Because *Sim City* is drawn from real life, everyone should know the basic rules. To reduce crime,

several scenarios which challenge you to solve a particular problem in a real city — such as flooding in Rio de Janeiro, the World War II bombing of Hamburg, or the 1906 San Francisco earthquake.

If two games can be said to represent a trend, then perhaps



for example, you can expand the police department, or make an undesirable area more attractive by building parks, easing traffic congestion, and so forth.

You also have to deal with disasters, such as fires, earthquakes, floods, and plane crashes. You can even turn Godzilla loose on the town! When you tire of shaping your own city, you can load one of

Sim City and *Populous* mark the beginning of a new era in computer games. We may see more games that allow us to create and explore new worlds, rather than to destroy worlds populated by bug-eyed monsters.

GP

1 *Sim City*: When designing your city, you can lay out the streets and buildings in neat, orderly squares....

2 *Sim City*: Or you can take the more random approach. These closeups show only about 1/10th of the entire city.

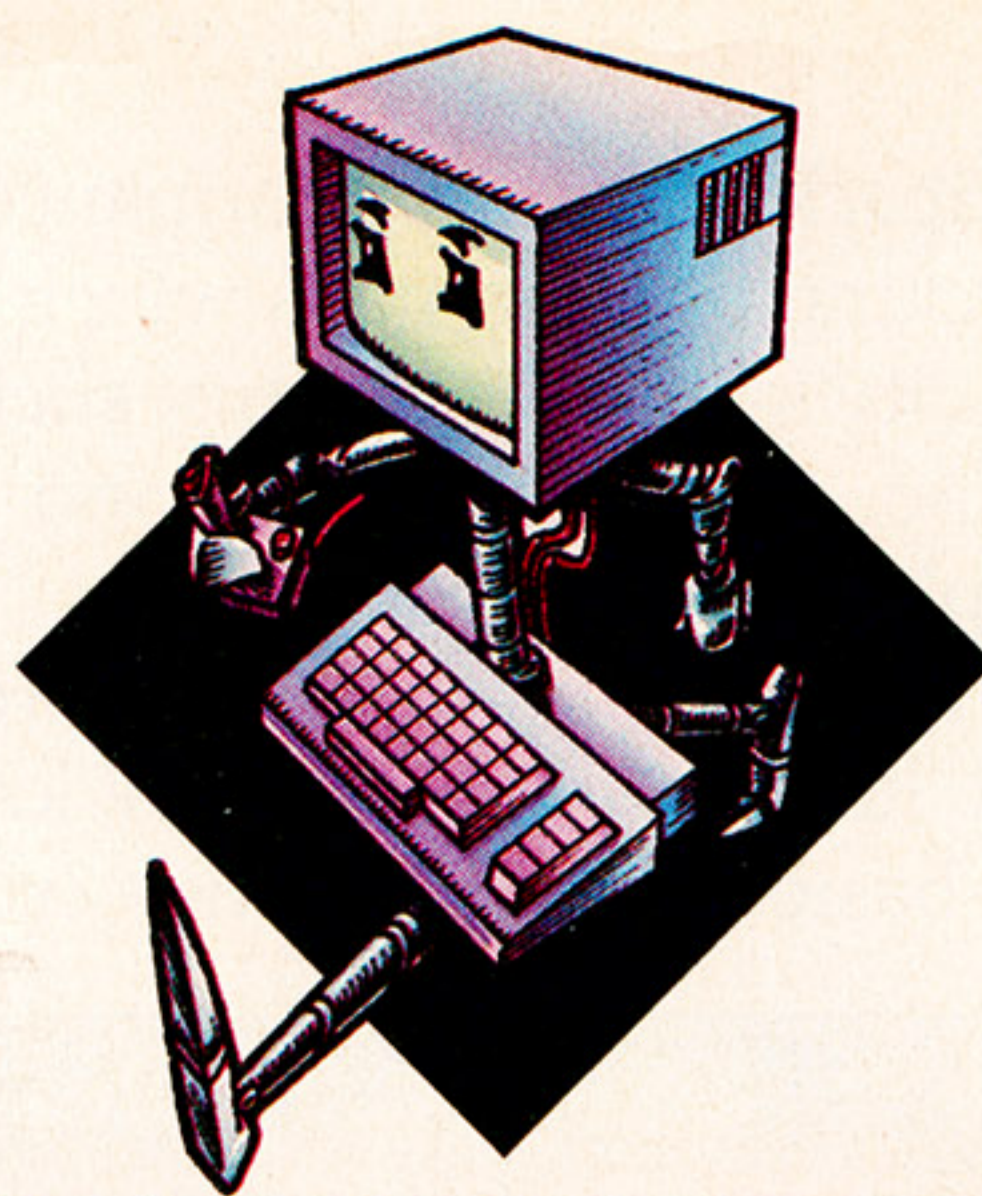
3 *Sim City*: Through opinion polls, the Sims tell you what kind of job you've been doing.

4 *Sim City*: Maps and graphs help you spot trends and avoid trouble before it happens



Recently I was asked why anyone plays computer war games, since they move so slowly and tend to be less graphically appealing than, say, a good jet fighter simulator.

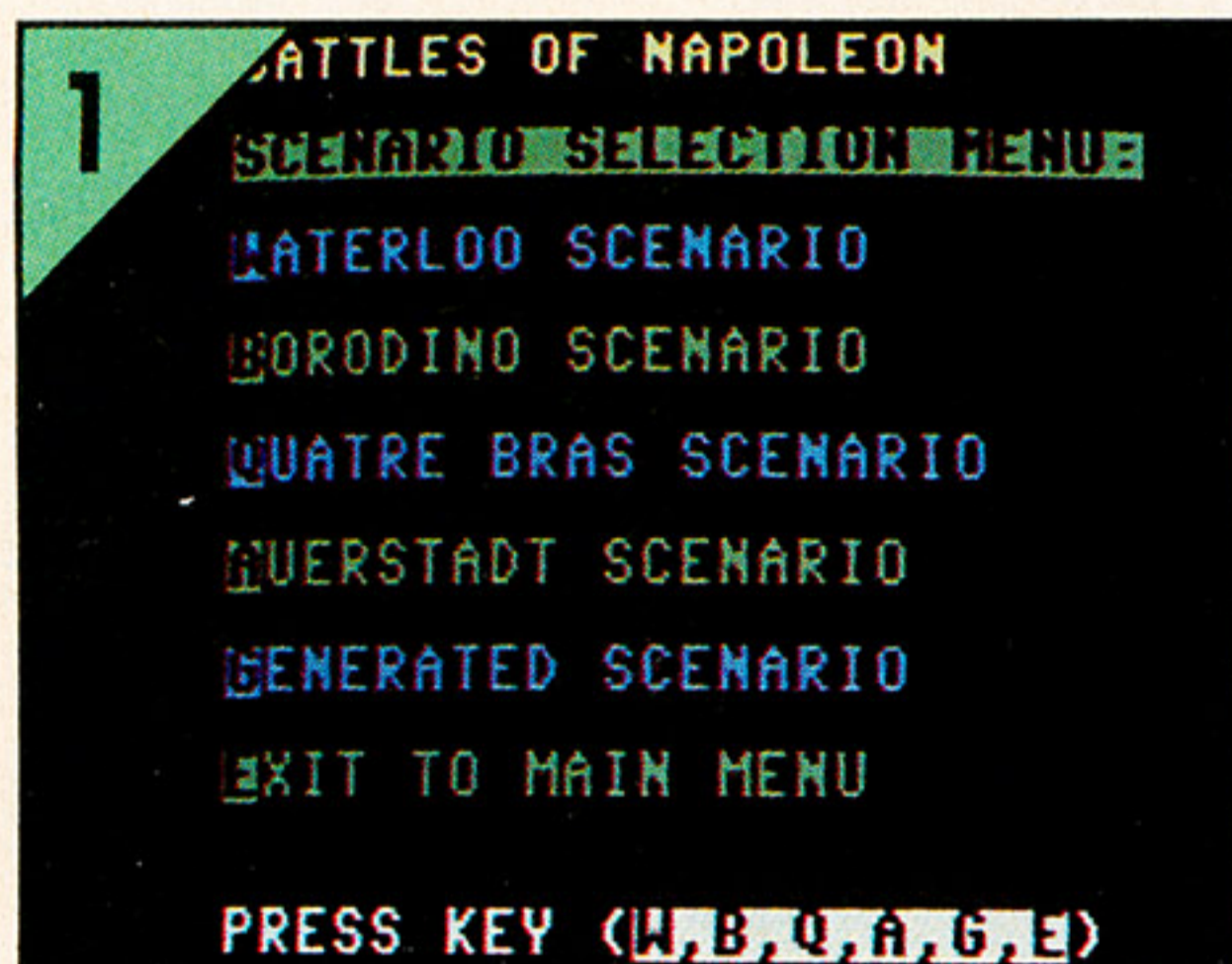
Even before the Apple II, Commodore PET, and Tandy TRS-80 Model I launched the home computer market in the late 1970s, war gaming was a popular hobby. Companies such as Avalon Hill



COMMODORE PLAYERS

Meeting Your Waterloo And Getting Your Qix

Neil Randall



and Simulations Publications sold board games that re-created historical battles and campaigns. Almost invariably, these games were played on large maps overlaid with a grid of small hexagons. The playing pieces were 1/2-inch-square cardboard counters, each representing an individual military unit. You put the counters on the map, then moved them around the hexagonal grid.

These games were very complex, and they took a long time to play. A minimum of four hours was usually required, and some games took weeks or even months to finish. As hobbyists became more experienced, they demanded still more realism, and the games grew even more complicated.

1 *Napoleon:* You begin by choosing a scenario. Each is historical, except for those you might design yourself with the game's sophisticated editor.

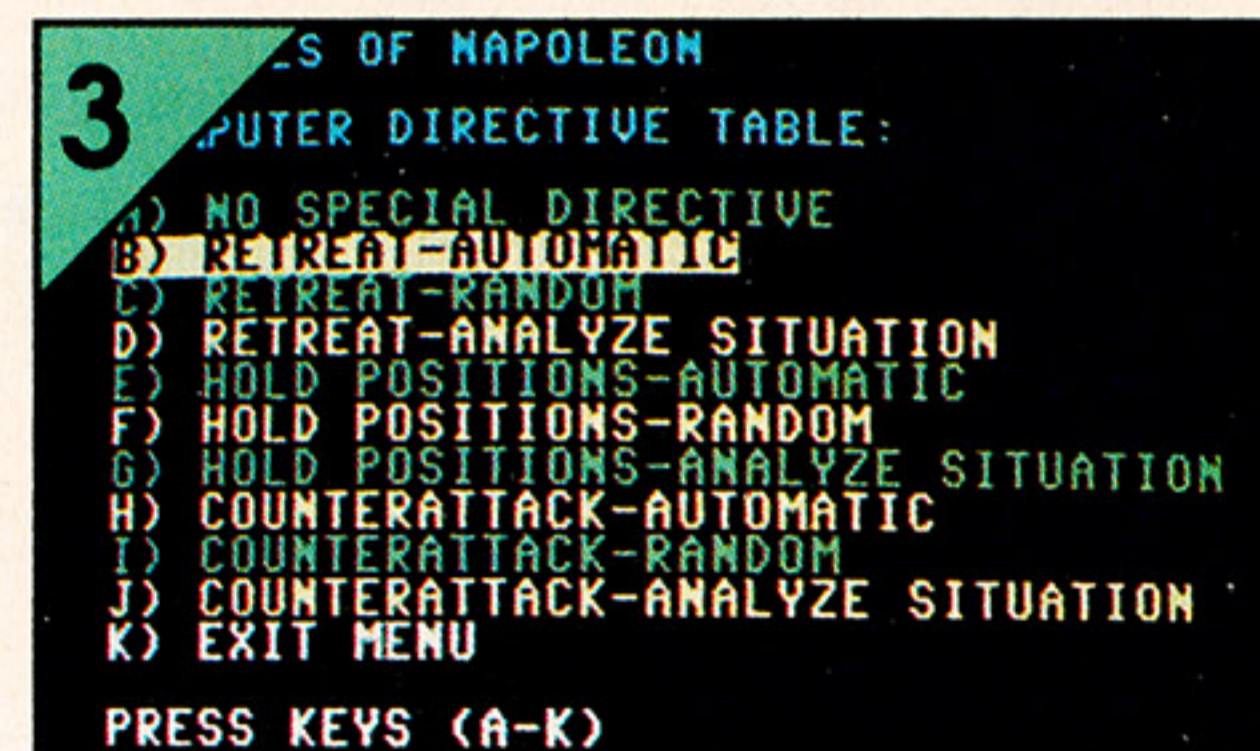
2 *Napoleon:* Until you master the game, set the defaults in your favor. Here we've tipped the balance in favor of the French, the side we'll play.

3 *Napoleon:* With the Computer Directive Table, you can make the computer mimic the historical enemy leader as you see fit.

4 *Napoleon:* The game keeps track of the level of victory you achieve turn by turn. As Waterloo begins, the Allied player already has 2000 victory points.

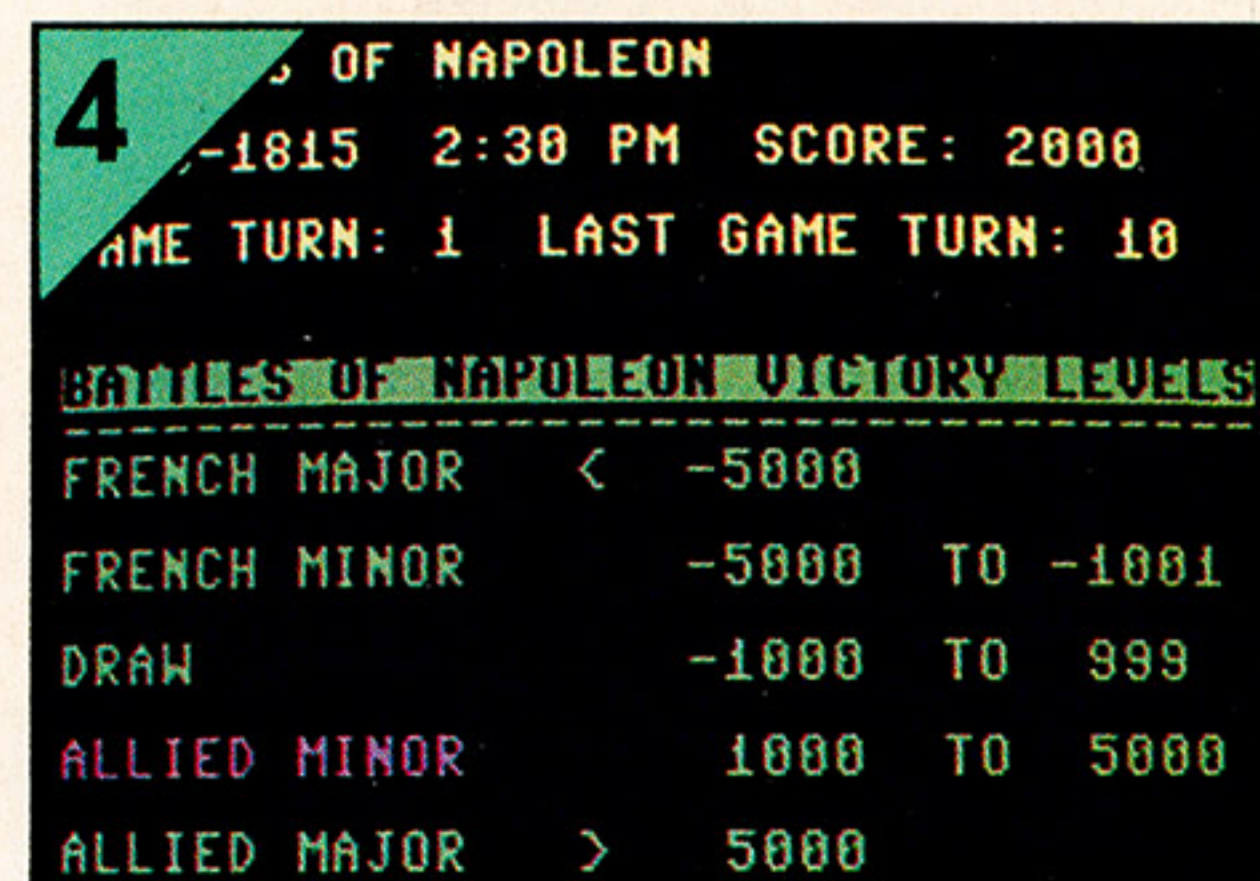
Before long, it was said, computers would be needed to keep track of all the details.

Enter Strategic Simulations, Inc. In the early days of personal computing, SSI's market was pre-



cisely this war-gaming crowd. SSI used the computer to take care of such details as dice-roll modifiers, effects of terrain, unit differentiation, special combat factors, supply considerations, and all the other things that had been taxing the gray matter of dedicated war gamers. In deference to tradition, however, SSI retained the hexagonal grid and unit counters of the board games. SSI continues to produce these games, but has also branched out into fantasy role-playing.

Battles of Napoleon, the latest historical epic from SSI (distributed by Electronic Arts), has a hexagonal grid and individual unit counters. It also has 27 pages of basic rules, 14 pages of historical



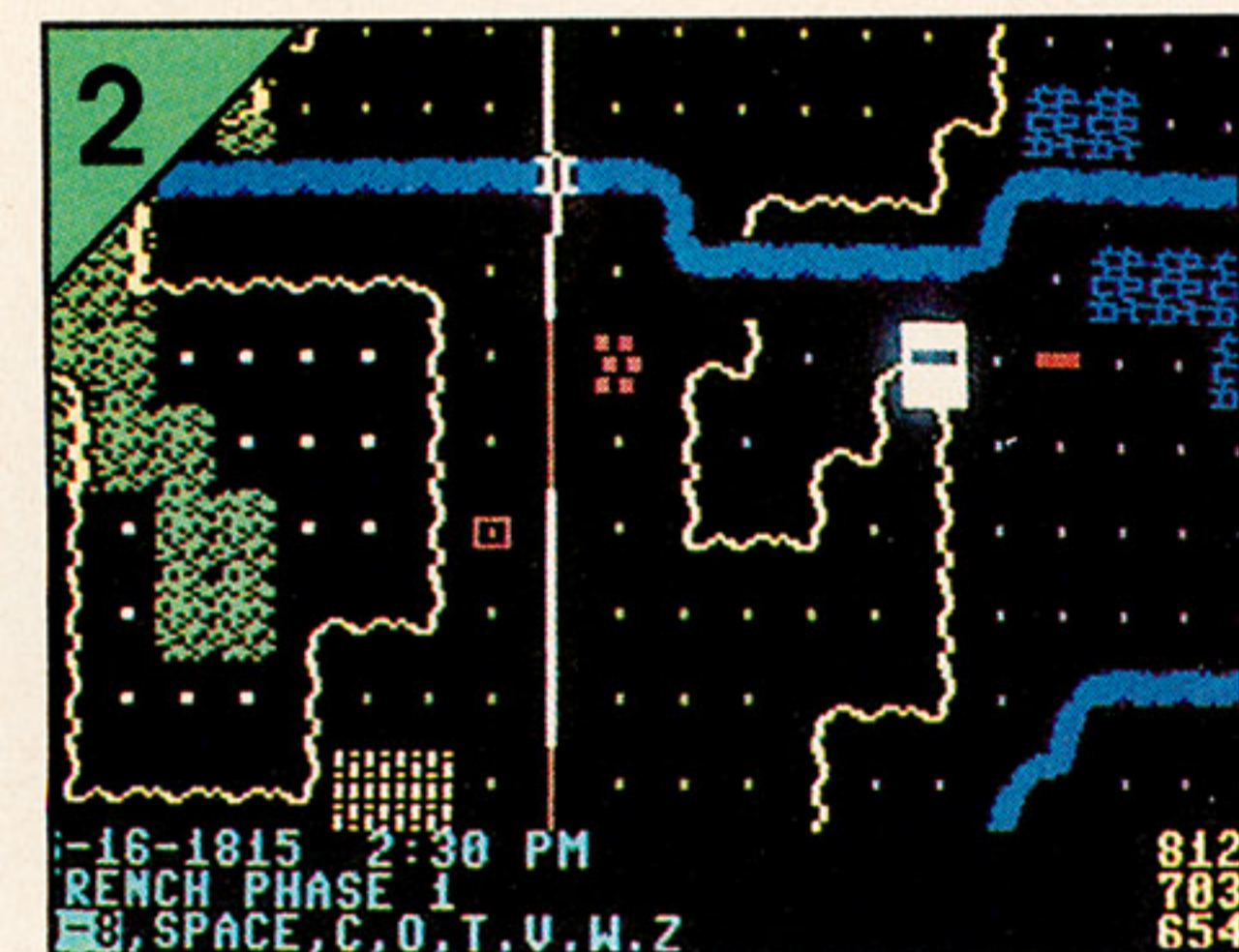
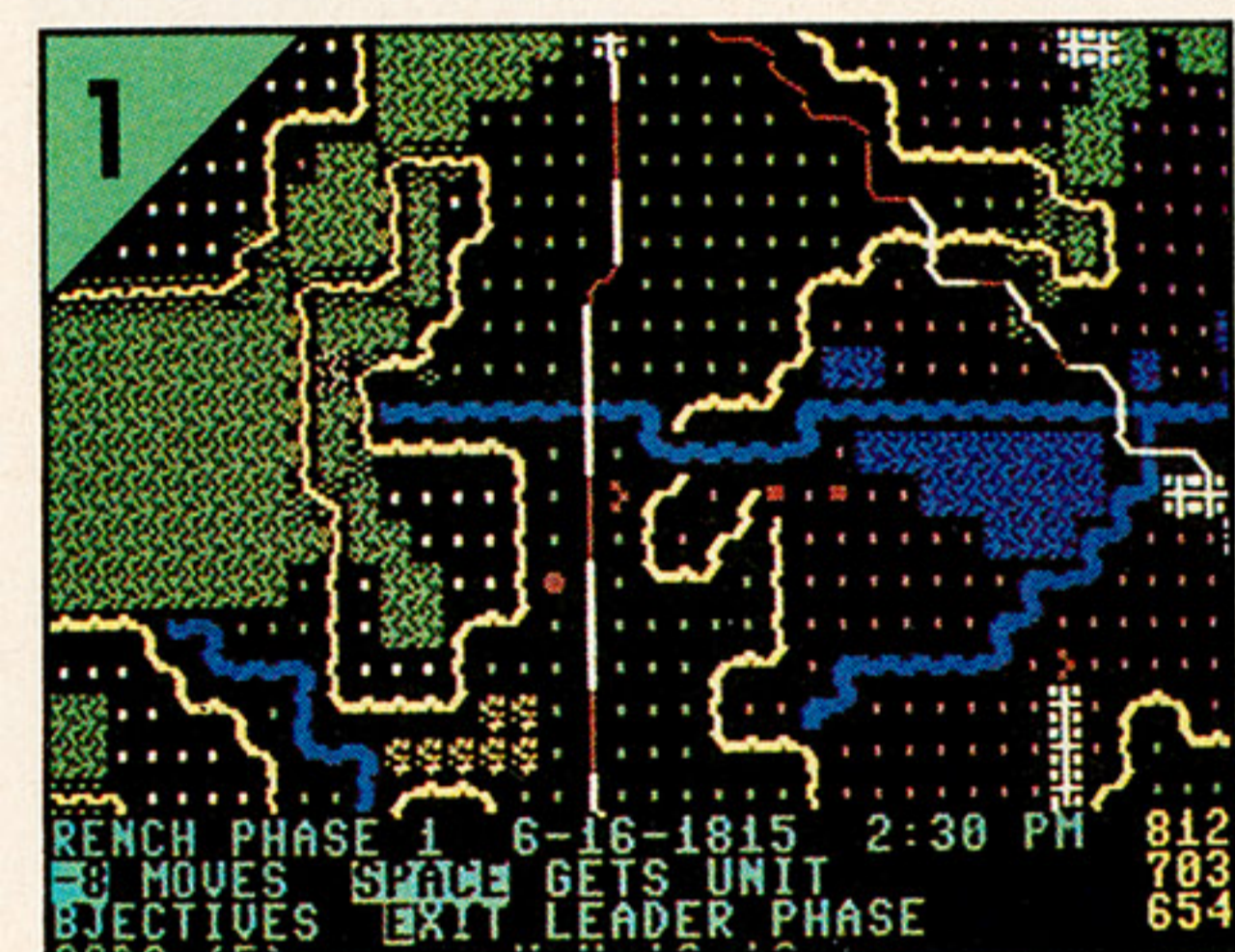
information, 15 pages of instructions on creating your own scenarios, and almost 20 pages revealing the charts and formulae the computer uses to calculate troop movements and battle results.

In other words, it's complex. Much more complex than most

computer games. And the learning curve is little short of staggering.

Nevertheless, there are good reasons for investing the time it takes to play *Napoleon*. Board gamers who are interested in Napoleon's campaigns will probably play this game simply because it exists. Board games simulating pre-1939 battles are rare, and computer-based war games covering this period are practically unique.

The untapped market for *Napoleon* consists of computer gamers who enjoy complex simulations,

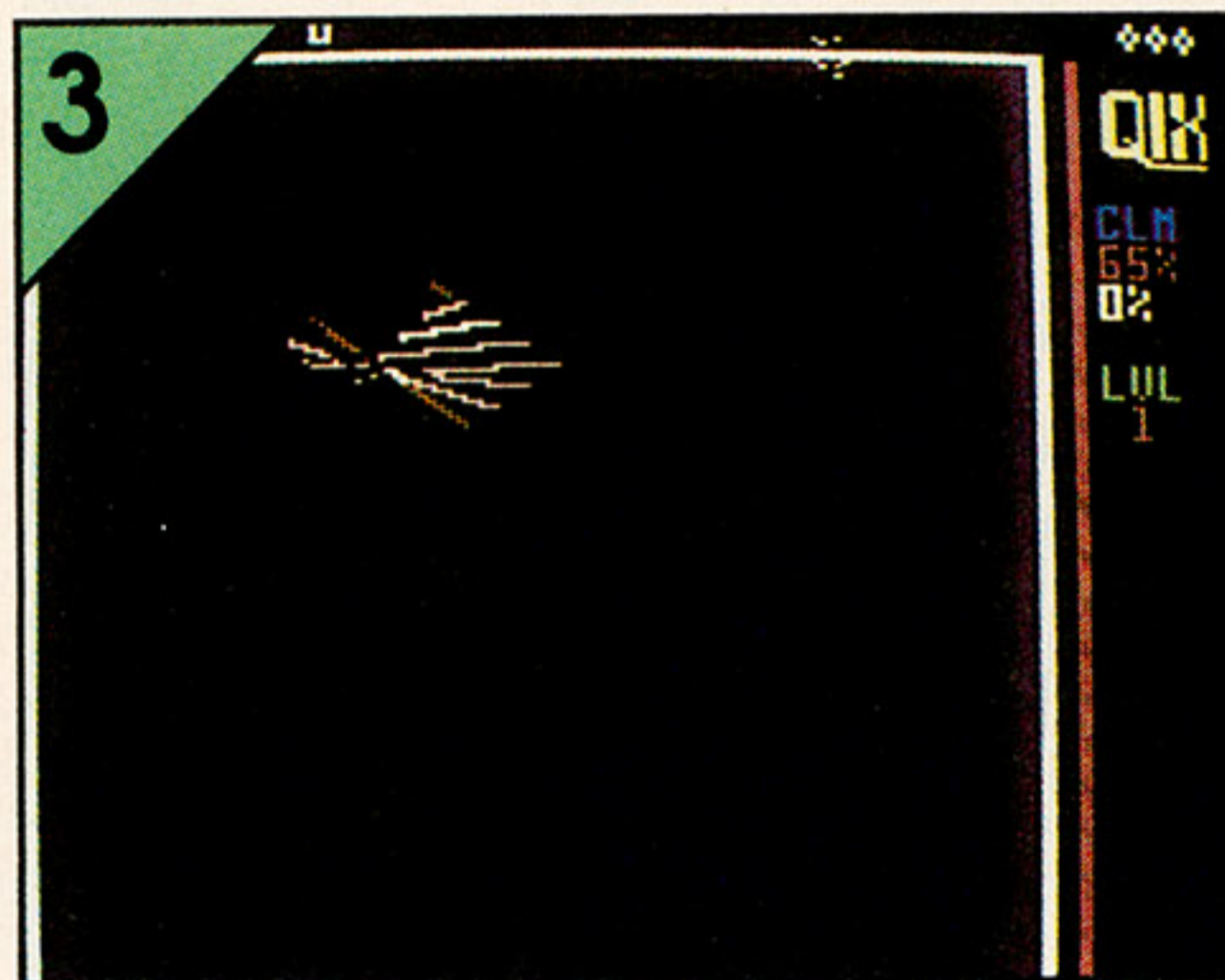


but who have never played the board games. If you've worked your way through every flight simulator on the market, mastered *Red Storm Rising* and *Reach for the Stars*, and spent hours figuring out the puzzles in *Wizardry*, you might be ready for *Battles of Napoleon*.

If your greatest love is arcade games, or if you avoid games that demand a careful reading of the instructions, you won't want to play this game at all.

The true excitement of war

COMMODORE PLAYERS



1 *Napoleon*: On the strategic map, you can see your objectives for the battle and transfer your leaders from one unit to another for superior command potential.

2 *Napoleon*: The tactical view shows woods on the left, and a road that bridges a stream. Our units (shown in brown) are clustered in a few different locations.

3 *Qix*: As you start level 1, the multi-colored Qix appears in the middle of the screen. On the top line of the box, a sparx begins to seek us out.

4 *Qix*: With 20 percent of the screen completed, we try to draw a line down toward the bottom of the screen. A sparx follows.

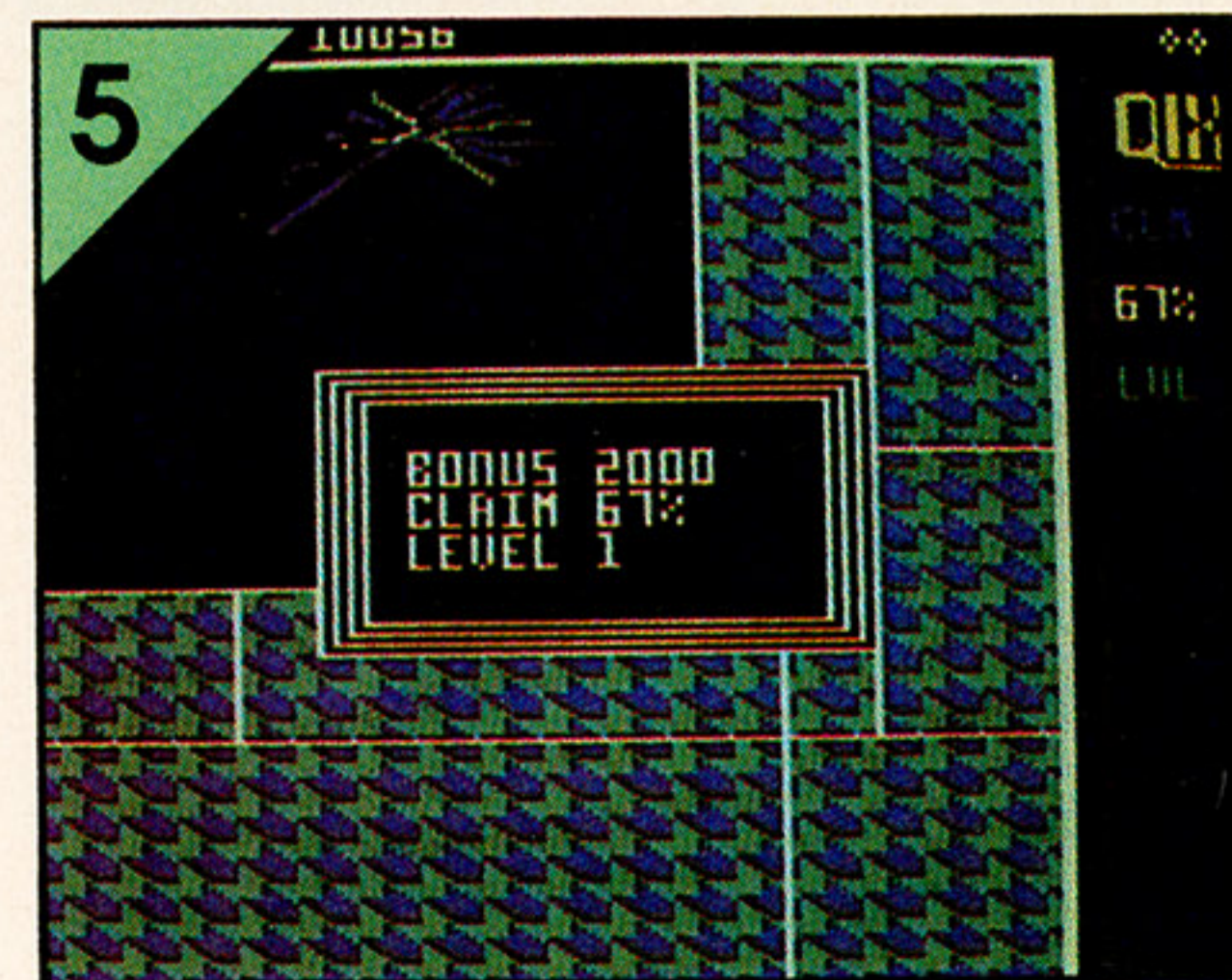
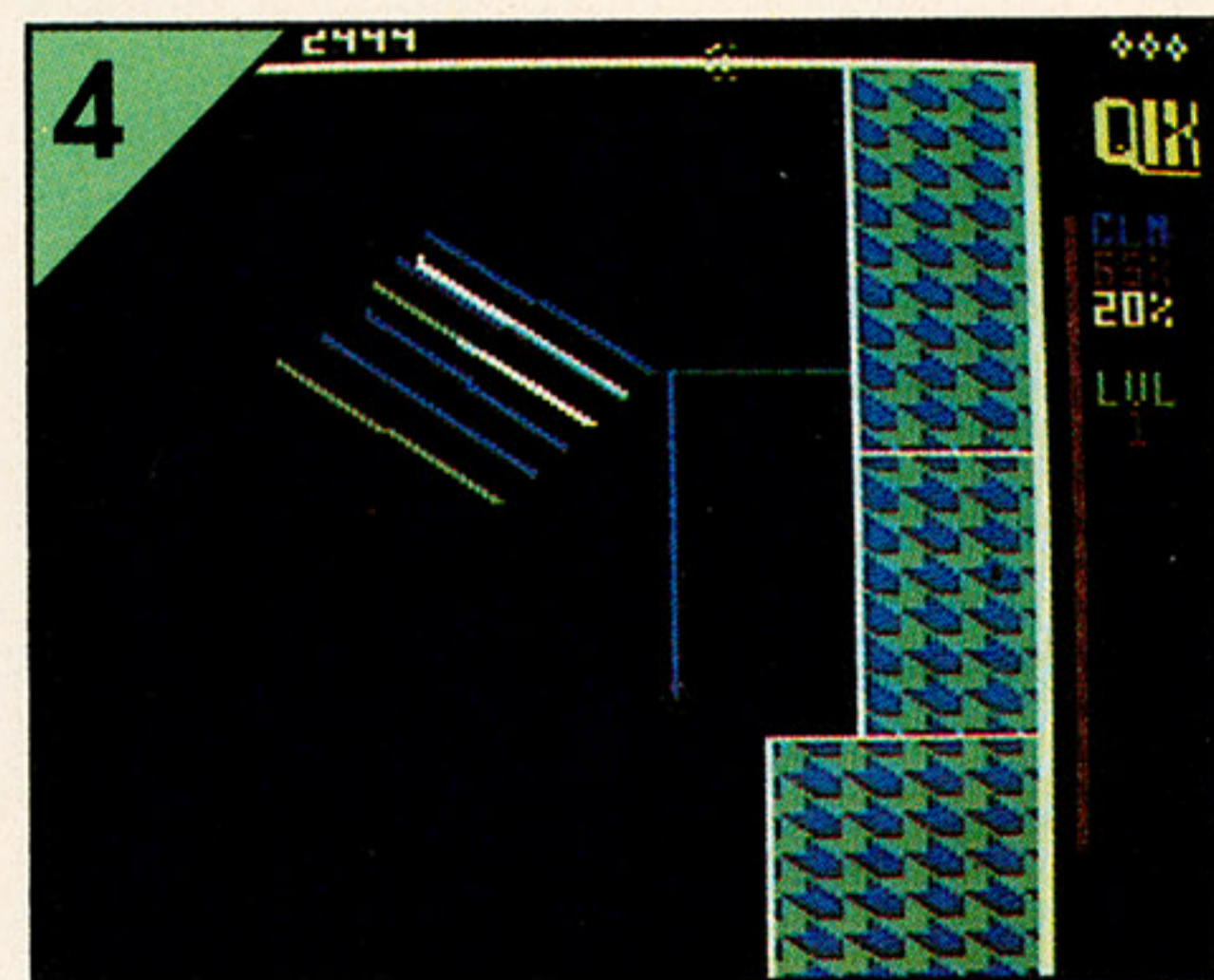
5 *Qix*: For each percentage point over 65 percent of the screen you clear, you get a bonus of 1000 points. Here we've cleared 67 percent of the first level.

games like *Napoleon* is watching history come to life. Napoleon Bonaparte aspired to rule Europe and launched a massive invasion of Russia, but was defeated by his lack of preparation for the Russian winter and stubborn Russian resistance. The Borodino scenario in *Na-*

oleon lets you re-enact this historic campaign and try to do better.

Another scenario lets you take the Prussian side at Auerstadt, so you can try to change Napoleon's 1806 victory into a resounding defeat. Or you can try to turn the tables on Wellington in 1815, by sparing the Old Guard at the Battle of Waterloo. Play through one of these scenarios, and your understanding of history is doubled; play through all of them, and you begin to appreciate Napoleon's challenge.

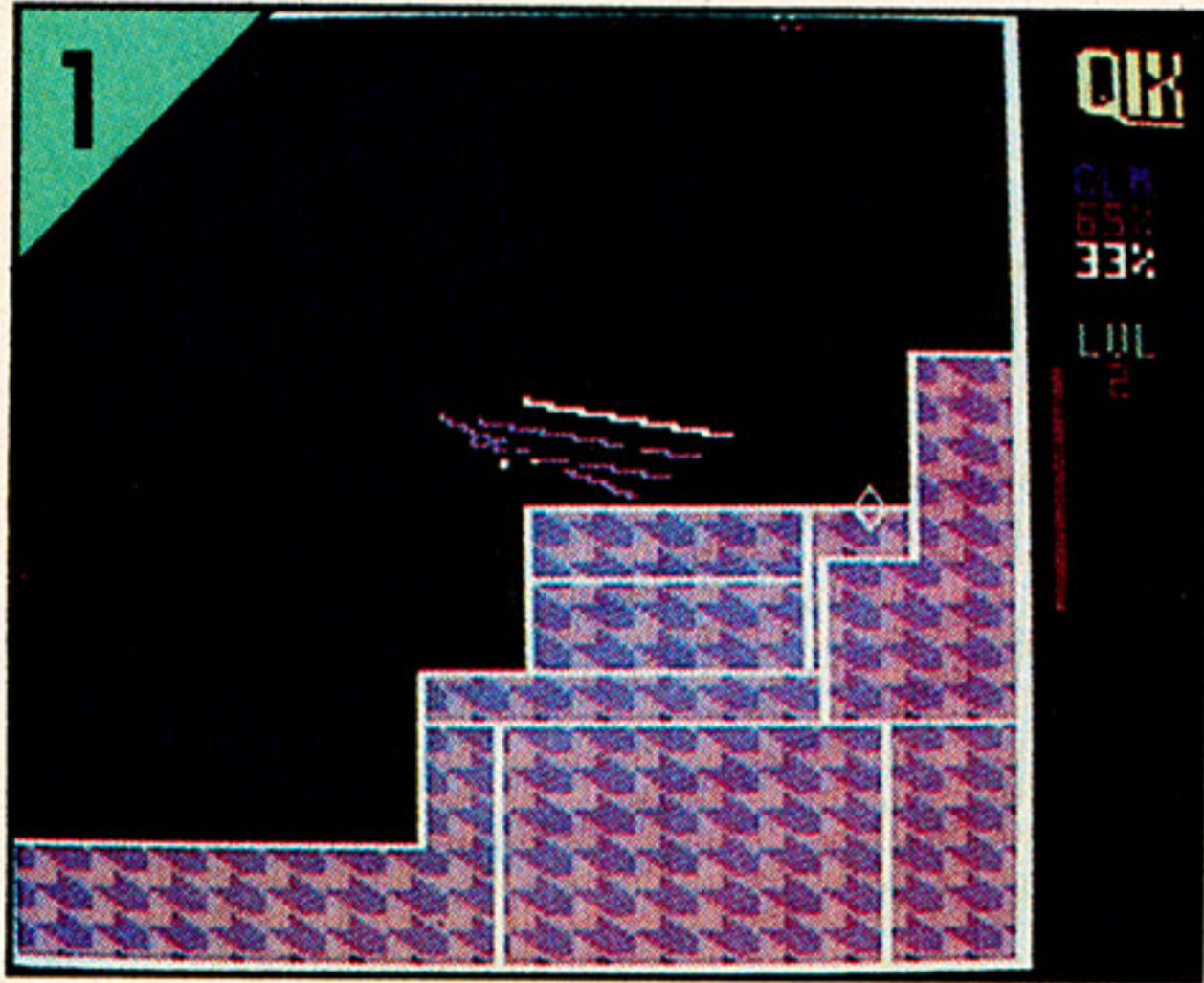
But this kind of learning is not without commitment. To get the most out of *Napoleon*, you must learn to set objectives for individual leaders, define targets for individual units, maneuver troops into regions offering the best line of sight, detach skirmishers from large combat units, organize your troops into the best possible defensive formations, and prepare cavalry charges against enemy lines. Furthermore, you must learn to deal with the fatigue, morale, and efficiency of your men, and you must commit your reinforcements



COMMODORE PLAYERS

wisely. In other words, you have a great deal to do, and doing it takes a considerable amount of time.

Ultimately, though, *Battles of Napoleon* can be very rewarding. You use your brain rather than your reflexes, and there are virtually no surprises. Strategy, and very little else, decides the outcome of every battle.



1 *Qix*: Level 2 is much more difficult than level 1. The Qix seems almost bent on destroying you. The best tactic may be to build walls, as the manual suggests.

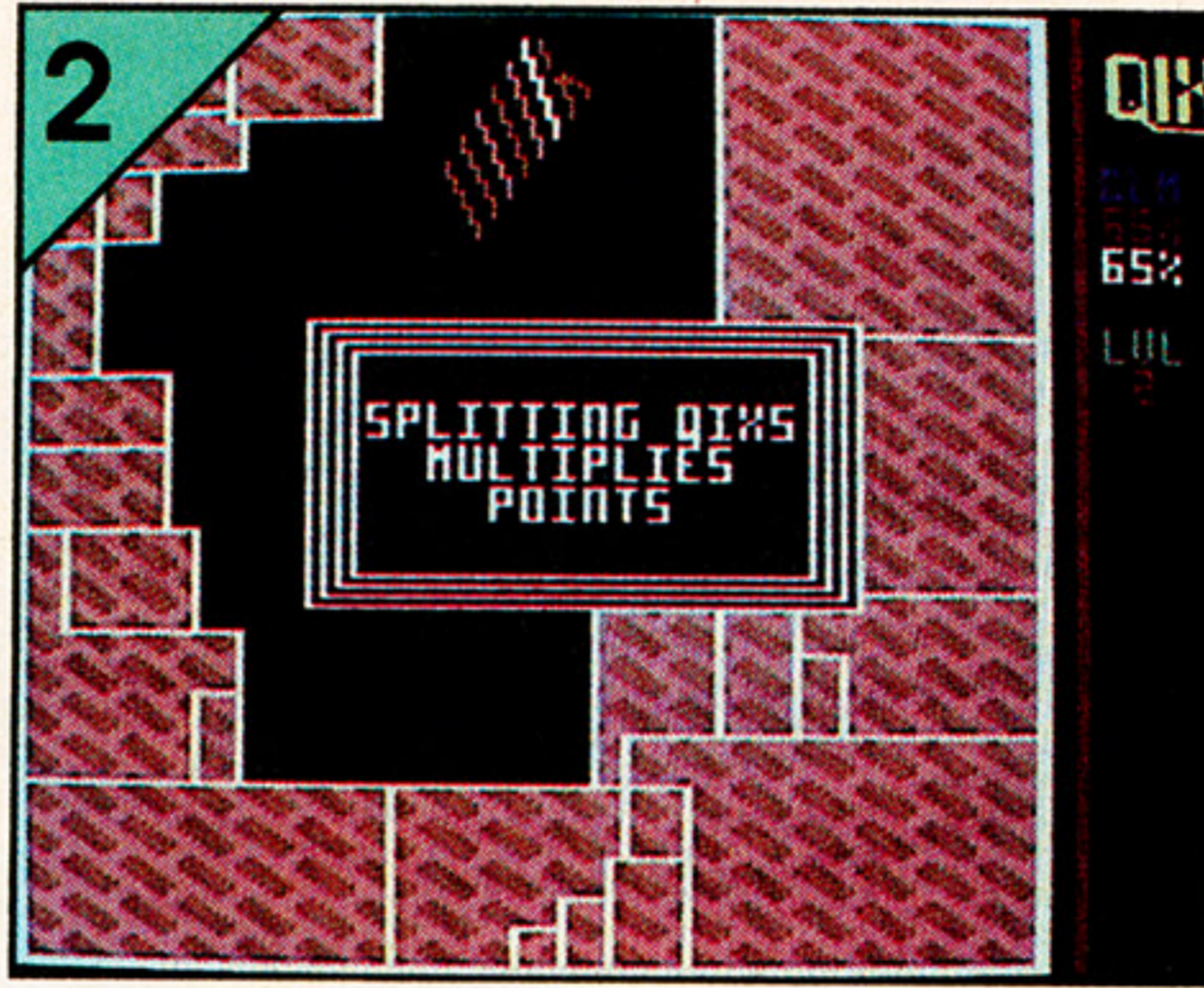
2 *Qix*: You get bonus points for splitting the Qix. But it also means that the next level will have more than one Qix.

3 *Qix*: In addition to the trouble from each Qix, a pair of sparx are above us on the sides.

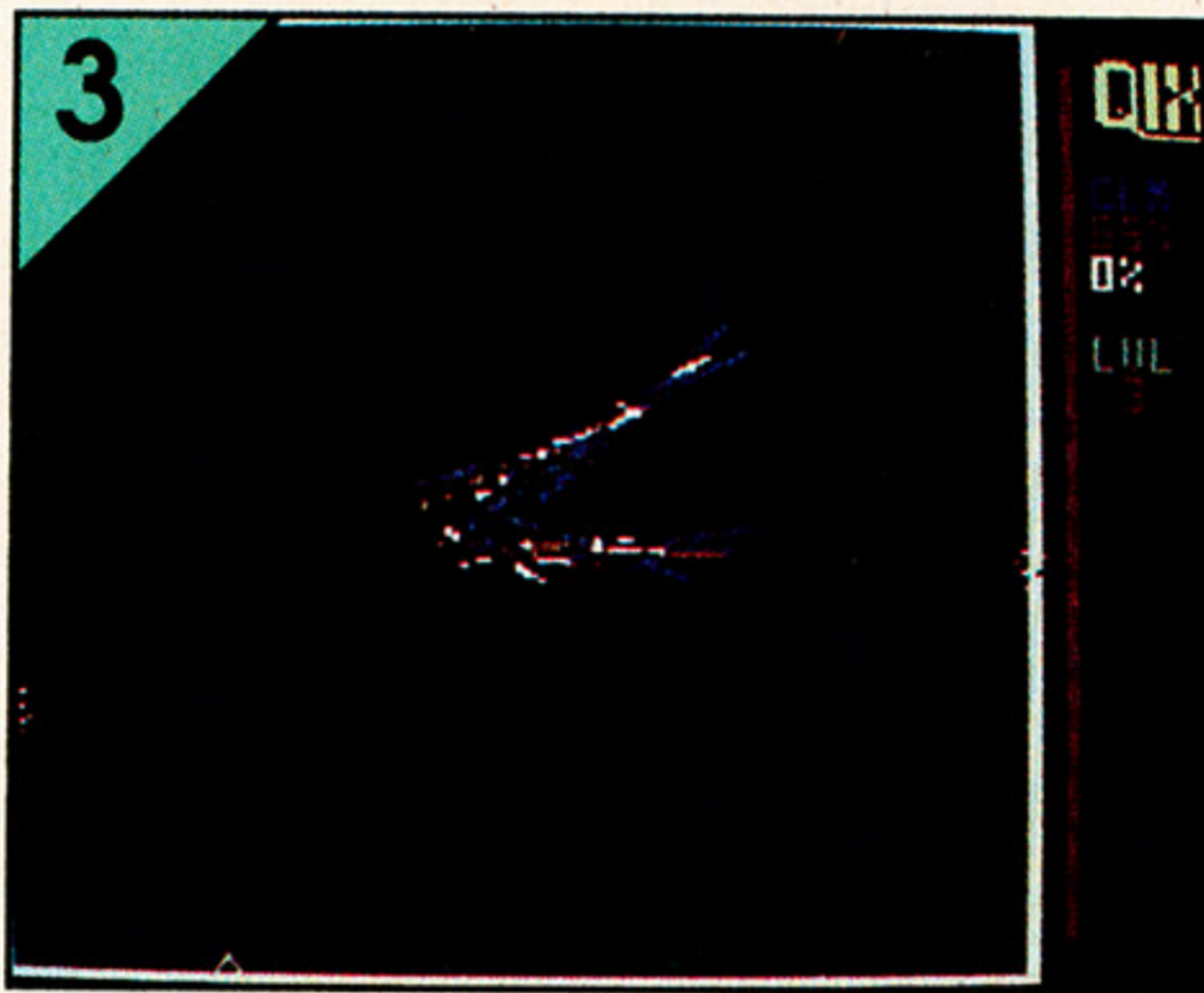
4 *Qix*: On level 4, two fast Qix-things watch our every move. It helps to start this difficult level with an extra life.

The Return Of Qix

Strategy is the focal point of Taito's *Qix* as well, but otherwise it bears absolutely no resemblance to *Battles of Napoleon*. In *Qix*, your goal is to block off 65 percent or



more of the screen, thereby squeezing the destructive "Qix" into an area in which it can do no harm. Ostensibly, the Qix represents a malignant computer virus, but that bit of background isn't really important. In fact, it seems to be merely an attempt to "update" this new edition of *Qix*, a game that first appeared in video arcades and on home computers more than five

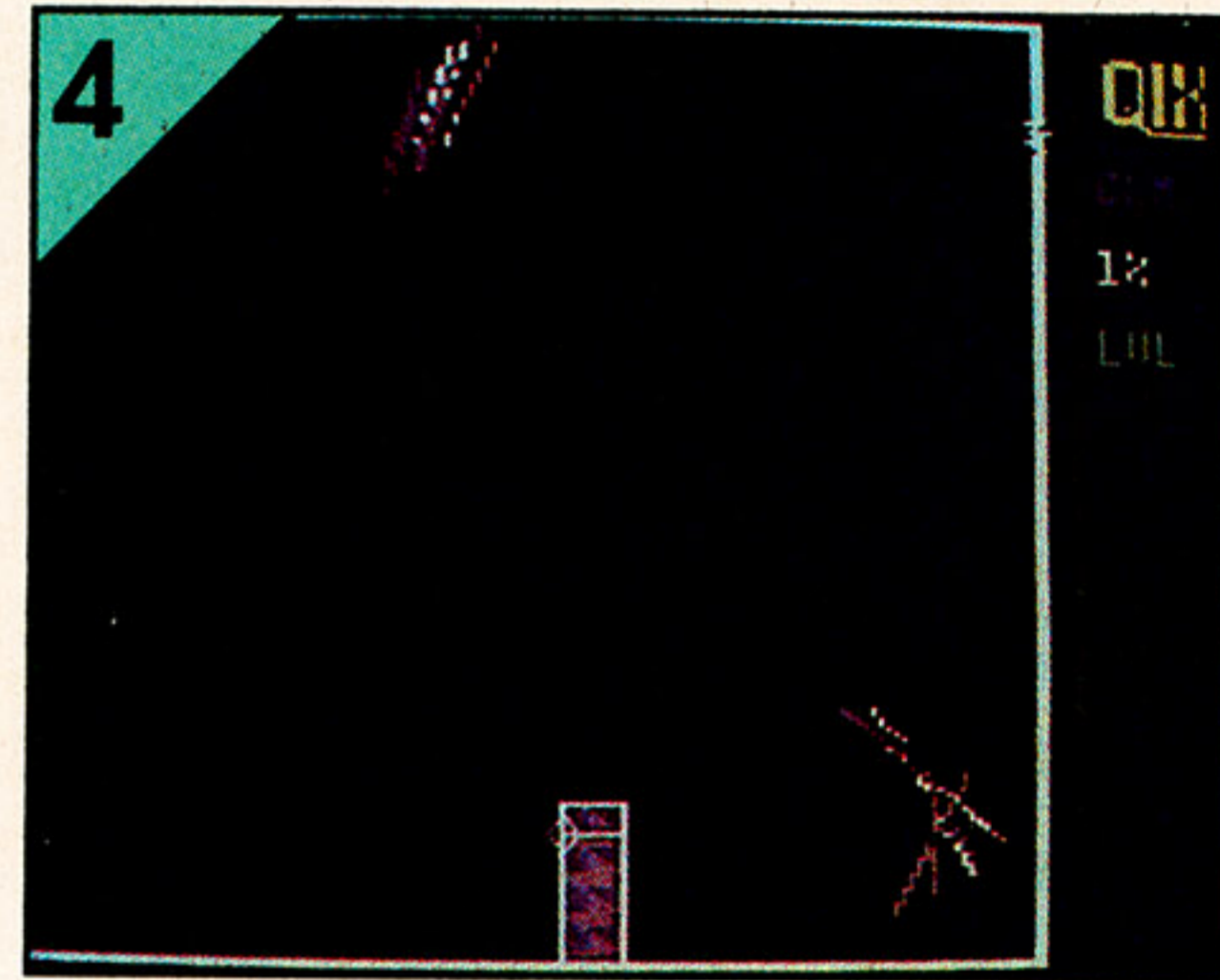


years ago. The new version is being released for the 64/128, Amiga, Apple II, IIGS, IBM compatibles, and the Atari ST.

As each level in *Qix* begins, you face a screen that is blank except for the Qix itself. The Qix is a multicolored thing that rotates and flashes all over the screen, often moving completely unpredictably. To confine it, you must draw blocks on the screen while avoiding its deadly touch.

To draw, you begin at a border and maneuver your drawing tool with the joystick. When you have fully traced a rectangle of any size, the rectangle instantly fills with a colorful pattern, and that portion of the screen is safe from the Qix. Then you must draw another rectangle, either attached to the previous one or started afresh from somewhere else on the border. When you've captured at least 65 percent of the screen, you've cleared the level.

If the Qix touches any part of



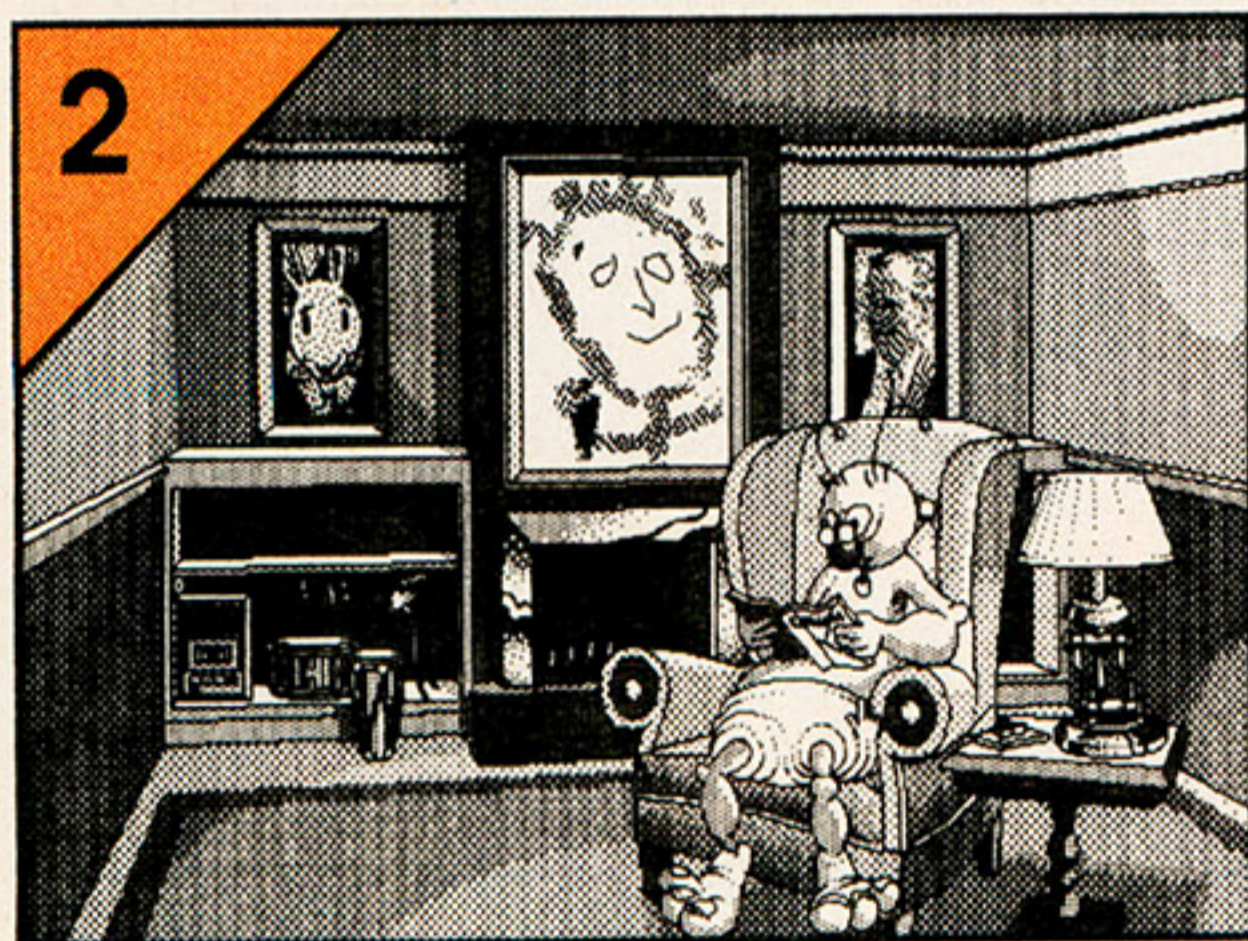
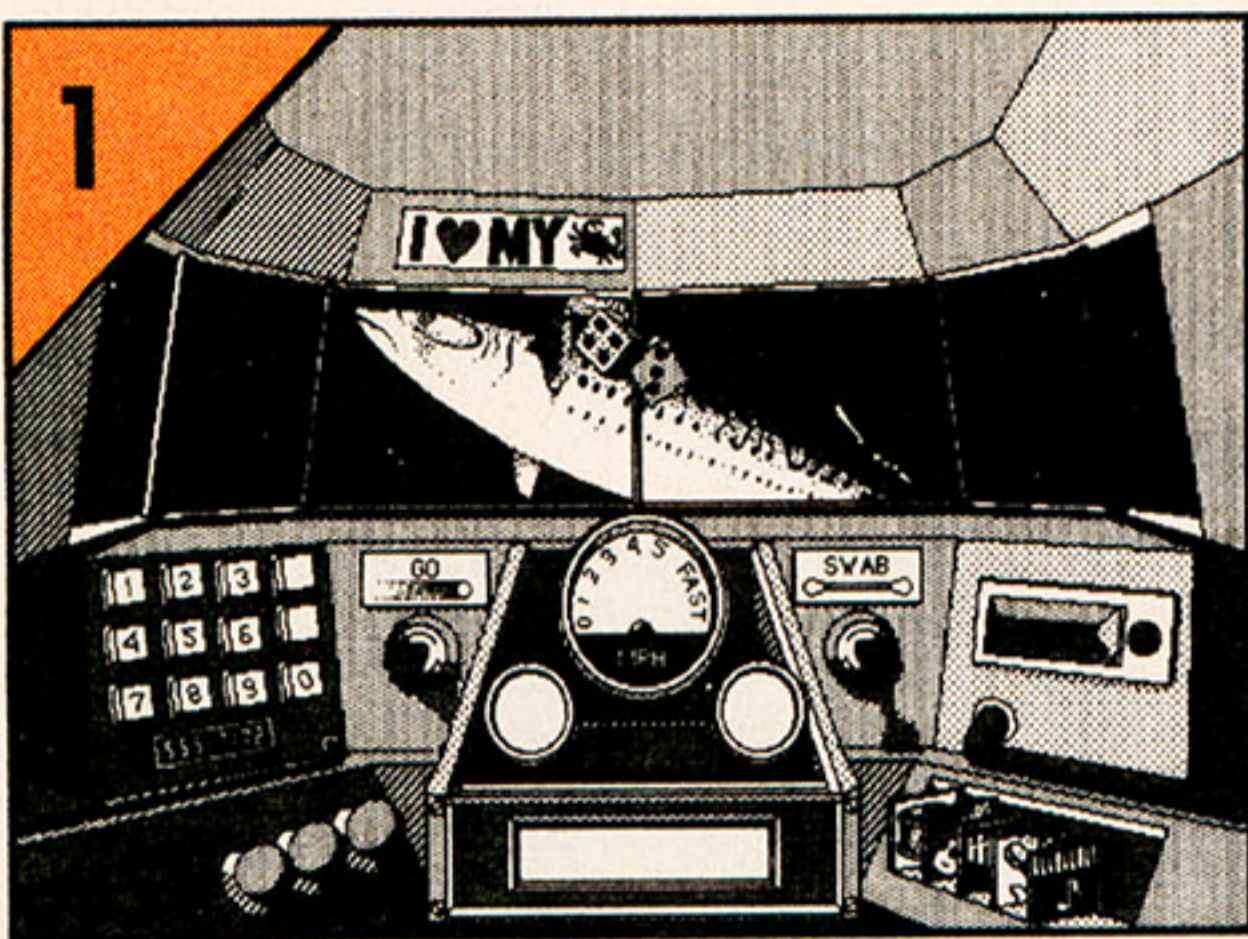
an unfinished rectangle, you lose a life. But the Qix isn't your only enemy — there's also the fuse, the sparx, and the spritz. These are electrical-looking entities that chase after you along the rectangles you've created. If any of them touches you, you lose another life.

You start with four lives, and each 50,000 points generates an extra life. The best way to rack up points is to block off more than 65 percent of the screen. For each additional percentage point, you get 1000 bonus points.

The only real frustration in *Qix* is its insistence on reloading the title screen each time you lose your last life. Except for this annoyance, *Qix* offers a very interesting challenge.

GP

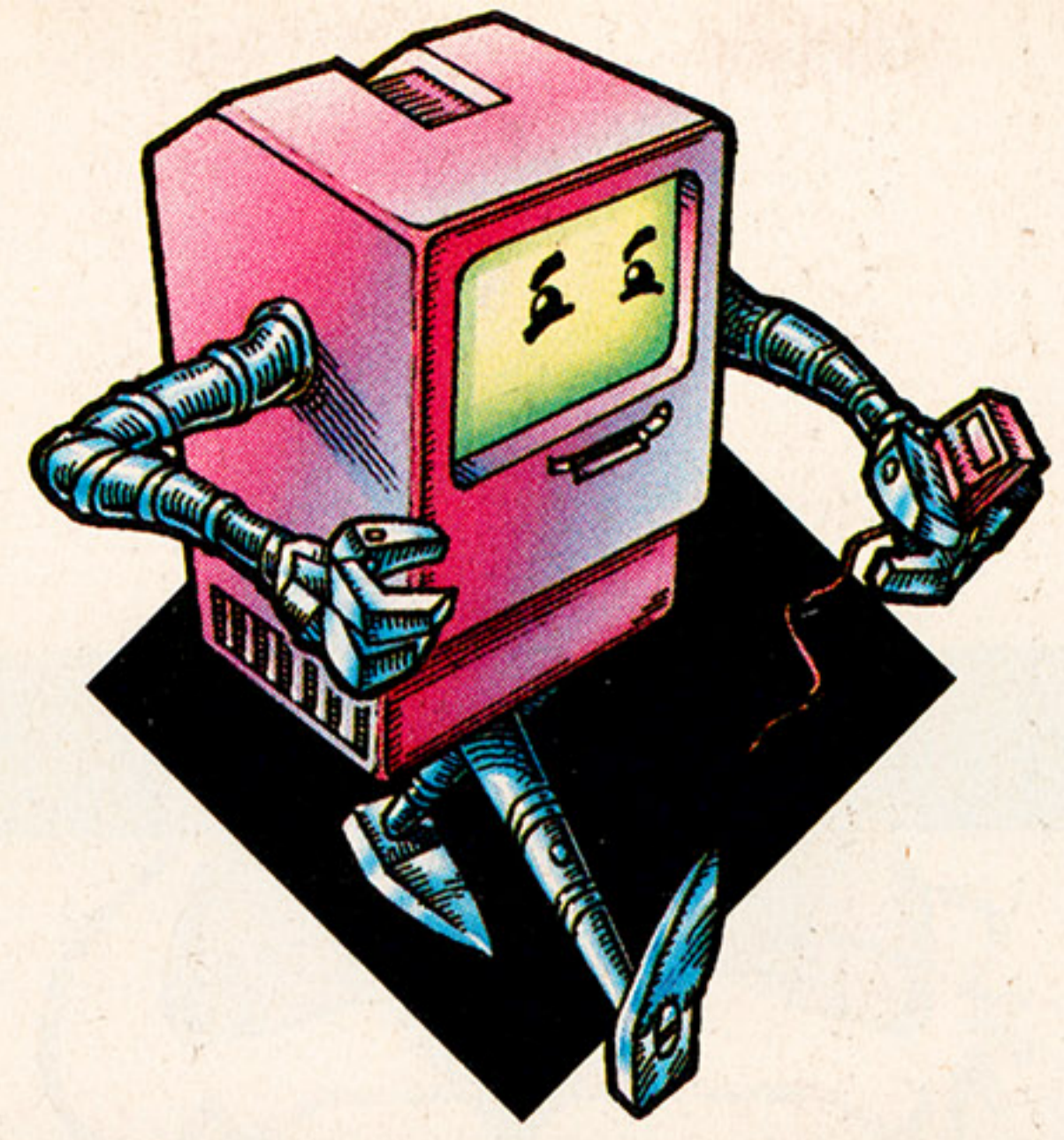
Activision broke new ground in computer entertainment a couple of years ago when it released *The Manhole*. This fantasy *tour de force* used the Macintosh HyperCard environment to bring to life an animated, talking, funny, literary, and uniquely childlike world. It charmed — and impressed — the computer software industry, winning a Software Publishers Award for the Best New Use of a Computer. It has also fascinated thousands of people all over the world.



Now, Activision has released *Cosmic Osmo*, a new and expanded *Manhole*-style exploratory game that's even more whimsical, funny, and enchanting than the original.

The title character, Osmo, made a brief cameo appearance in *The Manhole*, and now he's back with a universe to call his own. Osmo is...well, *Osmo* — a thoroughly original character in a brave new solar system populated by the most eccentric and endearing characters since *Alice In Wonderland*.

By pointing and clicking the mouse, you move around *Cosmic*



MAC PLAYERS

COSMIC OSMO FOREVER!

Selby Bateman

- 1 That's no fish out there. That's a planet! Try shooting a couple of cotton swabs at it.
- 2 This is Osmo at home. Wander around while he reads. Just don't play the drums too loud.
- 3 The picture you draw on this easel may show up later in the game on someone else's wall.

Osmo's universe in *Osmo's* own rocket ship. You can visit four different planets, explore their environments, interact with the inhabitants (many of whom look suspiciously Osmic), listen to music, watch TV, read books, and generally make yourself right at home.

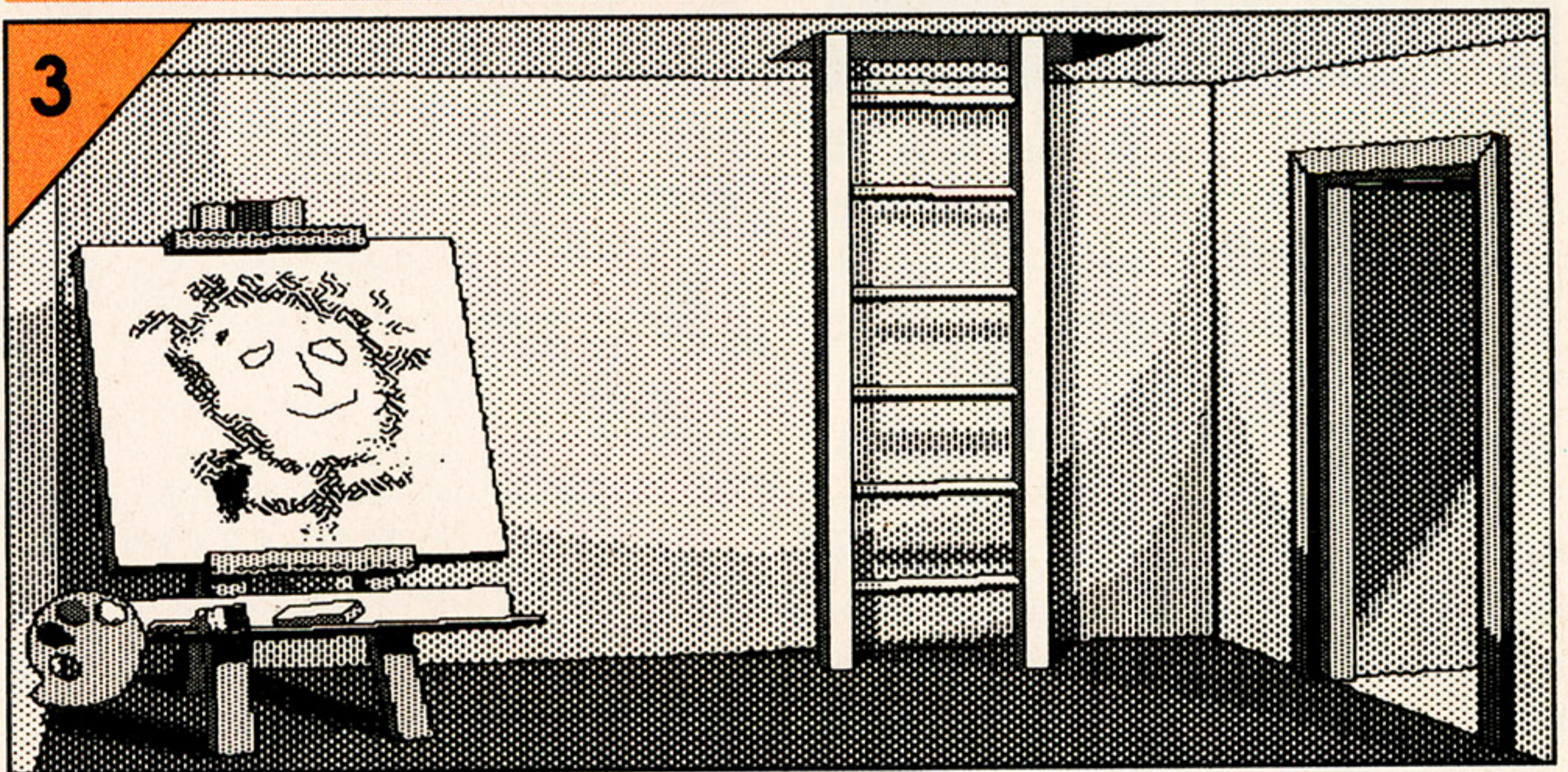
Click on a flower and watch it grow. Wander through strange landscapes and houses, up and down staircases, in and out of holes. Almost anything you see on the screen can lead to something else. If you paint a picture, for instance, you may later find your artwork hanging on the wall of a house on another planet.

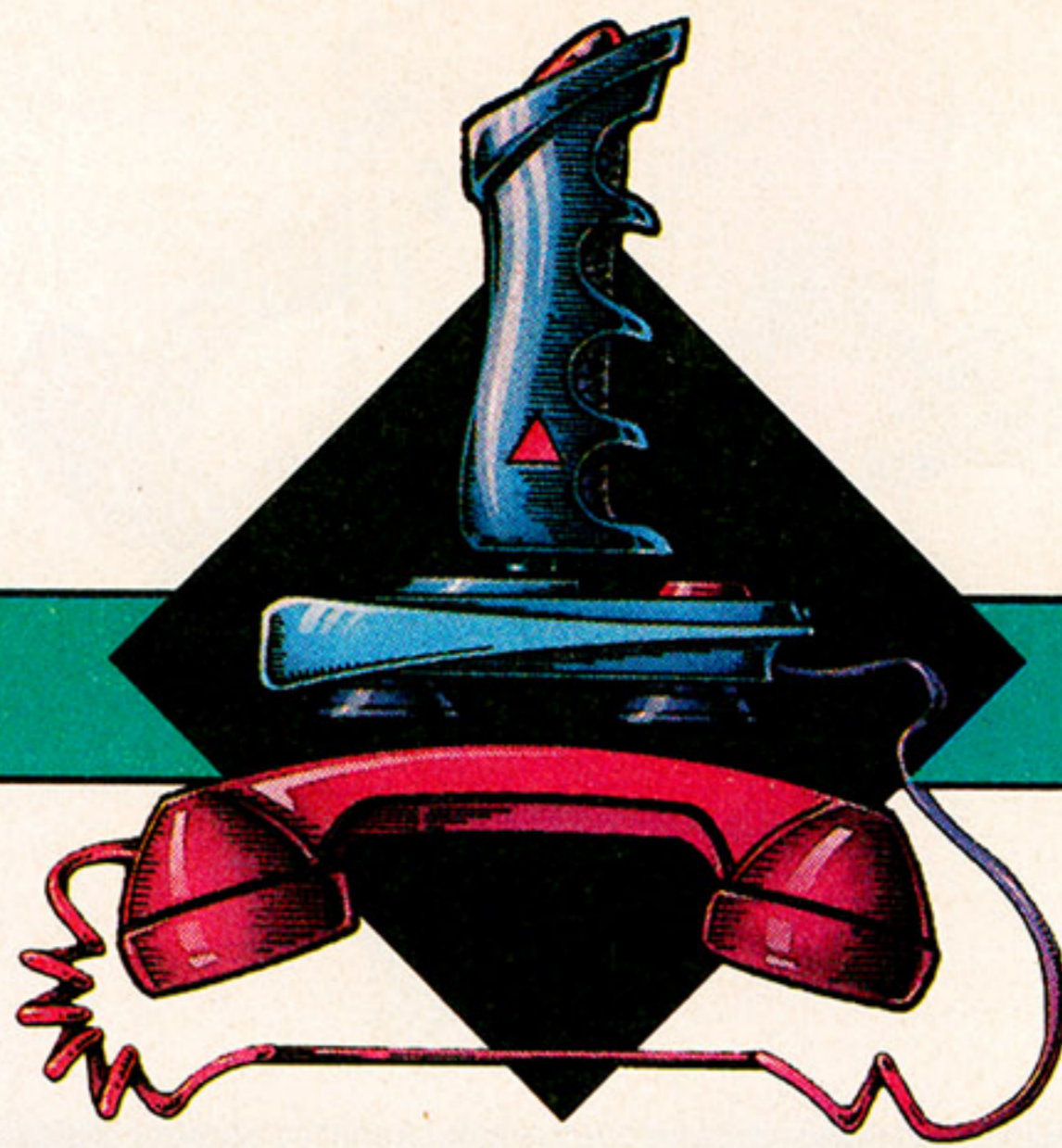
Both *The Manhole* and *Cosmic Osmo* were created by Robyn and Rand Miller, the two brothers who head Cyan Software. Both programs are benign fantasy worlds that are virtual exploratoriums for "children of all ages."

To run *Cosmic Osmo*, you need a Macintosh Plus, SE, or II with at least one megabyte of memory; *HyperCard* 1.2.1 or 1.2.2 (version 1.2.2 is recommended and is included with the game); and a hard disk (the game comes on six 800K floppies or one CD-ROM disc). It's priced at \$69.95.

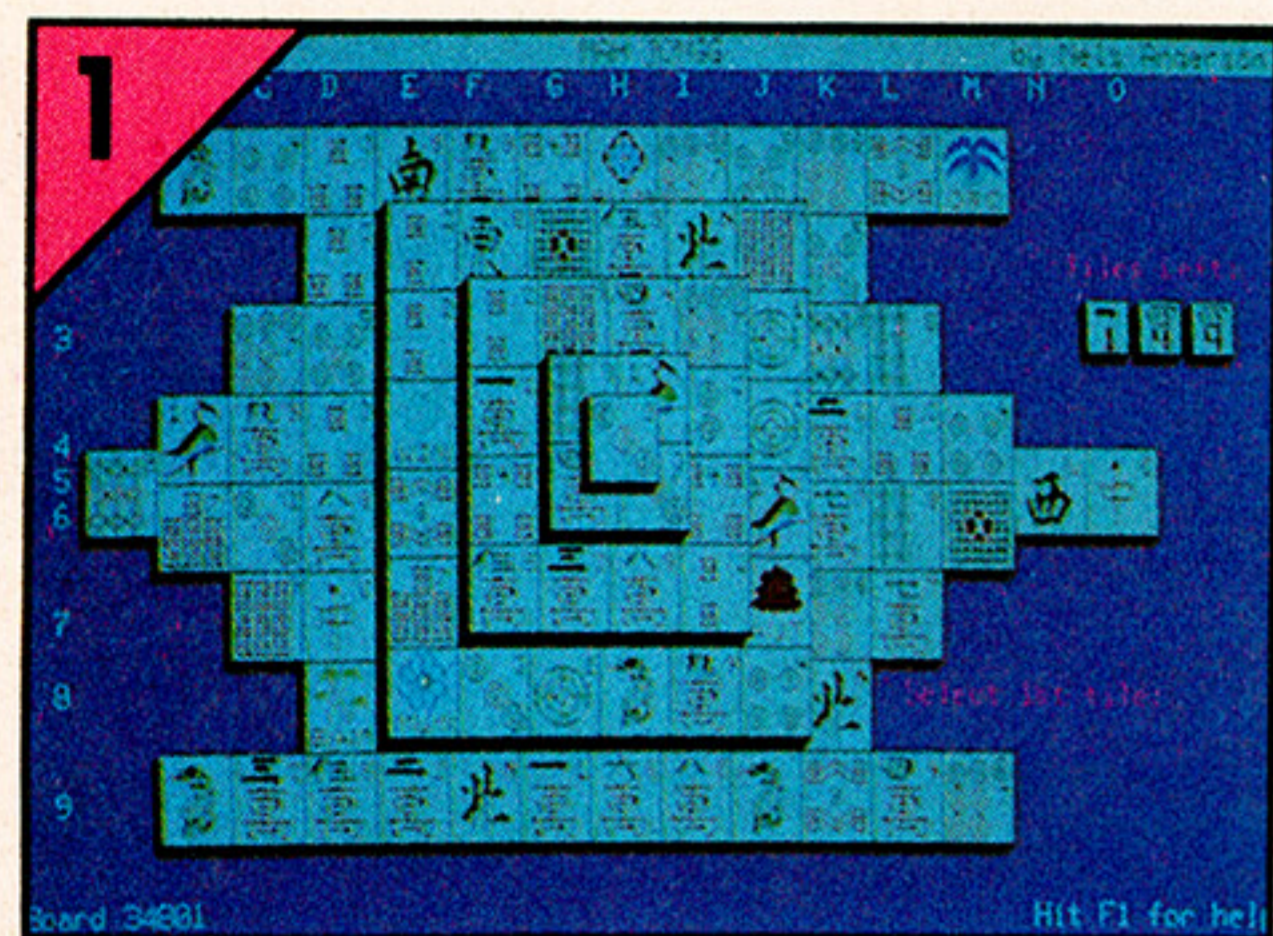
If you have access to a Macintosh, you owe it to yourself to enter the Osmic universe. Just wait 'till you see the Space Spuds!

GP

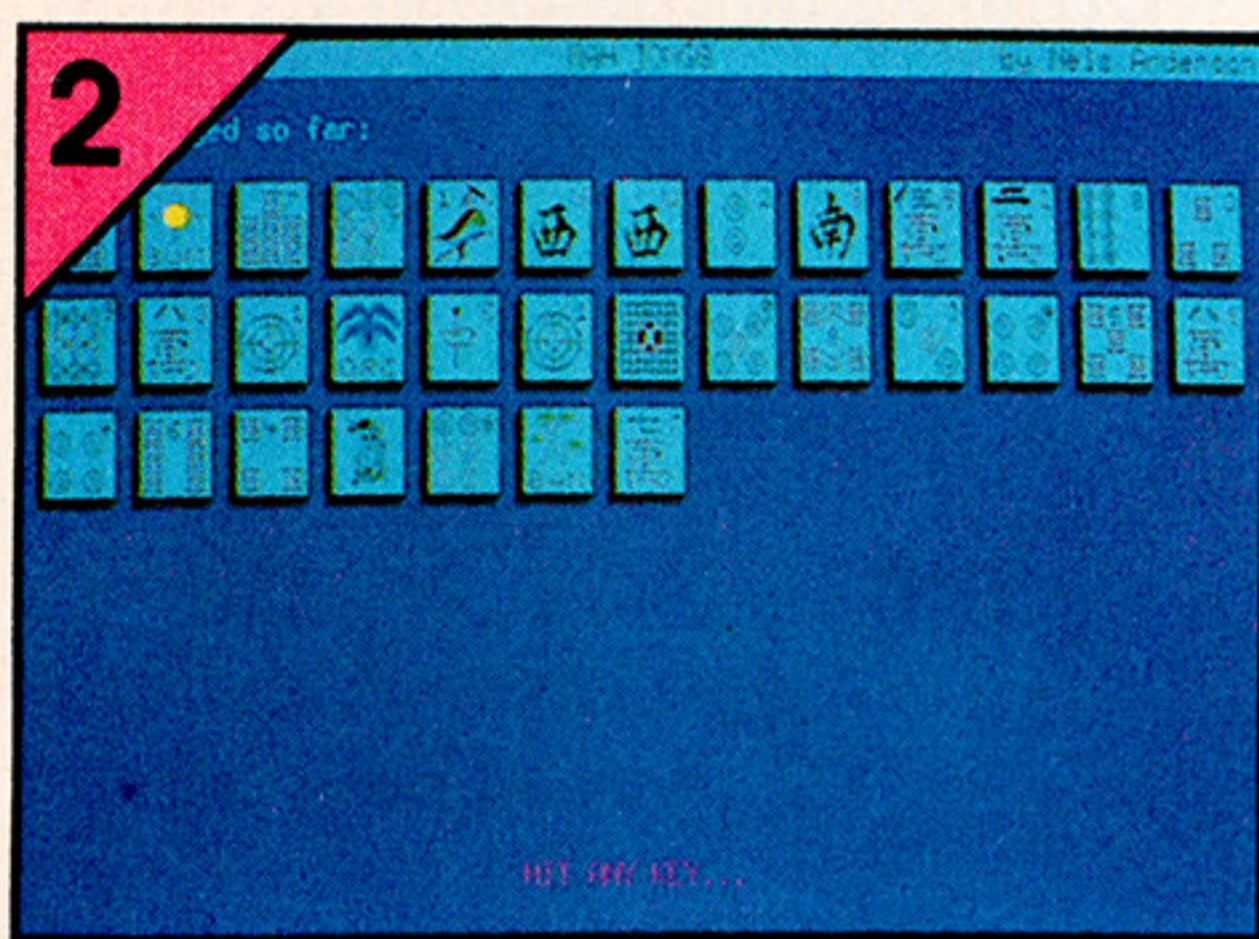




CHEAP THRILLS



The Roaring Twenties was the decade of flappers, raccoon coats, crystal radios, bathtub gin, and Eliot Ness and the Untouchables. It was also the decade of mahjongg (often referred to as *mahj*), an American adaptation of a 3000-year-old Chinese rummy game. Over a period of four years, mahjongg fever swept the United States, and for awhile it even dethroned bridge as the country's favorite parlor game.



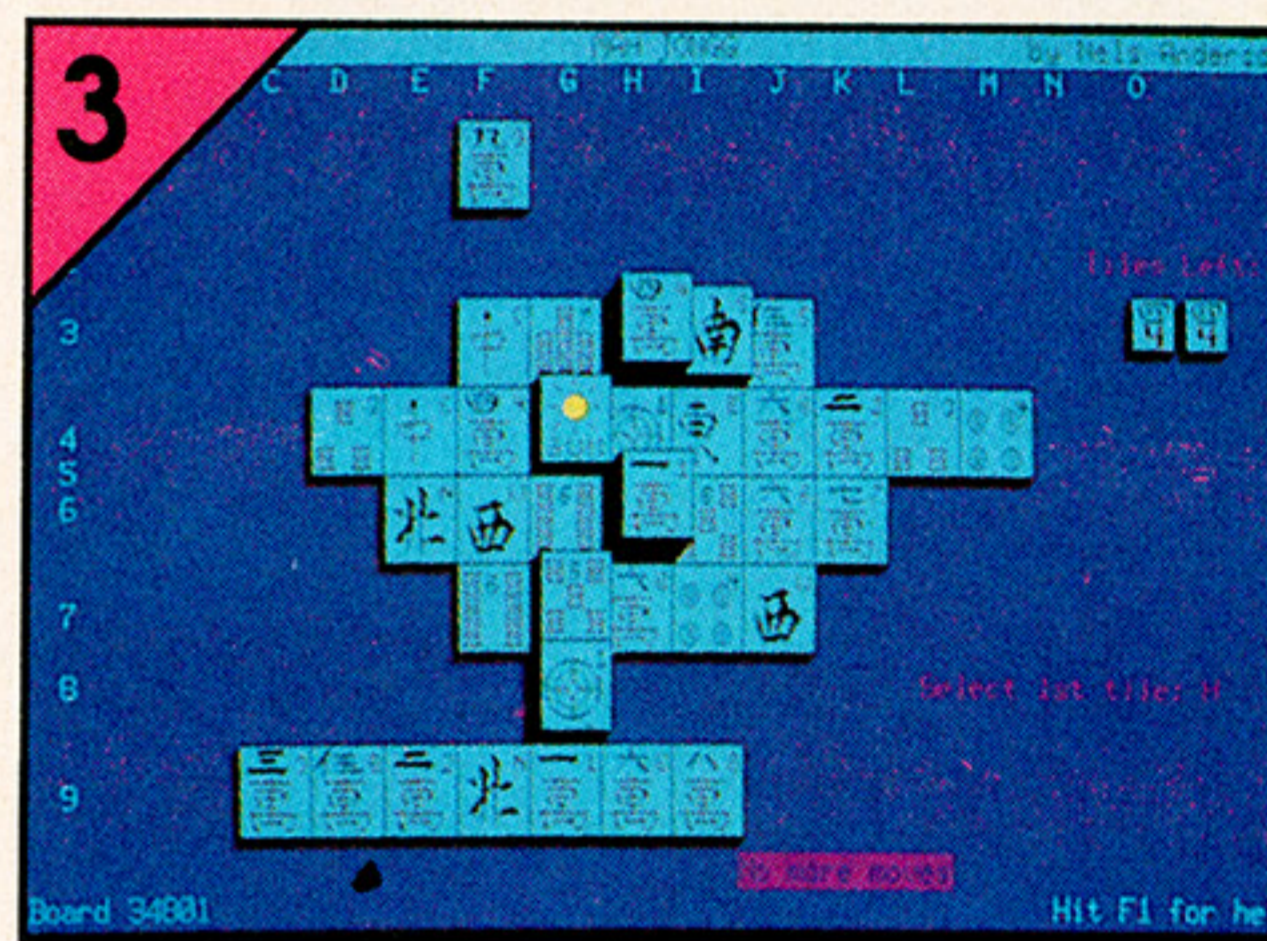
Although the popularity of mahjongg has waned over the years, it still maintains a small but loyal following. Every year the National Mahjongg League releases a new set of "cards" that dictate new point values for scoring. The League even sponsors mahjongg cruises, where like-minded enthusiasts can totally immerse themselves in mahj-

New Age Bingo For The Roaring Eighties

Arlan R. Levitan

mania for a full week at sea.

Over the last few years, attempts to automate the traditional game of mahjongg on personal computers have met with limited success. Like bridge, "real" mahjongg is played with four participants, and much of the attraction of the game is the social interaction that normally takes place at the table, rather than the game itself.



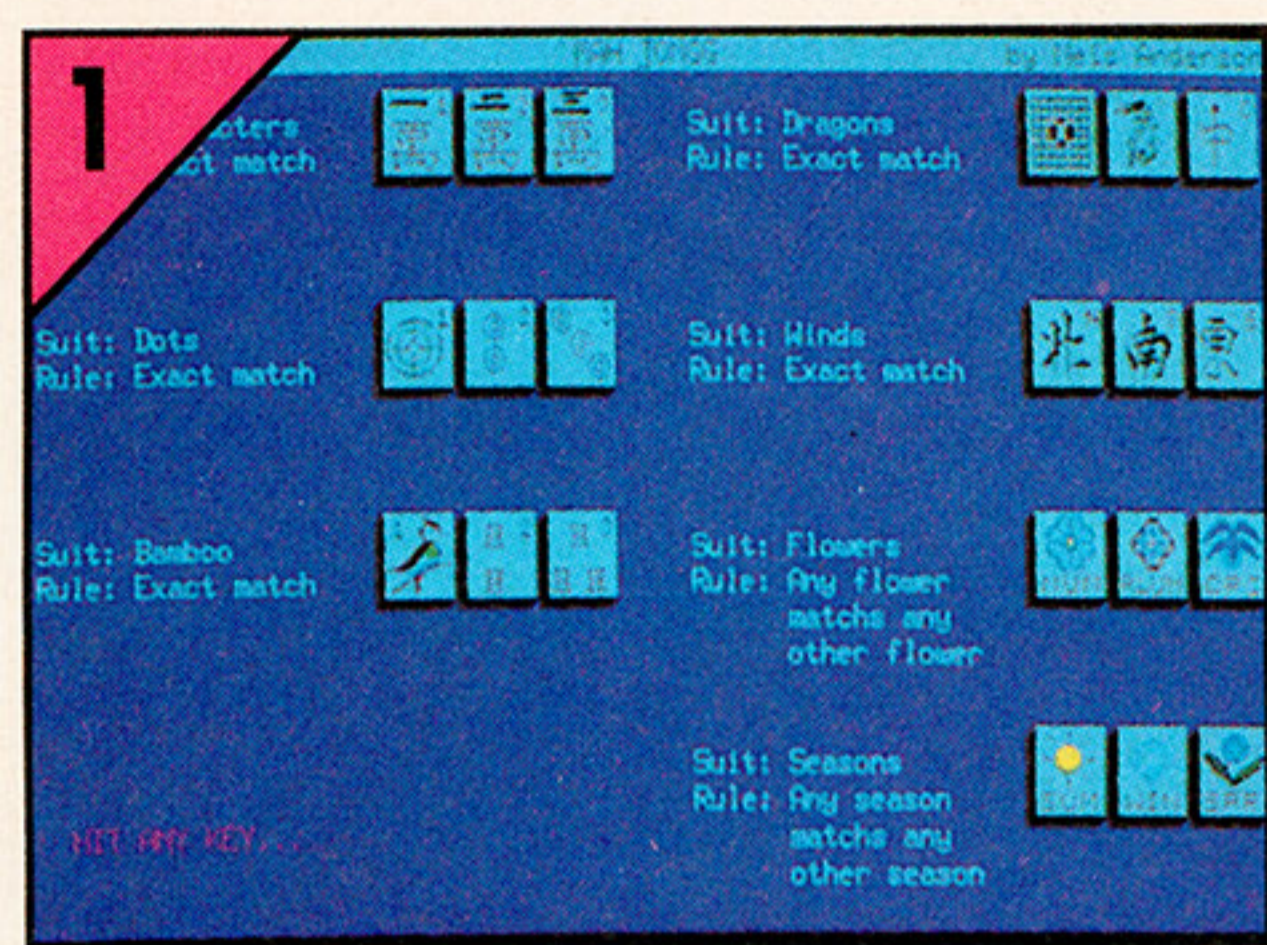
There is one variant of mahjongg, however, that not only lends itself to computerization, but is actually greatly improved by it. During the 1920s, a single-player version of the game — sometimes called Dragon Solitaire — became popular with sleepless mahj mavens who couldn't talk three friends into a game of real mahjongg at 2 o'clock in the morning. As with many solitaire-type games, this version of mahjongg truly benefits by having a computer act as an unbiased referee.

Nels Anderson, the author of *EGA Trek* ("Cheap Thrills," June/July 1989 *Game Player's*), has been working on a computerized version of Dragon Solitaire for several years. Version 3.0 of his program puts this variation of mah-

- 1 *Mah Jongg*: One look at this gorgeous EGA screen reveals how much effort went into the oriental designs of the tiles.
- 2 At any point in the game, you can find out which tiles you've already played.
- 3 You can ask for help by typing H; if no more moves are possible, the computer tells you.

jongg at the head of the class of shareware games for IBM PCs, Tandys, and compatibles. Its outstanding graphics, however, do require either an EGA or Hercules graphics card—CGA won't work.

In actual play, Anderson's *Mah Jongg* bears little resemblance to the traditional game of mahjongg. It does away with three of the four players, resulting in a game that combines the elements of 52-card



solitaire and dominoes. The only direct link to the traditional mahjongg is that *Mah Jongg* is played with the same 144 pictographic tiles.

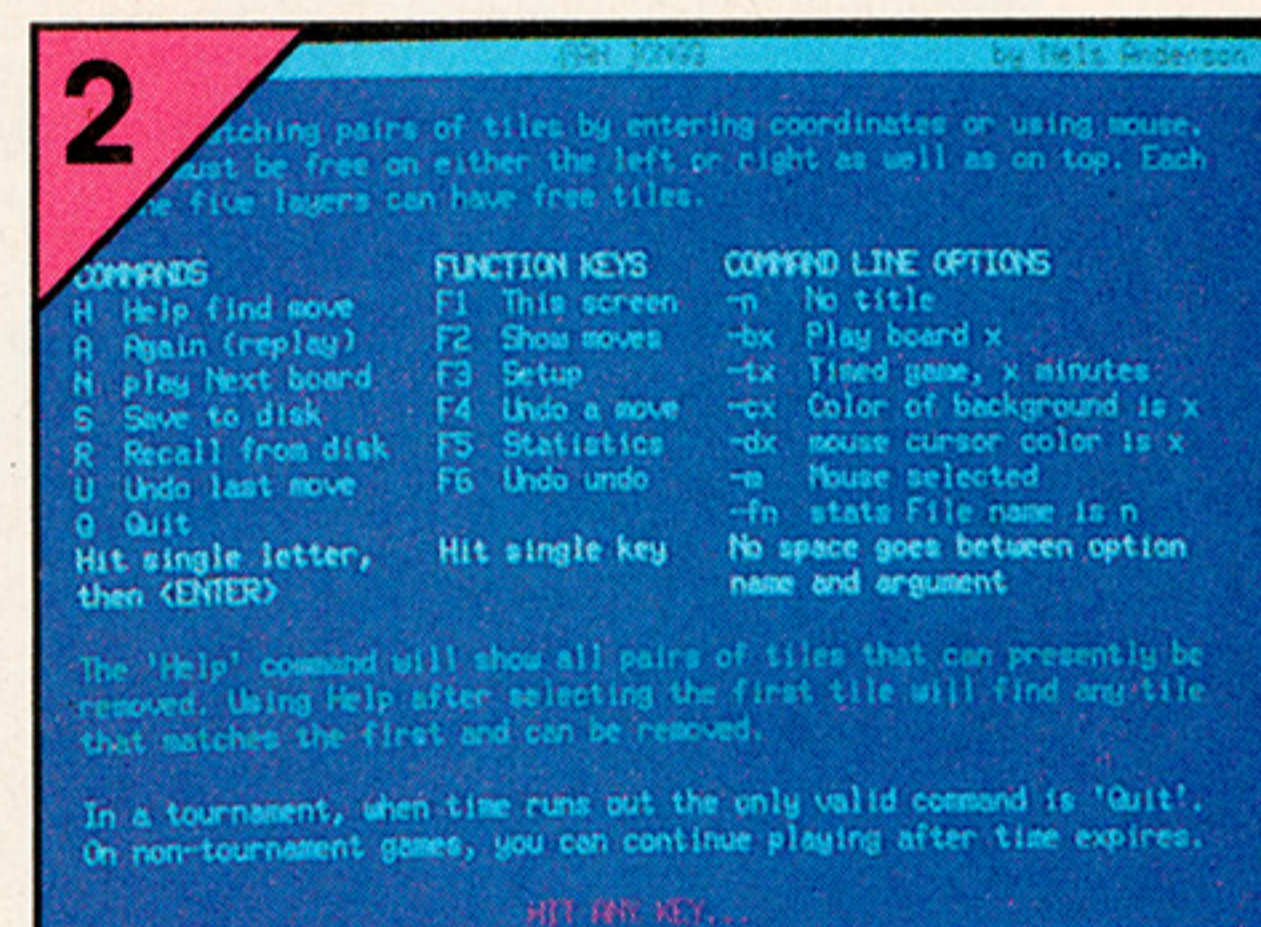
At the beginning of *Mah Jongg*, the computer automatically arranges the 144 tiles in a five-layer pattern called "the dragon." The shape and layout of the dragon are always the same, but the positions of individual tiles vary from game to game. The object of *Mah Jongg* is to remove the tiles in matching pairs until the board is empty.

Matching together pairs of tiles isn't that easy, though. Only tiles located at the end of a horizontal row may be paired. In other words, either the left or right side of a tile must be free (not adjacent to another tile) before it can be matched. Most of the 144 tiles are four of a kind, however, so it's not unusual to encounter situations in which there's more than one match for a certain tile.

The rules and game play are deceptively simple. On the surface, it's difficult to believe that such a game could hold one's interest for any length of time. But after

three or four games, most *Mah Jongg* players will find themselves trapped in the classic "just one more time" loop that can keep you awake well after your local TV stations have signed off with the national anthem.

Although you can select the tiles to be paired by entering coordinates with the keyboard ("H5," "M6," and so on), *Mah Jongg* makes excellent use of a mouse, if one is available. And version 3.0 adds lots of new features that make *Mah Jongg* equal to or better than some commercial games of the same ilk. You can call up complete help screens, change the background color of the display, review the tiles you've removed so far, and keep a running history of personal playing statistics. Users who occa-



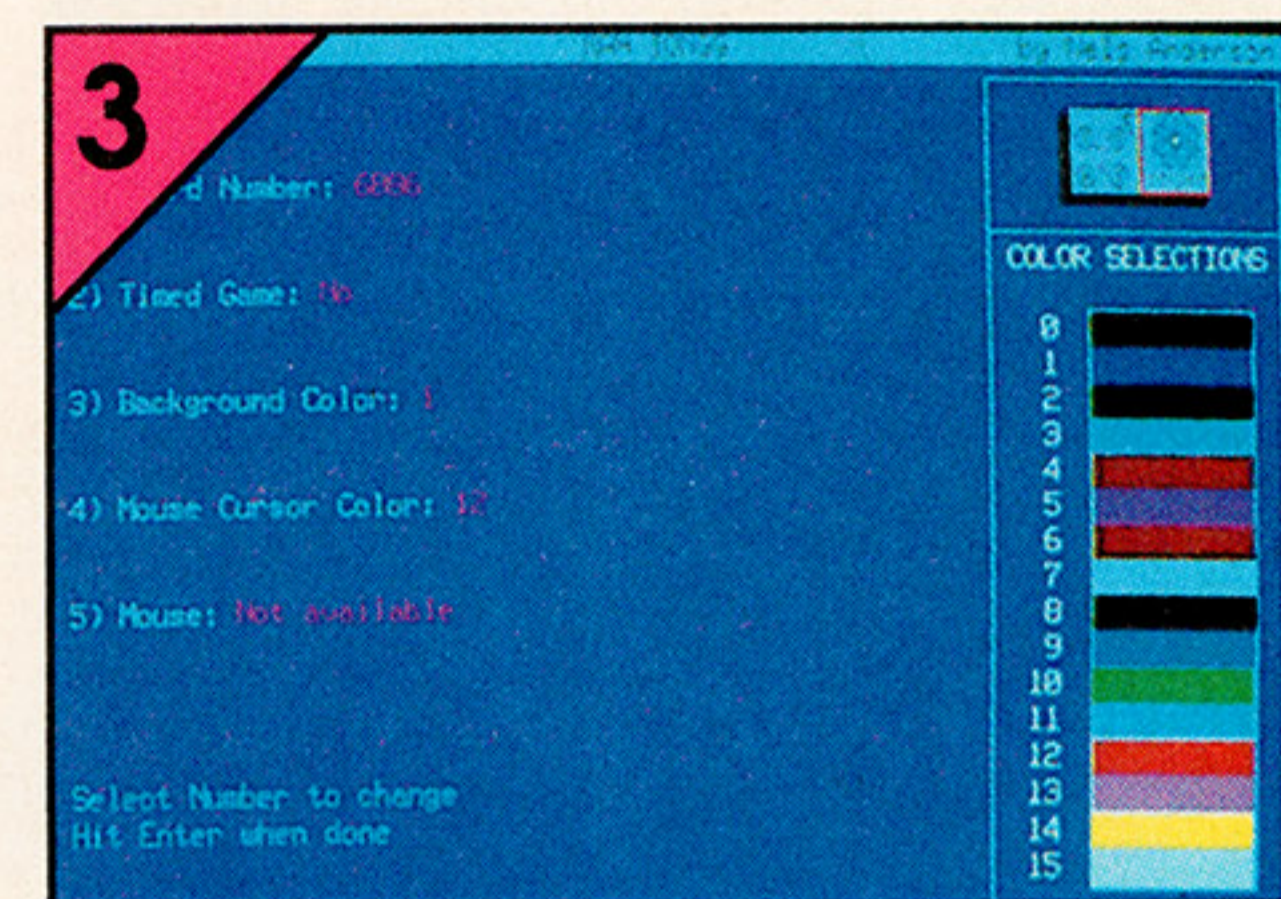
sionally employ *Mah Jongg* to relieve on-the-job stress will appreciate the usual "boss key" feature: Punching the F10 key replaces the game screen with a nondescript directory listing.

An undo feature allows you to reverse your last move. If you can't

- 1 Help screens explain how to play the game, including the rules for pairing tiles.
- 2 Additional help screens list the wide variety of commands and options available.
- 3 You can even customize the screen colors and keep track of vital statistics.

CHEAP THRILLS

decide which move to make next — or if you can't spot any more legal moves at all — another feature permits the computer to make



a suggestion. If there are indeed no more legal moves, the computer tells you that, too.

Because a thoughtful game of *Mah Jongg* might last for 30 minutes or more, you can also save a game in progress and reload it later from disk. This feature is useful, too, for seeing how an alternate move might change the whole course of the game. Keep in mind that your ultimate success in *Mah Jongg* is largely determined by the sequence in which you remove the tiles, and that sometimes you have a choice between two different tiles when matching a pair. Since the wrong choice could doom your chance to win, you can save the game before making the move, continue the game from that point, and reload the game if you hit a dead end.

Another interesting feature is the tournament-play mode. This allows multiple players to try their luck with the same arrangements of tiles. The player who removes the most tiles over the course of a

CHEAP THRILLS

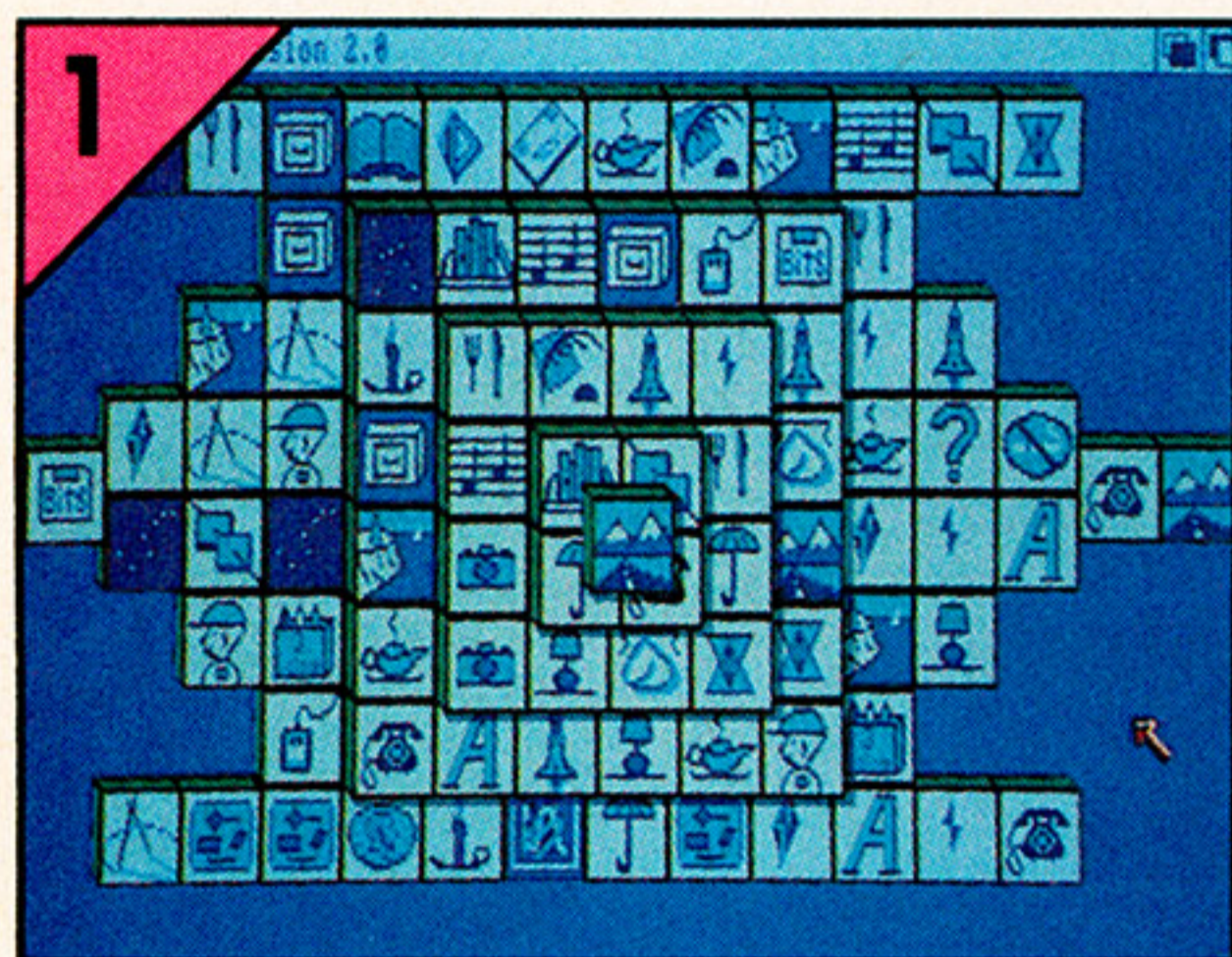
able in PC shareware. Anderson can be contacted at 92 Bishop Drive, Framingham, MA 01701.

Tiles! For Amiga

Amiga owners who'd like a good game of Dragon Solitaire aren't completely out of luck, although they're at somewhat of a disadvantage. *Tiles!*, by Todd Lewis, offers similar game play, but with a much less polished appearance. It also has none of the features that make its PC-based cousin a real standout.

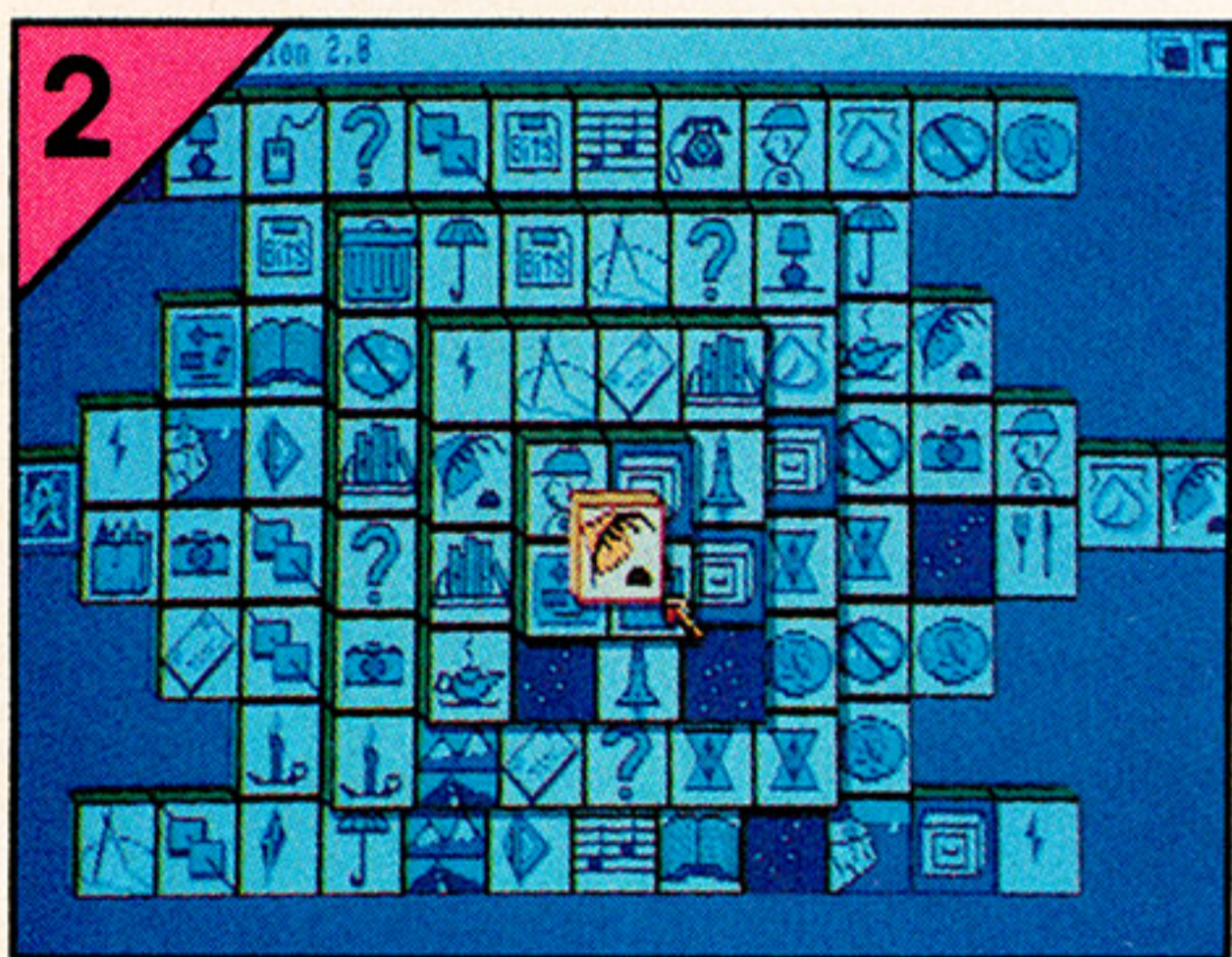
On the plus side, *Tiles!* is free — it's in the public domain, rather than shareware. It's also a bit easier to find matching pairs, since the tiles have markedly different (occidental) designs. Perhaps Lewis or some other enterprising Amigaphile will take up the gauntlet, modify the program, and show everyone what the Amiga can really do.

You can contact Lewis at C.B. #3450, 402 Hanes Hall, University of North Carolina, Chapel Hill, NC 27599.



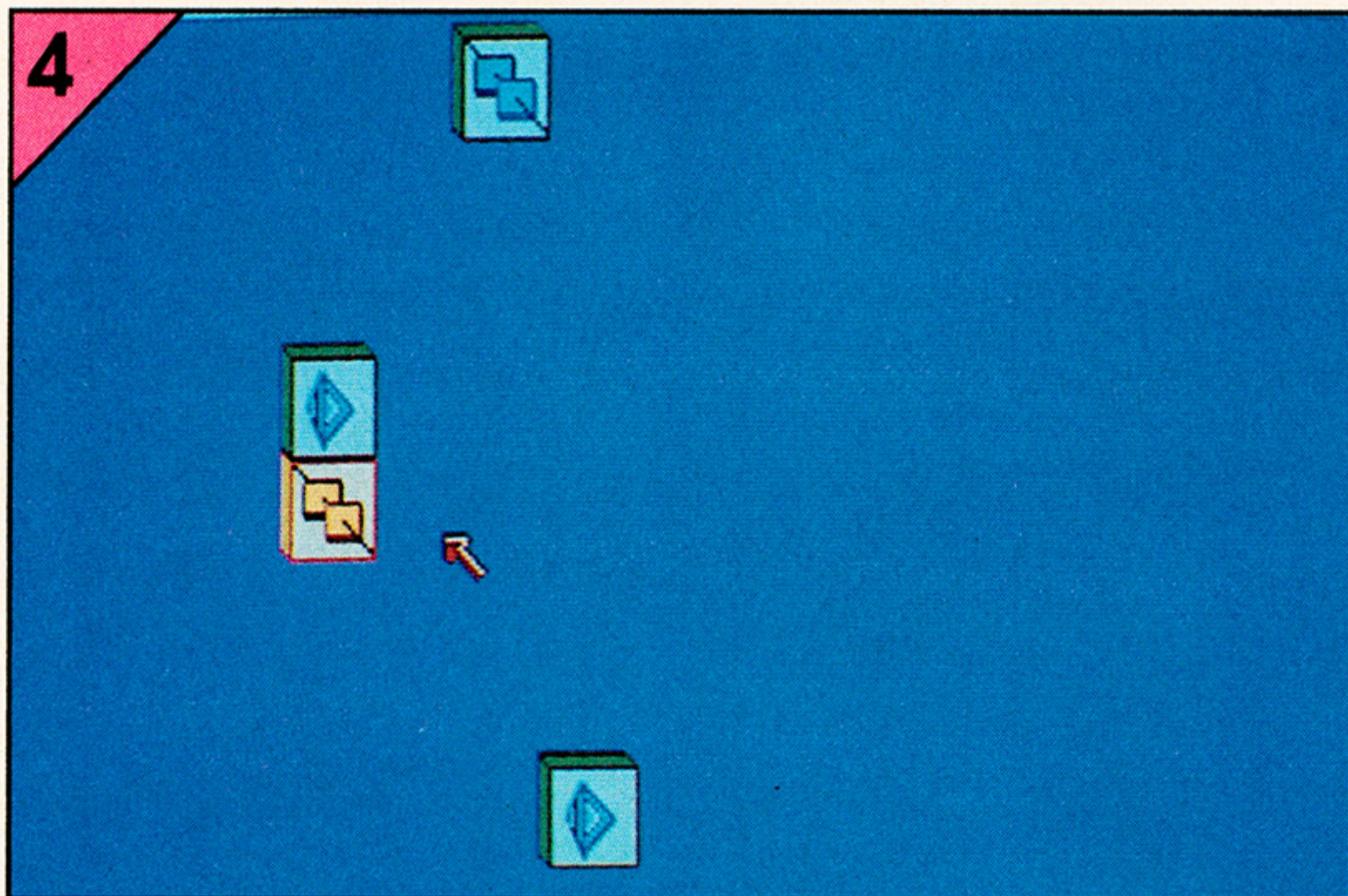
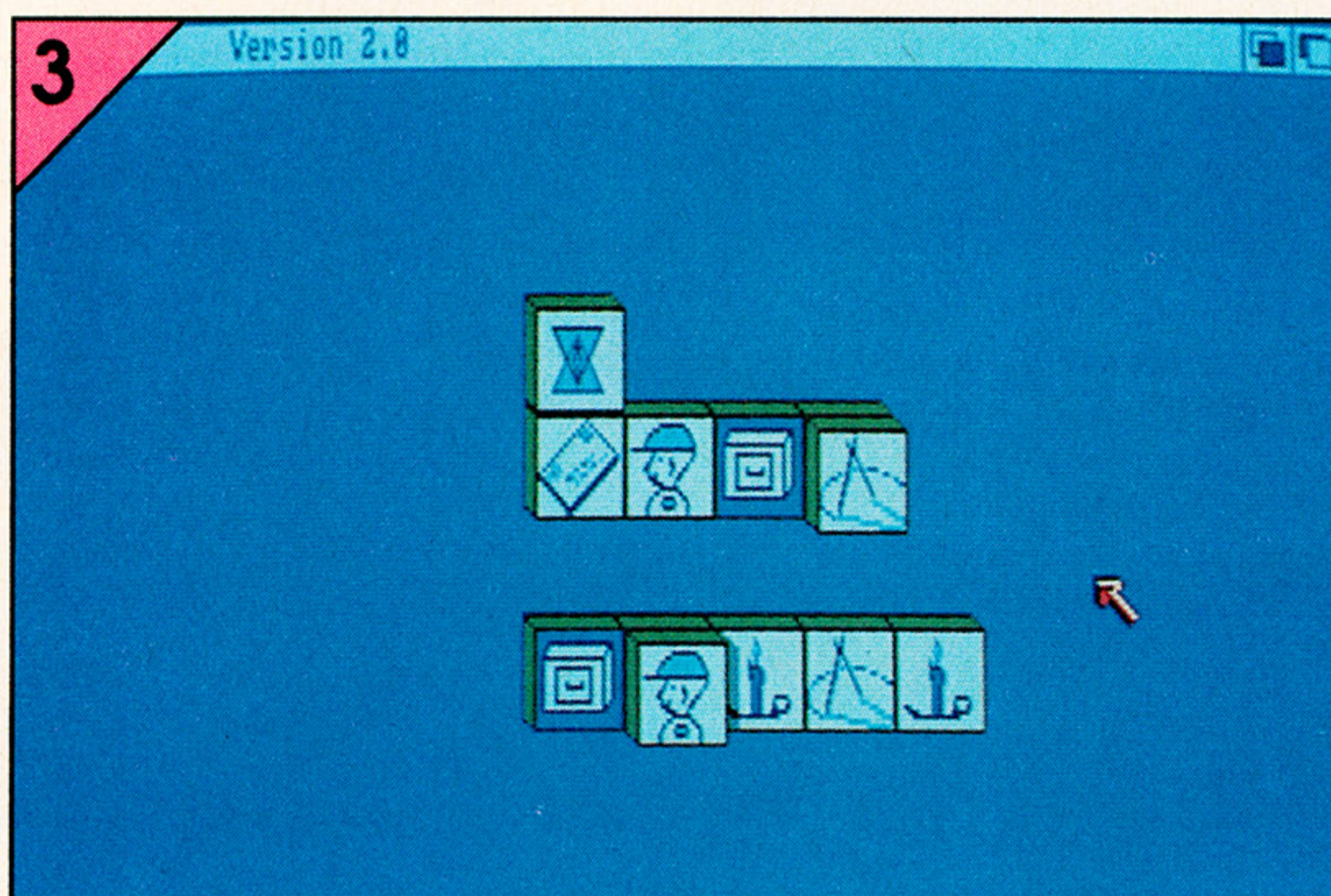
given number of hands is the victor.

With more than 64,000 different setups possible, each game of *Mah Jongg* has its own distinctive set of challenges. In fact, the program assigns each setup a unique number, which is displayed on the screen. By jotting down this number for future reference, you can re-create a favorite or particularly



challenging setup at will.

Anderson has lavished a great deal of loving care on the appearance of *Mah Jongg*. The oriental designs on the faces of the tiles are very detailed, colorful, and visually pleasing. The game's quality of play, outstanding appearance, and smooth operation make Anderson's suggested contribution of \$10 one of the best bargains avail-



- 1 *Tiles!*: On the Amiga, the tile designs are more occidental than oriental.
- 2 To select a tile, just point with the mouse and click.
- 3 It's frustrating to get this far and realize no further matches are possible.
- 4 On the verge of victory — only two more pairs to match!

NINTENDO® GAME of the MONTH

In feudal Japan, one image struck fear into people unlike anything else — that of a man clad in black from head to toe. The *ninjas* were highly skilled fighters who wielded small arsenals of secret weapons and devices. Often, they offered their deadly services to feuding warlords, who were constantly locked in a struggle for supremacy. The cloak-and-dagger

忍
者

ninjas adhered to a rigid code of honor modeled after Bushido, the way of the samurai warriors. "An eye for an eye" defined their way of life.

In *Ninja Gaiden*, the Hayabusa clan is one of the last remaining vestiges of the golden era of ninjitsu. Its elder, Hayabusa Ken, has just been killed in a duel. Ken's son, Ryu, after reading a letter left to him by his father, embarks on a journey to America to find out what really happened.

NINJA

G A I D E N





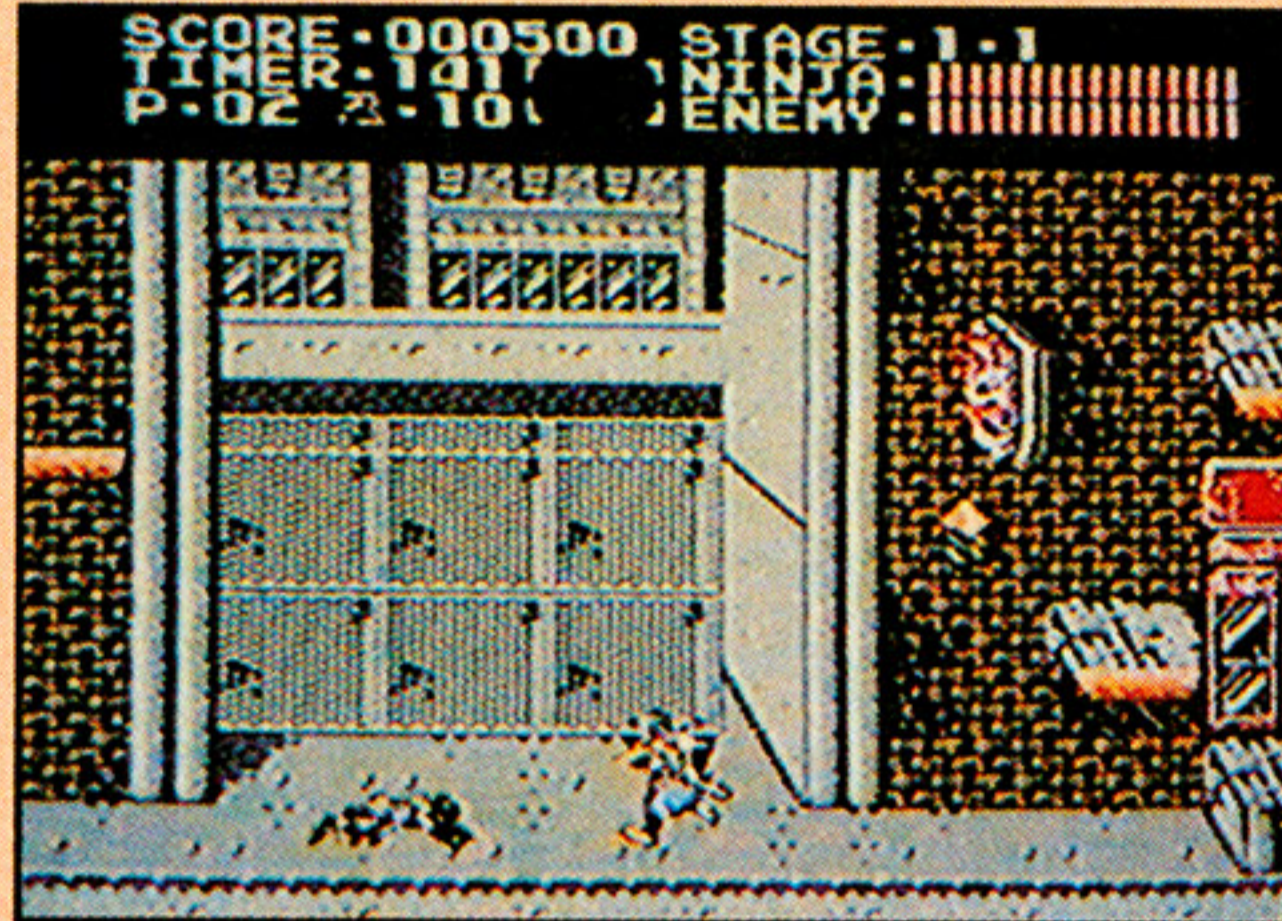
Act I: Destiny



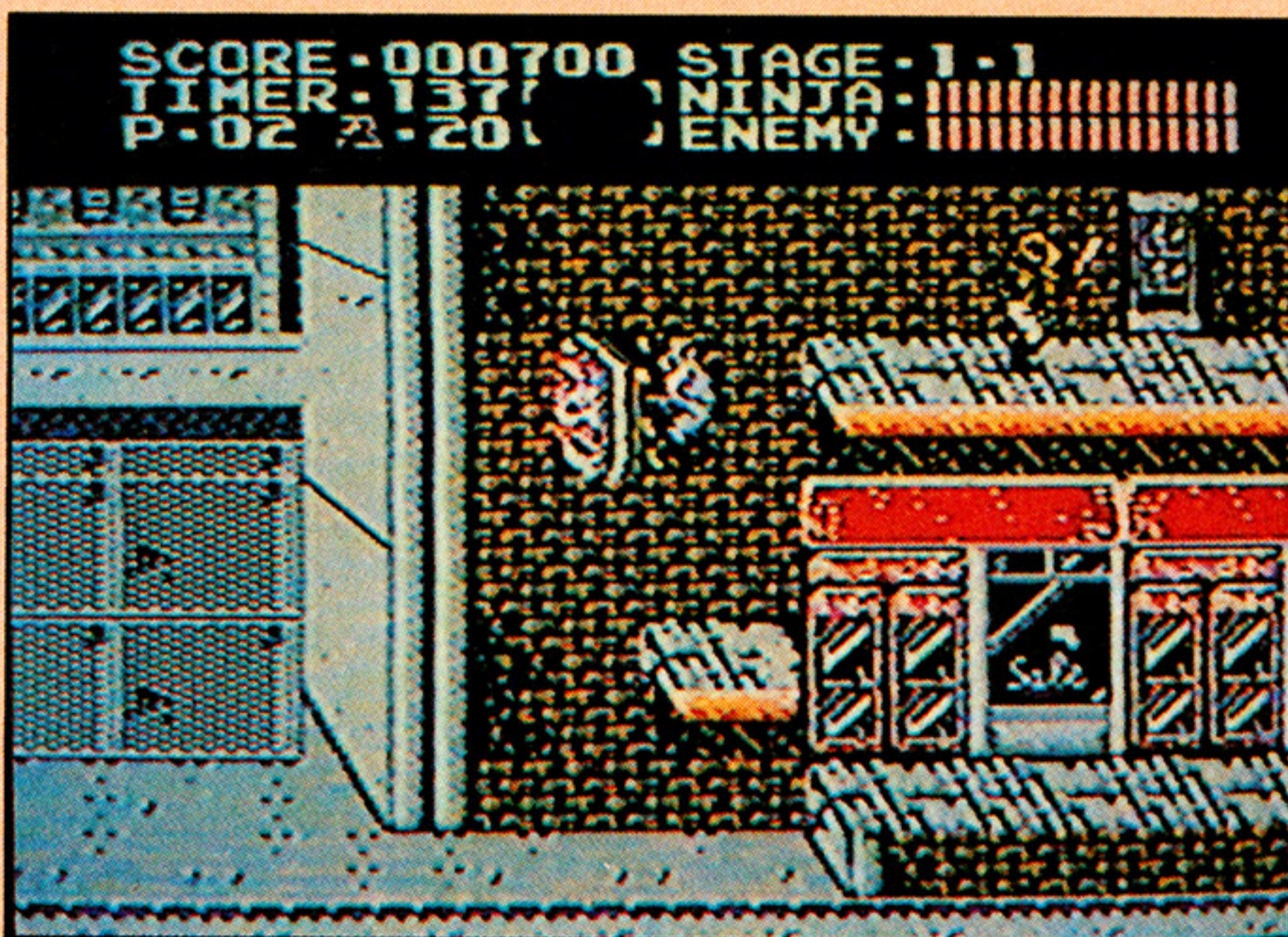
To initiate a sound test, press the control pad downward and to the left, then press the A, B, and Select buttons with your other hand at the same time. Finally, press Start.



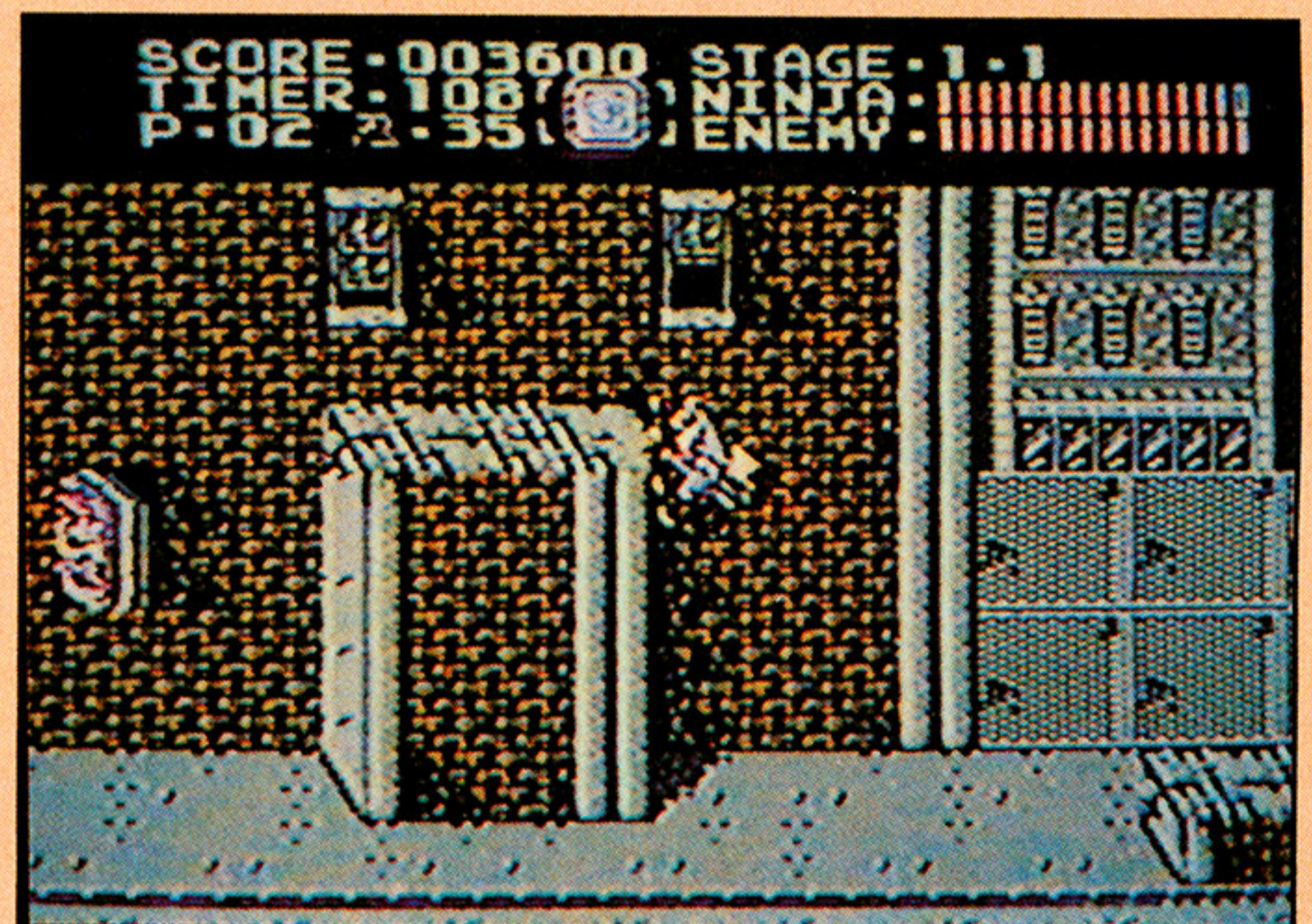
Act I begins in the streets of Galesburg and takes Ryu to Jay's Bar for a duel with Barbarian.



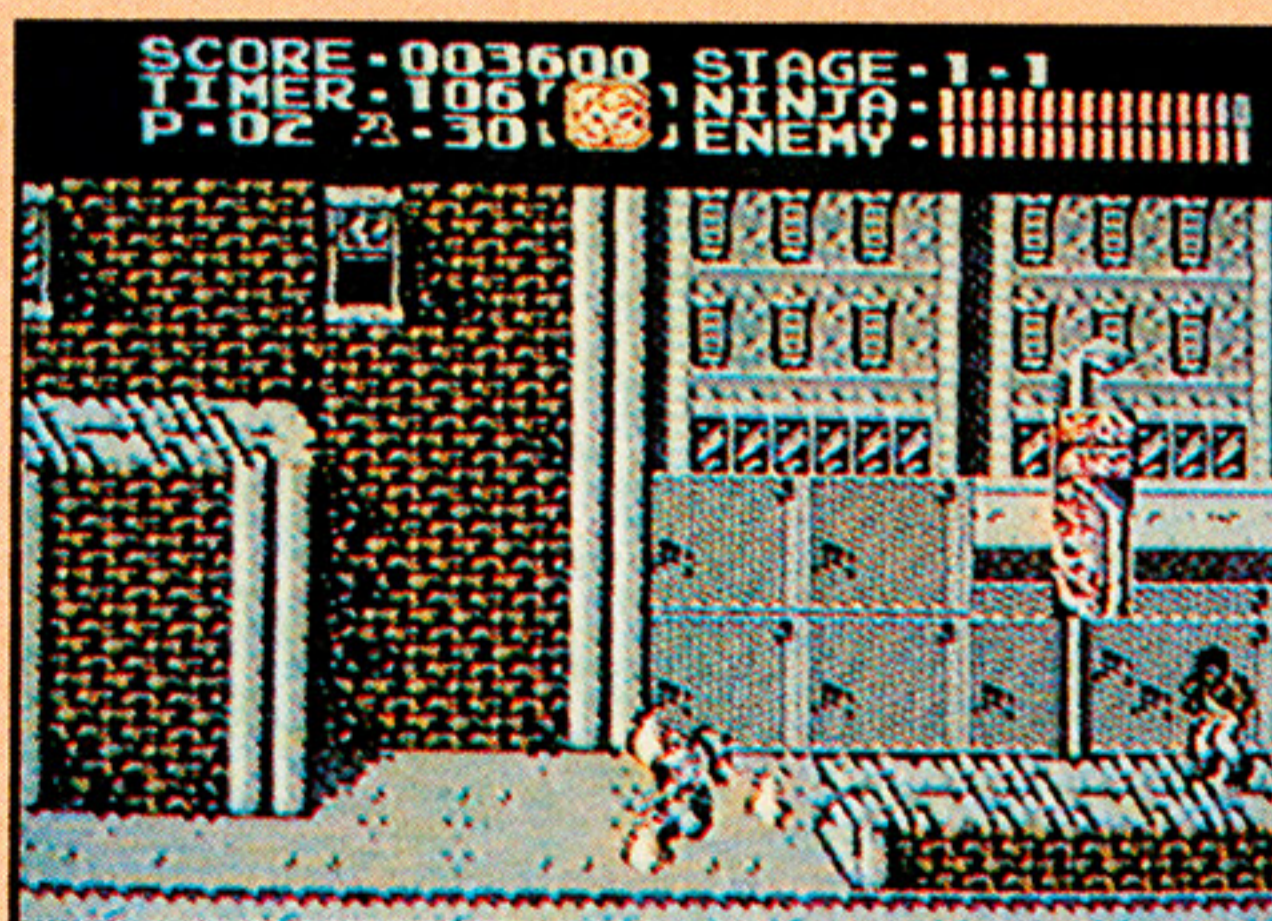
It appears that Galesburg is in need of a leash law. One swipe of your katana should take care of this dog that's chasing you.



The smart ninja knows the importance of making use of every available surface. Use the wall-spring jump to get to those hard-to-reach places.



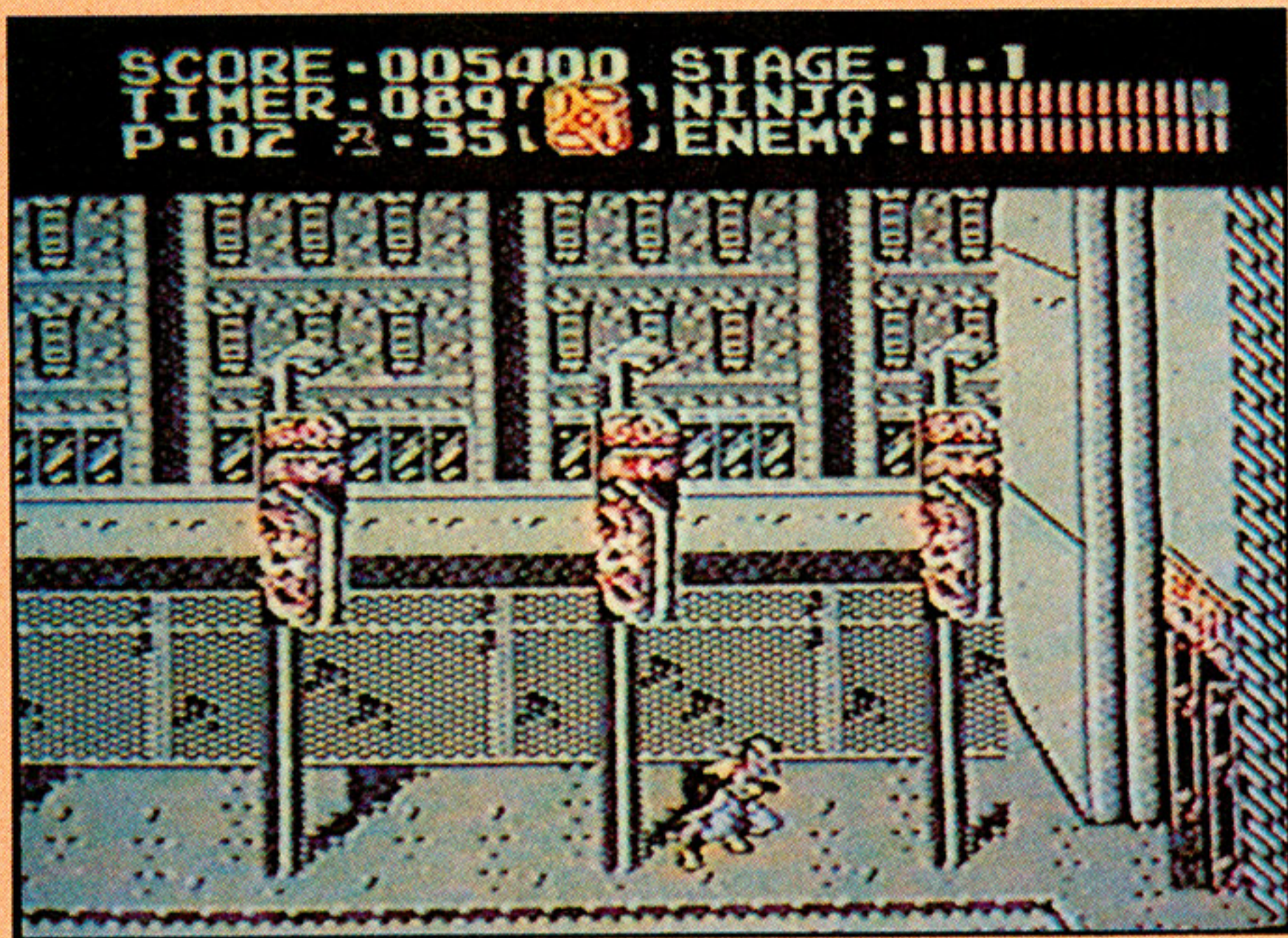
Swipe at this lamp to obtain the Art of the Firewheel. You can *really* blaze trails with this item.



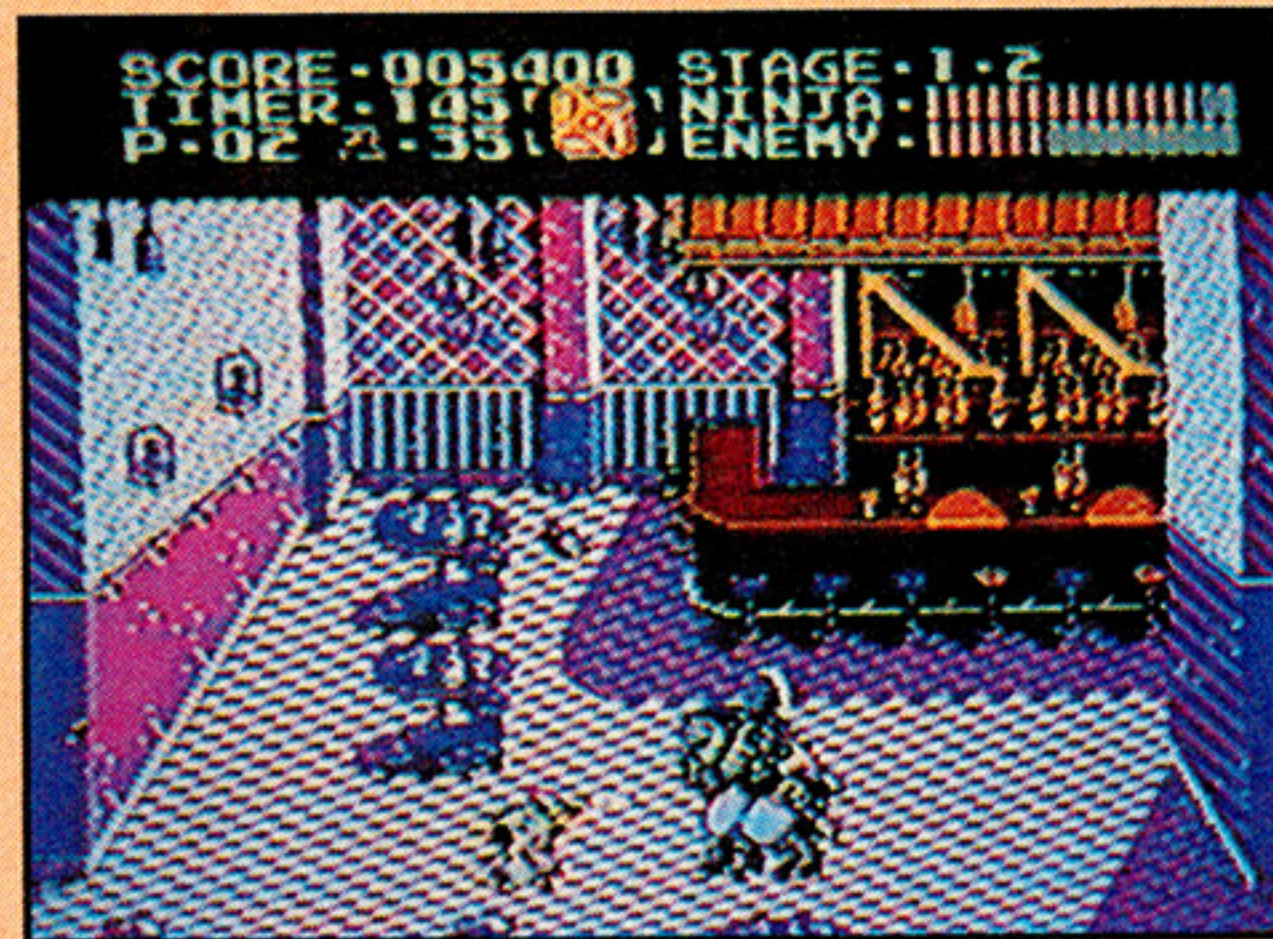
Ryu creates the firewheel by twirling three balls of fire as he moves. The firewheel renders him invincible for a short time.



The lamp nearest Ryu is a bonus. Red bonuses are worth 1000 points, and blue bonuses 500 points.



When you're finished with Galesburg, enter Jay's Bar through these doors.



To defeat Barbarian, duck directly in front of him to avoid his ax blows and counterattack with your throwing star.



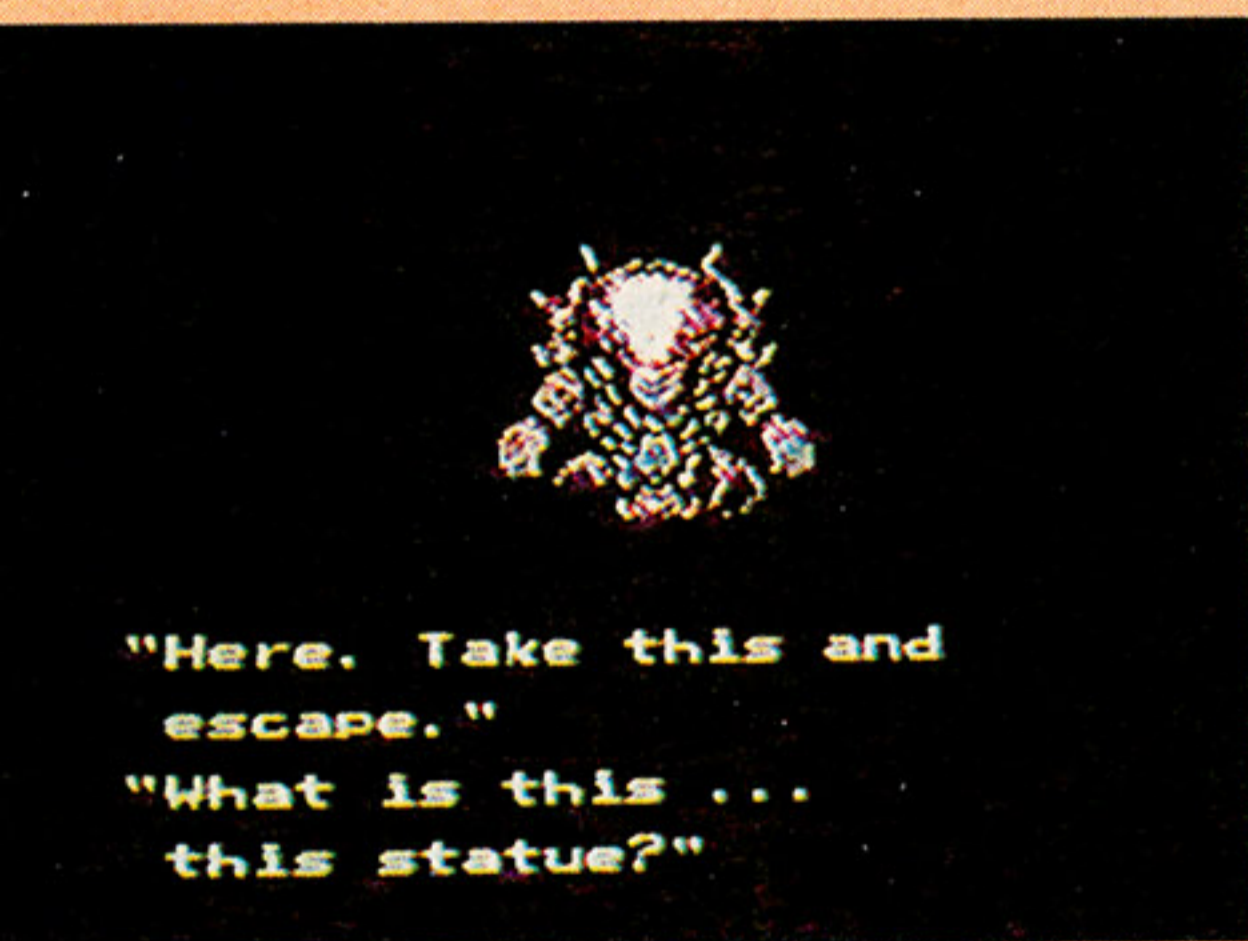
Act II: The Escape



At the end of Act I, you meet a mysterious woman. Is she a friend or foe?



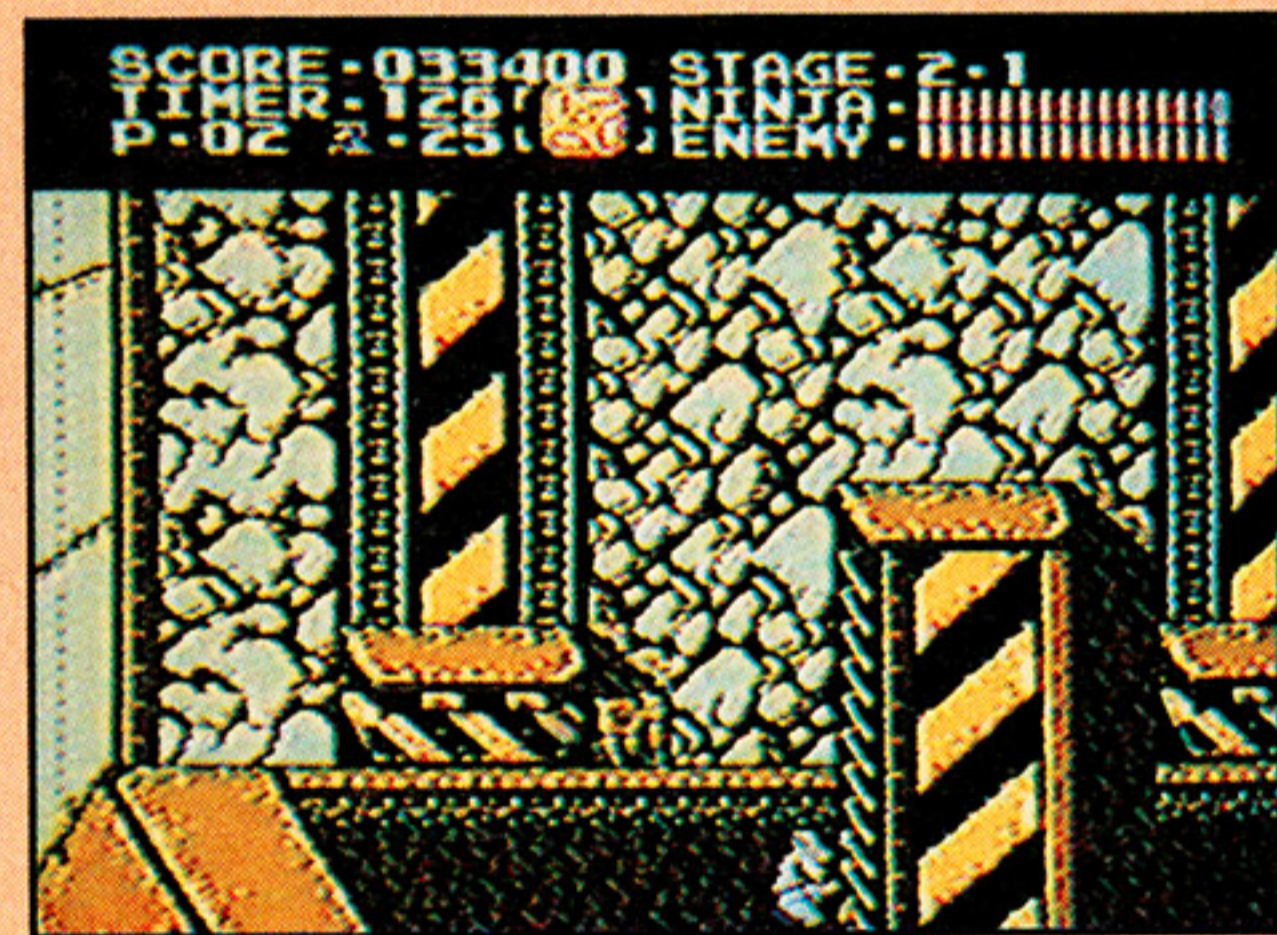
After shooting Ryu, the woman helps him escape for reasons unknown. Now Ryu must travel through the desert and battle the vice-leader of "The Malice Four."



A confused Ryu is awakened by his would-be assassin inside the prison walls.



She gives Ryu a statue, and he realizes he must escape the Outpost and continue his quest.



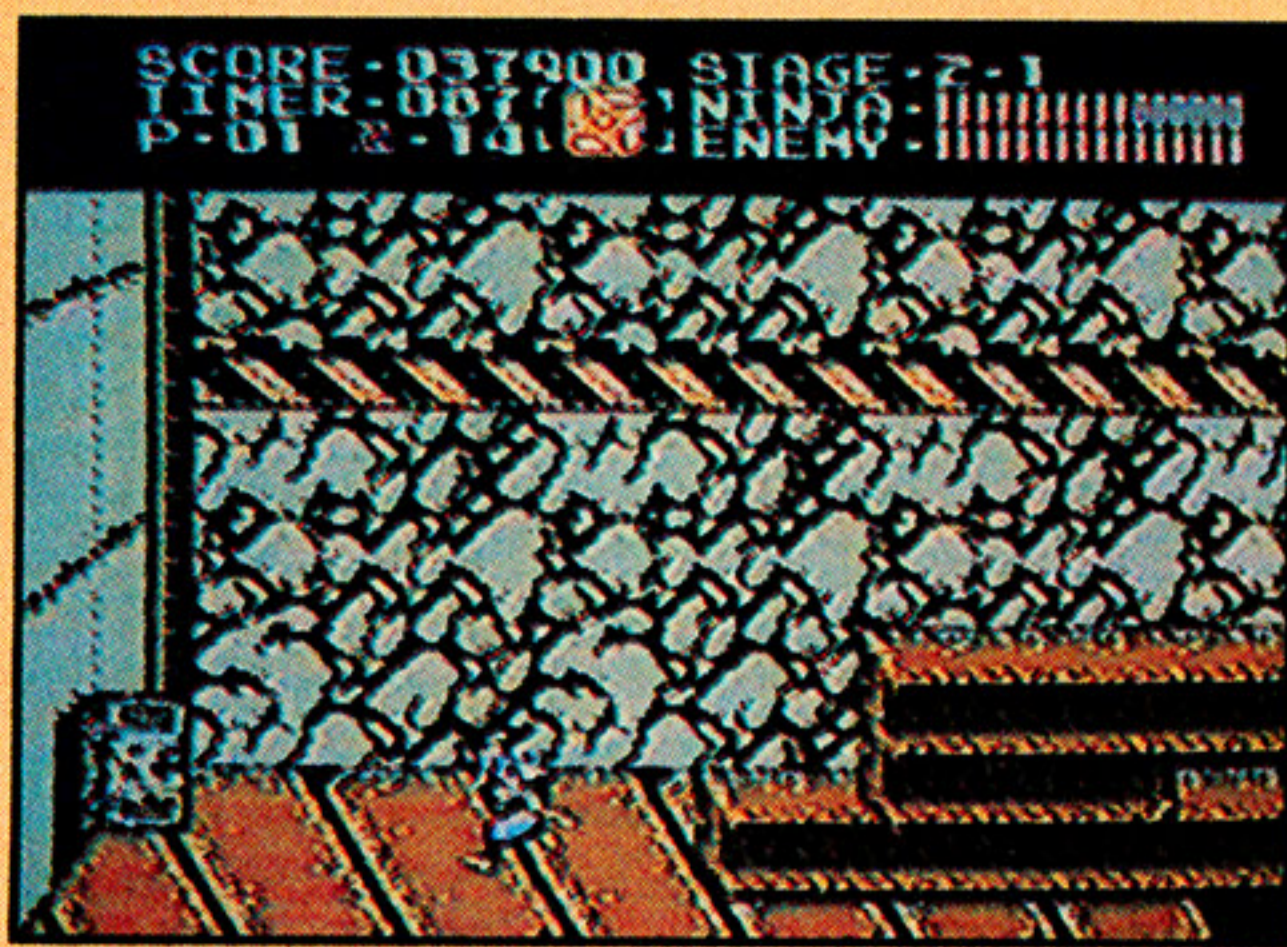
In the first sector of Act II, you can find items in the lamps on the wall.



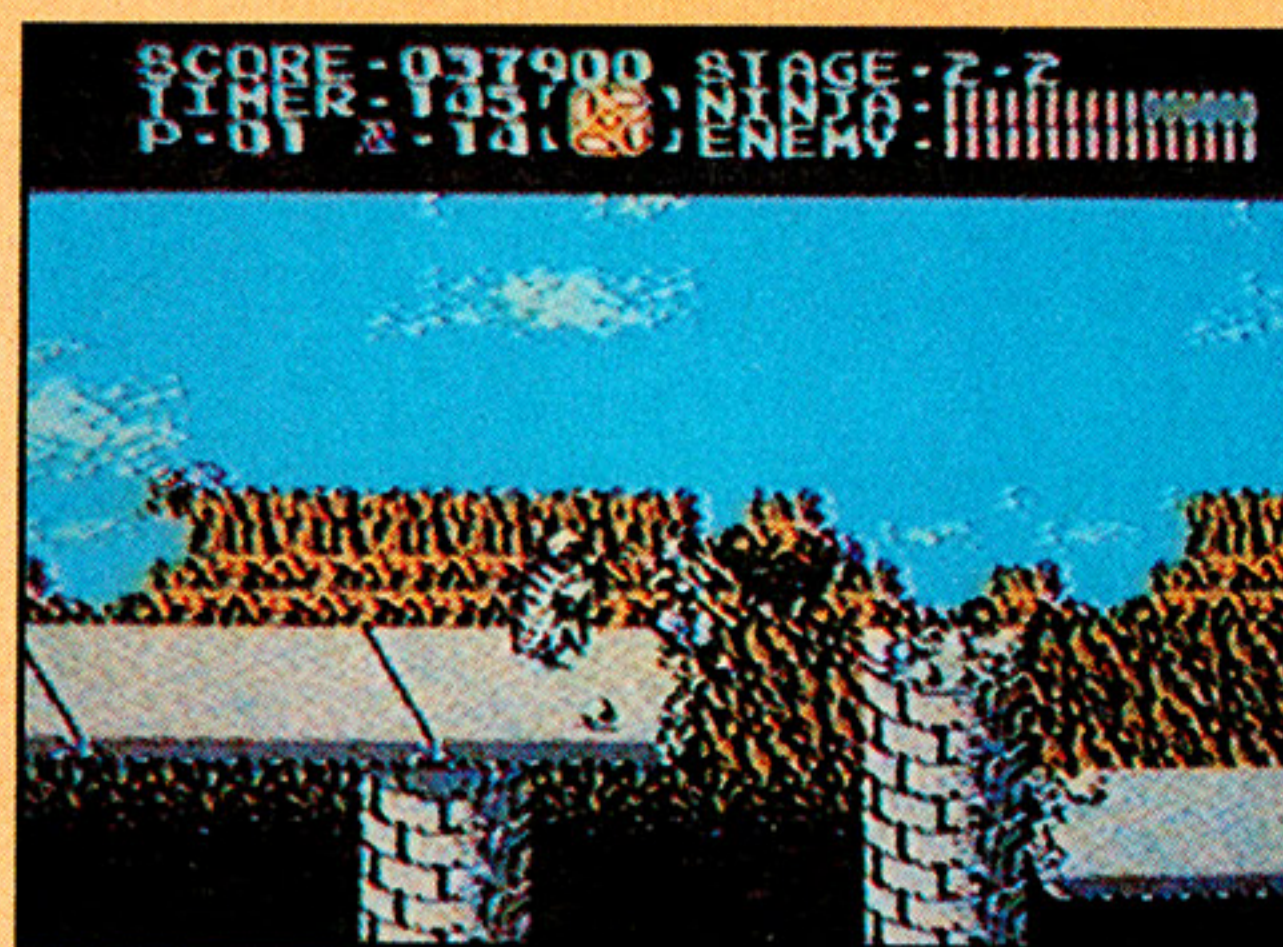
Before attacking, often it's best to wait patiently for the thugs to begin walking away from you.



Here you can obtain the jump & slash technique. Use this skill during a jump by pressing the B button. It is especially effective when your opponent is beneath you.



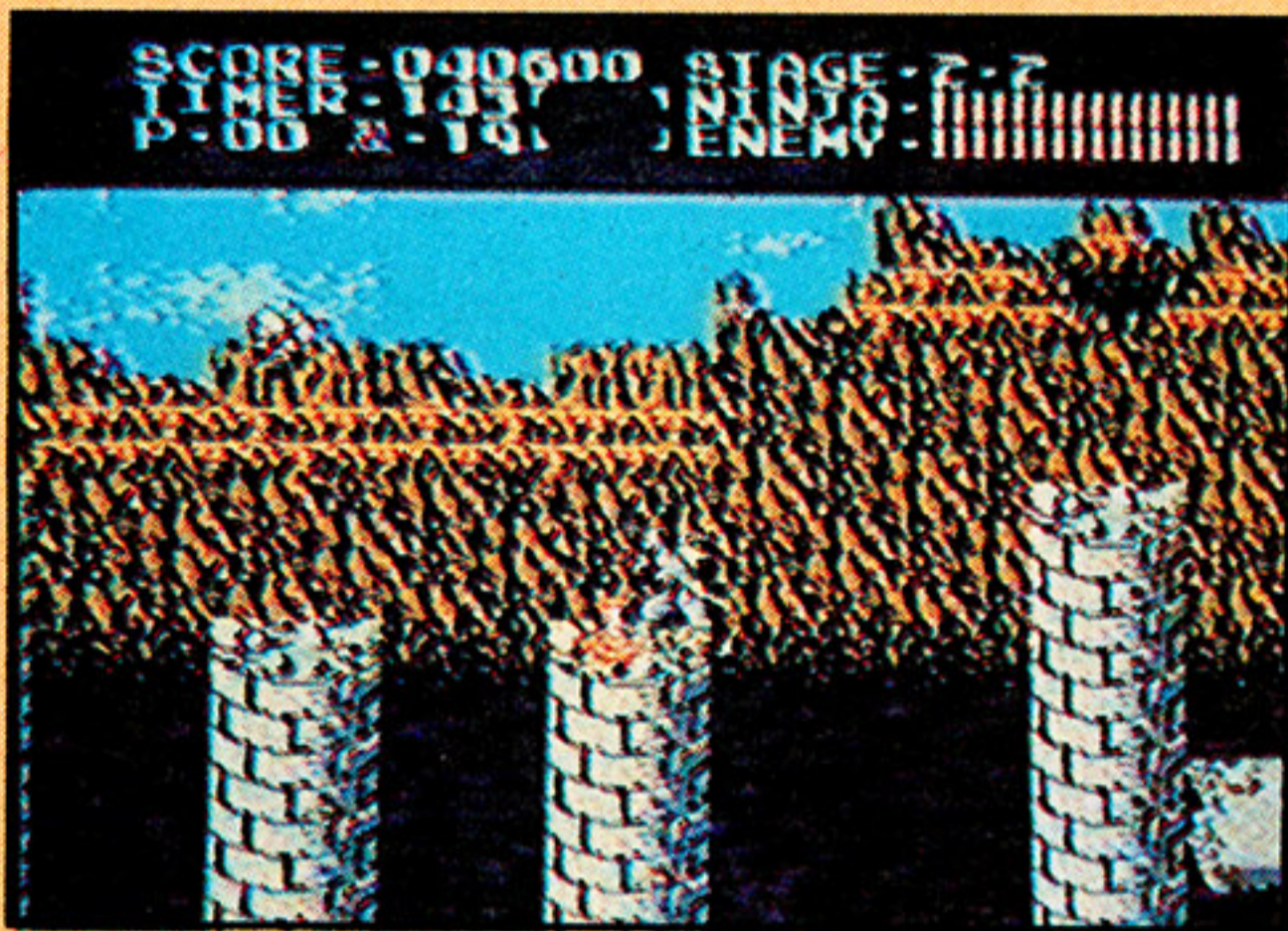
At last, the door to level 2-2.



This caped creature tries to bump you into oblivion. Before he appears, jump to the ledge and start swinging.



The windmill throwing star is a vital weapon. It's a special shuriken that cuts through the enemy and returns like a boomerang.



This bottle restores Ryu's physical strength by six cells.



The best way to get through this treacherous stretch of Death Valley is to employ your firewheel.



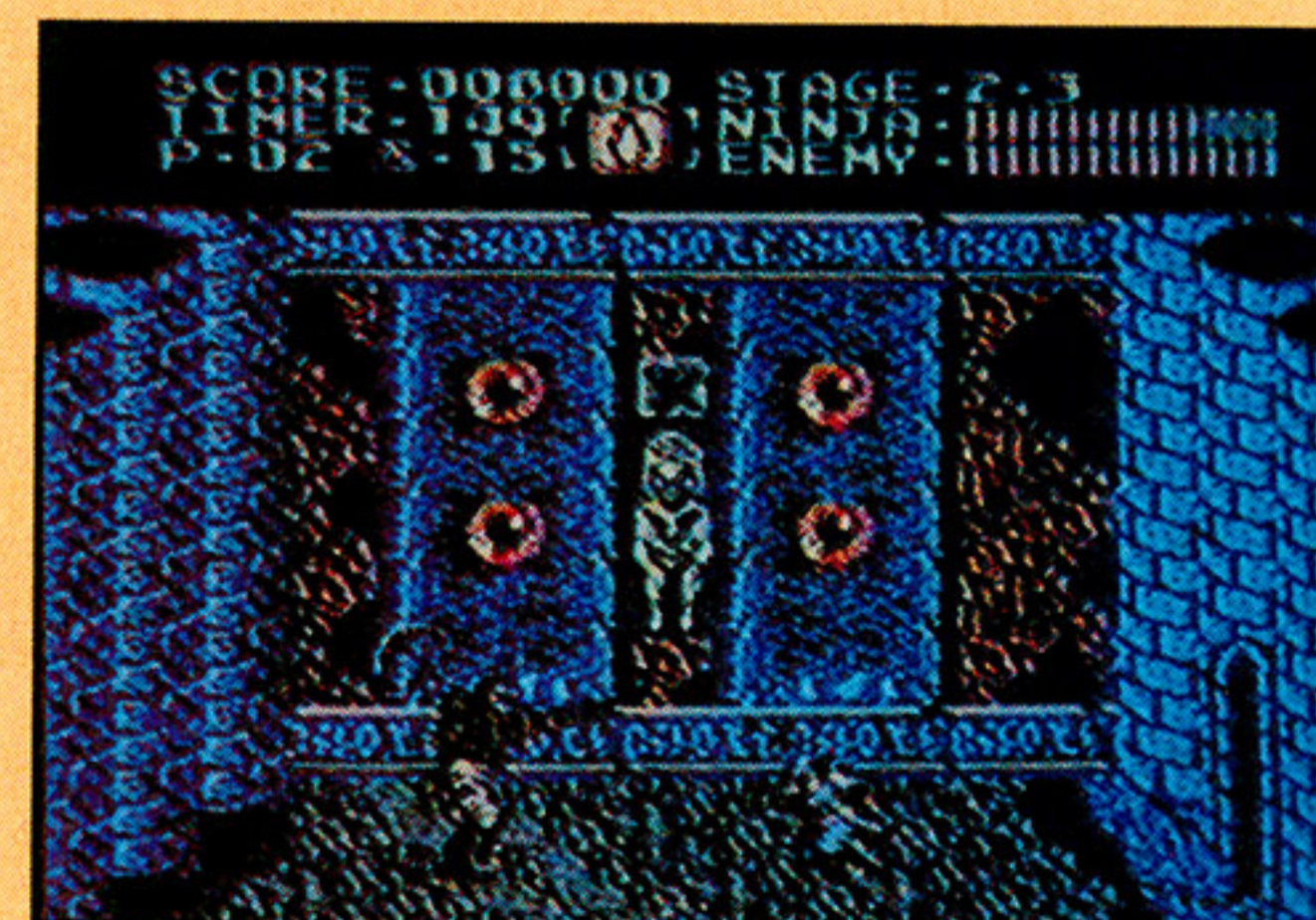
Wait for the cloaked knife-thrower to get to the very edge before attacking.



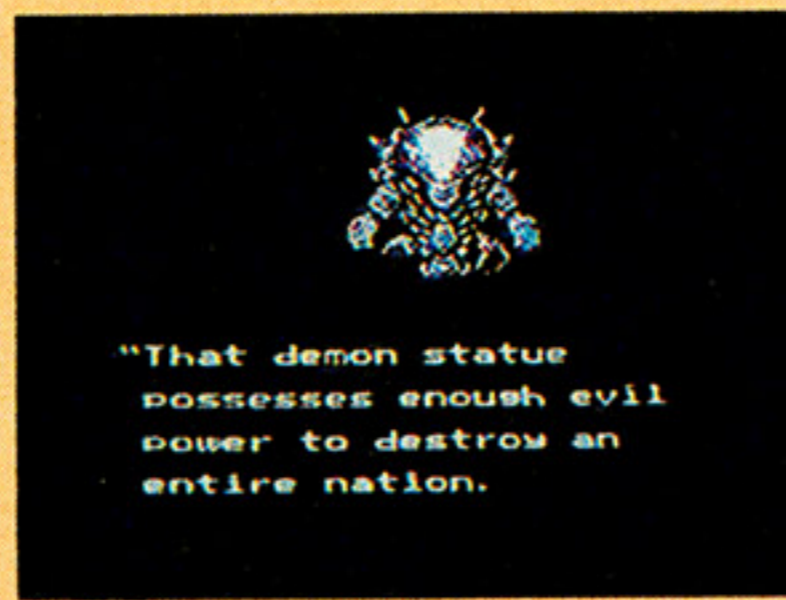
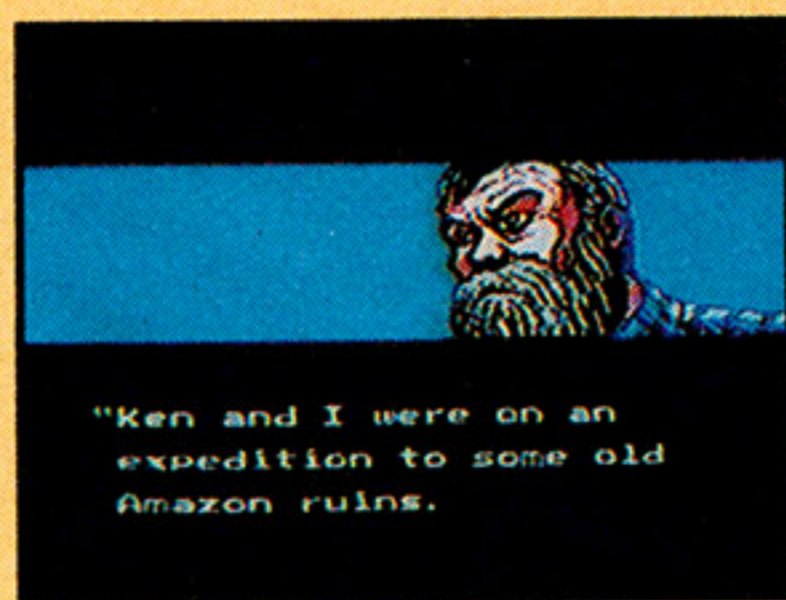
Items in Death Valley are hidden inside these flying insects. Here, Ryu can obtain the jump & slash.



Most opponents are no match for the firewheel.



When you reach the altar, you must face Bomberhead. If you stick to the winning strategy used against Barbarian, you'll soon advance to Act III.



Act III: The Chase



Walter Smith, archeologist and good friend of Hayabusa Ken, tells Ryu the story of the two statues.

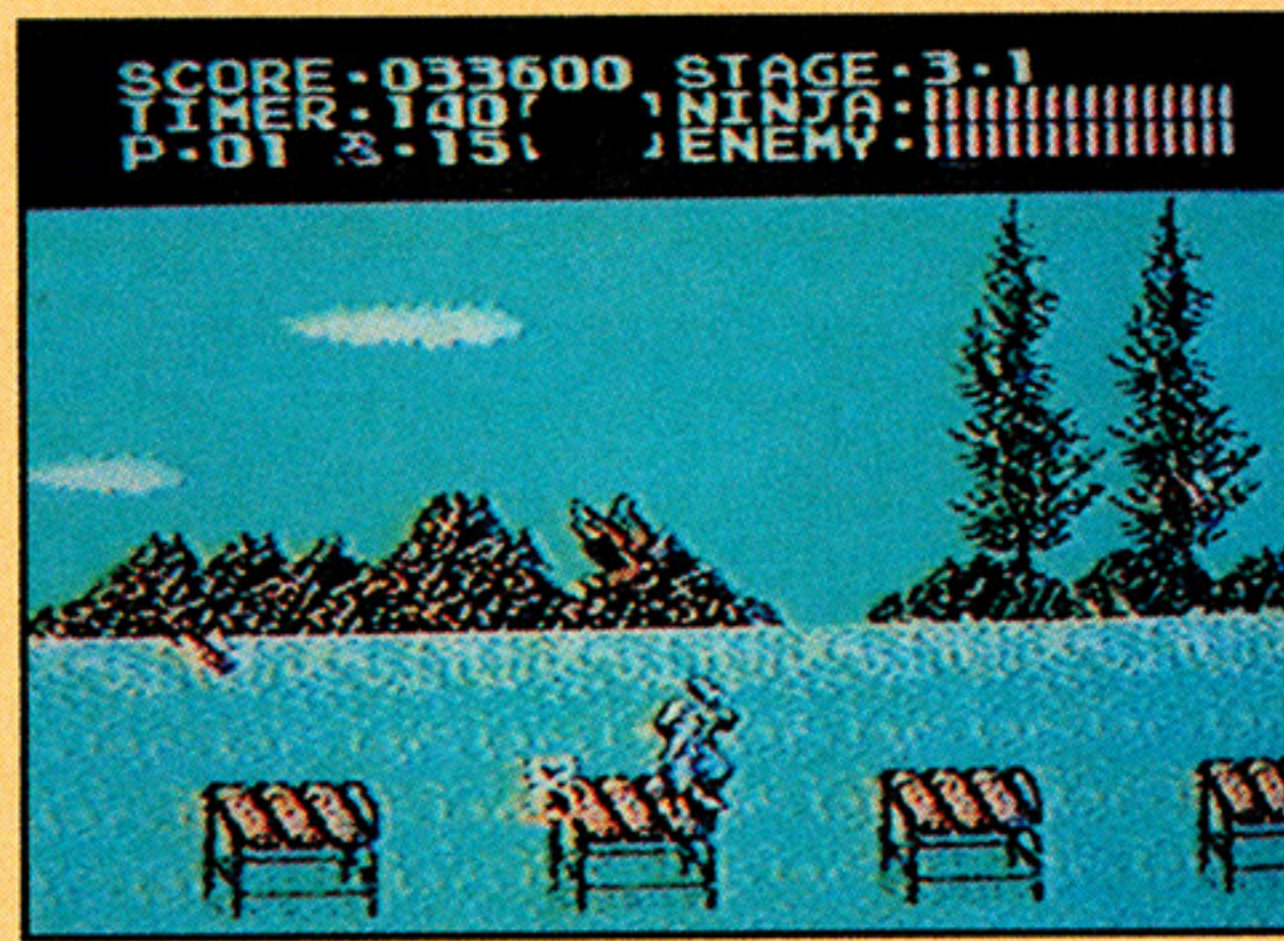
If the Light Statue is reunited with Ryu's Shadow Statue, the demon will be unleashed.

Major trouble: The Shadow Statue is stolen by a stranger and a chase begins.

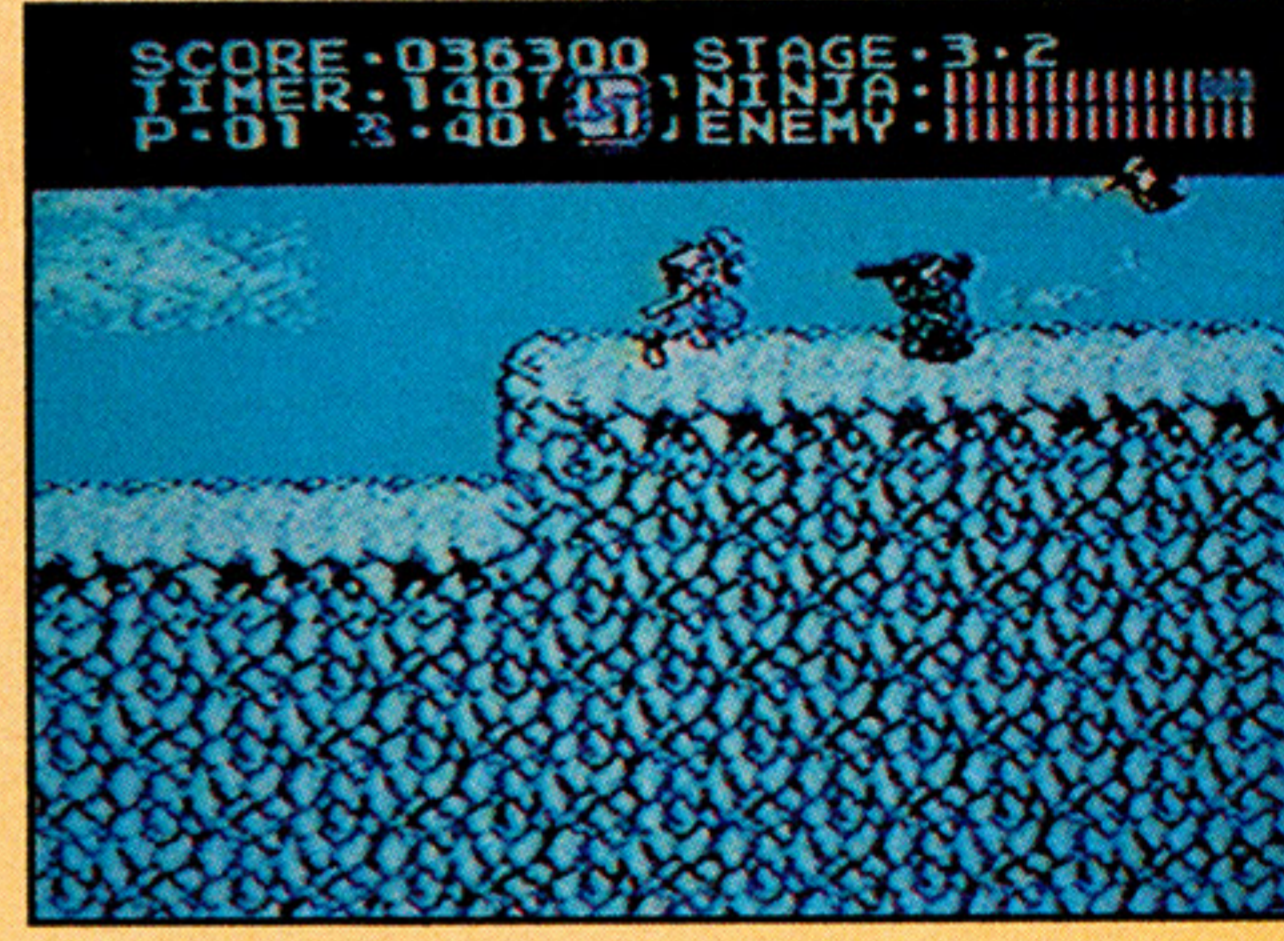
At Crystal Lake, watch out for birds and dogs. The birds will pursue you as long as they're able, so dispose of them quickly.



Time your jumps very carefully. There's a little room for error here.



Obtain this item and your enemies will be frozen for five seconds.



Take care of the soldier before he fires his bazooka and takes care of you.



For an easy kill, wait for the eagle to circle around and come after you at eye level.



From this ledge, use your windmill throwing star to clear the way.



Another method of eliminating the bazooka men is to let them fire once, then hop down for the kill.



To avoid becoming dogfood, turn quickly when you reach this plateau.



To kill two birds with one stone — or a thug and a bird with one move — jump as the thug is walking away. You can slash the eagle on the way down.



Inside Yomi's Cave you'll meet Basaquer, a martial-arts master. To win, stand here and face him. Defend yourself by striking his bullets with your sword. When he lands to your left, attack him with your knife.



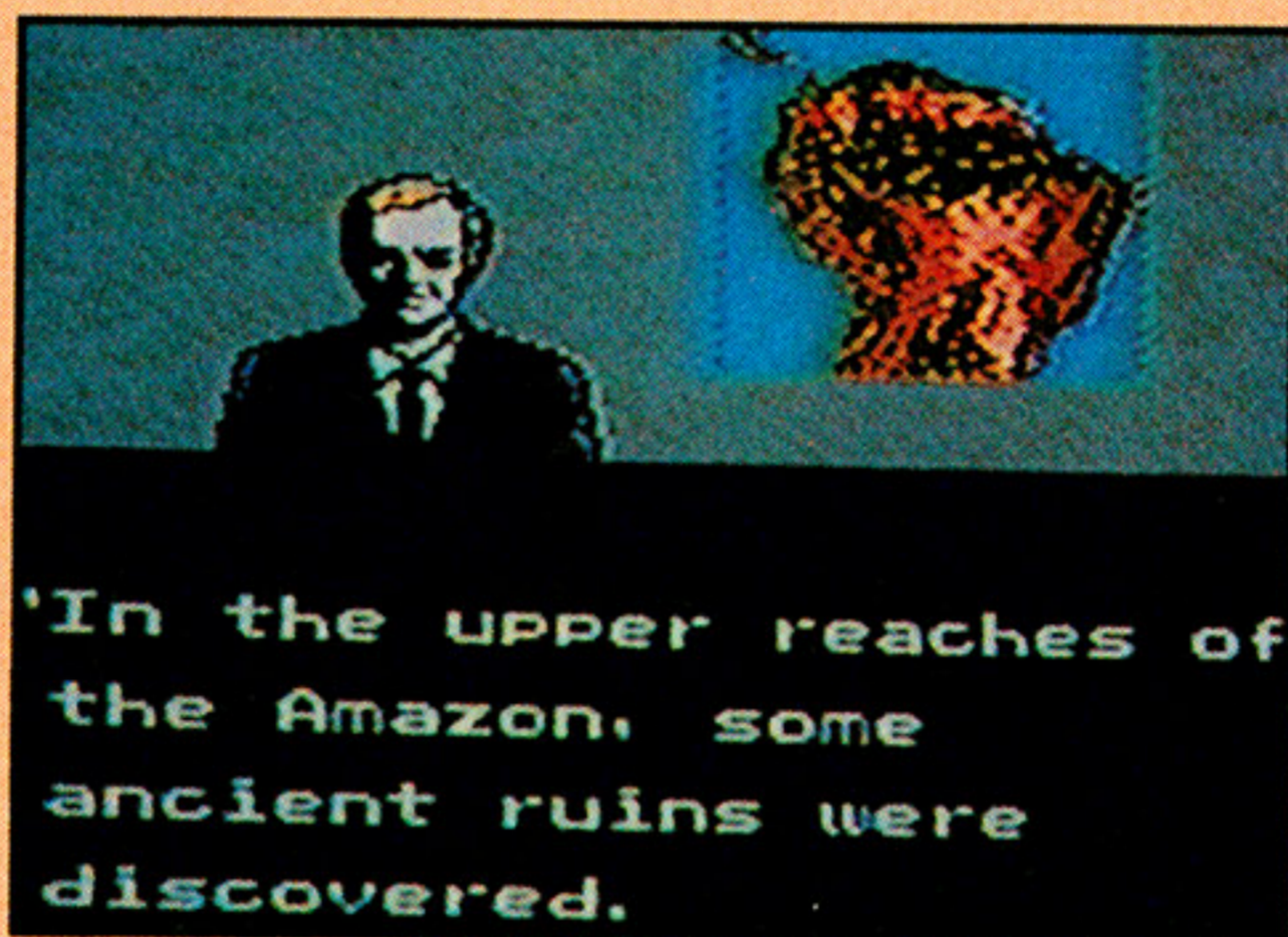
Defeating Basaquer wins you the Shadow Statue. Then, in response to a premonition, Ryu rushes back to Dr. Smith, only to find him fatally wounded. Smith reveals that he once had the Light Statue, but that it was stolen.



No time to ponder your next move — the CIA has plans for you.



Act IV: A Trap

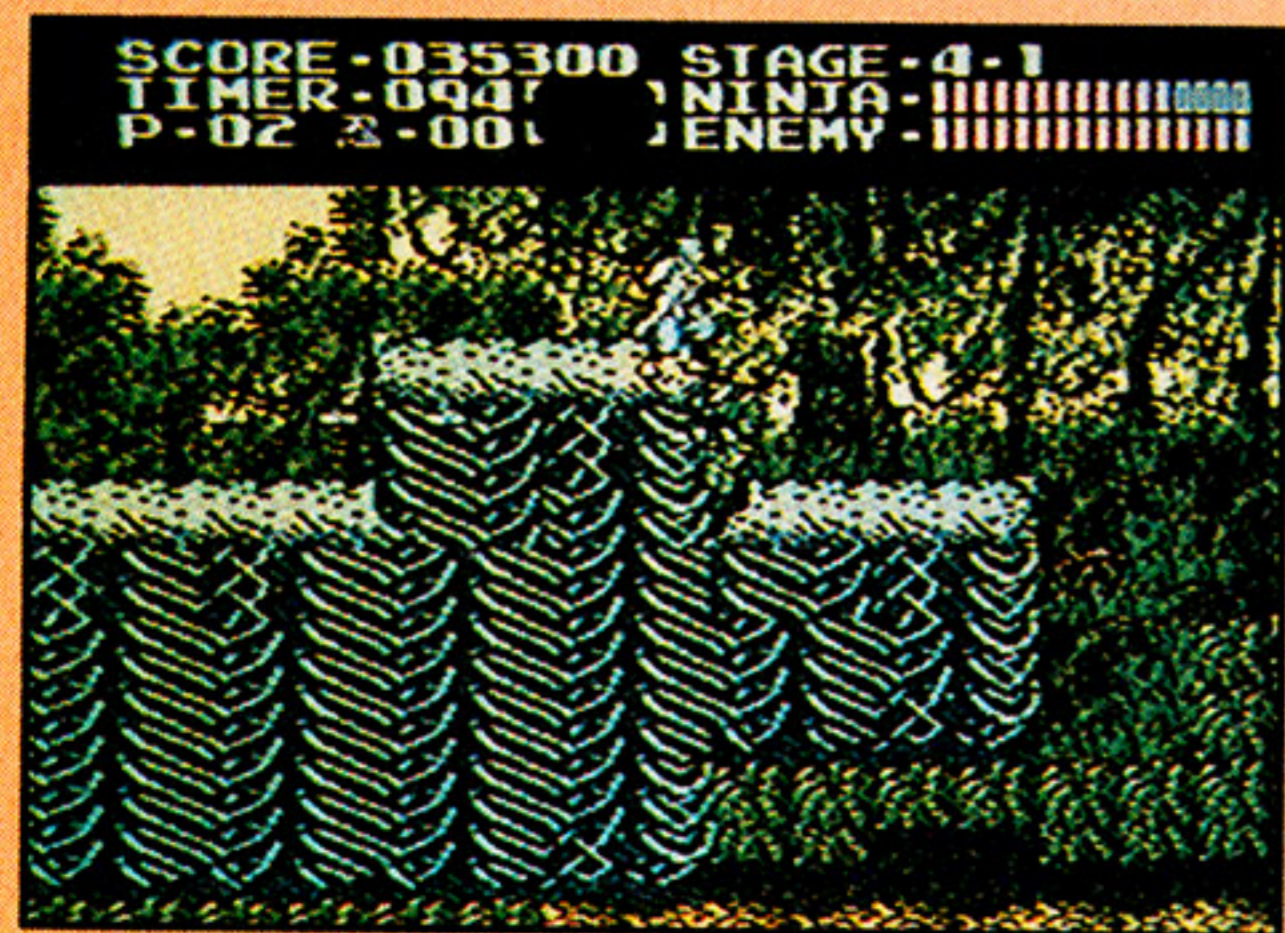
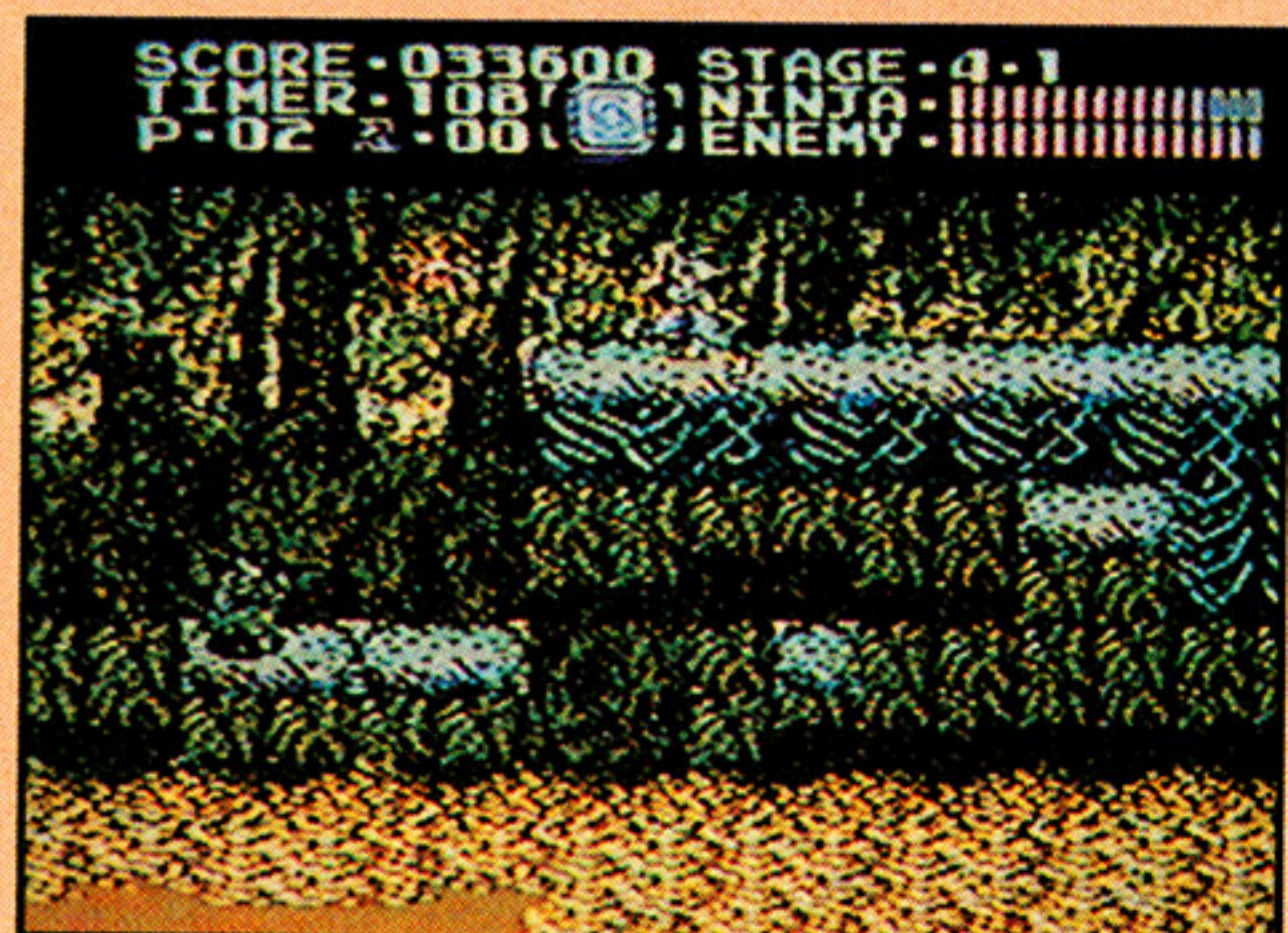


CIA agent Foster tells you about the history of the statues.

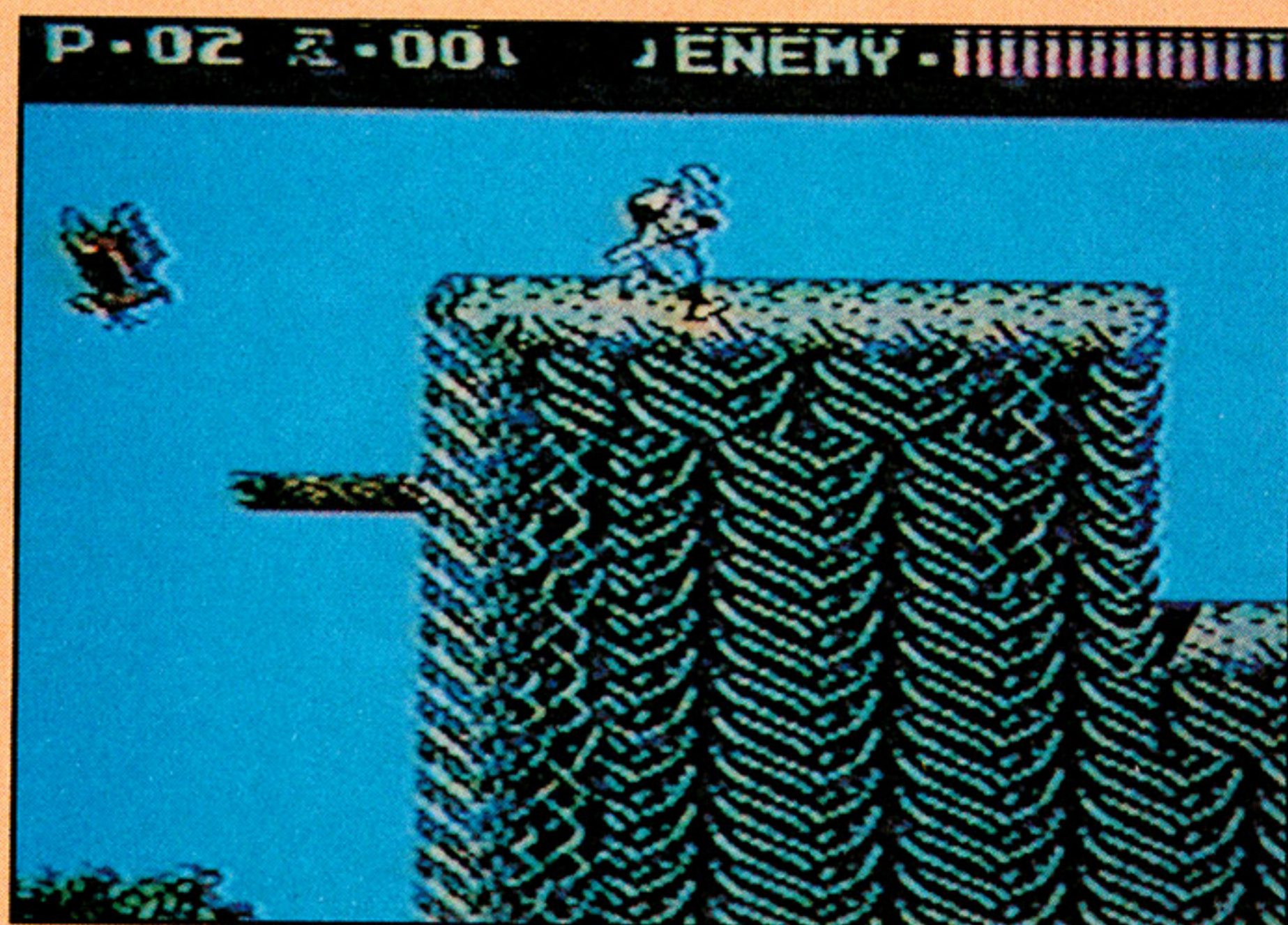


You have no choice — you must go to work for the government. For the rest of the adventure, you're off to the jungles of the Amazon.

Once in the jungle, take the upper path to get the jump & slash.

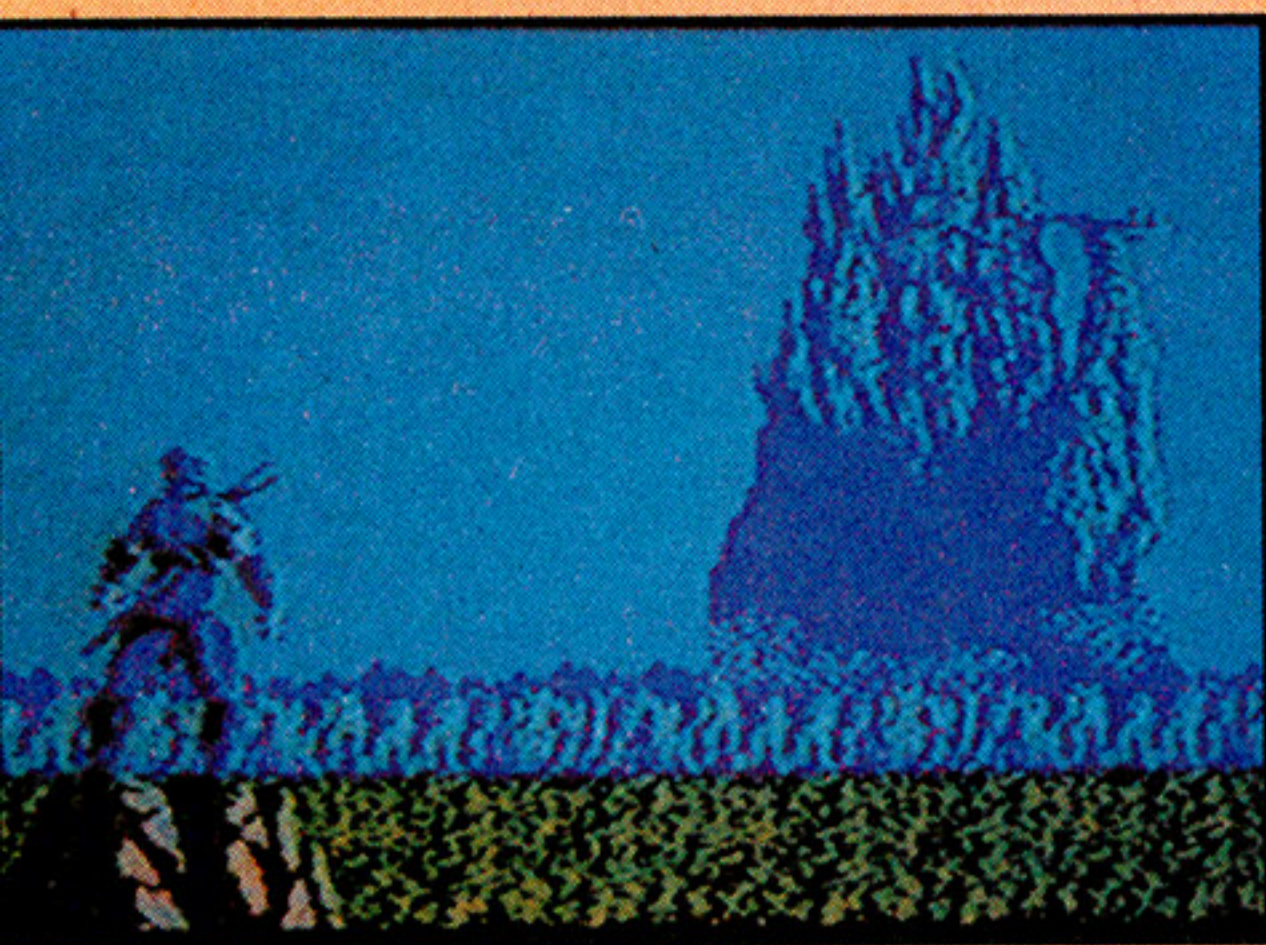


Be careful: Under this ledge is a carefully camouflaged soldier. Quickly jump over him and kill him.



Circle back around to get the firewheel, then use your newly acquired power to make a mad dash.

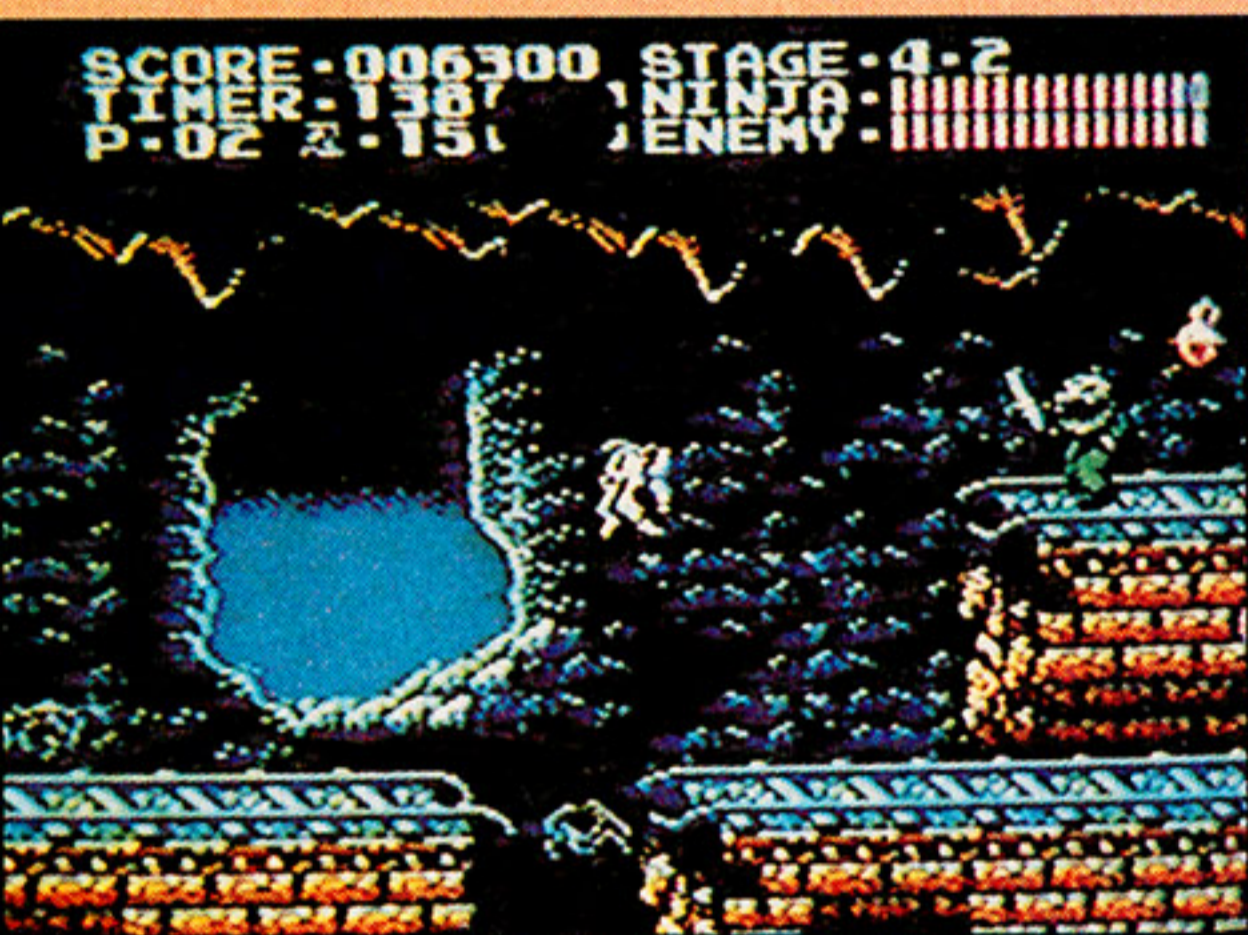
Watch out for this eagle. Quickly jump onto the tree limb and somersault to safety.



The green ninjas consistently drop down on one side of you, pop back up, then descend again on the other side for the attack. Plan your defense accordingly.



Ryu gets a good look at his destination — Jaquio's castle.



Don't kill the bats — they'll come back to haunt you.



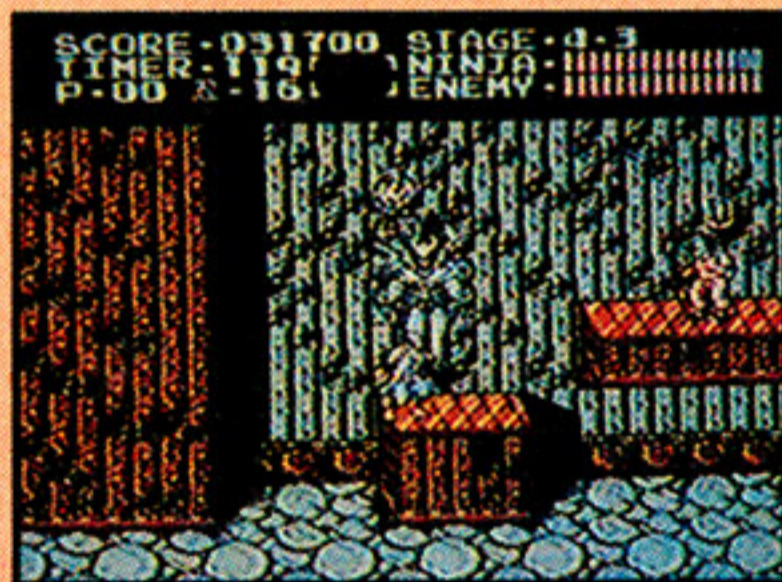
Wait for these enemies to rest between attacks. Then jump between them and kill the one on your right.



Stop running when you sight the eagles. You'll want to dispose of them before moving on.



Don't climb any higher than this until you can see what the thug's next move is going to be.



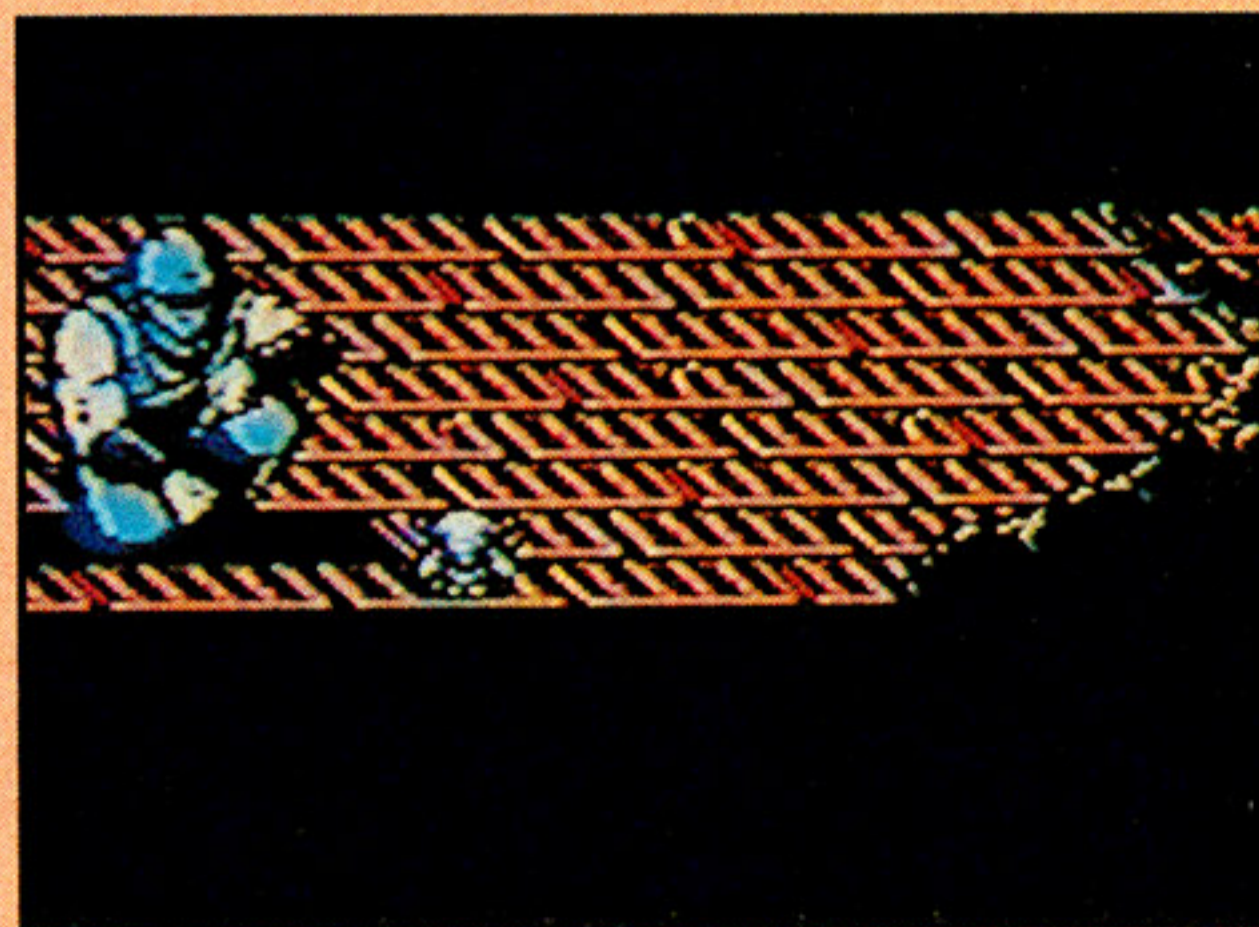
To defeat this guard, wait for him to pause for a rest when tossing his mace.



As soon as the soldier stops shooting, nail him with your windmill throwing star.



You have to duel Jaquio's pet dogs inside the Hall of Demons. Defeat the first one with either a firewheel or a throwing star. To defeat the second, station yourself here and hold your ground.



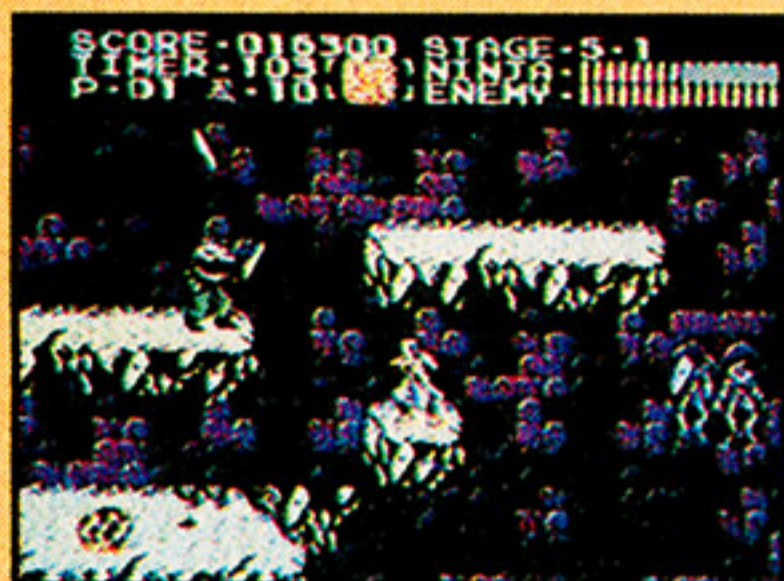
They have the girl, you have the statue. They want an even trade. Or do they?



Act V: Life Or Death Combat

Renew your quest by escaping from the Prison of the Dead. Dispose of these pests quickly or they'll become rabid.

A throwing star takes care of this enemy's attack, as well as the enemy himself.



Use a star to kill the creature, then leap to avoid the human ball.

In this sequence, don't worry about combat. Simply dash to the ladder...



...and make your escape.

To navigate through this enemy-infested sector, jump to the first ledge and launch an attack. Then use the stepping stone to jump to the upper level. Kill two more enemies before using your jump & slash technique to get past the bat and reach the lower ledge.



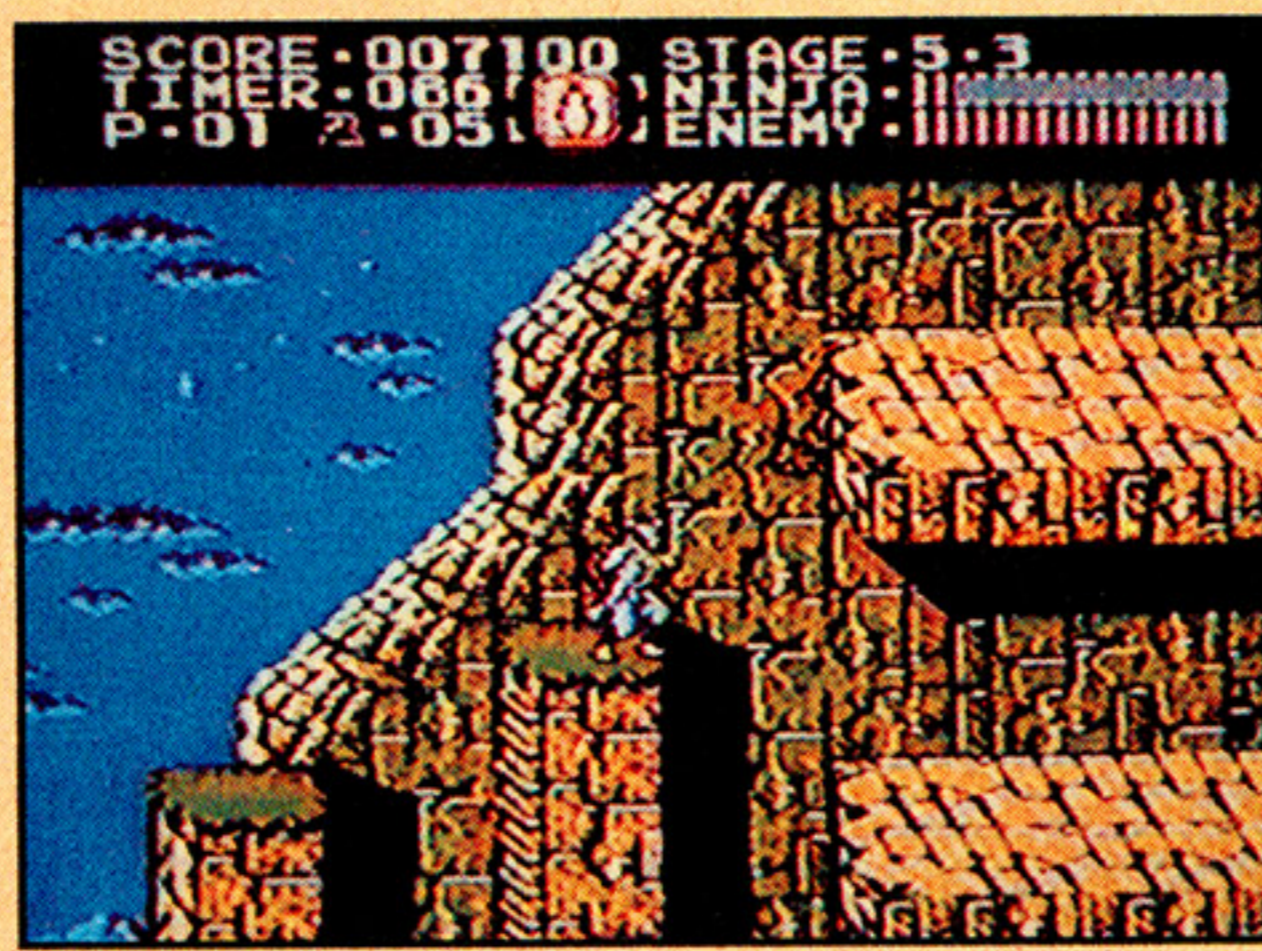
Don't miss this chance to restore your physical strength.



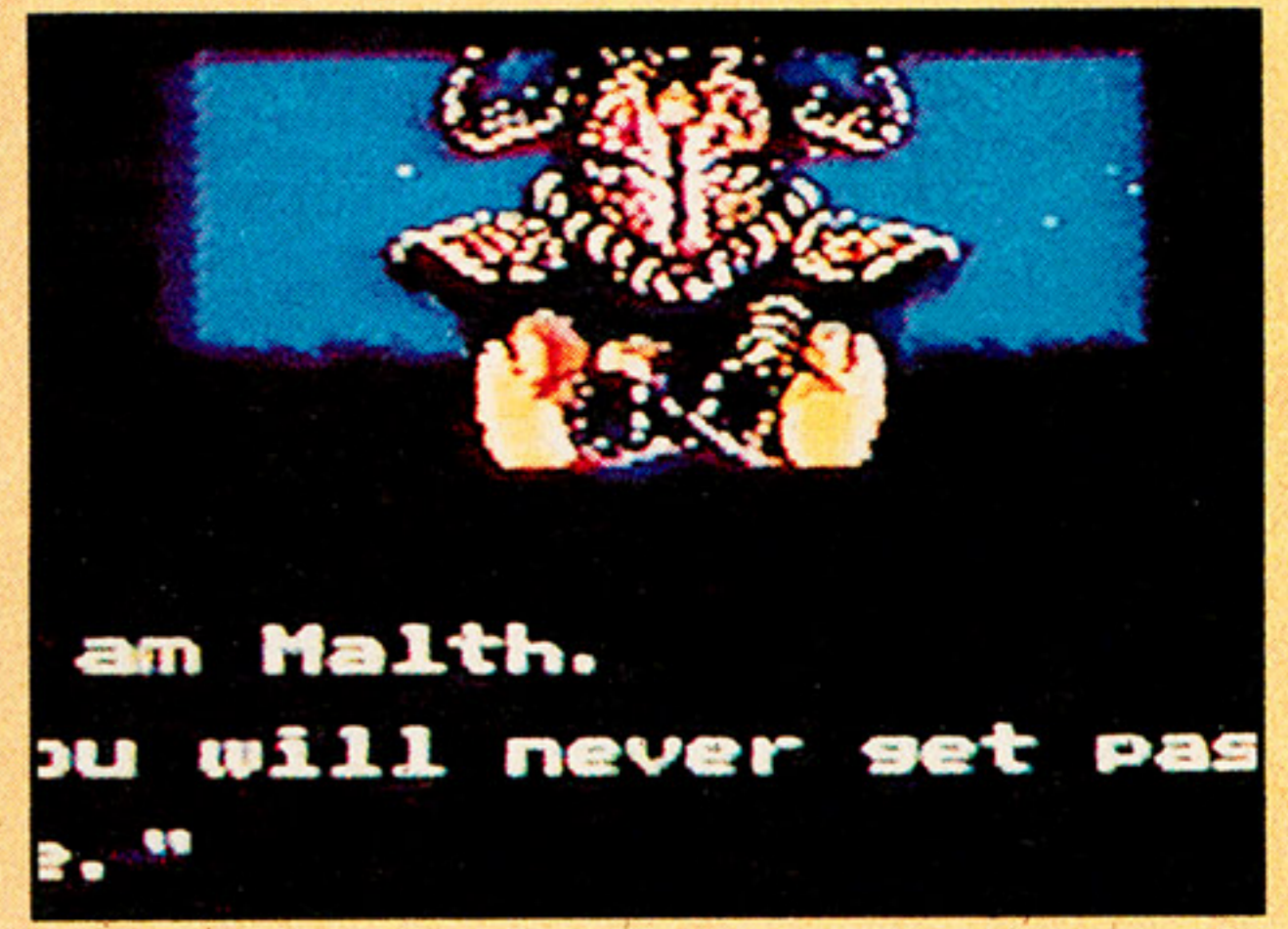
Forget about the wall-spring climbing jump here. A safer way to get to the lower ledge is to simply jump high on the right wall, then leap to the right.



You'll need the firewheel obtained in Act IV to get through this difficult area.

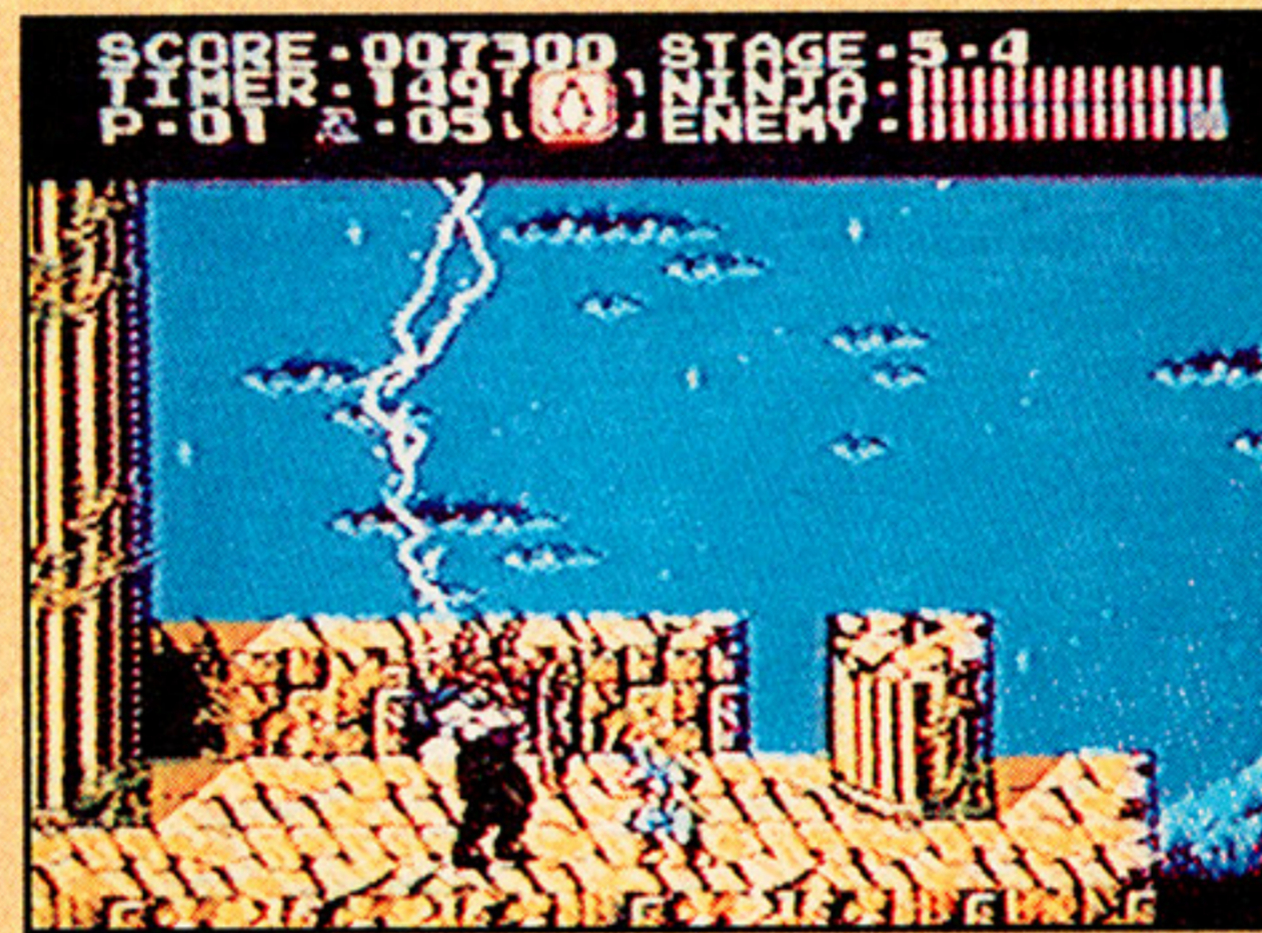


The upper path leads to Bloody Malth.



am Malth.
ou will never set pas
e."

Don't listen to Malth's hype — he's an easy win.



Simply run up to Malth, station yourself one sword's length away, and keep striking his shield.

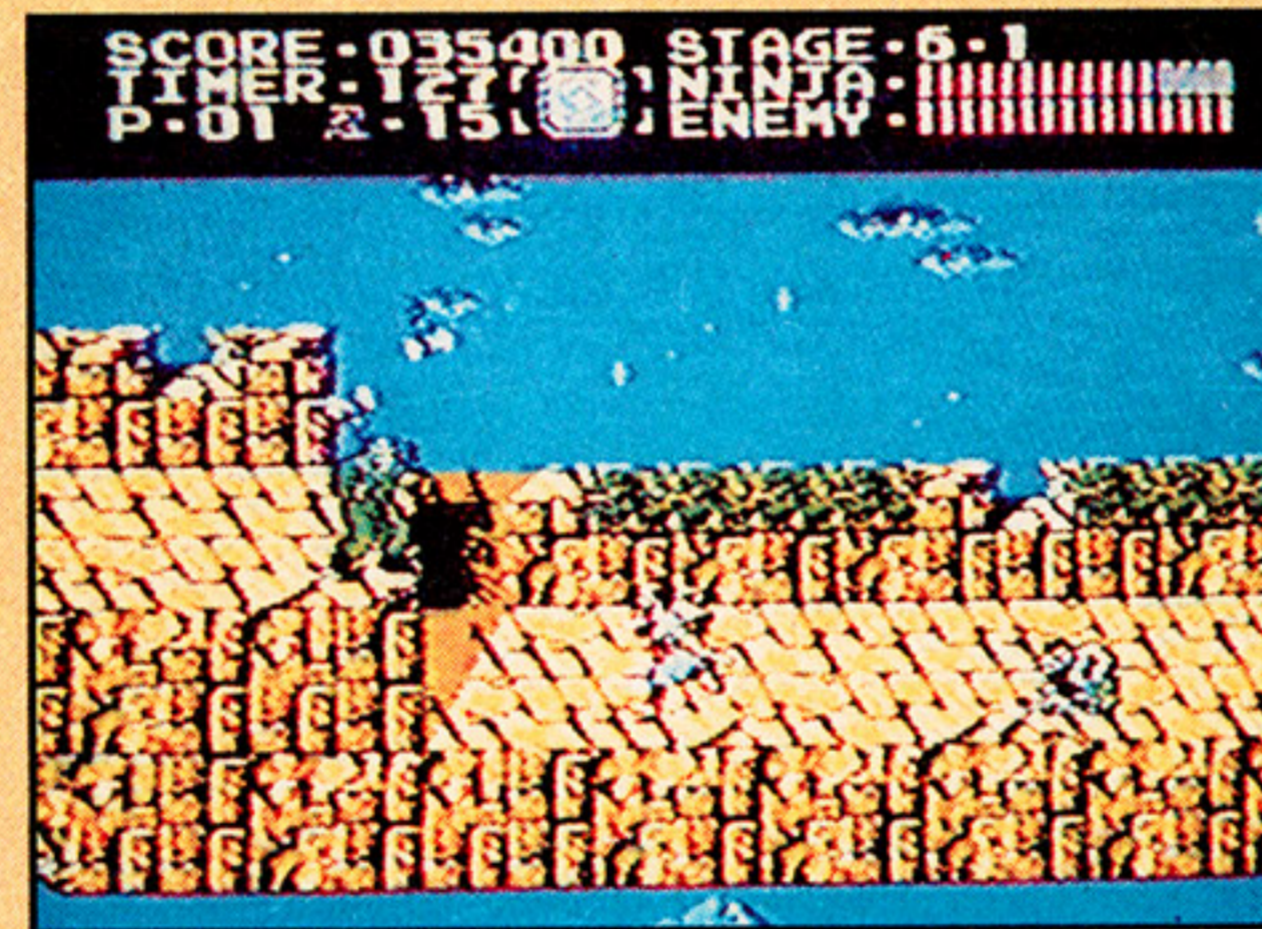


lled? It is true
at we fought.
t your father is

A new twist in the plot — could Ryu's father be alive?



Act VI: The Fall Of The Demon



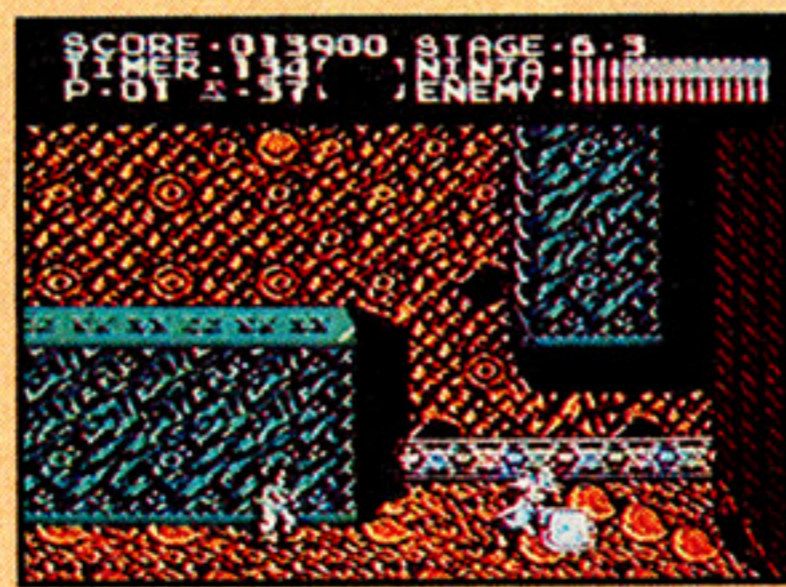
During your mad dash across Death Bridge, protect yourself with the jump & slash.



Don't worry about the shuriken shower. In fact, you can turn it to your advantage. Allow the falling stars to bump you in the direction you want to go.



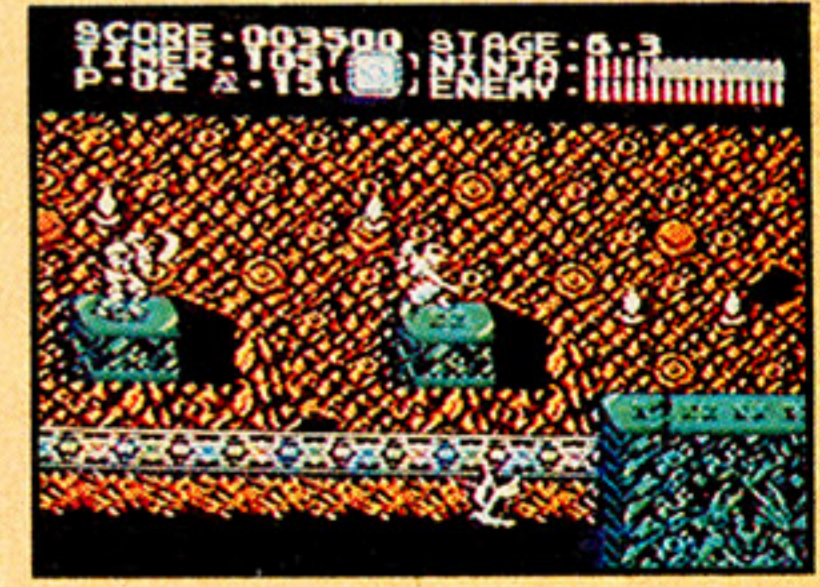
Considering the range of different enemies here, you may need to resort to the jump & slash technique.



This is your last chance to acquire the jump & slash for your duel with Jaquio. Don't replace it with another weapon, because you're going to need it.



Jump from this ledge, then leap back up to avoid a damaging blow.



As soon as you land on this block, jump again so...



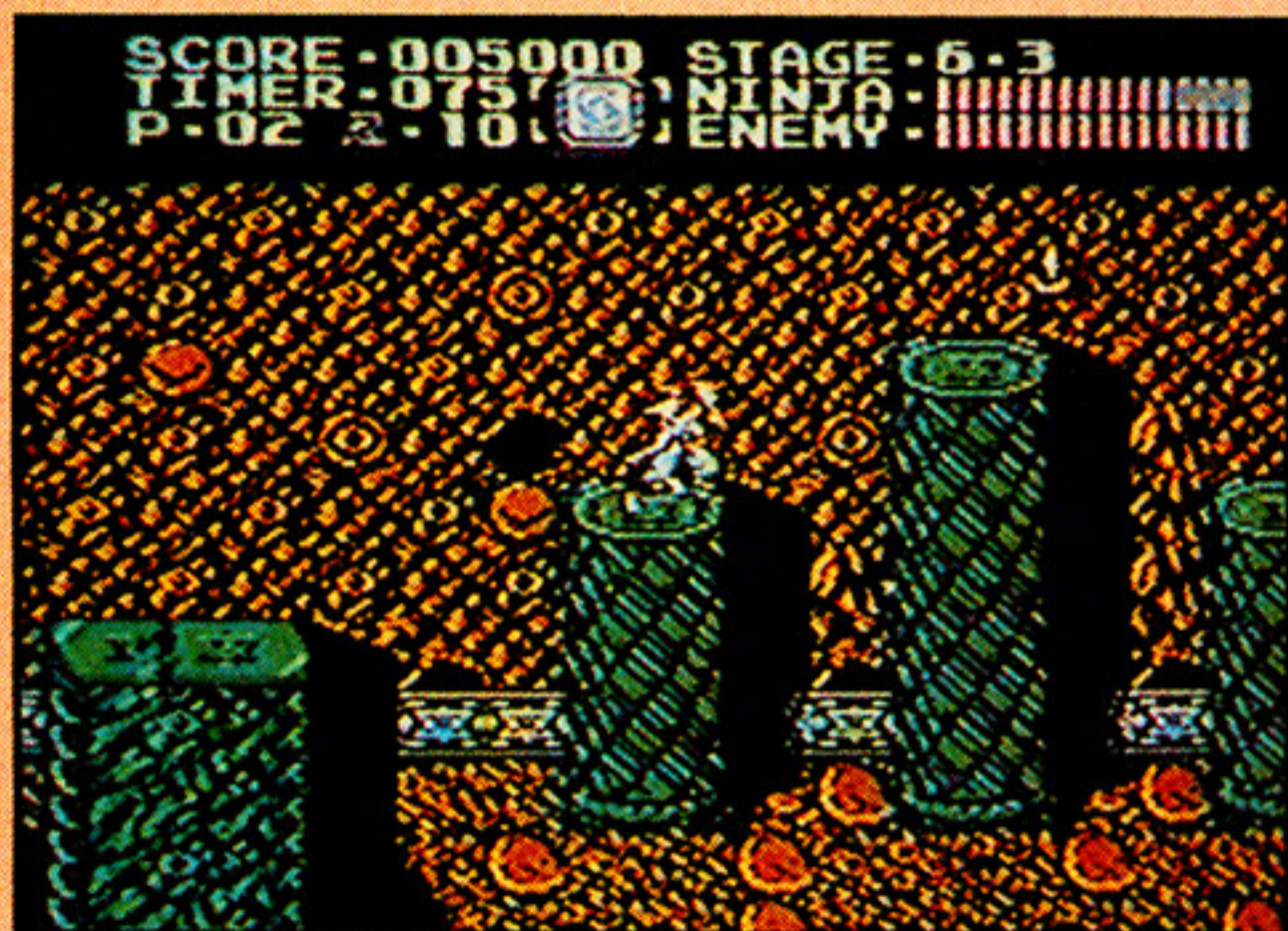
...you can kill the eagle and the enemy with one swipe.



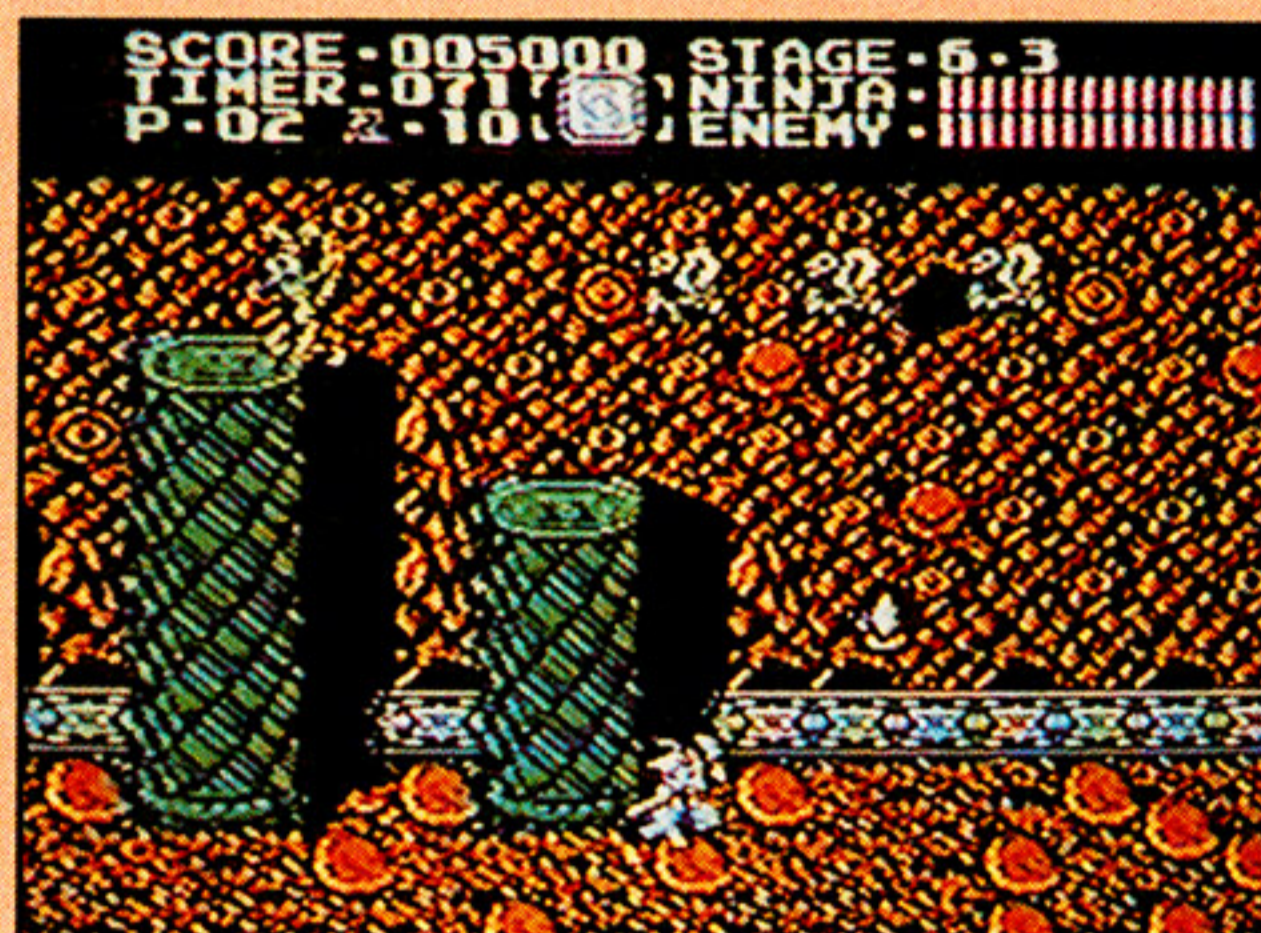
Use your jump & slash to kill this opponent, but don't hit the candle overhead. If you do, you'll lose the jump & slash.



Get the candle just behind Ryu to freeze your adversaries in time.



The torch at the upper right is your last opportunity to restore your energy.

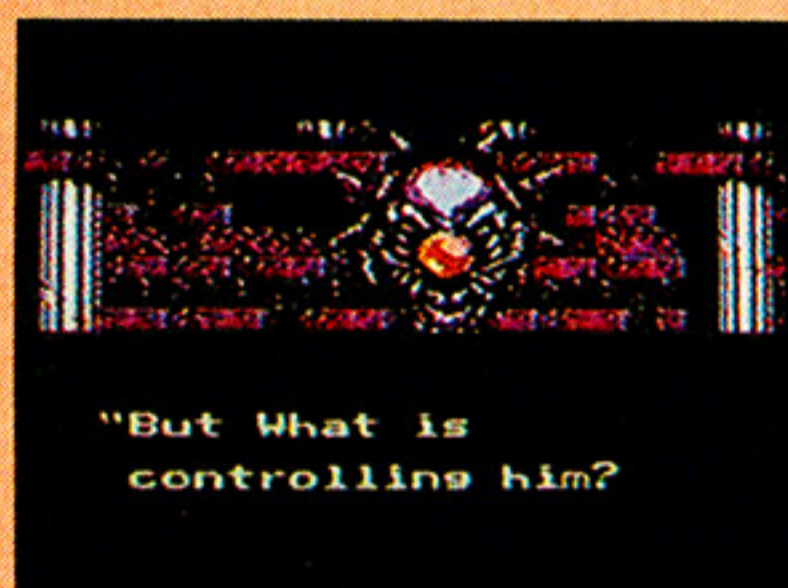


This torch again enables you to freeze time, so don't skip it!



"No one can beat me."
"Even... your father?"

Remember the third *Star Wars* movie, *Return of the Jedi*? Well, it looks as if Ryu, like Luke Skywalker, must fight his own father. Unless...

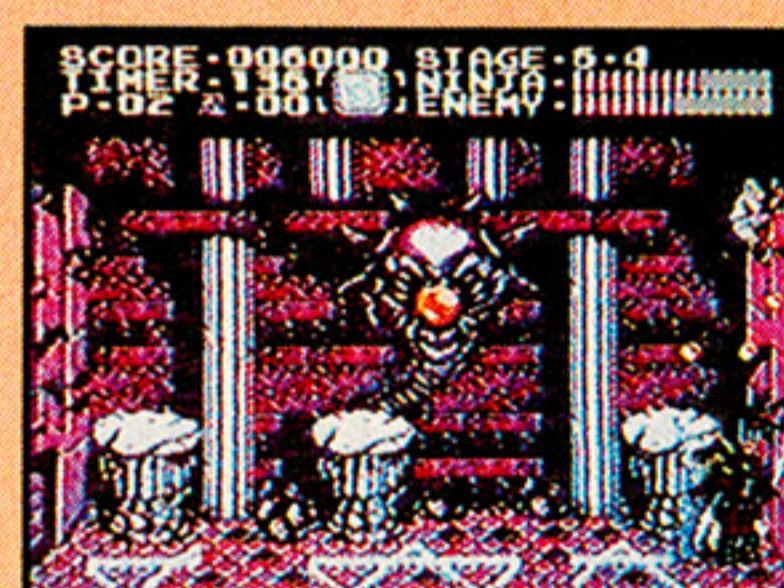


"But what is controlling him?"

...you can find and destroy that which controls and commands him!



To break the spell cast on Hayabusa Ken, attack the statue's nose with your jump & slash technique.

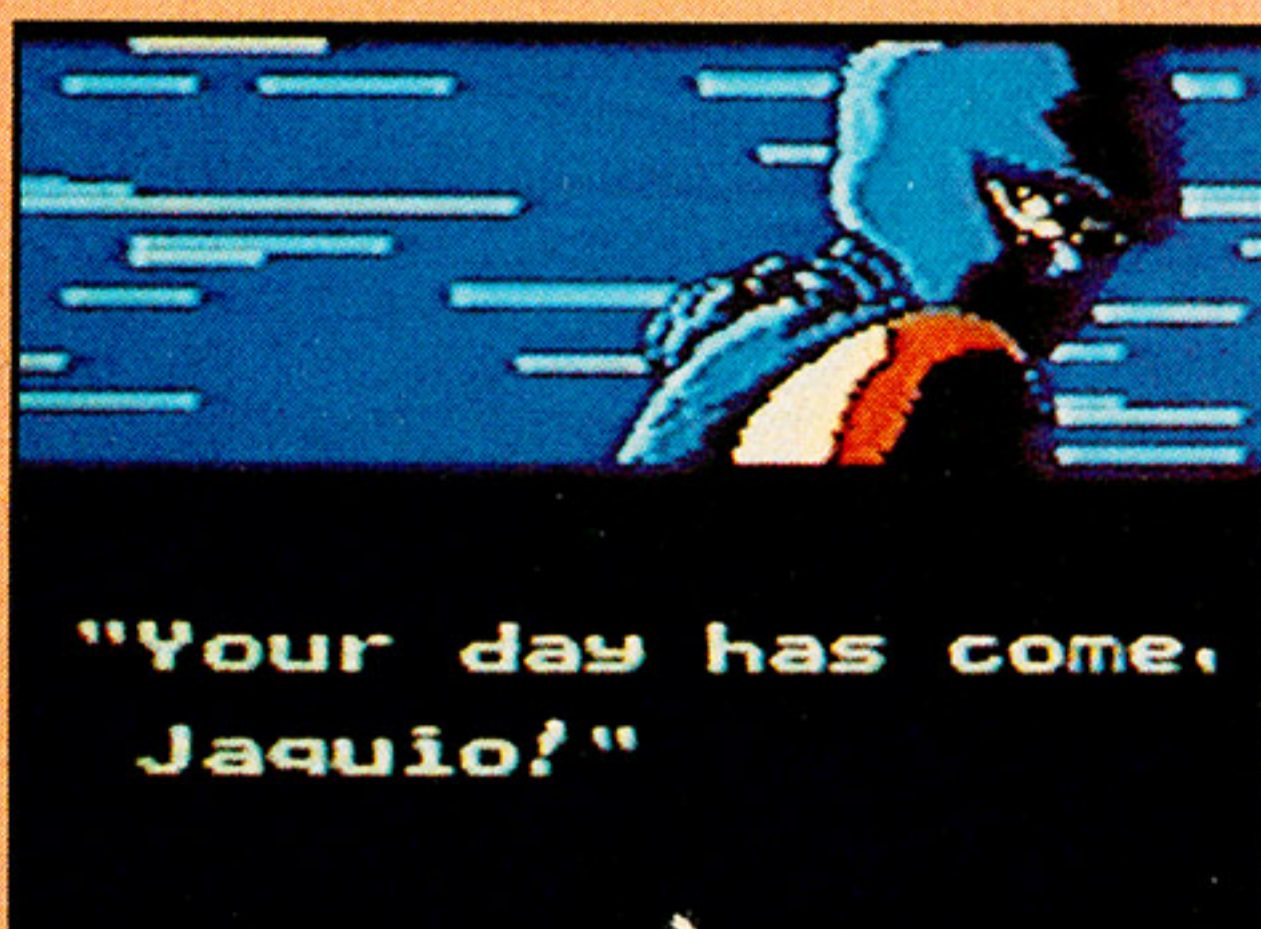


If you don't succeed on your first try, don't panic — there are places of refuge in the Hall of Judgment.



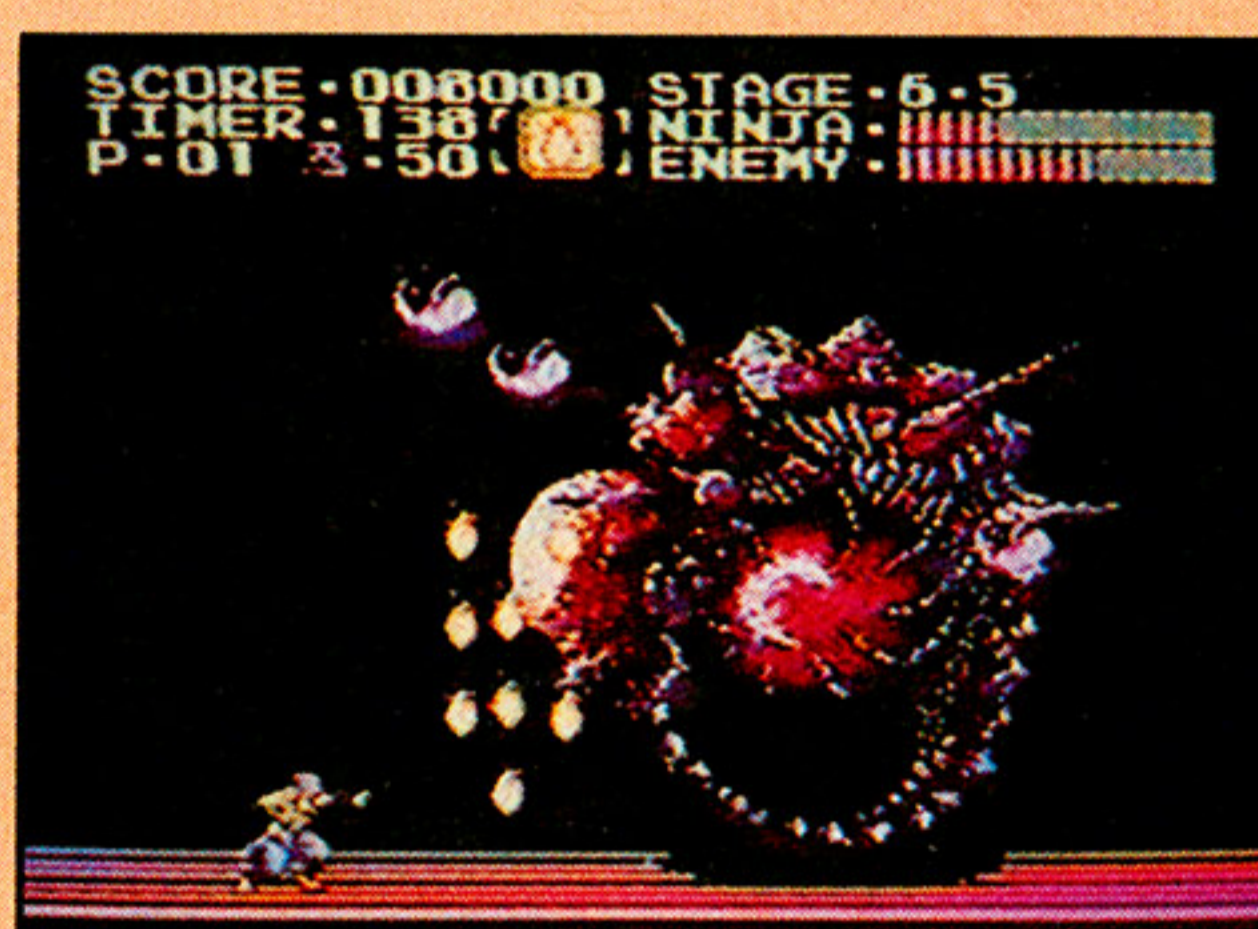
"Watch out!"

After an emotional reunion, Jaquio renews his assault by launching a fireball at young Ryu. But Hayabusa bravely saves his valiant son.



"Your day has come, Jaquio!"

Finally, revenge will be yours!



Fight fire with fire by blocking Jaquio's attacks with the invincible firewheel. If you are fortunate enough to still possess the jump & slash, now is the time to unleash it.



A beautiful sunrise, a beautiful girl, a beautiful ending. The legend of the dragon sword can now endure.



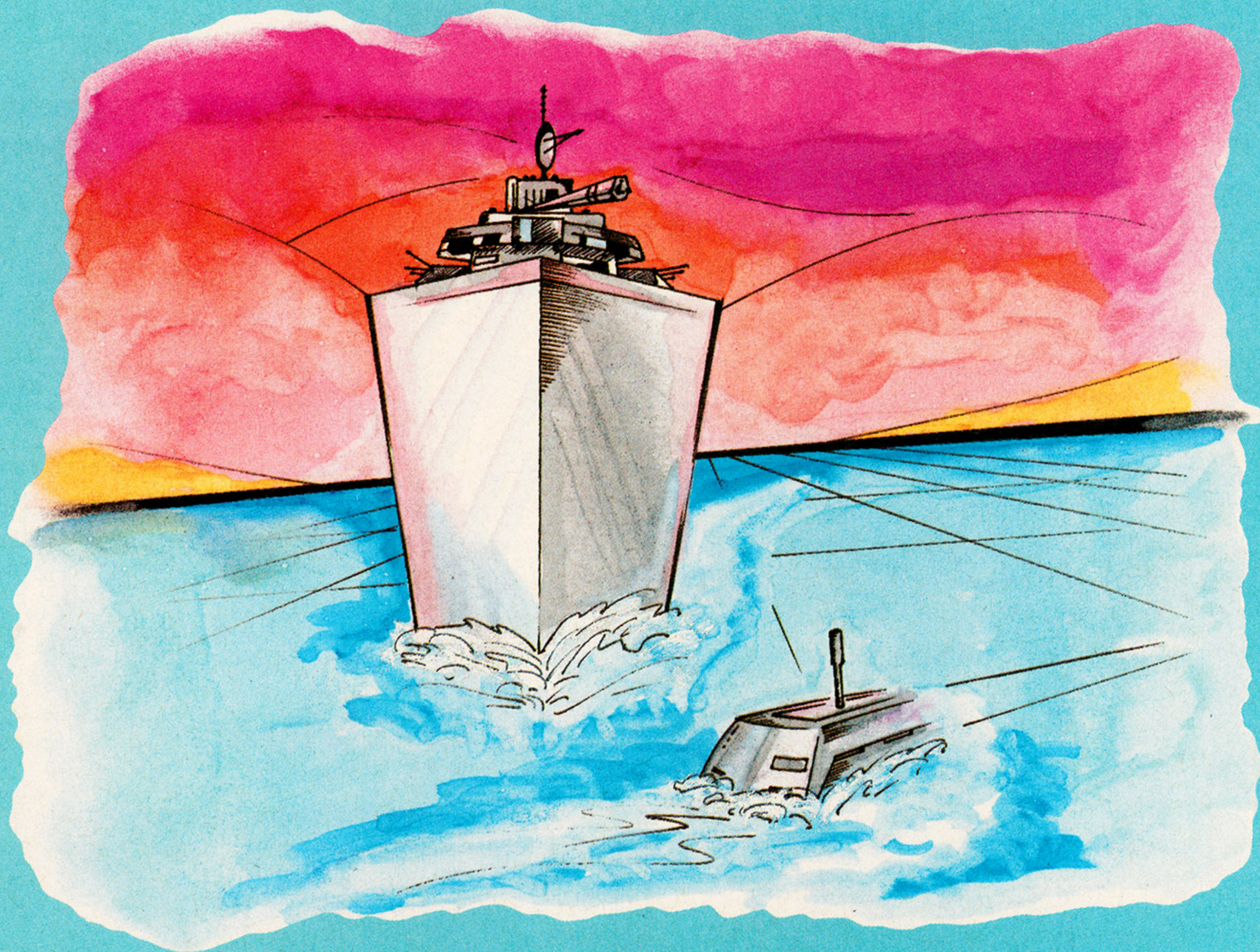
COMPUTER GAME

of the
MONTH

RED STORM RISING

Neil Randall

Version reviewed: IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, MCGA, VGA, Tandy 16-color, and Hercules monochrome graphics; joystick optional. Also available for the Commodore 64. Microprose, 180 Lakefront Drive, Hunt Valley, MD 21030.



Thanks in part to former President Ronald Reagan's well-publicized enthusiasm for Tom Clancy's novel *The Hunt for Red October*, Clancy has become one of the best-selling authors of the late 20th century. *Red October* paved the way for another submarine-based thriller, *Red Storm Rising*. Not surprisingly, software designers have fallen all over themselves in an effort to produce games based on these popular books. The latest, and perhaps the best so far, is Microprose's adaptation of *Red Storm Rising*, Clancy's vision of the start of World War III.

To get it right, Microprose's designer extraordinaire, Sid Meier, knew he had to include two major features. First, he needed to simulate in a realistic but playable fashion what it's like to captain a modern nuclear submarine. And second, he needed to make the results of the player's battles affect the progress of the overall war. Meier managed to accomplish both goals, and the result is a game that rises instantly to the top of its class.

The realism stems from a wealth of options. You can place the war in 1984, 1988, 1992, or 1996, thus influencing the level of technology. For instance, the silent "Swim Out" torpedoes of 1996 are mere dreams in 1984 and 1988, and would seem to give your submarine a great tactical advantage. But at the same time, Soviet antisubmarine weaponry improves dramatically between 1984 and 1996.

Other options let you choose between training, battle, or a full campaign, and each can be played in any year and at one of four levels of difficulty. And your progress in the campaign game is measured not only by how many medals you win, but also by how you influence the overall war against the Warsaw Pact.

Rich detail is integral to *Red Storm Rising*. Your submarine boasts no fewer than six kinds of underwater sensors — everything from passive sonar to towed arrays, and, of course, the periscope. You must concern yourself with oceanic conditions, such as the amount of acoustic absorption and surface duct, the locations of thermal layers, and in some cases, ice-packs. When attacking enemy targets, you can choose from a host of Mark 48 wire-guided torpedoes (which can be individually controlled), as well as Harpoon, Tomahawk, Sea Lance, and Stinger missiles. (The last two weapons are available only in the 1992 and 1996 scenarios.)

And the enemy targets are numerous. You face missile cruisers, antisubmarine cruisers, larger antisubmarine ships, destroyers, patrol ships, transports, tankers, and carriers, joined beneath the surface by nuclear-powered ballistic and cruise-missile submarines. Some of these vessels are easy pickings for your state-of-the-art Improved Los Angeles or Sea-

wolf submarine, but many others are deadly, and in packs they're very hard to beat.

The battle scenarios are challenging and enjoyable, but they exist for only one reason: to train you for the *Red Storm Rising* campaign game. Here you're presented with a map of the Norwegian Sea theater. You operate from your home port of Holy Loch, Scotland, where you resupply and repair your sub as the war progresses. You embark on mission after mission, some quite easy and others extremely difficult. Your success directly affects the area of the map that turns red with Warsaw Pact occupation. Only one rule applies to all situations: Conserve your ammunition, because you never know how often you'll be able to return to port for more.

Red Storm Rising takes time to learn. But with the help of the training missions and the highly informative manual, you'll soon find yourself immersed in the underwater tactics of the next war. Let's just hope that none of us ever really needs the training.

COMPUTER GAME

of the
MONTH

SUB

The year is:

1984
Russian submarine and computer technology is behind the West, but western submarine weapons are limited.

1988
Russian submarines begin to benefit from the Toshiba/Kongsberg scandal, but the West introduces Tomahawk missiles.

1992
Russia's first nuclear aircraft carrier appears, while the West adds Sea Lance missiles and Stinger missiles.

1996
Russia's northern fleet grows very large, while the new SeaWolf submarine enters service in the US Navy.

Highlight your selection.
Press the trigger to continue.

Let's start a new game, choosing the default 1988 setup. Later you can go on to 1992, when Sea Lance missiles are available, but it's better to gain some experience first.

Your boat is:

A Permit-class Nuclear Attack Submarine

A Sturgeon-class Nuclear Attack Submarine

A Los Angeles-class Nuclear Attack Submarine

An improved Los Angeles-class Nuclear Attack Submarine

A Seawolf-class Nuclear Attack Submarine

Assigned to you by the NWPC (the ultimate in realism)

Highlight your selection.
Press the trigger to continue.

We'll stick with the default submarine, an improved *Los Angeles*-class boat. It's the best available for a 1988 mission, and you never know what kind of assignment the Navy's going to throw at you.

Your level of challenge is:

INTRODUCTORY
Beginners are urged to select this option.

NORMAL
Casual players are urged to try this option.

SERIOUS
For those who find the normal level unsatisfying.

ULTIMATE
Life can be brutal and short at this level.

Begin with the introductory level to get the hang of operating your sub, but move on to the normal level as quickly as possible. Before going beyond normal, however, make sure you know your boat inside and out.

TRAINING ACTIONS
 vs. a November-class Submarine
 vs. a Kashiin-class Destroyer

BATTLE SIMULATIONS
 a Duel
 the Cruise Missile Sub
 the Wolf Pack
 the Boomer Bastion
 a Convoy
 a Strike Group
 an ASW Group
 a Carrier Task Force
 a Chance Engagement

RED STORM RISING
 World War III in the Atlantic

Highlight your selection.
 Press the trigger to continue.

ISSUED: 0600: 06/0 1/88 **TOP SECRET**

TO: Cmdr Kirk, USN
 USS Newport News

FROM: COMSUBLANT
 SUBJ: MISSION ORDERS 80-10 1, 103.00

An enemy cruise missile submarine is moving southward in the Norwegian Sea toward the North Atlantic convoy routes. You must sink it.
 This enemy sub is believed to be a diesel-electric Juliet class. It may have a diesel attack sub escort.

USS Newport News Status Report
 0600 hours 06/0 1/88

WEAPONS (select to load empty tube)
 16 Mk48 ADCAP Torpedoes
 6 Harpoon UGM Missiles
 0 Tomahawk TASM Missile

TUBES (select to empty tube)
 1: Mk48 ADCAP
 2: Mk48 ADCAP
 3: Mk48 ADCAP
 4: Mk48 ADCAP

VERTICAL LAUNCH SYSTEM
 no Tomahawk TLAM Missile
 12 Tomahawk TASM Missiles

SYSTEMS DAMAGE
 Towed Array operational
 Passive Sonar operational
 All Torpedo Tubes operational
 Propeller Linkage operational

All of the battle simulations provide excellent training for the campaign game. Here we'll challenge a cruise-missile sub, fully realizing that it probably isn't operating alone.

According to our orders, there's only one cruise missile sub to sink, but it "may have" an escort. In *Red Storm Rising*, "may have" almost always means "does have."

On the equipment screen, we've loaded our torpedo tubes with four Mk48 ADCAP torpedoes. In scenarios where surface ships are expected, we'd need at least one Harpoon UGM missile in one of the tubes instead.

COMPUTER GAME

of the MONTH

Sonar Reports...
 Faint sonar contact
 ... Bearing 090 deg

General quarters !

XO Reports...
 Our Heading 090 deg
 Our Speed 5 knots
 Our Depth 180 feet

Weapons Officer Reports...

Weapons Loadout	Reloads
Tube 1 : Mark48	16 Mark48
Tube 2 : Mark48	6 Harpoon
Tube 3 : Mark48	12 Tasm
Tube 4 : Mark48	

Local Conditions...
 Floe ice
 Strong surface duct
 Strong thermal layer at 250 feet

This screen shows the initial situation. There's a faint sonar contact at a 90-degree bearing (easterly). Our sub is in the vicinity, cruising on a heading of 90 degrees (that is, toward the contact). Ice floes would impede us if we were attacking surface vessels, but we should be OK here.

TACTICAL DISPLAY

HEADING 090 DEG
 SPEED 5 KNTS
 DEPTH ↑ 180 FT
 RUDDER TO 090
 PLANES LEVEL
 T 59

CONTACT
 BEARING 089 DEG
 SIG/SHSR 9P
 SOL 12
 CRS SPD
 --- / ---
 RANGE ↑
 -- KVDS

3 L.A.

PAUSED - PRESS ALT P TO RESUME

Here's the Tactical Display, showing our sub (the L.A.) and an unidentified Russian contact. We're heading 90 degrees at a speed of 5 knots and a depth of 180 feet. The T indicator means our towed-array sensors are working, and our acoustic volume (loudness) is 59 (not too noisy).

TACTICAL DISPLAY

HEADING 090 DEG
 SPEED 5 KNTS
 DEPTH ↑ 180 FT
 RUDDER TO 090
 PLANES LEVEL
 T 59

CONTACT SUB
 BEARING 088 DEG
 SIG/SHSR 17P
 SOL 52
 CRS SPD
 --- / 8
 RANGE ↑
 -- KVDS

3 L.A.

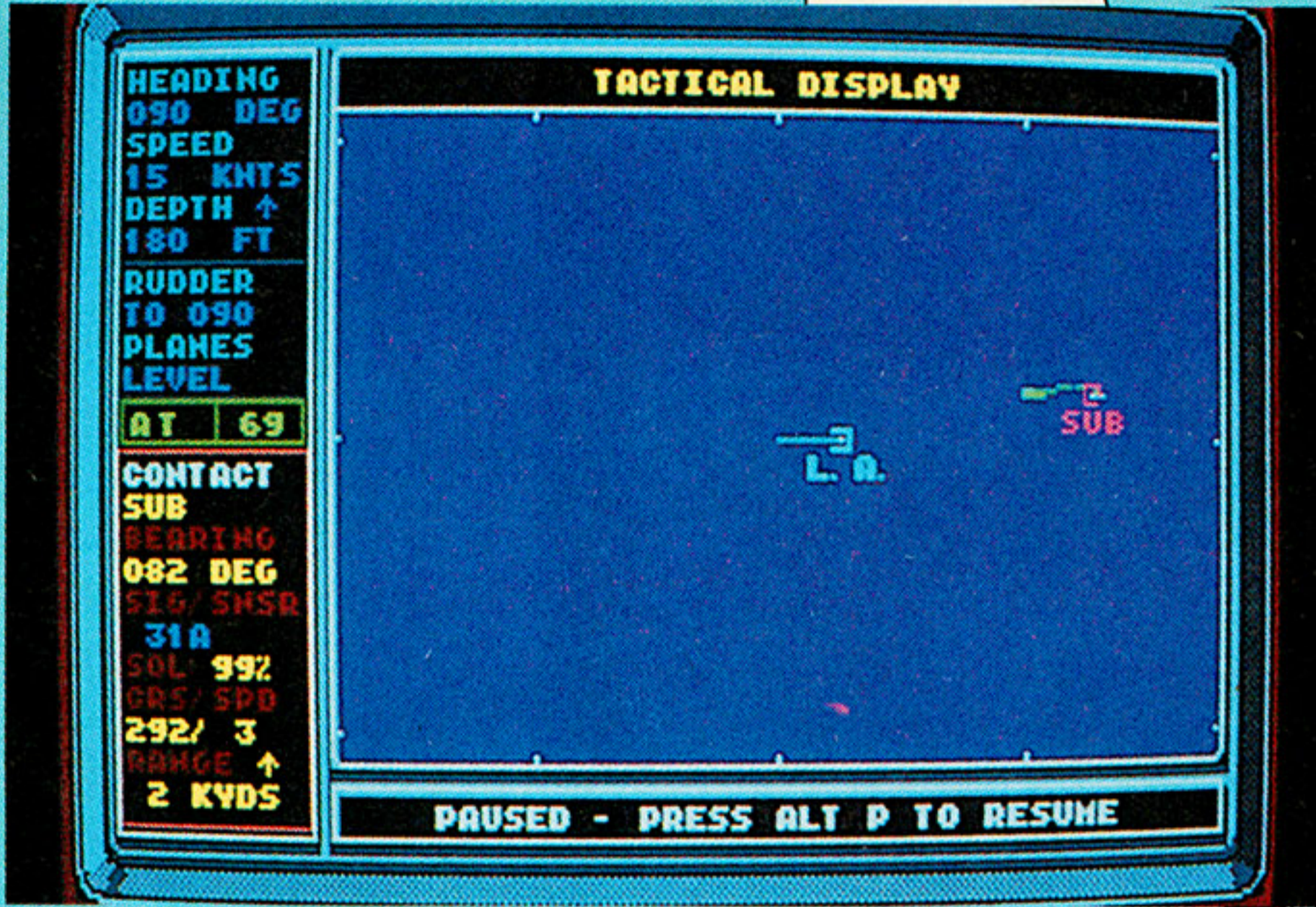
PAUSED - PRESS ALT P TO RESUME

Passive sonar has identified the vessel as a sub, at 88 degrees from us and with a speed of 8 knots. We'll turn on active sonar to get a better report, even though it may give away our presence.

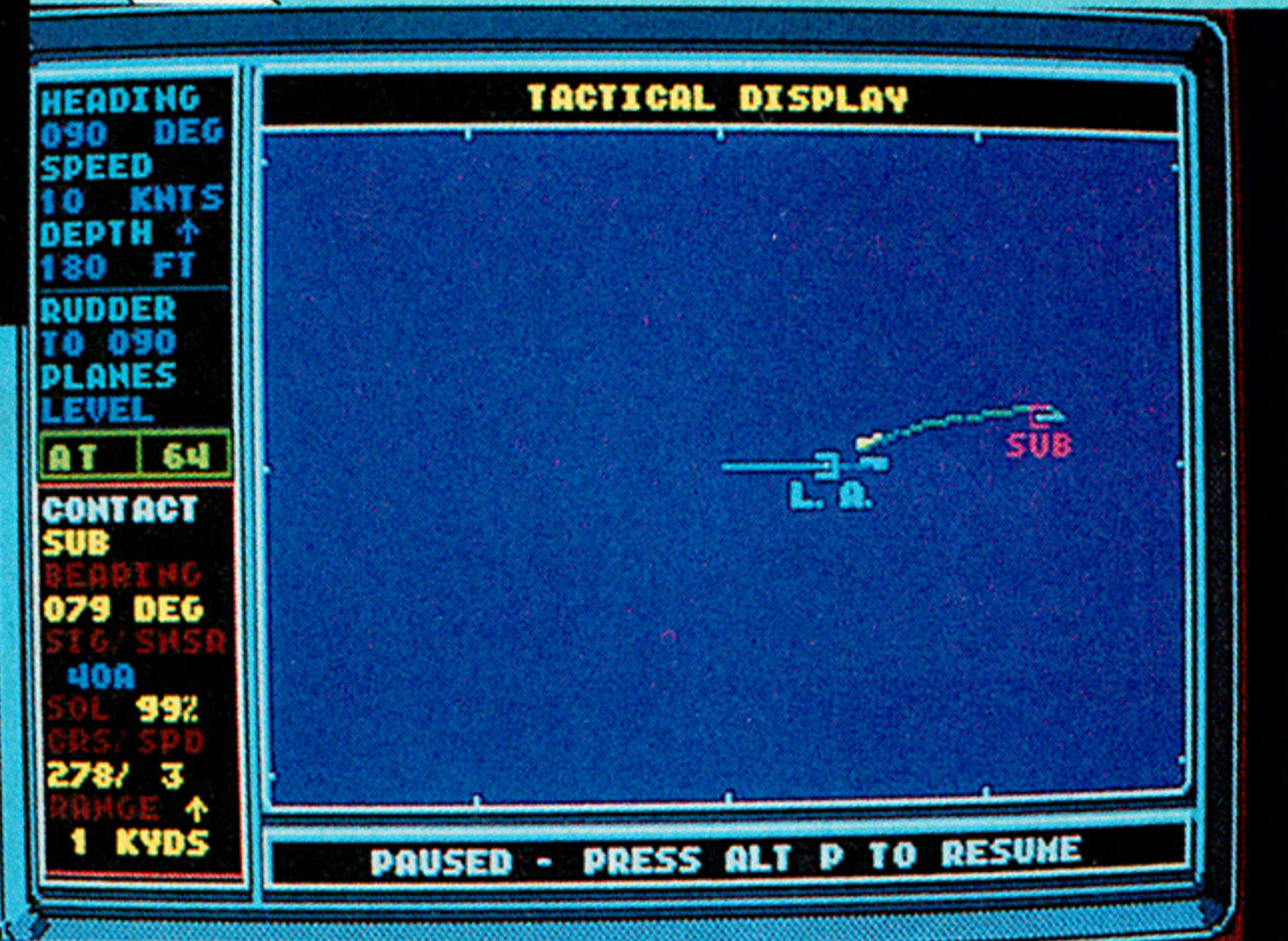
COMPUTER GAME

of the

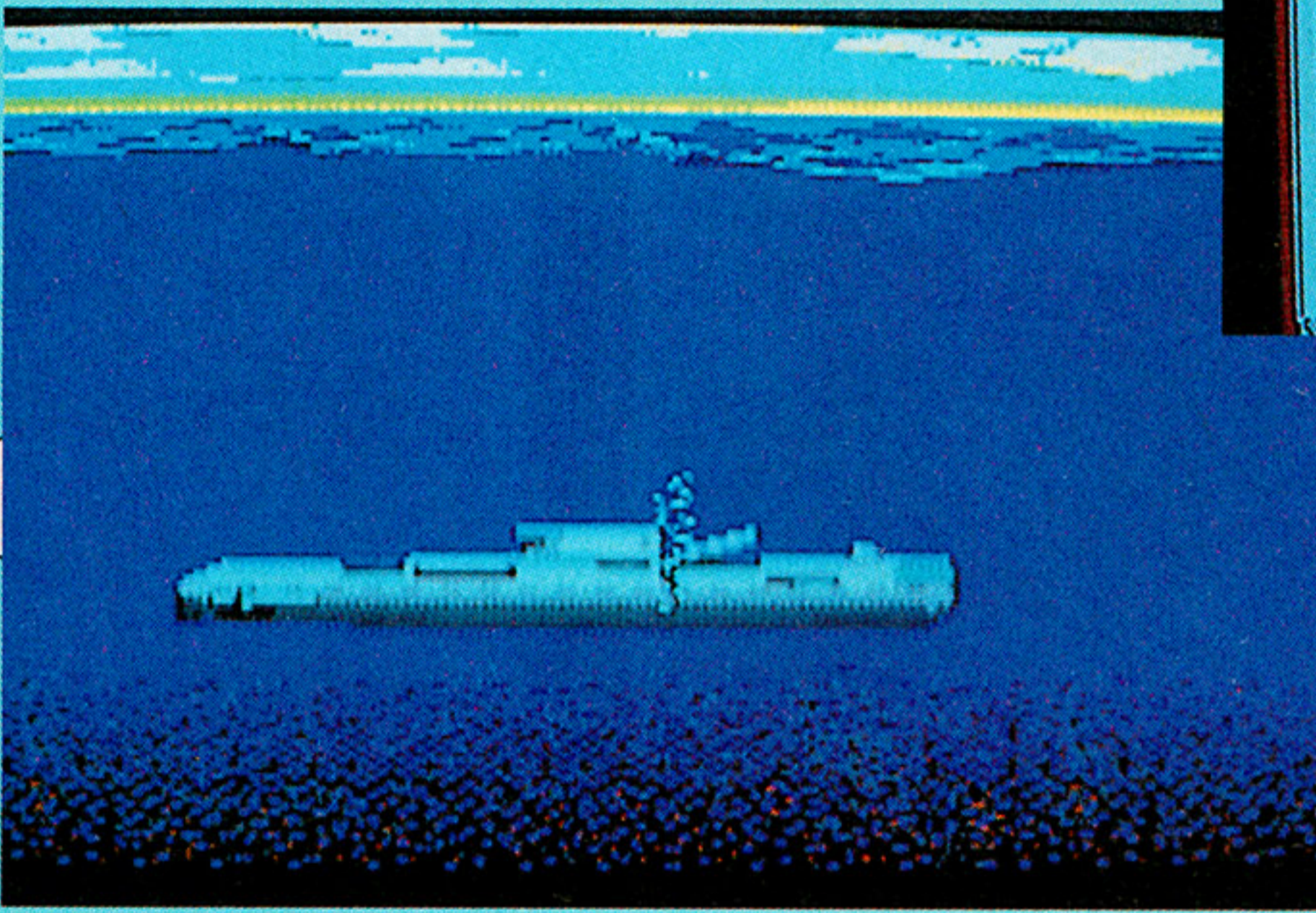
MONTH



The active sonar reports that the sub is on a course of 292 degrees at a speed of 3 knots. But our acoustic volume has increased to 69, and the alerted enemy has fired a torpedo at us. (It appears as a green rectangle proceeding from the enemy sub.)

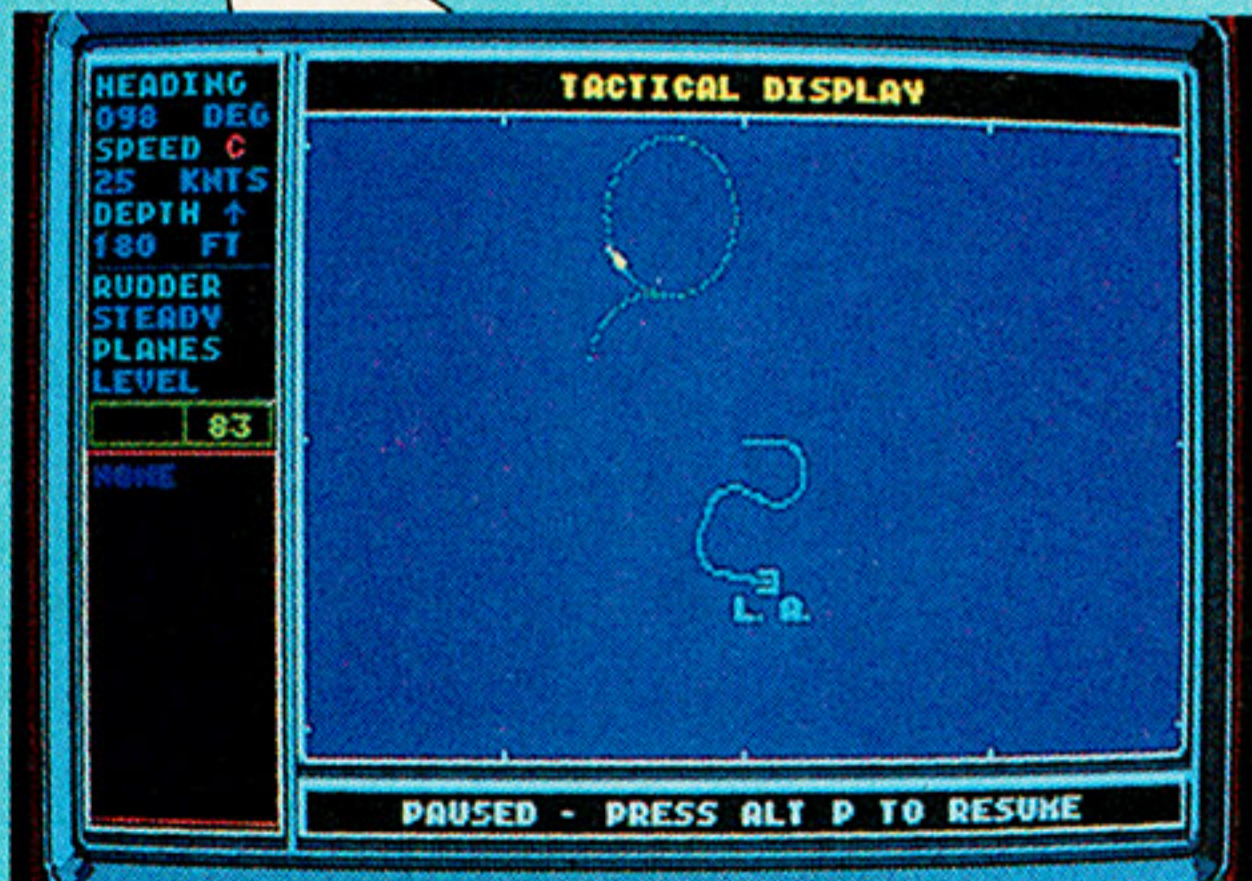


As the enemy torpedo approaches, we retaliate by firing a Mk48. Our torpedo appears as a light-blue rectangle ahead of the L.A. By pressing the 1 key, we can release a noisemaker to decoy the enemy torpedo away from us.



Got 'em! The Mk48 torpedo pierces the enemy sub's hull and sinks it to the ocean floor. Now we have to find out if there's another sub around.

L.A.



By executing a sharp right, and then a sharp left, we seem to have evaded the enemy torpedo. Sinking the control sub helped, too. But until the torp disappears from the screen, we're not completely safe.



Mission accomplished. If you want, you can watch a replay. Otherwise, press the N key and wait for the After Action Report.



Pleased with our performance, the Navy has awarded us the Bronze Star for Valor. We've also gained an efficiency rating of 336, a rating that means a lot in the campaign game.

TRAINING ACTIONS
vs. a November-class Submarine
vs. a Kachin-class Destroyer

BATTLE SIMULATIONS
a Duel
the Cruise Missile Sub
the Wolf Pack
the Boomer Bastion
a Convoy
a Strike Group
an ASW Group
a Carrier Task Force
a Chance Engagement

RED STORM RISING
World War III in the Atlantic

Highlight your selection.
Press the trigger to continue.

ISSUED: 0600: 06/0 1/88 TOP SECRET

TO: Cmdr, USN
USS Helena

FROM: COMSUBLANT
SUBJ: MISSION ORDERS #0-116.118.00

A Pact replenishment convoy has been spotted rounding the North Cape and heading southward into the Norwegian Sea. You are instructed to intercept and destroy. Satellite reconnaissance reports suggest that the convoy consists of three escorts, with two replenishment ships.



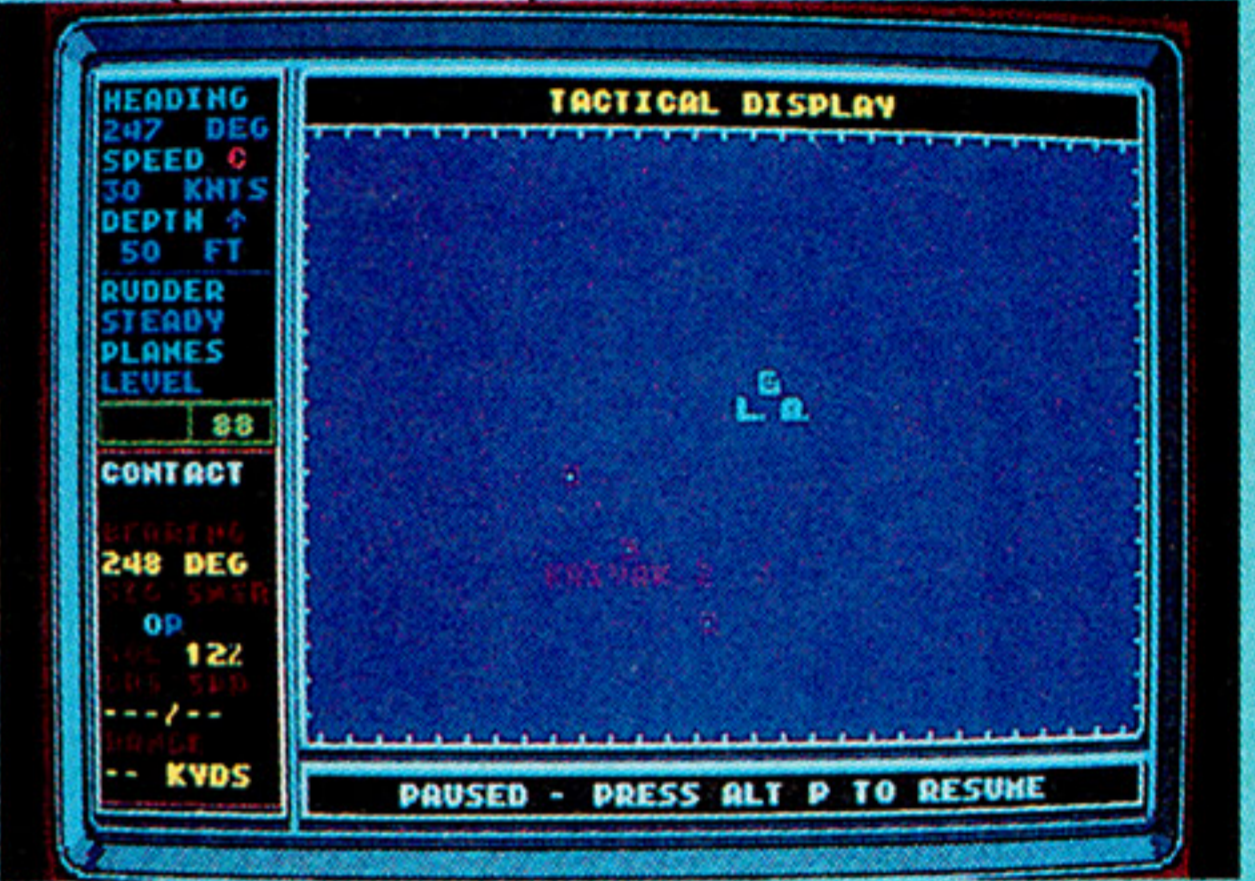
This time, let's try a different battle simulation: the convoy. Because it includes surface ships, we'll load some Harpoons as well as Mk48's.

Our orders say that the enemy convoy consists of five ships, three of which will almost certainly be capable of sinking us. A tough assignment, but at least we shouldn't be seeing any enemy subs.

Contact! Our sub against three unidentified surface craft. Let's head toward them, but first press F9 to set our depth at 50 feet. That depth isn't always a good idea, but it will let us use active radar if we need it.

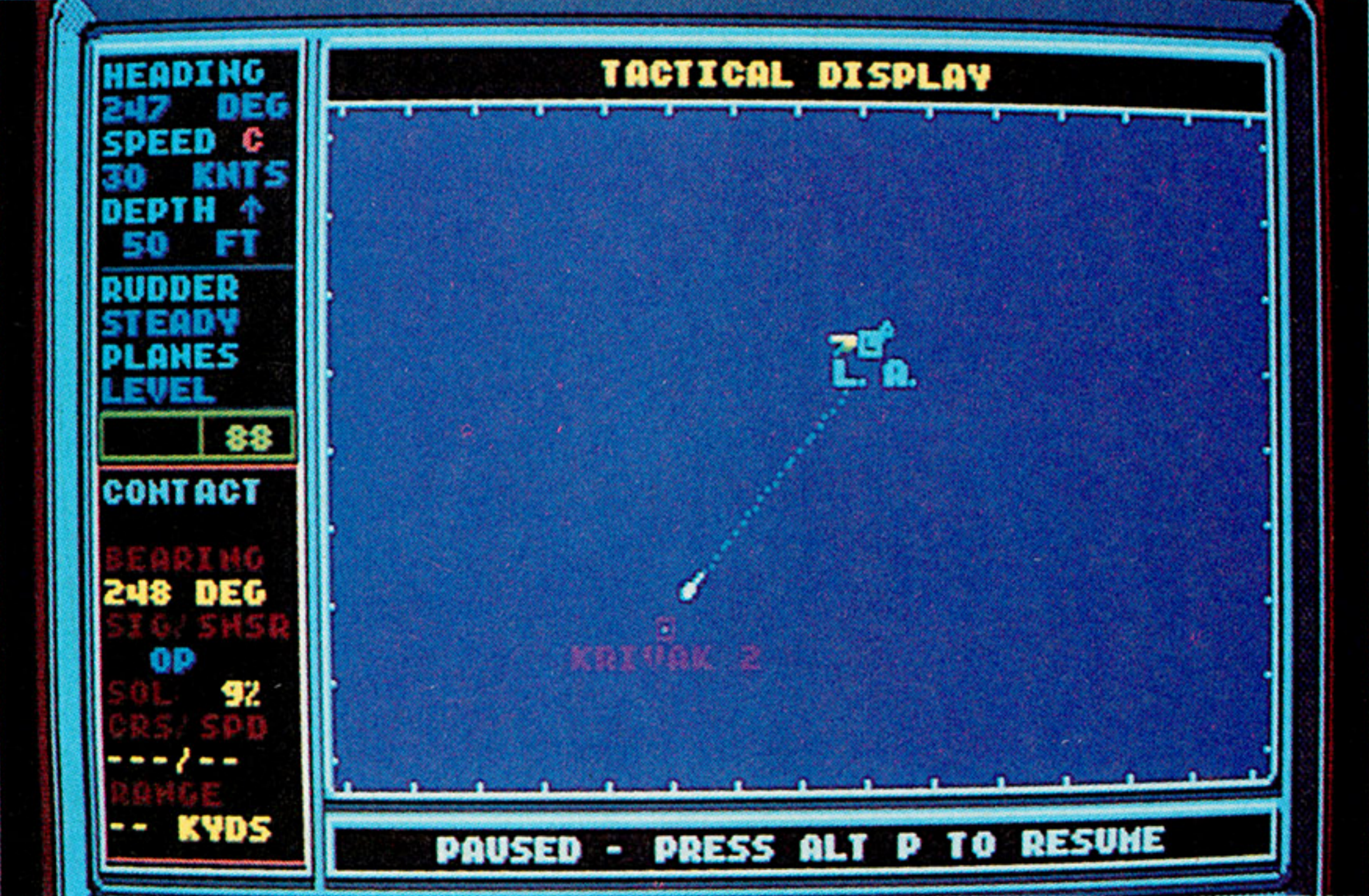
COMPUTER GAME

of the MONTH

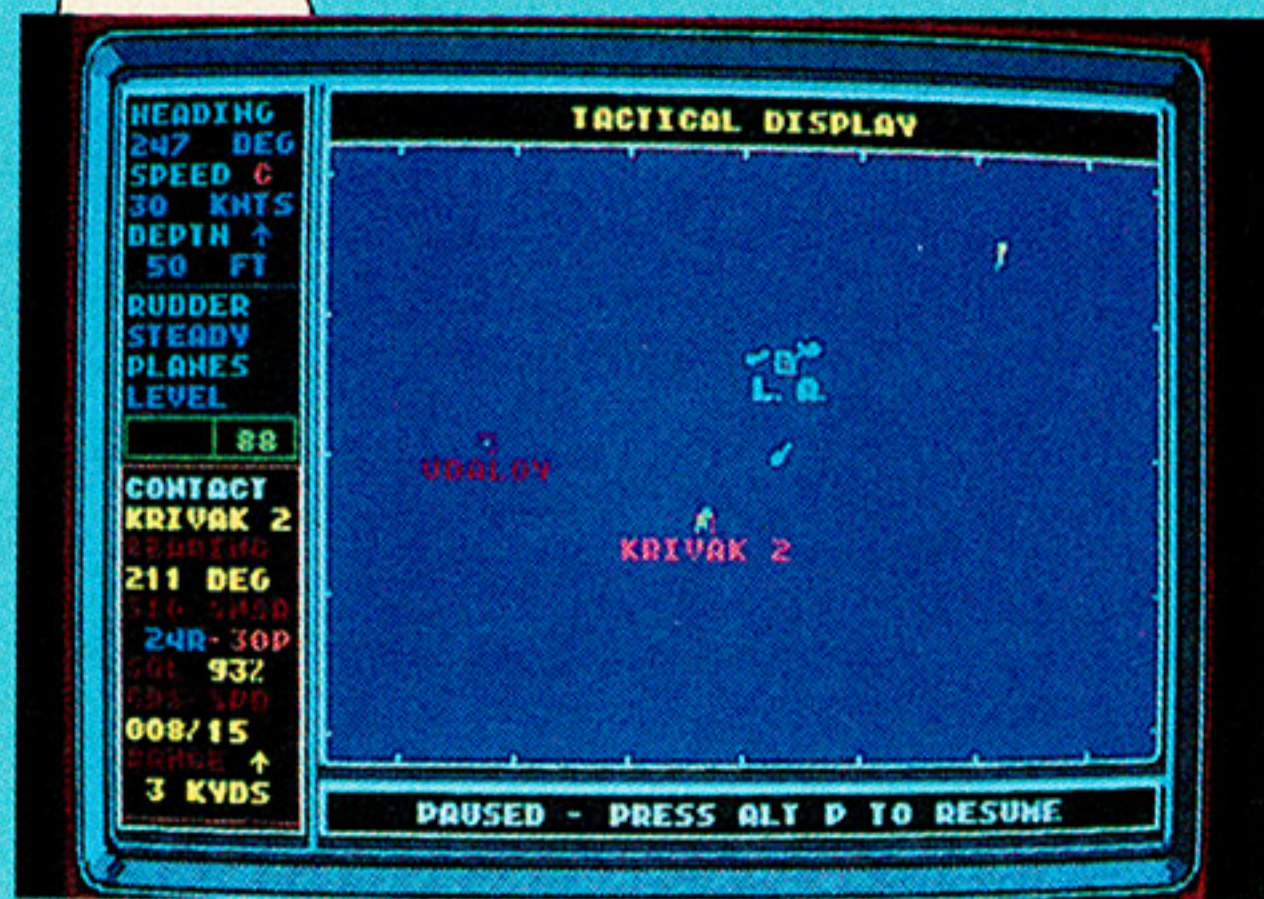


Pressing F7 brings up the sub's database, where we can access information on the *Krivak 2*. It has some dangerous missiles, but it's so noisy we should be able to sink it before it does any damage.

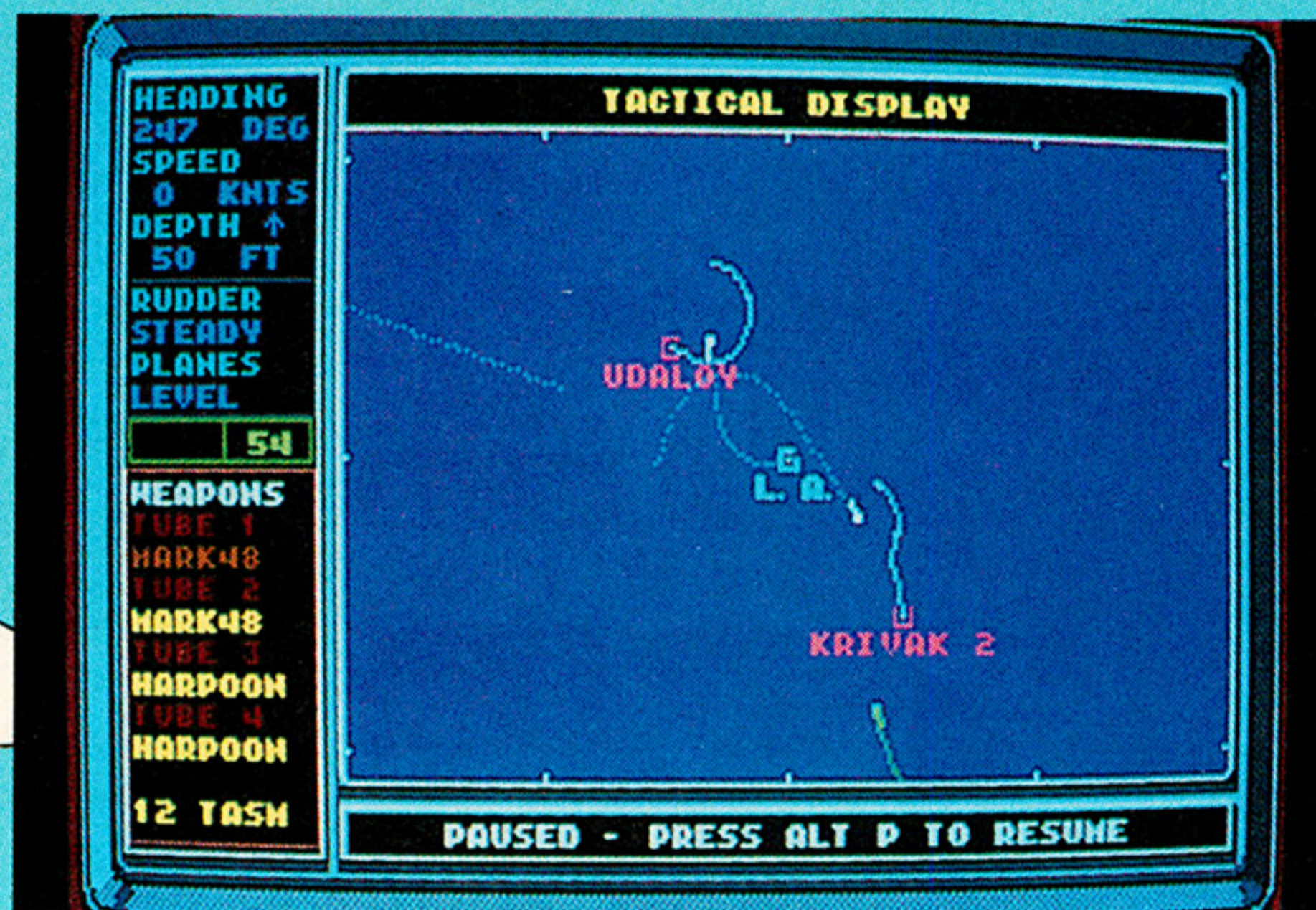
We've identified one of the enemy vessels as a *Krivak 2*-class ship. Before firing on it, let's see what it is.



A Harpoon missile is almost on top of the *Krivak 2*. All is not rosy, though; an enemy torpedo is on top of the *L.A.*, almost undetected by passive sonar. We'll press 1 to release a noise-maker, and hope it's not too late.



Our Harpoons have missed! Two Mk48 torpedoes, however, stream toward the enemy. One is aimed at the *Krivak 2*, the other at the *Udaloy*.



There's lots of activity on this screen, including two of our torpedoes homing on target. But we've suffered damage, and we're having troubles. We'll keep firing torpedoes, then dive to avoid RBU rocket attacks from the *Udaloy*.

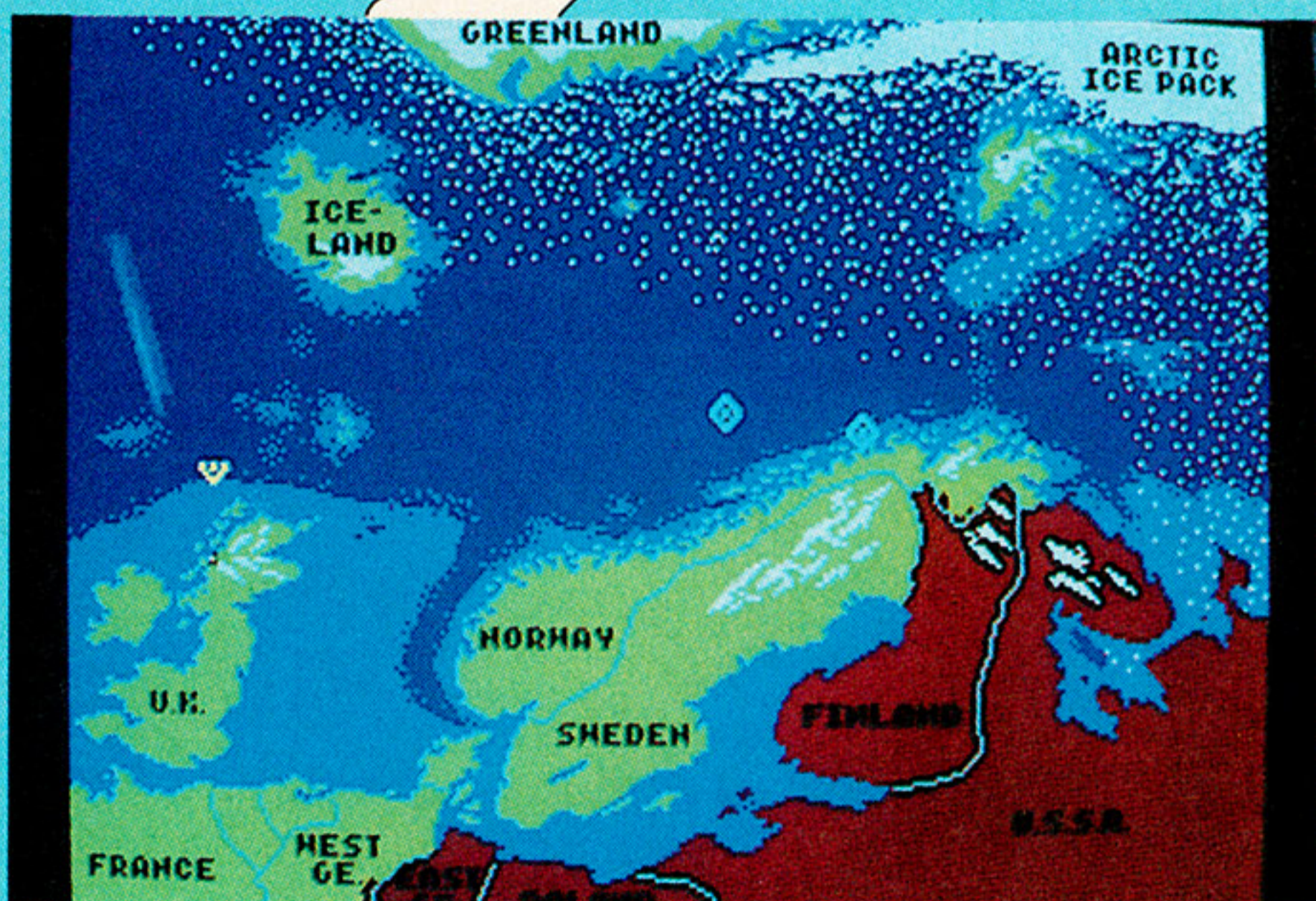
ISSUED: 0600: 06/0 1/88 TOP SECRET

TO: Cmdr, USN
USS Key West

FROM: COMSUBLANT
SUBJ: MISSION ORDERS #2 1-24,29,26

Intelligence data indicates the enemy plans an amphibious landing at Reykjavik in southern Iceland. A task force with landing ships is leaving Murmansk now. You must intercept and destroy this force before the landing occurs. Nav Ops is depending on you. No other ships or planes are in position to intercept the enemy in time.

In the campaign game, your orders, too, are more critical. Notice the tone of despair in the order to intercept the Russian amphibious fleet.



As seen on this campaign map, our boat is just north of Scotland. The Soviet fleet is the red diamond near Iceland. Can you intercept the Soviet invaders and destroy them in battle?

HOLY LOCH, SCOTLAND

0600 hours 06/0 1/88

MAGAZINE AND TUBES:	26	
add	15 min	Mk48 ADCAP 20
	30 min	Harpoon UGM 6
	30 min	Tomahawk TASM 0
		TOTAL ON BOARD: 26
VERT LAUNCH TUBES:	12	
	60 min	Tomahawk TASM 12
	60 min	Tomahawk TLAM 0
		TOTAL ON BOARD: 12
SYSTEMS DAMAGE		REPAIR TIME
Towed Array		operational
Passive Sonar		operational
All Torpedo Tubes		operational
Propeller Linkage		operational

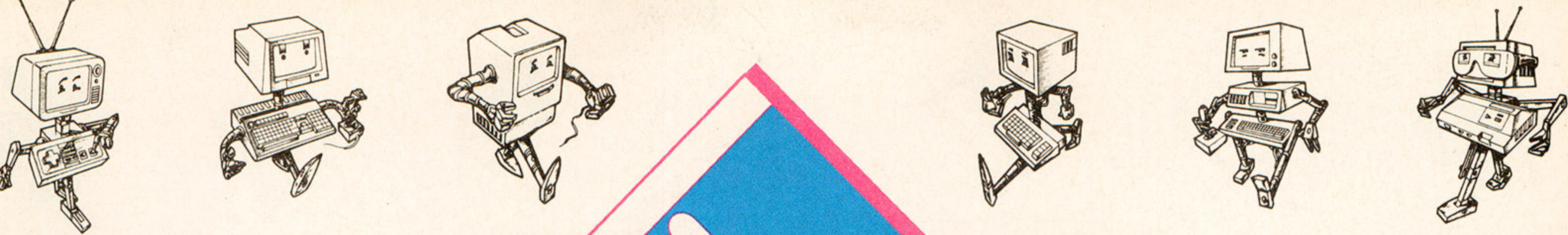
After some battle practice, it's on to the campaign game. Outfitting the sub for this game is more difficult. You must be concerned not only with the weapons you'll carry, but also with any repairs the sub needs.

COMPUTER GAME

of the
MONTH

KRIVAK

L.A.



CAPONE

William R. Trotter

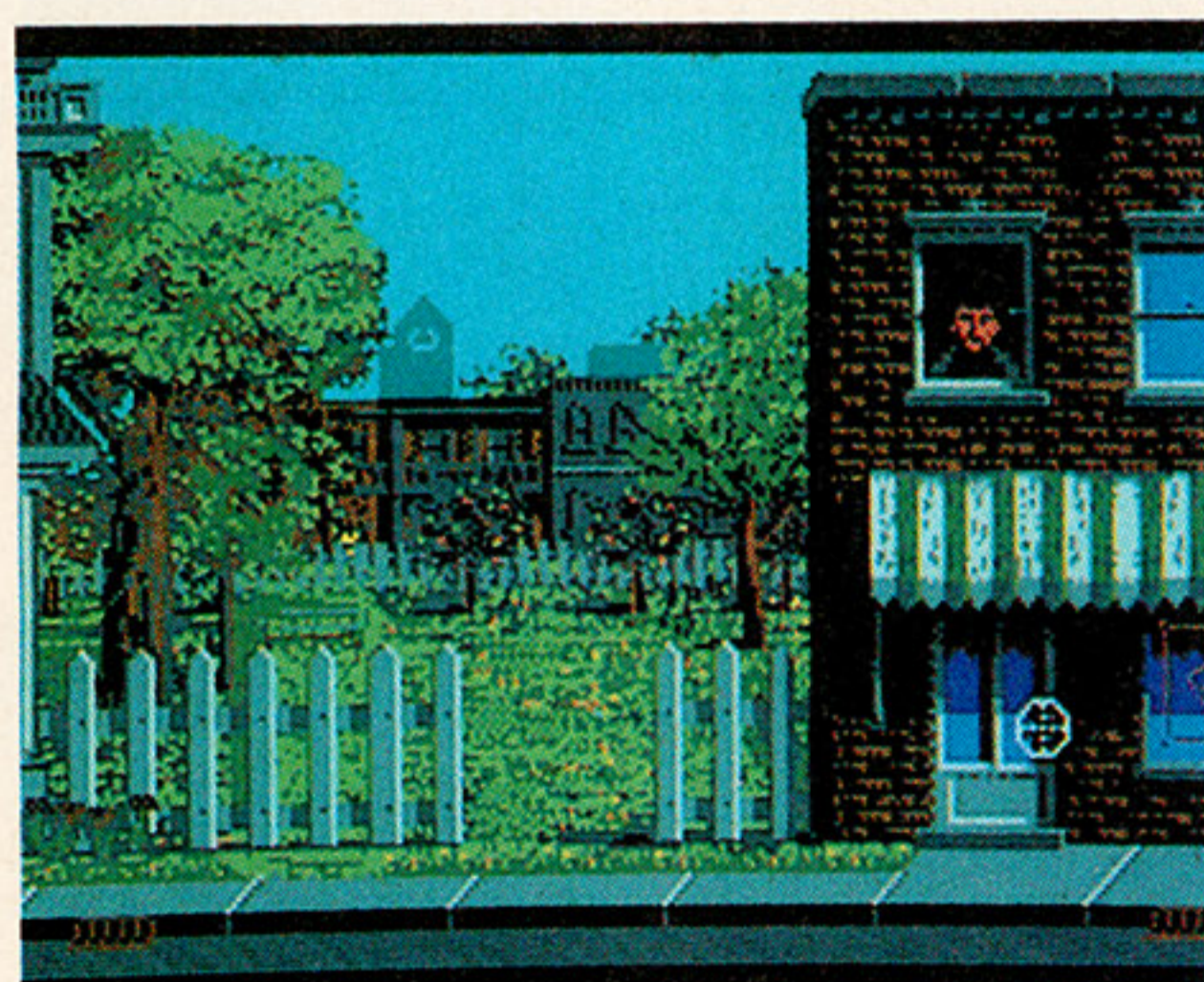
Version reviewed: IBM, Tandy, and compatibles; CGA or EGA graphics; 512K minimum memory; joystick, mouse, or Actionware light gun; AT or turbo-speed PC recommended. Actionware, 38 W. 255 Deerpath Road, Batavia, IL, 60510.

A

ctionware's *Capone* is a simple, solid, bang-bang shooting gallery game in which you are the cop and the targets

include every gangster in Chicago. They blaze away at you from sidewalks, alleys, windows, and warehouses, and you have to shoot them before they shoot you. There's nothing complex about this game: The instructions require only one page.

The graphics in *Capone* are excellent, and there are some nice twists to the basic scenario. When the outline of a tommy gun appears on the screen, for instance, you can shoot it and gain about one magazine's worth of rat-a-tat



Try to shoot the gangsters as soon as they appear on the screen — they're worth more points, and you'll live longer.

tat firepower, enough to mow down a whole mob.

You get points for hitting the bad guys, and you lose lots of points for accidentally shooting innocent

bystanders. If you make it as far as the post office, there's a mystery target worth 30,000 bonus points and six extra lives.

Capone can be played with a joystick, a mouse, or a special light gun that's sold by Actionware. If you don't have the light gun, we advise using the mouse. With a joystick, the gunsight tends to slide all over the screen, making quick, precise aiming all but impossible. With a mouse, the game is much more satisfying. Also, a fast AT or turbo-speed PC computer is recommended, because the graphics run much more smoothly.

If you enjoy the shooting galleries at carnivals, you'll probably find *Capone* a lot of fun. It could, however, be better. There is no



Hit the tommy gun icon and win a burst of extra firepower.

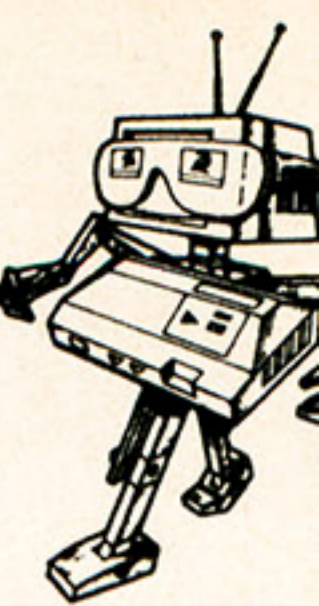
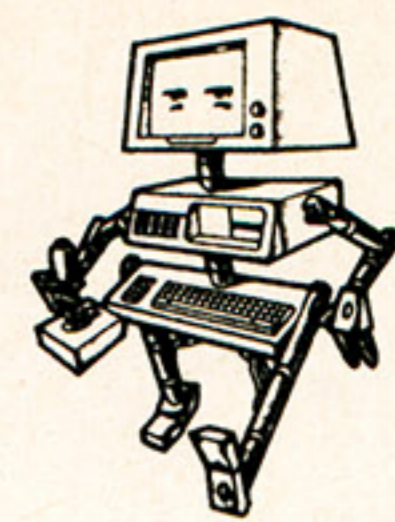
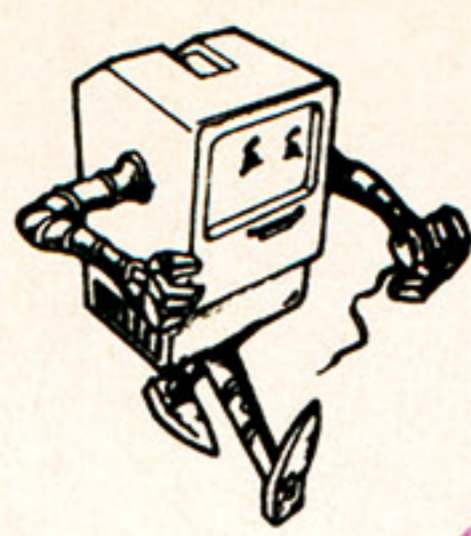
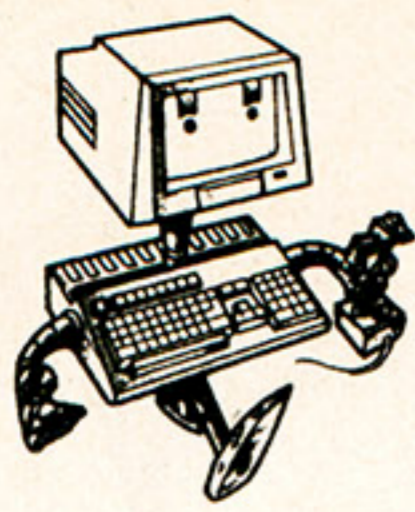
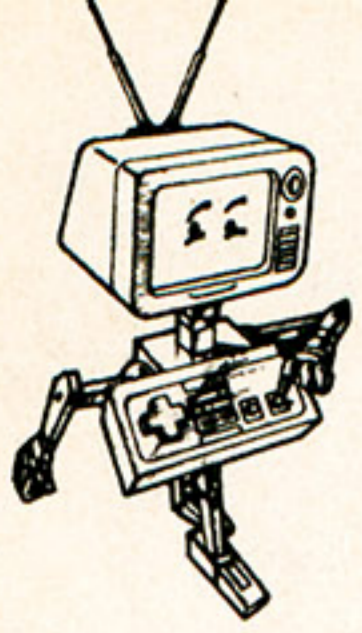
way to resume a game at the point where you left off; once you've lost your last life, you *must* start over from the beginning. That's too bad, because some of the advanced screens are really great, and some players — frustrated at *always* having to start from the beginning — might retire the game to the shelf before getting that far. And the attractively designed box gets a little ridiculous



Don't shoot any innocent bystanders, or you'll lose lots of points.

when it warns that "due to the fast paced action and intense excitement" the game is "not recommended for pregnant women and those with weak hearts."

GP

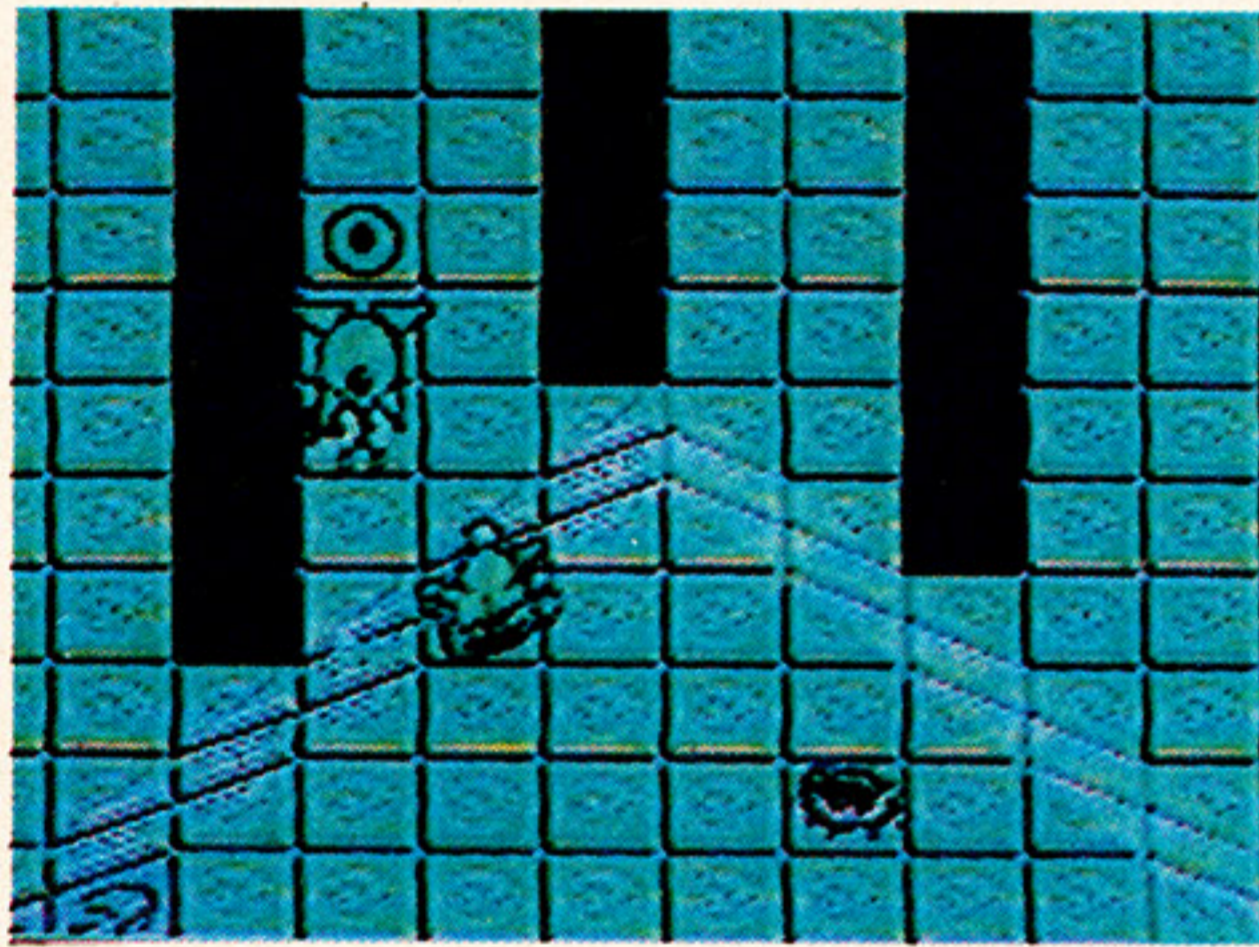


S

pace games have been arcade favorites ever since *Space Invaders*. The latest to hit the U.S. market (imported from Europe) is *StarGoose*, and it's just like being in a video

arcade.

The storyline involves a space pirate named Goose. On a routine, borderline-legal run through Altair 4, he was attacked, and his Star



Don't speed through the levels. Go slowly, or you might find yourself cut off from a doorway.

Fighter ship was destroyed. Drowning his troubles in the Cyber Club bar, he meets a space beauty who offers him a deal: If he can recover all of the emerald power crystals from the dangerous planet NOM, she'll buy him a new ship. To help him, she'll supply the top-secret *StarGoose*, a ship packed with the best weaponry available.

Even Goose, the best fighter in the galaxy, has reason to be nervous about this assignment. The power crystals are hidden beneath the armored landscape of the planet, which is covered with



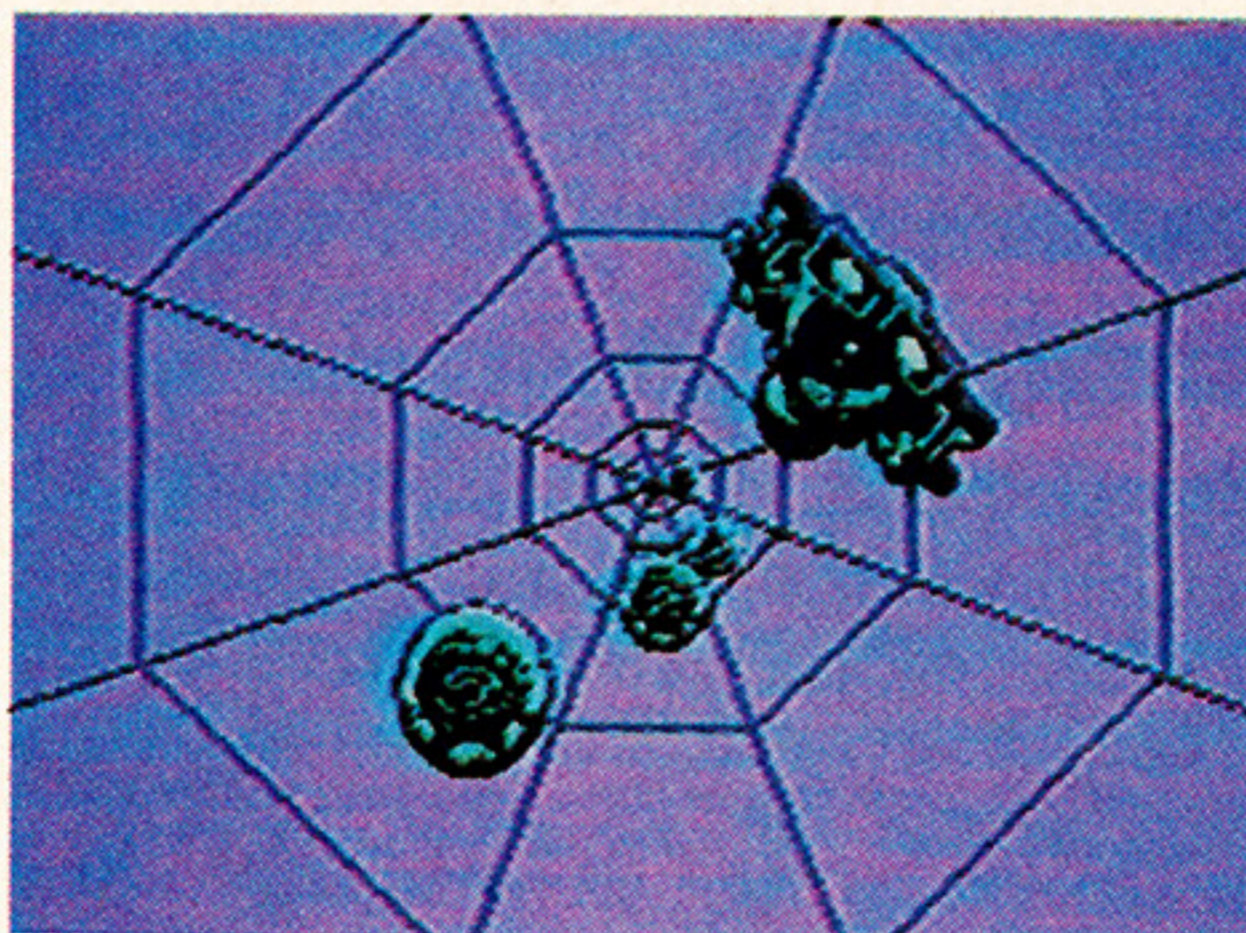
STARGOOSE

Leslie Mizell

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics. Logotron (distributed in the U.S. by Spinnaker), One Kendall Square, Cambridge, MA 02139. Also available for the Atari ST, Amiga, and Commodore 64.

machine-gun nests, laser weapons, rocket launchers, and robots of assorted destructive tendencies.

As Goose, you're at the helm of the super fighter, zooming over the surface of NOM. The armored surface isn't flat, but has metallic hills and valleys that make it difficult to shoot at the obstacles. Periodically, however, you can enter

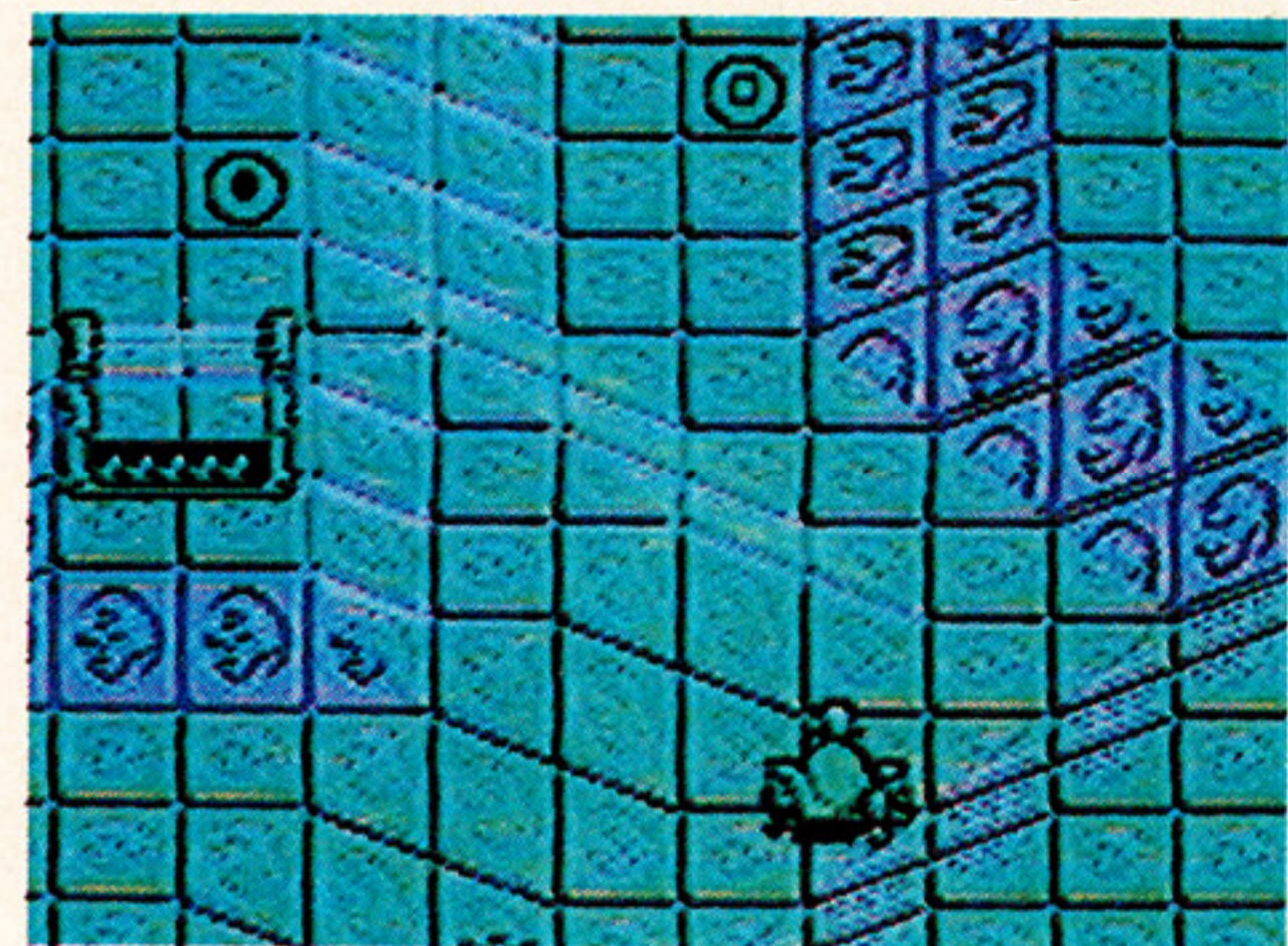


Collect pods of ammo, shield force, or energy inside the tunnels

tunnels and catch pods to restore your ammunition supply, shields, and energy.

Unlike the action in some arcade games, surviving on the planet NOM doesn't mean speeding through the levels at top speed. Instead, you must progress cautiously, watching for dangers at every turn. Don't expect to survive any of the eight levels on your first try. In *StarGoose*, the levels require two or three attempts just to learn your way around. For instance, it's possible to emerge from a tunnel and get blasted right away by a missile. On your next attempt, you can bypass that tunnel and blow up the missile launcher instead.

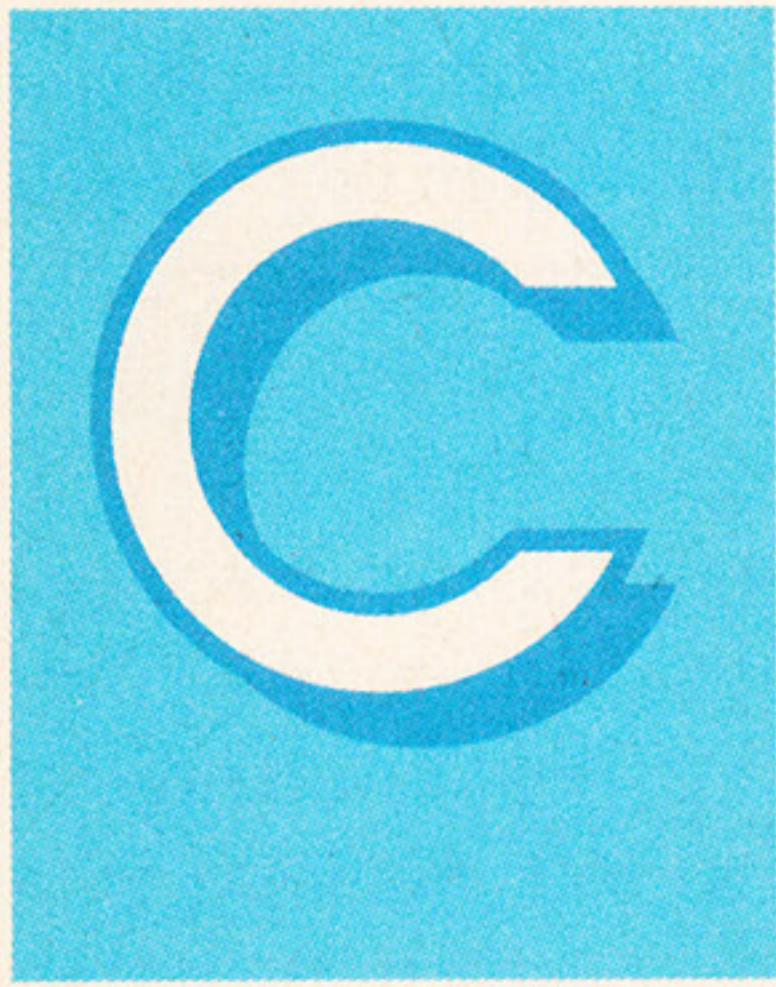
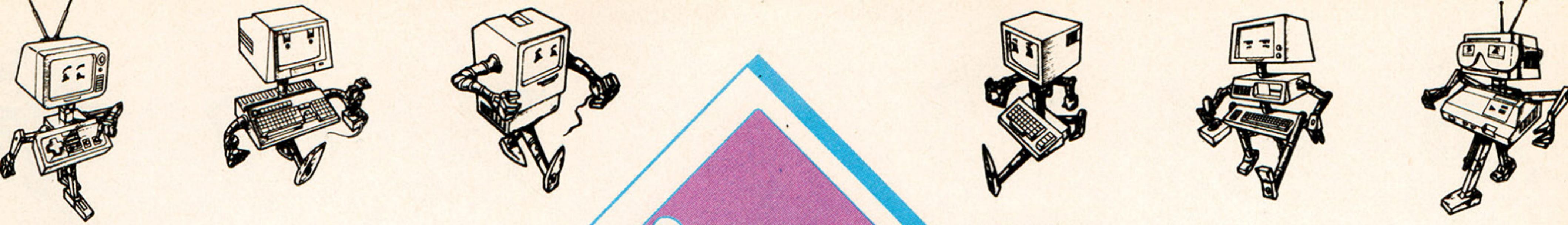
StarGoose is an amusing game,



Collect the blue circles to boost your supplies. Here you have to choose between replenishing your fuel or your shields.

but it's strictly for arcade fans. Adventure or strategy gamers will soon tire of the kill-or-be-killed action and repetitive scenery (especially with CGA graphics). Those who have spent many Saturday afternoons and quarters in arcades, however, should enjoy the fast-paced game play and simulated 3-D landscape.

GP



omputer games have been popular for several years now, and some games are, in fact, puzzles. So adapting

genuine jigsaw puzzles to computers was perhaps inevitable.

Of course, there are limitations — the relatively small size and low resolution of a video screen. To deal with this, *Jigsaw!* loads a graphics screen into the computer, divides it into 8, 15, 40, or 60 pieces (your option), scrambles the pieces, and challenges you to rearrange them.

Since there aren't nearly as many pieces as in the typical card-



Jigsaw! comes with several puzzle pictures, and it also works with *PC Paintbrush* and *DeluxePaint* files.

board jigsaw puzzle, you might think that *Jigsaw!*'s puzzles are a cinch to solve. Think again. First, you have the option of selecting the "Hard Way" of playing, in which the picture is loaded in its scrambled form. This means you don't get to see what the original, unscrambled picture looks like. (Cardboard puzzles nearly always



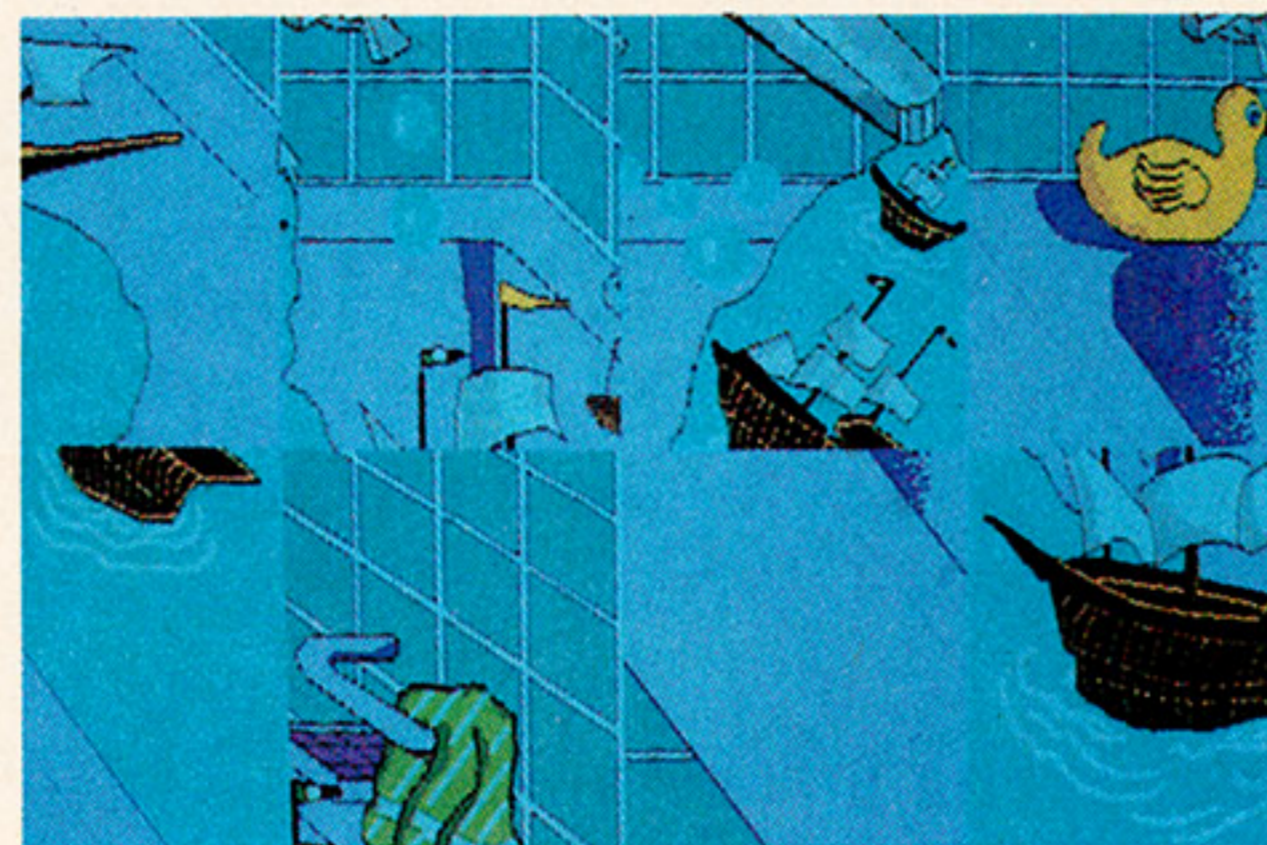
JIGSAW!

Neil Randall

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; EGA or VGA graphics; mouse optional; 5.25- and 3.5-inch disks available. Also available for the Amiga and Apple IIGS; Macintosh version planned.

have the complete picture printed on the box.) Second, *Jigsaw!*'s pictures are divided into neat squares, with none of the connecting tabs found on cardboard puzzle pieces. As puzzle fans know, the little tabs are often as helpful as colors or patterns when reconstructing the puzzle.

These difficulties become fully evident when you tackle a 60-piece puzzle in *Jigsaw!*. Even with high-

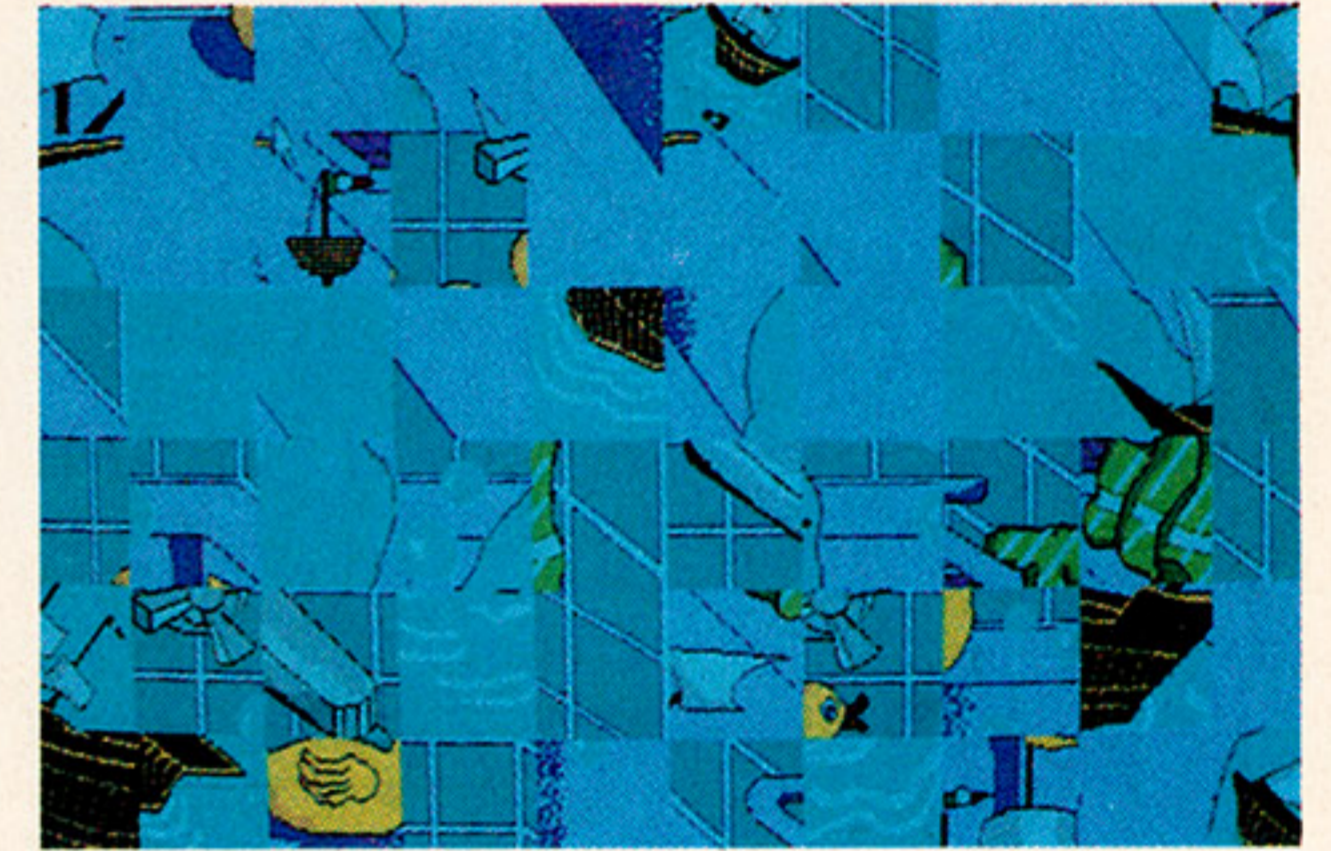


When the picture is divided into eight pieces, it's suitable for young children.

resolution VGA graphics, patterns are hard to discern, and reassembling the puzzle is a very real challenge. But that's fine, because jigsaw puzzles are supposed to be difficult.

Jigsaw! absolutely shines as a program for children. Eight-piece puzzles are perfect for teaching even very young children such things as pattern recognition and mouse manipulation. The 15-piece puzzles are well-suited to children up to age 9 or so.

Several puzzle pictures are included with *Jigsaw!*, but the

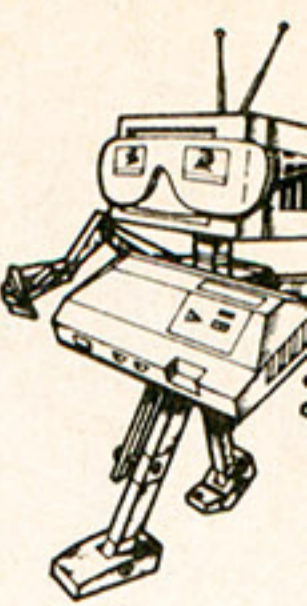
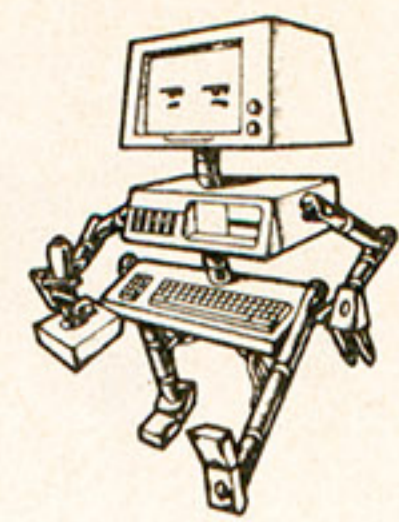
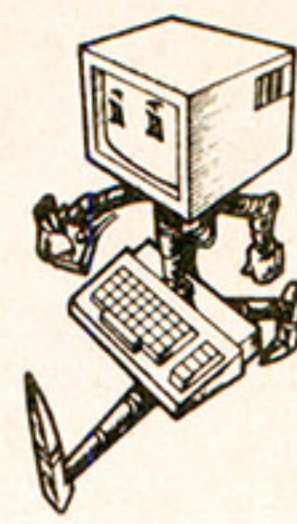
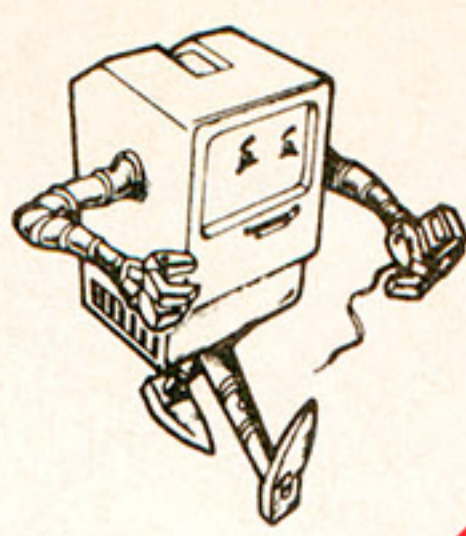
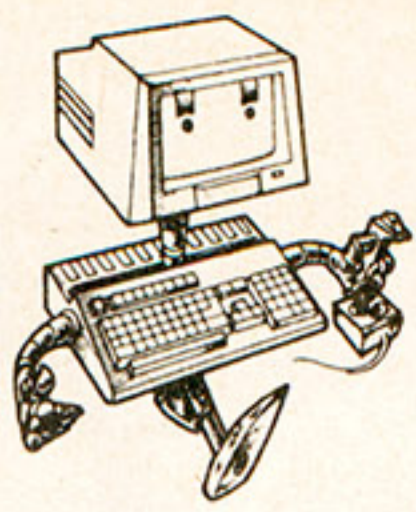
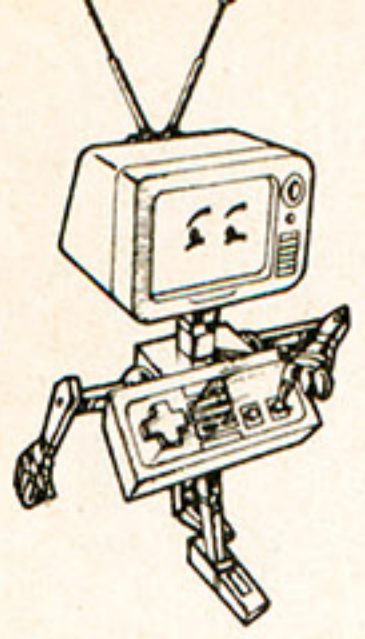


On its hardest level, *Jigsaw!* can divide a picture into 60 pieces. Since all the pieces are the same size and shape, it's a real challenge.

program lets you add your own. You can load *PC Paintbrush* pictures created in the 320 x 200 and 640 x 350 graphics modes, and convert screens created with *DeluxePaint*. In other words, there's no limit to the number of puzzles you can have.

If you're after a colorful, non-violent form of computer entertainment, give *Jigsaw!* a chance. It's a clever game, well worth a serious look.

GP



REVIEWS

HIDDEN AGENDA

Selby Bateman

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; two 5.25-inch floppy drives or hard disk (3.5-inch disk available); CGA or Hercules graphics. Also available for the Macintosh. Springboard, 7808 Creekr Ridge Circle, Minneapolis, MN 55435.

reform and you don't, then *you* have a problem. When city dwellers riot in the streets over spiraling price hikes, do you implement price controls?

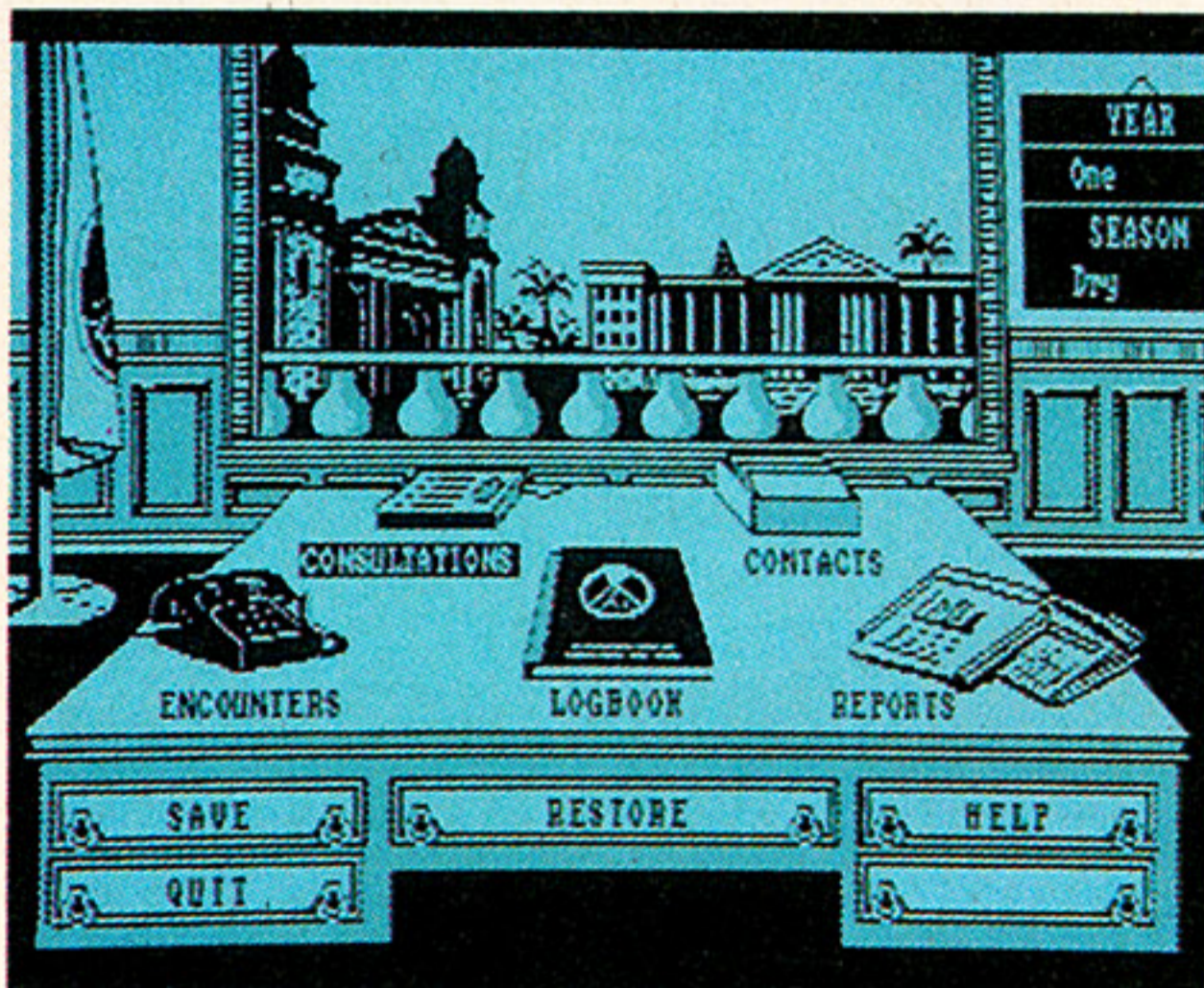
Hidden Agenda does a superb job of presenting the many complexities facing the countries of Latin America, but does so in a context that is both challenging and fun.

Each game is different, as you first establish your administration's long-term goals, set up a cabinet of ministers, and then interact with the many competing

The corrupt Farsante dictatorship has been overthrown, and the tiny Central American nation of Chimerica has now turned to you

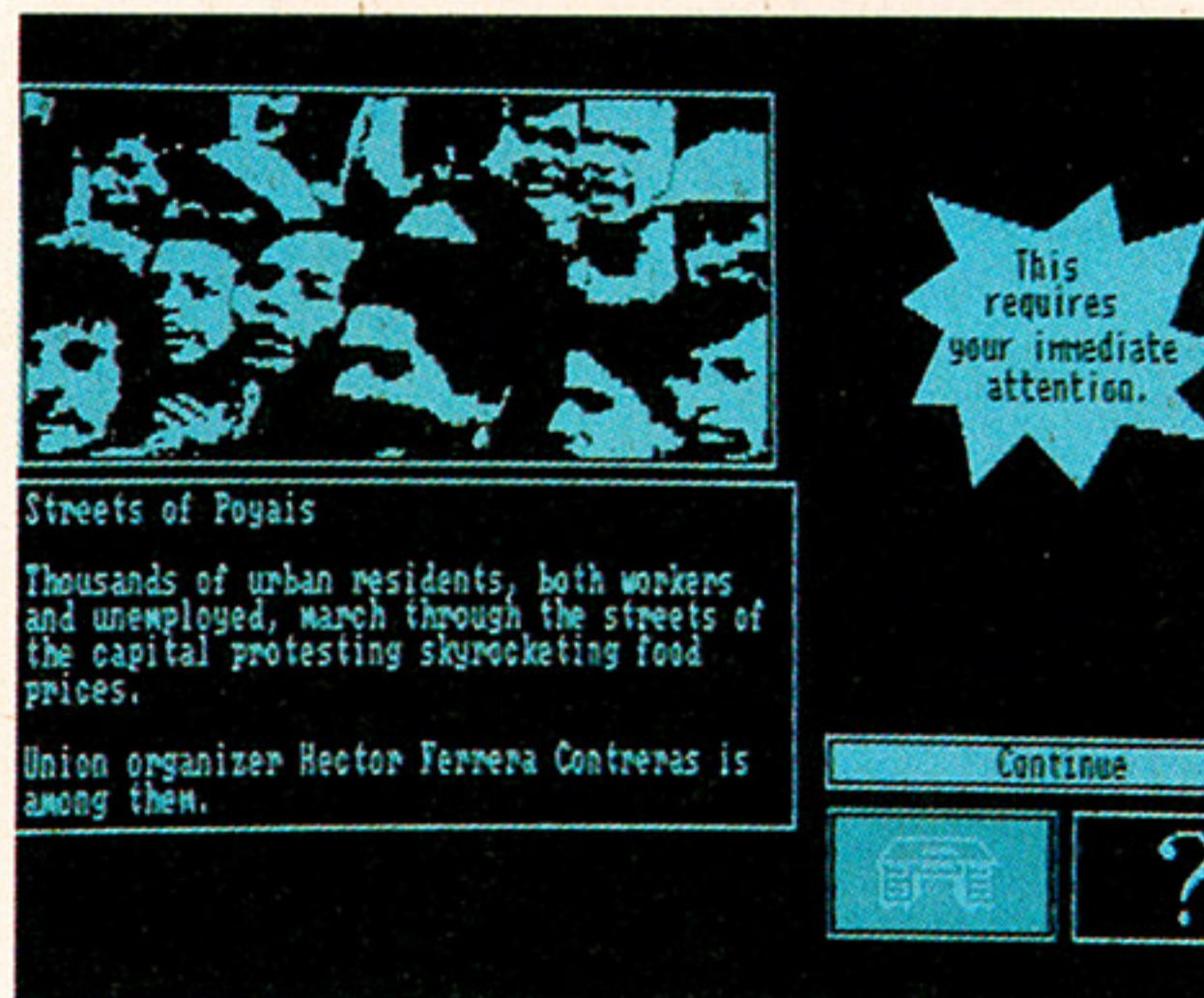
for leadership in this time of revolutionary fervor, political and economic instability, and social unrest.

What will you do? How will you lead your troubled land back onto the road to prosperity, peace, and stability? In *Hidden Agenda*, you will receive plenty of advice — whether you seek it or not — from competing political parties, influential landowners, the divided military, and from common Chimericans of every occupation and station.



From your office you will set policies, meet with citizens and advisers, and check your progress by reading reports and newspapers.

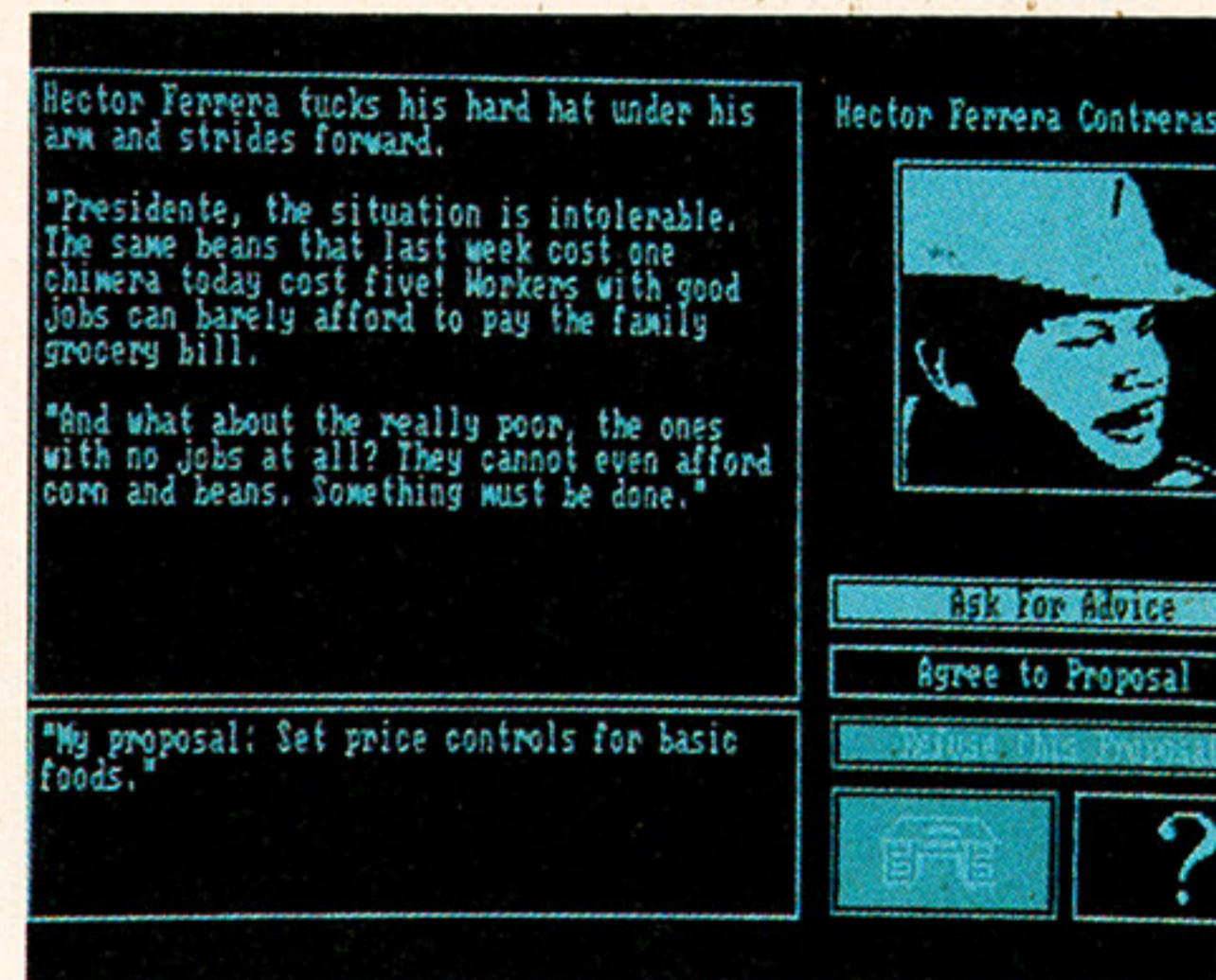
Your position as the new presidente of Chimerica is not a secure one. You must learn to pick the right advisers, form consistent policies, balance competing factions, and set a course for future success. Yet, far from being abstract and impersonal, *Hidden*



When city dwellers take to the streets of Poyais to protest high food prices, what will be your response?

Agenda brings the human element to this simulation of geopolitical strategy as no other computer game has before.

For instance, when you turn down the advice of your defense minister, he or she may not like it one bit. If the minister of agriculture you've chosen wants land

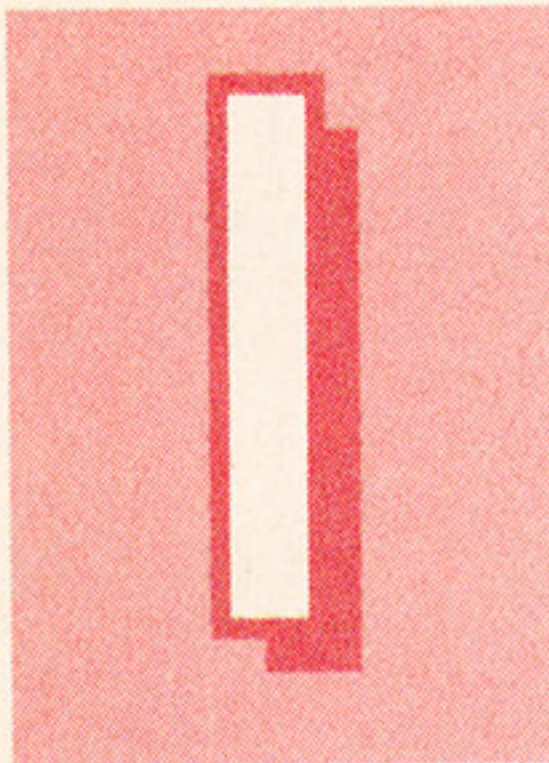


Can you afford to antagonize Hector Ferrera and those he represents by turning down his advice to set price controls on basic foods?

interests that wish to steer you in one direction or another. Newspaper reports periodically evaluate your success or failure.

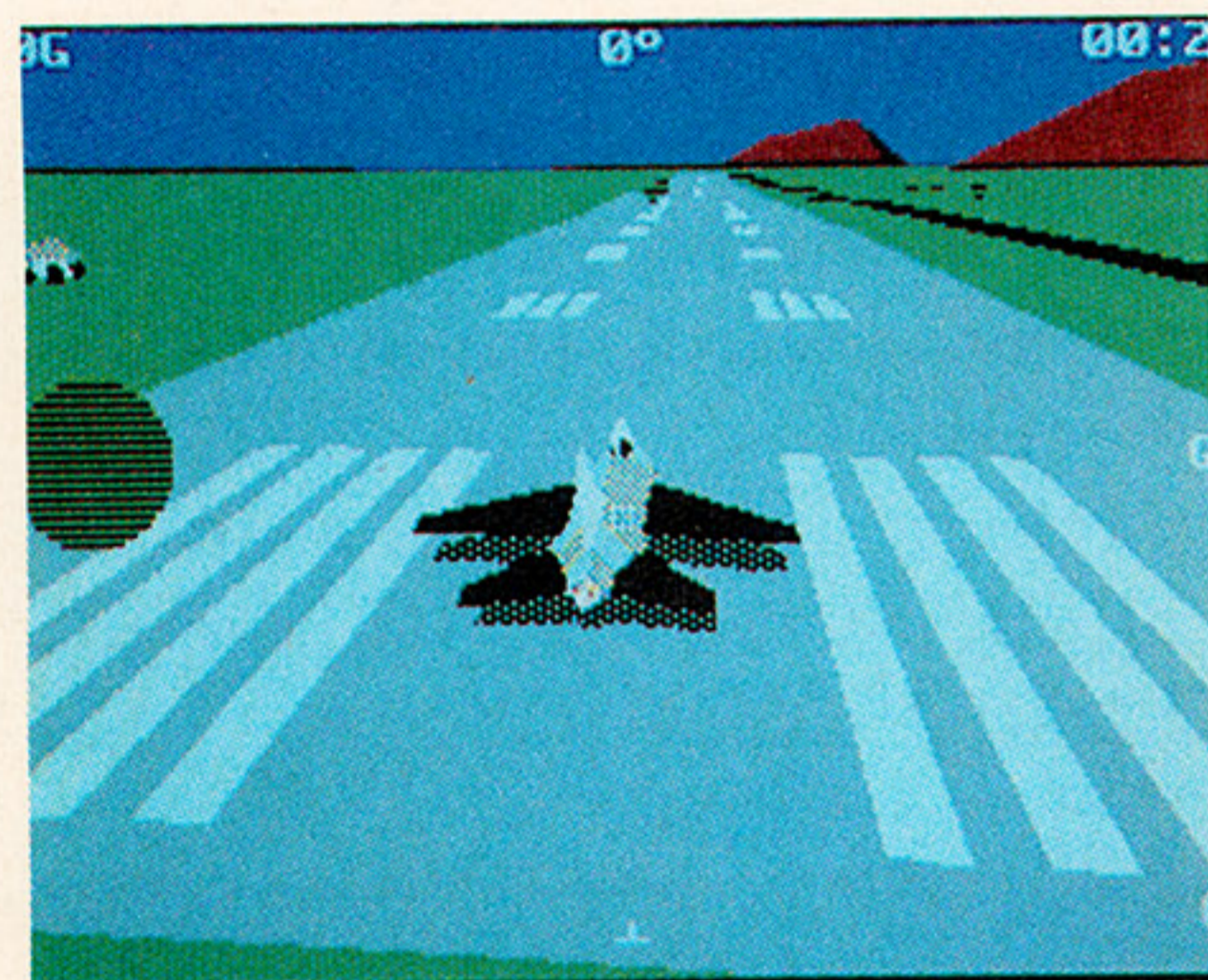
Will your leadership of Chimerica write you into the pages of history as a wise and successful presidente? Or is there another coup and another presidente anxiously awaiting your next bad decision? With *Hidden Agenda*, both destinies are in your own hands.

GP



It seems that hardly a week goes by without a new flight simulator crossing our desks. Most are highly complex programs that make it difficult to learn and master the rudiments of computer-based flying. What's an aspiring recreational computer pilot to do?

Simple — just say howdy to good ol' flyboy Chuck Yeager and his revised *Advanced Flight Trainer 2.0*. The original *AFT* was released in 1987 and is fairly popular, but it caught some flak for being a bit short on features and occasionally too forgiving of knucklehead aerial maneuvers. *AFT 2.0* goes a long way toward remedying those



You can observe your flying from cockpit, chase plane, lead camera, shadow, target, tower, and satellite views.

shortcomings and also adds new features that help distinguish it from the competition.

Novice fliers will appreciate *AFT 2.0's* six-day flight training school. Each "day" covers a half-dozen or so maneuvers. Before taking the controls yourself, you can carefully review each maneu-



CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0

Arlan R. Levitan

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, or Hercules graphics; DOS 2.0 or later; mouse optional; joystick optional but recommended.

ver to observe Yeager's textbook flying.

AFT 2.0 is still fairly forgiving of pilot error, but it's vastly improved over its predecessor. Most of its 18 different aircraft (four more than *AFT 1.0*) have markedly different handling characteristics. We particularly enjoyed flying the FY-

1918 Sopwith Camel 1F.1	Engine Bentley Rotary 230 H.P. Recip
	Wingspan 28' 0"
	Length 18' 8"
	Max. Weight 1,453 lbs
	Ceiling 19,000 ft
	Max. Speed 120 mph
	Landing Speed 46 mph

AFT 2.0 offers 18 different aircraft to fly — from a World War I Sopwith Camel to the U.S. space shuttle.

117A stealth fighter and landing the space shuttle.

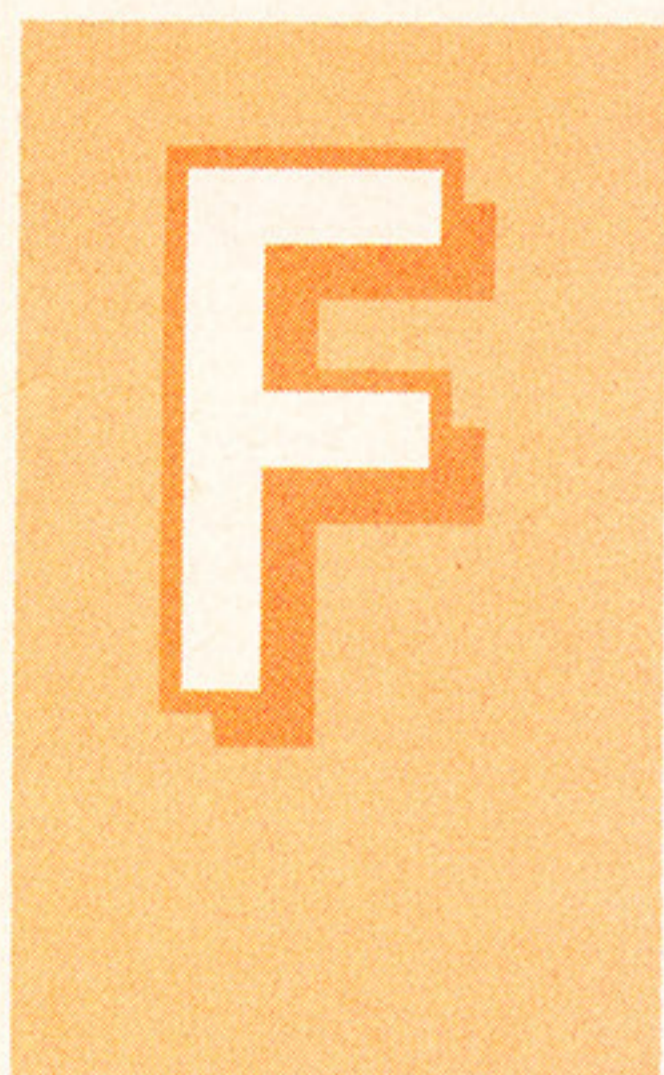
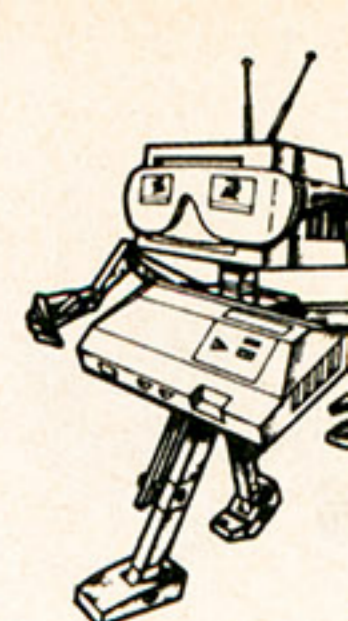
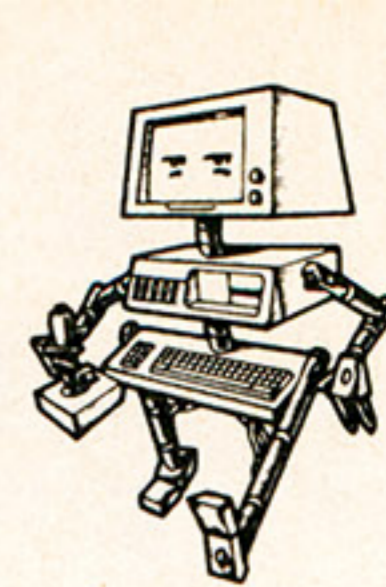
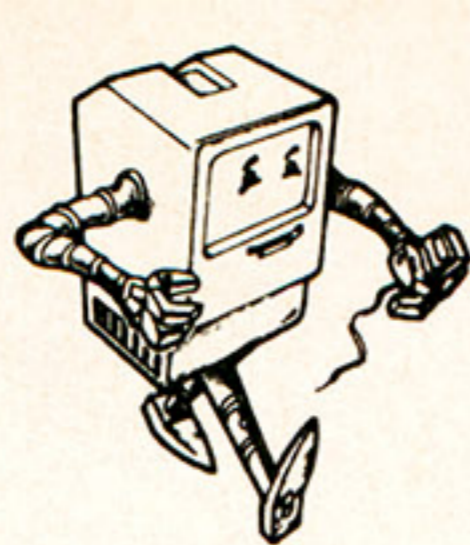
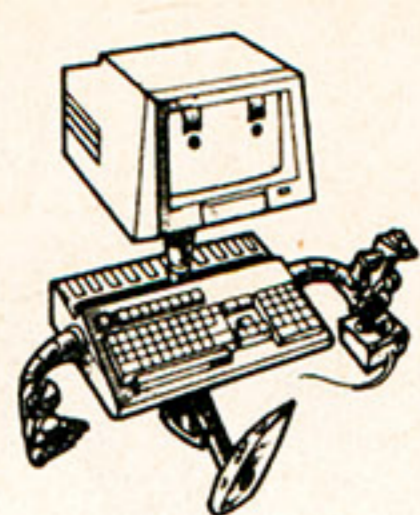
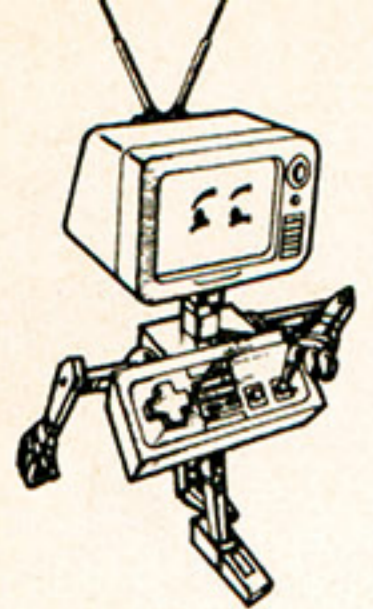
Once you've mastered the basics, *AFT 2.0* provides a wide variety of experiences to test your aerial mettle. Six new air races let you hone your precision high-speed flying skills to the point where you can fly stunt formations with the Navy's Blue Angels or the Air Force's Thunderbirds. The scenery, while not the most detailed or colorful around, is also much improved. And you can view your flying from seven different perspectives.



When you "dig a hole in the ground," as they say, you can rely on Chuck Yeager to make a wry comment.

AFT 2.0 lacks the more realistic instrument flying of *Microsoft Flight Simulator 3.0*, and the adrenaline-fueled aerial combat of *Falcon AT* or *F-19 Stealth Fighter*. Nevertheless, it's a fine introduction to flight simulation for arm-chair pilots. It combines flight instruction that doesn't overwhelm with easy-to-fly planes that can be pushed to the limit as your skills improve. *AFT 2.0* is an excellent way to earn your electronic wings.

GP



From the makers of *Guerrilla War* comes *P.O.W.*, the latest in a long line of straightforward shoot-outs. Starting deep inside enemy territory, your mis-

sion is to fight your way to the would-be perpetrators of a global economic collapse.



Watch out for the soldier on the fence — he'll shower you with grenades.

Because there are no mazes or puzzles to slow you down, *P.O.W.* lets you concentrate on the task at hand — full-tilt survival. And when the going gets tough, the tough get the chance to acquire extra life units, weapons, and protective clothing. To find these power-up items, duck inside the huts and parked vehicles that occasionally appear on the screen.

Among the items you *won't* find, however, are such fancy conveyances as fighter planes, helicopters, motorcycles, or jet-packs. In *P.O.W.*, you're a ground-pounding commando who has to

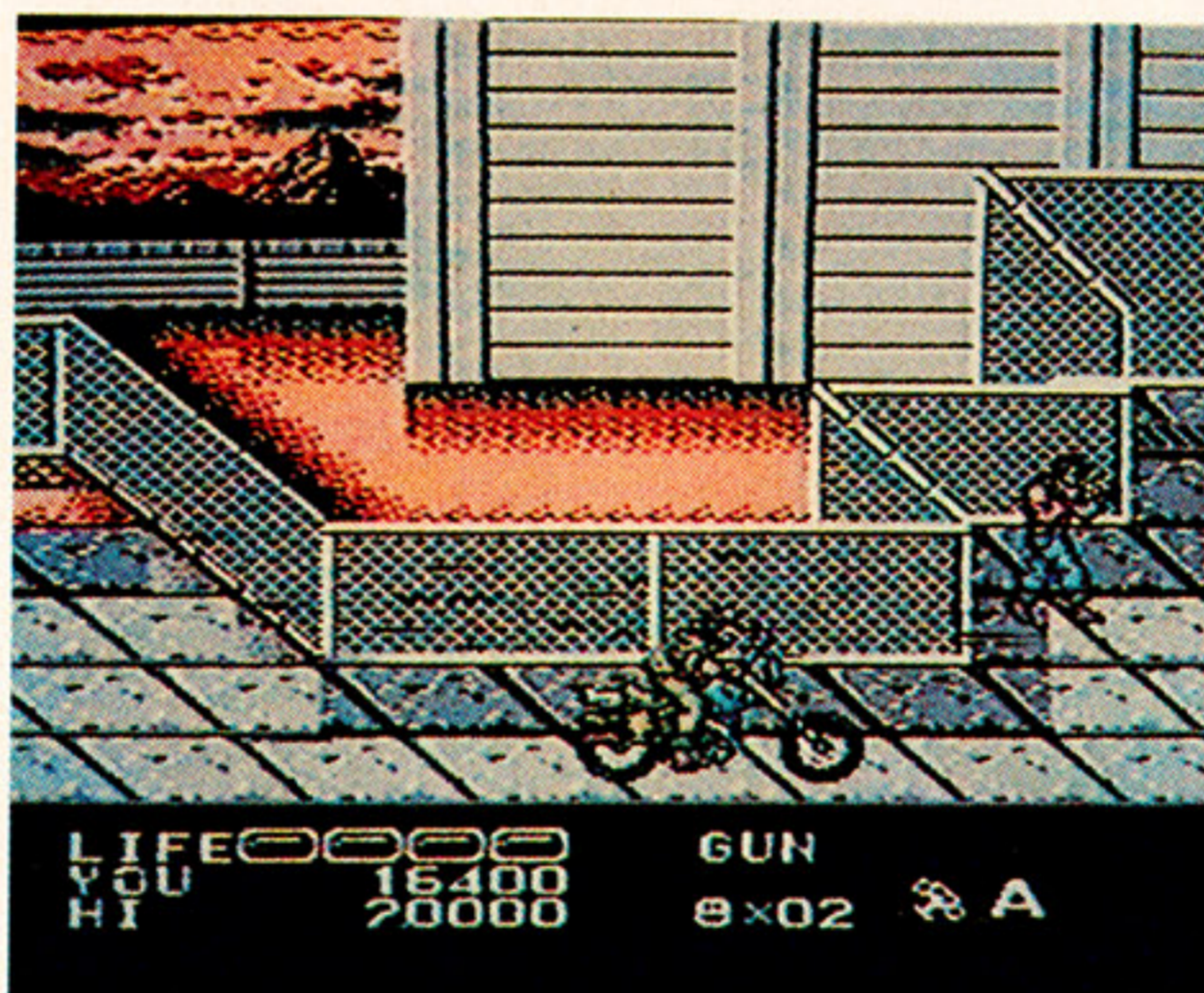
NINTENDO

REVIEWS

P.O.W.

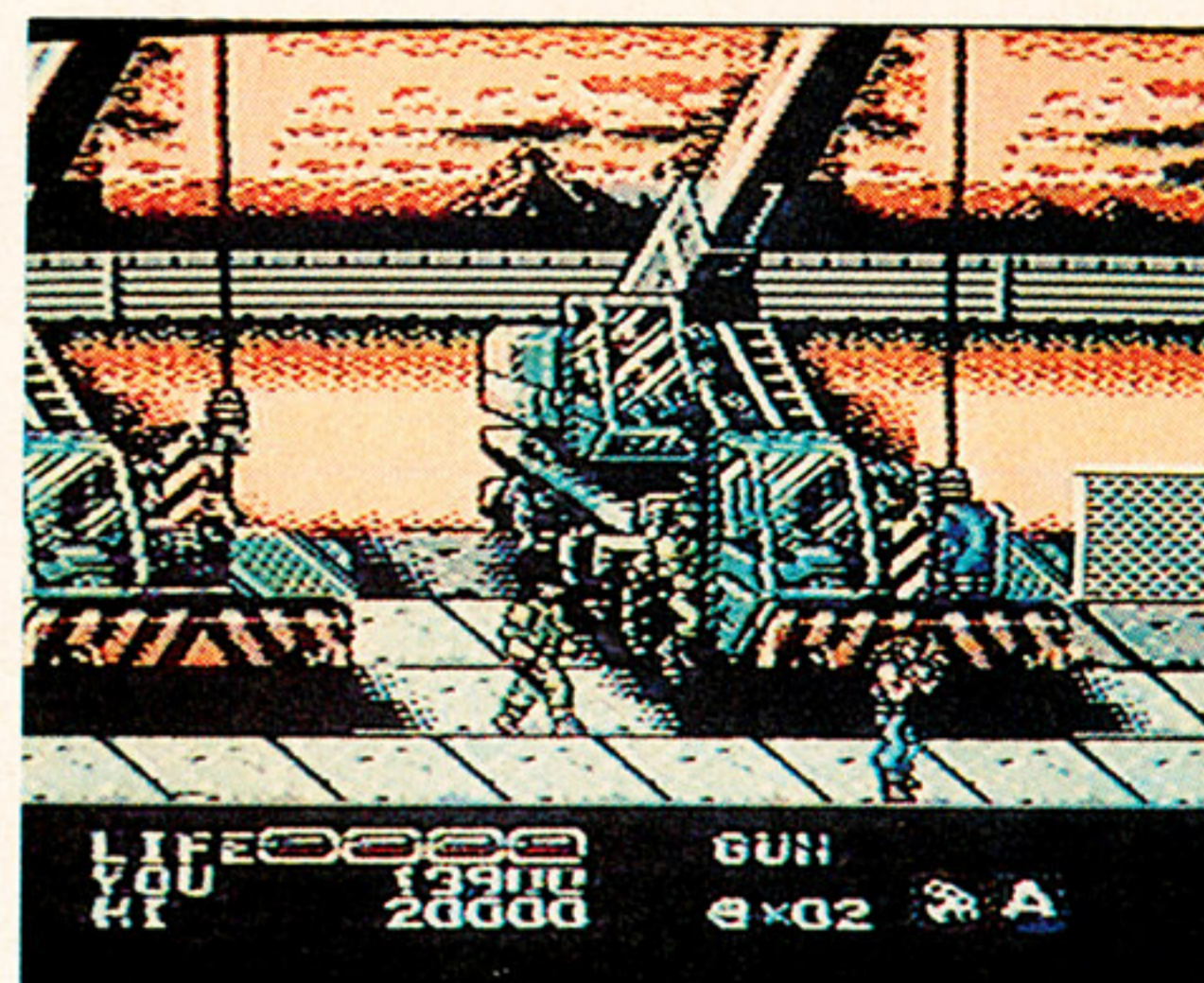
Brian Carroll

Version reviewed: Nintendo. Computer versions planned for release next year. SNK, 246 Sobrante Way, Sunnyvale, CA 94086.



Two mad motorcyclists zoom by in this scene, so be sure to stay out of their way.

fight his way through the game exclusively on foot, which means you'll have to travel light. Since you can carry only a limited number of items, try to determine the best possible use for each weapon you acquire. For example, if you can find a Bowie knife, try to save it for the enemy boss waiting at the end of the level. You can't retrieve the knife once it's thrown.

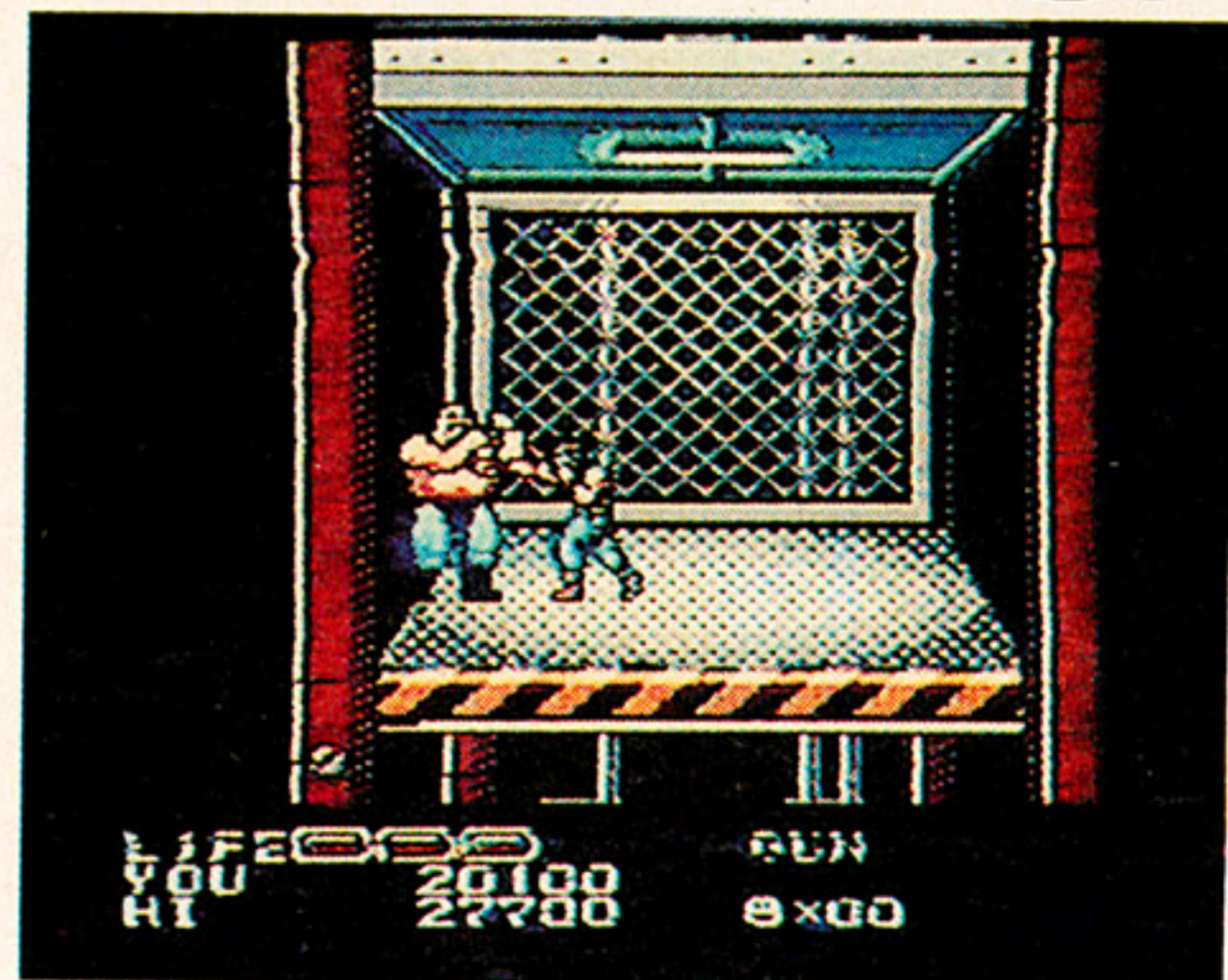


You'll need more than aspirin if these pile-drivers bonk you on the head.

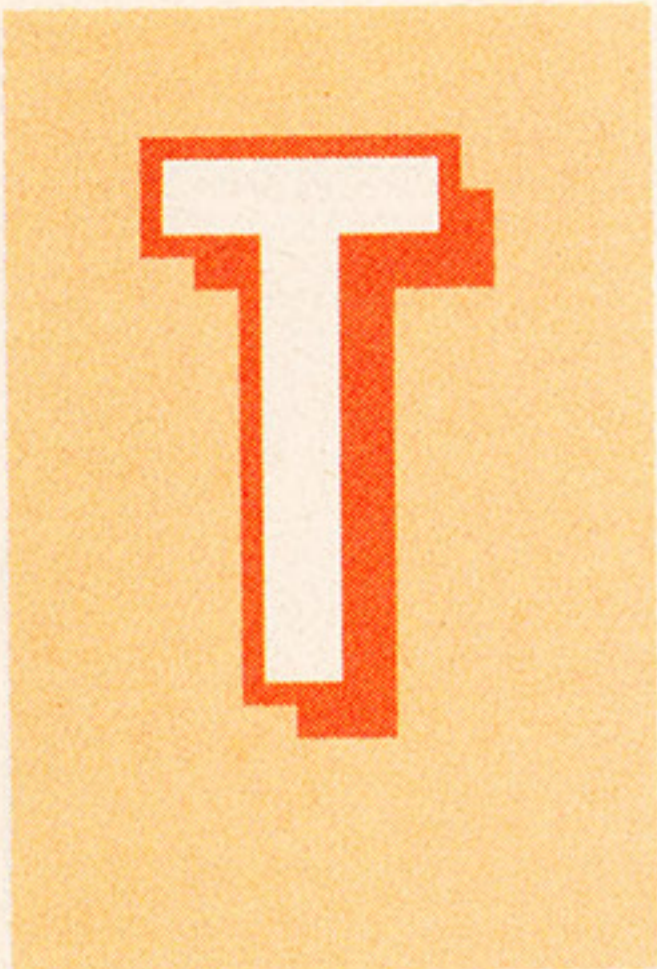
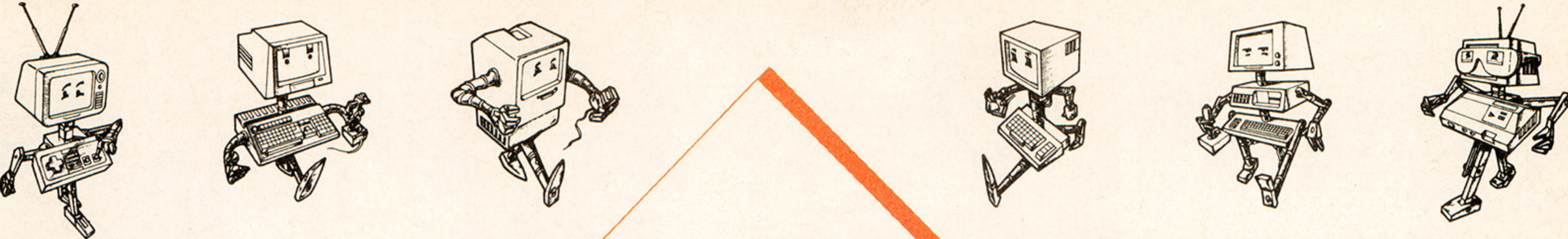
Because the range of combat moves is limited and easy to master, *P.O.W.* is ideal for the novice game player. However, there's enough in this war game to challenge video veterans as well. No matter how much experience you have, a rapid-fire joystick or control pad is highly recommended. Much of the game's focus is on fisticuffs.

Like some of the better spaghetti Westerns, this game won't win any awards, but it does deliver good fun and fast action. The graphics are crisp and well designed, if not innovative, and the character's movements soon become second nature.

GP



The enemy boss on level 3 is easy to defeat. Just keep punching him until you have the elevator all to yourself.

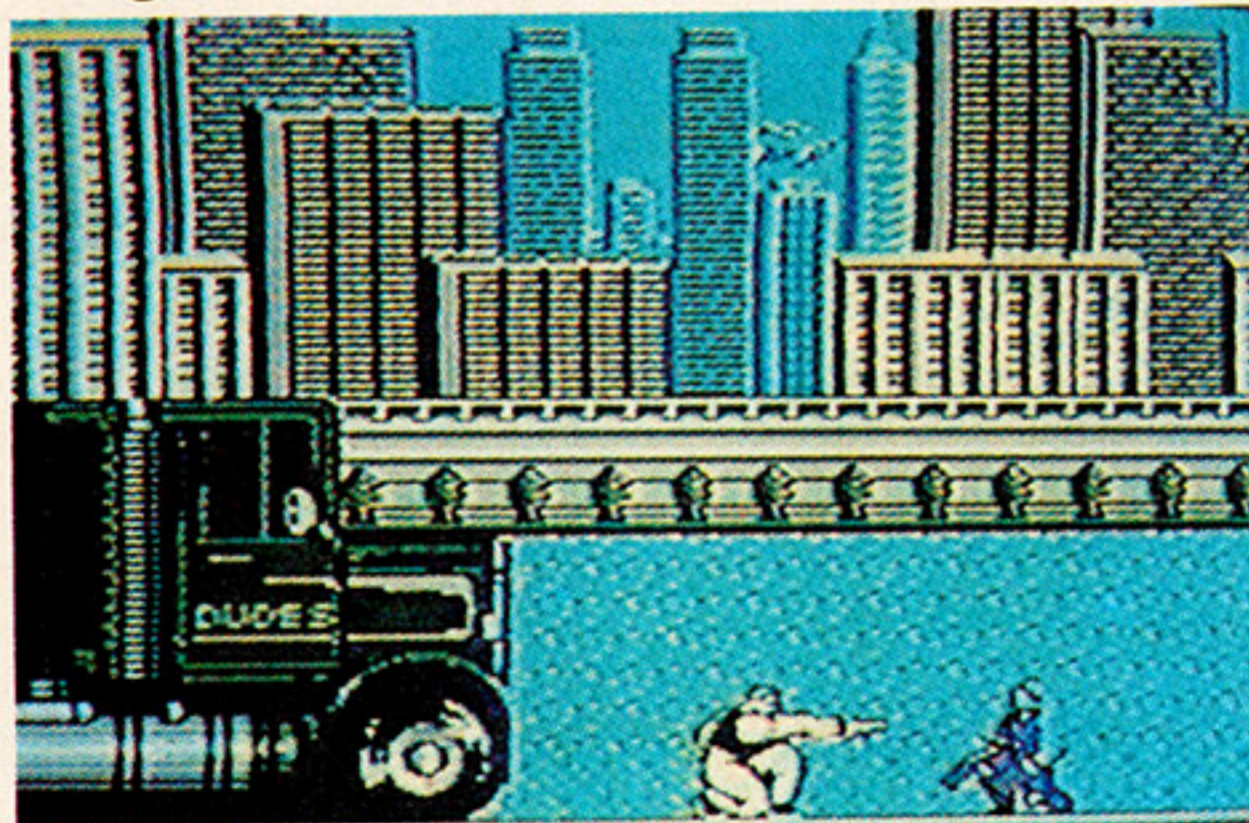


he plot in *Bad Dudes* is simple: The President of the United States has been kidnapped, and it's up to you to save him. Your

game strategy is also straightforward: Kill anything that moves. In spite of — or maybe because of — this lack of sophistication, this game works.

As with the popular arcade version, *Bad Dudes* for Nintendo deserves high marks for its player control and graphics quality. Punching, kicking, and jumping soon become second nature, which is quite a plus considering the masses of enemies assigned to stop you. Unfortunately, unlike the arcade version, the Nintendo game lacks a two-player mode that allows combatants to fight side-by-side.

To get a crack at the Dragon Ninja, the ultimate opponent in *Bad Dudes* (who is surprisingly easy to overcome), you must survive bloodbaths in seven different stages. Each stage climaxes with



Decide quickly what's the best location on the screen for defending yourself against the super warrior on each level.

NINTENDO REVIEWS

BAD DUDES

Brian Carroll

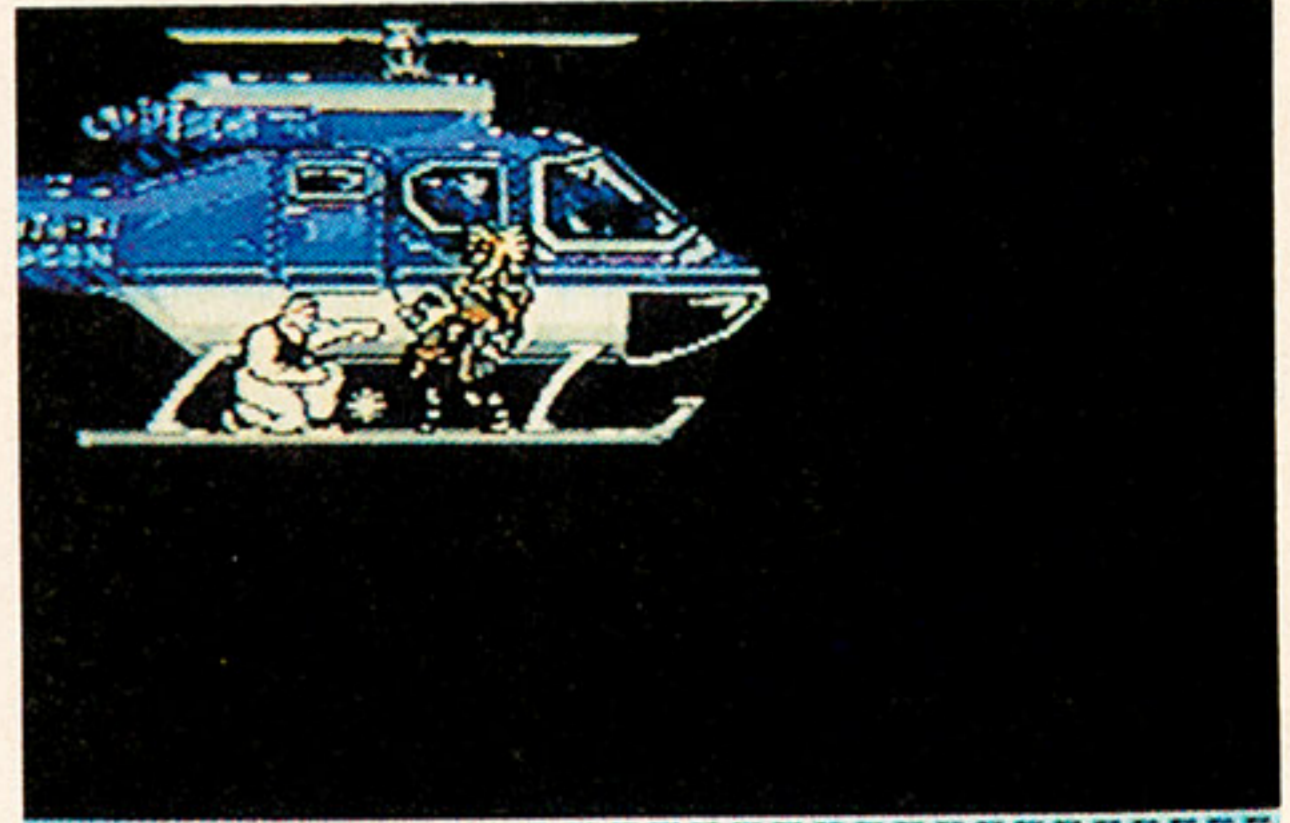
Version reviewed: Nintendo. Also available for PC, Tandy, and compatibles; Commodore 64; Amiga; Atari ST; and Apple II. Data East, 1850 Orchard Drive, San Jose, CA 95125.



Killing red ninjas can be rewarding. They leave you weapons, energy units, and extra time.

the appearance of a "super warrior." For example, if you can get past the Dragon Ninja's henchmen in the city, you get to square off against Karnov, a circus strongman and star of his own Data East game.

Like most videogames of this type, *Bad Dudes* gradually becomes more difficult as you advance. This makes it increasingly important to retrieve the objects left behind by certain members of the opposition. For instance, never let a red ninja



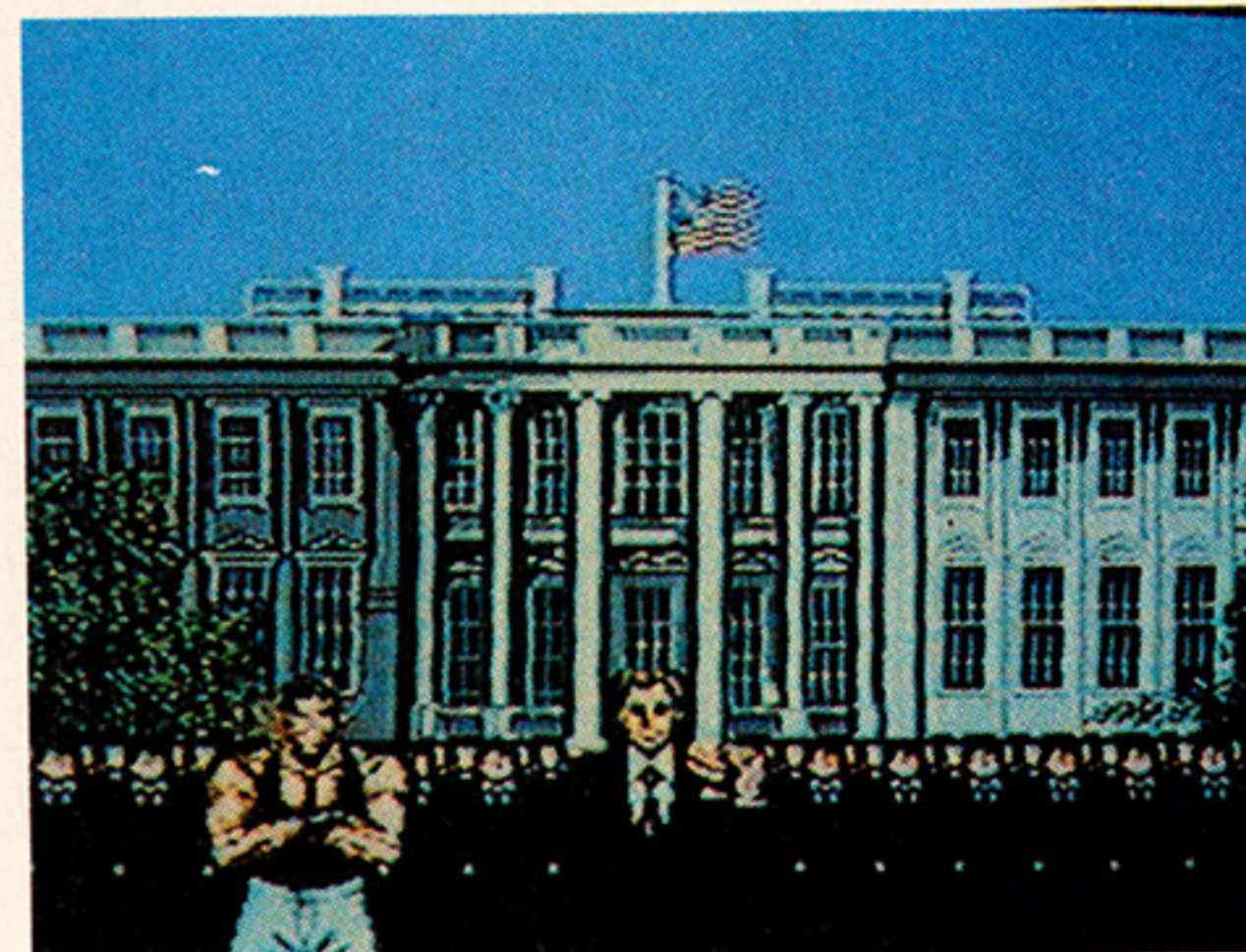
It shouldn't take long to defeat the Dragon Ninja. Just make sure you stay low to avoid his attacks.

dash safely across the screen. Each time you kill one, he'll bequeath you additional game time, life units, or weapons.

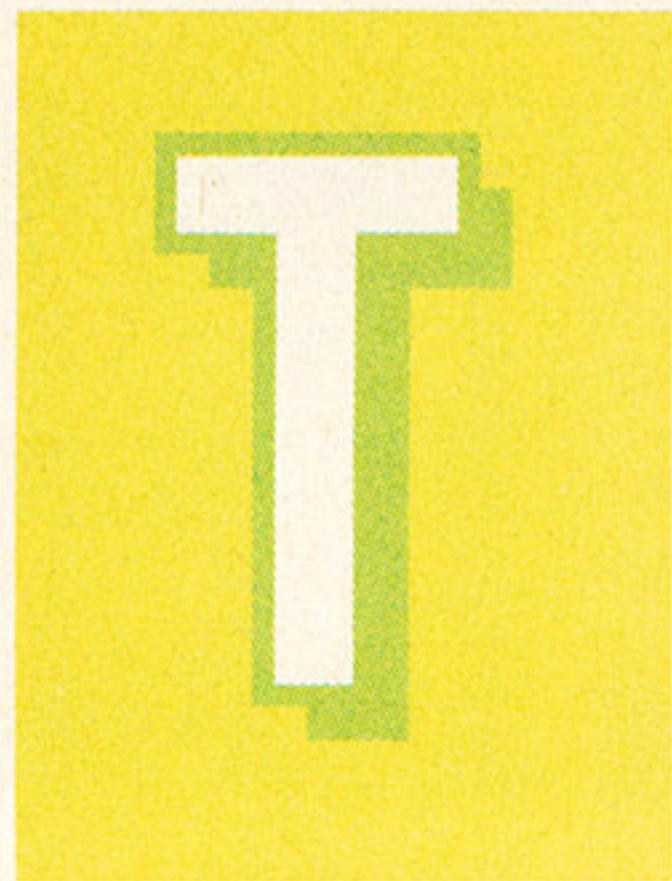
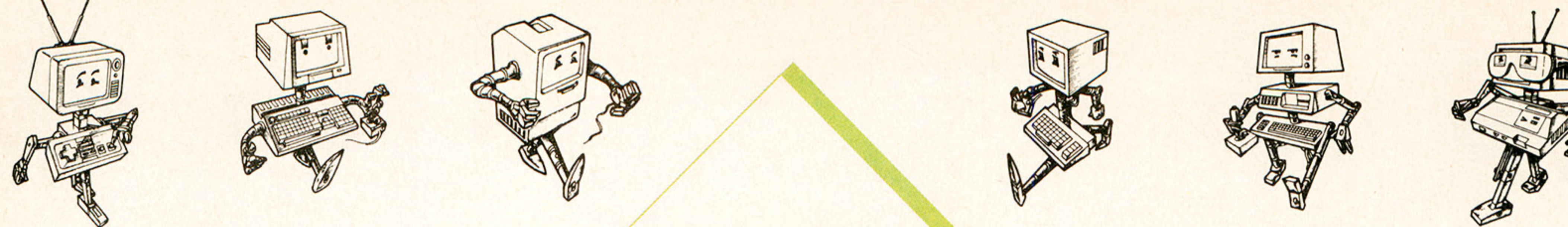
If you can get your hands on a pair of numchucks or a knife, hang onto it for your clash with the super warrior assigned to that level. If you attack him unarmed, you will either be defeated or your life units will quickly evaporate, making survival through the next level very doubtful.

Can you imagine what the reward is for finishing off the parade of foes and rescuing our nation's leader? Think about those golden arches.

GP



Spoils for the victor — a burger on Pennsylvania Avenue!



he experiment went wrong...*terribly* wrong. Brilliant Dr. Chaos has vanished into a vortex of space/time

distortion. Meanwhile, the results of his experiments — monsters of many kinds and sizes — roam the corridors of the doctor's mansion and the warp zones hidden inside its labyrinth of rooms.

As Michael, the doctor's brother, you must penetrate the depths of the mansion and find the parts to a secret weapon Dr.



Mapping is essential! The mansion has rooms without doors, doors that lead nowhere, and secret passages galore.

Chaos was working on when he disappeared. There are two distinct phases in *Dr. Chaos*. First, you explore the mansion and locate weapons, life-restoring elixirs, and secret passageways. Then, you locate a warp-zone detector and go through the mansion a second time to find the hidden warp zones. Each warp zone contains a component of the weapon which, when

NINTENDO

REVIEWS

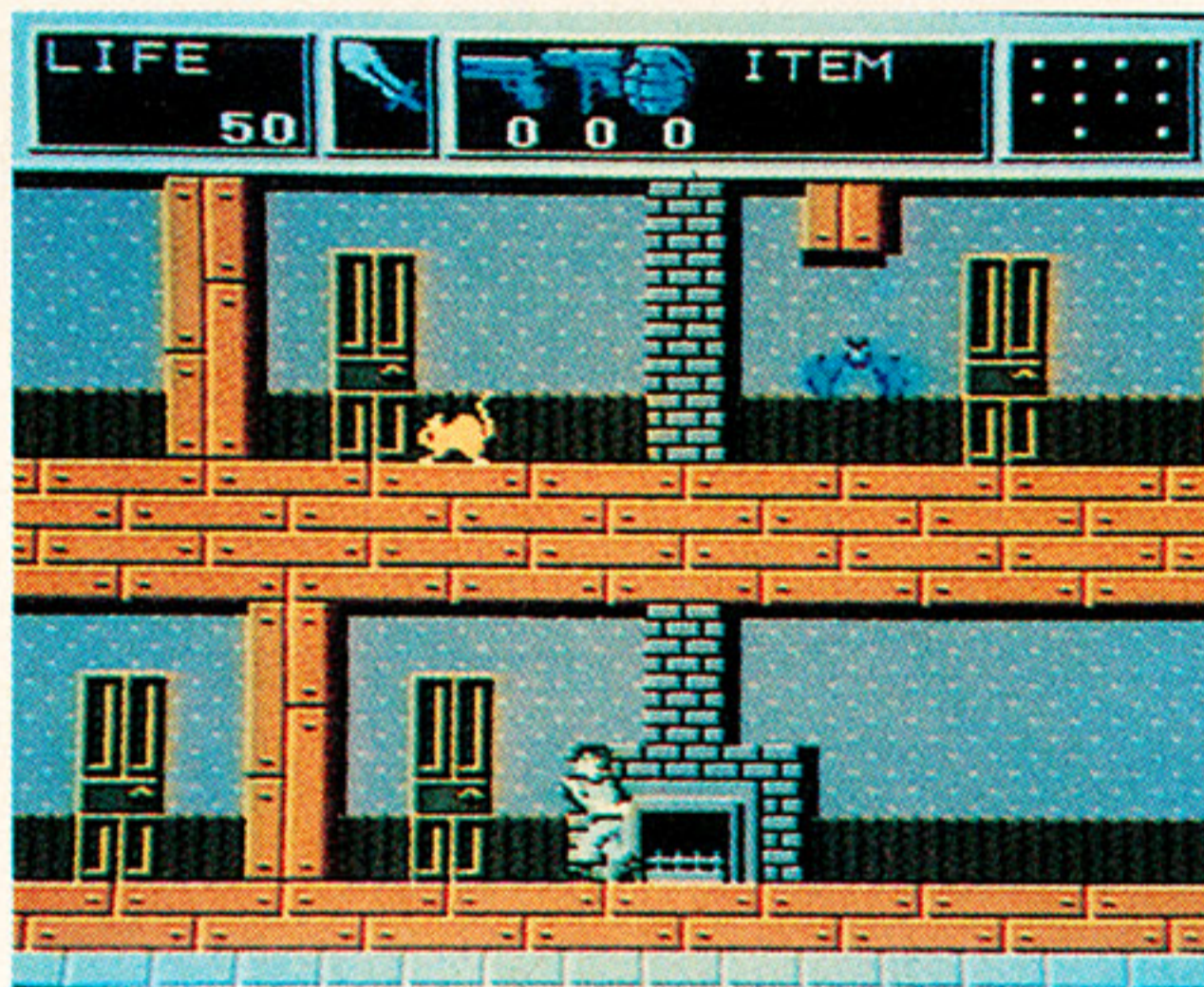
DR. CHAOS

William R. Trotter

Version reviewed: Nintendo FCI,
150 East 52nd Street, New York,
NY 10022.

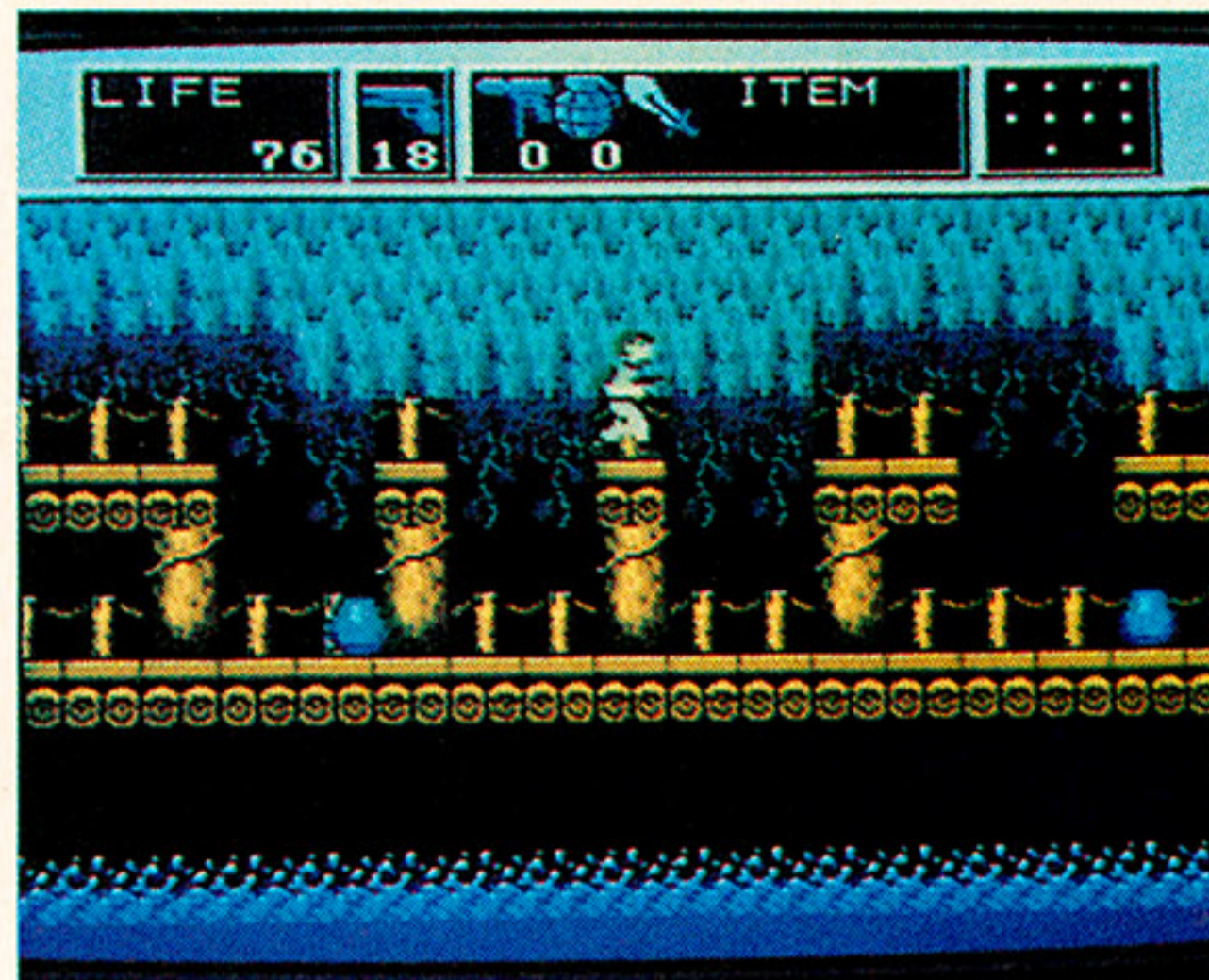
assembled, will cleanse the mansion of its evil occupants.

If you don't mind mapping and you like to solve large, intricate puzzles, you should love *Dr. Chaos*.



The rooms all look very similar, but each hides different weapons, monsters, or even a warp-zone entrance.

We found that the only way to explore the mansion (and keep our sanity) was to actually sketch and label each wall and secret passageway of each room. We taped the sketches onto an office wall in the



At the end of the first warp zone, you'll find a device that lets you locate all the other warp zones.

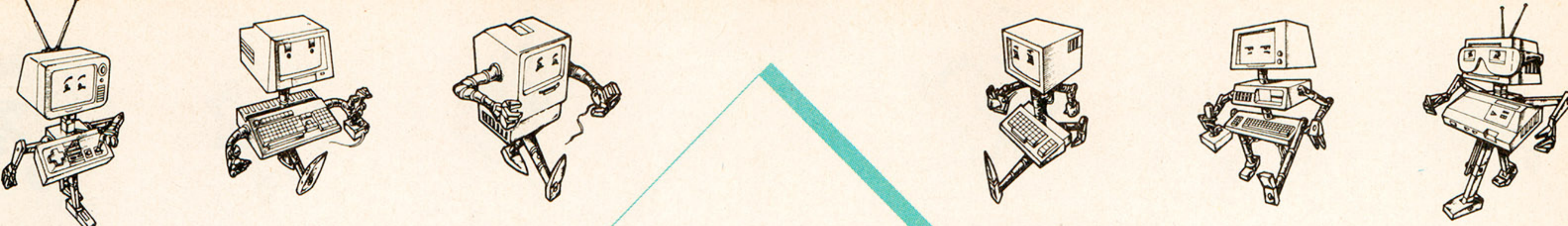
exact arrangement of the mansion's halls and levels. In all, we ended up with 118 sketches, but we had a terrific time.

If you don't relish the idea of undertaking a similar amount of mapping yourself, you should expect to spend dozens of hours wandering around the mansion in confusion — or perhaps you should avoid *Dr. Chaos* altogether.

If you *do* map the mansion and eventually find the warp-zone detector, *Dr. Chaos* changes into a more typical Nintendo monster-basher game. In this phase, you must hack, shoot, and jump your way through each warp zone, defeat the "boss monsters" at the end, and assemble the laser weapon piece by piece.

Dr. Chaos is a most elaborate and clever game. It may drive you mad, but you'll have a good time along the way.

GP



NINTENDO

REVIEWS

DUCKTALES

William R. Trotter

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



The main enemy in the Himalayan quest is the Abominable Snowman — straight out of a classic Disney comic from the 1950s!

ing *Magica de Spell* and the King of the Terry Fermies) as well as an amusing and very Barksian assortment of mummy-ducks, vampire-ducks, and zombie-ducks.

Ducktales is a perfect Nintendo game for younger players. It has no gruesome violence (Scrooge merely whacks his enemies with his walking stick), and the "easy" setting offers plenty of challenge without forcing the player to endure grinding frustration. Most of all, just like the original material on which it is (rather lovingly) based, *Ducktales* is fun. It's heartily recommended for Scrooge fans and other players alike.

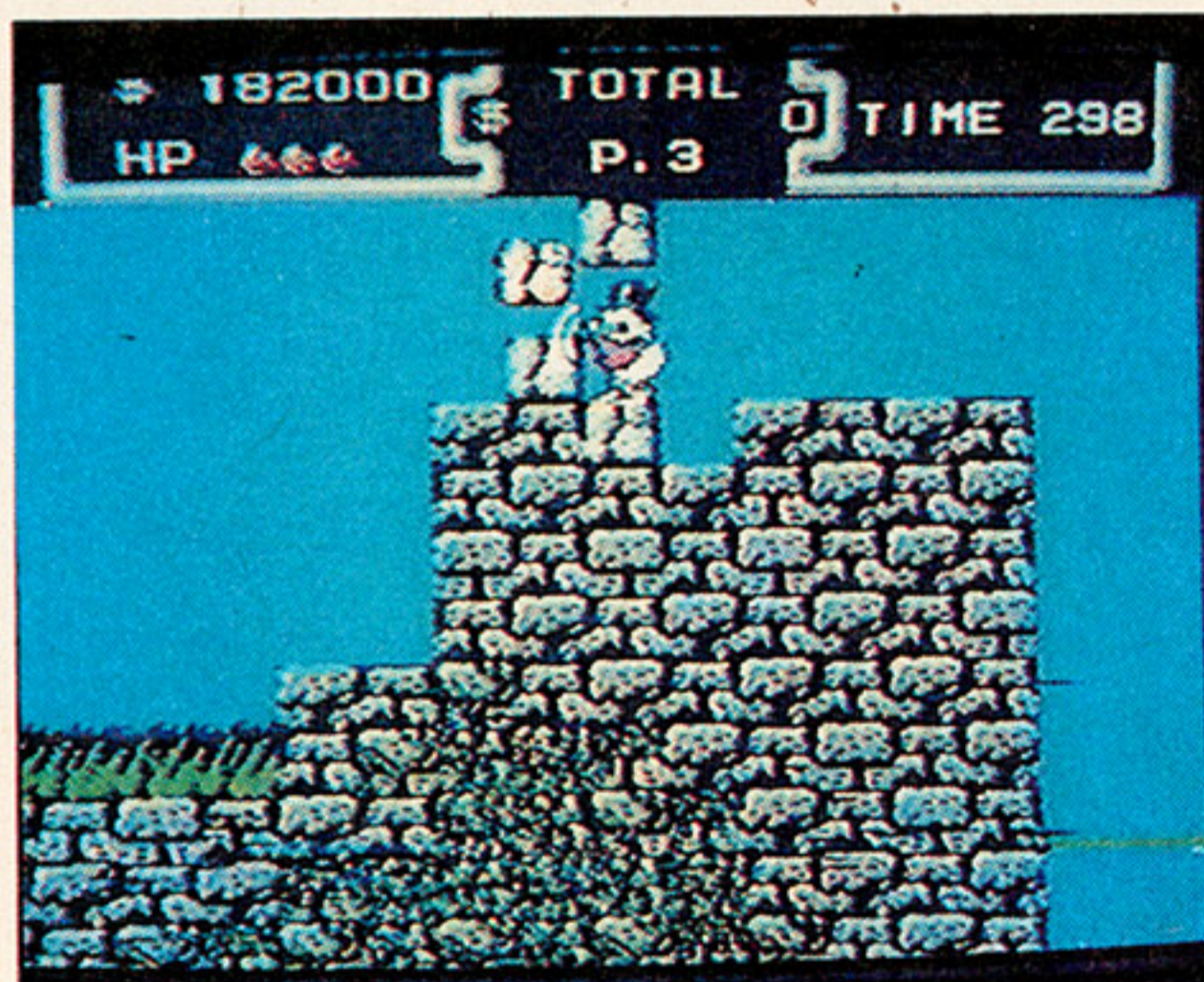
Back in the 1940s, a Walt Disney artist named Carl Barks invented a new character for Disney comic books: Scrooge McDuck. On the surface,

Scrooge was a miserly old curmudgeon. But as the character evolved, Barks revealed the old skinflint to have a heart of purest gold. Barks often sent Scrooge (usually with Donald Duck and his nephews in tow) on epic adventures based on themes adapted from the classic myths of many lands. Those wonderful stories are still being reprinted today, bringing joy to a third generation of comic readers. Meanwhile, middle-aged adult fans gladly spend hundreds of dollars to acquire complete hardback editions and original Barks artwork.

Capcom's *Ducktales* delightfully captures the spirit of those adventures, as Scrooge sets forth to find five of the great lost treas-



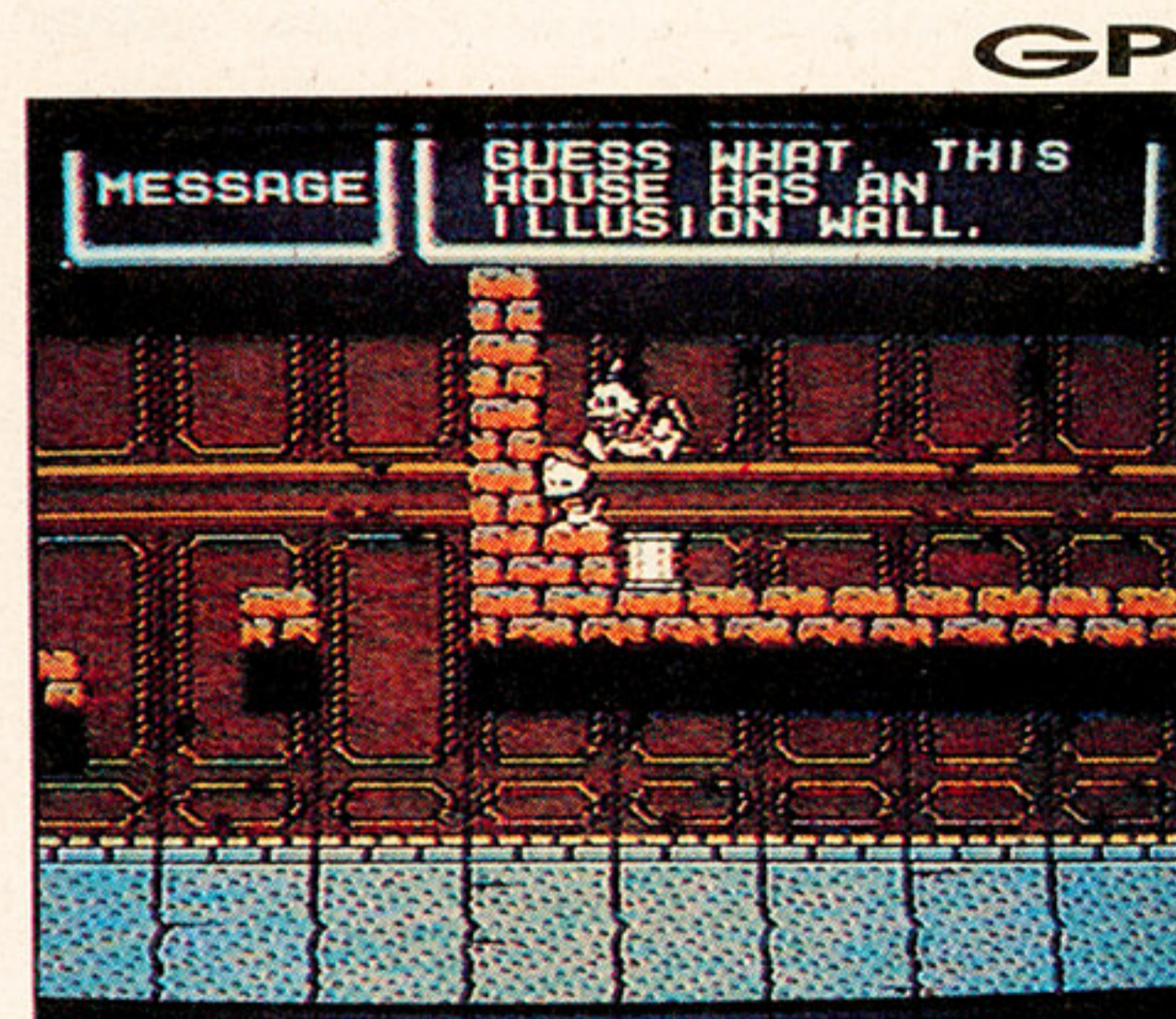
Scrooge uses his cane to pogo-jump across rough terrain and to reach high places.



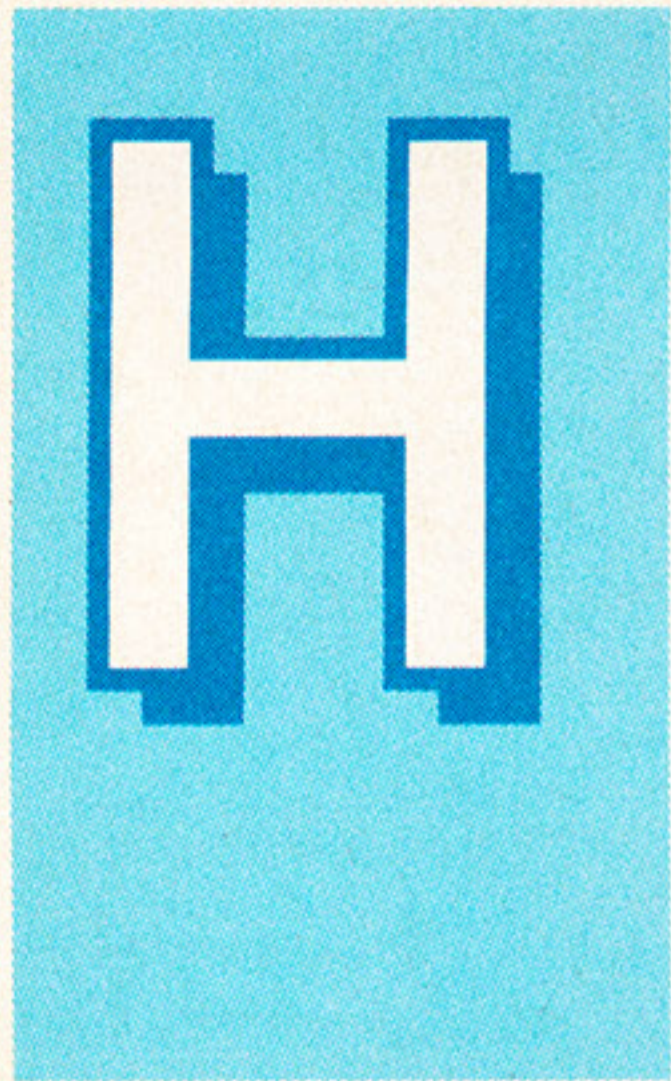
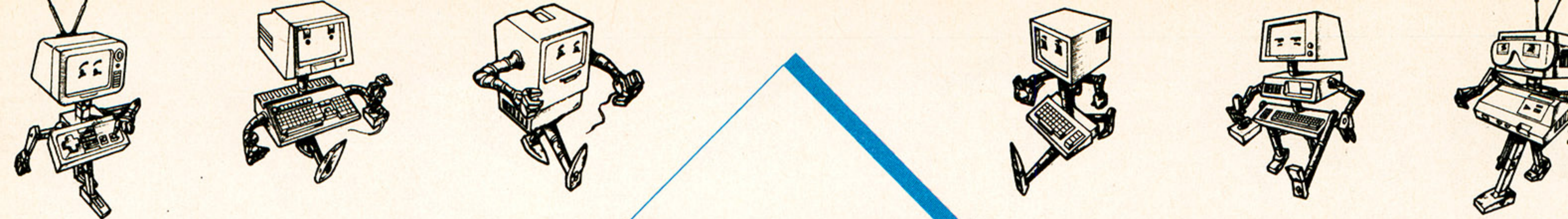
The cane is quite powerful. When stone walls block Scrooge's path, he can sometimes knock them down.

ures of legend. With guest appearances by Huey, Dewey, and Louie, "Unca Scrooge" undertakes mini-quests in Transylvania, Africa, the Himalayan mountains, the Amazon jungle, the moon, and even good ol' Duckburg.

It's evident that whoever created the graphics for this game really *studied* the Barks originals: The style is clean, bright, and full of visual humor. Scrooge encounters several classic enemies (includ-



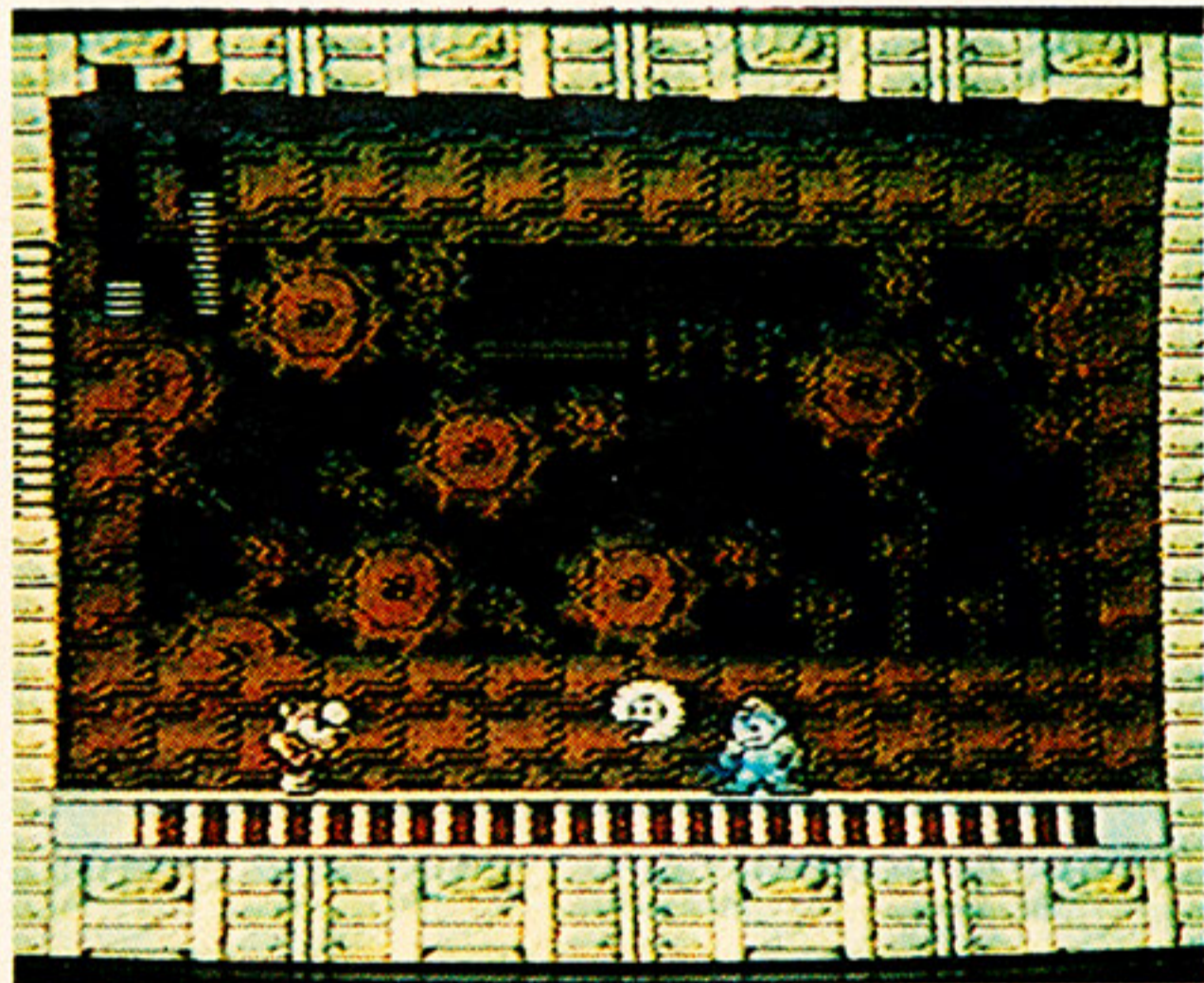
Scrooge's nephews show up from time to time to give advice, which is often very useful.



ollywood filmmakers do it, so why shouldn't game designers? Hit movies keep coming to life again and again in the form of se-

quels, and now we're seeing the same trend in home videogames.

But unlike most Hollywood sequels, Nintendo games invariably match or even surpass the originals. Case in point: *Mega Man II*. The original *Mega Man*, released in December 1987, featured a story with a familiar ring: A mad scientist constructed eight powerful



MetalMan is tough, but try to defeat him first. His metal blades are powerful weapons.

robots in a diabolical plot to rule the world. Only our hero, Mega Man, could stop him.

The sequel sticks with this basic story with eight all-new robots, but features better graphics. *Mega Man II* also takes longer to finish, even though it seems a little easier than *Mega Man*. (Playing *Mega Man*

NINTENDO

REVIEWS

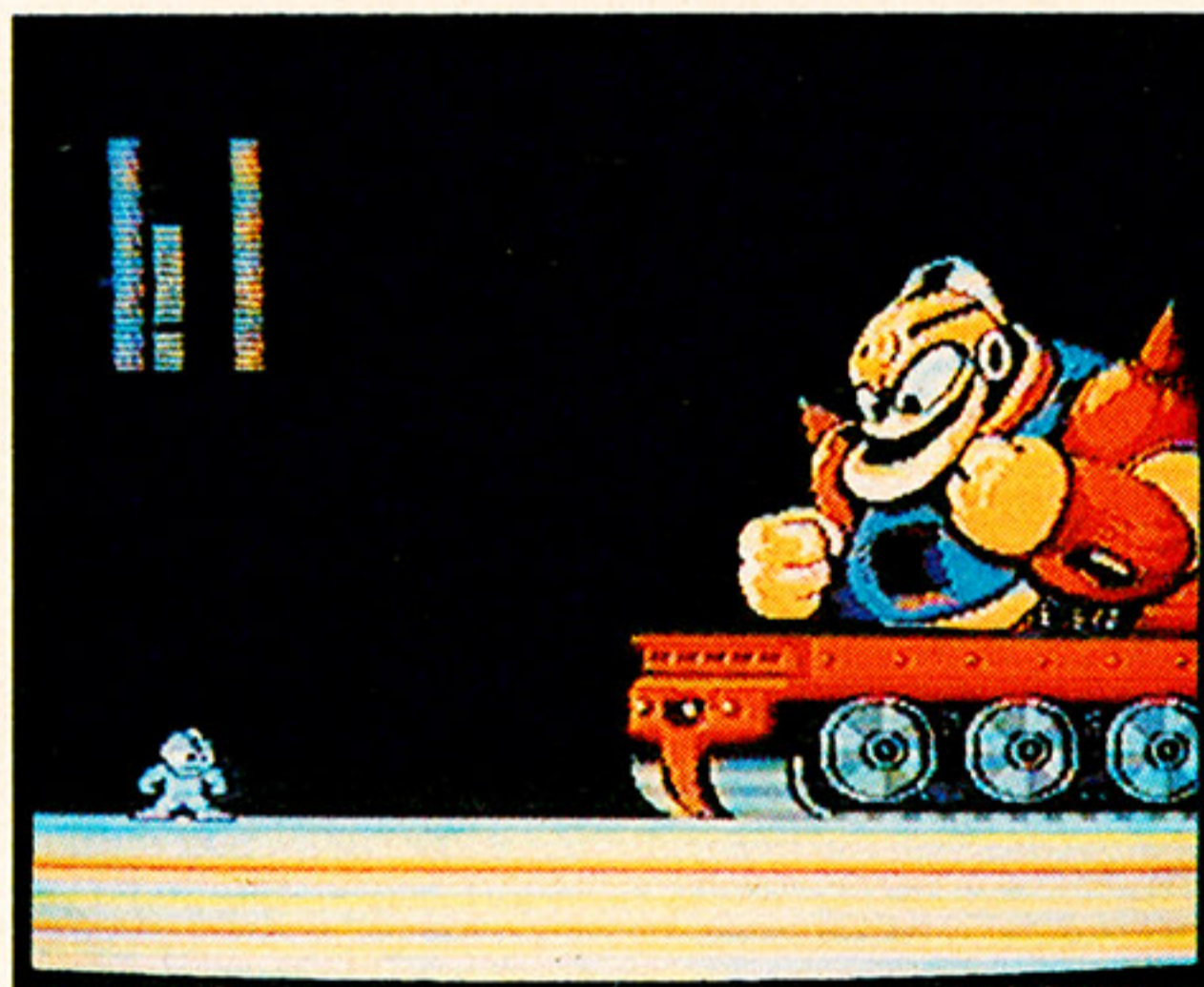
MEGA MAN II

Leslie Mizell

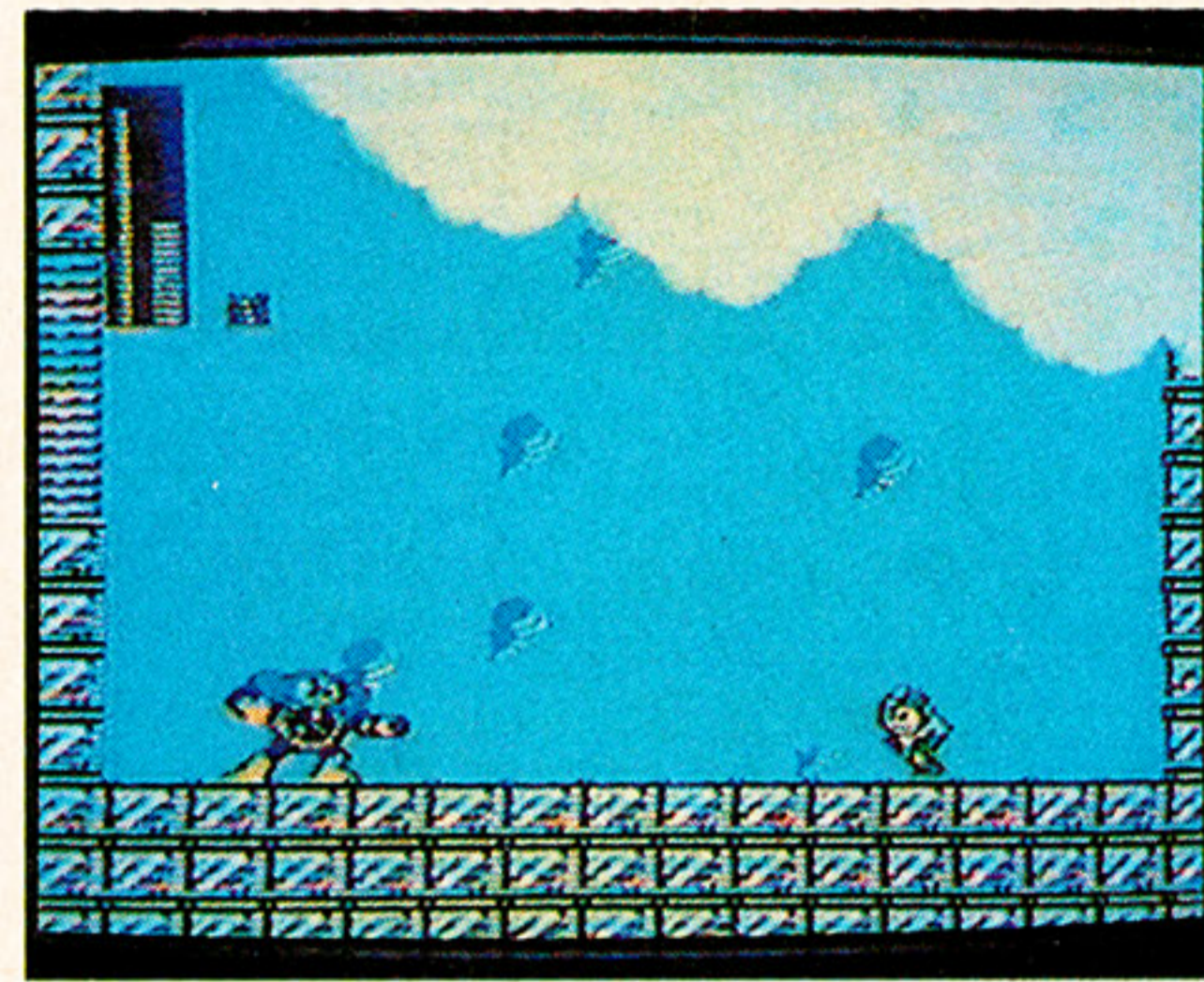
Version reviewed: Nintendo. Capcom, 3303 Scott Blvd., Santa Clara, CA 95054.

is like playing *Mega Man II* on the difficult skill level.) Anyone who enjoyed *Mega Man* will doubtlessly spend happy hours taking on the new enemy robots: BubbleMan, AirMan, QuickMan, HeatMan, WoodMan, MetalMan, FlashMan, and CrashMan — not to mention their evil creator, Dr. Wily.

Part of *Mega Man II*'s charm lies in its colorful characters. The *Mega Man* world is a Disney-style



The robots' agents are always more intimidating than their bosses.



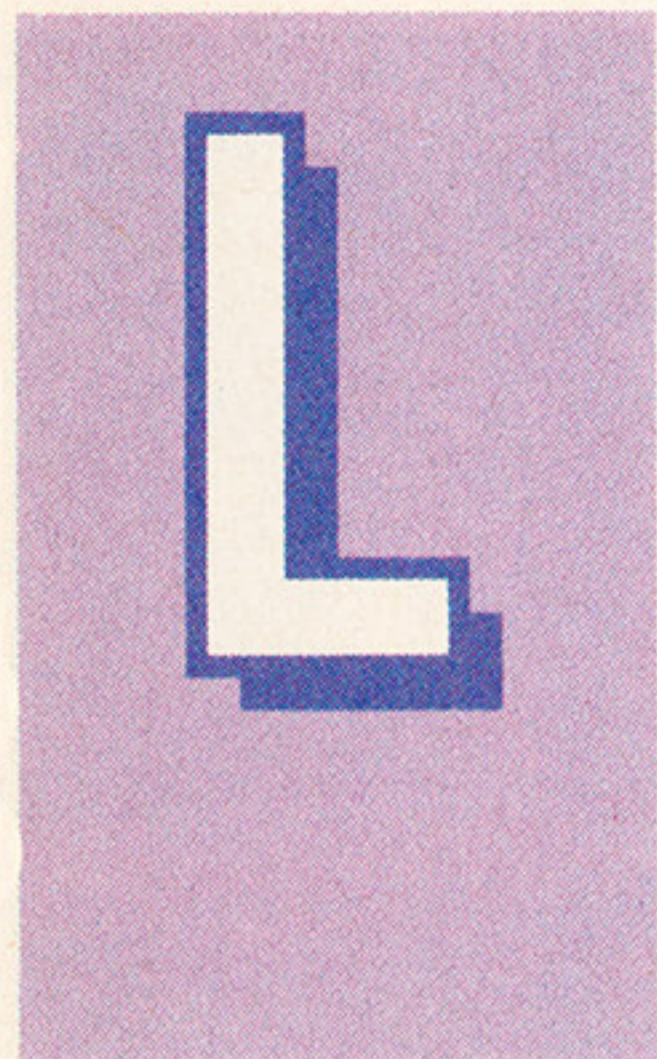
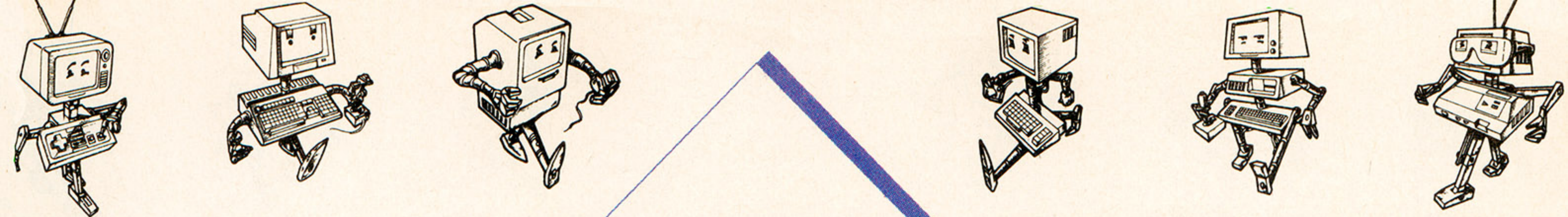
Watch out for the small tornadoes that AirMan can send your way.

cartoon run amok. The bright, cheerful dragons, fish, and bunnies look adorable, but they're likely to eat you for breakfast if you give them a chance. Mega Man himself looks like a very, very young Flash Gordon.

The weaponry is another feature almost unique to the *Mega Man* games. Mega Man begins his mission of destruction armed with a small space gun. But as he defeats each of Dr. Wily's robots, he receives their weapons to use when he wishes. For example, once he has destroyed MetalMan, Mega Man gets the robot's metal blade, the most versatile weapon possessed by any of the robots. Without the metal blade, it's almost impossible to defeat BubbleMan.

The challenge of *Mega Man II*, then, is not only to defeat the robots, but also to discover the best order in which to defeat them. Each robot is a unique problem, so the game never becomes tedious. And after you've destroyed all eight robots, plus all of the other enemies in each robot's world, you still have to storm Skull Castle and meet Dr. Wily.

GP



ike the professional sport this game is modeled after, *Wrestlemania* relies heavily on hype. That it lets you body slam, drop-kick, and elbow-smash

your opponents into oblivion is only part of its appeal. The special attraction is that you get to be Hulk Hogan or Andre the Giant while you're doing it. To really enjoy *Wrestlemania* the characters probably have to be as important to you as the game play.

And they are, indeed, characters: Bam Bam Bigelow has tattoos on his head and flames on his outfit; Andre the Giant, at 7-feet-4, is the largest professional athlete in the world; and Hulk Hogan, who proclaims himself "the Ultimate Male," is famous for his 24-inch biceps, which he affectionately calls his "Pythons."

Because each mat master has his own specialties, it takes some time to learn which moves are

NINTENDO

REVIEWS

WRESTLEMANIA

Brian Carroll

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

possible with which wrestlers. For example, neither Andre the Giant nor Bam Bam Bigelow have a turnbuckle move in their arsenals. The game's easiest win, Ted DiBiase, lacks a kick move. A chart in the instruction booklet outlines all of the moves and tells you how to perform them.

In tournament play, you must overcome all of the wrestlers on the circuit. To win the tourney and the WWF Championship Belt, you



A move from the turnbuckle can inflict heavy damage. Here, the Hulkster unleashes his flying leg smash.

must invent strategies that best exploit your opponents' weaknesses. For example, "Million Dollar Man" DiBiase tends to be evasive, forcing you to play the pursuer. Against Bam Bam Bigelow, however, *you* become the prey, so you should use lots of kicks to maintain a safe distance.

While *Wrestlemania* does feature some solid action and colorful characters, overall it delivers a bit less than what could be hoped for. The graphics are average, and unless a friend is playing in the opposite corner, the game can quickly become rather tedious.

GP



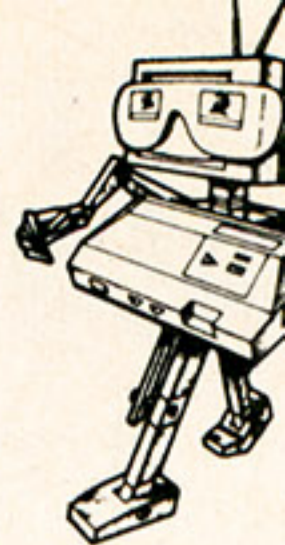
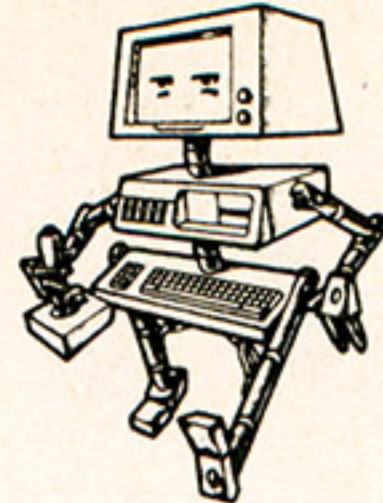
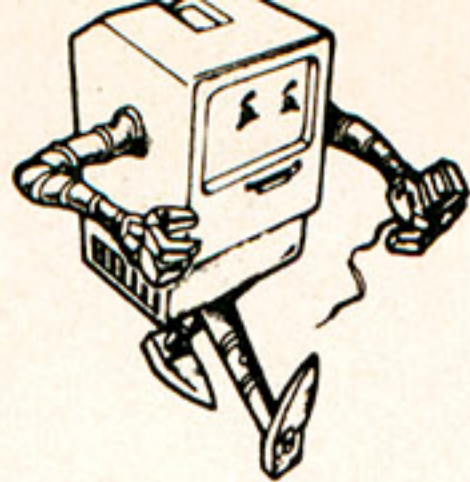
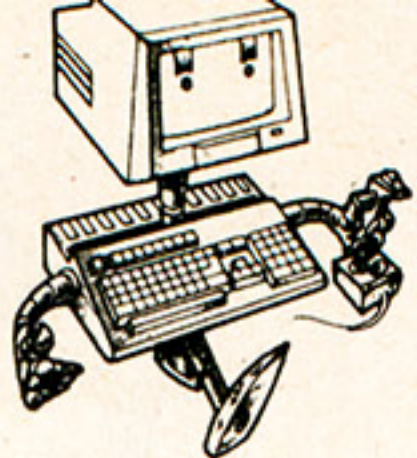
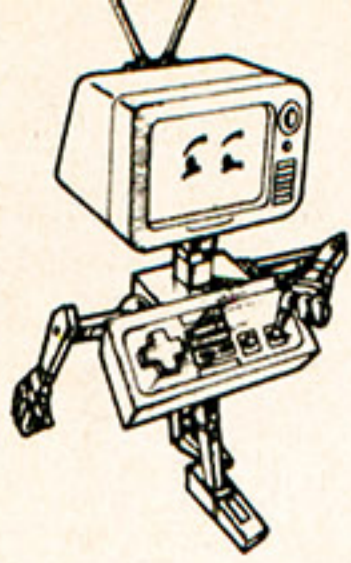
Andre the Giant is the game's biggest challenge — literally. He weighs in at 520 pounds and is over seven feet tall.



When a wrestler turns red, it means he's mad. It also means his attacks become more fierce.



If your man gets pinned, the only tactic left is to quickly press the up-arrow and hope it's not too late.



eteran Nintendo players know that the defeat of an arch-enemy rarely means your hero can take a few weeks off in the Bahamas.

Like cats, arch-enemies seem to have nine lives. They have a nasty habit of returning in sequels, even stronger than before. Such is the case with the sinister sorcerer Malkil, who returns in *IronSword: Wizards & Warriors II*.



Retrieve the Golden Egg in level 1 and go to the upper-left part of the mountain for a lift.

Featuring even better graphics than the original *Wizards & Warriors* game, *IronSword* picks up right where the previous story left off. Once again, you are Kuros of Elrond, brave knight and guardian of the innocent. Your mission is to end Malkil's reign of terror by vanquishing him atop IceFire Mountain. It should come as no surprise that the trick is getting to the mountain.

The instruction booklet wisely advises players to "leave no corner unexplored, no stone un-

NINTENDO

REVIEWS

IRONSWORD: WIZARDS & WARRIORS II

Brian Carroll

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

turned." The Land of Sindarin, like Elrond, is filled with secret caves, sublevels, and surprises. Some of these secrets are revealed when Kuros hops into the air at certain locations, so ignore the weight of your armor and do lots of jumping.

When you confront an Elemental (element of nature) that simply



The first of the Elementals is the Wind. Defeat it to get the first part of the *IronSword*.



When you present the Golden Fly to the Frog King, he'll show you a secret passageway.

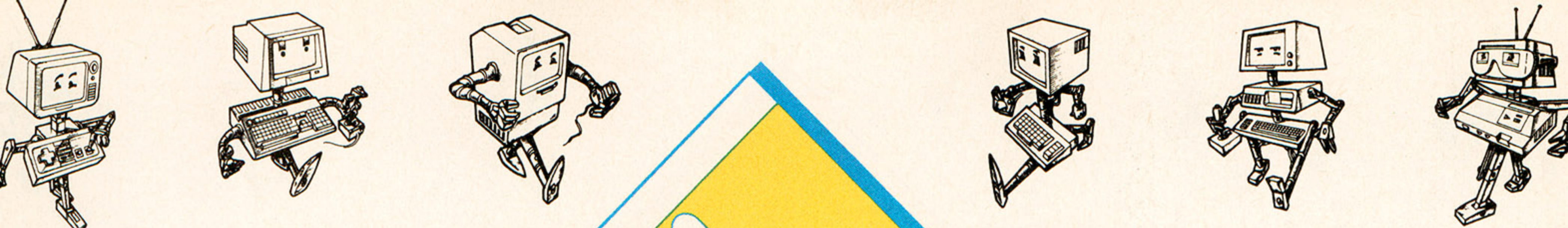
stares back at you, continue exploring the level. Eventually you'll find the spell that corresponds to that particular element. To engage the Wind, for example, you must first acquire the spell of Windbane.

IronSword also includes a kind of medieval game show. Inside the Cliffside Inn, and at other locales throughout the adventure, you can play Bonus Chance by paying a small fee. Guess the cup in which the skull will drop and collect your winnings.

This game's strongest selling point is its diversity. The challenges you face range from exploring the vast reaches of Sindarin for spells and golden items to battling the very forces of nature. As you make your way through *IronSword*, there are numerous exciting scenes. Whereas *Wizards* featured predominantly black backgrounds, *IronSword* dazzles the eye with a medley of colorful visuals.

The makers of *IronSword* deserve credit for accomplishing a rare feat—creating a sequel that is actually superior to its predecessor.

GP



J

ack Nicklaus is the latest sports figure to lend a magnificent career's worth of experience to a computer game. As with other celebrity sports



JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Sheldon Leemon

Version reviewed: Amiga; 512K minimum memory; Kickstart 1.2 or later. Also available for PC, Tandy, and compatibles; Commodore 64; and Apple IIGS. Accolade, 550 South Winchester Blvd., Suite 200, San Jose, CA 95128.

Before starting a game, you can choose from two different skill levels, beginner or expert. Beginners don't have to select their own clubs, and their strokes are less affected by winds and poor swings. You can also specify whether you're male or female (men usually hit the ball further), and which of three tees to start from: ladies', men's, or pro's.

The actual game play is fairly standard for computer golf. You use an aiming bar to choose your direction, then swing the club by clicking the mouse button.

Jack Nicklaus Golf does have



The overhead view helps you plan how to play the hole.

some unique features. It's the only golf game we know of that lets you play against computer opponents (there are nine to choose from, including Jack himself). It also lets you choose stroke play or "skins," a game in which each hole is worth a variable dollar figure. But unlike some golf games, *Jack Nicklaus Golf* doesn't let you print your scores.

The graphics and sound effects are good, though not up to the Amiga's best. Although the play moves somewhat slowly, the game



Majestic red mountains provide a dramatic backdrop for the Cochise course.

holds your attention. After all, patience and strategy are what golf is really about.

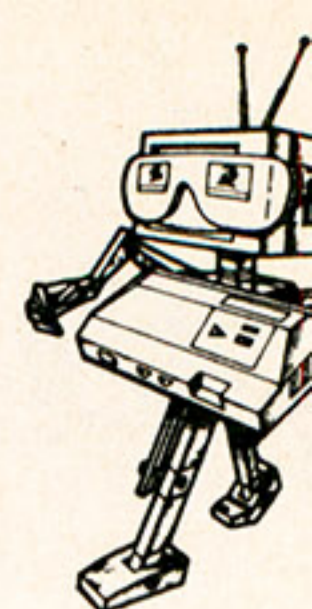
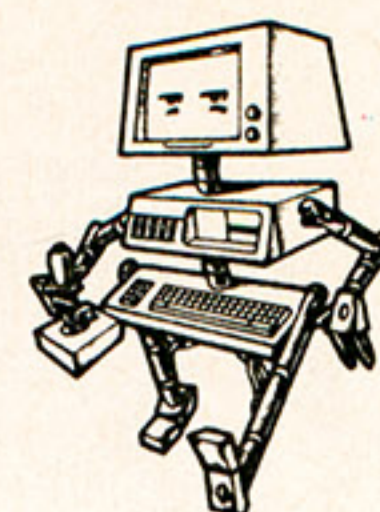
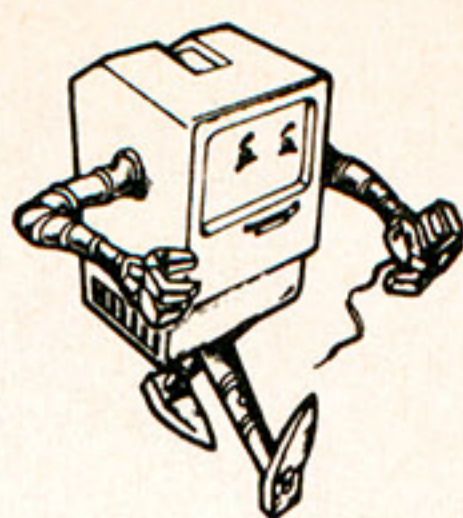
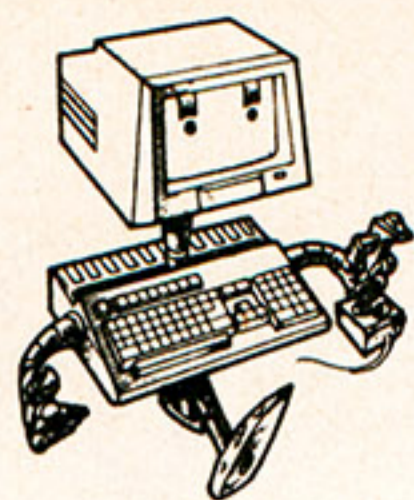
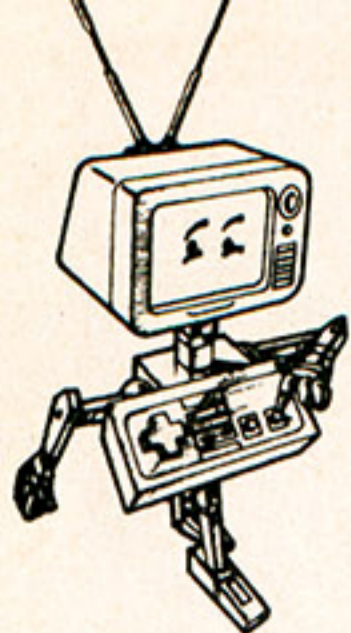
GP



The Golden Bear himself introduces each hole with some helpful tips.

play, however, *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf* is neither flashy nor spectacular — just consistent and professional.

Jack Nicklaus Golf allows one to four people to play one of three different courses. The course for which the game is named is actually a collection of Jack's favorite 18 holes, scattered among such famous courses as Pebble Beach, St. Andrews, Muirfield, and Augusta National. The other two courses included with the game — Castle Pines Golf Club and Desert Mountain (Cochise) — were designed by Nicklaus himself.



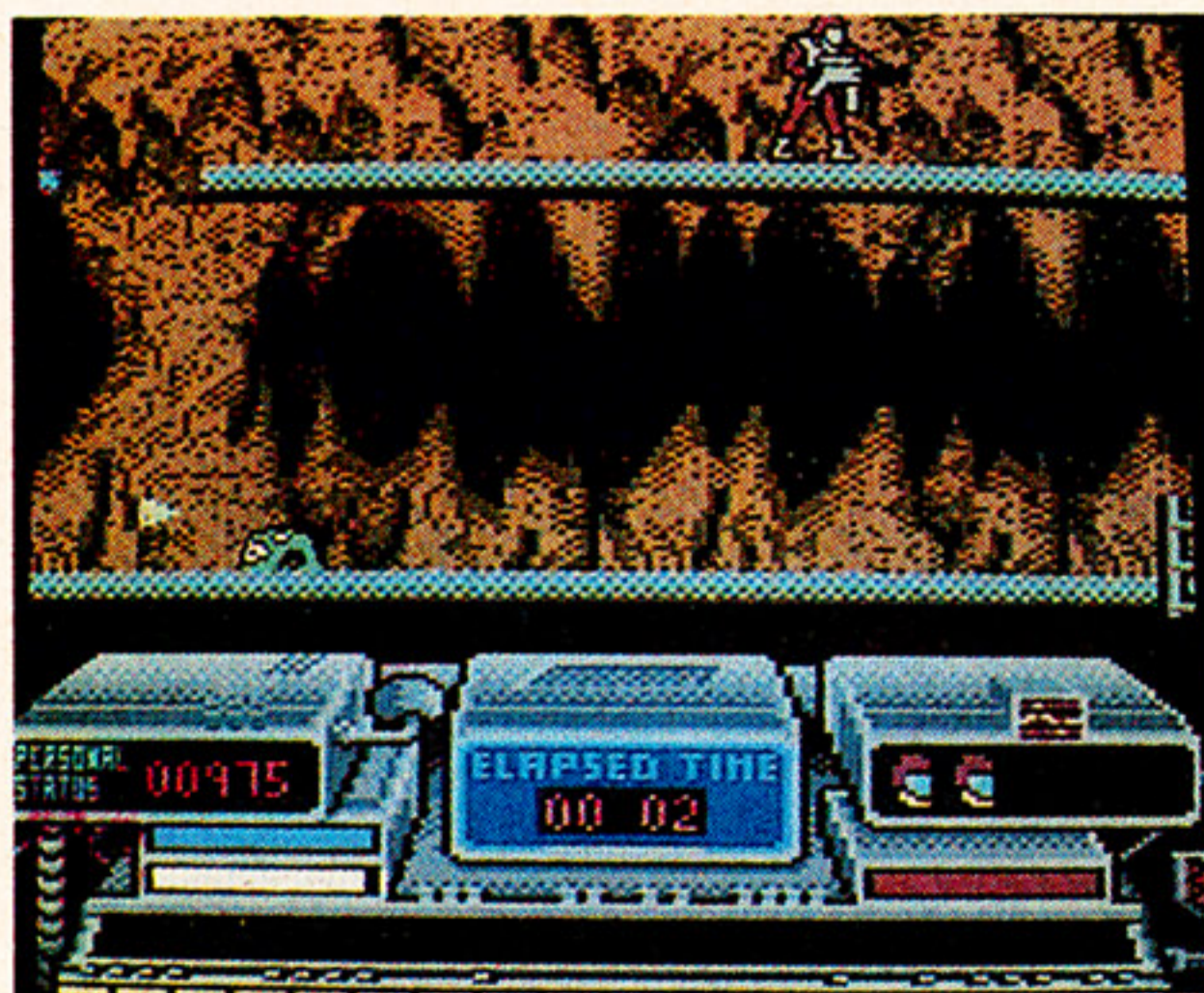
BAAL

Neil Randall

Version reviewed: Commodore 64. Also available for PC, Tandy, and compatibles; Amiga; and Atari ST. Psygnosis, P.O. Box 483, Addison, IL 60101.

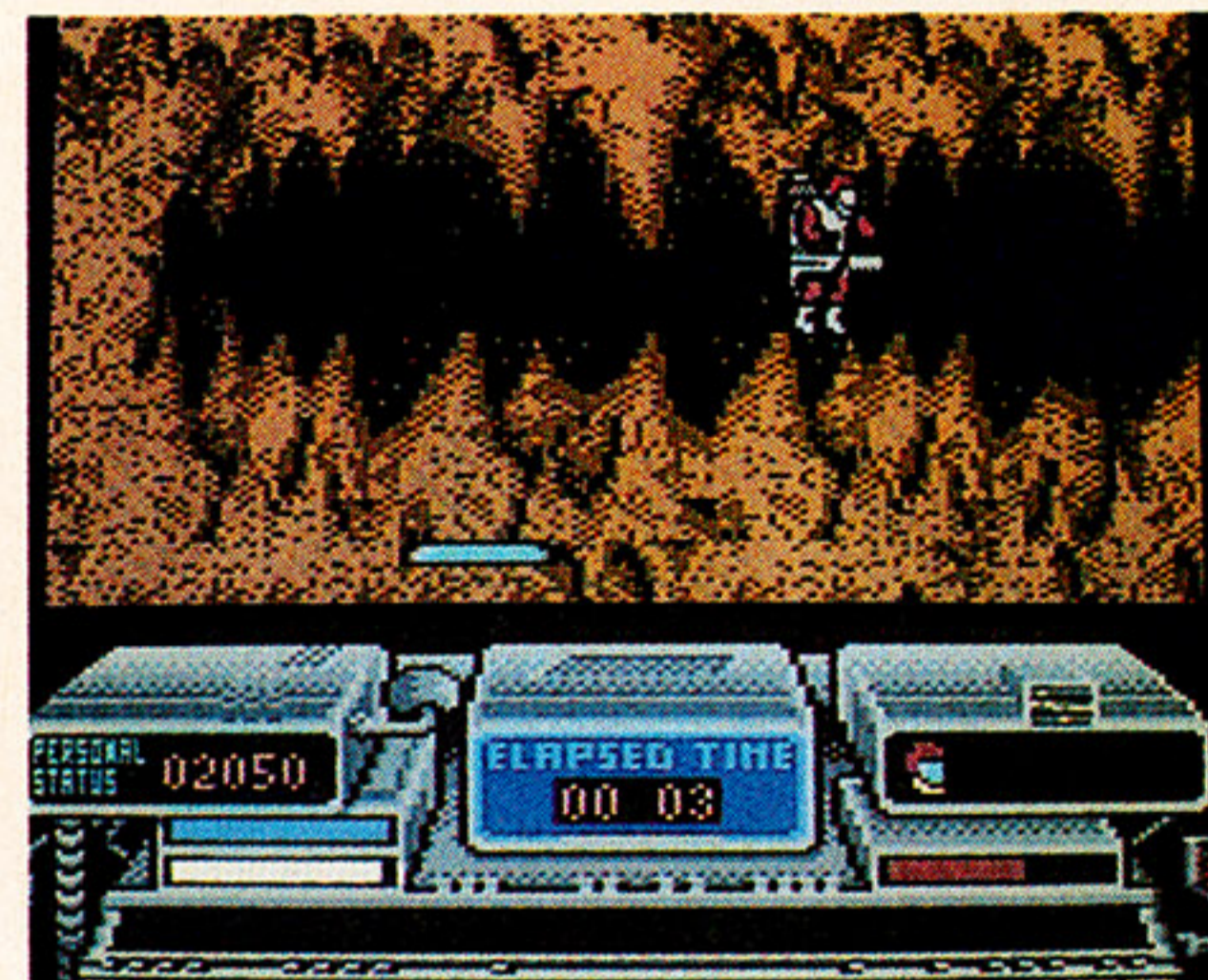
then find and enter a transporter device. The transporter moves you to the next domain automatically.

You begin with five warriors. With each 5000 points scored, you collect another warrior. You also get an extra warrior each time you transport to another domain. It's a good thing, too, because losing warriors is easy. Baal's domains are haunted by bad guys and booby traps waiting to wipe out your troops.



As the Time Warrior walks along the top rail, a green serpent waits below for a chance to kill him.

To advance through each domain, you must climb ladders, shoot enemies, and leap over bombs and mines. Joystick controls allow you to run, jump, somersault, or fire your laser. Collecting laser cartridges gives you more firepower, and you can restore

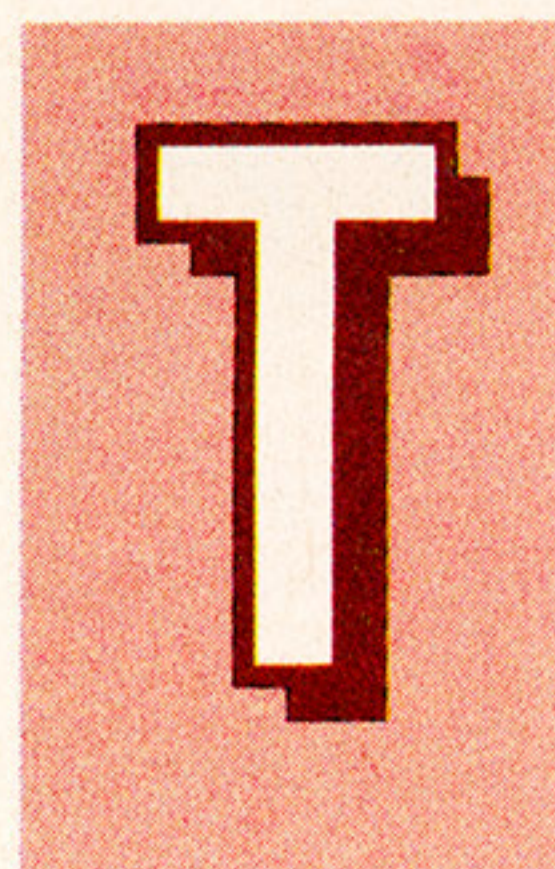


Keep working your way around this level, and you'll eventually find a way to fly. This is absolutely necessary if you hope to advance.

your energy shield to full strength at a refueling point.

One of the good things about *Baal* is that it gives you an eight-digit code whenever you finish a domain. If you quit the game or lose, you don't have to start all over again at the beginning — just enter the code to skip the domain(s) you've already finished. This feature is common in Nintendo video games and is a welcome addition to difficult computer games like *Baal*.

As with all Psygnosis games, *Baal's* graphics are strong and the game play is fast and smooth. Some players might find it a bit too repetitive, but it certainly has the ingredients to bear considerable replaying.



Those who enjoyed Psygnosis' *Barbarian* will probably enjoy *Baal* at least as well. This time the genre is science fiction rather than fantasy, but both the graphics and the goal are similar. In both games, you must work your way through various levels to defeat an evil being.

In *Baal*, you're the captain of the Time Warriors, an elite commando squadron. You've been assigned to retrieve the War Machine, an apocalyptic weapon, from the hands of the supremely evil (and ugly) Baal, who has stolen it from right beneath your noses. The mission is all-impor-



Baal's title screen captures the horrifying nature of your objective. It also reinforces Psygnosis' reputation for excellent graphics.

tant, because the fearsome War Machine is powerful enough to destroy the world.

Baal rules over four separate domains. Two are quite small, but the other two are very large. In each, you must collect a certain number of parts of the War Machine (either eight or ten will do),

A N D P R E V I E W S

LOTS OF NEW GAMES FOR SEGA MASTER SYSTEM

Although the advanced Sega Genesis game machine is stealing most of the thunder this fall, Sega is also releasing a slew of new cartridges for the existing Sega Master System.

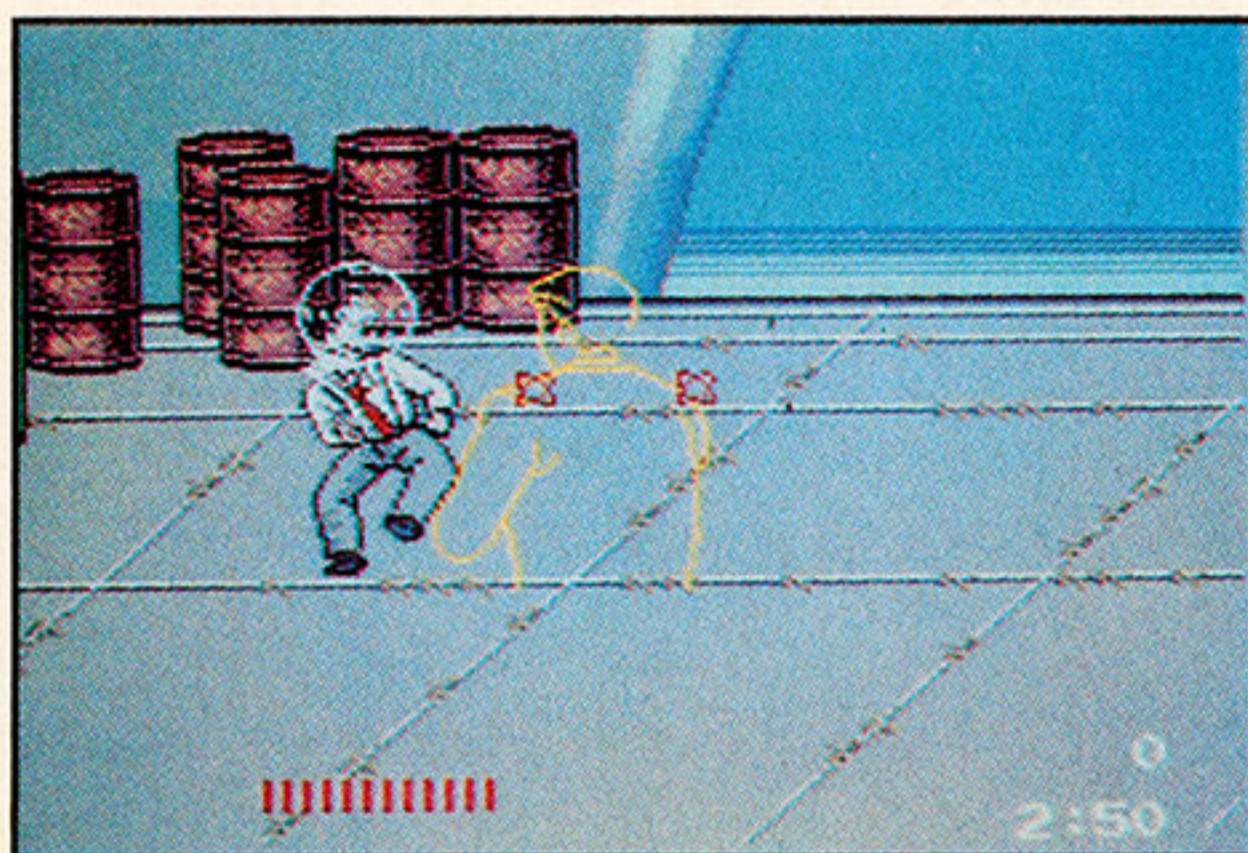
All of the new games are scheduled to be released in time for the upcoming holiday shopping season, so they should start appearing on store shelves right about now. To boost sales of the new titles, Sega is launching a \$5 million TV advertising campaign that gets off the ground in September.

One of the new Master System titles is an unusual departure for



Ultima IV was translated from the personal computer adventure game.

Sega: a role-playing adventure game based on a computer hit. *Ultima IV*, adapted from the Origin Systems adventure for personal computers, sets you forth on a quest with a party of adventurers. On your way to becoming an Avatar of Truth, you must travel through towns, villages, dungeons, and other locations in a magical world. Because the game is quite involved and takes many hours to complete, the *Ultima IV* cartridge has its own battery-pow-

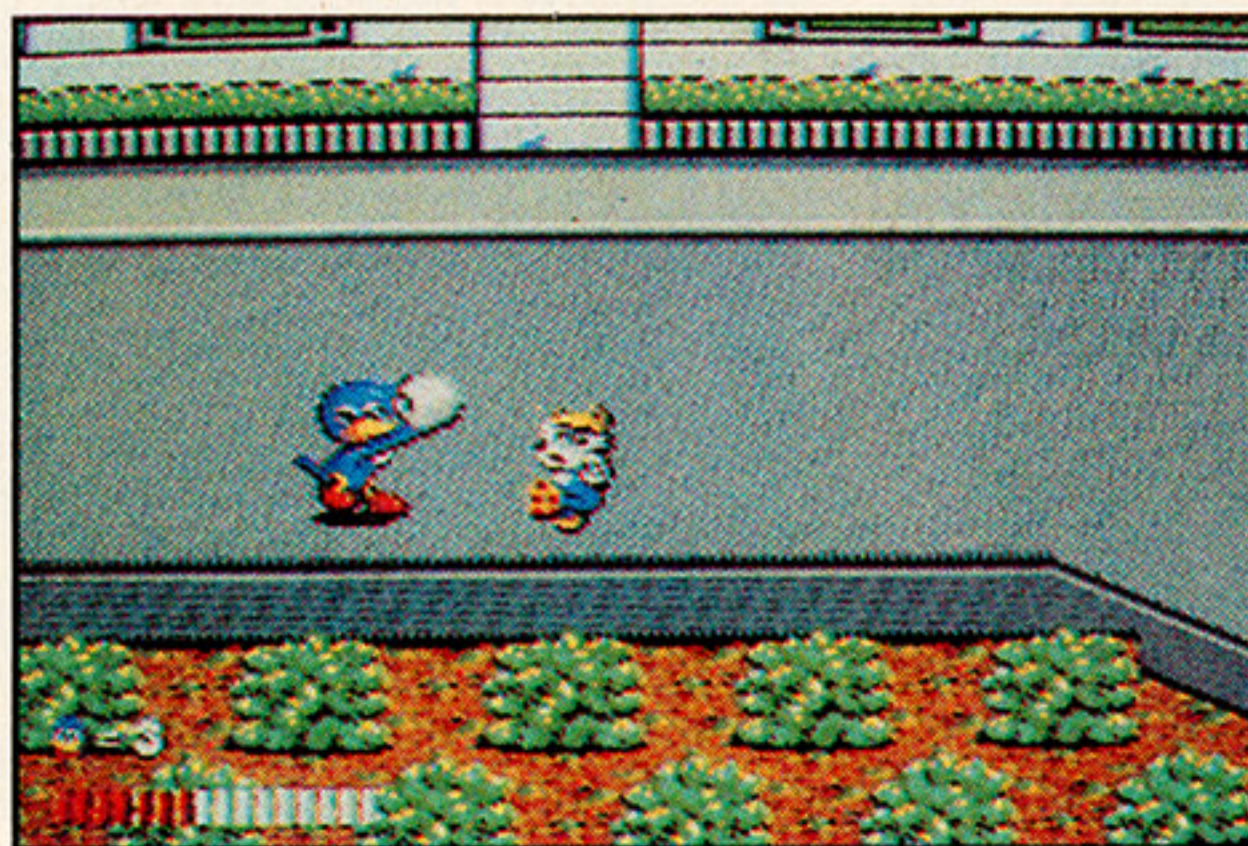


Dead Angle was adapted from the coin-operated arcade hit.

ered memory chips so you can save up to five games in progress.

Four of the new Master System titles are home versions of coin-operated arcade hits. In *Dead Angle*, for instance, you play a modern-day Eliot Ness. Armed with a machine gun, you travel from coast to coast and do battle with the country's most notorious crime lords. In *Golden Axe*, you play a barbarian on a quest, armed with a magical axe. In *Dynamite Dux*, you play a duck who's trying to rescue a beautiful "girlduck" from the clutches of foul creatures. And in *Scramble Spirit*, you command a squadron of bombers on a special mission.

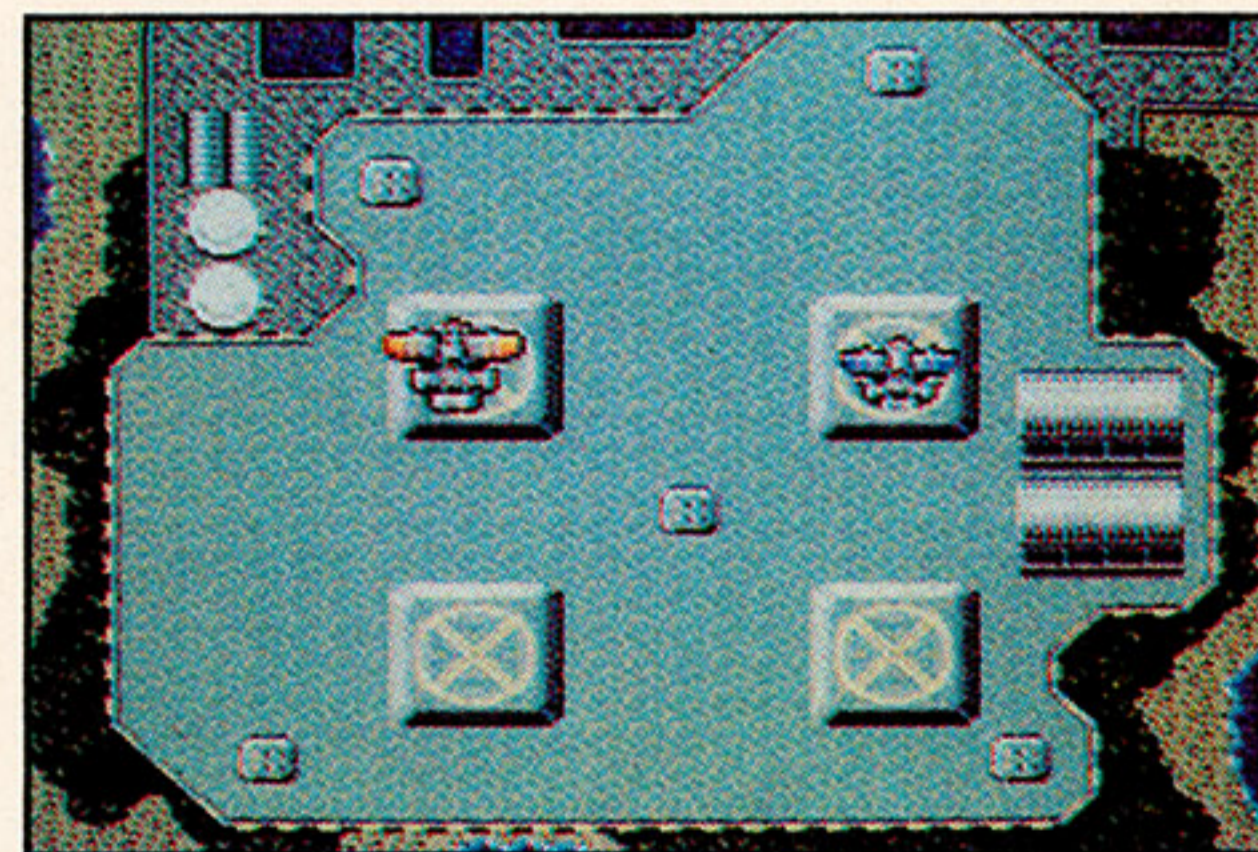
Three new titles for the Master System feature arcade-style action,



Dynamite Dux is a daffy arcade favorite.

but aren't based on coin-operated arcade games. In *Cloud Master*, you are Mike Chen, an aspiring master of the clouds. By completing a seven-round quest, you can become Chuka Taisen, the Cloud Master. *Captain Silver* is another action-quest game, this time on land and sea, in search of Captain Silver's treasure. Unfortunately, the treasure is guarded by the Captain's ghost.

Wonder Boy III: The Dragon's Trap is the latest sequel in the *Wonder Boy* series. After you defeated the Meka Dragon in the last adventure, his ghost put a curse on you, transforming you into a small dragon. Only the Salamander Cross can change you back into a human. On your way to find the cross, however, other monsters



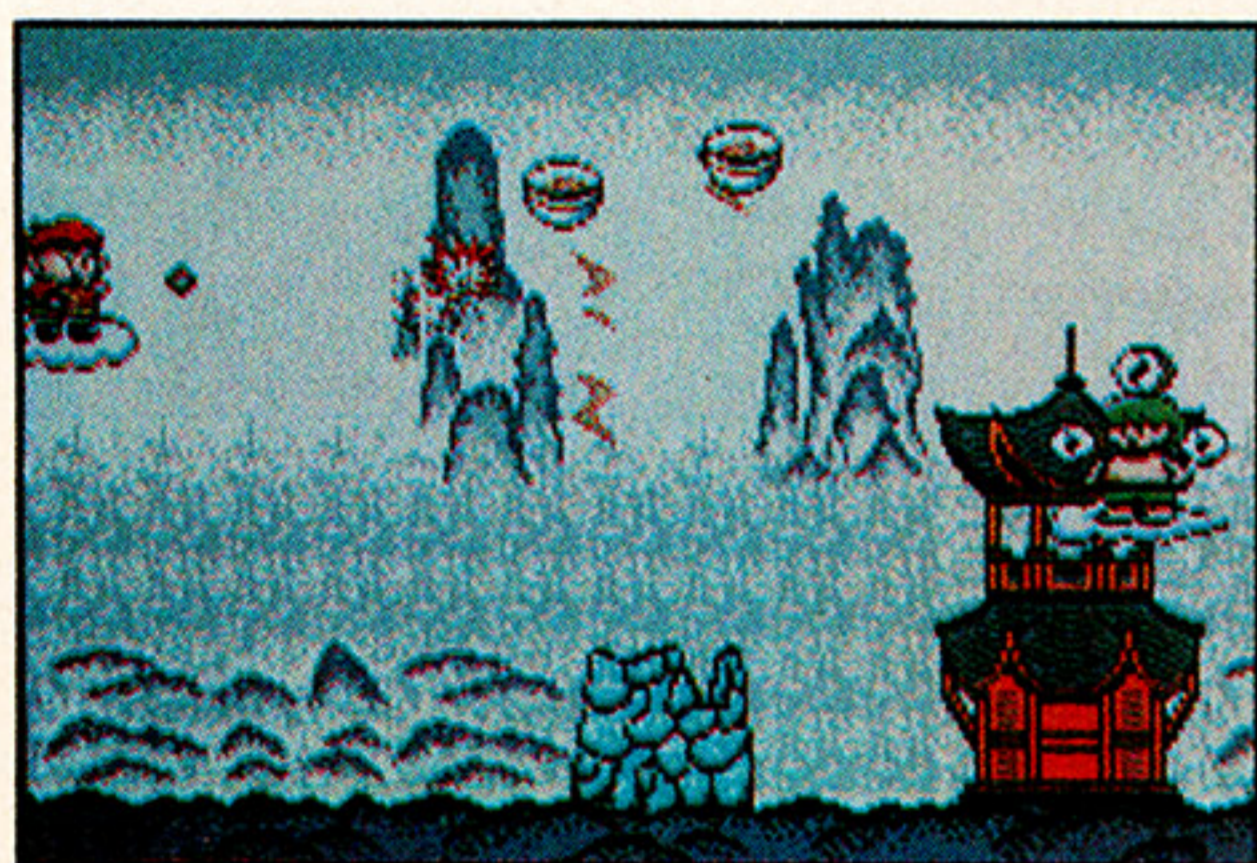
In *Scramble Spirit*, you command a squadron of bombers

take turns transforming you into various odd creatures.

New sports games include *World Games*, an international competition with such events as bull riding, barrel jumping, log rolling, and the caber toss; *Tennis Ace*, a one- or two-player game that features tournament play; and

A N D P R E V I E W S

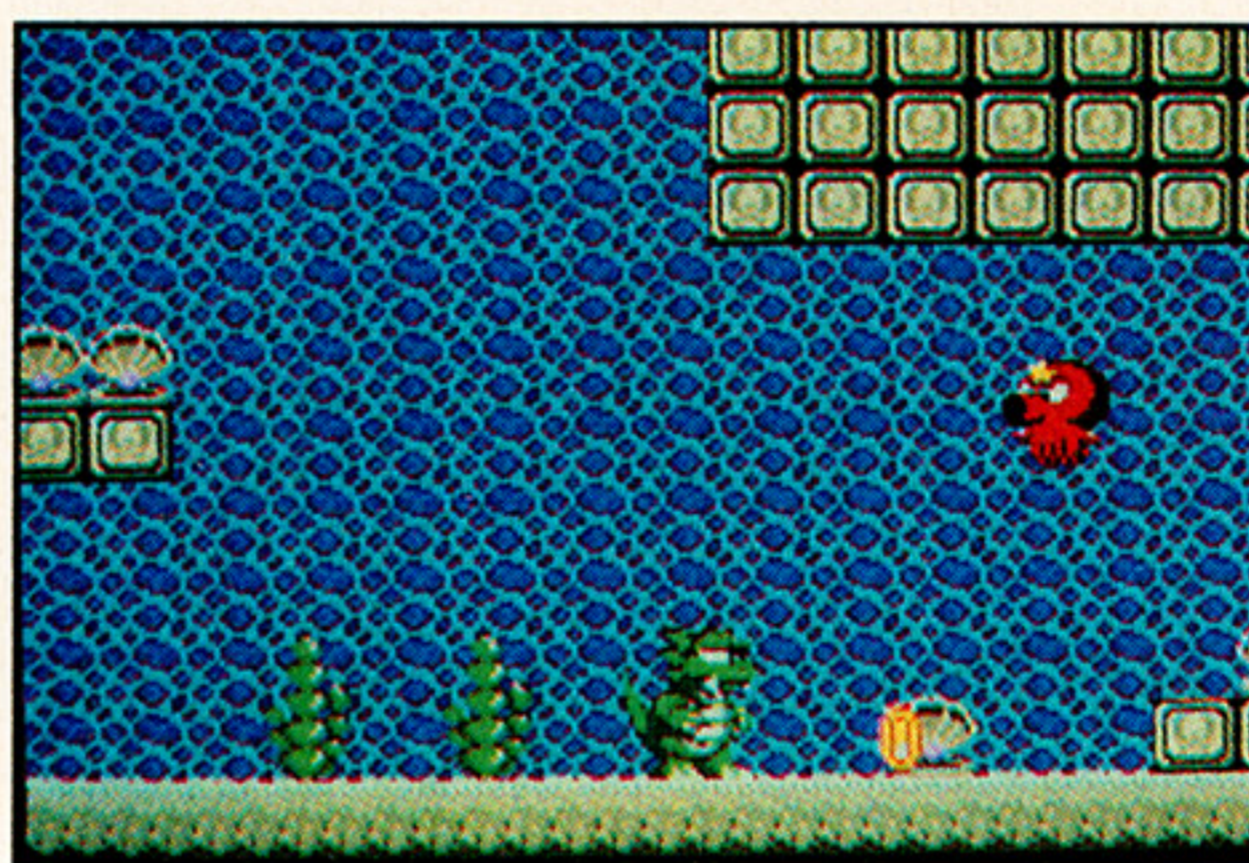
Super Golf, which puts you on the links for tournament play, four-somes, and challenge courses. The *Super Golf* cartridge has battery-powered memory so you can save



You can float through the skies in *Cloud Master*, a fantasy game.

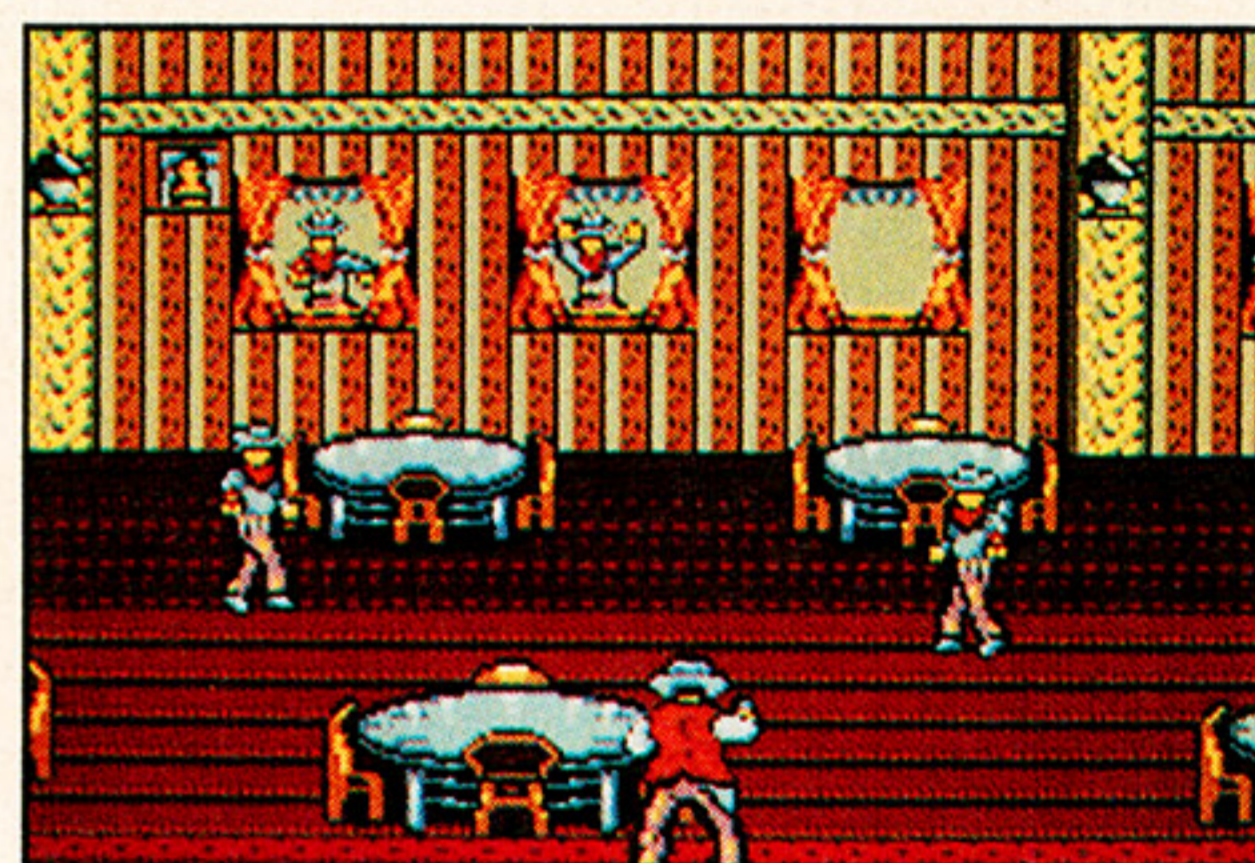
games in progress and your standings.

Sega's final new title for the Master System is a shooting game: *Wanted!*. You're a sheriff in the old



Wonder Boy III: The Dragon's Trap is the latest sequel in the *Wonder Boy* series.

West, and outlaws have taken over your town. Their goal is to put you six feet under. *Wanted!* requires a Sega light phaser.



Wanted! is a phaser gun game that's a Wild West shootout.

TWO HISTORICAL STRATEGY GAMES FOR NINTENDO

Two unusual games for the Nintendo Entertainment System are being released by Koei: *Romance of the Three Kingdoms*, placed in ancient China; and *Genghis Khan*, set in medieval Asia. Both games emphasize strategic thinking and strive for historical accuracy.

Romance of the Three Kingdoms is a military and diplomatic simulation of warfare and unification. After the collapse of China's central government, the country is ruled by warlords. Your goal is to reunify the nation and ascend to the imperial throne. You can play the game in several different time periods and control the level of difficulty.

In *Genghis Khan*, you play the Mongol conqueror who built an Asian empire around A.D. 1200. Again, the emphasis is on diplomacy, politics, and military strategy.

Both games include historical background material and are expected to appeal to adults as well as youngsters.



Genghis Khan lets you try your hand as a Mongol conqueror in medieval Asia.



Romance of the Three Kingdoms is an historical simulation placed in ancient China.

GAME NEWS

A N D P R E V I E W S

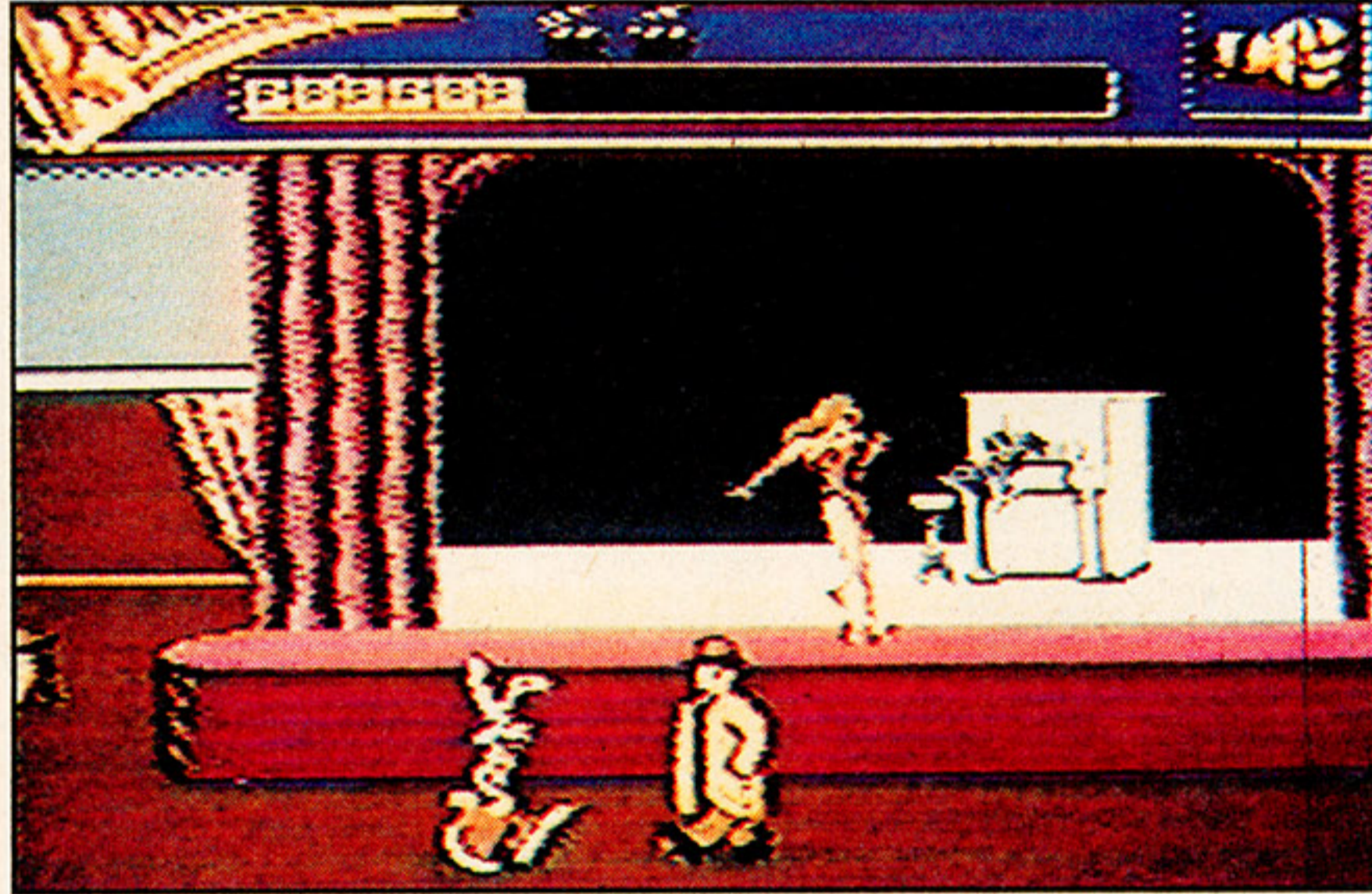
NEW LJN GAMES FOR NINTENDO

LJN Toys is releasing half a dozen new videogames for the Nintendo Entertainment System, including three titles based on hit movies. The new titles are *Beetlejuice*, *Back to the Future*, *Who Framed Roger Rabbit?*, *The Punisher*, *The Uncanny X-Men*, and *NFL Football*.

Beetlejuice is based on last year's hit comedy about a family that moves into a haunted house. You play the part of Betelgeuse, a freelance "bio-exorcist" hired by the ghosts to rid the house of humans.

Back to the Future is based on the movie that starred Michael J. Fox as Marty McFly, a high school senior who travels back in time to

the year 1955. As Marty, you must find a way back to your own time while making sure that Lorraine Baines and George McFly — your



Who Framed Roger Rabbit? is a detective story placed in Los Angeles in the 1940s.

NATIONAL GAMES CLEARINGHOUSE
PO Box 23305
Toledo, OH 43623

NAME	_____
ADDRESS	_____
CITY/ST	_____
ZIP	_____
NO. OF GAMES	_____
NO. OF MISSING INSTRUCTIONS	_____
NO. OF MISSING ORIGINAL BOXES	_____
TOTAL AMOUNT TO BE PAID	_____

WE RESERVE THE RIGHT TO REFUSE TO PURCHASE ANY GAME CARTRIDGE

WANTED

USED NINTENDO GAME CARTRIDGES
\$\$\$\$ WE PAY CASH \$\$\$\$



\$ 10.00 FOR ANY USED NINTENDO

WE WILL SUBTRACT FROM YOUR SALES FOR THE FOLLOWING:

- \$ 1.00 FOR ANY MISSING INSTRUCTION BOOKLET
- \$ 4.00 FOR ANY MISSING ORIGINAL BOX
- \$ 3.00 FOR RETURNING ANY BROKEN/UNPLAYABLE CARTRIDGES

WE ARE NOT RELATED, AUTHORIZED OR ENDORSED BY THE MANUFACTURERS OR CREATORS OF THE NINTENDO GAMES OR NINTENDO GAME SYSTEM

PLEASE USE THE COUPON FOR MAILING IN YOUR GAMES!!!

SPACE GAME FOR PCs HAS ENHANCED SOUND

Access Software has released a space-flight simulator game that incorporates a new technique for creating enhanced sound effects on PC compatibles. The technique, called RealSound, does not require an expansion board or any other special accessories.

The game is *Echelon*, an action-strategy simulator that seats players in the cockpit of a futuristic Lockheed C-104 Tomahawk spacecraft. After completing your training, you are assigned to a newly

established patrol zone in outer space. Once there, you discover a series of strange and puzzling events. To figure out what's going on, you must retrieve artifacts and collect information.

Echelon has unusually diverse sound effects, background music, and voice synthesis. All of the sound is digitally recorded on the program disk and reproduced without additional hardware. Access Software is incorporating RealSound into other new releases and plans to license the technology to other game companies. Access is also seeking a U.S. patent for the technique.



Echelon is a space-flight game with RealSound, a new method of creating realistic sound effects on PCs without extra hardware.

NATIONAL ADVERTISERS INDEX

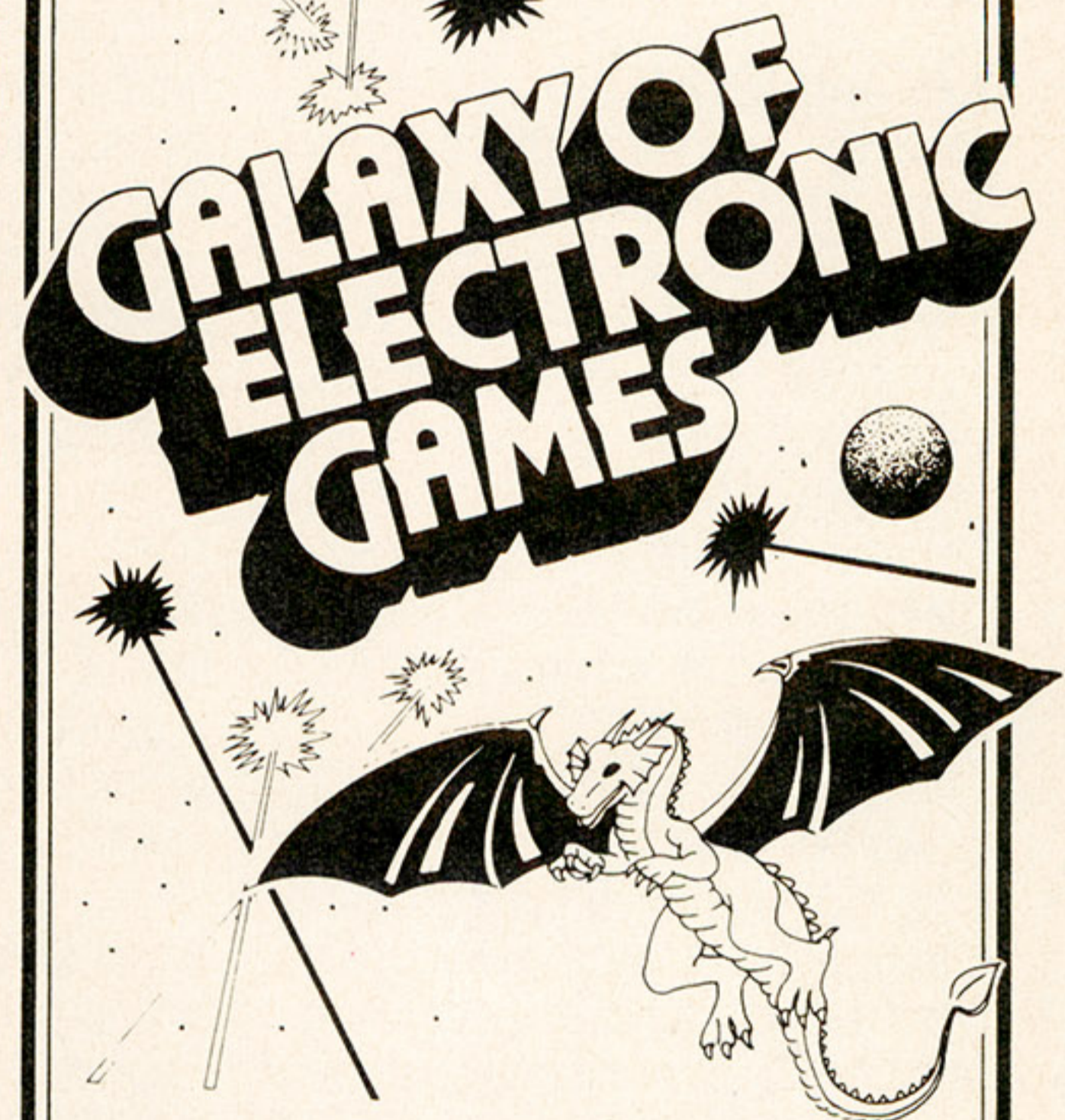
ADVERTISER	PAGE	ADVERTISER	PAGE
Acclaim	IFC,IBC,14	Pinnacle	89
CamERICA	19,23	Sega	26,27
CSG	7	Sights and Sounds	87
Data East	BC	Tengen	21
Mattel	5	<i>Game Player's</i>	
Mediagenic	88	Subscription	16-17
Melbourne House	1	GameTapes	30-31
NEC	9-12	Pro-Tip Hotline	28

Largest Computer Game-Videogame Show

SAN JOSE
CONVENTION CENTER
NOVEMBER 17-19

- Over 300 Computer Games and Videogames to See, Play, & Buy, Including the Latest Titles Being Released for the Holidays

COME AND PLAY FOR FREE IN THE LARGEST ARCADE EVER BUILT!!



- Meet Your Favorite Game Characters Who Share with You the Inner Secrets to Their Games
- Admission: \$6 Per Person. Advanced Sales: 15 People or More at \$4 Per Person.
- Bring This Ad and Save \$1 Off Toward Your Favorite Computer Game or Videogame. One Ad Per Person.

FOR MORE SHOW INFORMATION
CALL: 415-346-4281

This list of 100 top video and computer games is updated each issue. The ☆ symbol indicates games added to the list in this issue.

KEY TO VERSIONS: **PC** (IBM PC/XT/AT, PS/2, 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); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE videogame system and 8-bit computers). *The first version listed in each entry was the version reviewed.*

Adventures of Lolo is a puzzle-solving game that rewards logic and patience. Princess Lala has been kidnapped, and it's up to Prince Lolo to save her. He can do this by clearing a seemingly endless number of rooms in the Great Devil's castle. It's an enjoyable mind-bender for both adults and children. Hal America, for NES.

☆ **Air Fortress** isn't revolutionary, but it is one of the most playable zap-the-aliens games available for Nintendo. Your mission is to shoot your way through a series of alien space forts invading your planet. Each fort is a maze of corridors and elevators guarded by hostile aliens and robots, and you must locate the main reactor and destroy it before escaping. The graphics are genuinely imaginative, and the game is neither too easy nor too hard. Hal America, for NES.

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.

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 PC, Amiga, Apple II, IIGS, 64, ST.

☆ **Batman, The Caped Crusader** has much in common with the summer's hit movie — it looks fantastic and is fun at first, but eventually falls just short of greatness. The problem is that *Batman* is a cross between a martial-arts arcade game and a computer

puzzle, and the sheer number of enemies you must defeat can become overwhelming. The player interface is well-designed, however, and the graphics create a good comic-book "feel." Data East, for 64, Amiga, ST, Apple II.

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 PC, Amiga, Apple II, 64.

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

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

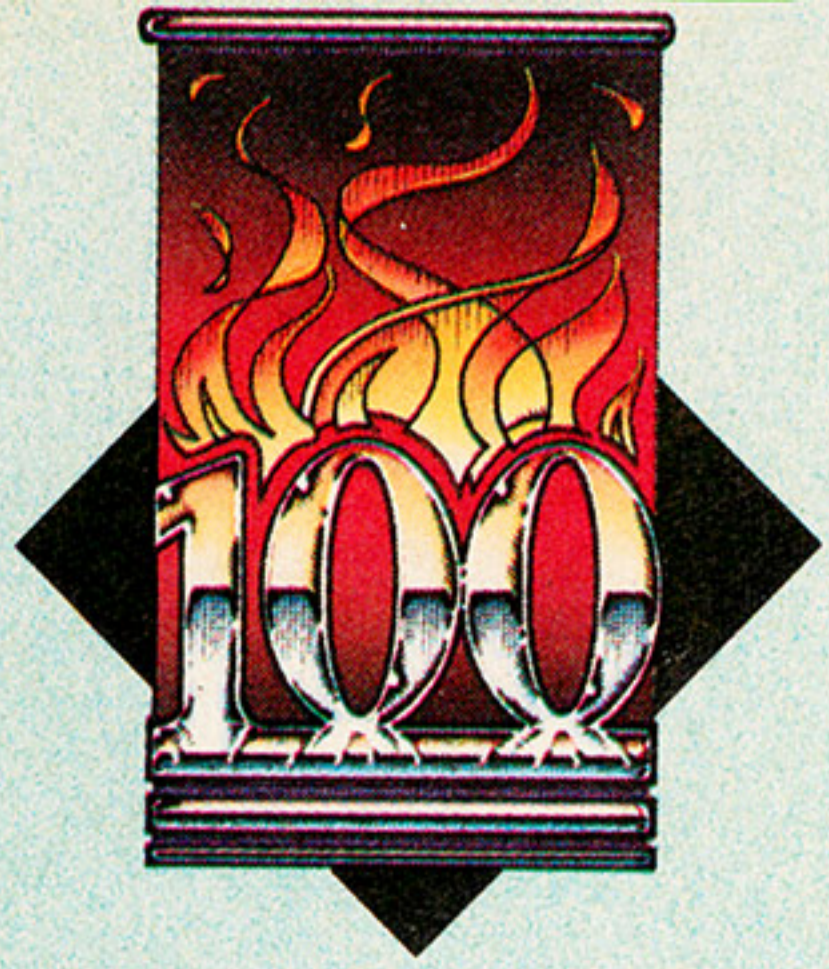
Blaster Master takes you through eight levels of narrow passageways as you try to find and destroy the Plutonium Boss. In your armored vehicle, you struggle against many kinds of radioactive mutants. Most of them can be killed with your car's weapons systems, but to conquer some you must leave the car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

☆ **Blood Money** for the Amiga may well be the best shoot-em-up computer game ever written. The lengthy introduction — with its stunning asteroid sequence and digitized stereo soundtrack — is not to be missed. Fortunately, the rest of the game lives up to these theatrics. The graphics are extremely detailed, the animation is sometimes startling (watch for the jellyfish in the undersea world), and the difficulty level is arcade-class. There's even a simultaneous two-player option. Psygnosis, for Amiga, ST, 64.

Bomberman features a skimpy plot, but beefy game



THE HOT 100



play. As Bomberman, you have to blast your way through 50 rooms partitioned off with bricks and infested with a variety of pesky opponents. This maze game is especially good fun for beginning gamers. HudsonSoft, 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.

Chessmaster 2100 is an impressive, feature-laden sequel to the excellent computer chess program, **Chessmaster 2000**. The chess-playing logic has been improved, and the stunning screen graphics, sound effects, and depth of play should impress novices and experts alike. The Software Toolworks, for PC, Apple II, IIGS, 64, Mac, and Amiga.

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 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.

☆ **Dr. Jekyll and Mr. Hyde**, like many other videogames, enlists you in the battle between good and evil. But in this case, the good and evil characters share the same body — yours. As Dr. Jekyll, you're a mild-mannered Londoner whose main goal is to marry the pretty Miss Millicent. But when your "stress meter" gets too high, you transform into the evil Mr. Hyde. An interesting adaptation of the Robert Louis Stevenson thriller. Bandai America, for NES.

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 PC, Amiga, Apple II, IIGS, Mac, 64, ST.

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.

Gauntlet is one of the few role-playing games for Nintendo. 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. Vic Tokai, for NES.

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 PC, Amiga, Apple II, 64, ST.

Hostage jumps right off the front page of today's newspapers. Terrorists have attacked an embassy and captured hostages. You lead a six-man commando squad to rescue the hostages and kill the terrorists. A training mission helps acquaint new players with the game. It's a realistic depiction of a familiar contemporary nightmare. Mindscape, for PC, Amiga, ST.

☆ **Hudson's Adventure Island** is ideal for younger or novice Nintendo players. The character you control isn't a muscle-bound superman, but instead a brave little boy. His mission is to rescue the Princess Leilani from an evil witch doctor on a South Pacific island. *Hudson's Adventure Island* is less violent and more whimsical than most Nintendo games, and except for a few tricky jumps, it's not overly difficult. Hudson Soft USA, for NES.

Jet, version 2.1, features improved graphics, menus, and speed and flight characteristics. These are welcome improvements to an already popular flight simulator. Additional scenery disks are available. SubLogic, for PC, Apple II, 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. Tradewest for NES; Melbourne House, for PC, Apple II, IIGS, 64.

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.

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

Kings of the Beach: Professional Beach Volleyball is the volleyball equivalent of *Jordan Vs. Bird: One on One* in style, design, and overall excellence. Try to master the six-pack slammer, the dig, and the Kong block as you play on beach courts around the world. Electronic Arts, for PC.

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.

Life & Death transforms the operating room into an entertaining and educational videogame. As both diagnostician and surgeon, you are responsible for the fate of your patients — for better or for worse. The graphics can be rather explicit, so the squeamish should beware. The Software Toolworks, for PC, Mac, IIGS, Amiga, ST.

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. It's an enjoyable combination of a search mission and a shoot-the-alien game, as Magma looks for his spare parts before taking 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 PC, Apple II, IIGS, Mac, ST.

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

☆ **Mappyland** is an upbeat, innocuous adventure that avoids the mass extermination and high-tech destruction found in many Nintendo games. The central character is a mouse named Mappy, who is pursued by kittens as he tries to collect cheese, Christmas trees, and other items for his fiancée, Mapico. *Mappyland's* playful action, bright graphics, and likeable characters should appeal to gamers of all ages. Taxan USA, for NES.

Mean 18 is a fine golf simulation with 12 famous courses, plus an editor for designing 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 has realistic graphics and overhead views. Accolade, for PC, Amiga, IIGS, Mac.

Metal Gear out-Rambos Rambo. One of the most fearsomely challenging of the many super-warrior/secret-mission games for Nintendo. It takes place in an elaborate maze-like setting and has plenty of room for strategy as well as stamina. Ultra/Konami, for NES, Amiga, 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.

Microsoft Flight Simulator is the "game" that first made entertainment software a best-seller on IBM-compatible computers. It's really more of a true simulation than a game, since you don't score points, fight enemies, or embark on a quest. Just sit back in your Cessna and fly. PC version 3.0 offers improved graphics, especially with EGA or VGA. Microsoft, for PC, Mac; SubLogic, for ST, Amiga, 64, Apple II, XE.

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

Montezuma's Revenge features Panama Joe, an intrepid explorer, searching for treasure in Central America. The action begins when he stumbles into the ancient tomb of Montezuma, an engrossing maze of corridors, chambers, and horrors. Parker Brothers, for Sega.

☆ **NFL Challenge** emphasizes field strategy, not arcade action. When the ball is snapped, the players are

represented by chalkboard-style X's and O's — simple graphics which may disappoint some gamers. But the real strength of this game is what happens *before* the ball is snapped. It takes you beneath the rough-and-tumble surface of pro football to reveal the nuances and subtleties of coaching and play-calling. XOR, for PC, Mac.

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 meets 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 appears 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 the U.S. Koei, for PC, NES.

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 play another person or the computer. Four difficulty levels make it challenging for anyone. Acclaim, for NES.

☆ **Paperboy** was adapted from the popular arcade hit, and although the graphics suffer a bit in the Nintendo version, the playability survives. You play a bicycling

paperboy who must deliver the daily news to your customers, break the windows of nonsubscribers, and avoid such hazards as yapping dogs and skateboarders. Some players find *Paperboy* rather limited and repetitious, however, so if you didn't like the arcade game, the home version probably won't change your opinion. Mindscape, for NES, PC, 64, Amiga, Apple II, IIGS, ST.

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 a "camera's-eye view" from behind the batter and, after a ball is hit, from behind the fielder. Challenging, realistic, well-thought-out. Gamestar, for PC, 64.

Platoon recreates the deadliness and dangers of jungle combat. You must pass through a complex jungle maze, a hideous tunnel, and a bunker — while avoiding 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.

Presumed Guilty! requires you to unravel an intricate international plot of mystery and intrigue — before you get framed for a crime you didn't commit. If you like spy novels and mysteries, this spine-tingler will keep you on the edge of your seat. Cosmi, for PC, 64.

Rad Racer is fast and furious road racing, with eight different courses to conquer. It has a 3-D mode, and is quite popular among the fast-reactions set. Nintendo of America, for NES.

☆ **Rastan**, adapted from the Sega arcade game, puts you in the combat boots of a successful mercenary who's trying to rescue a king's kidnapped daughter. The colorful action takes you through jungles, castles, and enemy

headquarters. The graphics are good and keep getting better, but be prepared for a difficult game. Sega, for Sega.

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

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

Rollerball is good old-fashioned pinball, adapted for the modern video screen. Play the silver ball on a huge, four-screen-high pinball machine with flippers and many other classic features. Hal America, for NES.

Romance of the Three Kingdoms offers you the modestly challenging job of unifying medieval China. It's 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 political power. Koei, for PC.

☆ **Search for the Titanic** is a unique simulation that casts you in the role of an oceanographer — an unlikely subject for a computer game, it would seem, but highly original. Your goal is to finance and organize an expedition to find the famous S.S. *Titanic*, sunk by an iceberg in 1912. You'll learn a lot about deep-sea exploration and have fun along the way. This game isn't for everyone, but it gets high marks for playability and authenticity. Capstone (Intra-Corp), for PC, 64, Apple II.



Serve and Volley is a fast 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 PC, IIGS, 64.

Shadowgate is an excellent graphics adventure, with a fascinating interactive environment and ingenious puzzles to unravel. Very challenging and well designed. Mindscape, for PC, Amiga, Apple II, Mac, 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 if you want. It's simple to match the stacked tiles and remove them from the board, but winning is not that easy. Engaging, strategic, and habit-forming. Activision, for PC, Amiga, Apple II, IIGS, Mac, 64, ST, Sega.

☆ **Silpheed** is the Americanized version of the sequel to *Thexder*, which was a hit both here and in its native Japan. Unpretentious and refreshing, *Silpheed* is an unabashed space shoot-em-up with great graphics. You're in control of a futuristic fighter that's a cross between an F-14 and the *Millennium Falcon*, and there are plenty of aliens to zap. The IBM version is notable as one of the few really good shoot-em-ups available for PCs. Sierra On-Line, for PC, Amiga, ST, Mac, IIGS.

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 in the PC EGA version. Ultra, for NES; Electronic Arts, for PC, IIGS, 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 PC, Amiga, Apple II, IIGS, Mac.

☆ **Space Quest III: The Pirates of Pestulon** reunites you with space custodian Roger Wilco. Roger's mission is to rescue the Two Guys from Andromeda, a pair of game designers *extraordinaire*, who have been kidnapped by Elmo and his fellow pirates. Great fun, outstanding graphics — everything you've come to expect from a Sierra game. Sierra On-Line, for PC, Amiga, Mac, IIGS.

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, *Star Saga: 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 featuring 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, for PC, ST.

☆ **Steel Thunder** is a tank combat simulator that

doesn't allow the complexity of simulation to obscure the fun. You can choose from four different tanks and armored vehicles, and participate in 24 realistic combat scenarios. The graphics are highly detailed — no wire-frame polygons here. It's the next best thing to starring in your own private war movie. *Accolade*, for PC, 64.

Super Mario Bros. is a classic, extremely popular Nintendo game in which you help Mario rescue Princess Toadstool from the Koopa turtles so 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 setup that enables you to play a single game or an entire season. Animation is crisp and reasonably lifelike, especially the pitching. A must for hard-core baseball fans. Tecmo, for NES.

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

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

ios and maps. A different sort of war game, and a rather charming one. Broderbund, for PC, Apple II, IIGS, Mac.

☆ **The Magic Candle** is a traditional fantasy role-playing game that breaks no new ground, but nevertheless is a beautiful addition to the genre. You lead a band of adventurers in search of a magic spell that will contain the evil demon Dreax, who was imprisoned ages ago and is now escaping. There's lots of exploring, a reasonable amount of combat, and a command structure that is both logical and flexible. Mindcraft, for PC, 64, Apple II.

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. You must sift through 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.

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 PC, Apple II, 64; Activision, for NES.

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

The Twilight Zone combines plots from old episodes of the TV 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, for PC, Amiga, 64, Apple II.

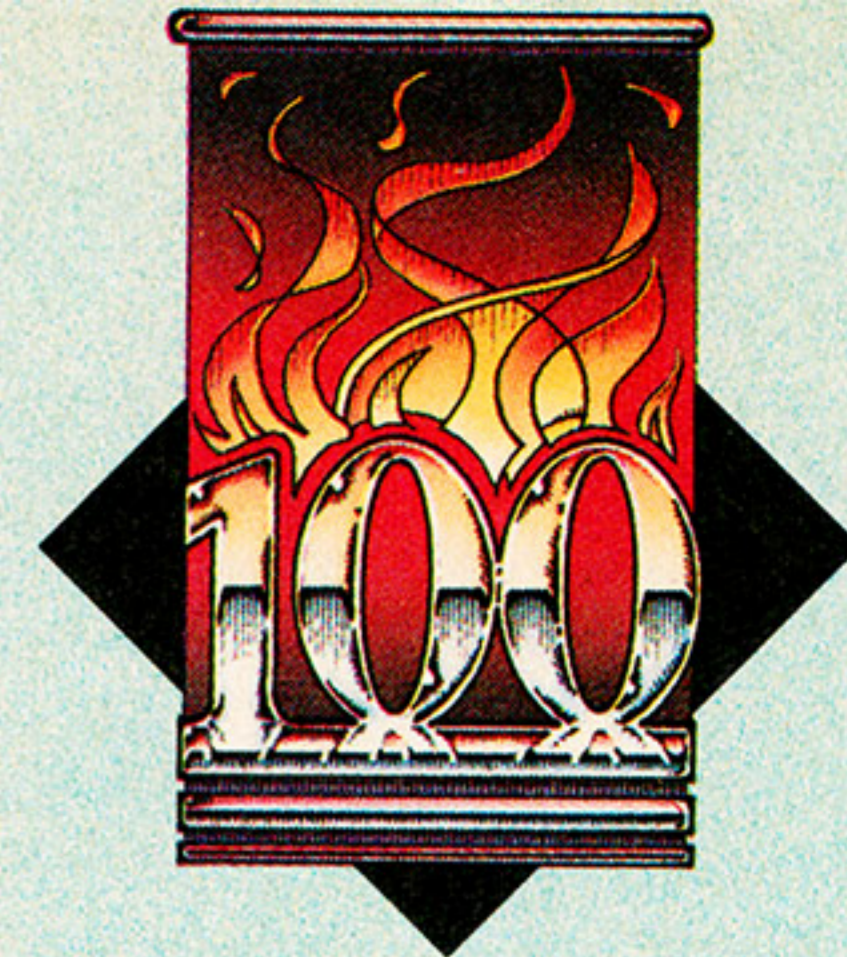
Thud Ridge is part flight simulator and part aerial-combat game. In the skies above Vietnam, you fly sorties over Hanoi and fight off swarming Soviet-made MiG jets in your own F-105 Thunderchief fighter-bomber. An interesting simulation with great graphics. Three-Sixty, for PC.

☆ **Thundercade** has so-so graphics and isn't particularly original — you're a hero who must singlehandedly save the world from doom — but it makes up for this with exciting game play. As the driver of a special combat motorcycle, you infiltrate enemy territory in an effort to thwart a gang of atomic terrorists. The action is swift, and *Thundercade* stands out as one of the few Nintendo games with a simultaneous two-player option. American Sammy, for NES.

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.

TKO is a unique boxing game that actually puts you inside the ring with a first-person point of view. Peg your opponent under the eye to draw blood, or snap his head back with an uppercut to the chin. Anyone who appreciates a good prizefight should give this slugfest a try. *Accolade*, for PC, 64, Amiga.

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.



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 re-fight actual battles as you think they *should* have been fought. You can also design your own maps and armies to stage battles in the past or the future. Additional scenario disks are released from time to time, making this a powerful program indeed. Rainbird, for PC, Amiga, Mac, 64, ST.

Wayne Gretzky Hockey is one of the most realistic sports simulations ever designed for personal computers. It successfully captures the fast-paced feel of NHL hockey as you control either the 1972 Montreal Canadiens or the Boston Bruins. A game as good as its namesake. Bethesda Softworks, for Amiga, PC, 64, Mac, 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. Gametek, for NES; Sharedata, for PC, Apple II, 64.

Where in Europe Is Carmen Sandiego? is a learning tool that actually provides hours of fun as well. You'll be surprised at how much geography you'll learn and how much fun you'll have while scouring Europe for a band

of art thieves. Broderbund, for PC, Apple II, IIGS, 64.

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

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

Zelda II: The Adventures of Link is the sequel to the super Nintendo hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich adventure game. As Link, you must once

again fight the powers of darkness in the land of Hyrule. Roam from the North Castle to Death Mountain...and beyond. Nintendo 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. When you finish one maze, you'll blast off to one of the other 49. There's also a cooperative/competition mode for two players. It moves almost too fast on AT compatibles. Discovery, for PC, Amiga, 64.

GP

GAMER'S HALL OF FAME

Have you ever made it all the way to the end of a difficult game, or racked up a higher score than anyone you know?

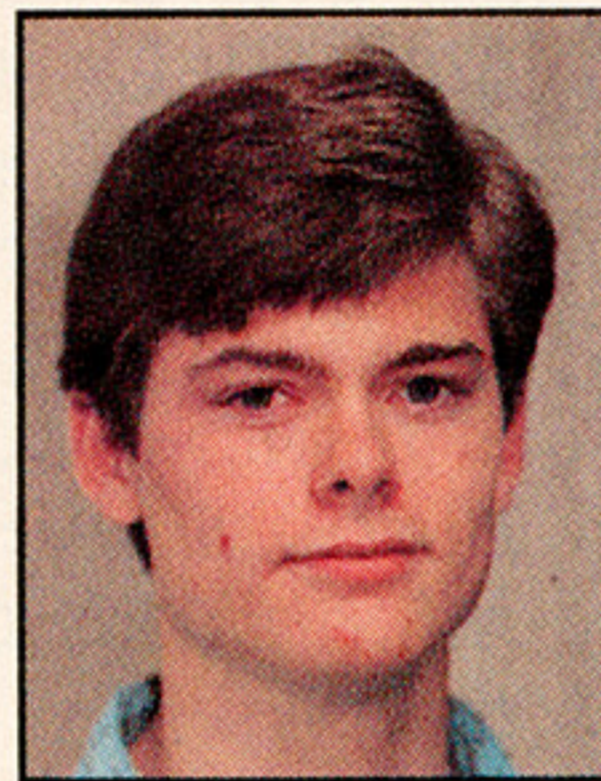
Now's your chance to reveal your prowess to hundreds of thousands of people — and all of them game players like yourself! In each issue, the "Gamer's Hall of Fame" spotlights a few lucky gamers who have reached new heights of skill and daring. Their pictures appear on this page, and every winner gets a free *Game Player's* t-shirt!

If you're an expert game player, let us know! Send us a photo of yourself, a picture of your best game screen, and some information about yourself. 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.)

Send to: Gamer's Hall of Fame, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.



David Rogin



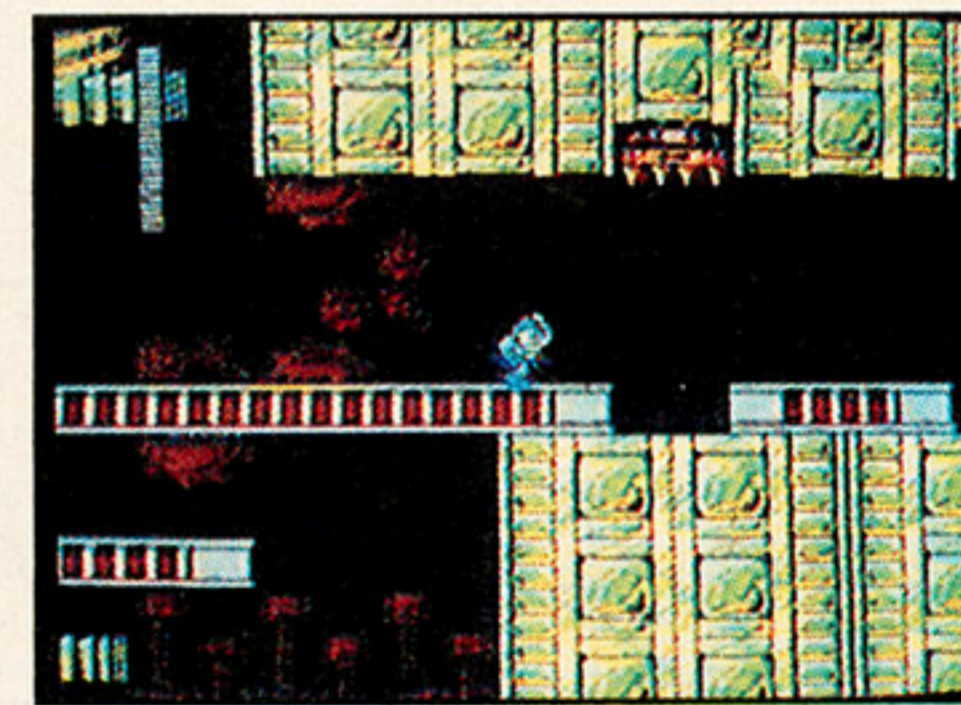
Chris Slate

David Rogin, of East Windsor, New Jersey, has a Sega Master System and 23 game cartridges. His favorite games are *Altered Beast*, *Phantasy Star*, and *California Games*. He finished *Pro Wrestling* after seven tries and mastered *Phantasy Star* in only three weeks — though he does admit to getting a little help on the latter from the Sega Helpful Hints sheet. When David isn't playing videogames — which, he says, isn't often — he likes to watch pro wrestling on TV. He's also looking forward to someday getting a Sega Genesis game system and a personal computer.

Chris Slate, 16, of Archdale, North Carolina, is one of our game testers here at *Game Player's*. Chris has both a Sega Master System and a Nintendo Entertainment System at home. His favorite Sega games are *Phantasy Star* and *Golvellius*, and his favorite Nintendo titles are *Dragon Warrior* and *Mega Man II*. Chris is an expert player who can finish most games in a matter of days. He and another game tester quickly beat the Sega Genesis version of *Altered Beast* so we could present the hints and tips in this issue (see page 42). When he's not playing videogames, Chris likes to read comic books and draw



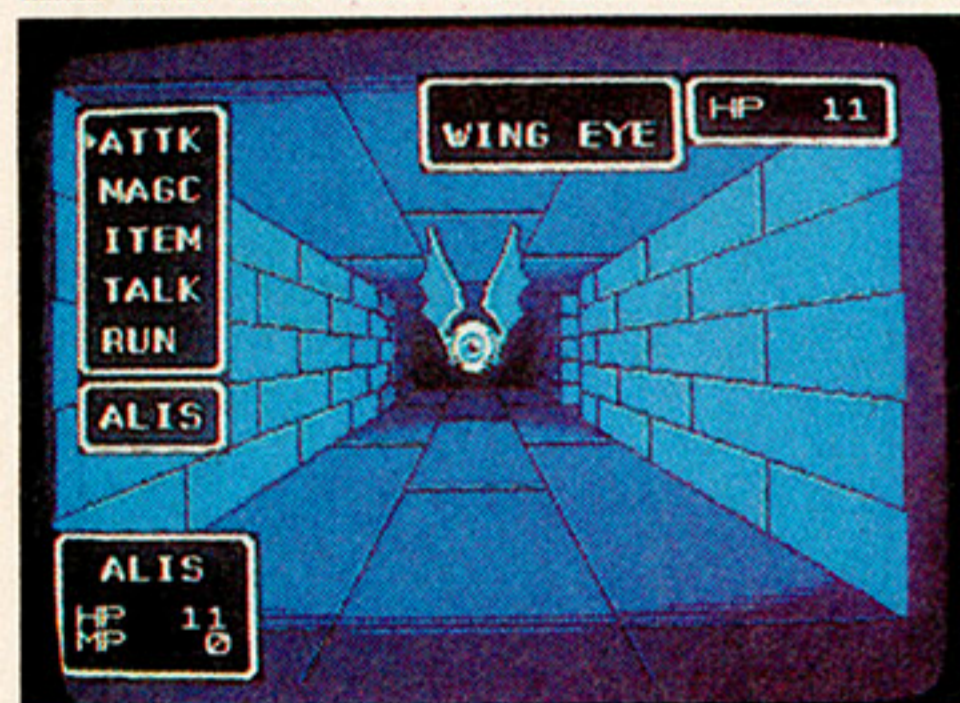
Chris is adept at Nintendo as well as Sega games. He counts *Dragon Warrior* among his favorites.



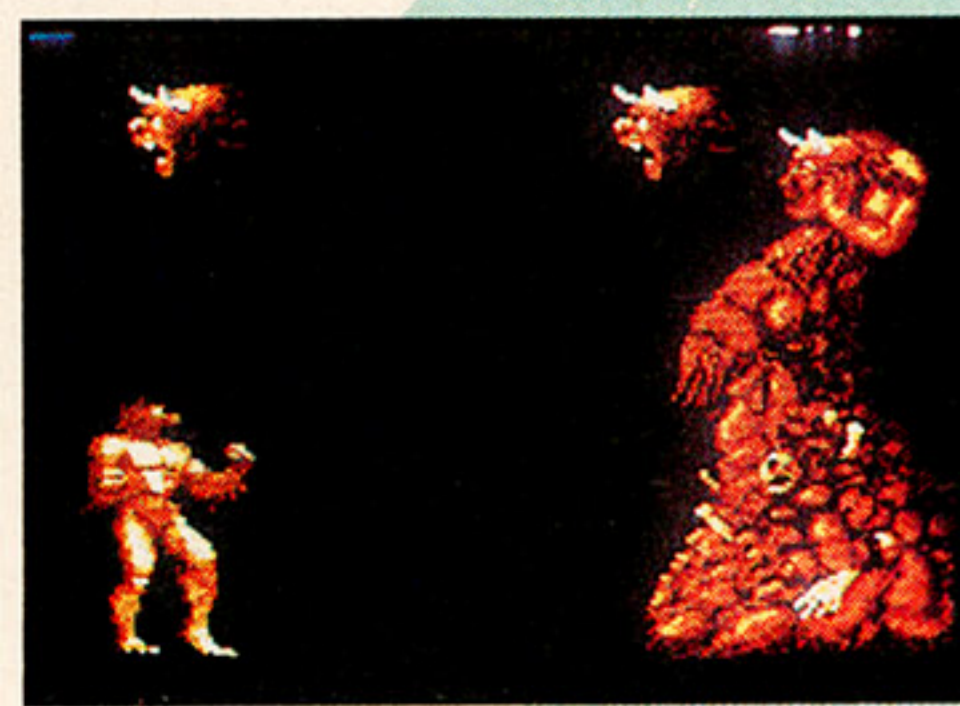
Mega Man II is another of Chris's favorite Nintendo titles. (See review in this issue.)

his own comics, and his favorite subject at school is art. Someday he'd like to design graphics screens for videogames.

GP

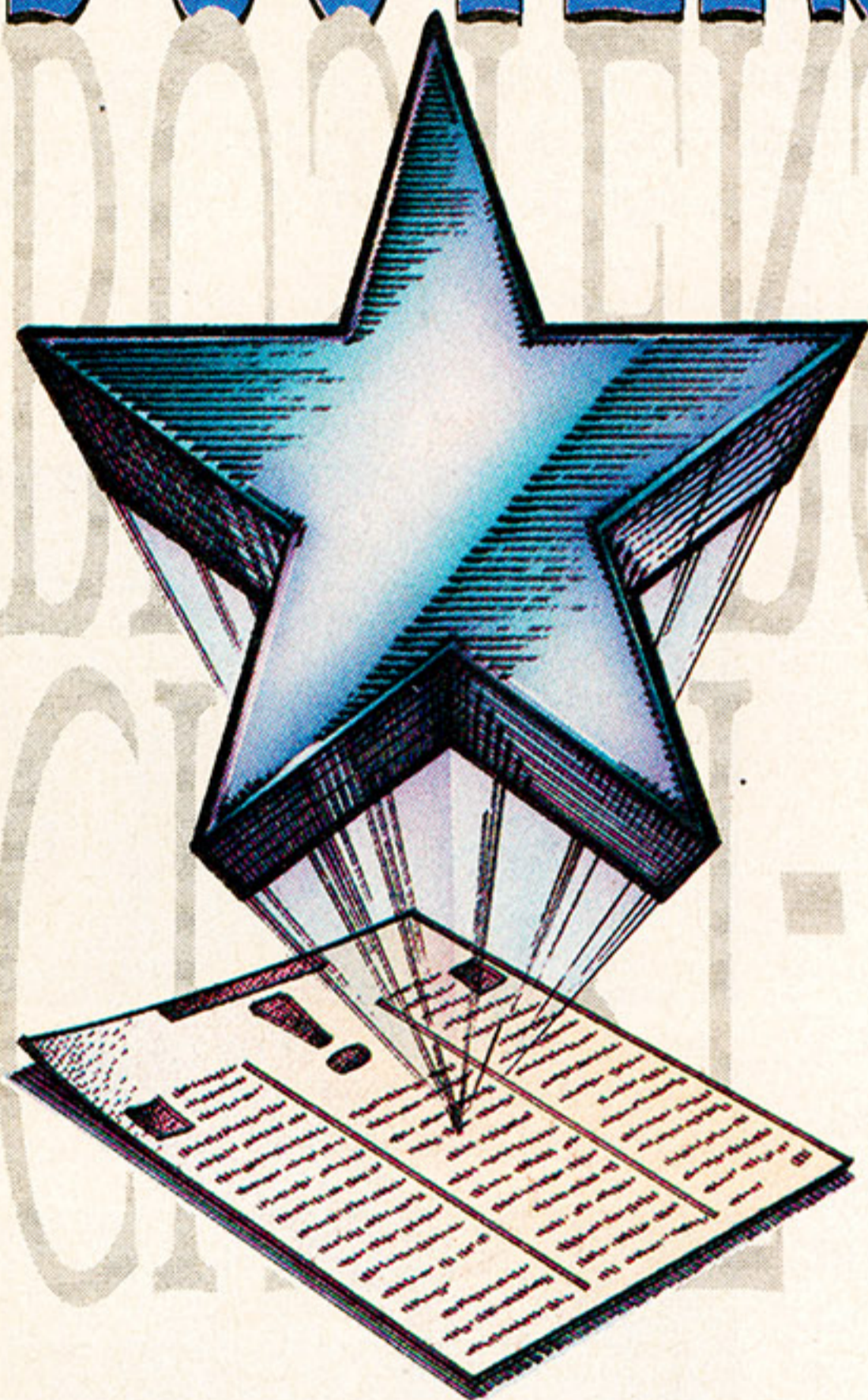


David and Chris both named *Phantasy Star* as one of their favorite Sega games.



David is also a fan of *Altered Beast* on the Sega Master System. He can't wait to try the Genesis version.

CHART- BUSTERS



READERS' POLL: NINTENDO AND SEGA FAVORITES

Here's your chance to let other Nintendo and Sega Master System game players know your favorite games! Send us a card or letter listing your top three Nintendo and/or Sega games. Address it to Readers' Poll, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.

Some of the most popular computer and videogames, sampled 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. **Curse of the Azure Bonds** (SSI)
2. **The Duel: Test Drive II** (Accolade)
3. **Heroes of the Lance** (SSI)
4. **Where in the World Is Carmen Sandiego?** (Broderbund)
5. **Pool of Radiance** (SSI)
6. **Hillsfar** (Electronic Arts)
7. **Red Storm Rising** (MicroProse)
8. **King's Quest IV: The Perils of Rosella** (Sierra On-Line)
9. **688 Attack Sub** (Electronic Arts)
10. **Where in the USA Is Carmen Sandiego?** (Broderbund)

READERS POLL NINTENDO FAVORITES

(Alphabetical order)

Blades of Steel

Blaster Master

Castlevania

Castlevania II:

Simon's Quest

Gauntlet

Metal Gear

Metroid

Ninja Gaiden

Super Mario Bros. 2

Zelda II: The Adventure of Link

SEGA MASTER SYSTEM FAVORITES

(Alphabetical order)

Alex Kidd in

Miracle World

Double Dragon

Golvellius:

Valley of Doom

Miracle Warriors

Phantasy Star

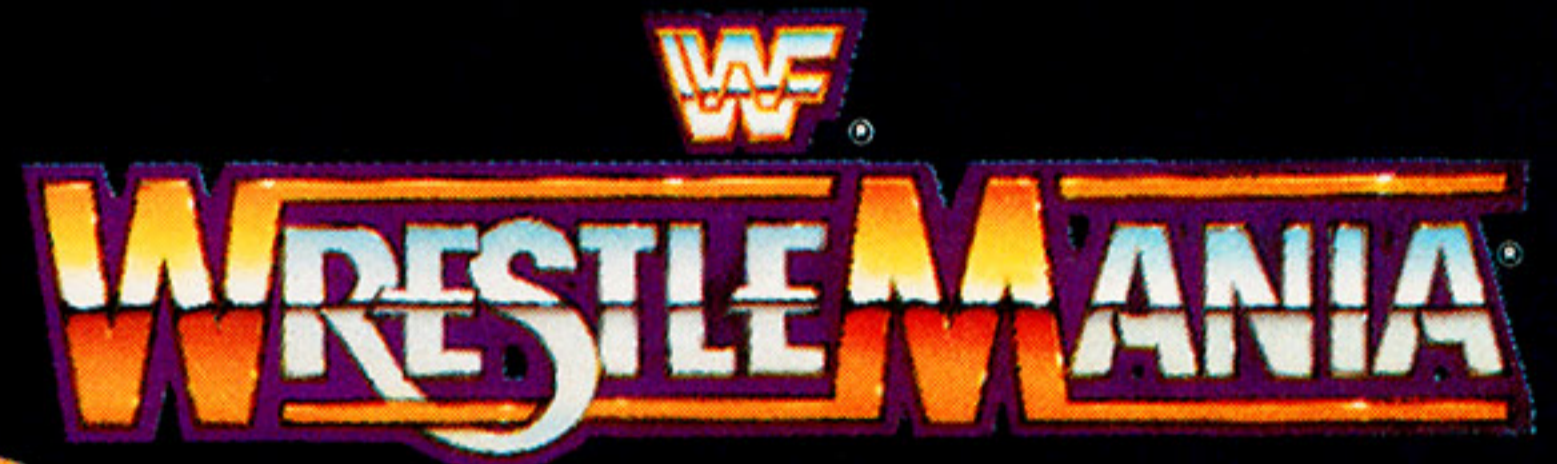
R-Type

Rastan

Shinobi

Y's: The Vanished Omens

There's no match for WWF WrestleMania.®



You've always dreamed of being Hulk Hogan.™ Or one of the other WWF Superstars. And now here's your chance. Challenge your opponent to a wild match of dropkicks, headlocks, bodyslams and more!



Or create your own tournament and compete against your friends or the computer. Up to six

can play. So step into the ring and experience WWF WrestleMania®... from the inside!



Look for our WrestleMania®
Nintendo® and Hand-Held games.



Licensed by Nintendo for play on the

Nintendo

ENTERTAINMENT SYSTEM™

Acclaim™
entertainment, inc.
Masters of the Game™

ROBOCOP™

ORION®

LICENSED BY
ocean®



**THE FUTURE OF LAW ENFORCEMENT
HAS ARRIVED.**



Detroit has seen better days. A gang of ruthless hoods has overrun the city, and crime is out of control. Attacks on the streets. Drug trafficking. Corruption and cop killing. It's so bad a private firm, O.C.P., now runs the police department.

As RoboCop, your job is simple — clean up the city. Armed with a heavy-duty arsenal of weapons, including

Now available for Commodore 64. Coming soon on IBM Amiga and Atari ST personal computers.

RoboCop's Special Issue Auto-9, make your way past street thugs, the notorious Clarence Boddicker and the powerful ED-209 to your final battle with Dick Jones.

Serving the public trust, upholding the law, and protecting the innocent was never so challenging, never so dangerous, and never so much fun as this.

With great graphics and great game action, the future of law enforcement is **ROBOCOP**. From Data East.

**DATA
EAST**

Data East USA Inc., 470 Needles Drive, San Jose, CA 95112 (408) 286-7074

Screens shown are from arcade version. Computer version may vary.

© 1988 Data East USA, Inc. ROBOCOP. TM and © 1987 Orion Pictures Corporation. All rights reserved. Ocean and Orion are registered trademarks of Ocean Software Ltd. and Orion Pictures Corporation, respectively.