

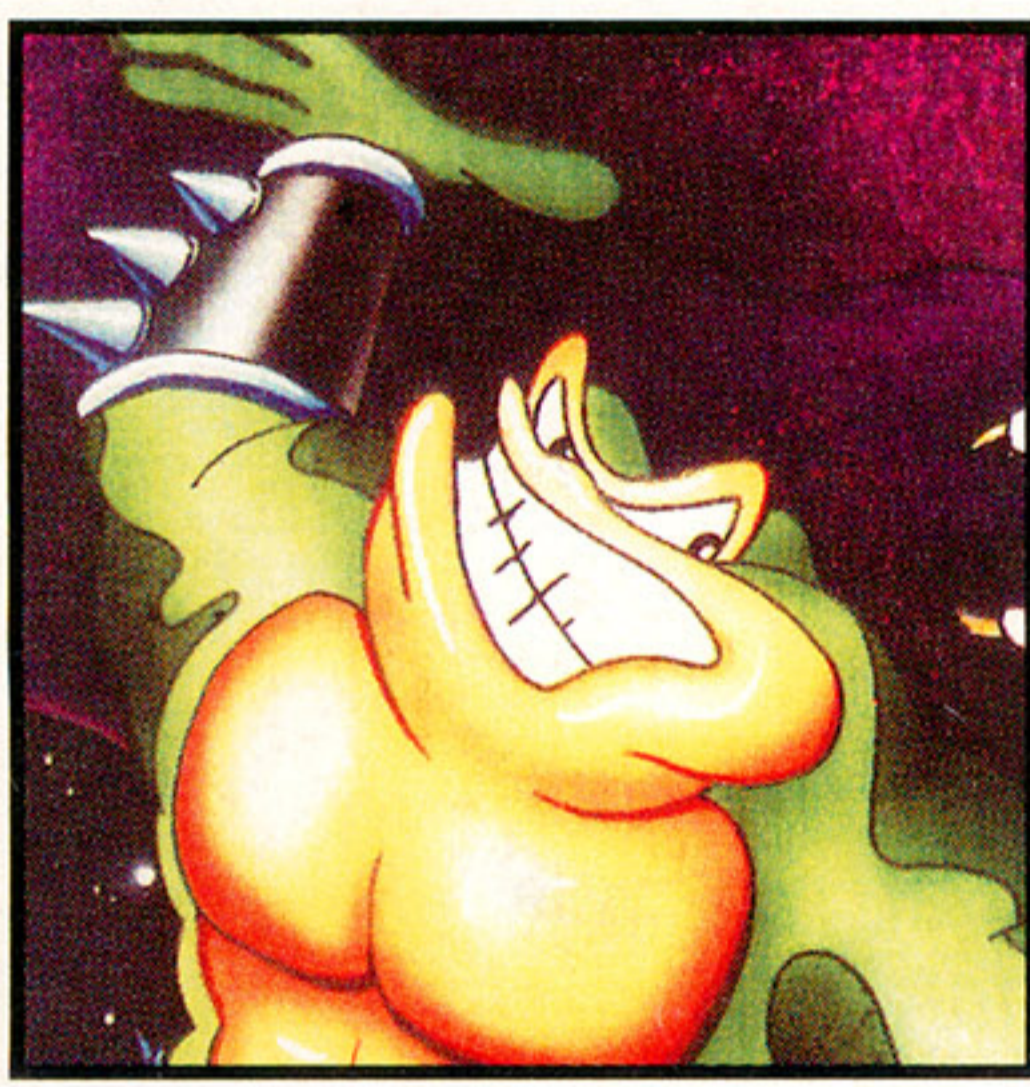
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BILL & TED
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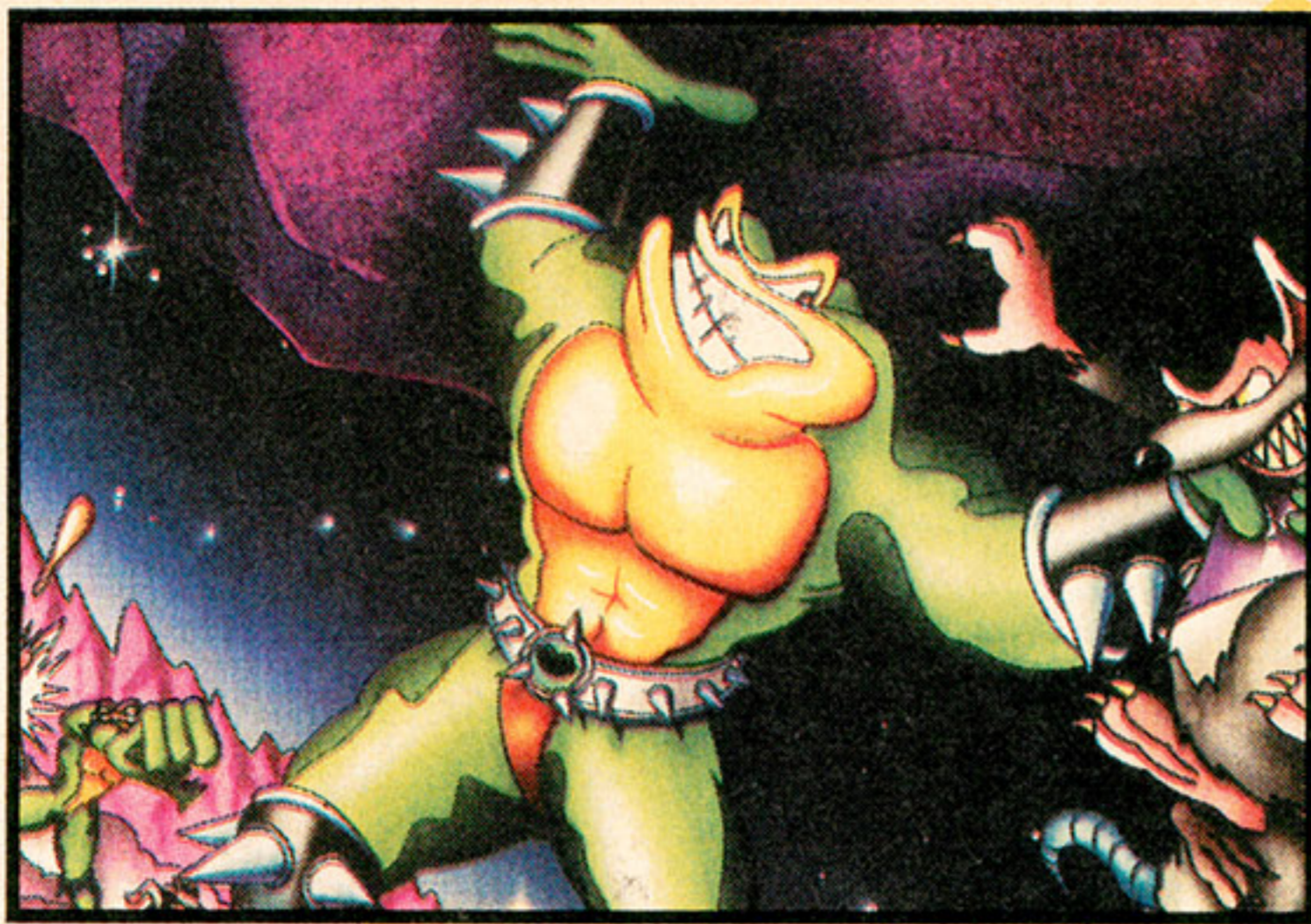


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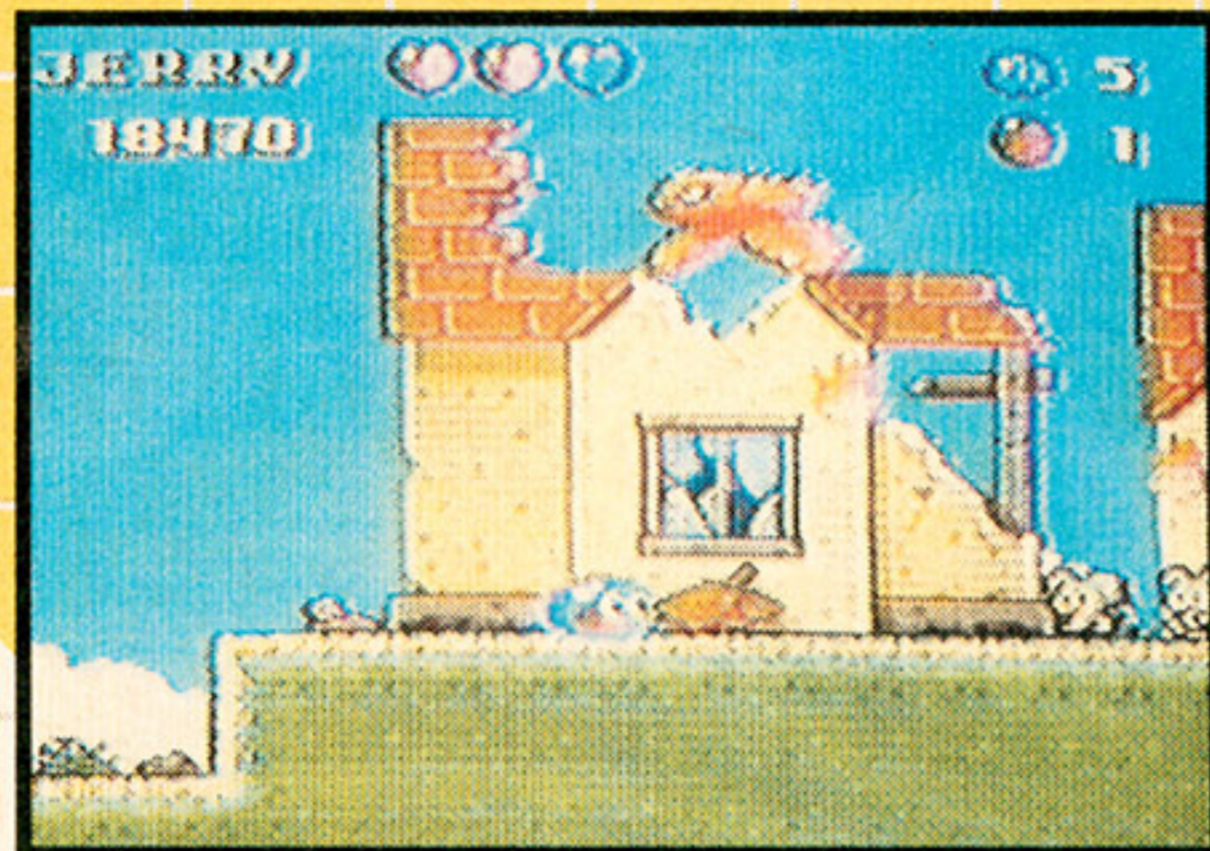
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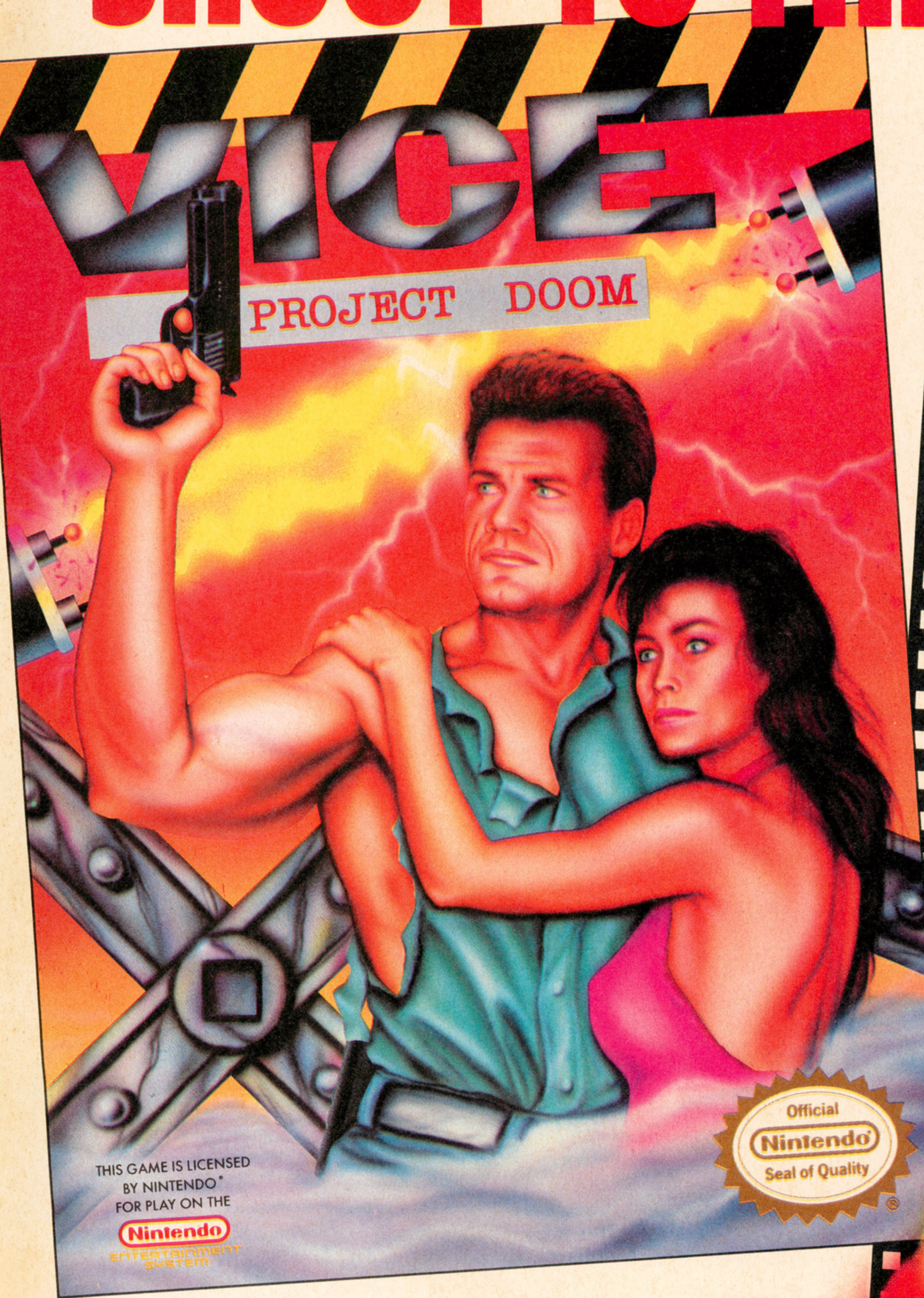
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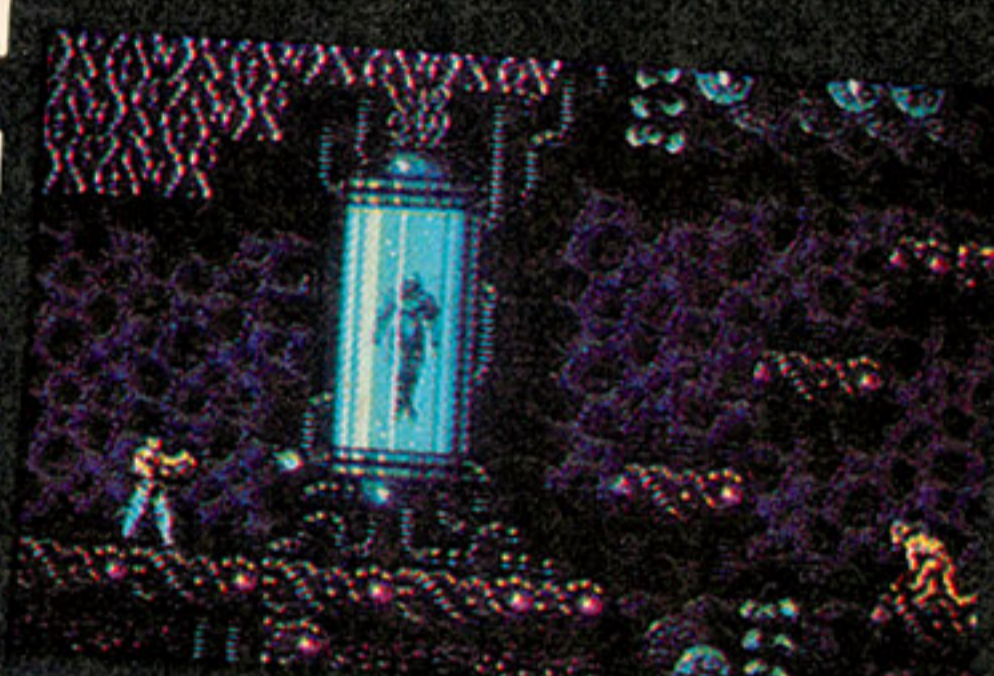


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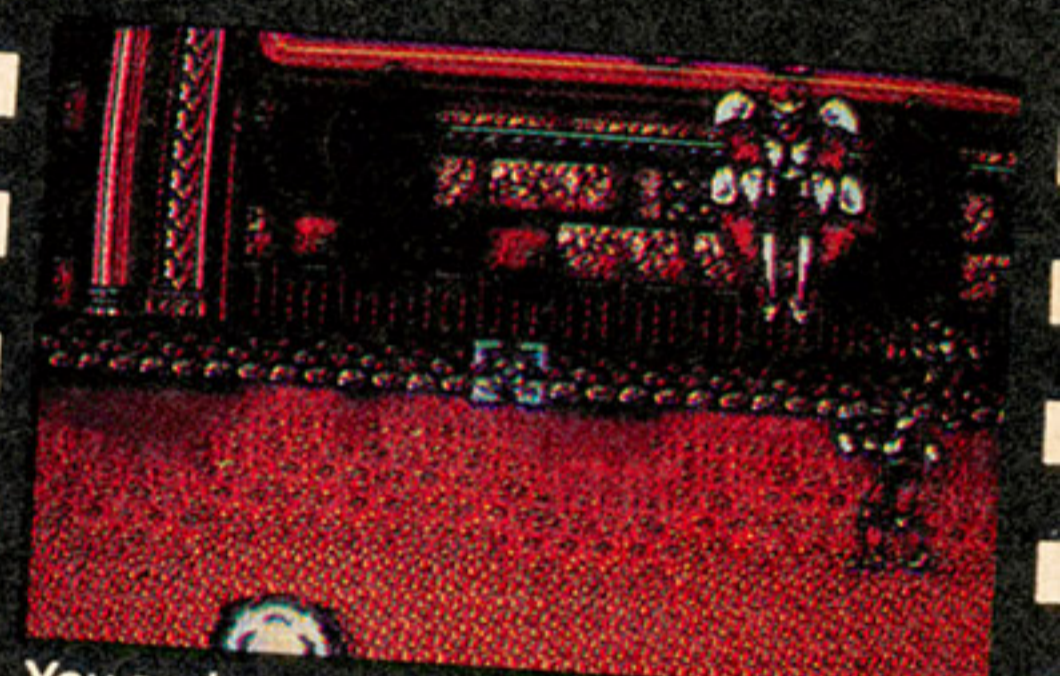
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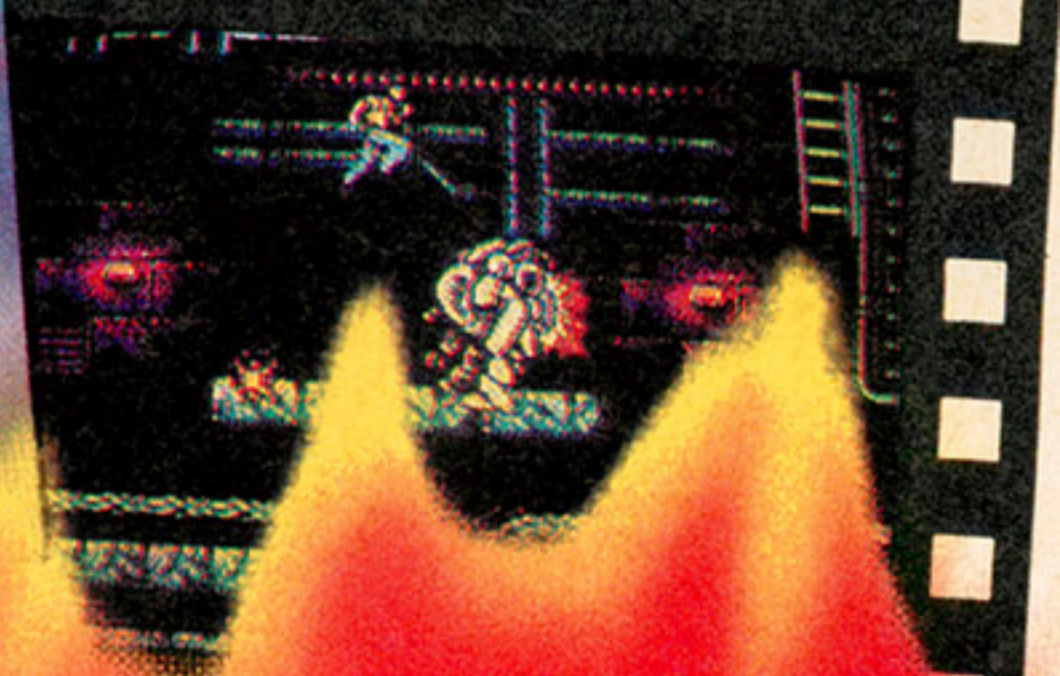
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The EDITOR'S VIEW

Nintendo and Sony — two of Japan's most successful consumer electronics companies — are currently entangled in a titanic wrestling match. And the outcome will affect the future of the Super NES.

It didn't start out as a wrestling match. In fact, it started as a friendly waltz. Last year, Nintendo and Sony began negotiating a deal in which Sony would make and sell a CD-ROM player for the Super NES. Nintendo knew the Super NES would need a CD player to compete with the other two 16-bit home videogame systems, the NEC TurboGrafx-16 and the Sega Genesis. NEC became the trailblazer in this field when it introduced a CD-ROM for the Japanese PC Engine in 1988. The American version for the TurboGrafx followed in 1989. Sega is jumping in, too, with a Genesis CD player scheduled to hit Japan this fall and the U.S. early next year.

Sony was the logical choice to design a CD-ROM for the Super NES. Although the compact disc was invented in the 1970s by Philips, a Netherlands-based company, it was the partnership between Philips and Sony that led to the worldwide standard and worldwide success of CD audio in the 1980s. A similar partnership between Sony and Nintendo could help establish the Super NES as the CD-ROM standard for videogames in the 1990s.

Nintendo and Sony apparently reached an agreement earlier this year. But the question is, what sort of agreement? Sony says it has a contract with Nintendo that allows Sony to make a new game machine called the Play Station. As reported in last month's issue of *Game Player's*, the Play Station will be compatible with Super NES cartridges and will also play a new line of CD-based games. The CD games, called Super Discs, are capable of offering enhanced graphics, cartoonlike animation, top-quality sound, and more involved game play. That's because a single

Super Disc can store 5,440 megabits of information, compared to 8 megabits for a typical Super NES game cartridge.

Sony says it will begin selling the Play Station in Japan late this year, and probably in the U.S. next spring. No price has been announced, but we hear it will be less than \$500. (Remember, that includes the equivalent of a Super NES *and* a CD player.)

But there's one problem: The partnership between Sony and Nintendo seems to be on a bumpy road. In June, Nintendo made a surprise announcement that Philips will *also* be making a CD player for the Super NES, and that the Philips player *won't be compatible* with Sony's Super Discs. If that happens, there would be two different kinds of CD games for the Super NES — one line for the Sony player, and another line for the Philips player. And neither would work with the other machine.

To say the least, this would be a very confusing situation for game companies as well as game players. Game companies would either have to pick one format or the other, or go to the trouble of producing games for *both* formats (and licensing agreements might prevent this). Likewise, game players would have to decide which CD system to choose, which in turn would determine which games they could buy.

The whole mess looks like a rerun of the VHS-versus-Beta videocassette war of the 1980s. A bad omen, because the loser in that war was Sony, which invented Beta.

Nintendo's competitors are probably overjoyed at this turn of events, but it'll be better for everyone else if Nintendo and Sony patch up their differences. As a Sony spokesman recently told us, "It's in no one's interest to have a format war."

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

GP

NEWS FLASH!

The Game Genie, a plug-in device that lets you modify and customize NES games, will finally become available in U.S. stores by September! As this issue went to press, we learned that a U.S. federal judge has ruled against Nintendo of America in its year-old lawsuit to block sales of the Game Genie in the U.S. More details next issue!

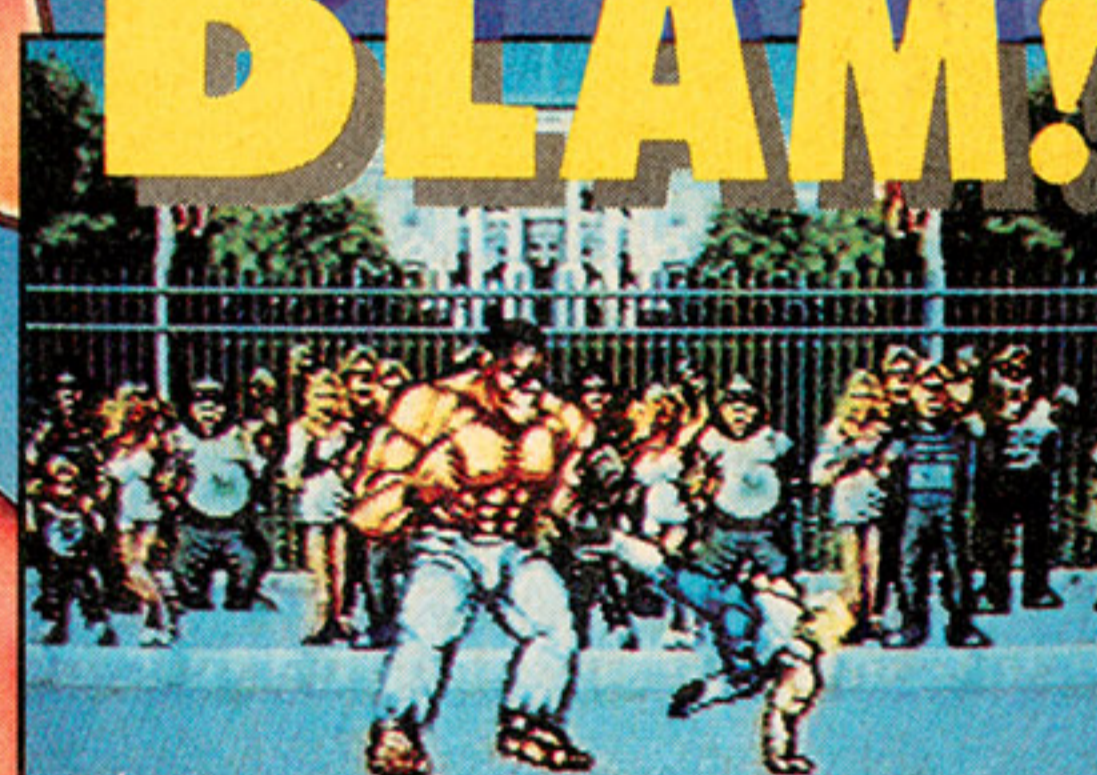
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Game Player's: The Leading Magazine of Video and Computer Entertainment

September 1991

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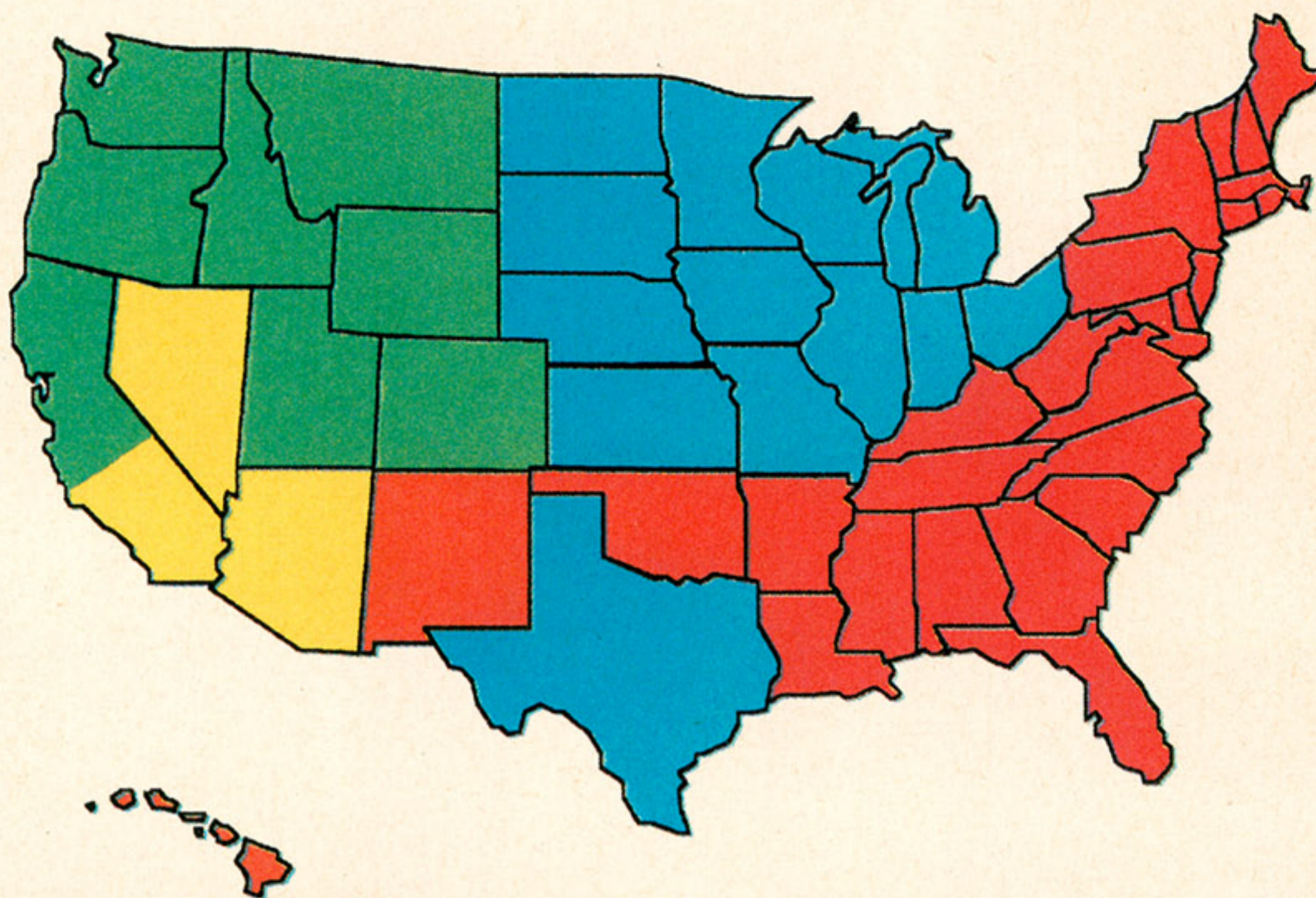
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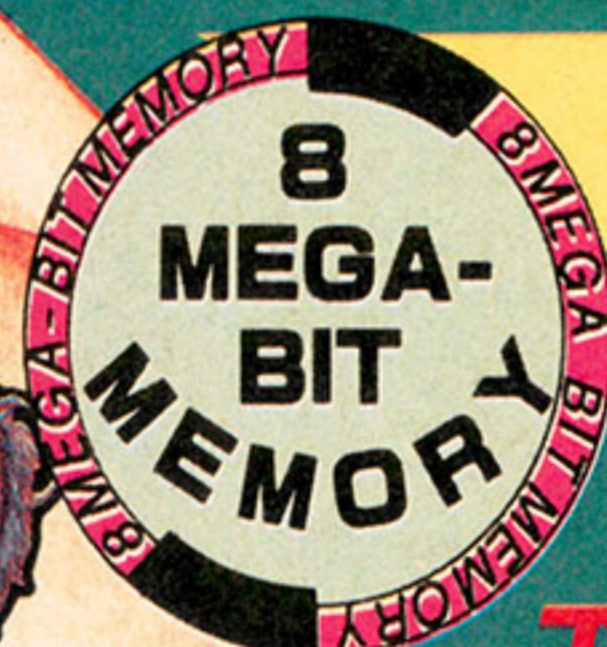
However, since these aircrafts are so technically sophisticated, there is only one pilot in the entire world who is able to handle it.

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The Secret of Monkey Island

I have a bunch of questions to ask you about *The Secret of Monkey Island*. Where can you get a helmet for the circus offer? How can you get past the guard dogs outside the governor's mansion? What is there in the church? What do you do at "Stan's Previously Owned Vessels"?

Juan C. Gonzalez II
Florida

If you search the kitchen of the tavern, you'll find a pot that makes an admirable helmet. The guard dogs can be drugged if you find a certain (illegal) flower in the woods. Use the juice of



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

the flower to drug some meat, then throw it to the dogs.

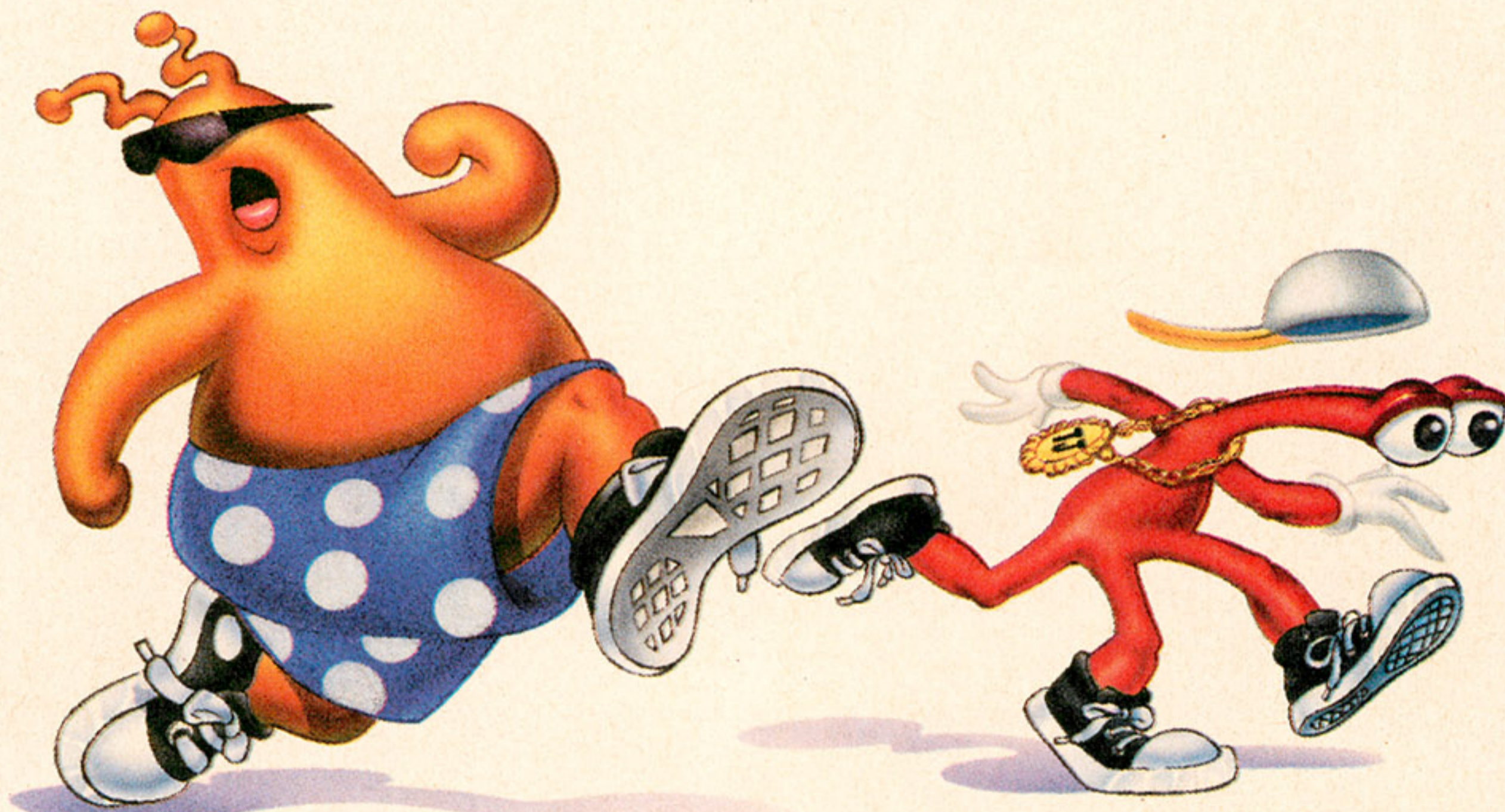
You don't need to enter the church until the very end of the game. And you needn't go to Stan's place until you're ready to buy a ship to sail to Monkey Island.

Super Mario Bros. 3

In *Super Mario Bros. 3* for Nintendo, how do you get past the flying platforms in level 1-4?

Ross
Park Falls, WI

The screen keeps scrolling to the right, so try to stay near the far right. Jump on the platforms as they approach you, not when they're passing by. It's simply a matter of timing.





Shadow Dancer

I have found a level-select in *Shadow Dancer* for the Sega Genesis. To get to the level-select screen, press and hold the A, B, and C buttons, and press Start at the title screen.

Josh Barber
Indiana

I have a tip for *Shadow Dancer*. On level 2-1, there's a hidden two-up icon. To get it, position Joe just above the fourth narrow lower platform on the bridge — the one with the two blue adversaries on it. Use ninja magic, and presto, a two-up icon appears at the lower right. Unfortunately, you have to

sacrifice a life to retrieve it. But you receive a free life anyway. You can do this trick only once per game.

Steven Morrison
Nova Scotia, Canada

Thanks for the tips! But we have to mention that the level-select code works only for the practice mode. It's true that it lets you play any stage, but when you finish the stage, you return to the options screen instead of continuing to the next stage.

Timelord

In *Timelord* for Nintendo, who do you find on the pirate ship?

Justin Rzegocki
Michigan

The boss of that stage is a giant shell. Stand at the upper left and keep firing at the shell. If you stay in that position, you'll suffer minimal damage — even though the shell might jump right on top of you at times.

**ToeJam and Earl[™]
are trying to get away
from the weirdest
creatures in the
universe.**

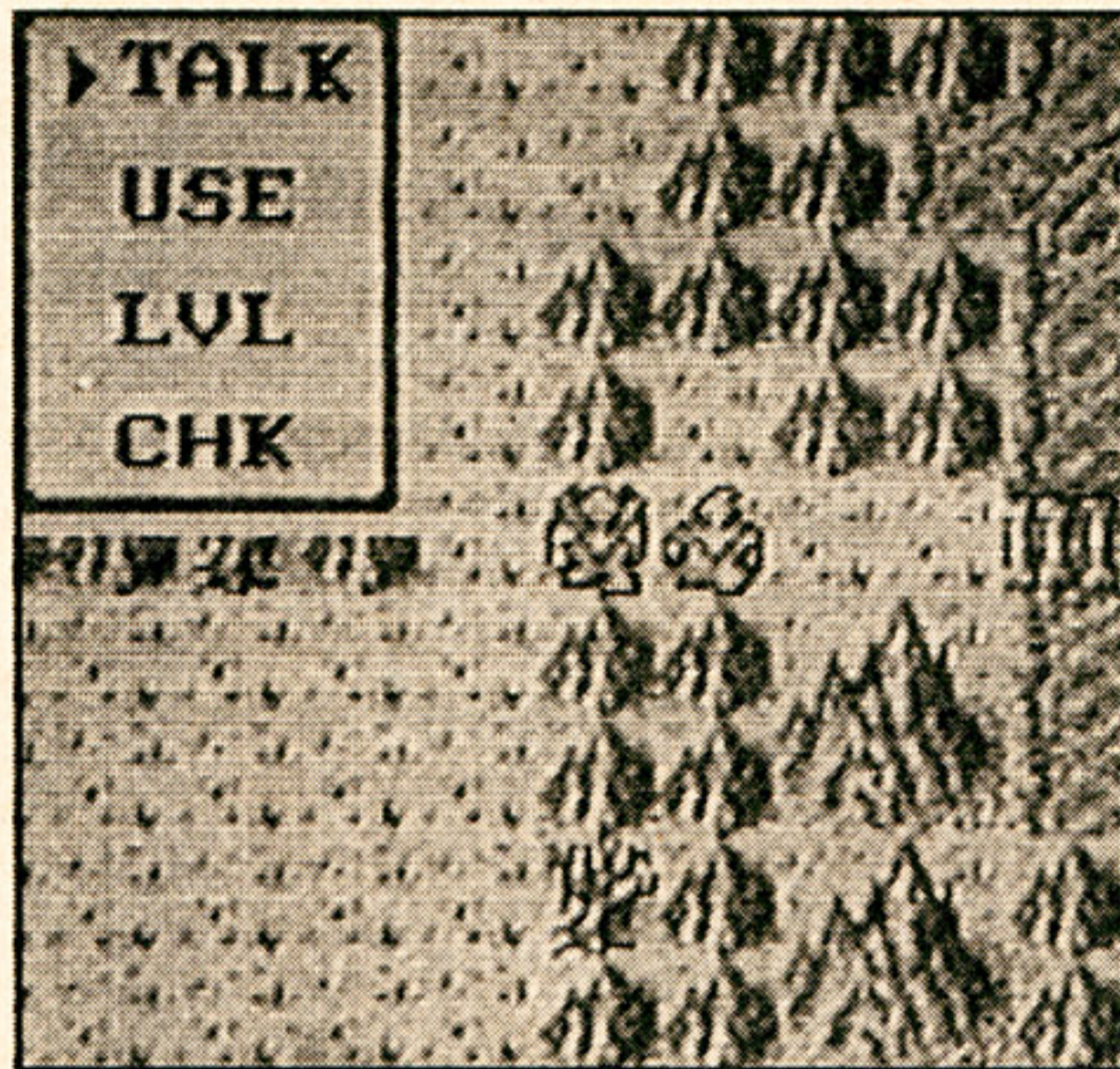
Quest for Glory II: Trial by Fire

I'm having trouble with *Quest for Glory II: Trial by Fire* for PCs. How do you beat the water elemental in the Fountain Plaza of Shapeir?

Gerald Troiano
New Jersey

If you've made it this far in the game, you have everything you need to defeat the water elemental. Aziza has information on all the elementals, so you might want to pay her a visit. Remember that the enemy of water is air. Now check your inventory. You

should have the air elemental in its container. Use it against the water elemental, first making sure you placed the correct container for water on the ground.



Gargoyle's Quest: To get past this man who's blocking the way, walk softly and carry a big stick!

Gargoyle's Quest

I'm stuck on *Gargoyle's Quest* for the Game Boy. In the ghoul realm, after you beat the boss in the Big Tower Monster, you get the Gremlin Stick and the blockbuster spell. There is a man nearby who blocks the way to a palace. How do you get past him to the palace? Or where else should I go?

Tom MutDosch
Pennsylvania

Use the Gremlin Stick on the king in the first town, and all will be revealed!

Earthlings.

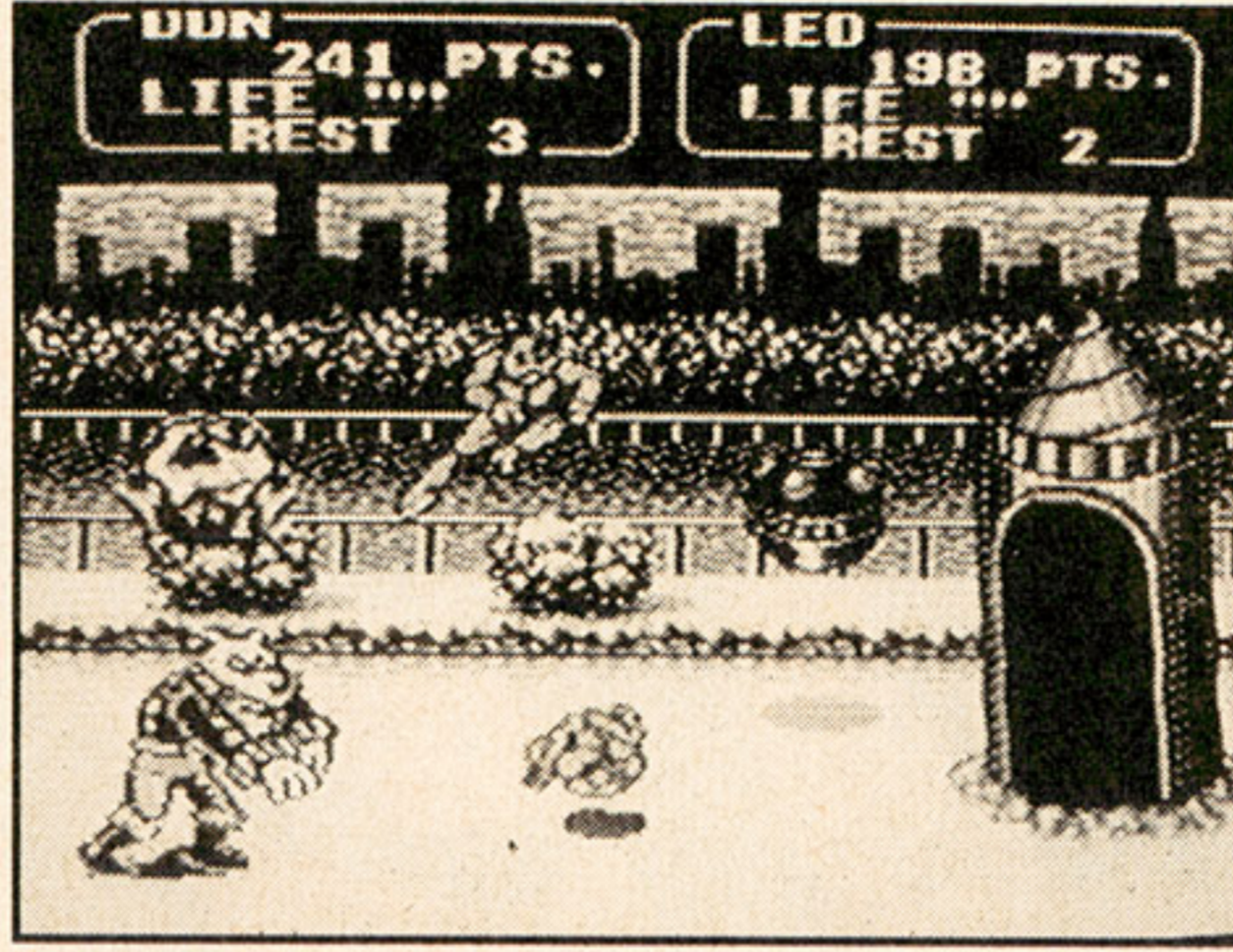


TMNT II — The Arcade Game

I would like to know how to defeat Tora, the intergalactic bounty hunter, in *Teenage Mutant Ninja Turtles II — The Arcade Game* for NES.

Nathan Clayton
Arizona

Dodge the rocks that Tora throws and counterattack with your jump-kick — but make sure you stay away from him when you're not attacking. He throws his rocks in a pattern. If you figure out the pattern, you'll learn when to launch your own assault.



TMNT II-The Arcade Game: To defeat Tora, attack with your jump-kick while dodging his rocks.

Wonder Boy 2

I can't find the dragon in *Wonder Boy 2* for the Sega Master System. Can you please tell me where the dragon is?

Peter Makowski
Manitoba, Canada

Here's a shortcut. By the time you're ready to face the dragon, you should have 99 charm stones. If so, go the town you start from, then go to the door at the top (the one you needed a key to enter). That door leads to a bridge in the sky. If you stand on the left and press up on the directional pad of your controller, you'll find a secret door that warps you to the dragon's room.

GP

Check it out. ToeJam and Earl are two hip hoppin' aliens in a most serious jam. They're stuck on Earth.

So keep your eyes and ears peeled for a couple of rappin' aliens gettin' busy in a new game. Only on Genesis. They'll be the ones getting chased by the mad dentist, the crazed shopper, a nerd herd and every other Earth-freak around. You can't miss 'em.

SEGA
GENESIS





SUPER NES



More than two years after rumors revealed that Nintendo was working on a new 16-bit home videogame machine, the Super Nintendo Entertainment System is finally coming to U.S. stores on September 1. Without question, the Super NES is the most talked-about videogame machine ever. It's also destined to become the most heavily promoted videogame system in history, with an avalanche of publicity scheduled between now and the holidays.

If you're among the millions of people who are expected to plunk down \$199 for a Super NES, the next thing you'll want are some new games. The Super NES comes with *Super Mario World*, also known as *Super Mario Bros. 4*. But what next?

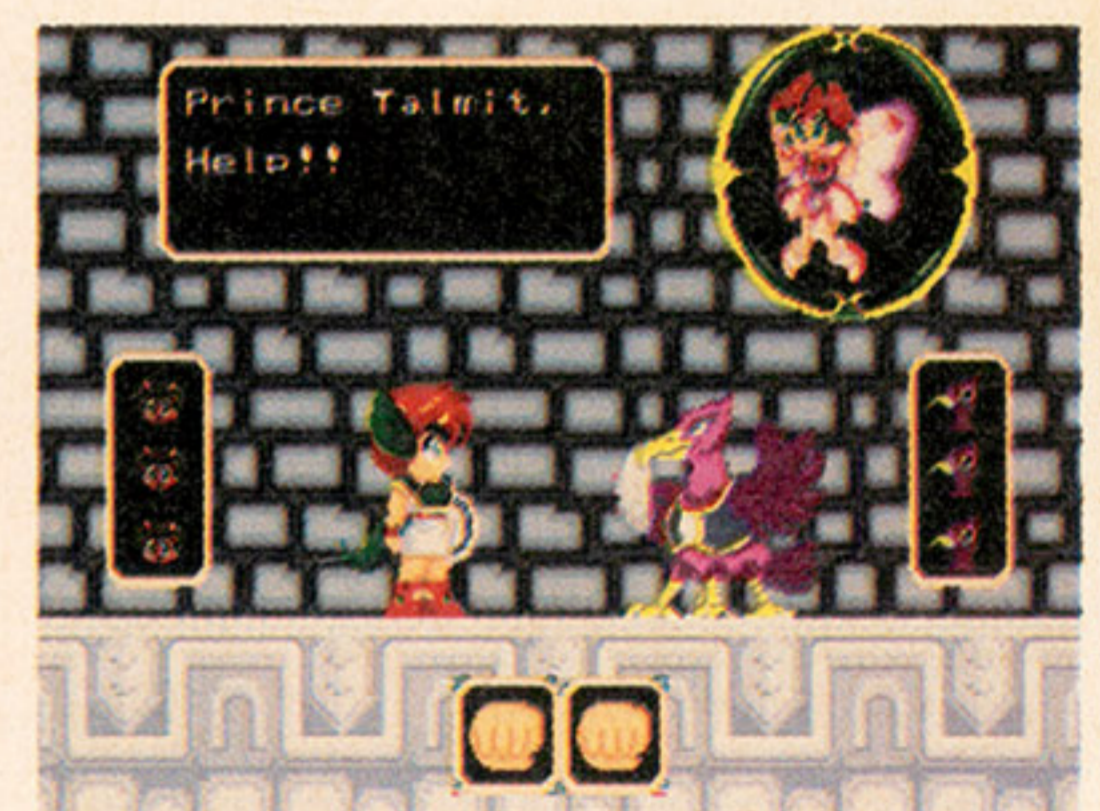
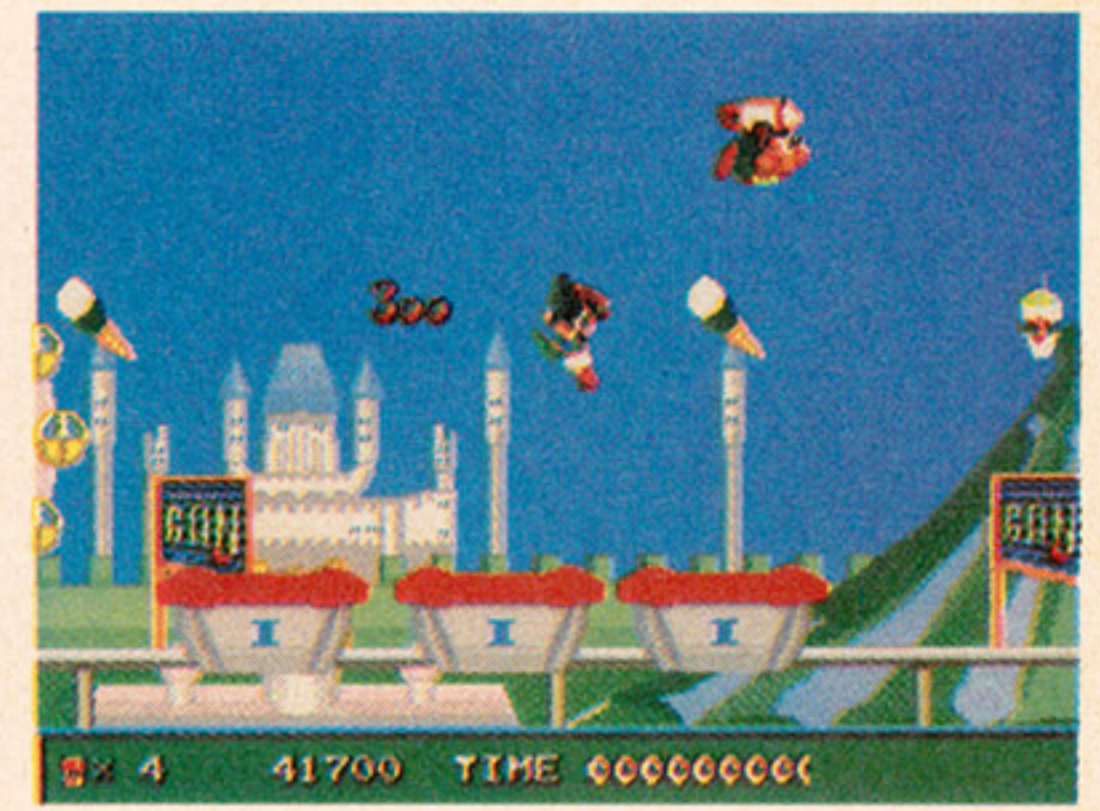
Instead of releasing an instant flood of games for the Super NES,

Nintendo is expected to allow only 18 titles to reach the U.S. market this year. Six of those will be from Nintendo itself, and the other 12 from independent software companies. But more than 50 games have been announced for the Super NES, so a second wave of games will hit the stores in early 1992.

To help you sort out what's coming, the following pages list every confirmed game for the Super NES. Although we give availability dates, keep in mind that many companies aren't certain when their games will be released, and schedules may change due to various circumstances. In fact, a few of these games may never be released in the U.S. at all, but we've included them anyway in case something changes.

As you're about to see, there's a lot to look forward to!

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Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built – **MARVEL LAND!**

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The Game Creator

ACTRAISER

Enix
Strategy/Action-adventure
November

A unique combination of side-scrolling action and godlike role-playing strategy, *Actraiser* is easily one of the top five upcoming Super NES games. As the Actraiser, you must destroy demons in the action stages, then use your powers as a god to oversee the development of a civilization. Listen to the prayers of your people, help them by working miracles, and accept the offerings they make to you in return. To cap it off, *Actraiser* has far and away the best soundtrack of any videogame for any system.



CASTLEVANIA IV

The saga of the Belmont family continues as Dracula returns once more to threaten the soul of vampire hunter Simon Belmont. Our whip-wielding hero journeys into the realm of the undead, fighting his way through 11 stages of dark enemies and traps. Previous Castlevania games are known for their clever design and numerous infernal machines, and this chapter is expected to uphold the tradition.



Konami
Action-adventure
Early 1992

DIMENSION-FORCE

Asmik
Shooter
September



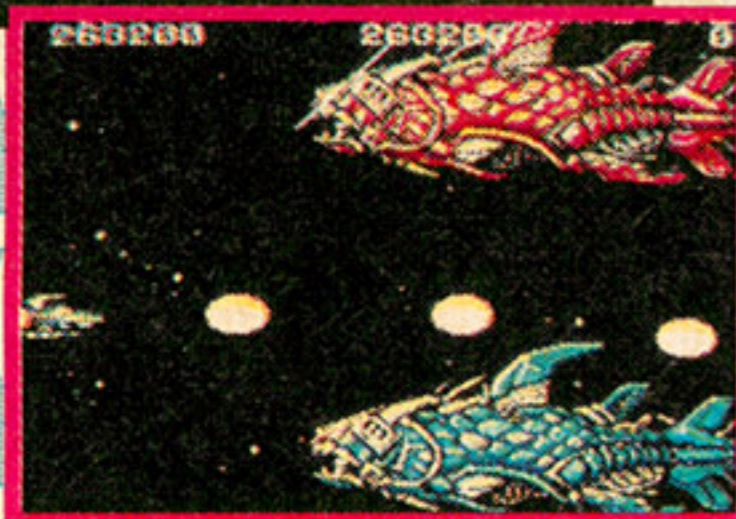
In this vertically scrolling shooter, you fly an attack chopper into enemy territory and destroy everything in your path. *Dimension-Force* takes advantage of the special scaling features built into the Super NES, but otherwise the graphics are unexceptional.

Like nearly all Super NES shooters, it suffers from slowdown when the screen fills up with moving objects. Hopefully this game will undergo some improvements before a final version is released in the U.S.

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Astrailius</i>	Role-playing	IGS	September
<i>Big Run</i>	Racing game	Jaleco	No release date
<i>Bill Laimbeer's Combat Basketball</i>	Sports game	Hudson Soft	October-November
<i>Bombuzal</i>	Action-puzzle	Kemco-Seika	No U.S. release
<i>Caveman Ninja</i>	Action-adventure	Data East	Early 1992
<i>Dragon Warrior V</i>	Role-playing	Enix	Mid 1992

DARIUS TWIN

Taito
Shooter
November



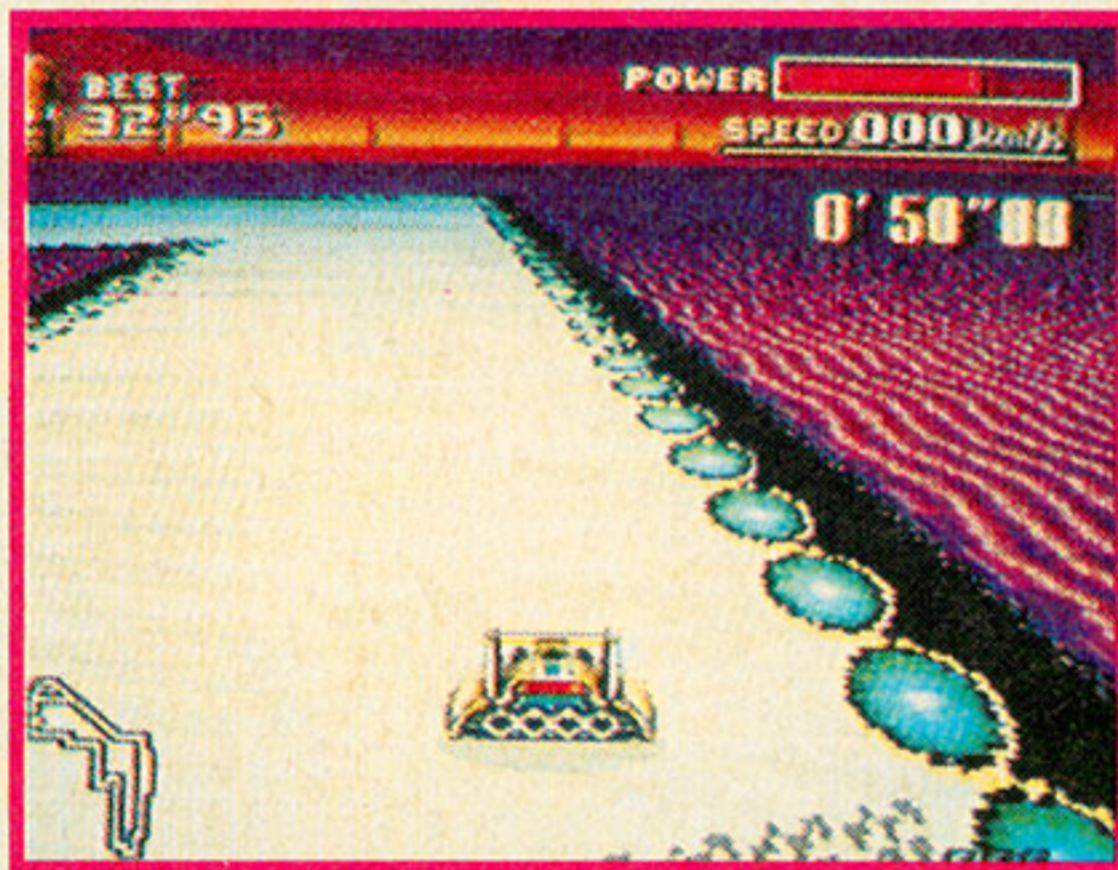
You're a pilot in the famous and daring Silver Hawk Squadron, flying through the dark and dangerous dimension of Darius. Your mission: Journey to that faraway planet and save a civilization from destruction at the

hands of the evil space alien Belser. *Darius Twin* was known as *Sagaia* on the Sega Genesis and was an above-average shooter, so we have high hopes for the Super NES version.

F-ZERO

Nintendo of America
Racing game
September

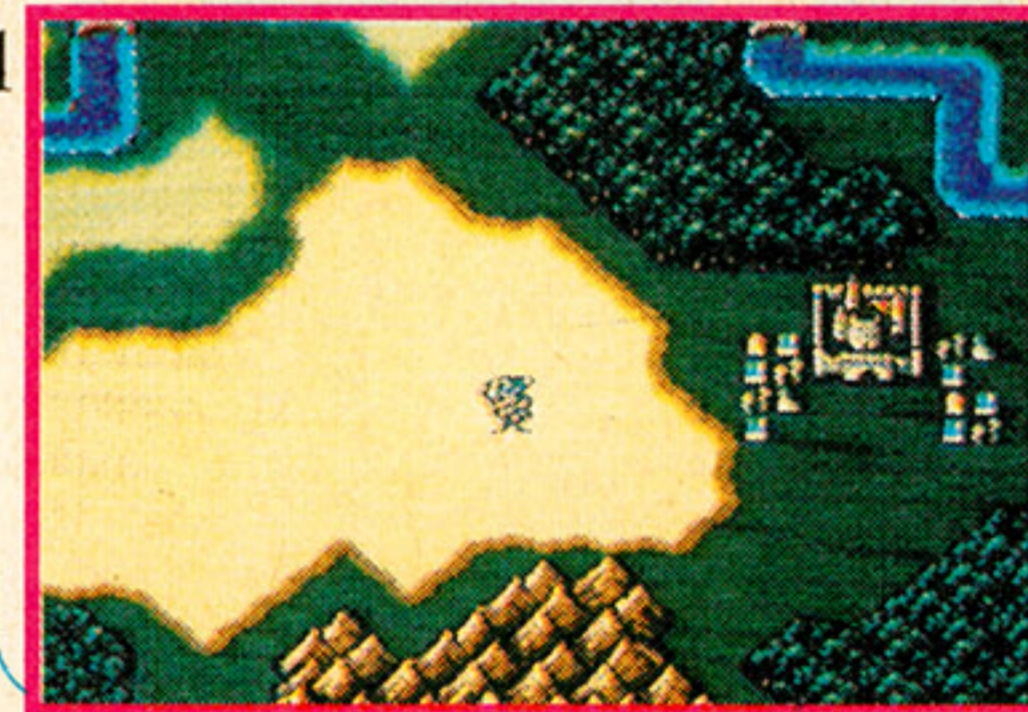
Choose from four different hovercraft and four grand prix circuits, then get ready to whip around the track in a futuristic, super-fast race with no rules — except to cross the finish line first. You'll have to put up with some pretty rough road conditions, including ice patches and land mines, as well as some of the most aggressive opponents on any racetrack anywhere. A fast-paced game for people who don't like racing games.



FINAL FANTASY IV

This is the Super NES follow-up to a pair of Game Boy adventures, *Final Fantasy Legend* and *Final Fantasy Legend II*. The captain of a great airship was sent by his king to steal a fabulous emerald with mystical powers. Upon his return, the captain discovered that the corrupt ruler intended to use the gem for conquest and plunder. As the captain, you must recover the emerald and atone for your unwitting misdeeds. *Final Fantasy IV* promises to be a huge and very involved game.

Square Soft
Role-playing game
November



GAME TITLE

CATEGORY

COMPANY

AVAILABILITY

Drakken

Action-adventure

Kemco-Seika

October

*F-1:
Built to Win*

Racing game

Seta

December

*F-117A:
Stealth Fighter*

Action game

MicroProse

1992

Face Ball 2000

Action game

Bullet Proof

November

Gdleen

Role-playing

Seta

No U.S. release

Hook

Action-adventure

Sony Imagesoft

February

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FINAL FIGHT

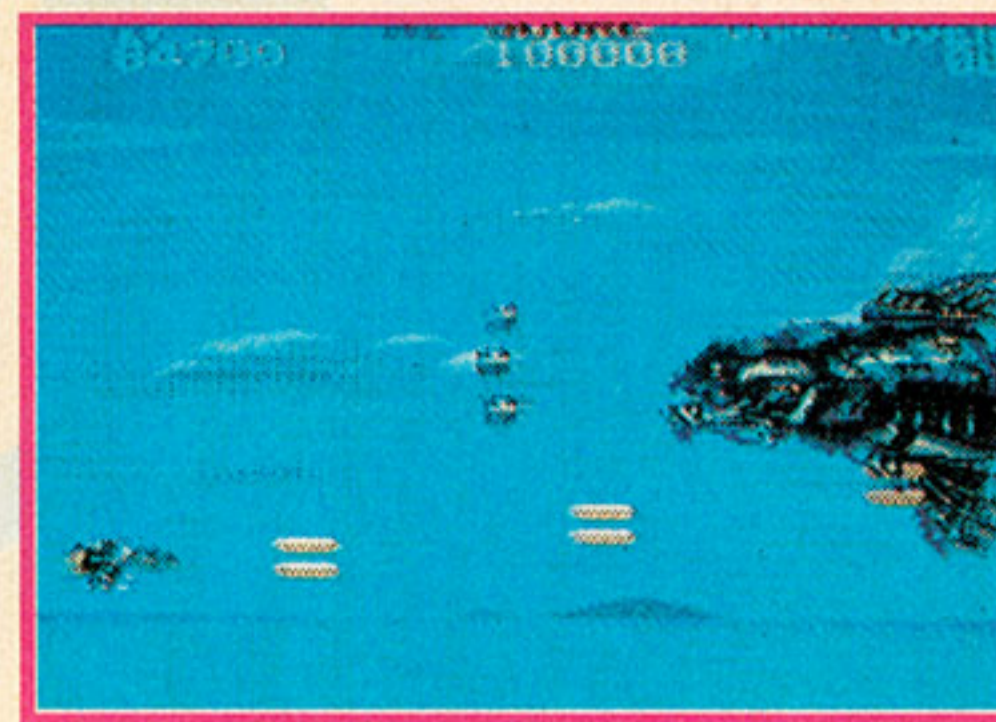
Capcom
Fighting game
September-November

A gang of thugs known as the Mad Gears has put the squeeze on the mayor of Metro City by kidnapping his daughter,



Jessica. But they didn't count on a mayor who would take to the streets as a one-man rescue team and revenge squad. You can choose from two characters: the powerful Mayor Mike Haggar, or the lightning-fast Cody, Jessica's boyfriend. Then start roaming the streets and beating the Gears with your bare hands. Large on-screen characters, colorful graphics, and wild punch-and-kick action make this one of the hottest games coming for the Super NES.

This game offers more of the



heavy arcade action you've come to expect from the Gradius series. The graphics are suitably glossy, but like nearly all shooters on the Super NES, the action noticeably slows down when the screen gets crowded. Still, *Gradius III* boasts one of the better soundtracks we've heard on the Super NES and an option screen that allows you to choose your own power-up items.

Konami
Shooter
October

GRADIUS III

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Hyperzone</i>	Racing game	HAL America	October
<i>The Jetsons</i>	Action-adventure	Taito	Mid 1992
<i>Lakers vs. Celtics and the NBA Playoffs</i>	Sports game	Electronic Arts	September
<i>Legend of the Mystical Ninja</i>	Action-adventure	Konami	November
<i>Lemmings</i>	Action-puzzle	Sunsoft	No release date
<i>Nobunaga's Ambition</i>	Strategy game	Koei	Early 1992

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The Revenge

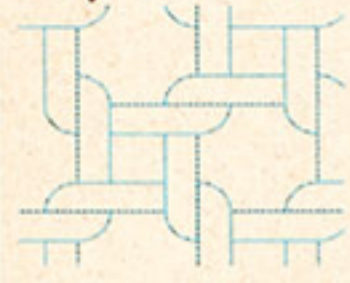
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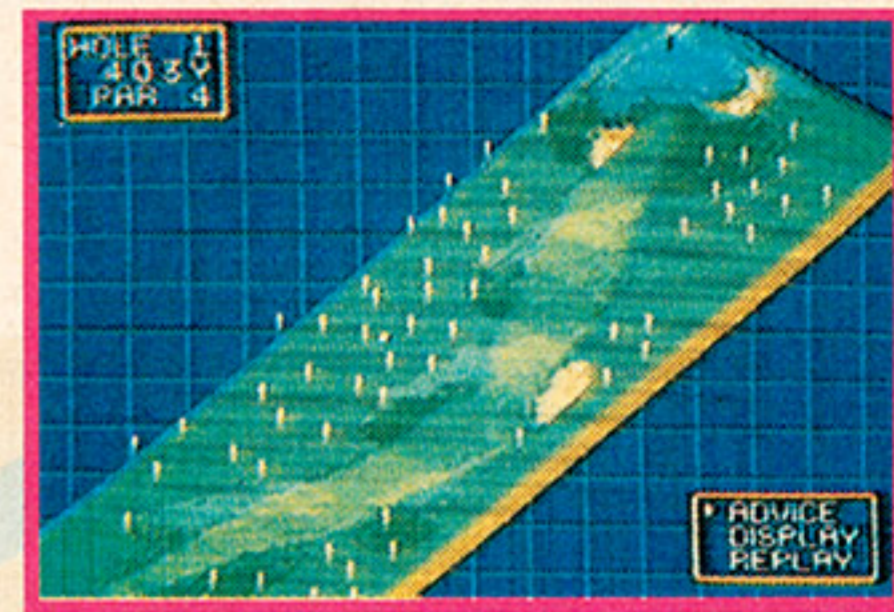
HOLE-IN-ONE GOLF

HAL America
Sports game
September-November



This isn't exactly a golf simulation, but it's a very enjoyable golf game nonetheless. Its game play and overhead perspective may remind you of the arcade hit *Birdie King*, but it offers multiple views of the course between shots, from various angles and

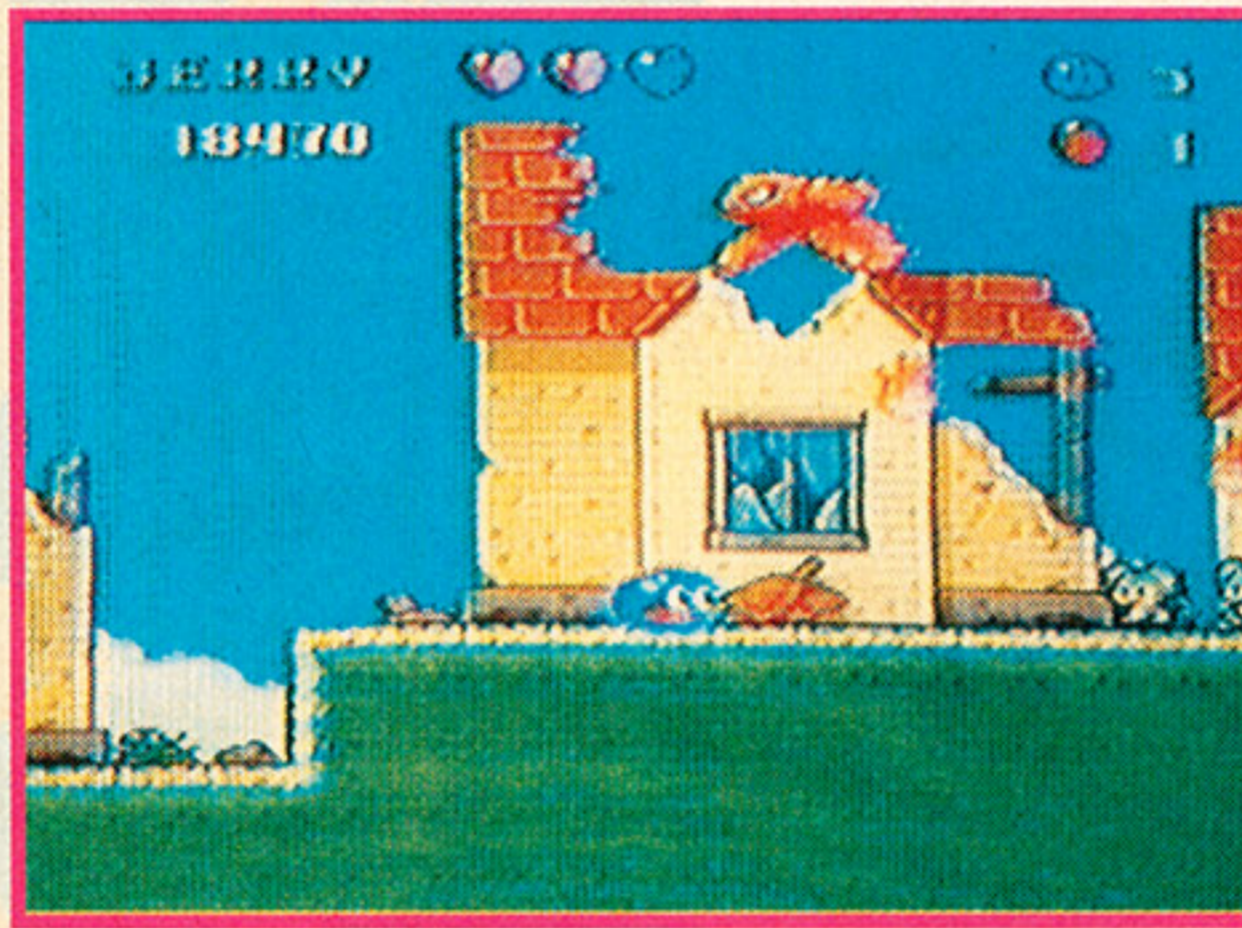
distances. And when your putt is *really* close to the hole, you get a zooming closeup. You can choose either stroke or match play, and compete one-on-one or enter the HAL Classic against 60 other golfers.



JELLYBEAN

Action-adventure
Sony Imagesoft
Late 1991

You play the role of a young prince who's cursed by an evil wizard and transformed into a jellybean. The wizard has also replaced the prince with a double and plans to rule the kingdom when the imposter inherits the throne. As the



jellybean-prince, you must save the kingdom by regaining your human form. But being a jellybean isn't all bad, because you can flatten and stretch yourself out, cling to walls, and slide through pipes. The Japanese version of this game is known as *Jerry Boy*.

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Nosferatu</i>	Action-adventure	Seta	Early 1992
<i>PGA Tour Golf</i>	Sports game	Electronic Arts	September
<i>Populous</i>	Strategy game	Acclaim Entertainment	September
<i>Radio Flyer</i>	Action-adventure	Ocean	Early 1992
<i>Robocop 3</i>	Action-adventure	Ocean	Early 1992
<i>The Rocketeer</i>	Action-adventure	IGS	December-January



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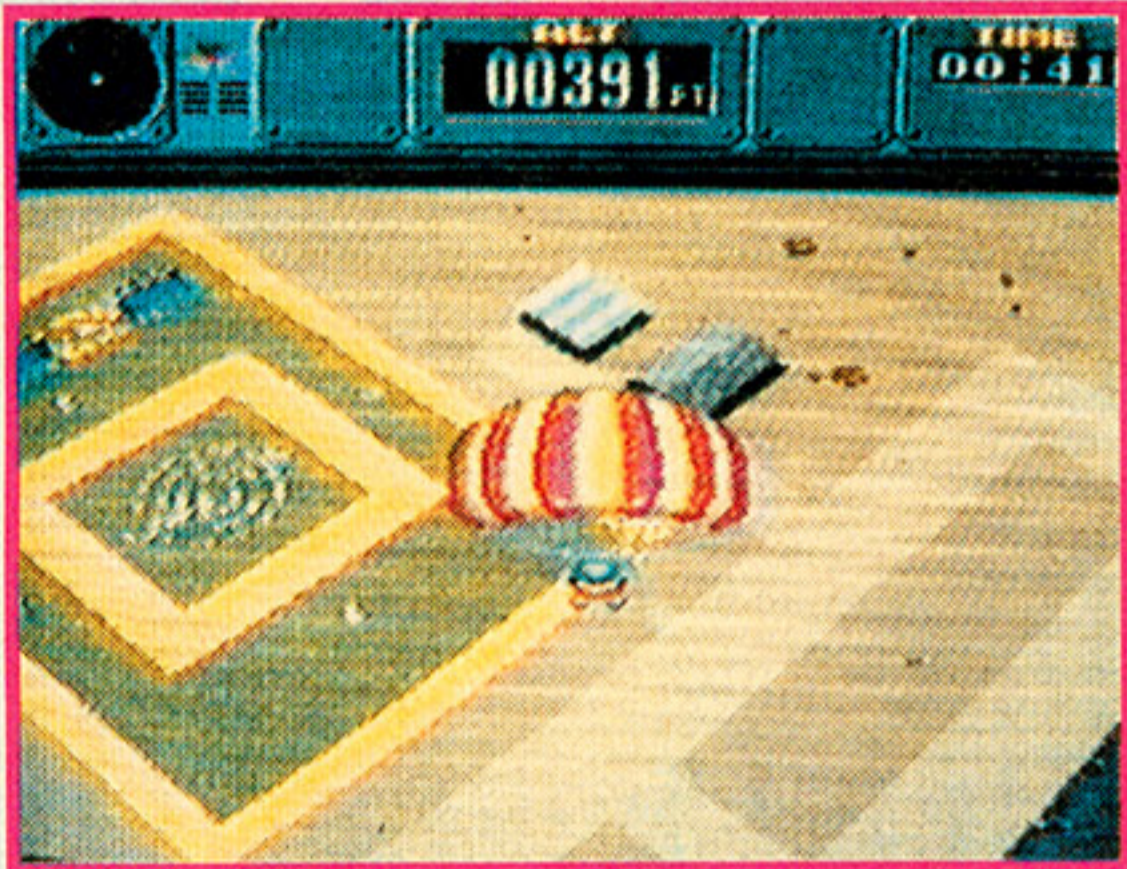
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PILOTWINGS

Nintendo of America
Action game
September

Although it's not a true flight simulator, *Pilotwings* does allow you to pilot nearly every conceivable flying gizmo from a bird's-eye view. You can take a shot at flying relatively normal aircraft, such as a biplane, a helicopter, and a glider, then move on to stranger things, such as a rocket pack and even a bird-man suit! It's easily the most mind-blowing example of the Super NES's built-in hardware for scaling, rotation, and scrolling.



SUPER BASES LOADED

An enhanced version of *Bases Loaded* on the eight-bit NES, including the same shortstop and bird's-eye views. The sound effects, now in stereo, have been greatly improved — you can clearly hear the cheering crowd, the umpire calling "Ball!" or "Strike!" after each pitch, and the *crack* of a wooden bat meeting the ball. Home runs are even celebrated with fireworks. After each game, your performance is reviewed with a full listing of statistics.

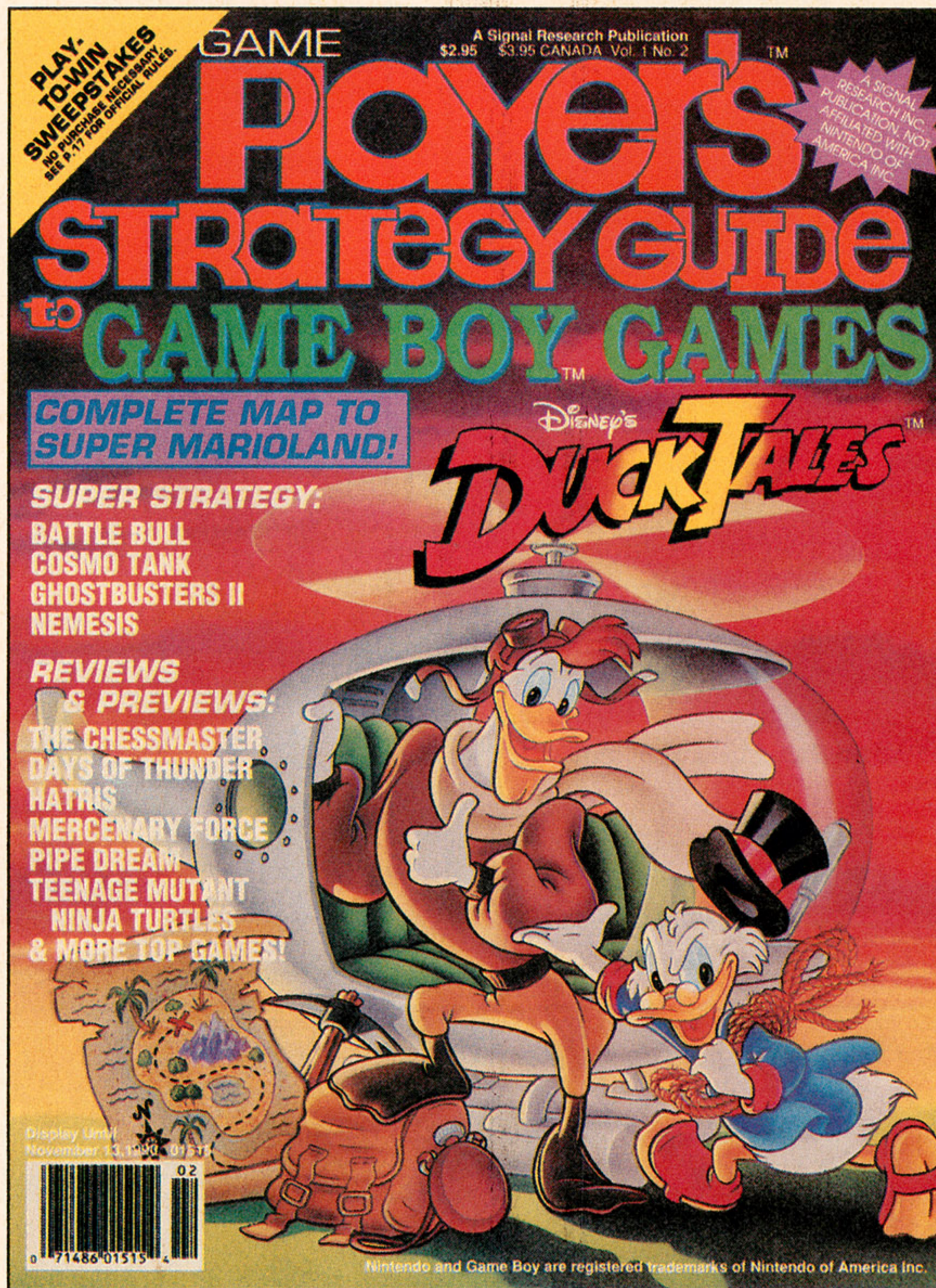


Jaleco
Sports game
Early 1992

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Sim City</i>	Strategy game	Nintendo of America	November
<i>The Simpsons</i>	Action-adventure	Acclaim	January
<i>Smash T.V.</i>	Shooter	Acclaim	January
<i>Sony Slugger</i>	Sports game	Sony Imagesoft	February
<i>Space Mega Force</i>	Action game	Toho	No release date
<i>StarTropics II</i>	Action-adventure	Nintendo of America	November

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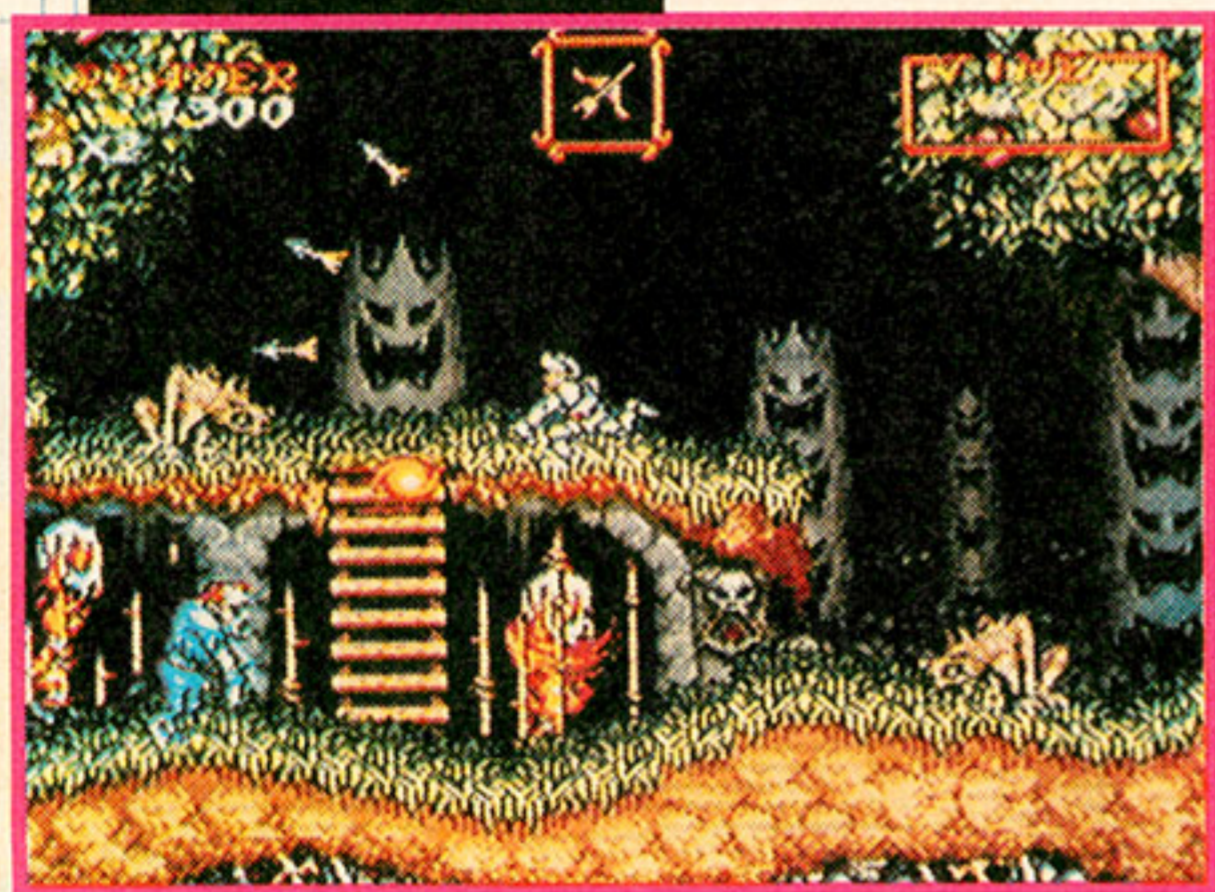
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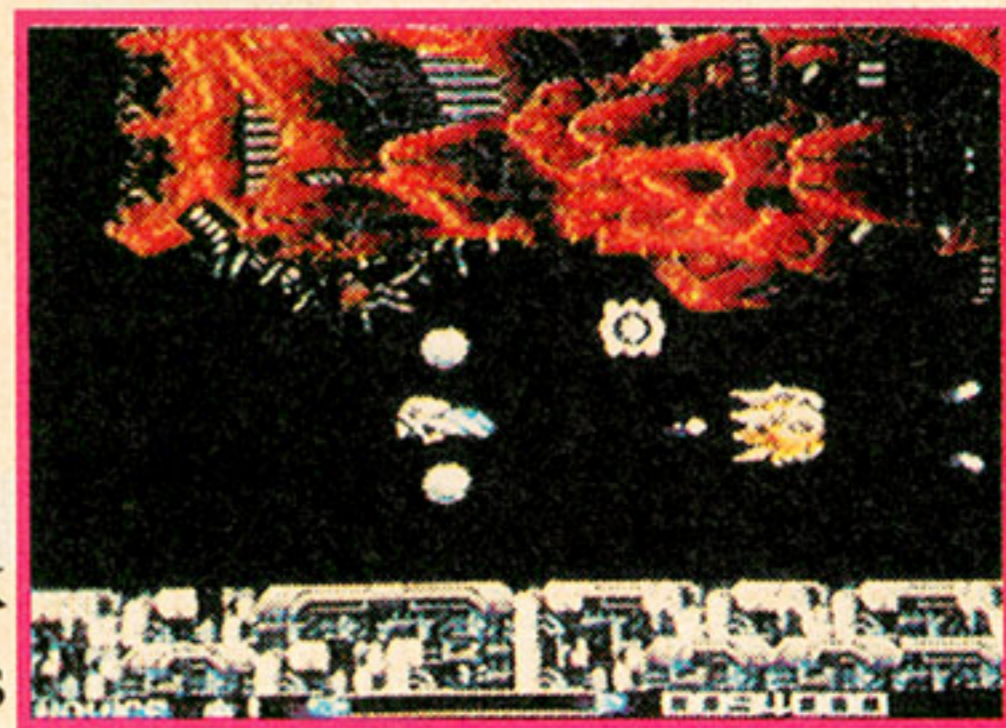
A sequel of sorts to the arcade hit *Ghouls 'N Ghosts*, this game takes place three years after



the original. Sir Arthur has traveled far across the land in search of powerful weapons and spells with which to defend his kingdom. And it's a good thing, because he soon discovers that Lucifer, the Prince of Darkness himself, has captured Lady Guinevere. Sir Arthur must once again journey into the Ghoulish Realm to save her.

Capcom
Action-adventure
October

The R-9 attack ship is back,



once again ready to take on the forces of the evil Bydo Empire. The R-9 was originally featured in an NEC TurboGrafx-16 game and recently popped up on the Game Boy as well. The graphics are a cut above those in most other Super NES shooters, and from what we've seen, most of the bosses are pretty impressive as well.

Irem
Shooter
November

SUPER R-TYPE

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Super Adventure Island</i>	Action-adventure	Hudson Soft	Early 1992
<i>Super Baseball Simulator</i>	Sports game	Culture Brain	Early 1992
<i>Super Battle Tank: War in the Gulf</i>	Action game	Absolute	Early 1992
<i>Super Boxing</i>	Fighting game	SOFEL	No release date
<i>Super John Madden Football</i>	Sports game	Electronic Arts	September
<i>Super Play Action Football</i>	Sports game	Nintendo of America	November

Capcom
Shooter
September-
November



As a United Nations pilot, you're fighting a desperate battle to push back a major terrorist offensive. You can choose from three different pilots, each with his own strengths, to fly six different attack aircraft on 12 missions. You don't usually get that many choices or find this much strategy in a shooter, but *U.N. Squadron* also features excellent graphics and some fiendishly well-equipped enemies.

U.N. SQUADRON



ULTRAMAN

Based on a cult TV series now being revived, *Ultraman* stars a space alien who disguises himself as a Japanese scientist. His self-appointed mission: to defend Tokyo against monster attacks. This



Bandai America
Fighting game
Late 1991

leads to numerous battles with all kinds of creatures on different kinds of terrain. Luckily, he's a good fighter and is armed with a super-powerful weapon — the deadly beta ray.

GAME TITLE	CATEGORY	COMPANY	AVAILABILITY
<i>Super WWF WrestleMania</i>	Fighting game	Acclaim	January-February
<i>UltraBots</i>	Action game	Data East	Early 1992
<i>Wanderers from Ys</i>	Role-playing	American Sammy	November-December
<i>Wizard Quest</i>	Action-adventure	Sony Imagesoft	February
<i>Wizardry</i>	Role-playing	ASCII	Early or Mid 1992
<i>Zelda III</i>	Action-adventure	Nintendo of America	November
<i>Railroad Tycoon</i>	Strategy game	MicroProse	1992

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for the mind.”

-Bart Simpson



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MATT GROENING

Magazines make things happen

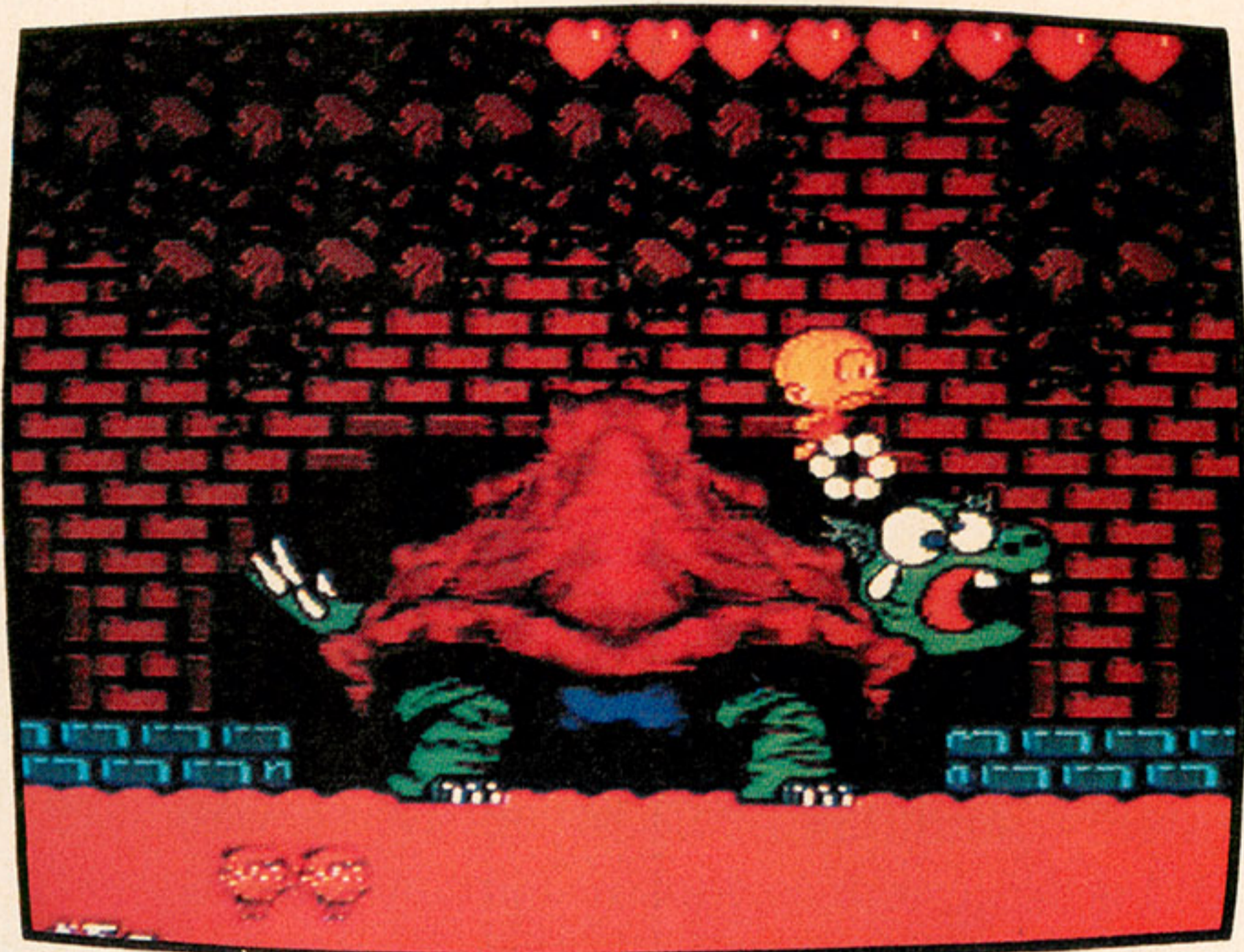
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**PREPARE TO BUTT
HEADS. AGAIN.**

The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has

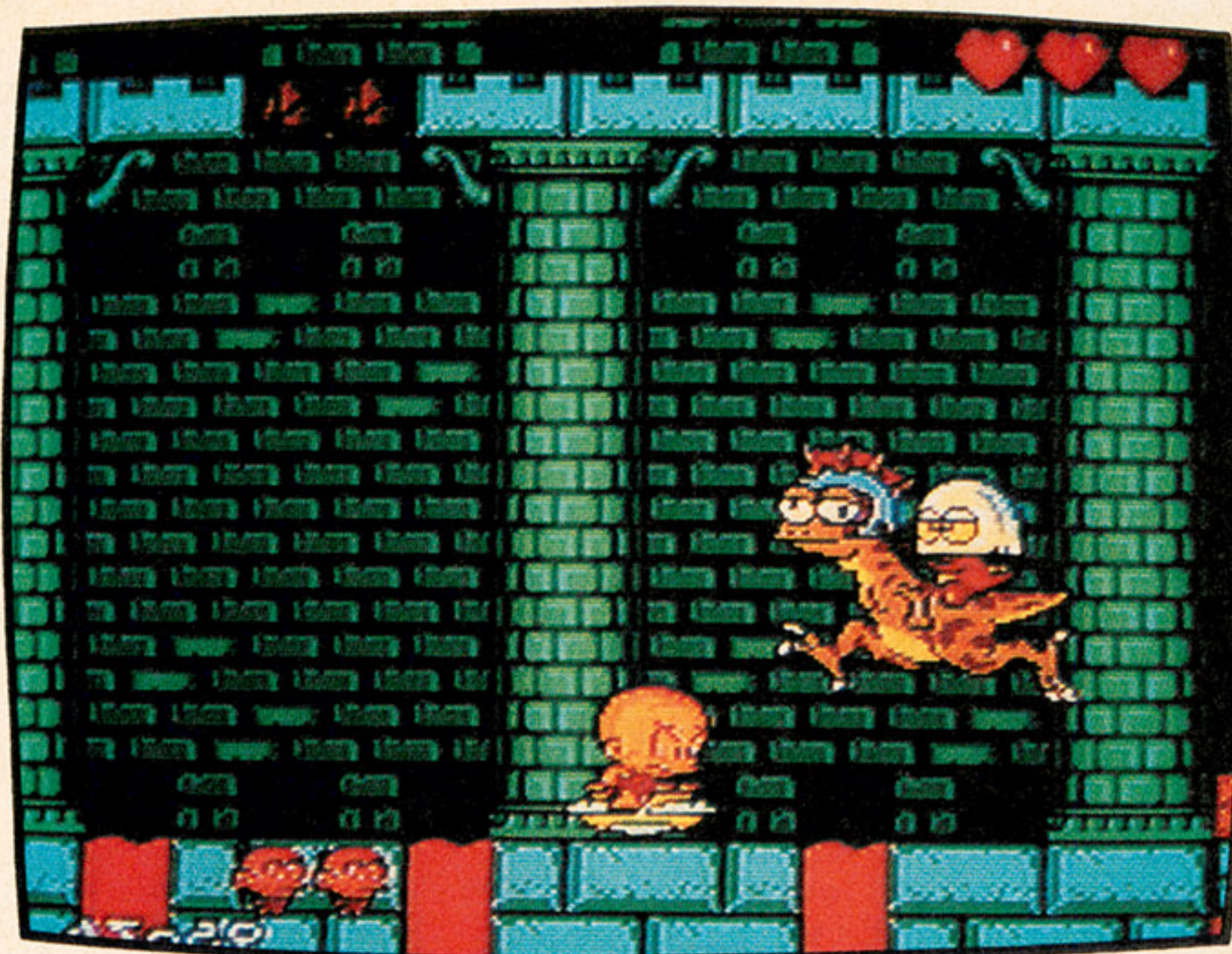


If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.

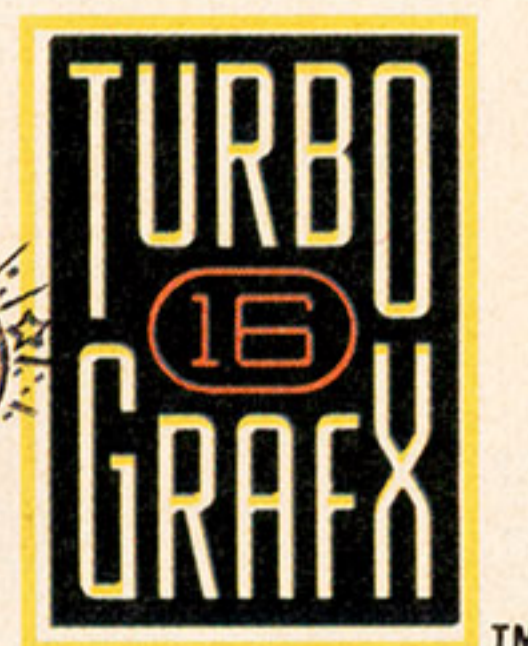
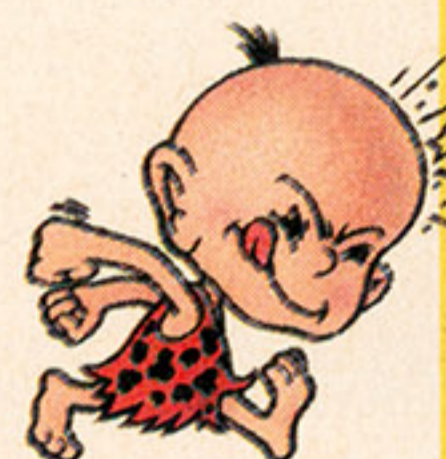


If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



Those pesky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S REVENGE™



NEC

PLAYER'S



WORLD

CD/I IS COMING THIS FALL

...and it's compatible with Nintendo's CD player!

Tom R. Halfhill

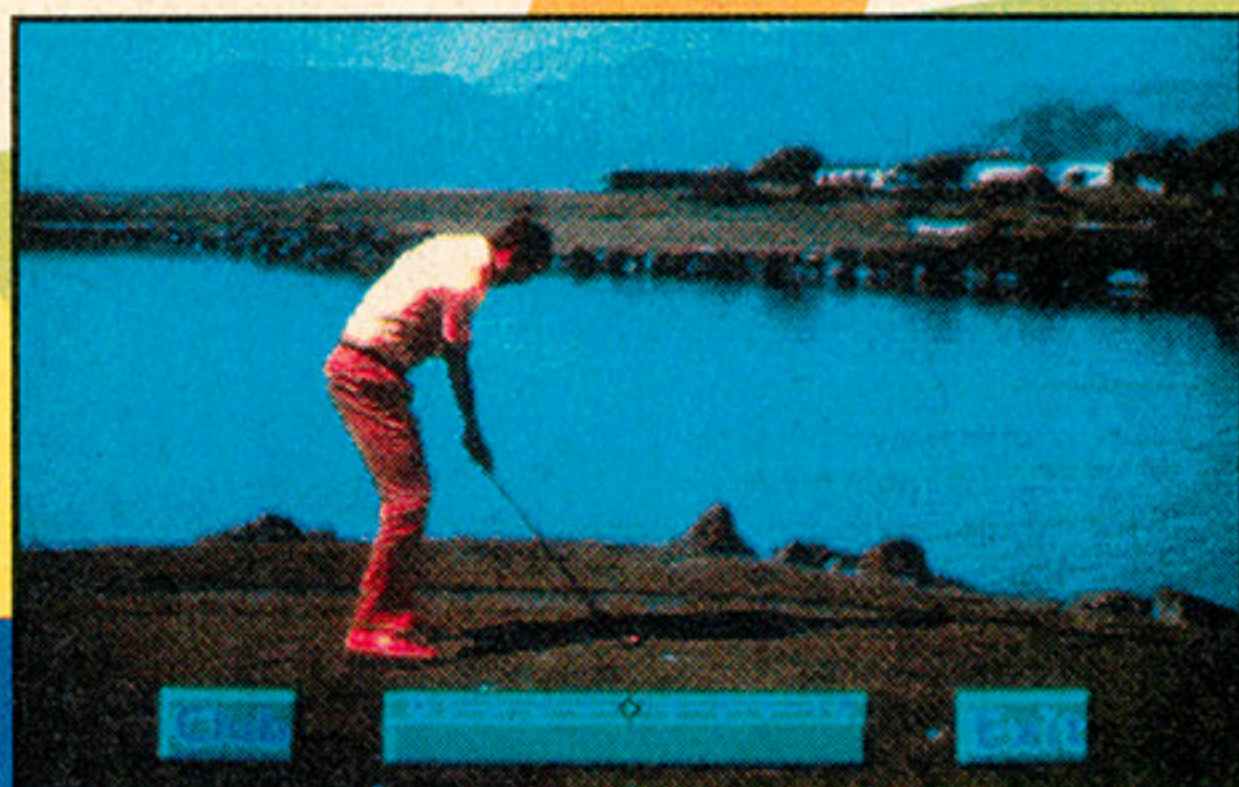
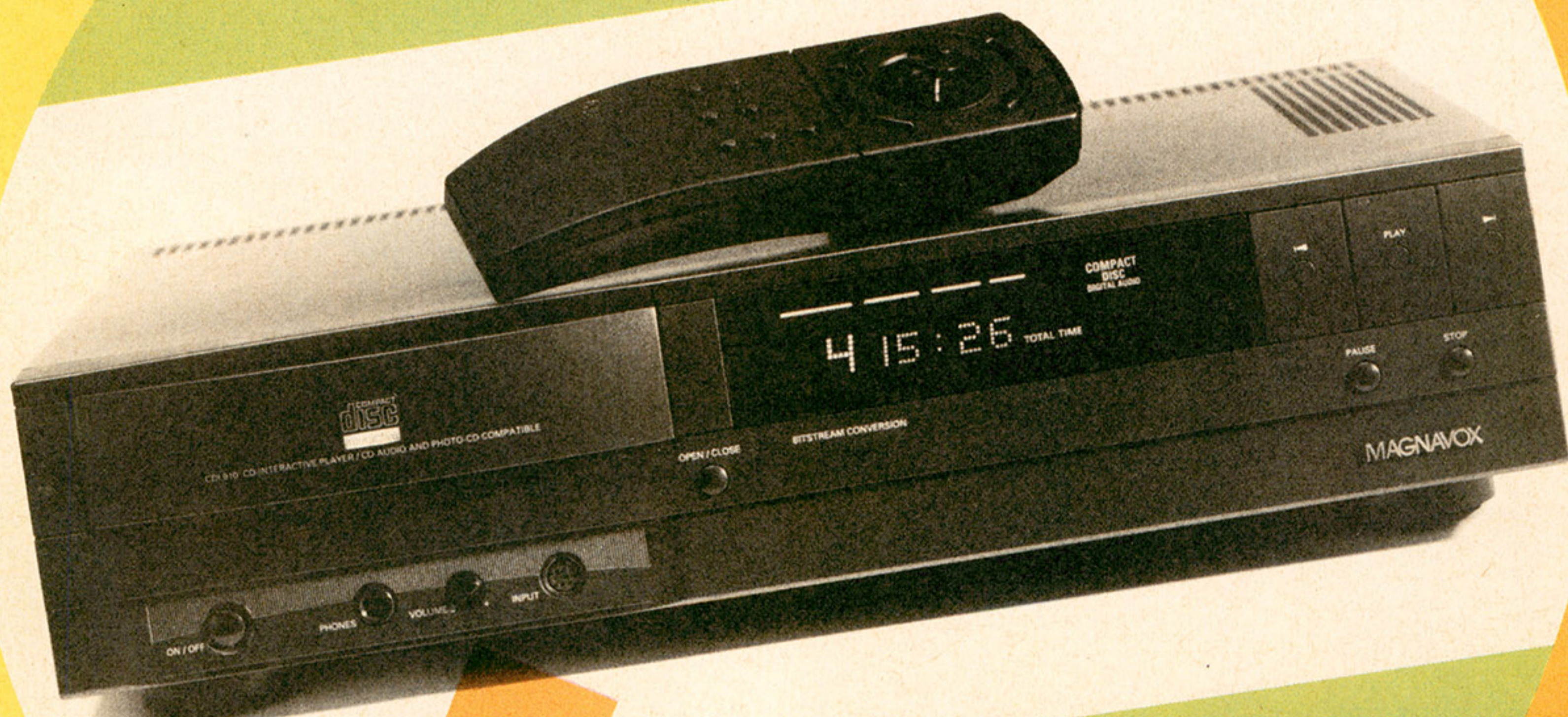
It's not a videogame system. It's not a personal computer. It's not an audio compact disc player or a videocassette machine. Actually, CD/I is something like all these things rolled into one. And it's scheduled to hit U.S. stores in October.

CD/I stands for Compact Disc/Interactive, because it's based on the familiar CD technology that has revolutionized the music in-

dustry over the past decade. But although CD/I discs look exactly like regular five-inch audio CDs, they offer full-motion video and vast amounts of information in addition to high-fidelity sound. Most important, CD/I is designed to let you *interact* with what you see and hear. It's not passive, like TV. The result is a new medium for

home entertainment and education.

The first CD/I player is coming from Magnavox and is priced at \$1,400. That's a lot, but audio CD players used to cost that much, too, and are now available for under \$100. If CD/I catches on, prices are expected to drop.



ABC Sports Golf: Palm Springs Open is the most realistic golf game ever. It uses actual video footage of real golfers and scenery.

Magnavox's CD/I player resembles a VCR and includes a wireless remote control with a miniature "thumbstick."



A Visit to Sesame Street features cartoonlike graphics and all of your favorite Sesame Street characters. You can interact with almost anything on the screen.

CD/I players resemble video-cassette recorders and are designed to fit into a home entertainment center. They plug into any TV or video monitor that has standard video-in or antenna jacks. For the best sound, you'll also want to hook up the CD/I player to a stereo system. The player is controlled from a wireless remote that includes a miniature joystick. The joystick is for playing games, but also lets you move a cursor around the screen to do things in other types of programs.

After switching on the player, all you do is insert a disc into a sliding drawer and press the PLAY button, just as you would with an audio CD player. In fact, CD/I plays regular CD audio as well as CD+Graphics (special audio CDs which contain relatively simple graphics, such as song lyrics and low-resolution still pictures). But to get the most from CD/I, you'll want to choose from a growing list of special CD/I titles. These include everything from educational programs and self-help guides to videogames and other diversions.

Gamers have a lot to look forward to, because CD/I is compatible with Nintendo's forthcoming CD player for the Super NES. Both disc players were designed by Phil-

ips. As a result, CD/I owners will be able to play all the Nintendo CD games we'll start seeing in 1992 or 1993, including the latest adventures of Mario, Donkey Kong, Princess Zelda, and Link.

Games written especially for CD/I will be available, too. Thanks to CD/I's advanced graphics (more than 16 million colors, compared to 32,768 on the Super NES), some of these new-generation games blow ordinary video and computer games out of the water. Just one example is *ABC Sports Golf: Palm Springs Open* from American In-

The Classic Jukebox features really old "golden oldies" with CD-quality sound and entertaining graphics.

teractive Media (AIM). This game uses actual video footage of real golfers and commentary by ABC sportscasters. It's like watching golf on TV, except you have full control over the golfer!

But games are only one of CD/I's tricks. There will also be lots of emphasis on education, ranging

from cartoon programs for kids to informational discs for adults. For example, AIM is releasing *A Visit to Sesame Street—Letters* and *A Visit to Sesame Street—Numbers*. They're much like the TV show, except you can interact with almost anything on the screen — even pick up a telephone and listen to Big Bird and other favorite characters.

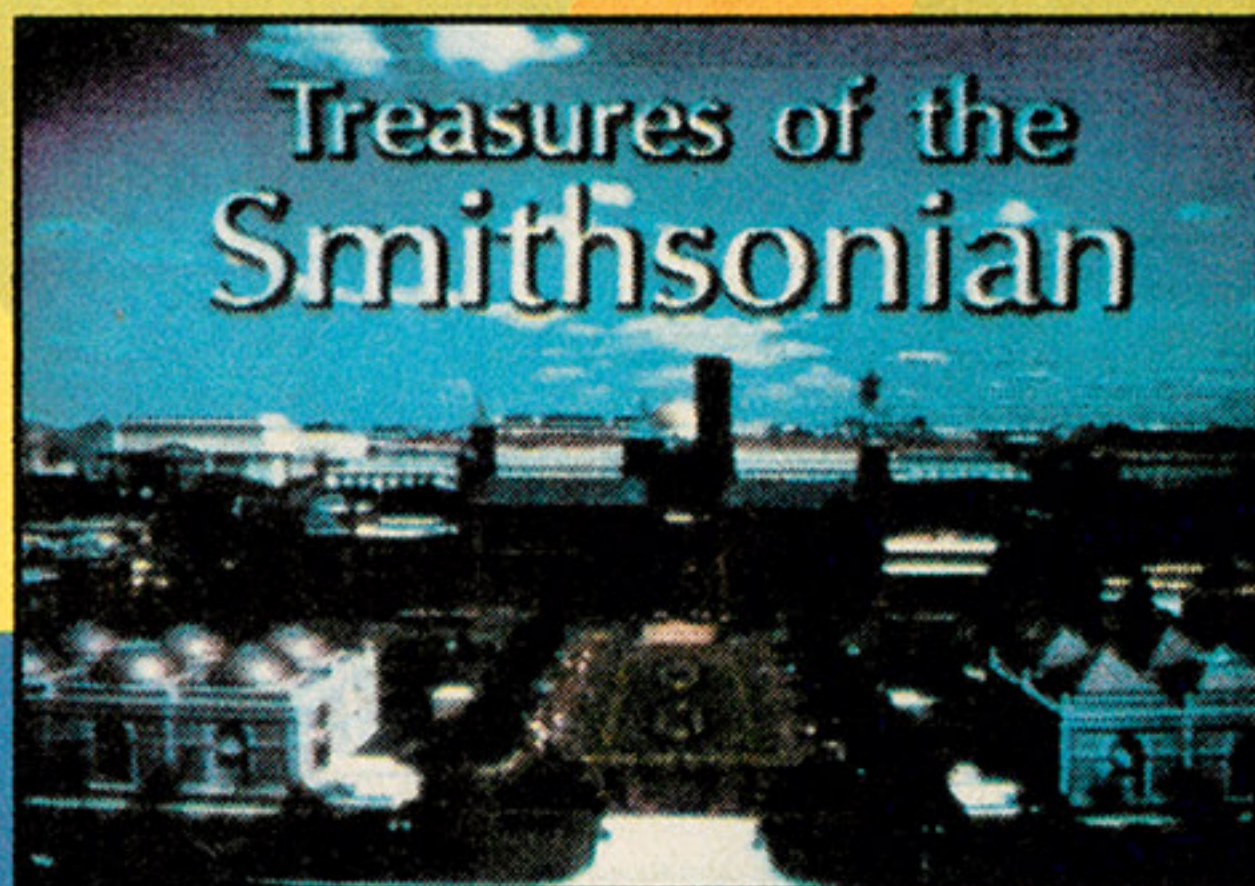
If you like museums but can't make it to Washington, D.C., you might be interested in *Treasures of the Smithsonian*, a CD/I program from AIM that lets you tour all 12 Smithsonian museums without leaving home. The disc contains 3,000 images and two hours of audio, but it's much different than watching a videocassette tape. Because CD/I is interactive, you can wander from exhibit to exhibit any way you want, view famous sculptures from different angles, and even do some things that aren't allowed at the real Smithsonian (such as play an ancient African thumb piano).

How-to guides are expected to be popular, too. A typical example is AIM's *Time-Life Photography*,

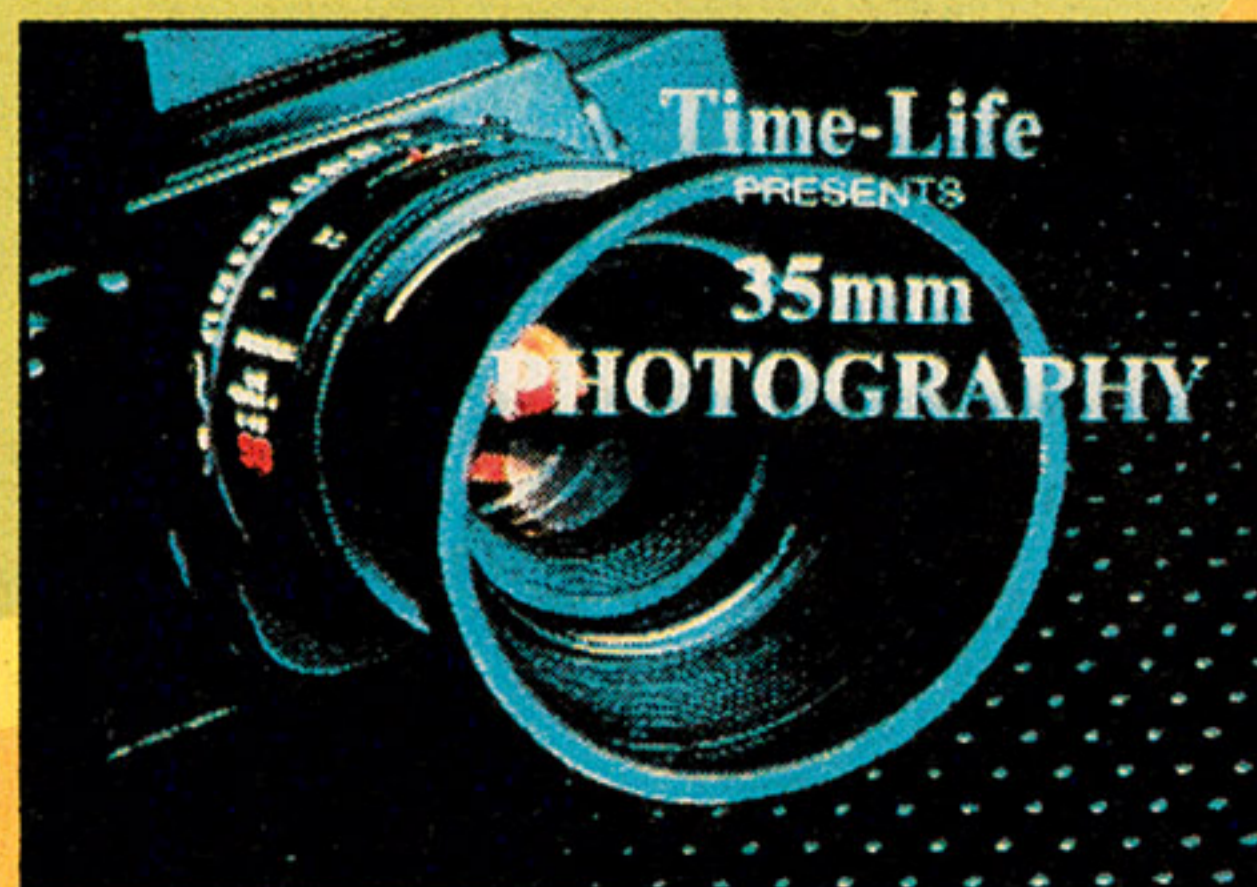
which teaches you how to choose and operate a 35mm camera. You can even take "pictures" at different settings, then instantly see the results on the screen.

In all, more than 50 titles are scheduled to be released this year. Prices will range from \$19.95 to \$59.95.

GP



Treasures of the Smithsonian lets you take a self-guided tour of all 12 Smithsonian museums in Washington, D.C.

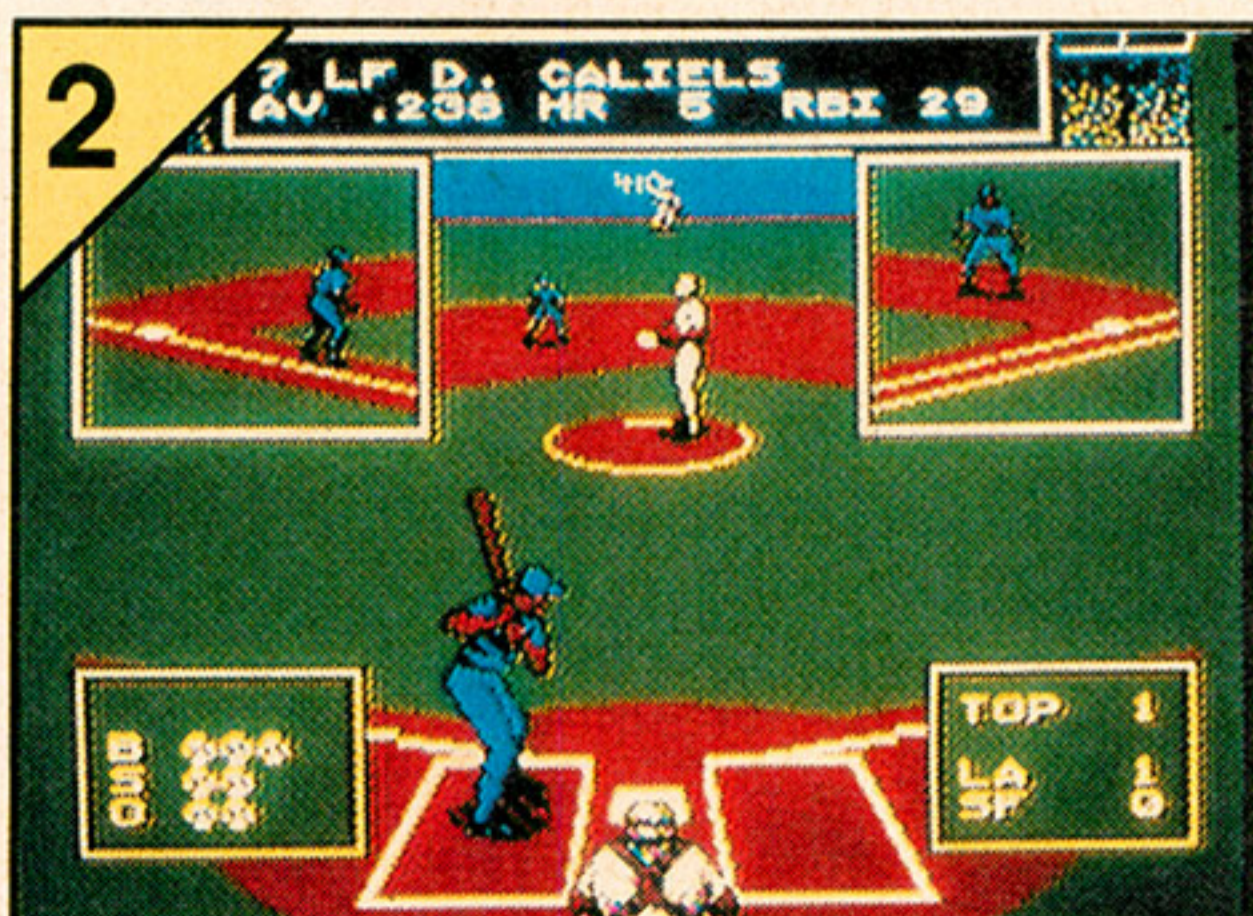


Time-Life Photography teaches you all about f/stops, shutter speeds, and other basics of handling a sophisticated 35mm camera.

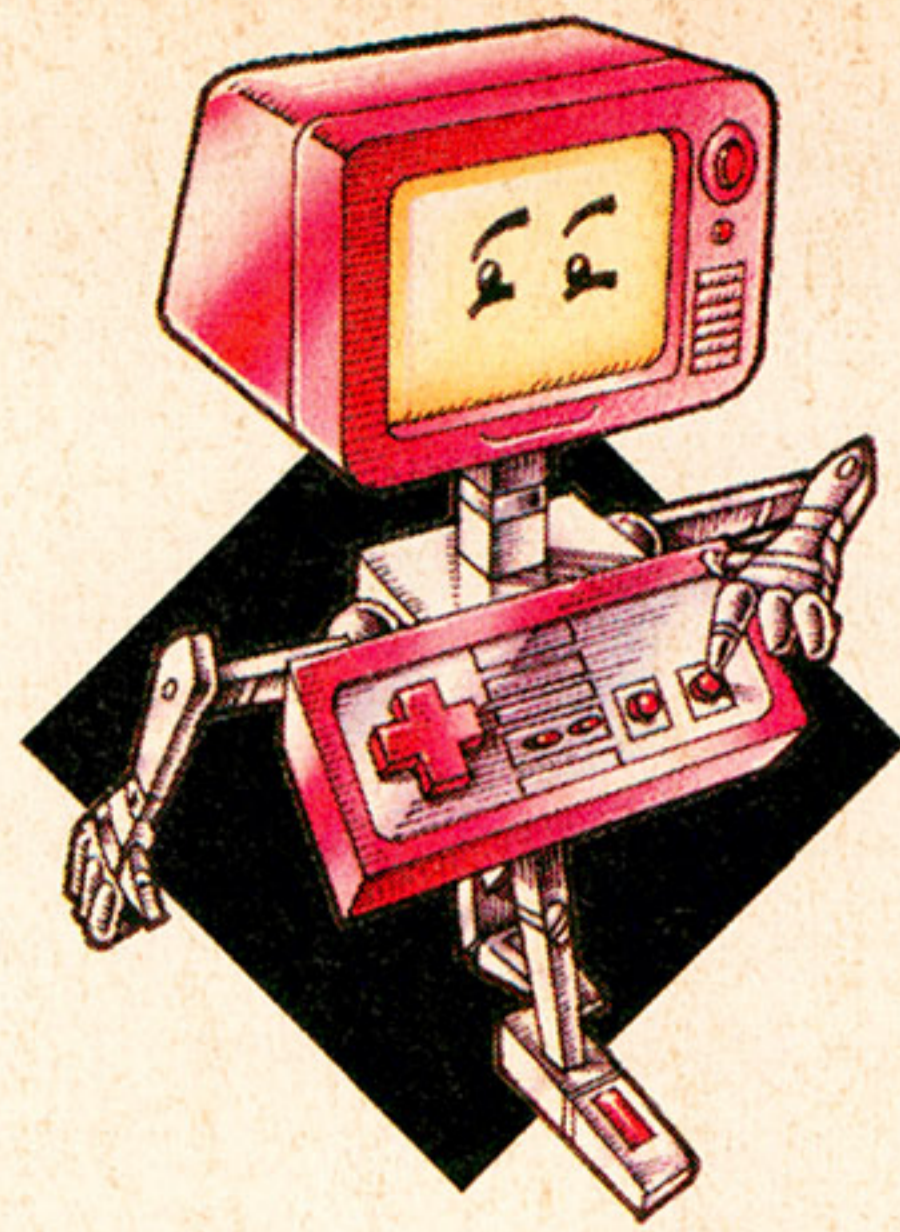
The biggest stir at the Summer Consumer Electronics Show in Chicago was, of course, the official American introduction of the Super NES. But while the 16-bit Super NES grabs the limelight, millions of 8-bit NES owners are still hungry for new games — maybe hungrier than ever. With about 30 million NES machines in the U.S. alone, the 8-bit market is expected to remain strong for some time, and designers continue to crank out 8-bit titles.

In fact, there are so many new 8-bit games that we don't have room to cover them all in this column. Be sure to see "Game News & Previews" beginning on page 89 for information about new games from Konami/Ultra, Acclaim, Sony Imagesoft, and others. We'll have more next month, too.

Perhaps it was inevitable that the single most expensive movie ever made would inspire a Nintendo game, and here it comes — *Terminator 2: Judgment Day* from LJN. As in the movie, the title character travels back in time to stop a futuristic T1000 cyborg and save humanity from extermination at the hands of its own machines.



GAME PLAYER'S



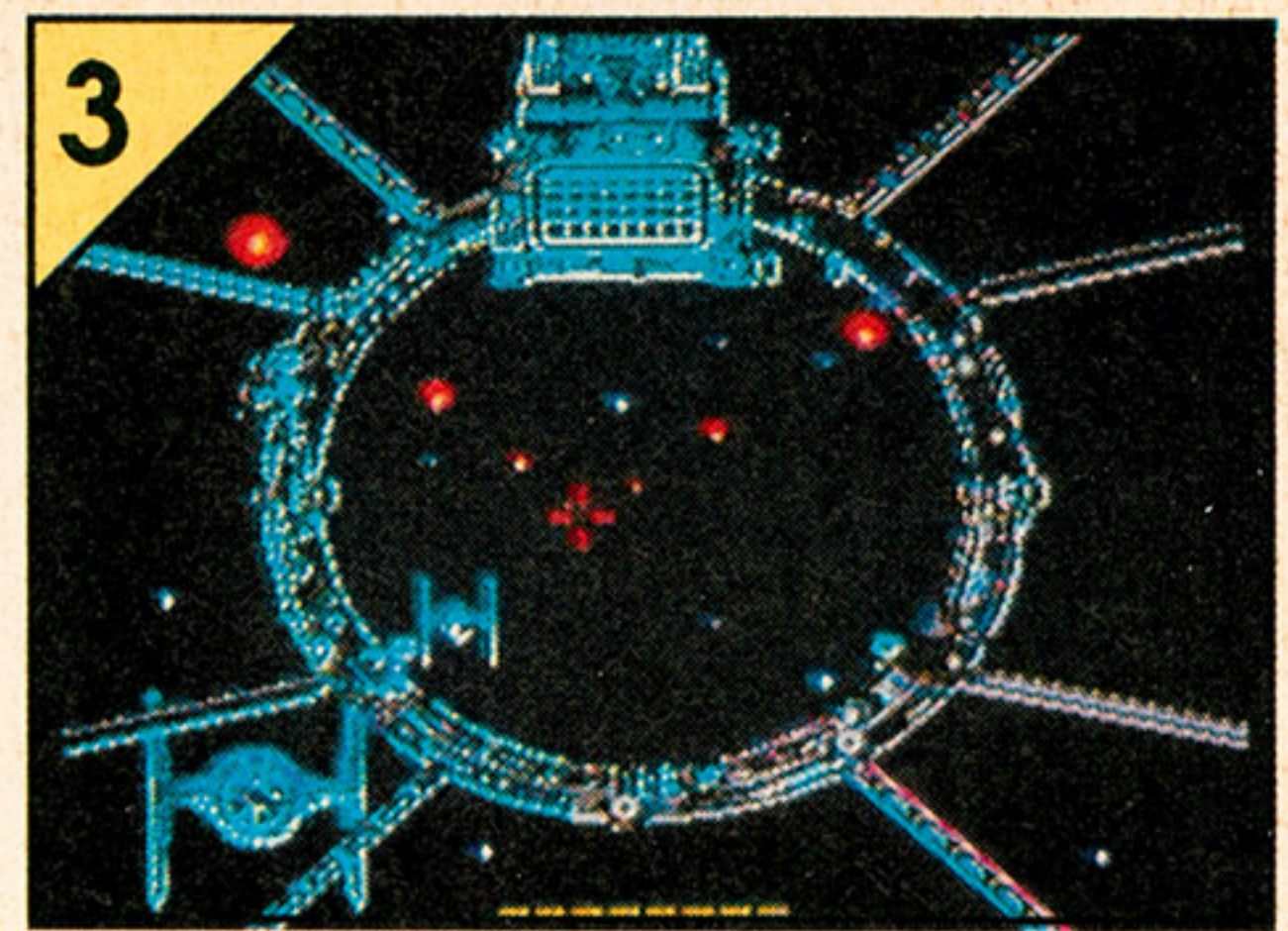
NINTENDO NEWS

Upcoming Games for the NES

Jeff Lundrigan

Another spin-off game from LJN is *Wolverine*, based on the popular character featured in Marvel Comics' *X-Men*. As the super-powered mutant hero Wolverine, you have an indestructible skeleton, the ability to heal almost

- 1 *Wolverine* from LJN is based on one of Marvel Comics' most popular characters.
- 2 *Roger Clemens MVP Baseball* is an ambitious new sports game from LJN, featuring closeups and multiple perspectives.
- 3 Lucasfilm Games' *Star Wars* is closely patterned after the movie.
- 4 Fans of goofy superheroes may want to keep an eye out for *Defenders of Dynatron City* from Lucasfilm Games.

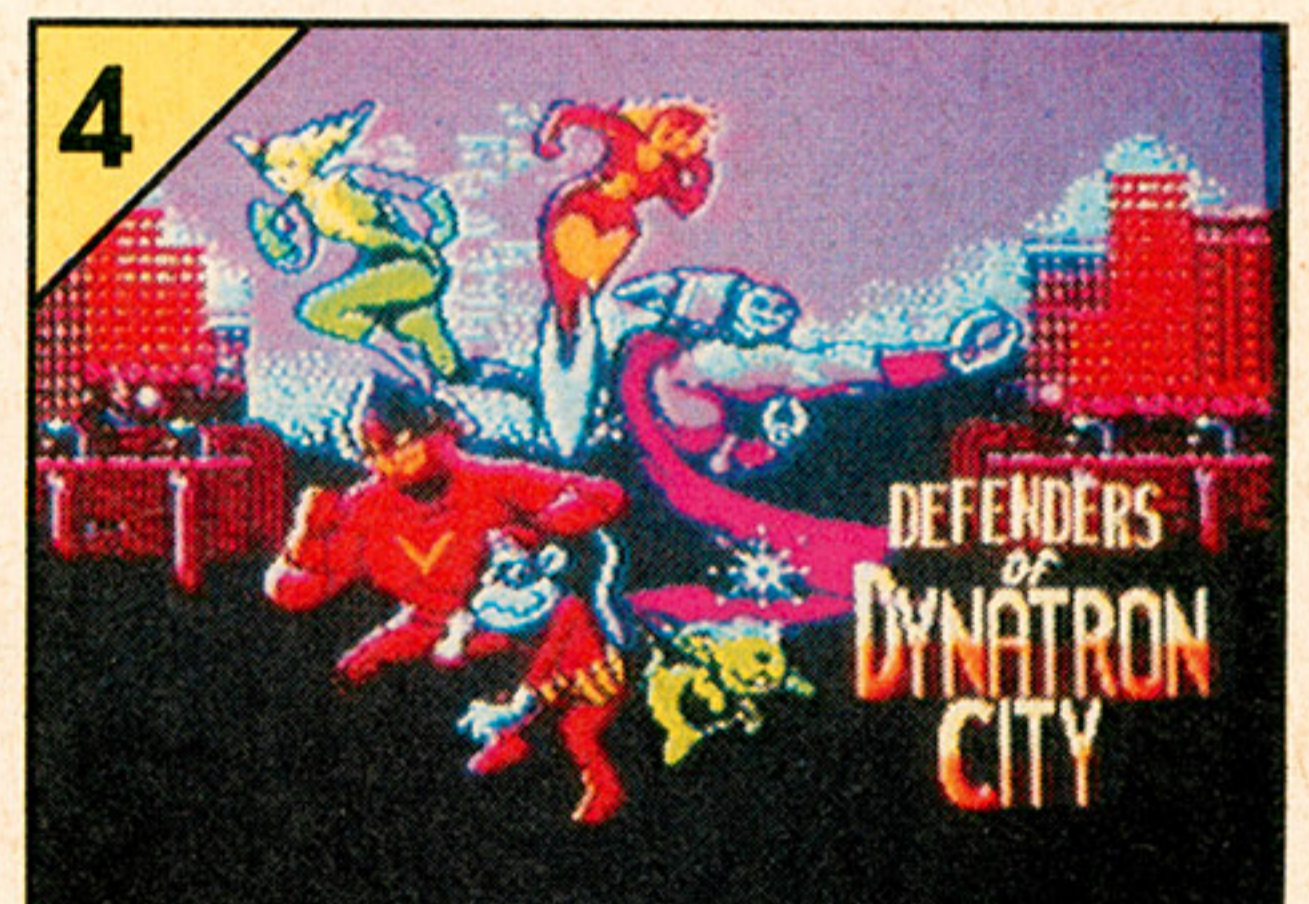


any wound, and razor-sharp adamantium claws. This is handy, because you've got to fight your way through nine levels of treacherous super-villains, including such goons as Sabertooth and Magneto.

Another LJN title is *Roger Clemens MVP Baseball*, one of the more ambitious baseball games for the NES. It allows you to choose from 26 major league teams, and it features game commentary from all-star pitcher and Cy Young award winner Roger Clemens. The game also has a unique behind-the-fielder view and lets you control your team's fielding strategies.

Town & Country II: Thrilla's Safari, also from LJN, continues the adventures of Thrilla Gorilla. This time, he surfs and skateboards his way over dangerous terrain and fights assorted strange enemies to rescue Barbie Bikini.

The folks at Lucasfilm Games expect to have *Star Wars* on the store shelves any day now. They're also working on *Defenders of Dynatron City*, the twisted saga of a once great metropolis "where mutation is a way of life." It's up to Jet Headstrong, Ms. Megawatt, and the Radium Dog — along with



NINTENDO NEWS

several of the oddest superheroes you've ever seen — to stop the evil Dr. Mayhem and his army of mutants.

Ocean is a company that seems to specialize in movie-based games — previous releases include *RoboCop* and *The Untouchables*. Ocean's newest title is *The Addams Family*, a mysterious and spooky game based on the upcoming movie and 1960s TV show. It's expected to be released later this fall, along with the film.

From somewhere out on the B-movie fringes you can also expect *Toxic Crusaders* from Bandai. The NES game is based on a TV cartoon series, which was based on a comic book, which was based on a movie (*whew!*). As the hero, Toxie the Toxic Avenger, you must clean up a heavily polluted Tromaville and save it from an evil alien, Dr. Killmoff.

Sequels II: The Return

Several of the other sequels you can expect this fall are role-playing games of one sort or another. *Wizardry II: Knight of Diamonds*,



from Nexoft, promises "ten times the level of difficulty found in most NES titles." Your task is to assemble a party of characters and save the city of Llylgamyn from certain doom.

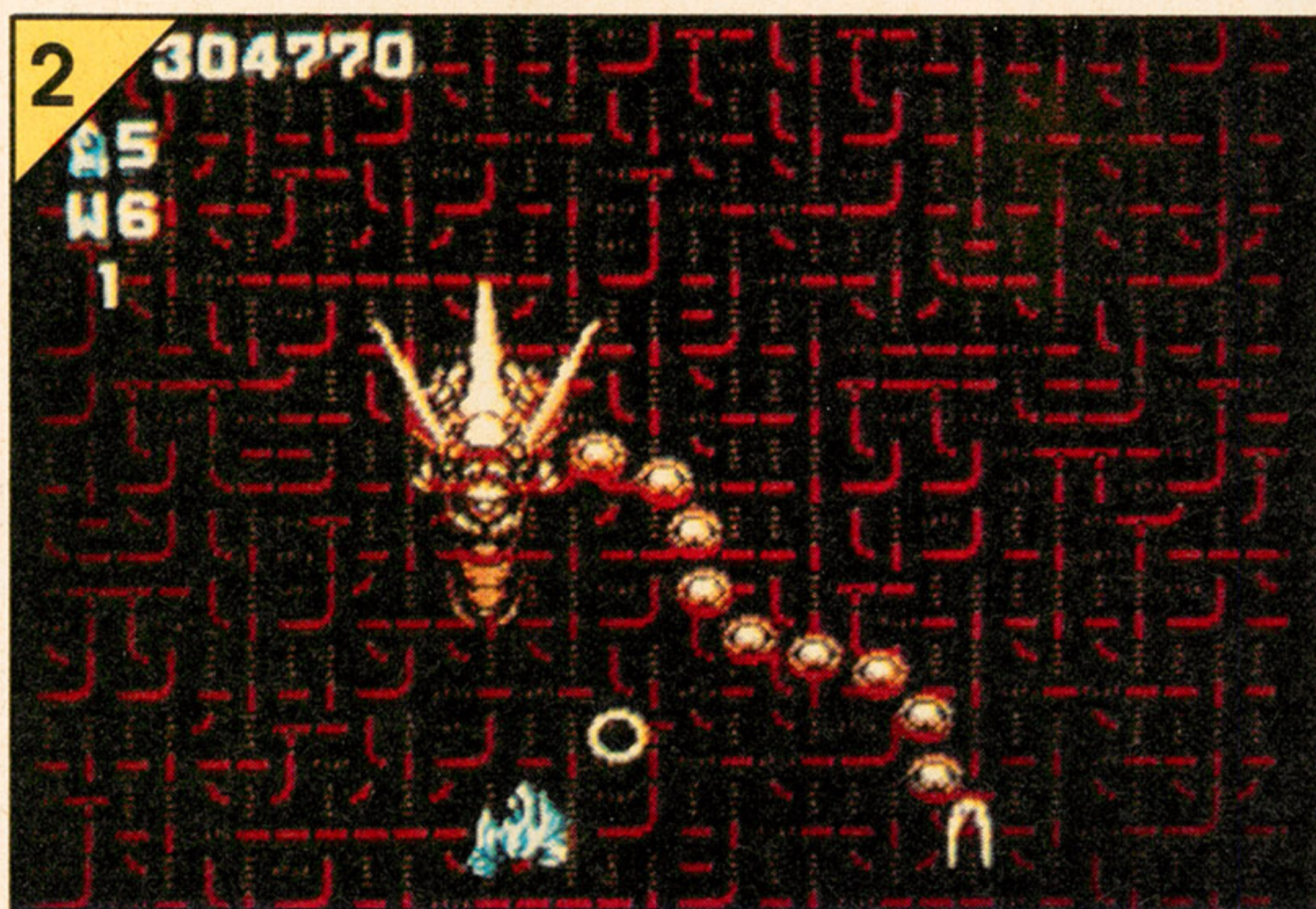
Also from Nexoft is a new game, *Gun-Nac*, a shooter in which you play a member of the Planetary Space Police. Your job is simple: restore peace to the Seven Planets.

Ultima: Warriors of Destiny is the next title in the Ultima series from FCI. Once again the land of Britannia is in trouble, this time when Lord British himself disappears into the Underworld. As the Avatar of Virtue, it's up to you and the

for those who like martial-arts games, and has plans to bring another arcade hit into your home with *Hammerin' Harry*.

More suburban BMX action is in store from Mindscape/The Software Toolworks with *Paperboy 2*. This sequel will feature several new obstacles, including bad weather and longer, nastier bike tracks in the bonus rounds. But you can look forward to some new maneuvers as well — now you can perform bicycle acrobatics over fences and garbage cans.

Gametek is expanding its lineup of NES games based on TV game shows with *Super Jeopardy*. This version will have four-player



other heroes of Britannia to save him. FCI is also expected to release the next installment in the Advanced Dungeons & Dragons series, a fantasy role-playing adventure called *Hillsfar*.

There won't be any shortage of arcade-style action in the coming months either, especially if it's more of what you liked before. Although Taxan did the original *G.I. Joe*, Capcom is releasing the sequel, *G.I. Joe 2*. It's supposed to have six new missions and three new team members, all leading to a showdown with Cobra Commander and his new Atlantian weapon.

Irem is working on *Kung Fu II*

capability, almost 2,000 new questions in 400 categories, and digitized sound (including a talking host and applauding audience).

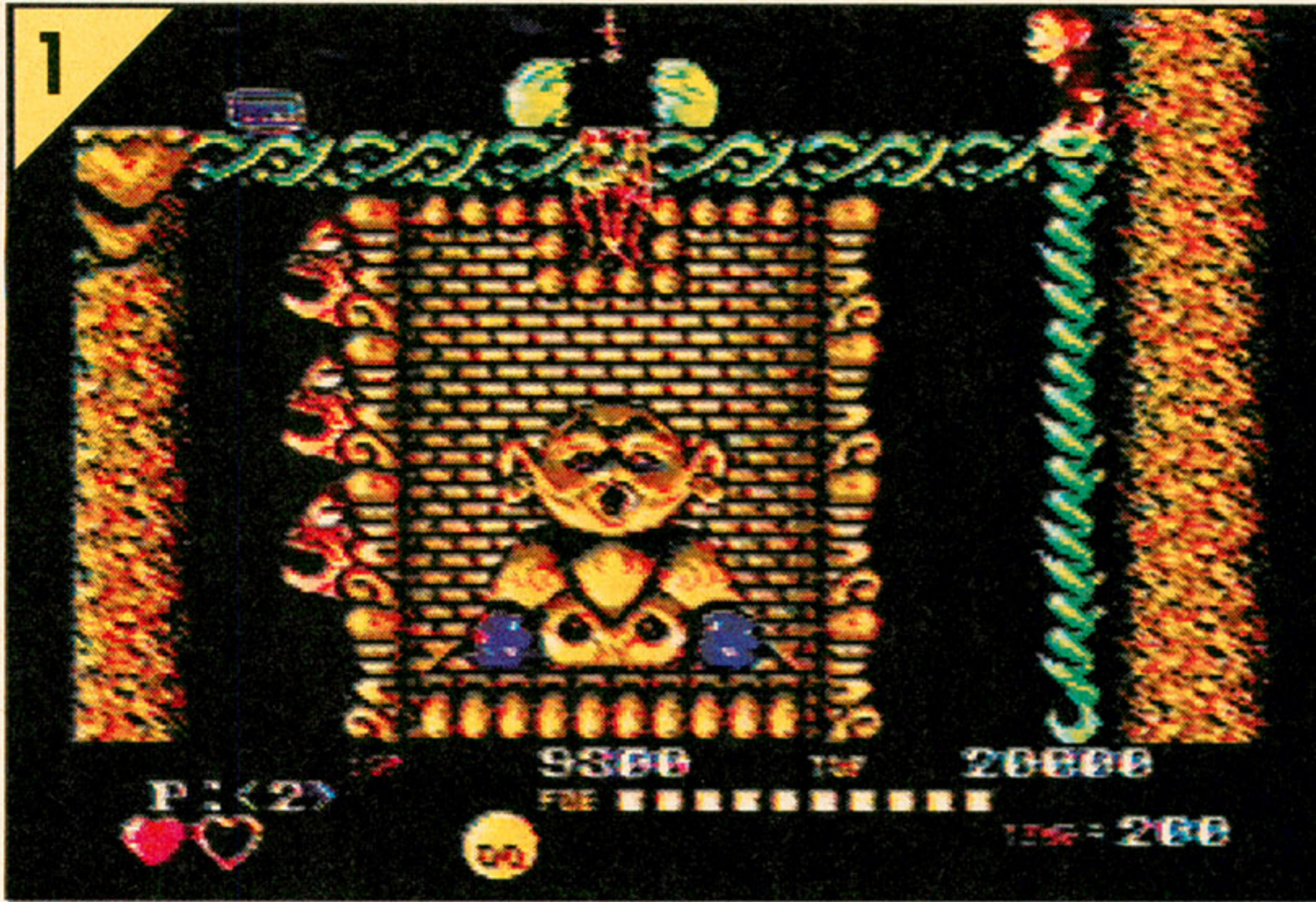
Tengen is working on another sequel in its highly popular series of baseball games for the NES. *R.B.I. Baseball III* will feature all 26 major league teams, giving you a chance to study the actual 1990 players and statistics to plan your strategy and win the pennant race.

- 1 The latest game in the Ultima series is *Ultima: Warriors of Destiny* from FCI.
- 2 *Gun-Nac* is a new shooter from Nexoft.

NINTENDO NEWS

tions (such as *Nobunaga's Ambition* and *Bandit Kings of Ancient China*), introduces two new games based on Western civilization: *L'Empereur* and *Uncharted Waters*. The first game begins in Europe during the late 18th century as you assume the role of a young Napoleon Bonaparte. Your goal is to conquer nearly the entire civilized world. *Uncharted Waters* is a simulation of

- 1 *Toki* is an arcade translation from Taito.
- 2 Fans of Taito's *Bubble Bobble* will want to watch for the sequel, *Rainbow Island*.
- 3 *L'Empereur* is Koei's first historical simulation based on Western civilization.



Another Tengen game scheduled for release this fall is *Rampart*. In this medieval adventure, you travel back in time to the Middle Ages and try to build a fiefdom of castles and strongholds.

More Stuff

Data East adds a new comic book-based title to its lineup this fall with *The Avengers*, starring Iron Man, Hawkeye, Vision, and Captain America. Iron Man and Vision have been taken prisoner by the Mandarin and the Red Skull, and it's up to the other Avengers to rescue them. Data East also plans to release *Dream Team: 3-on-3 Challenge*, featuring Patrick Ewing, Dominique Wilkins, and Joe Dumars. You can either play as a member of the dream team or against them, choosing from a roster of 26 other ballplayers.

Koei, known for its excellent Asian-flavored historical simula-

tion, exploration, colonization, and search for treasure as you play a sailor from 16th-century Portugal.

The arcade game *Toki* will make its way into your living room this fall, courtesy of Taito. The evil King Vookimedro has not only taken your girlfriend prisoner, but he has also turned you into a monkey. To regain your human form, you'll have to make your way through six levels of traps, odd animals, and other gimmicks.

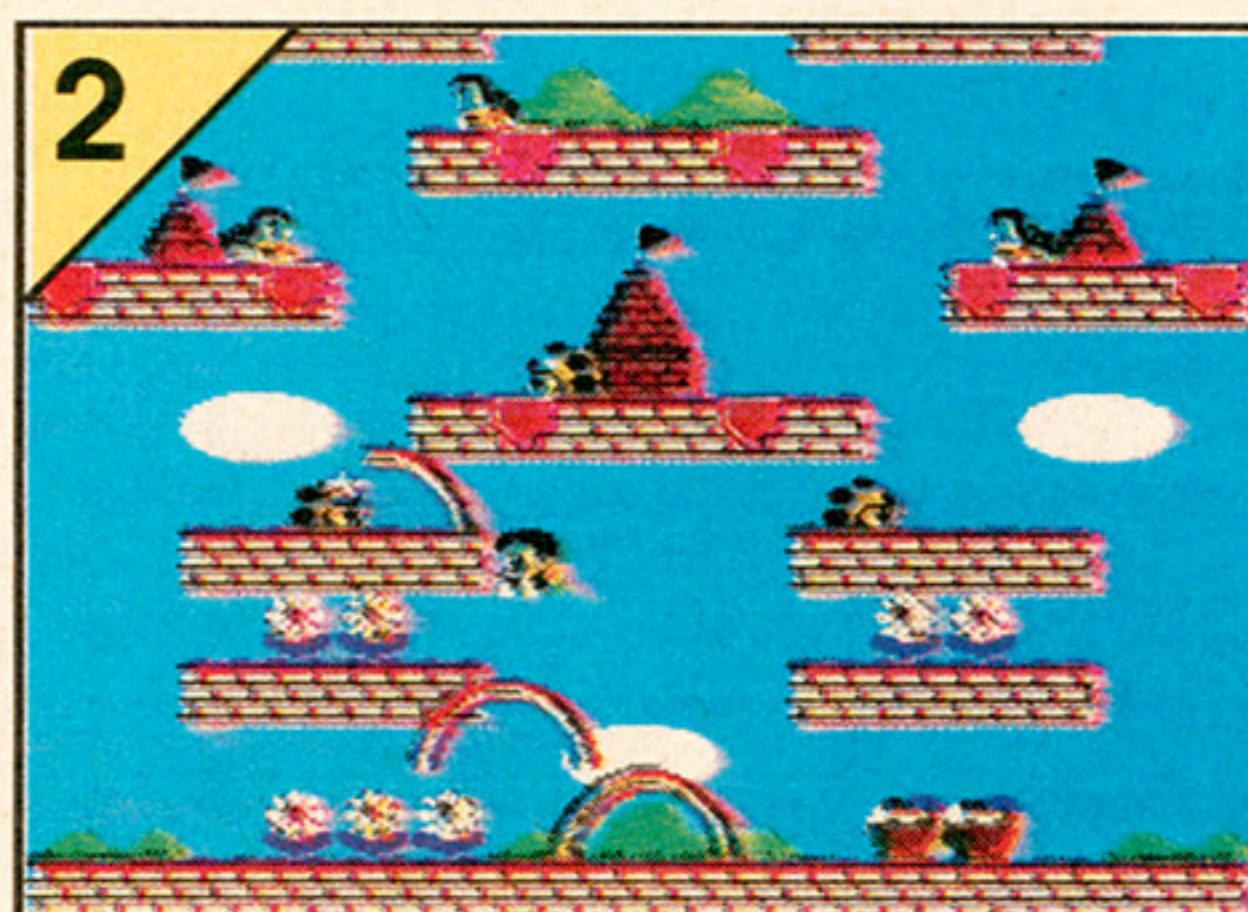
Taito's other titles for this fall include *Kick Master*, an eight-stage martial-arts action game; *Rainbow Island*, a sequel to one of Taito's

most popular games, *Bubble Bobble*; and *The Flintstones*, based on the cartoon series from the 1960s. *Rainbow Island* continues the adventures of Bubby and Bobby, plus a new friend, Sally. According to legend, whoever can find the seven diamonds of the Rainbow Islands will be granted a wish. When Bobby is captured by the Bubble Dragon, it's up to Bubby and Sally to collect the seven diamonds and wish for his rescue.



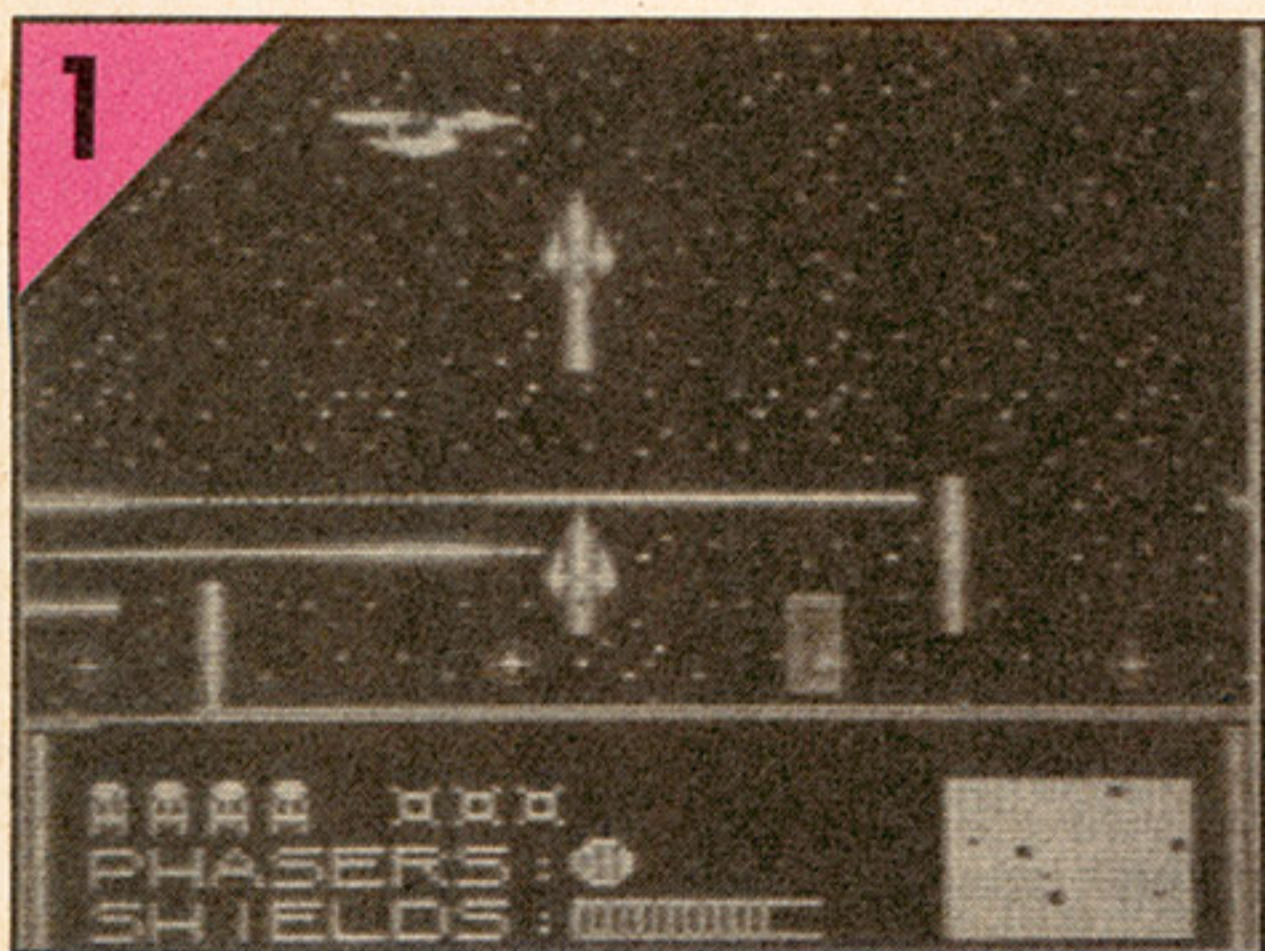
In *The Flintstones*, Fred and Barney are startled and dismayed when their faithful pets, Dino and Hoppy, are captured by aliens from the future. To free their pets from the alien zoo, the Stone Age heroes have to travel to eight exotic locations and collect the parts to build a time machine.

GP



It's not surprising that many videogames are inspired by hit movies and TV shows. But now we're seeing a new trend. Game companies aren't waiting for a movie to become a bona fide hit — they're releasing their games *simultaneously*. The idea is to coordinate the game's release with the movie's opening, so people who enjoy the movie will immediately rush out and buy the game.

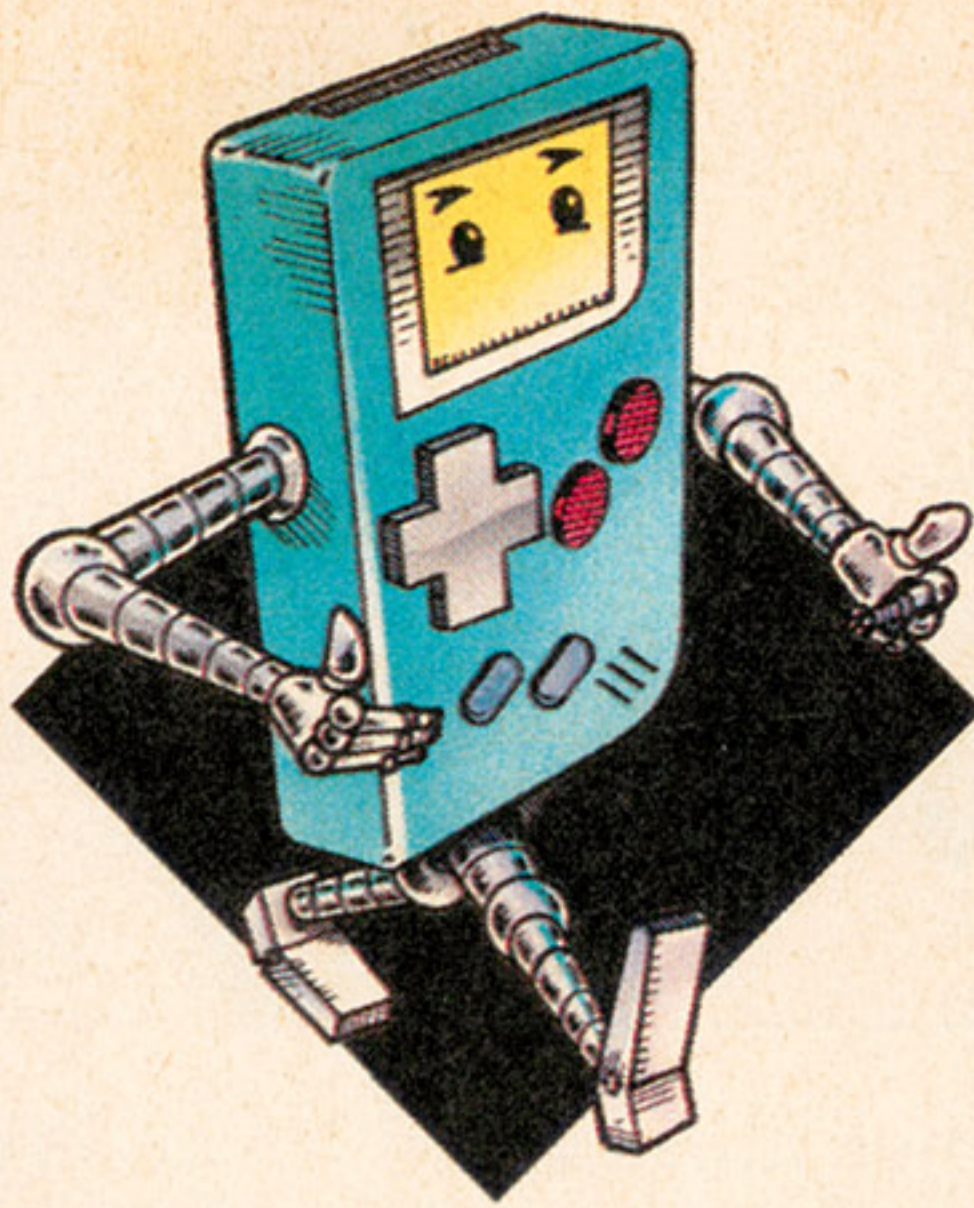
Because the success of these games depends largely on how many people like the movie, this strategy is often a high-stakes gamble. If the movie bombs, chances are the game will, too.



Still, the possible payoffs are so great that numerous game companies are willing to bet on the success of an upcoming movie. Such is the case with three of the many new Game Boy titles announced at the recent Summer Consumer Electronics Show in Chicago.

Few Hollywood insiders would doubt the hit potential of any movie made by director Steven Spielberg. He's the filmmaker behind such megahits as *Jaws*, *Raiders of the Lost Ark*, and *E.T.: The Extra-Terrestrial*. Certainly the people at Sony Imagesoft trust his track record — they're basing their upcoming game *Hook* on Spielberg's movie of the same name, a film that won't even arrive in theaters until the Christmas movie season.

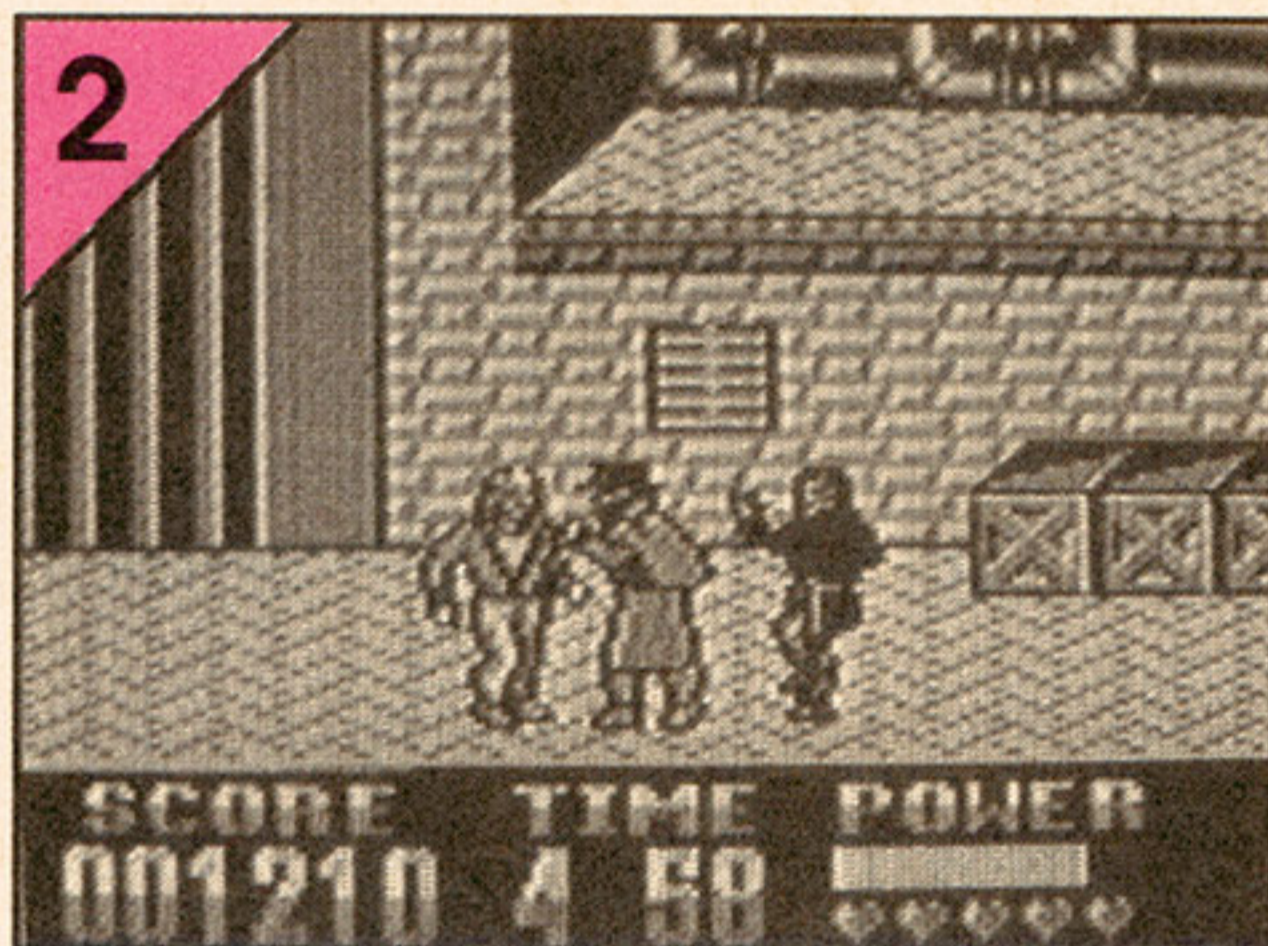
Hook is a remake of *Peter Pan*,



GAME BOY PLAYERS

Hot Games

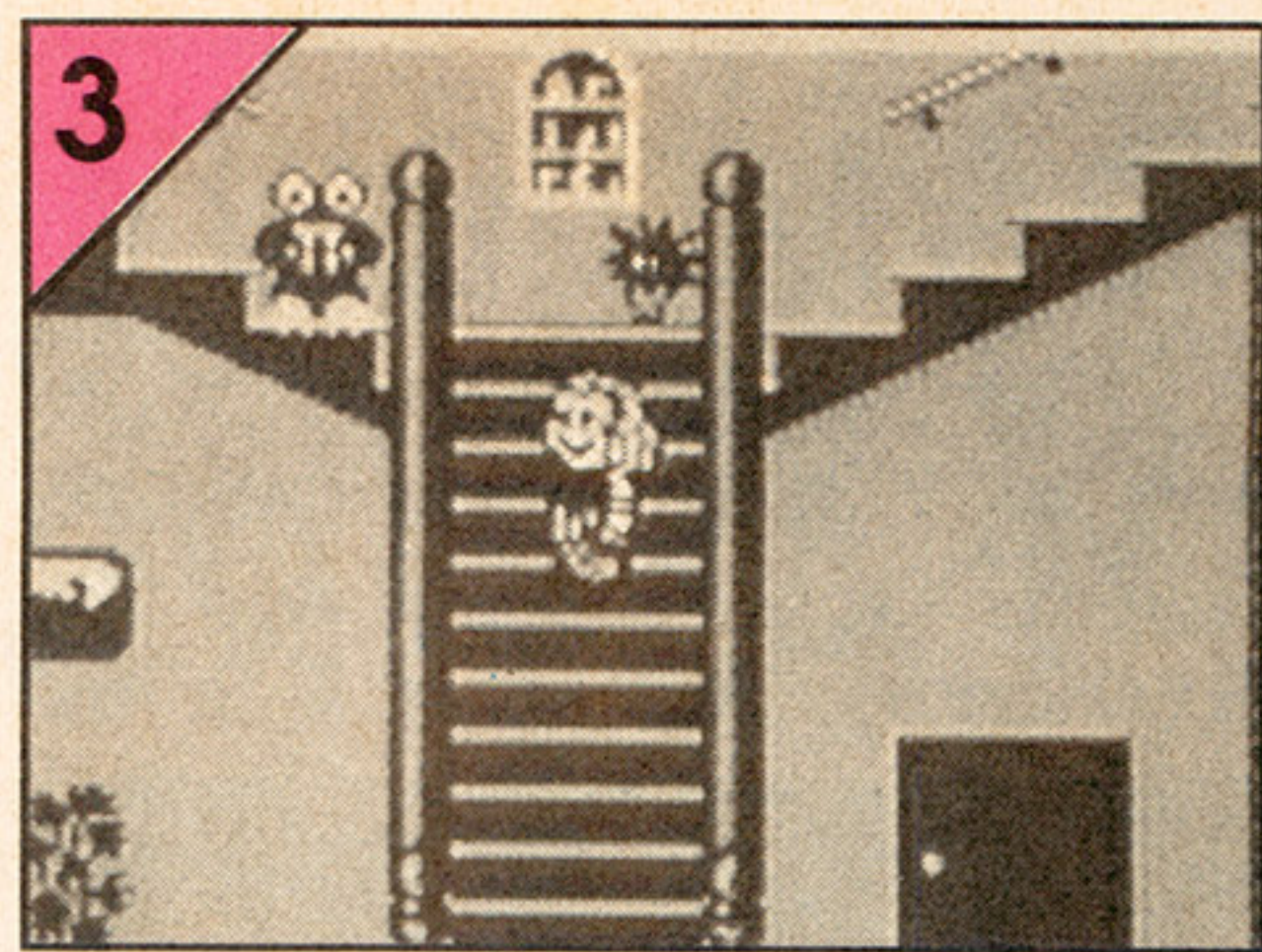
Phill Powell



with Robin Williams as Peter and Dustin Hoffman as Captain Hook. The movie also stars hot actress Julia Roberts.

In the videogame version of *Hook*, you'll control Peter Pan as he battles pirates in different sections of the fabled Neverland. Sony Imagesoft clearly has a lot of hopes invested in *Hook*; the game is scheduled to appear in NES and Super NES formats as well.

Ocean of America is taking a slightly different tack in bringing *The Addams Family* to the Game Boy. This is a case in which an old TV show from the 1960s is being turned



into a new motion picture, which then has to be boiled down into a videogame.

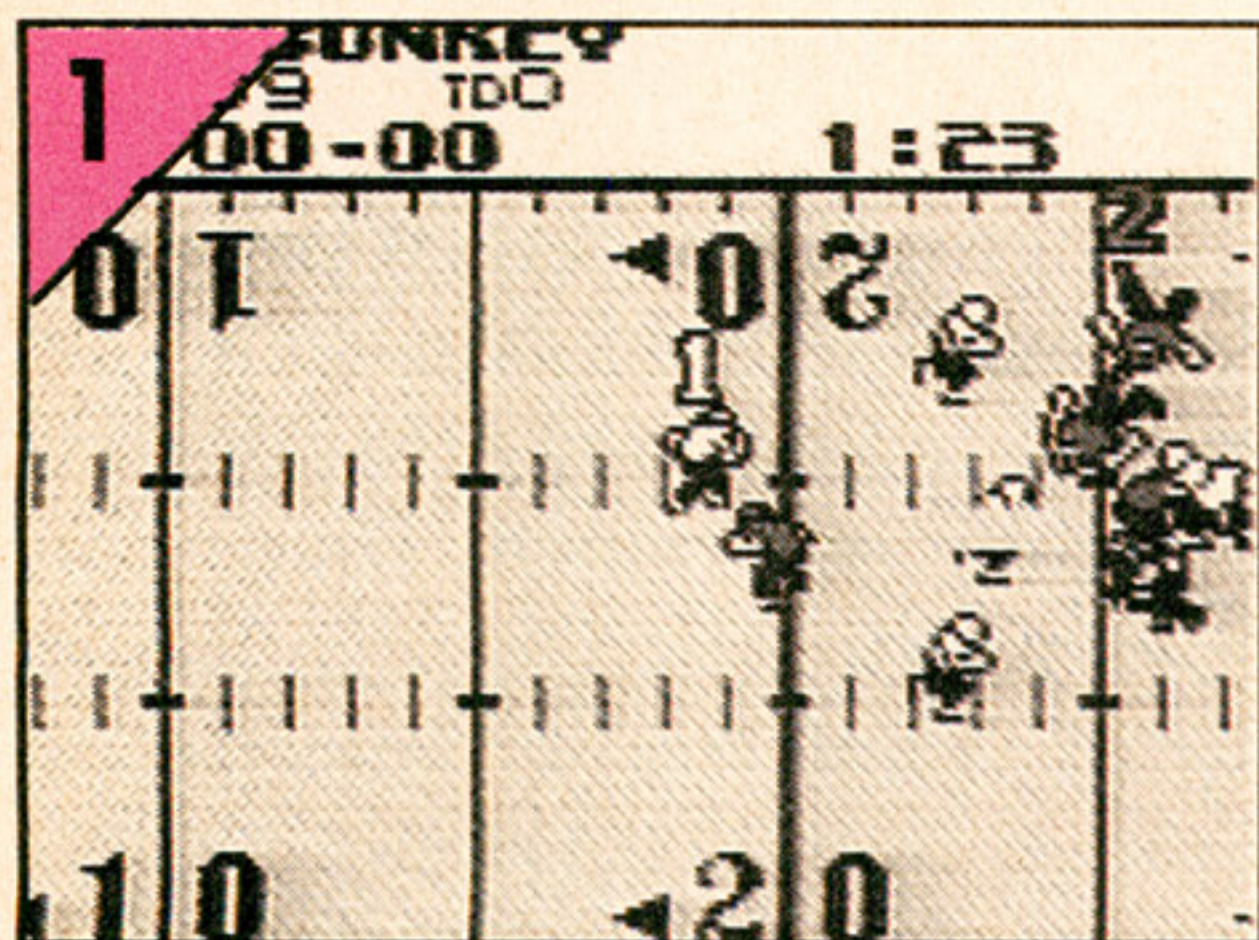
For those who haven't met the Addamses in black-and-white TV reruns, you could say that they're a slightly odd bunch. There's no other way to describe a clan made up of characters as colorful as Gomez, Morticia, Lurch, Pugsly, Wednesday, Uncle Fester, and a disembodied hand known simply as "Thing."

Arnold Schwarzenegger fans will be happy to learn that the rough-and-tumble Terminator is about to storm onto Game Boy screens. LJN's version is called *Terminator 2: Future Wars* and is slated for release this fall. The game is expected to follow the same plot as the film and the NES version (which is titled *Terminator 2: Judgment Day*). Players will assume Schwarzenegger's role as he travels back in time to wage a violent battle against another futuristic cyborg.

Ultimately, however, Ultra may be holding the luckiest hand of cards. Instead of gambling a

- 1 The USS *Enterprise* ventures off into worlds unknown in Konami's *Star Trek*.
- 2 Ocean's *Darkman* is about a scientist turned crime-fighter (the guy in the middle) who wears masks and full protective clothing to safeguard his synthetic skin.
- 3 Beetlejuice cleans house in his first LJN adventure for the Game Boy.

GAME BOY PLAYERS

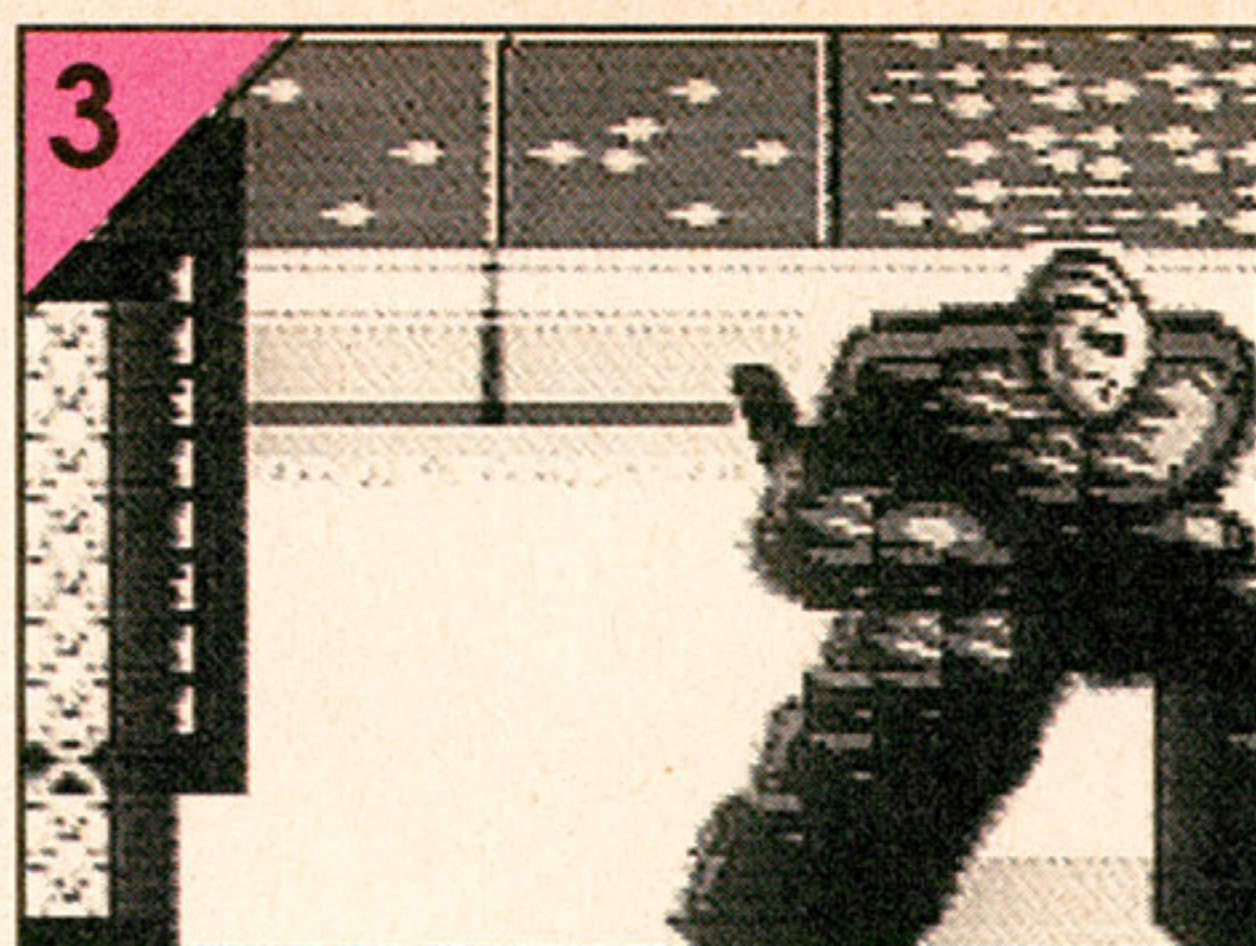
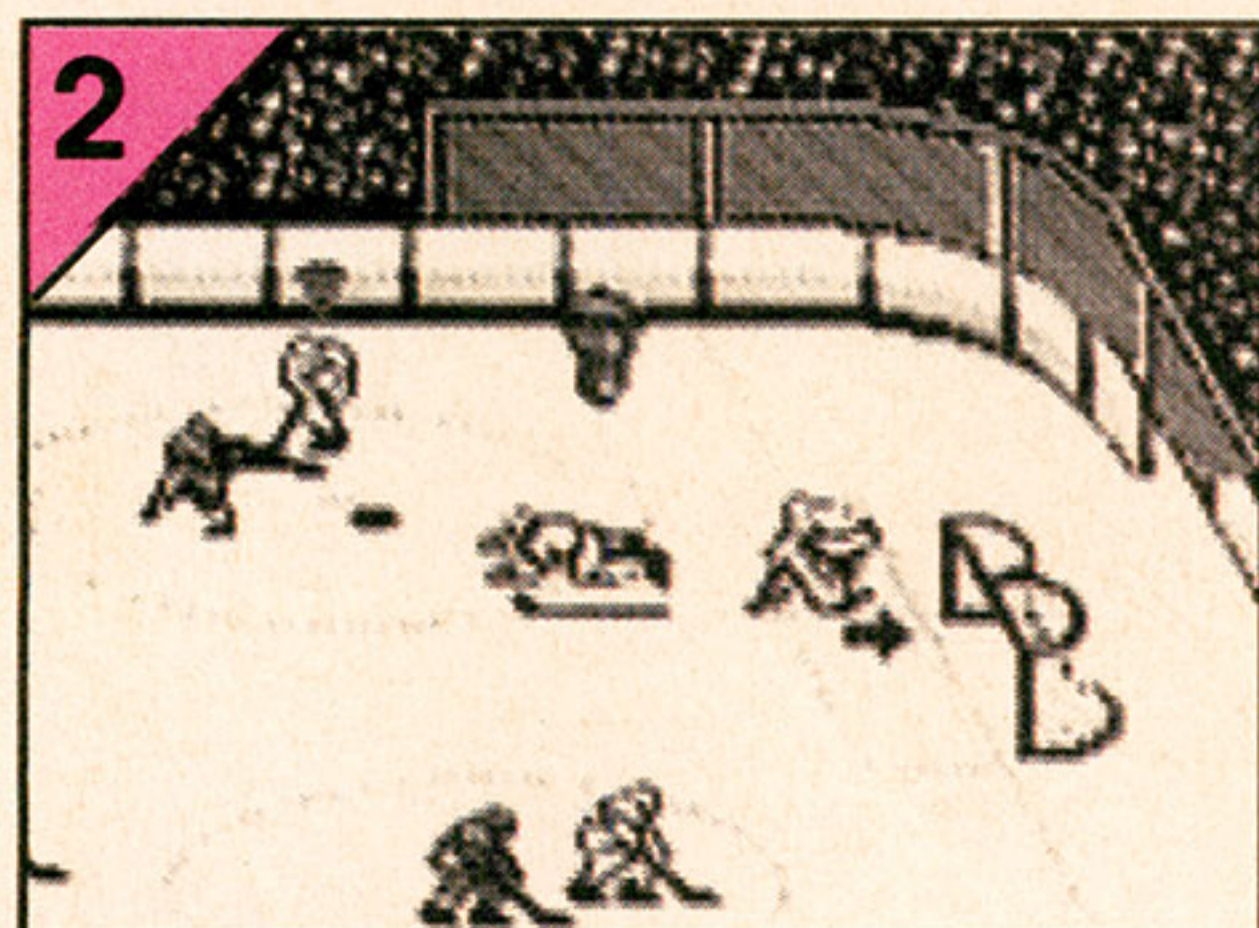


game on a *single* movie or TV show, Ultra is working on a videogame based on *six* major motion pictures and a classic TV show: *Star Trek*.

The Game Boy version of *Star Trek* is inspired by the original TV series (which first appeared in 1966) and the subsequent movies starring the original cast — not the current TV show, “*Star Trek: The Next Generation*.” As Captain James T. Kirk, you take command of the Federation Starship *USS Enterprise*. You can also assume the role of other crew members, including Dr. McCoy and Mr. Spock.

The sixth film in the *Star Trek* series is due at Christmas, and the Game Boy version should appear on store shelves in early 1992.

This fall, Sony Imagesoft will also bring forth another movie-based game: *Hudson Hawk*. The



summer film starred Bruce Willis as “the world’s coolest cat burglar.” Players will work through three levels of action that includes safecracking, burglary, and crawling through tunnels and air shafts.

Yet another adventure game in the works is *Darkman*, based on the 1990 movie. Ocean of America is working on the Game Boy version, which is about the ordeals and battles of a scientist disfigured in an explosion.

The irrepressible Beetlejuice is worming his way onto Game Boy screens, too. But LJN’s Game Boy version of *Beetlejuice* differs from its NES counterpart. It’s based primarily on the *Beetlejuice* cartoon, not on the movie which preceded it. As a result, this “ghost with the most” more closely resembles the animated Beetlejuice. In this story, Beetlejuice takes the liberty of inviting vacationing spooks to stay in his friend Lydia Deetz’s house. When Lydia hits the roof, Beetlejuice has to evict the gang of ghosts.

Big Leagues and Major Fun

The big story for sports fans is the long-awaited Game Boy version of *Tecmo Bowl*. Tecmo’s NES game clicked with football fans looking for a gridiron simulation of depth and clarity. The Game Boy version is structured like the original, with 12 teams competing in an 11-week season. The game can accommodate one or two players, who coach the teams and call the plays.

Interestingly, the NES and Game Boy versions of *Tecmo Bowl* will share a compatible password feature. This allows you to begin your drive for the championship on either game system and, before quitting the game, receive a password that records your progress. You can then enter the password to continue playing on either the NES or Game Boy!

Hoopsters haven’t been left out of the new crop of Game Boy games, either. Two new titles are bringing basketball action to the small screen: Konami’s *Double Dribble — 5 on 5* and Electronic Arts’ *Jordan vs. Bird: One on One*. The numbers in the titles should explain the main differences between the games. *Double Dribble* puts you in charge of a regulation-size basketball team, while *Jordan vs. Bird* lets you play a match against another individual player.

In several ways, *Double Dribble — 5 on 5* is like a basketball cousin of *Tecmo Bowl*. For one thing, there are a number of teams from which to choose, and your real goal is not to win just one game, but rather to lead your squad through a championship season.

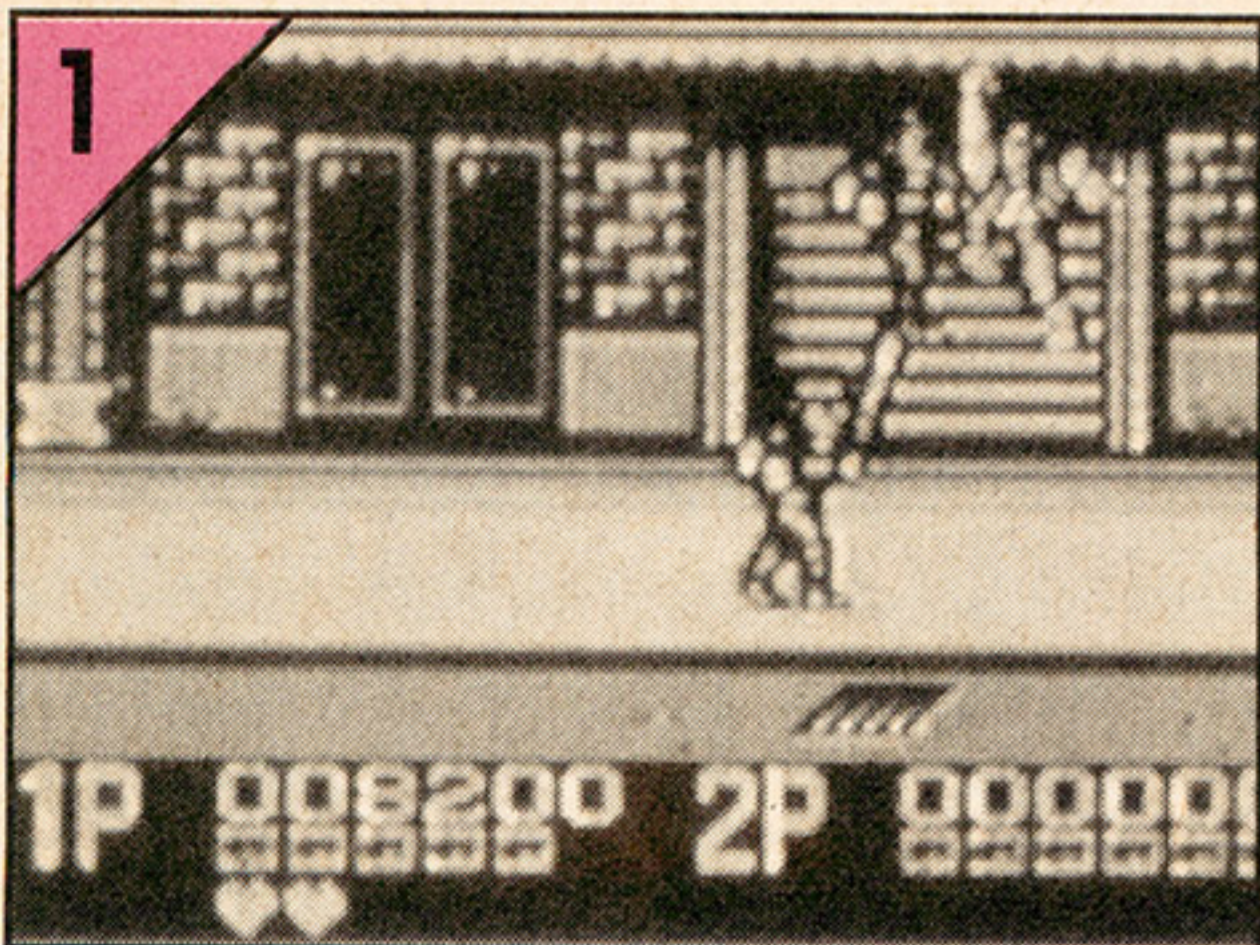
Jordan vs. Bird stars two athletes whose basketball skills are practically world-famous: Michael Jordan and Larry Bird. The game pays attention to the styles of its stars and incorporates their trademark moves into the flow of a one-on-one match. You can either play against the computer or, with a

1 *Tecmo Bowl* has plenty of football action, plus a password feature that’s compatible with the hit NES version!

2 In Konami’s *Blades of Steel*, arrows indicate which team has possession of the puck and which skater you’re currently controlling.

3 *Blades of Steel* boasts some impressive graphics, such as this screen when you score a goal!

GAME BOY PLAYERS



Game Link cable, challenge a friend. Two other modes of play concentrate on each star's special area of expertise. Air Jordan challenges any takers to a slam-dunk contest, while Bird hosts a three-point shootout.

The most popular hockey game for the NES has also been translated to the Game Boy. Ultra's *Blades of Steel* has three skill levels (practice, exhibition, and tournament) and accommodates one or two players. Everything from passing to slapshooting is simulated — and that includes fighting and penalties (a true part of this very aggressive sport). Scoring and fighting scenes are shown in special closeup views.

Few golf games have been converted to the Game Boy, but Tradewest hopes to remedy the situation with *Jack Nicklaus Golf*. It's still in development and isn't scheduled to appear in stores until early 1992.

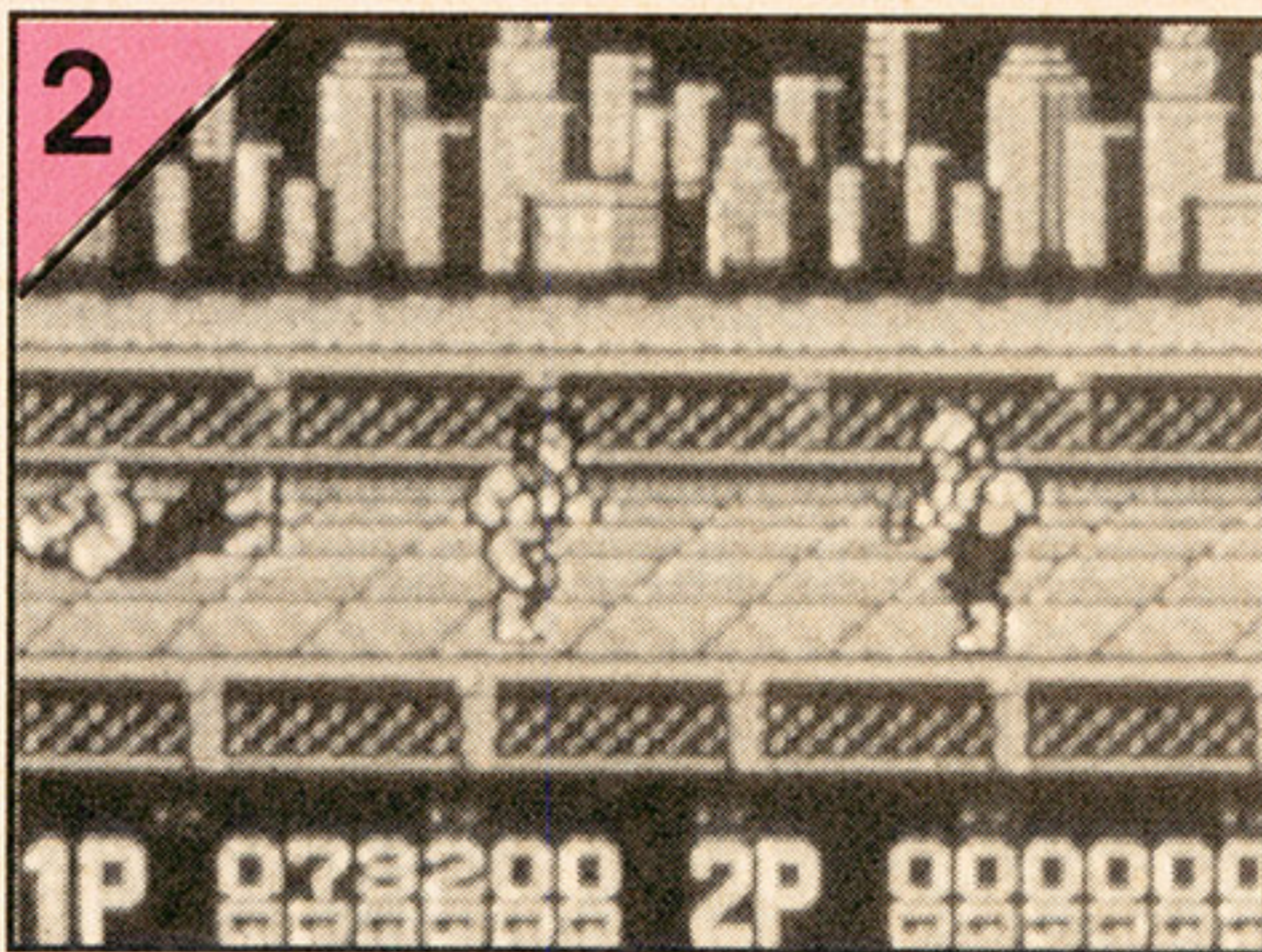
Second Helpings

Some of the most eagerly awaited games have already proven their popularity once. These are the sequels, and this CES saw the announcement of several blockbuster titles.

Leading the list is Konami's *Teenage Mutant Ninja Turtles II*. Once again, the celebrated Turtles are pitted against the evil Shredder and Krang while trying to rescue their friend, April O'Neil. This time, the action takes place in underground elevators and buildings, as well as on rooftops and highways. *Teenage Mutant Ninja Turtles II* will also have multiple difficulty levels.

There's more martial-arts action on the way for *Double Dragon* fans, too. The popular NES game first appeared on Game Boy screens in Tradewest's *Double Dragon*. Now Acclaim has taken up the cause and is presenting *Double Dragon II*. The hero, Billy Lee, has been framed for a crime he did not commit. With his brother Jimmy helping him as backup muscle, Billy punches and kicks his way through 13 levels of enemies. Acclaim plans to put some new martial-arts moves into *Double Dragon II* as well.

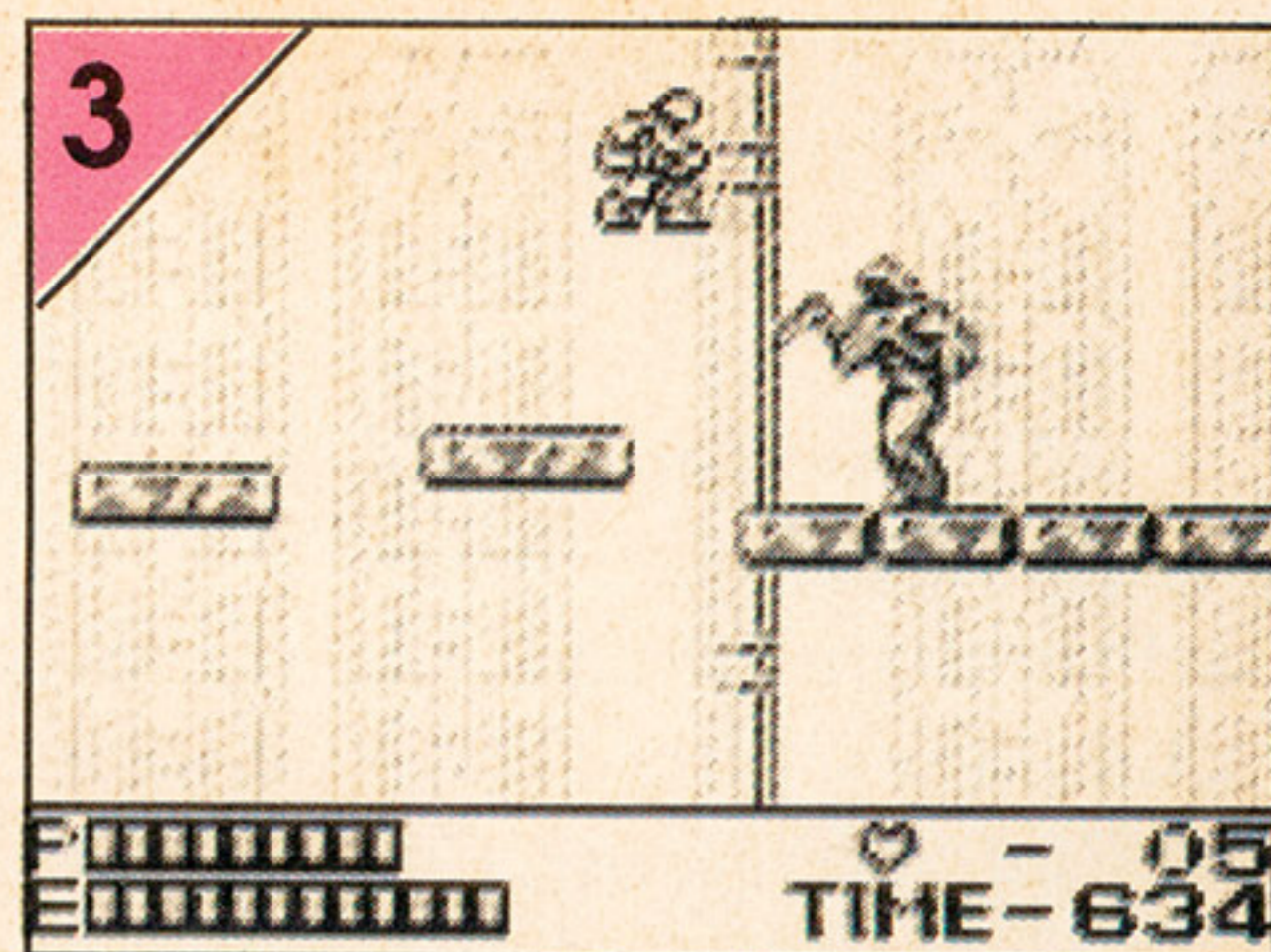
The Castlevania series has also enjoyed enormous success, with three NES games and one Game Boy version. Konami is betting that fans are ready for another: *Castlevania II: Belmont's Revenge*.



1 Billy Lee's totin' a big stick, and he's ready to use it in Acclaim's *Double Dragon II*.

2 A dark city looms in the background as another fight begins in *Double Dragon II*.

3 The situation looks grim indeed as Simon leaps into action against this Reaper in Konami's *Castlevania II: Belmont's Revenge*.



The supernatural adventure takes place in four castles, each hiding its own mysteries and dangers. Five sinister bosses try to thwart your quest.

Two other sequels are Mindscape's *Paperboy 2* and FCI's *Boxxle II*. In *Paperboy 2*, you'll experience the trials and tribulations of daily newspaper delivery. This time, Paperboy faces some of the same hazards as before (hostile dogs, agitated housewives, and so on), but he'll also be biking through some new neighborhoods and unpredictable weather.

In *Boxxle II*, you're Willy, a hard-working warehouse worker. His girlfriend, Wanda, has been abducted by aliens. The only way to save her is to return to the warehouse and commandeer a rocket. *Boxxle II* features 120 different screens and allows you to design your own puzzles.

...And Still More!

There are even more new games we want to tell you about, but we're running out of room! So next month, we'll talk about the following new arrivals: Tradewest's *Battletoads*; Accolade's *Missile Command* and *Asteroids*; Hudson Soft's *Adventure Island*; ASCII's *Doomsayer*; Irem's *Hammerin' Harry*; Meldac's *Battle of Kingdom* and *Wordhai*; Nintendo's *Lunar Chase*, *Metroid*, and *Kid Icarus of Myths and Monsters*; Ocean's *Hunchback*; Mindscape's *Marble Madness*; and Tecmo's *Ninja Gaiden: The Arcade Game*.

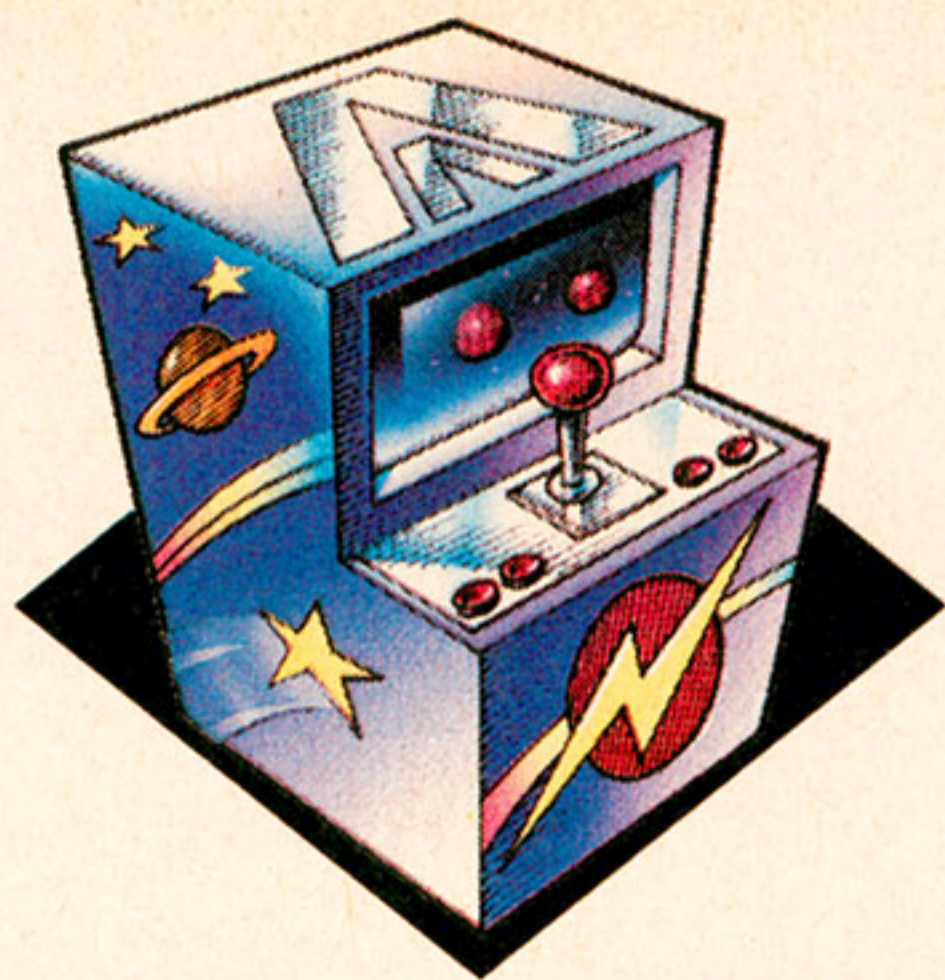
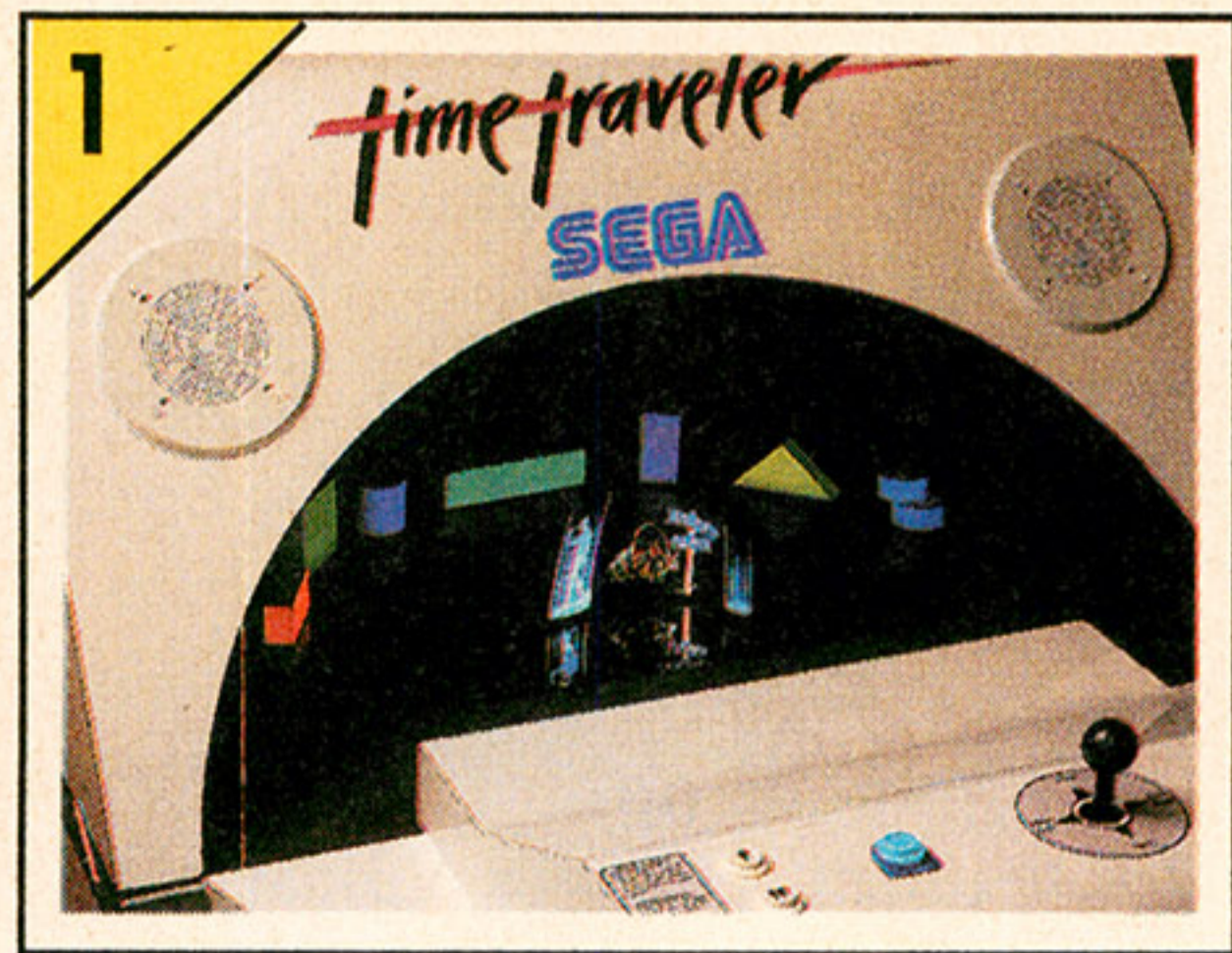
GP

I've finally figured it out — the game designers at Sega aren't really from this planet at all. They're actually a race of hyperintelligent pan-dimensional beings who are visiting Earth to share their advanced game technology with us. Think about it: *Out Run*, *Afterburner*, *Galaxy Force*, *G-LOC*, *Rad Mobile*, the R360 Super Rolling Simulator...each and every one pushed the envelope of reality and excitement.

Now, with the release of *Hologram: Time Traveler*, Sega has truly brought us into a new age of entertainment. In *Time Traveler*, you don't watch videogame graphics on a flat TV screen; you manipulate three-dimensional images of real people combined with computer-generated special effects!

Remember the scene in the movie *Star Wars* in which Chewbacca and R2D2 are playing an animated holographic chess game? *Time Traveler* is uncannily close to that science-fiction vision of the future. The game characters resemble miniature people as they move about on a darkened stage directly in front of your control panel. And the stage is completely open — no layer of glass separates you from the action or the characters. It looks like you could just reach in and pick them up like dolls. But when you try, you'll find yourself grasping at thin air!

How does it work? Despite the word "hologram" in the game title, it's not true holography. Instead,



ARCADE ACTION

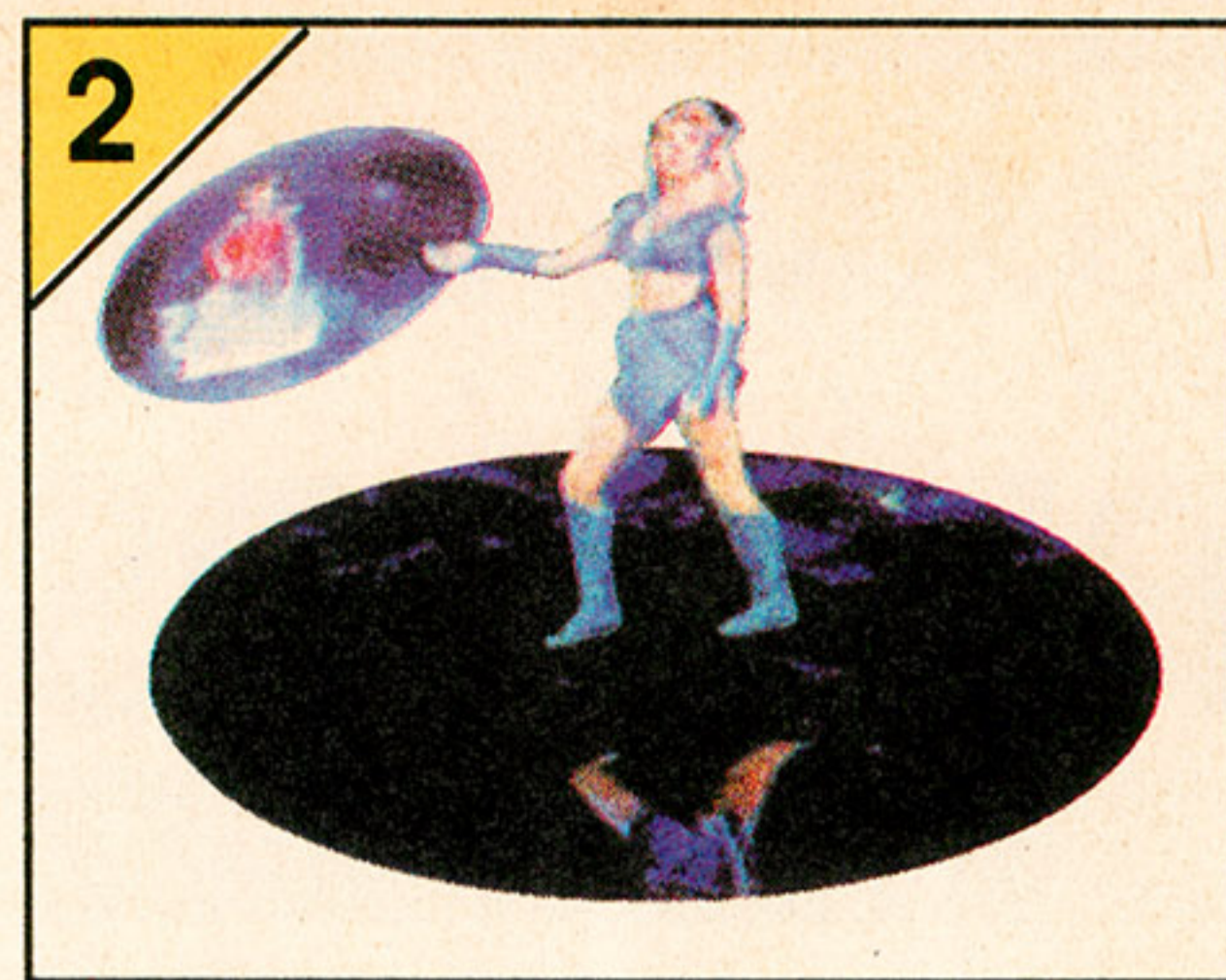
Hologram: Time Traveler

Scott Wolf

1 All of the action in *Hologram: Time Traveler* takes place on an open stage directly in front of you. (The final design of the cabinet may vary from this prototype.)

2 The game characters are three-dimensional images of real actors and actresses. They appear in full color with lifelike animation.

it's done with mirrors. *Time Traveler* achieves its convincing 3-D effects by projecting images from a conventional video monitor onto a 20-inch spherical mirror with a special black concave surface. The "stage" on which the images are projected acts as a shield to keep the projections from being obliterated by outside room light. The images themselves are stored on a heavy-duty laserdisc player and



consist of live footage of real actors and actresses. You're watching a clever optical illusion — a magic trick.

The character you control is Marshal Gram, a goofy cowboy chosen by the Galactic Federation to rescue the lovely Princess Kyi-La, who has been kidnapped by the evil scientist Vulcor. In addition to saving the princess, of course, you also have to save the universe from destruction.

To do all this, you navigate the streams of time through seven different eras. You'll battle cave-men, cowboys, Indians, ninja warriors, armored knights, street punks, robots, and baseball players (!?). The laserdisc contains 60 different scenes, so you'll rarely play the same game twice.

Before the game starts, there's a quick training course in which the princess teaches you the basics. *Time Traveler* is controlled by three simple devices. The joystick makes Marshal Gram move left or right and jump or duck. The attack button tells him to shoot, punch, or stab. And the Time Reversal Cube — well, more on that in a moment.

Time Traveler plays a lot like *Dragon's Lair*, the first laserdisc game, which hit the arcades in the early 1980s. Instead of controlling every movement of your game character, you choose certain actions at critical instants. Your success depends largely on making the right move at precisely the right time. In fact, Rick Dyer, the inventor

ARCADE ACTION

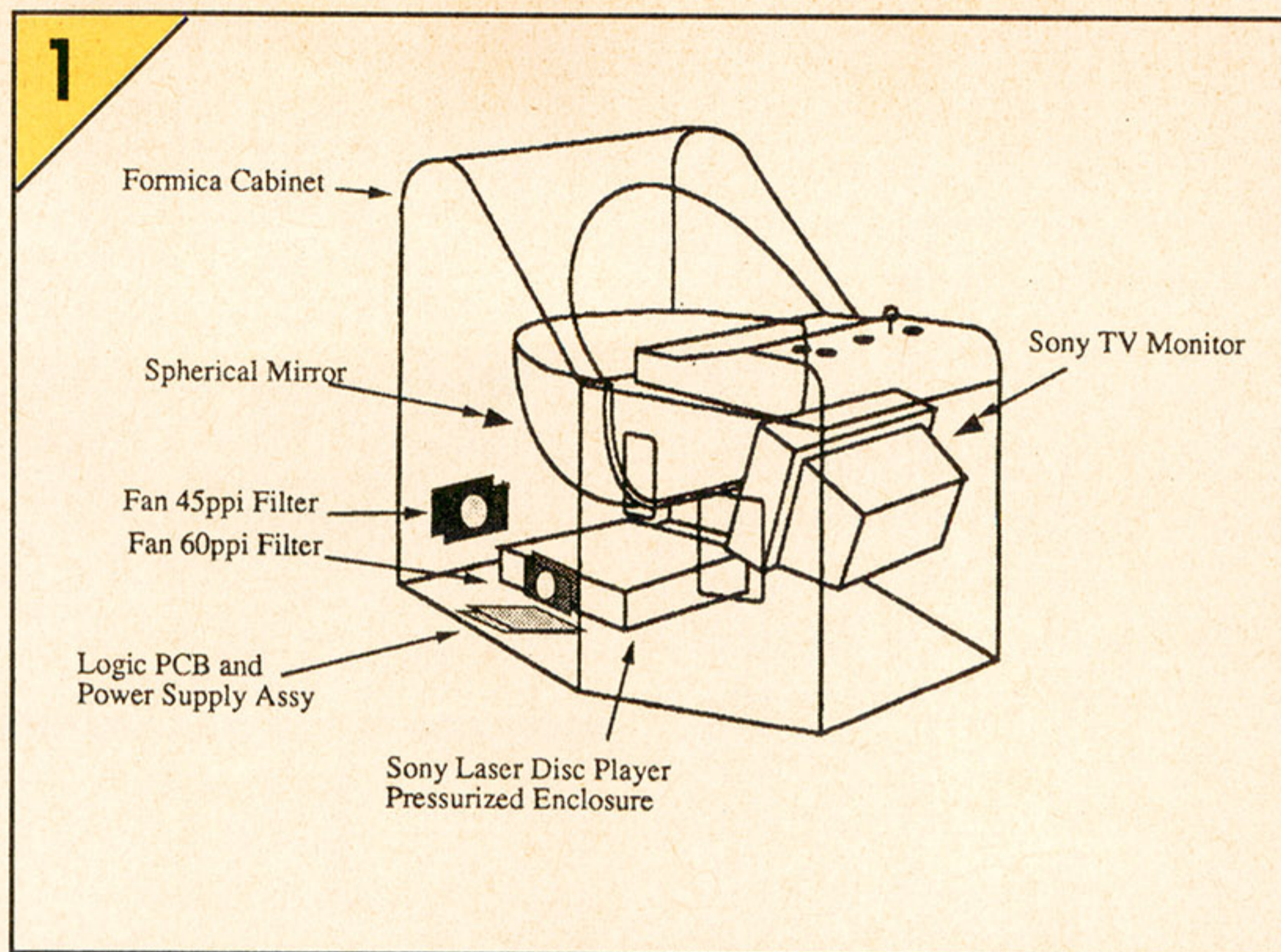
1 This cutaway diagram shows the internal layout of the laserdisc player, video monitor, spherical mirror, filtered cooling fans, and other components.

2 How it works: Video footage stored on a laserdisc is reflected from a video monitor onto a special mirror, then projected onto the stage.

of *Dragon's Lair*, was a key member of the *Time Traveler* design team. But the action in *Time Traveler* is seamless, with none of the annoying disc-access delays that plagued *Dragon's Lair* and other early laserdisc games.

You begin *Time Traveler* in the year 1873 with three lives and one Time Reversal Cube. And three lives is all you get. Unlike some arcade games, *Time Traveler* doesn't let you buy continues by dropping in more quarters after you lose your last life.

If you survive the dangers of the Wild West, visit the Trader to purchase additional Time Reversal Cubes. These cubes are the next best thing to continues—they give you a chance to escape death by turning back time. If you replay the sequence in which you were killed, hopefully you'll get it right the second time around. Sometimes a flash of blue light warns you of danger, but don't wait around for it. Additional help also comes from a wacky wizard who occasionally appears when you've been killed. He'll pass on such words of wisdom as, "Maybe you

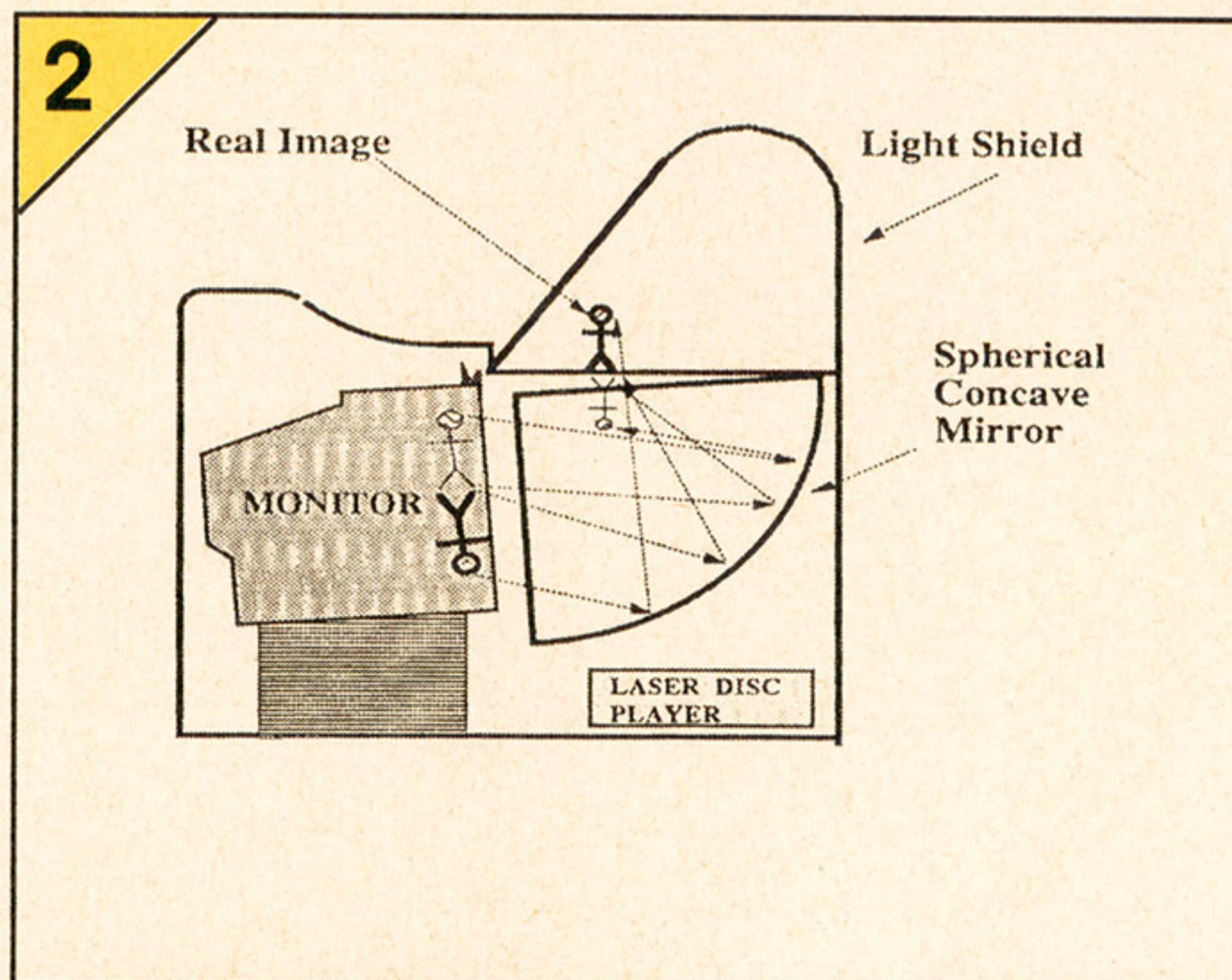


should have ducked!"

After you've finished a time period, you can choose another era from the map of time and jump through the time portal (holy Time Bandits!). Will it be 50,000 B.C. for a fairly one-sided fight against club-wielding cavemen (and cavewomen)? Or 2173, the Age of Science, when your opponents are robots, energy balls, and deadly rocket ships? Perhaps you'd like to test your mettle against ninja warriors in 1350, or battle drug dealers and chainsaw zombies in post-holocaust 1998. There's also an Age of Magic where all is not what it seems. You may even get diverted to Hellgate, where gambling with the devil might win you a precious extra life.

You must finish all six eras before facing the evil Vulcor in the year 2552. That's where Princess Kyi-La awaits you, imprisoned and helpless. It takes some pretty fancy footwork at this point to keep from becoming just another grain in the sands of time. But if you triumph, all of the grateful inhabitants of the game-world dance joyfully in celebration of your victory.

OK, so it's a pretty corny plot straight out of a Nintendo game. But it hardly matters, because the 3-D effects in *Time Traveler* are so stunning that anything more involved would probably trigger a massive sensory overload. Besides, I'm certain that the Segans will give us more when they feel we're ready.



GP

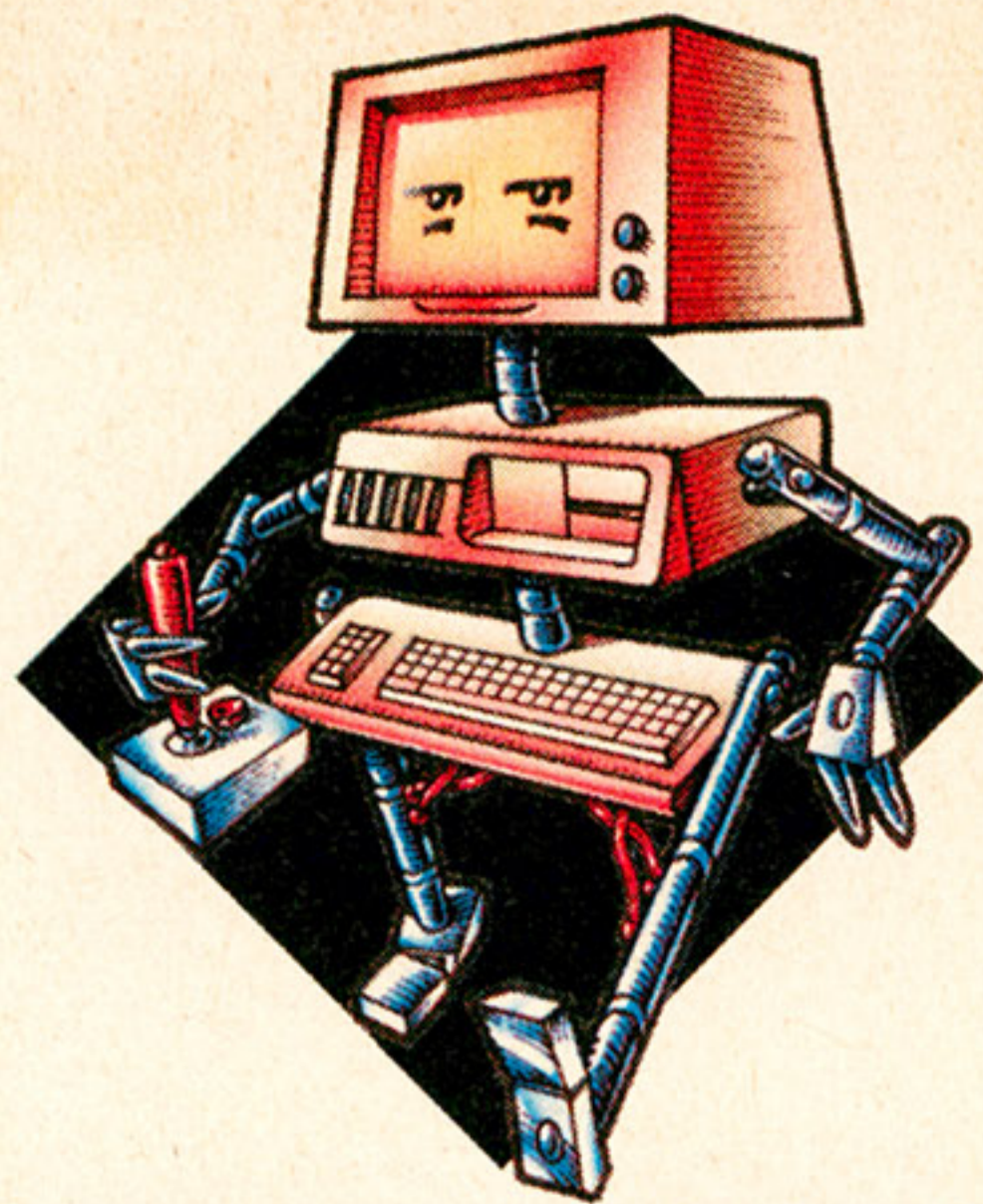
Before the Summer Consumer Electronics Show opened in Chicago on June 1, the biggest media buzz concerned the debut of the much-talked-about Super Nintendo. But that wasn't the *only* news at the show by far. Over in the computer area, great games and simulations dazzled spectators on every side. It was obvious that game designers are pushing toward true high-fidelity sound, unprecedented graphics and animation, and ideas and themes of near-literary depth and creativity. "The New Hollywood"? Not yet, but we're getting close.



Take Konami, for instance. Although it's a giant in the videogame world, Konami's occasional PC releases have mostly been simple conversions of its Nintendo hits — often of only marginal interest to PC owners. But at Summer CES, Konami revealed vastly improved conversions of arcade hits and a wide-ranging host of original titles for PCs.

For instance, Konami showed PC editions of *Teenage Mutant Ninja Turtles*, *Bart Simpson's Adventure*, and *Back To the Future III*. But *TMNT* comes in two flavors: a straightforward arcade game similar to the Nintendo hit, and an elaborate role-playing adventure with very different graphics and style.

Some of Konami's original PC titles look interesting, too. *Champions*, based on a popular paper game, lets you create your own comic-book superhero and lose yourself in all sorts of wild, free-



PC PLAYERS

PC Games at Summer CES

William R. Trotter

- 1 *Back to the Future III* (Konami)
- 2 *Ultima VII: The Black Gate* (Origin)
- 3 *Wing Commander II* (Origin)

form adventures. This sophisticated program contains over a million variables relating to costumes, characters, powers, and vulnerabilities! *Riders of Rohan* is an attractive Tolkienian fantasy adventure licensed from Spinnaker. And as an indication of the sheer range of Konami's new PC offerings, *Baseball Card Collector* is an organizing and filing program for serious card hounds.

We saw more outstanding games and simulations than we have room to cover this month, but

nobody topped Origin's awe-inspiring, drop-dead presentation of *Ultima VII: The Black Gate*, *Wing Commander II*, and Chris Roberts's new masterpiece, *Strike Commander*. The last title is a thundering role-playing adventure (based on the *Wing Commander* engine) set in the early 21st century.

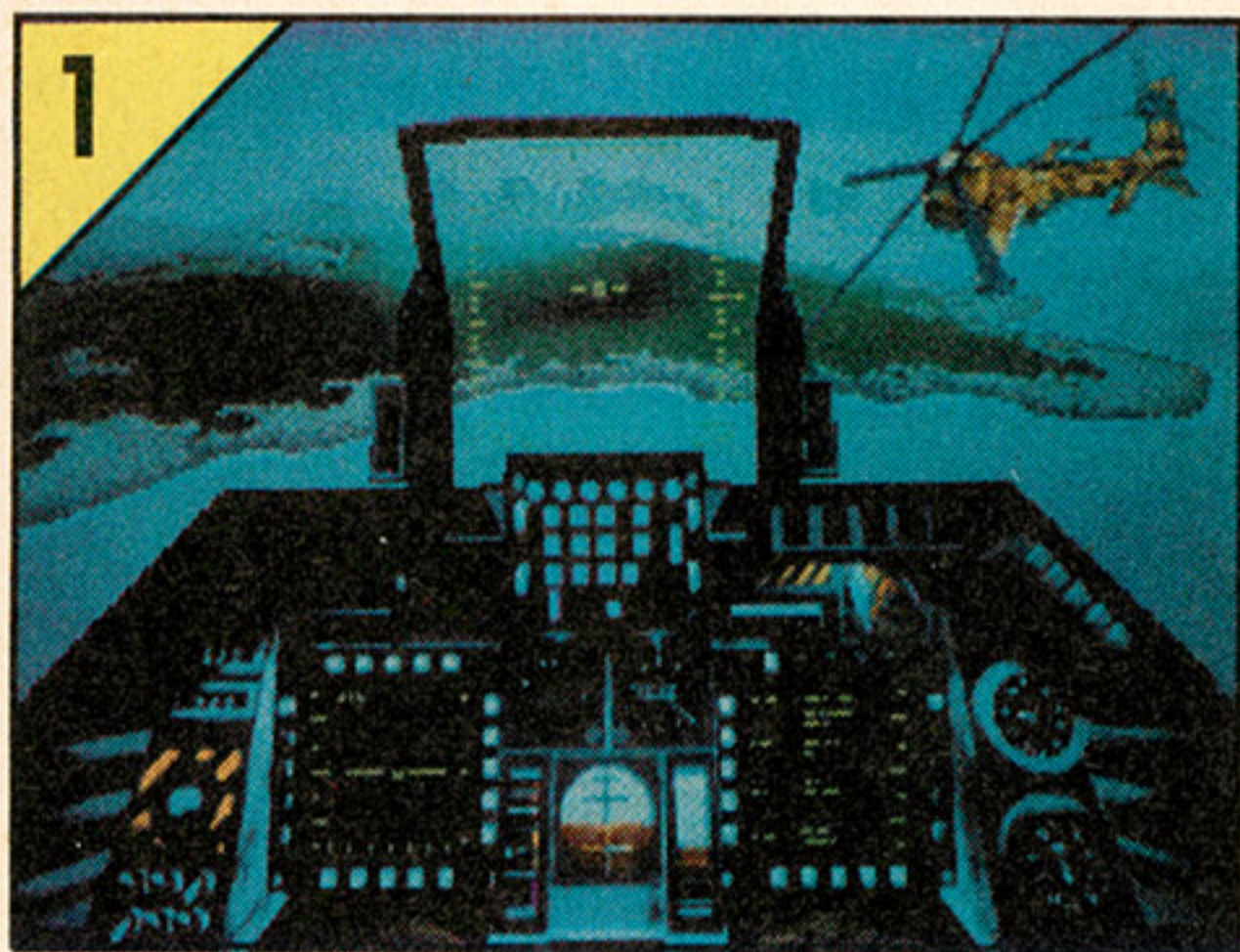
After observing some stunningly beautiful scenes from *Ultima VII*, and after listening to Richard Garriott's visionary, almost messianic, explanation of the game's concept, we came away convinced that this adventure is one of the most ambitious fantasy role-playing games ever conceived. Certainly the new player interface Garriott has designed for the game is revolutionary and sure to provoke strong response, if not controversy.

RPG fans can also look forward to the second game in Interplay's critically acclaimed *Lord of the Rings* series: *The Two Towers*. There have been other Tolkien games, of course, but none that show as much respect for the original stories as Interplay's — a trait that was also very much in evidence in Interplay's new *Star Trek* RPG. Published to honor the show's 25th anniversary, it may be



PC PLAYERS

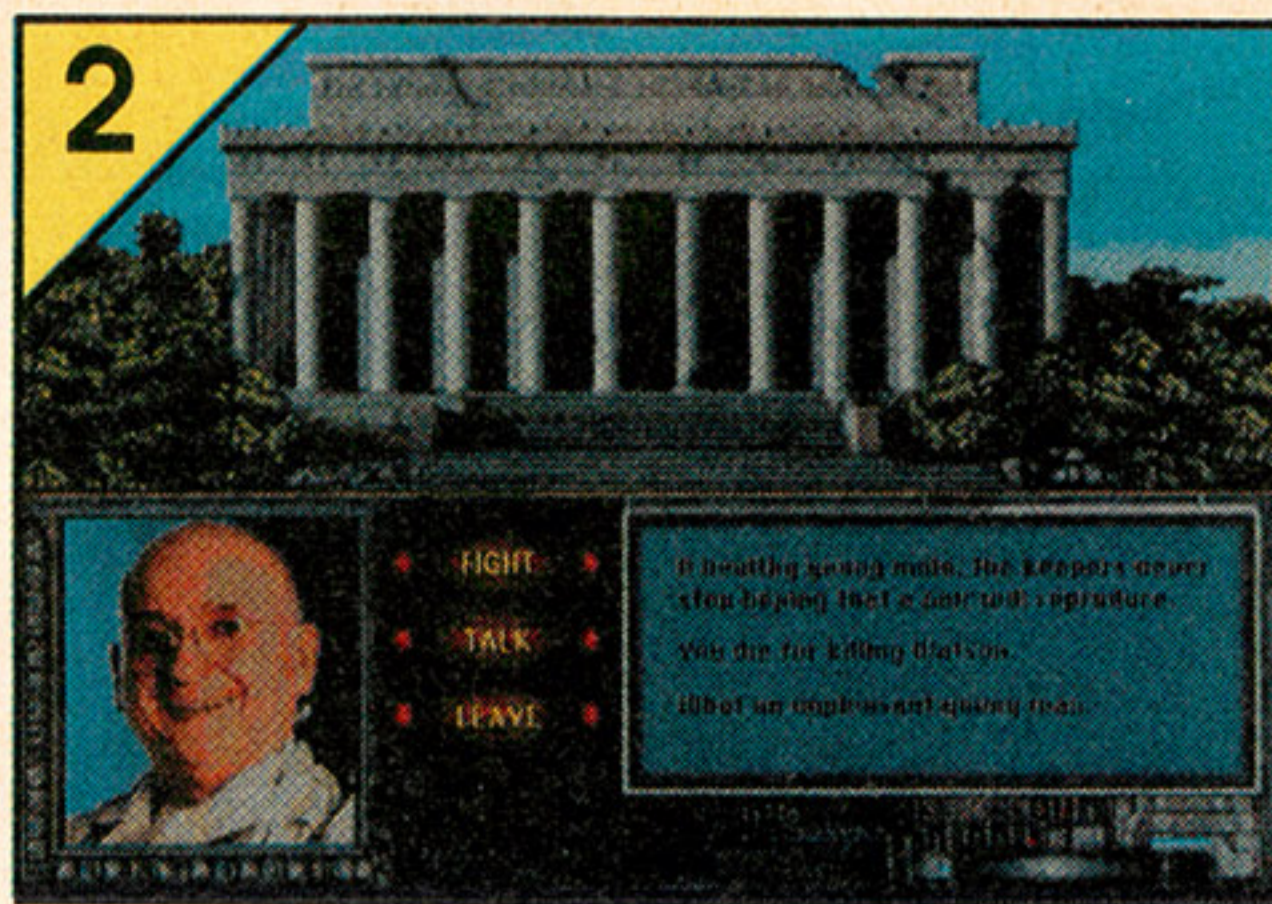
- 1 *Strike Commander* (Origin)
- 2 *Detectron* (Cineplay Interactive)
- 3 *The Adventures of Robin Hood* (Sierra)
- 4 *The Adventures of Willie Beamish* (Sierra)
- 5 *Les Manley: Lost in L.A.* (Accolade)



the best "Star Trek" game yet, regardless of format. Interplay will also respond to consumer demand by issuing an adventure construction set for its classic *Bard's Tale* series.

SSI's hugely successful *Advanced Dungeons & Dragons* series continues with *Gateway to the Savage Frontier*, *Eye of the Beholder II*, and *Pools of Darkness*. New World Computing showed a splendid-looking *Might and Magic III*, featuring an all-icon player interface and three times as many graphics screens as *M&M II*. Sir-Tech previewed a new Wizardry game, *Crusaders of the Dark Savant*, with graphics that looked about 1000 percent better than the artwork in *Bane of the Cosmic Forge*.

And one late-breaking piece of

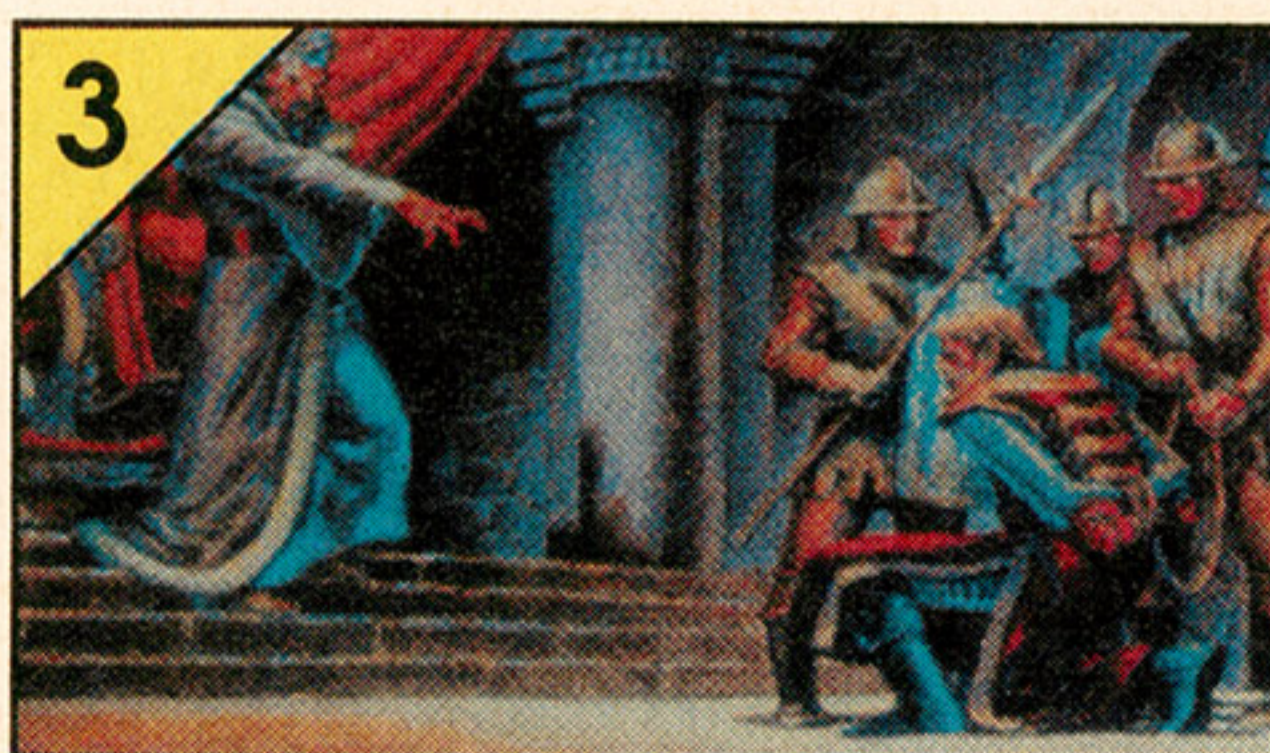


news generated a lot of interest: a joint venture between Kellyn Beck (the creator of *Centurion*, *Defender of the Crown*, and other classics) and the legendary Claymation studios, now in production with a futuristic RPG called *Detectron*. It'll be released by Cineplay Interactive.

Fans of Conan the Barbarian will be glad to know that Virgin Games is going back to Robert E. Howard's original stories, rather than to the Arnold Schwarzenegger movies, for the next Conan adventure. Virgin has also taken to heart the criticisms leveled at last year's *Sword of Excalibur* and has produced a sequel, *Vengeance of Excalibur*. It retains the gorgeous graphics of the original, but appears to offer a much improved play system.

Sierra was at Summer CES with a triple-header, starting with the eagerly awaited *Leisure Suit Larry V*, continuing with *The Adventures of Robin Hood* (by the same design team that did *Conquests of Camelot*), and finishing with *The Adventures of Willy Beamish*. The last game is intended for younger players, but its delightful animation and rollicking good humor might attract many adults as well.

Accolade hopes good lightning will strike twice when it brings out



Les Manley: Lost in L.A., with a sharply satirical look at the Southern California lifestyle. *Elvira II: The Jaws of Cerberus*, also from Accolade, looks even more lush (and more gory) than its predecessor.

Lucasfilm previewed two stylish new games: *Monkey Island II: LeChuck's Revenge* and *Indiana Jones and the Fate of Atlantis*. The Indy game is the first one *not* based on a hit film, but it has all the right ingredients. Indy departs on a quest for the legendary power source of the lost continent—and, of course, the Nazis want it, too.



Darned if we know what category of game *Sim Ant* fits into, but Maxis Software's simulation of an entire hexapod civilization is one of the loopyest, freshest, and most captivating programs we've seen since...well, since *Sim City*. If you liked either of the first two *Sim* games, you'll want to check out this one as well. And don't forget to engage the Silliness toggle so you can watch the warrior-ants attack each other with cries of "Saxon dog!" and "Mongol pig!"

Other than *Sim Ant*, there weren't many simulations at Summer CES, although Psygnosis once



PC PLAYERS



again showed off an amazing flight simulator that uses fractal graphics on Commodore's CDTV. It's still at least a year away from release, but it blows away anything now available on PCs and elicited gasps of wonder from everyone who saw it.

There weren't too many war games, either. Psygnosis, Three-Sixty, and Ubi Soft were showing abstract strategic games—*Armour-Geddon*, *Theater of War*, and *Battle Isle*, respectively — that looked promising. Of the two Middle East war games on view, Three-Sixty's *Patriot* looked the most interesting, if only because it applies the technology of *Harpoon* to a land-based conflict. SSI's *Conflict: Middle East* could be a sleeper, but it's based on *Red Lightning*, a rather



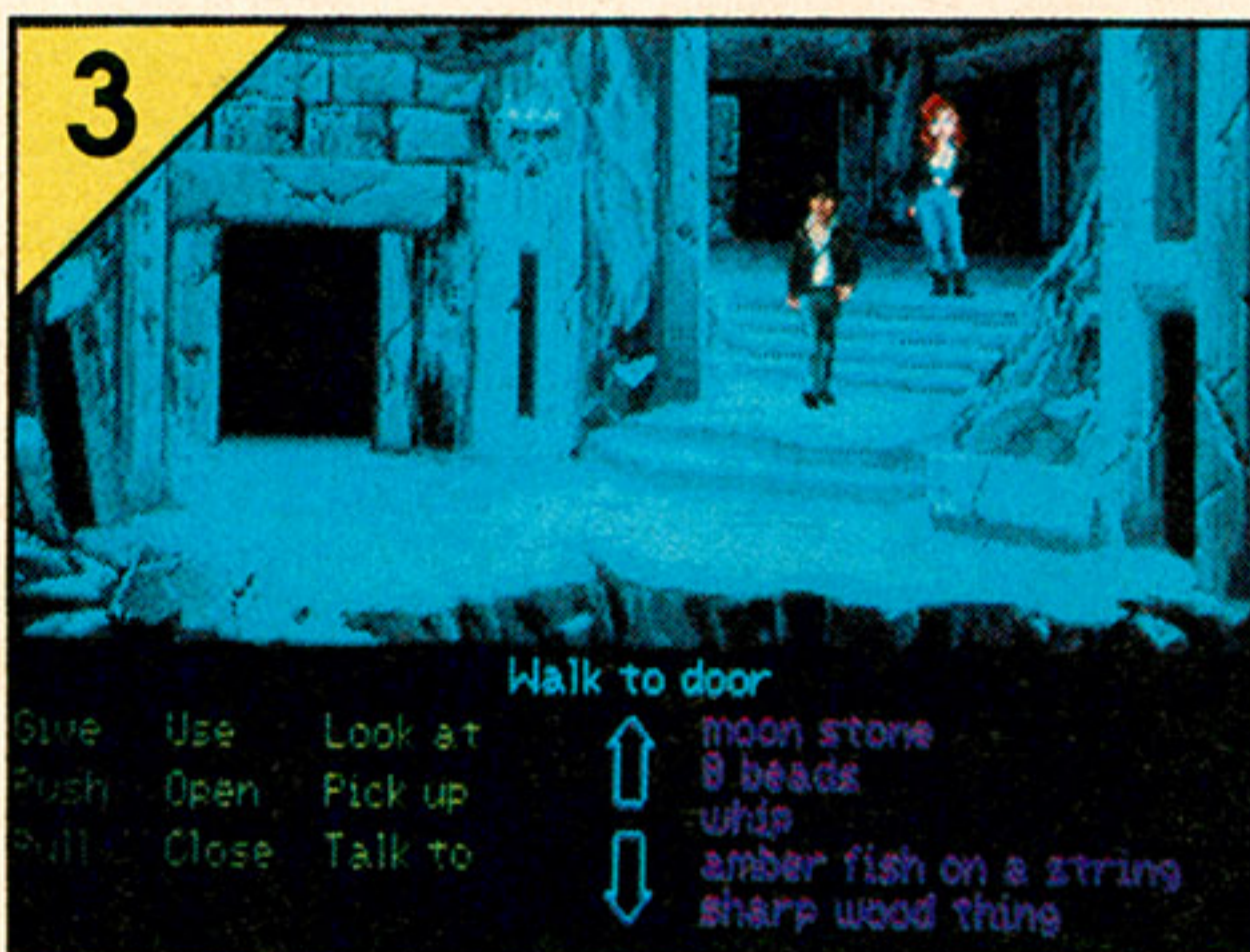
ponderous war game.

The most exciting historical war game was Chris Crawford's massive Battle of the Bulge simulation, *Patton Strikes Back*. This one could become a classic, like Crawford's groundbreaking *Eastern Front* from a decade ago.

Fans of the offbeat guerrilla war game *Midwinter* will be happy to learn that MicroProse is readying a huge sequel entitled *Flames of Freedom*. MicroProse also showed samples of an impressive PC version of *Twilight: 2000*, a post-apocalypse RPG.

Puzzle game addicts can look forward to *Super Tetris* and *Wordtris*, both from Spectrum HoloByte. *Wordtris* perhaps drew the biggest crowds, since it combines the best features of both *Tetris* and *Scrabble*.

Sports games, as always, were well represented. SSI was extremely proud of *Tony LaRussa Ultimate Baseball*. Three-Sixty unveiled *1992 Winter Olympics*, and Accolade showed off what looked to be a top-notch gridiron simulation in *Mike Ditka's Power Football*. Football fans who like to bet in the office pool should take a look at



Villa Crespo's *Pro Football Analyst*, an astonishingly detailed and well-organized program of football stats that's a virtual encyclopedia of data, as well as a very helpful aid for anyone seeking to place an informed bet on the results of a pro football game.

And finally, those creative folks at Disney Software came up with several delightful products, including a Roger Rabbit epic, *Hare-Raising Havoc*, that had some of the best sound we've ever heard in a PC game. Disney's PC version of *The Rocketeer* looks great, but more interesting, in our opinion, is *Stunt Isl nd*, a "filming simulation" that permits chair-borne daredevils to design and record all kinds of breathtaking aerial stunts. **GP**



- 1 *Elvira II: The Jaws of Cerberus* (Accolade)
- 2 *Monkey Island II: LeChuck's Revenge* (Lucasfilm)
- 3 *Indiana Jones and the Fate of Atlantis* (Lucasfilm)
- 4 *Conflict: Middle East* (SSI)
- 5 *Twilight: 2000* (MicroProse)
- 6 *Tony LaRussa Ultimate Baseball* (SSI)

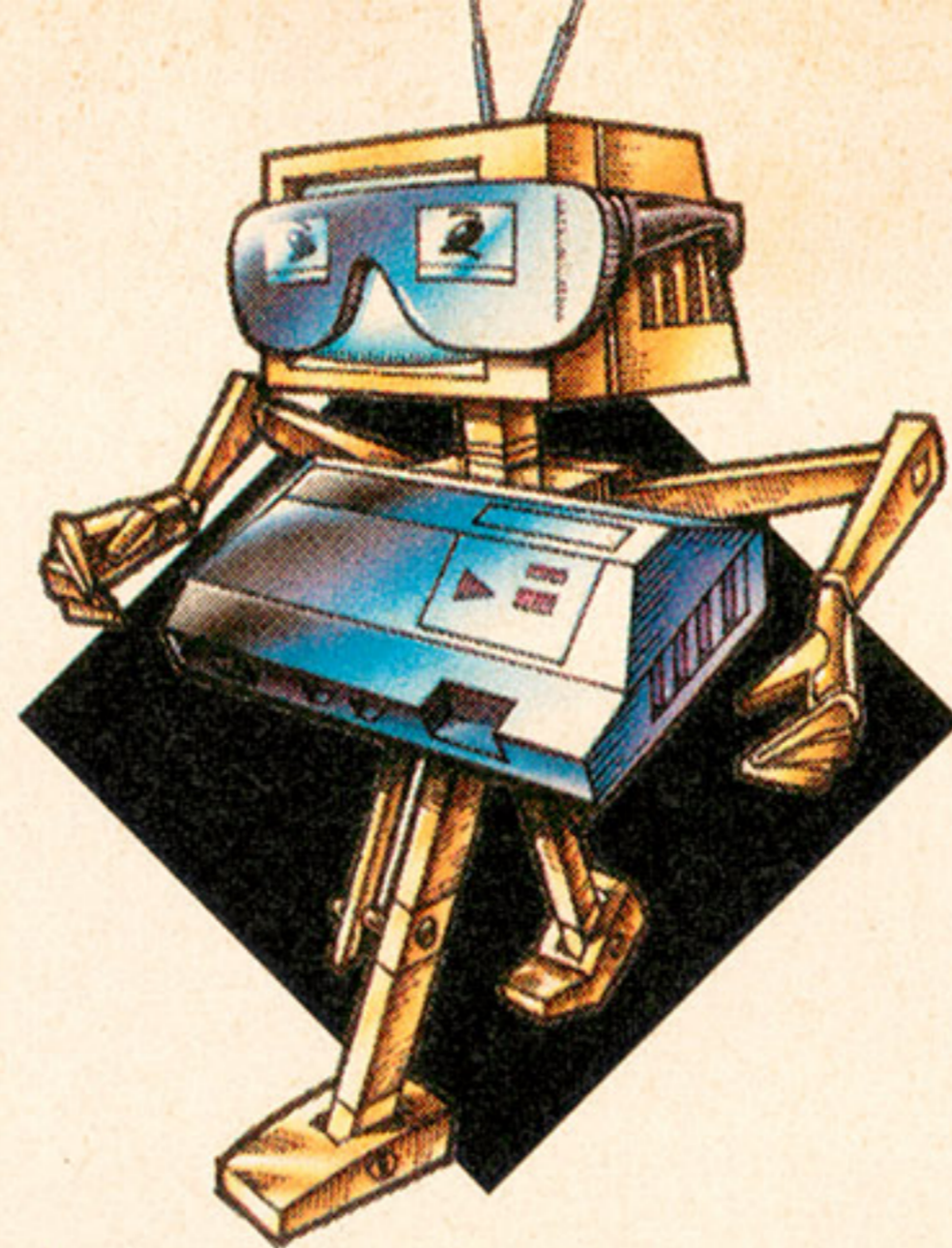
We've just returned from the Summer Consumer Electronics Show — the show-place for new videogames. Perhaps the biggest Genesis news of the show was Sega's announcement of the Genesis CD-ROM player. Although it's been known for well over a year that Sega would eventually bring out a CD player for the Genesis, it's finally official.

CD-ROM players use compact discs like the Genesis console uses cartridges — except that a compact disc can store hundreds of times more information than a cartridge. In fact, a single compact



disc can hold more than 360 times as much data as the largest Genesis game to date, *Star Control* (about 4,400 megabits versus 12 megabits). That means more room for detailed graphics, for longer and more challenging games, and compact disc-quality music and sound effects.

Best of all, Sega's CD player will contain special hardware for scaling and rotation. *Scaling* allows an object to seem to zoom toward or away from you on the screen, while *rotation* allows objects to spin



SEGA PLAYERS

Genesis CD-ROM!

Matthew A. Firme

- 1** The Sega Genesis CD-ROM player will be available in Japan this fall and in the U.S. next spring.
- 2** The CD player fits neatly beneath the Genesis console.
- 3** *NHL Hockey* (Electronic Arts).
- 4** *Starflight* (Electronic Arts).

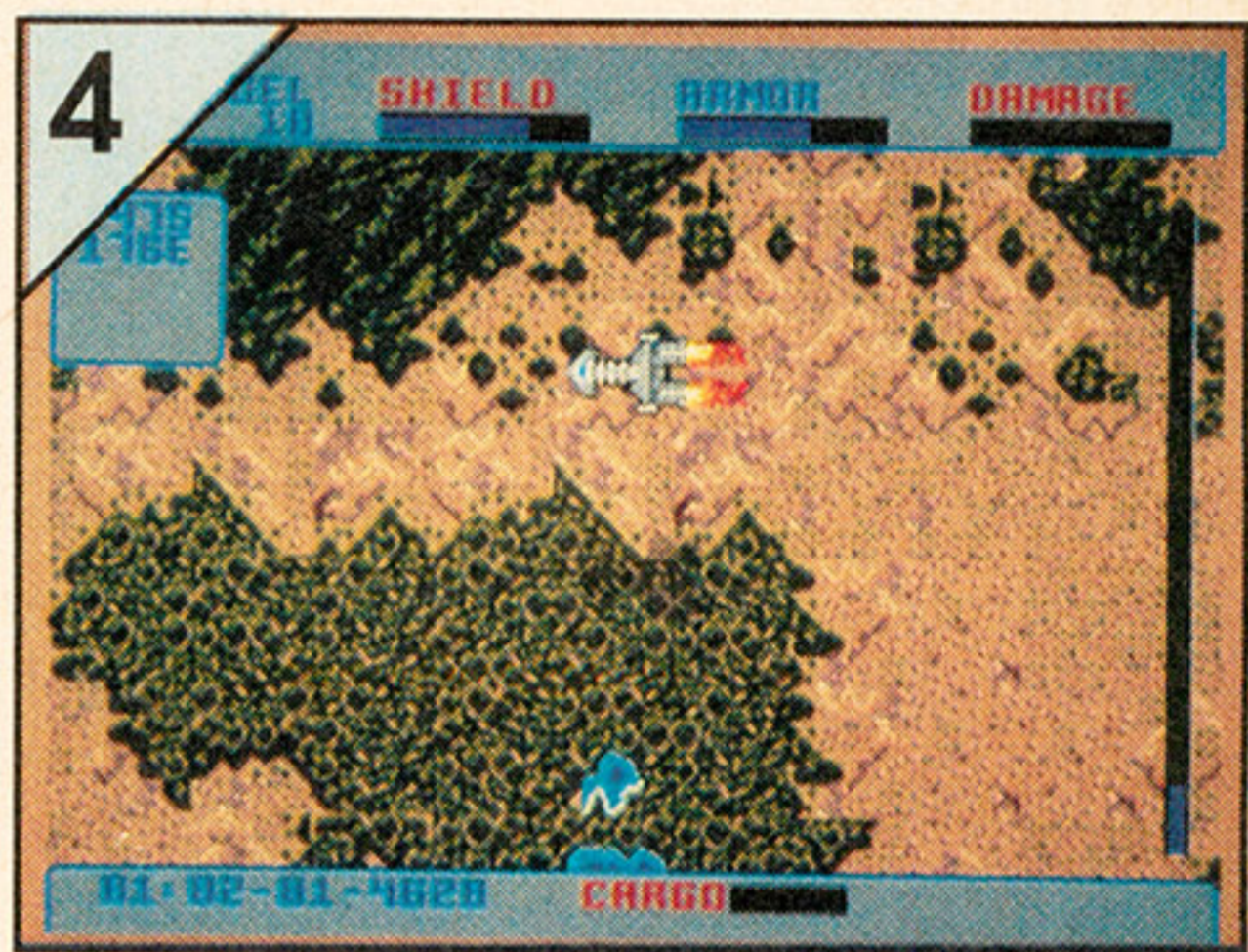
up to 360 degrees in any direction. Nintendo's Super NES includes hardware scaling and rotation, and some people felt that those features would give the Super NES an edge over the Genesis.

Even though the Genesis itself doesn't have hardware designed to perform scaling and rotation, Sega officials told us that a team of programmers has figured out an efficient way to duplicate these tricks in software. So even without the CD, you'll soon be enjoying these terrific visual effects on your



present system.

According to Sega, the Genesis CD player will have its own 16-bit 68000 microprocessor — the same computer chip found in the Genesis console. With *two* powerful 16-bit processors at work, the new CD games may be faster than present



cartridge games, with enhanced graphics and stereo sound. In fact, the CD player is designed to use the same eight-channel digital stereo sound source as Sega's arcade machines.

The CD-ROM will be available in Japan this fall and is scheduled to hit the U.S. in the spring of 1992. No price has been announced, but a tag of \$299 is expected.

The New Games

Of course, CES always brings exciting news of new games, and this show was certainly no exception. So here they are — the latest batch of Genesis and Game Gear titles, grouped by game publisher.

ARENA:

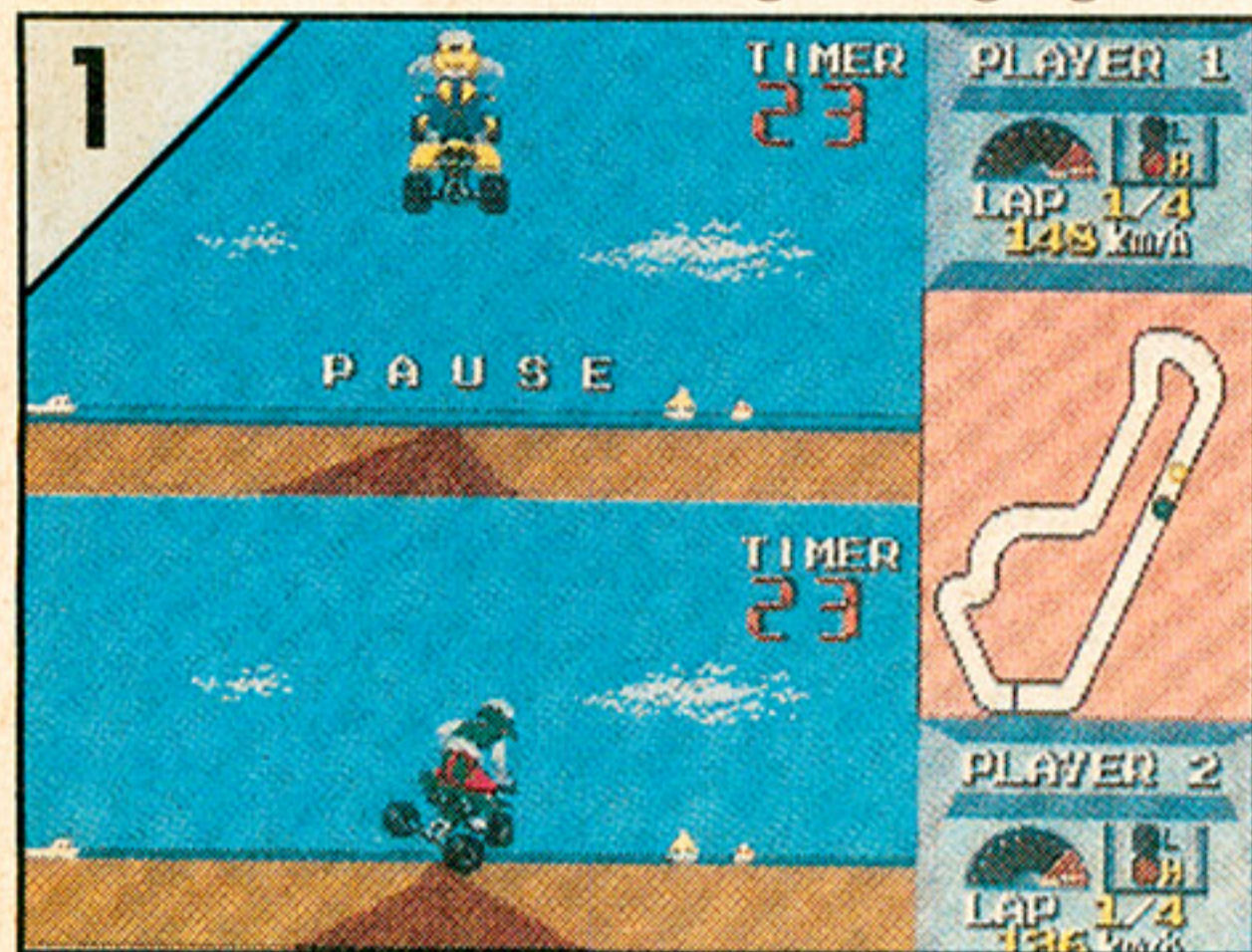
Speedball 2: Brutal Deluxe is a futuristic, fast-paced combination of team handball and hand-to-hand combat. You train and trade players, using your team's assets

to build the most powerful squad possible.

Battlemaster is a fantasy role-playing game which lets you play as any of 16 different characters, each commanding a band of followers in search of the powerful Watch Tower Gem.

ELECTRONIC ARTS:

Shadow of the Beast is a translation of an outstanding Amiga game

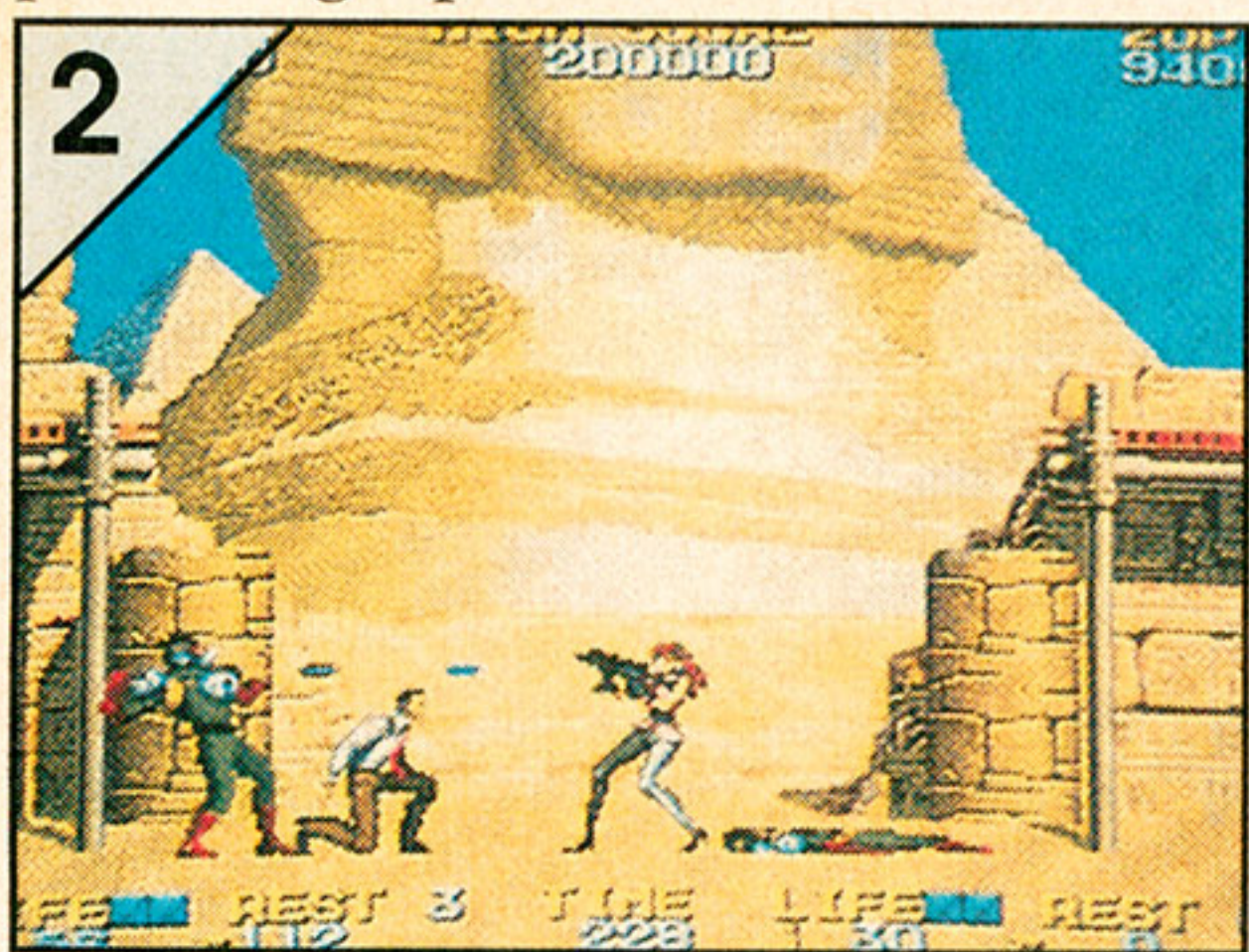


from Psygnosis (which won the Game Player's Award for Amiga Game of the Year, 1990). It's truly a graphic delight. As the Beast, you'll roam fantastic landscapes and battle some of the most memorable creatures you've ever seen.

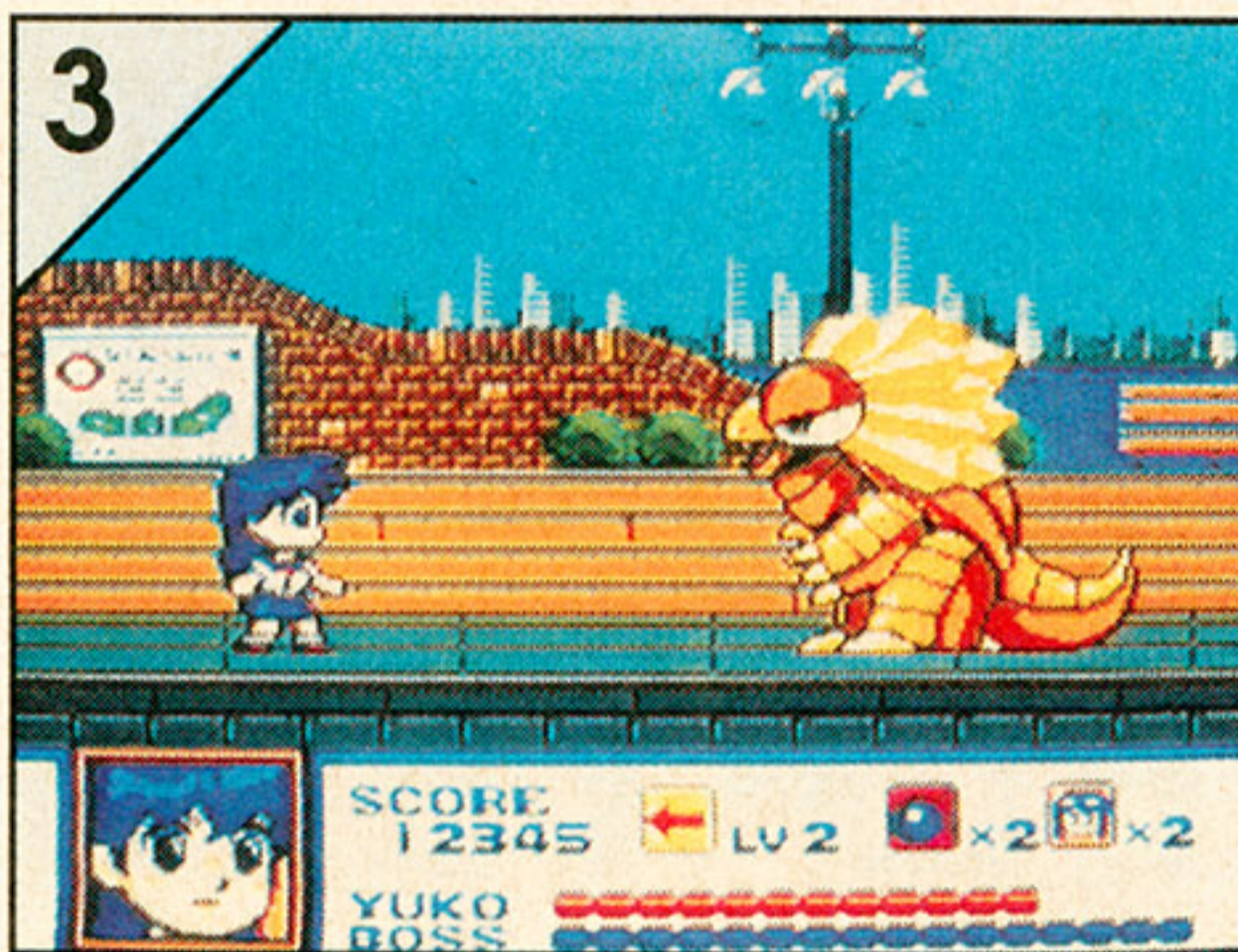
The Killing Game Show is another Psygnosis translation in which you're a contestant on the most-watched game show of the future. There are no fabulous prizes, but if you lose, you die.

Buck Rogers: Countdown to Doomsday is a science-fiction role-playing title from Strategic Simulations Inc., publishers of the *Advanced Dungeons & Dragons* series of computer games.

The Immortal is already a popular Nintendo game, and the Genesis version features much-improved graphics and sound. The



SEGA PLAYERS



action is seen from a three-quarter overhead view, adding a unique three-dimensional feel.

Starflight puts you in command of a starship exploring a galaxy of 270 star systems and 800 planets. You'll encounter strange alien races. Depending on how you treat the aliens, you'll enter bloody conflicts or friendly alliances.

Rings of Power is another role-playing game, this time set in Earth's future. The world has become a battlefield on which war is waged with telekinetic powers.

NHL Hockey is a super sports simulation that features National Hockey League teams and realistic action. Designed by the same people who brought you *John Madden Football*, it has 500 different players (each rated in 14 separate skill areas!), 21 pro teams, and two All-Star squads.

Earl Weaver Baseball is based on a popular computer game and completes Electronic Arts' impressive lineup of sports simulations.

NAMCO:

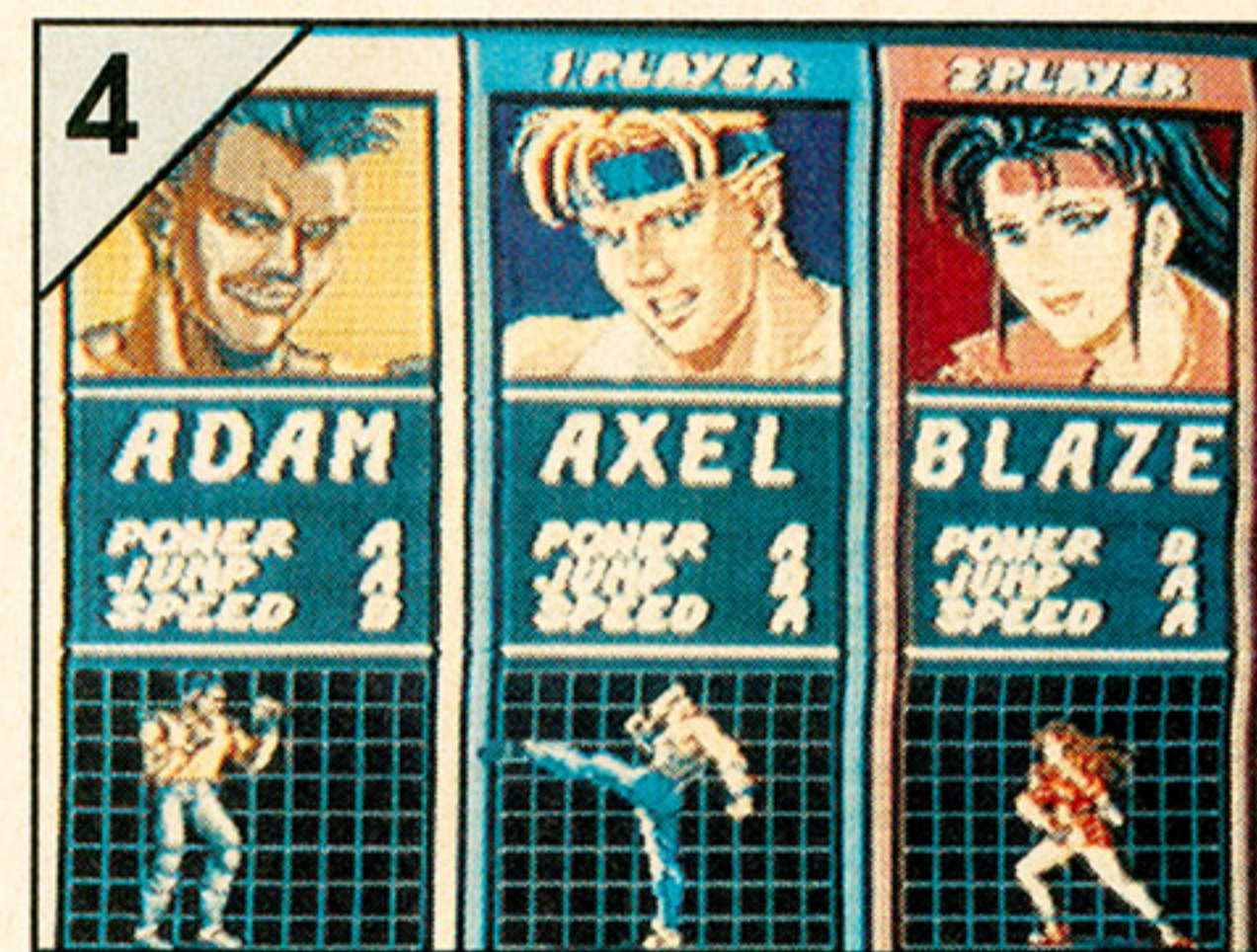
Marvel Land is an action-adventure in which the evil King Mole has taken over an amusement park and captured Princess Wondra.

Only you, Prince Talmit the dragon-boy, can save her. This is a great-looking game, with 34 stages of exciting action.

Quad Challenge is the first racing game for the Genesis in which two players can drive at the same time. You and a friend race four-wheelers, choosing from nine practice tracks and four vehicles. A split screen lets each racer follow the action from his or her own perspective.

Rolling Thunder 2, a sequel to the arcade classic, features all-new challenges and a two-player mode. The graphics are nearly identical to the arcade original.

Batter Up is the first baseball game for the Game Gear. You can choose from 14 teams and two different stadiums. With two Game



Gears, you can play with a friend.

Pac-Man, another Game Gear title, is based on the arcade classic from the early 1980s.

RENOVATION:

Vapor Trail is an eight-megabit shooter that gives you a choice of three different planes, each with its own flight characteristics and weapons. You can modify your plane with power-ups. Fly alone, or play with a friend using the two-player cooperative mode.

- 1 *Quad Challenge* (Namco).
- 2 *Rolling Thunder 2* (Namco).
- 3 *Syd of Valis* (Renovation).
- 4 *Streets of Rage* (Sega of America).

SEGA PLAYERS

Wait until you see the great new attack moves!

Streets of Rage is a street-fighting extravaganza in which you can tackle the enemies alone or with a friend in the two-player cooperative mode.

Quack Shot Starring Donald Duck is the latest Disney game. Donald Duck is on a global treasure hunt, and he gets help from Huey, Dewey, and Louie as he journeys from Mexico to the South Pole.

Toe Jam & Earl is an amusing game starring two odd characters: Toe Jam and his buddy Earl, a pair of alien rapmasters. They're stranded on Earth when their "righteous rapmaster rocket ship" crashes. Now they must search our planet for spare parts. Great rap soundtrack!

Decapattack Starring Chuck D. Head features a character who's a monster — there's just no getting around it. He wears a skull on his shoulders where you'd expect his head to be, and he hurls it at his enemies. But Chuck is a good monster who's only trying to unify his tiny island home.

Mario Lemieux Hockey is an addition to Sega's lineup of celebrity sports titles. The hero of the 1991 Stanley Cup champion Pittsburgh Penguins put his seal of approval

battle rampaging terrorists. Hard-hitting, side-scrolling action for one or two players.

Growl is another game about a weapon-toting tough guy — but this time you're battling poachers. You'll turn the tables on outlaw hunters, pursuing them through seven different stages.

Saint Sword is an action-adventure in which the demon Gorgan is out to conquer the world. Only Macress, a mighty Titan, can stop the demon and his hordes.



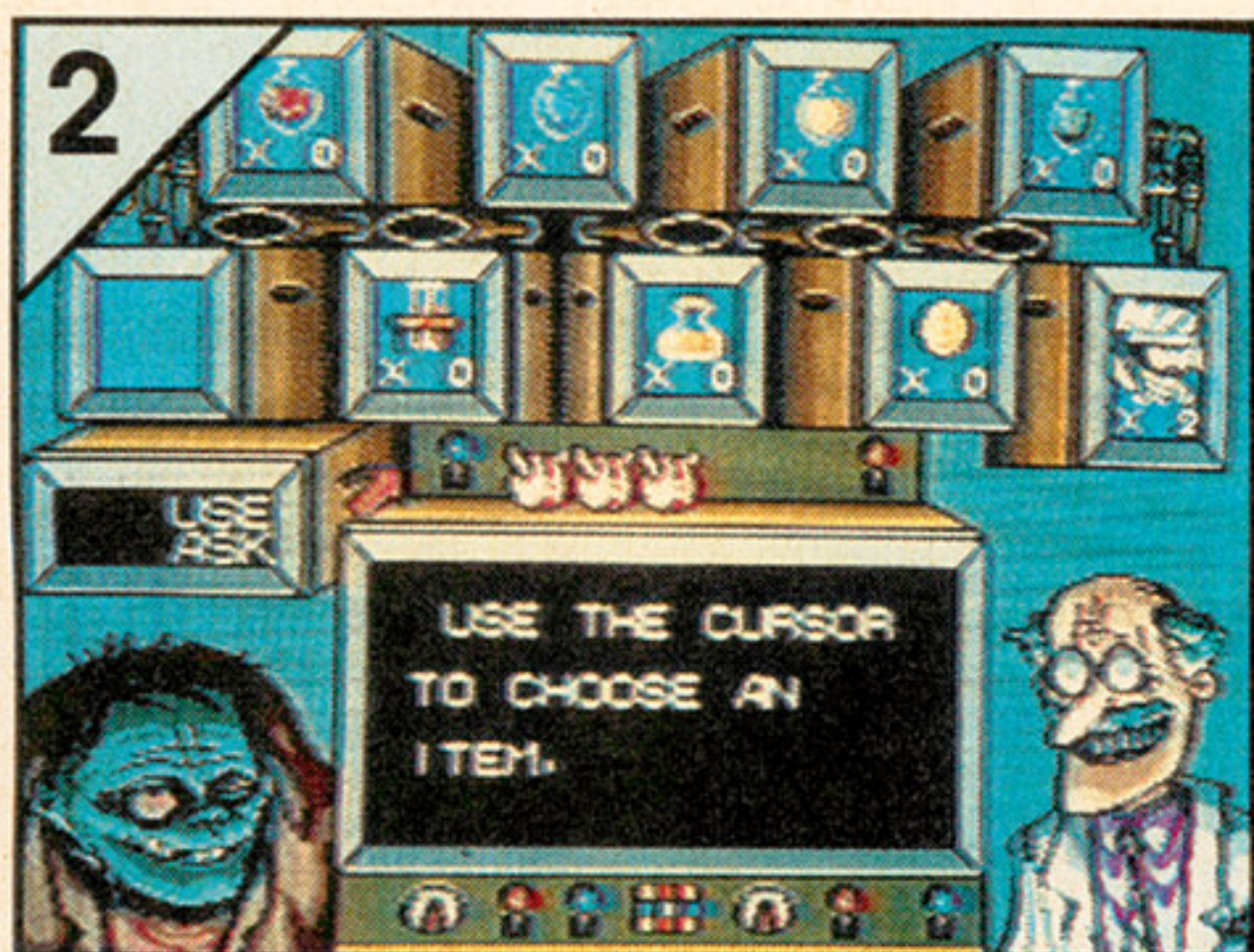
Beast Warriors is "combat wrestling at its beast!" Forget about TV wrestling — you take to the ring as a genetically engineered monster, bred especially for wrestling. Great graphics!

Syd of Valis is the fourth installment in the Valis saga and is intended for younger players. You play the role of young Syd, battling the treacherous forces of evil.

El Viento is hard to believe — Al Capone and other vintage gangsters team up with a lady wizard who has power over the wind! Kind of a "Valis meets Dick Tracy," it takes place in New York City during the 1920s.

SEGA OF AMERICA:

Golden Axe II returns you to the kingdom of Yuria. The premise is the same, but the enemies and locations are new and improved.



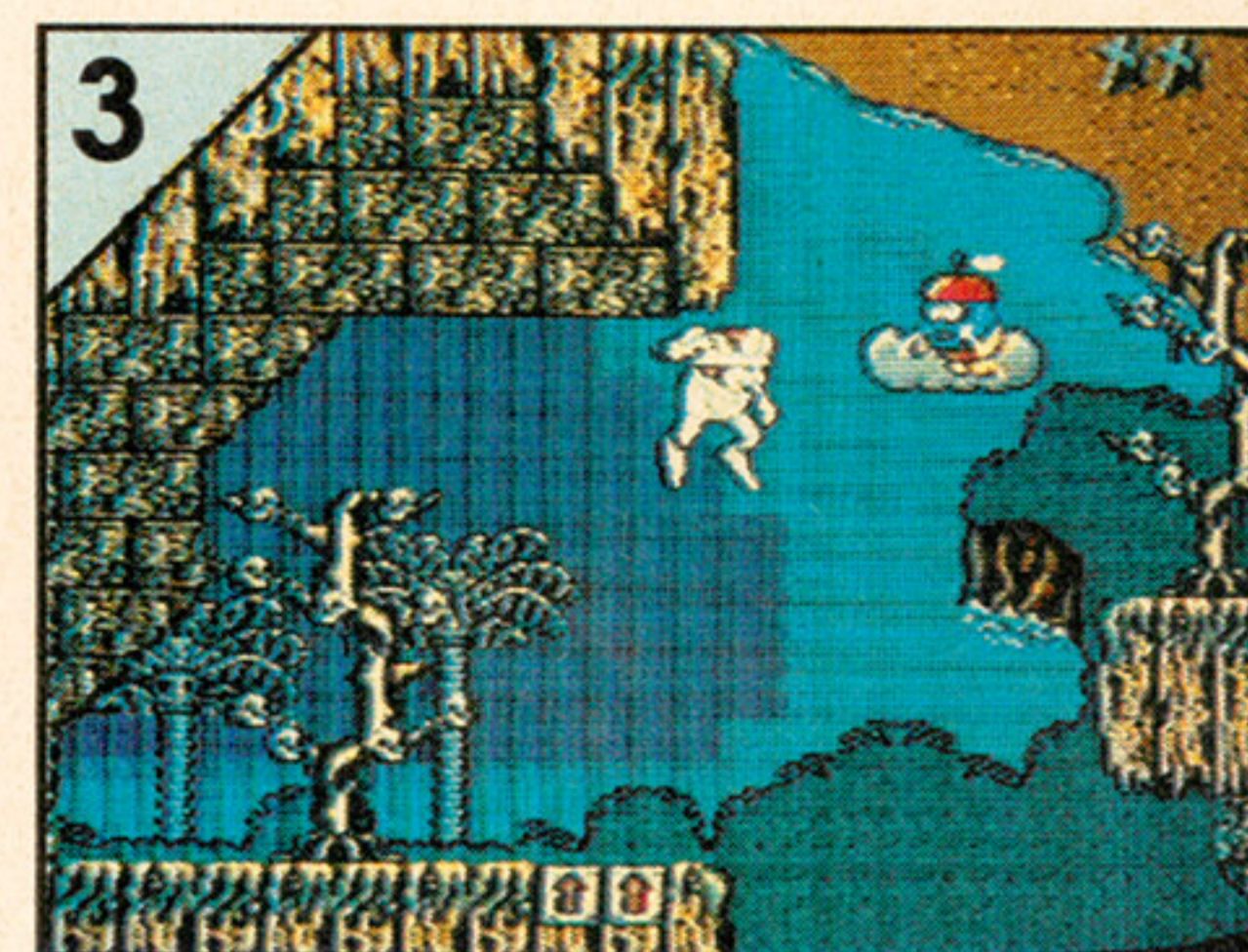
- 1 *Streets of Rage* features an outstanding musical soundtrack.
- 2 *Decapattack Starring Chuck D. Head* (Sega of America).
- 3 *Decapattack* has excellent graphics and good game play.

on this realistic hockey simulation.

Mercs is short for mercenaries, and it's based on the popular arcade game. You're a commando, battling countless enemies in villages, mountains, and thick jungles.

TAITO:

Thunderfox stars two fearless soldiers, Thunder and Fox, who



VIRGIN GAMES:

Corporation is a spy thriller in which you face a nearly impossible task — you must infiltrate the Universal Cybernetics Corporation and destroy its top-secret robotic assassin.

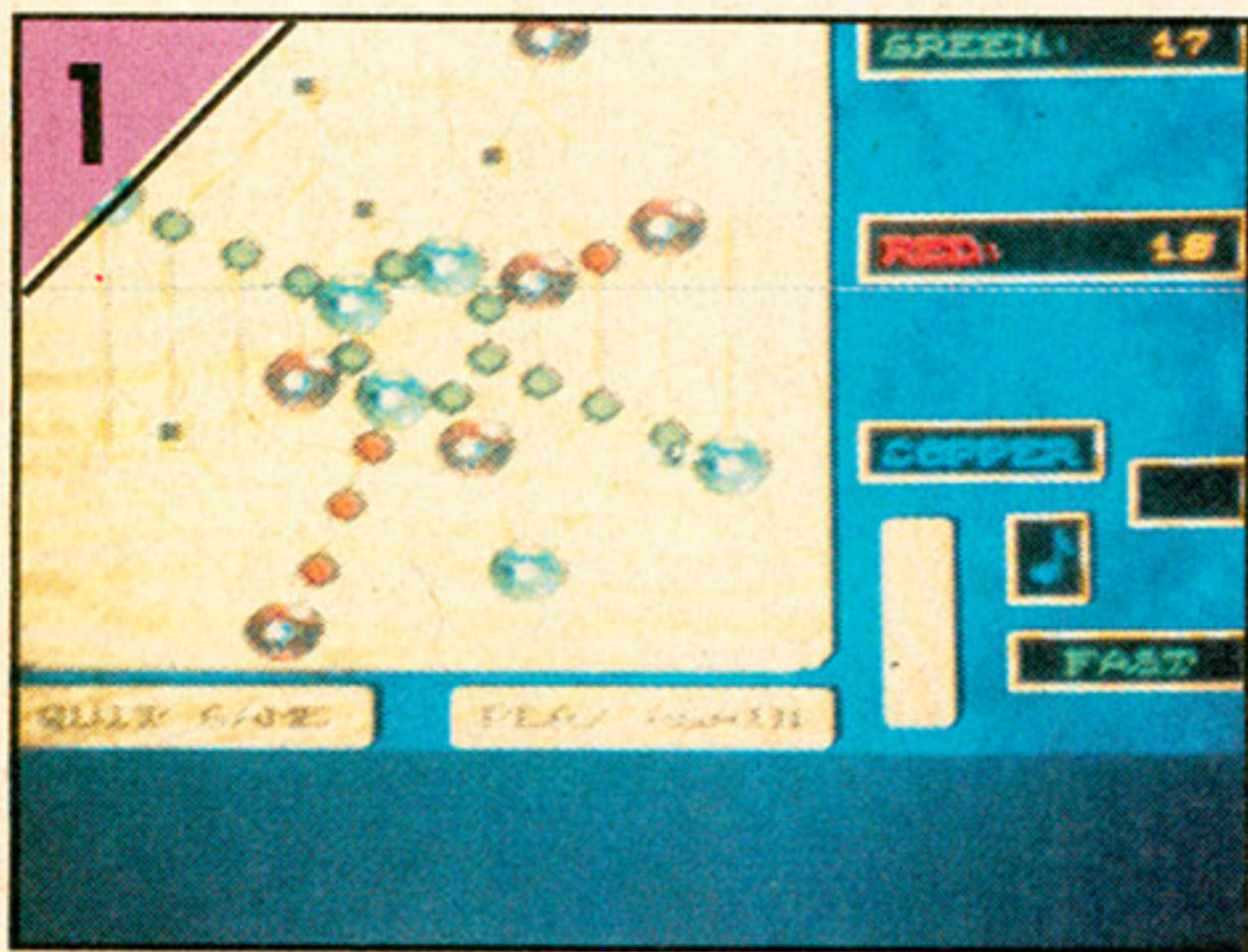
The Terminator is based on the original 1984 movie, not the sequel. You play Kyle Reese, racing back in time to save Sarah Conner from the brutal Terminator.

Chuck Rock is about a caveman and his lovely wife, Ophelia, who has been kidnapped. Chuck will kick, punch, and belly-butt his way through his prehistoric world until he can rescue Mrs. Rock.

GP

At the recent Summer Consumer Electronics Show in Chicago, all of the big videogame companies were showing off their upcoming systems and games. Although the game section of the show was dominated by the usual Nintendo exhibit as large as a football field, there were a surprising number of signs that the Amiga is still alive and kicking.

Just about every computer software publisher that was showing games for PC compatibles was also bringing out at least some titles



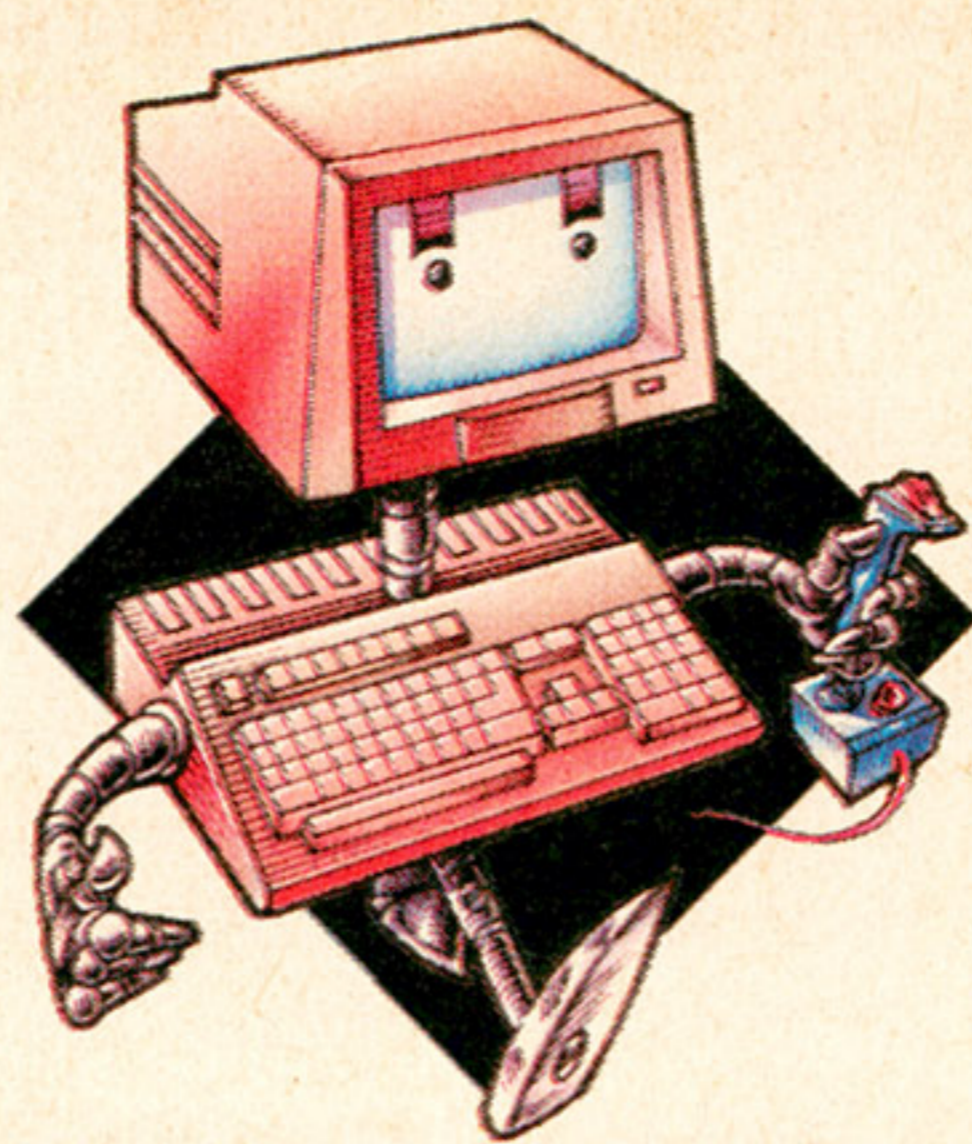
for the Amiga as well — which is a lot more than you can say for the Apple II, Macintosh, Atari ST, and Commodore 64. True, a lot of these titles are IBM ports that will be released months (or years) after the PC titles have shipped. But there are still a fair number of developers who are writing games for the Amiga first, and then translating them for PC compatibles or videogame consoles like the Sega Genesis.

Psygnosis, for example, con-

1 *Knights of the Crystallion* (U.S. Gold) was designed by Bill Williams, author of *Mind Walker*, the first game ever released for the Amiga.

2 *Knights of the Crystallion* includes a game-within-the-game — an intricate card game called Deketa, which allows you to sharpen your telepathic senses.

3 *Knights of the Crystallion* features ray-traced graphics in HAM mode, a stereo soundtrack created by a nonrepeating music generator, and digitized sound effects.

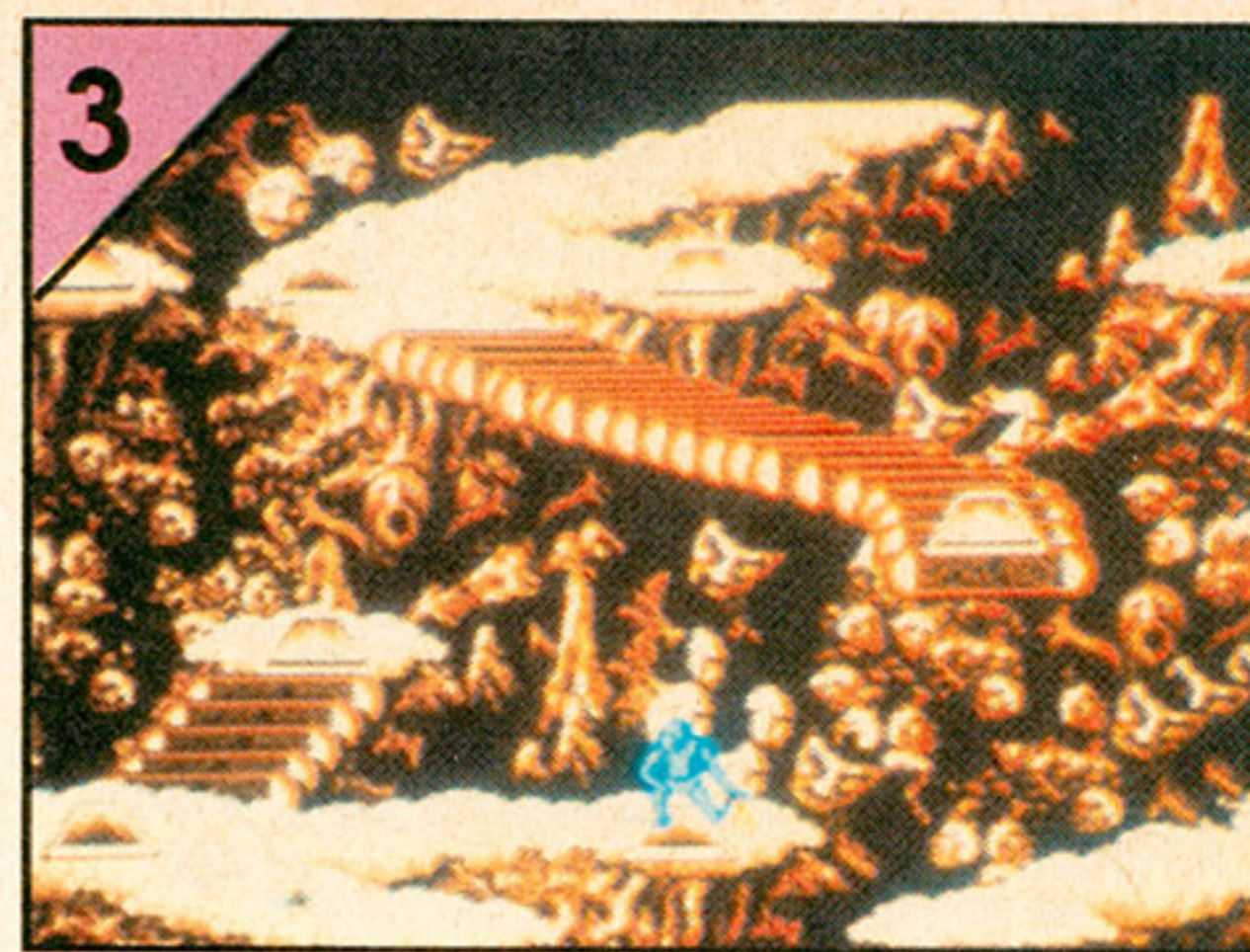
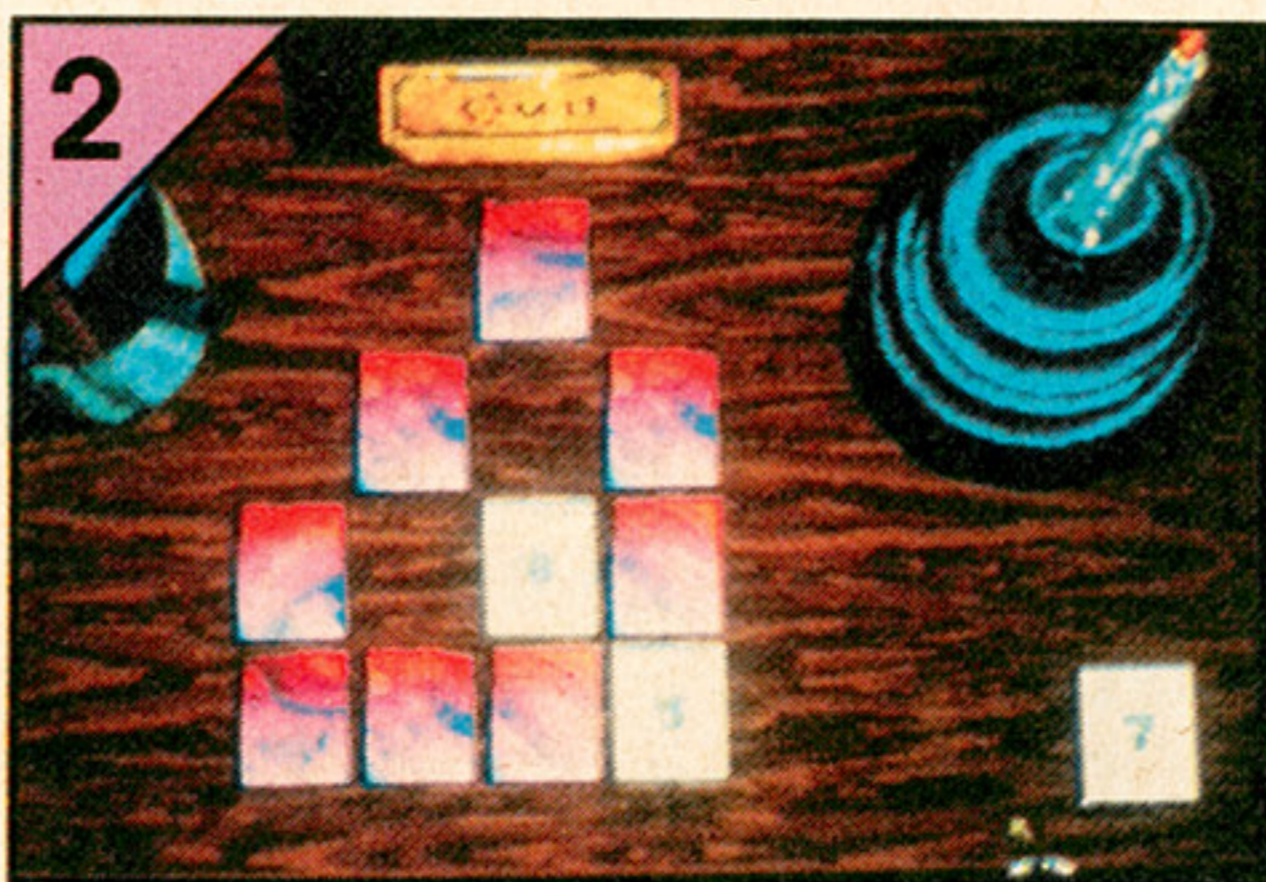


AMIGA PLAYERS

New Games for Amiga

Sheldon Leemon

tinues to develop original Amiga material at full speed. At Summer CES, the British company unveiled a whole lineup of games in the works with titles that coincidentally start with the letter "A", such as *Agony*, *Amnios*, *Atomino*, and *Aquaventura*. Psygnosis is also working on sequels to its biggest hits, including *Barbarian II* and *Shadow of the Beast III*. And, as at the last Winter CES, Psygnosis once again showed off a preview of a new-generation flight simulator



that uses fractal geometry to create the most realistic terrain we've ever seen. The demo was running on CDTV, and even though the game won't be done for at least another six months, it completely blows away anything ever done on a personal computer.

By the way, Psygnosis also hinted that *Lemmings II* is on the way. Thanks to licensing deals, the original *Lemmings* will soon appear on such diverse systems as the NES, Super NES, Sega Genesis, and even coin-operated arcade machines!

Psygnosis isn't the only successful European game company now distributing its products directly to the U.S. market. U.S. Gold (which despite its name is actually a British company) has already released *Rotox*, *Vaxine*, and *Gold of the Aztecs*, and now has four new titles in the works. One of the most intriguing is *Knights of the Crystallion*, a new game by Bill Williams, the author of *Mind Walker*, the very first game ever released for the Amiga. U.S. Gold calls *Knights* a "culture simulator," but if you've seen *Mind Walker*, you know that Bill Williams's games are hard to categorize — and are a lot of fun to play.

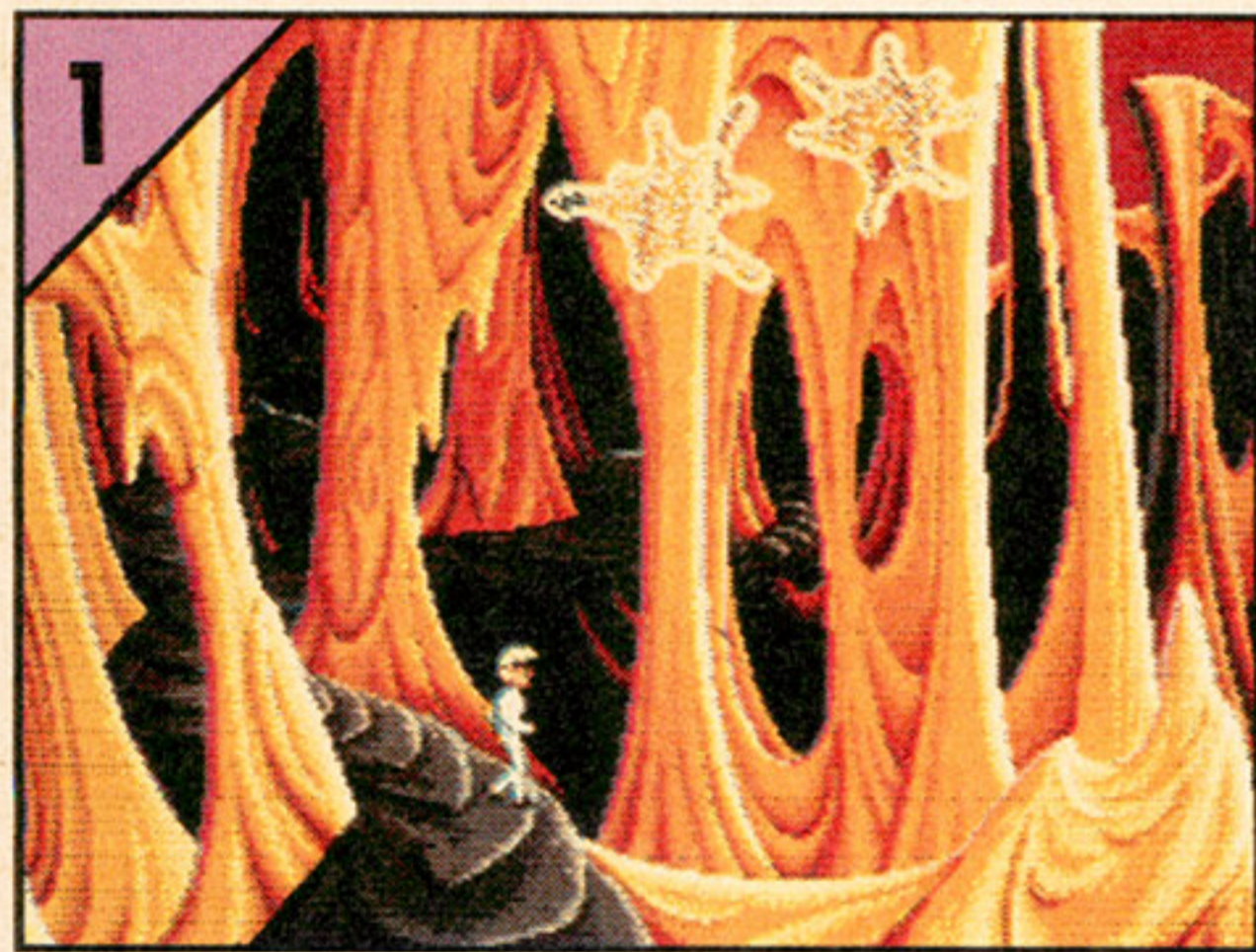
Another title in the works at U.S. Gold is *The Godfather*, an action game with extremely detailed graphics. Rounding out the line are *Murder!* (a mystery-adventure) and *Cybercon* (an action-adventure).

Ocean, another European company that's getting more in-

volved in the U.S. market, also has an unusual game on the way: *RoboCop 3D*. Although we've only seen a demo on videotape, it appears that much of the action uses solid-model 3-D figures, including a patrol car and RoboCop himself. Ocean was also showing a platform game called *Elf* with state-of-the-art graphics.

Innerprise, a Maryland-based company, is readying two new Amiga games: *The Entity* and *Hoi* (working title). *The Entity* is a multi-scrolling arcade game, while *Hoi* is a character-oriented platform game, something rarely seen on the Amiga.

Although many of the big PC game companies aren't introducing their titles on the Amiga, at least they're taking the trouble of translating them later on. For example, Origin is working on an Amiga version of *Wing Commander* which is supposed to take



1 *Altered Destiny* (Accolade): You play the role of P.J. Barrett, an unsuspecting guy who suddenly tumbles into an alternate universe.

2 *Altered Destiny*: Watch out for the Hoppa plants. If they spray you with pollen at the wrong time, you'll turn into a bush — game over.

3 *Altered Destiny*: Vindah is a wizard who lives on a floating island in the sky. He can give you advice and even predict your future.

4 *Altered Destiny*: Lantra may look intimidating, but she's really rather benevolent. If you do her a favor, she'll reward you with crystals.

AMIGA PLAYERS

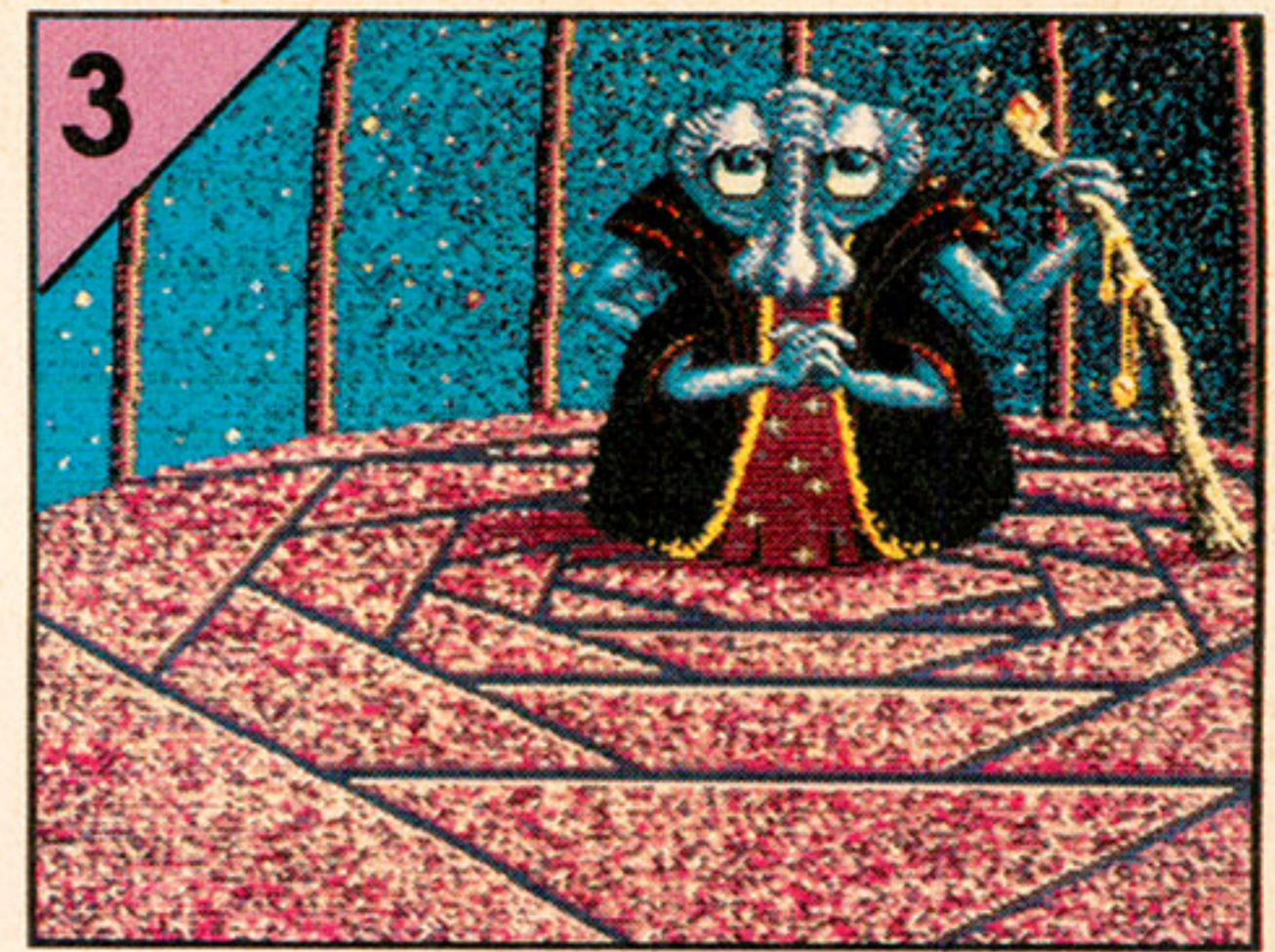


full advantage of Amiga graphics and sound. *Ultima VI*, *The Savage Empire*, and *Times of Lore* are also being ported to the Amiga.

Interplay plans to bring out an Amiga version of *Lord of the Rings*, a graphics adventure based on the J.R.R. Tolkien novel. Another upcoming Interplay title is *Castles*, a medieval castle simulator that promises to be every bit as intriguing as Maxis Software's *Sim City* and MicroProse's *Railroad Tycoon*.

Raven Software is bringing out an interesting adventure game called *Black Crypt*, to be distributed through Electronic Arts. EA also distributes UbiSoft titles, such as the upcoming *Battle Isle*, a tactical war game with dramatic animated battles.

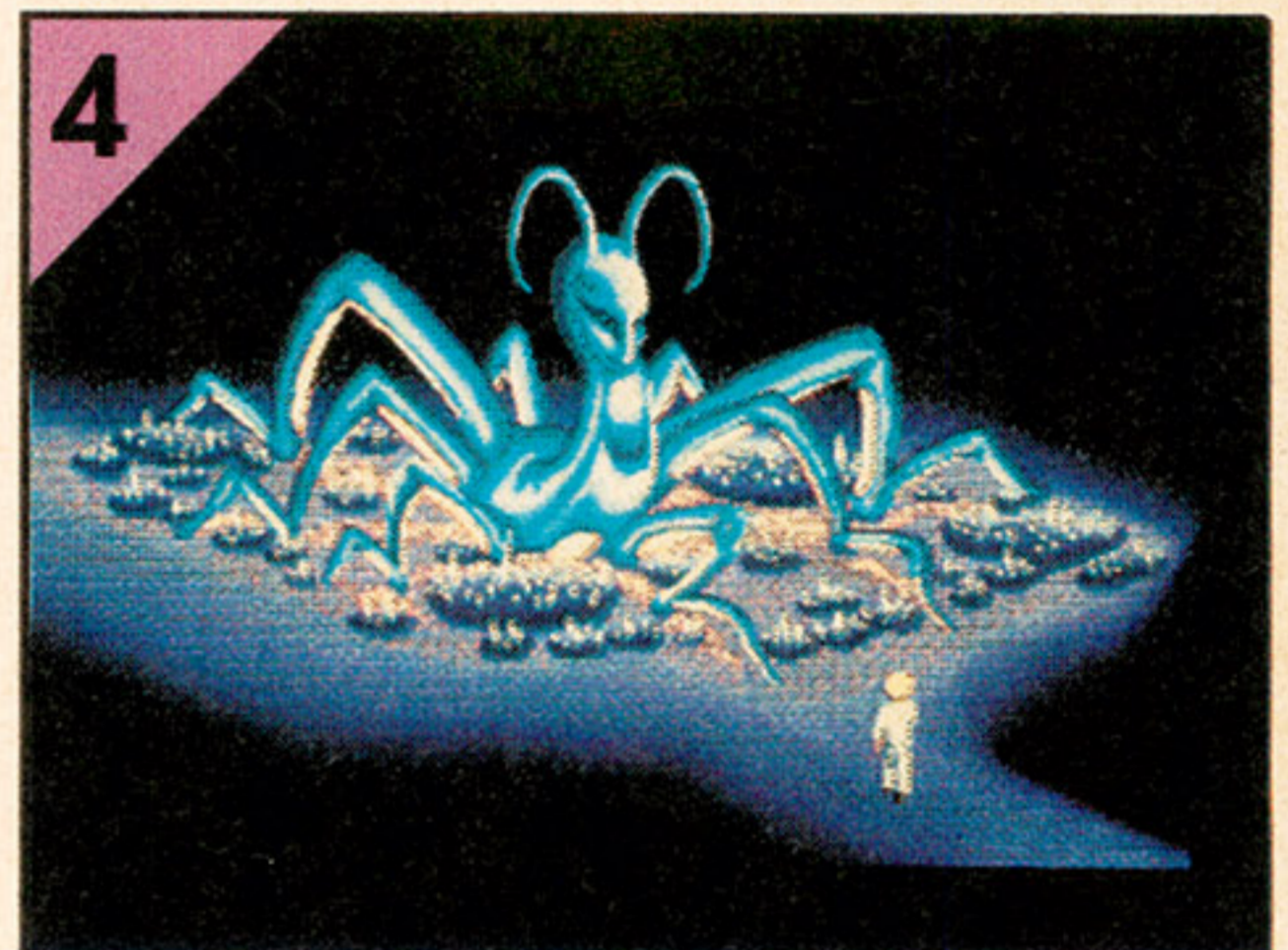
Several established companies have jumped on the CDTV bandwagon, which should help the Amiga in general. Virgin Games, for instance, is putting *Spirit of Excalibur* on CDTV and is releasing the sequel, *Vengeance of Excalibur*, on the Amiga. Other upcoming Virgin titles for the Amiga include *Conan the Barbarian*, *Corporation*, and *Shuttle*. Domark is working on



several CDTV games, including *Trivial Pursuit*, *Herewith the Clues*, *'Nam*, and others. Commodore was showing off a special CDTV version of *Sim City*.

One of the most impressive CDTV titles was Accolade's reworking of *Jack Nicklaus Golf*, which uses digitized pictures of real golf courses and an animated digitized golfer. Accolade is also working on Amiga versions of *Elvira II: The Jaws of Cerberus*, *Altered Destiny*, and *Les Manley in: Lost in L.A.*

Now that Nintendo has finally

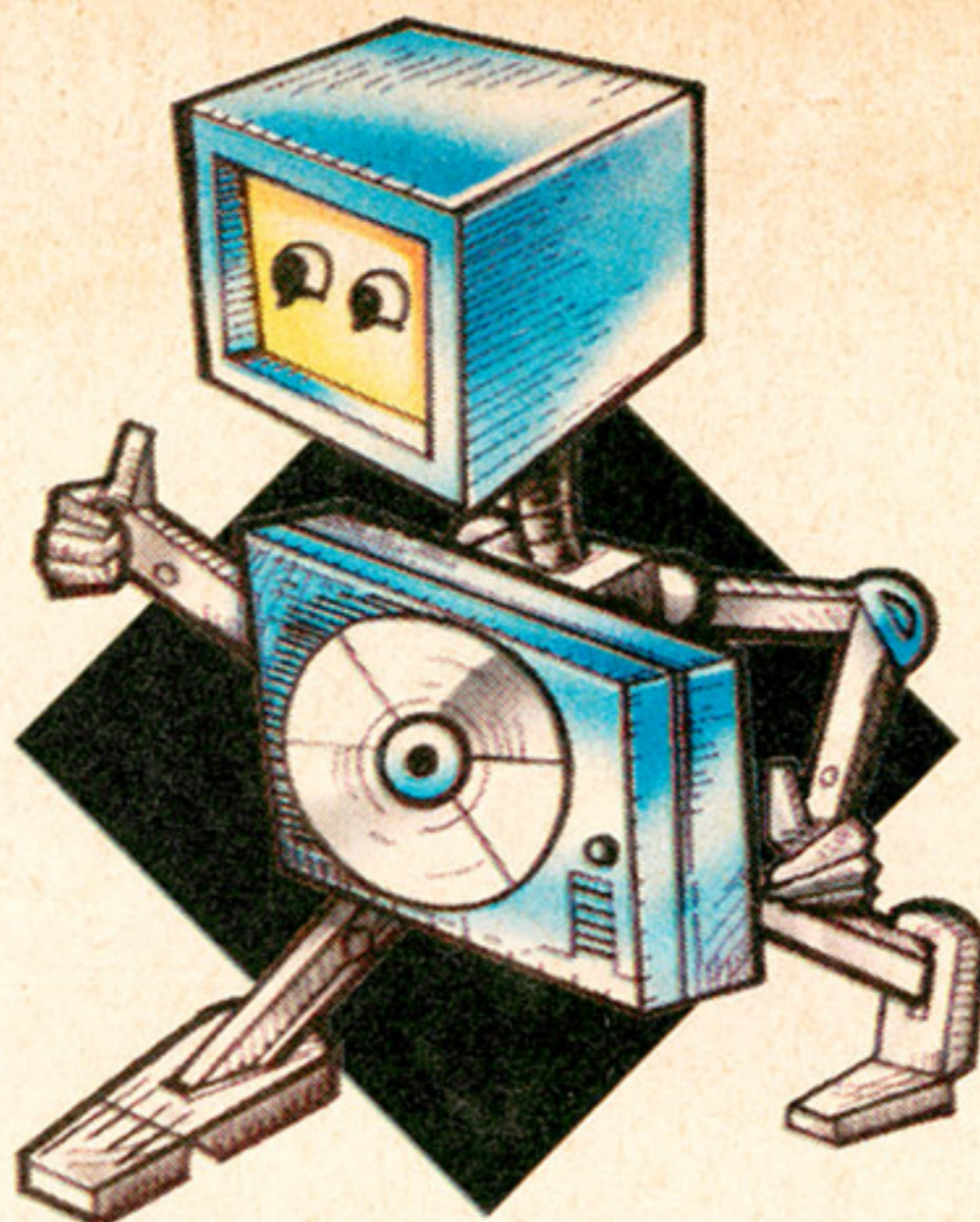


joined the 16-bit generation, more game designers may give the Amiga a second look. If, as expected, the price of the Amiga 500 keeps dropping, it may prove to be an attractive alternative to single-function videogame consoles and expensive PCs.

GP

NEC's booth at the Summer Consumer Electronics Show in Chicago this June featured more than 20 new games for the TurboGrafx-16 and TurboExpress. Some of them aren't scheduled for release until 1992, but NEC still expects to have a library of more than 80 games available by the end of this year. About half of those titles will be on CD.

Upcoming games (some previously announced but still unreleased) include *The Addams Family*; *Camp California*; *Yo, Bro*; *It Came from the Desert*; *Valis III*; *Ys III*; *Lords of the Rising Sun*; *Shape Shifter*; *Night Creatures*; *TV Sports Hockey*; *TV Sports Baseball*; *Andre*



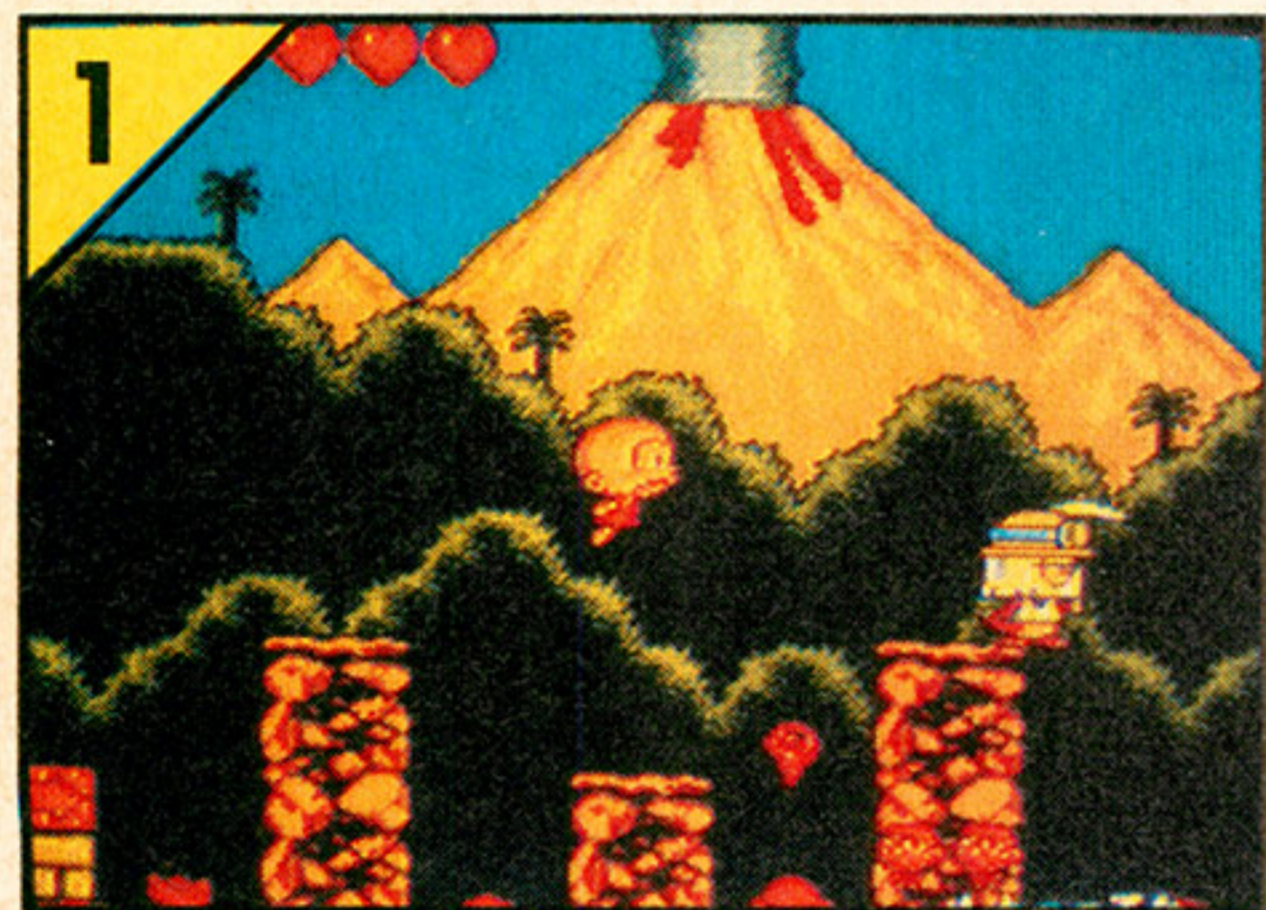
TURBO PLAYERS

New Games at Summer CES

Noreen Lovoi
Tom R. Halfhill

Lucasfilm and was *Game Player's* Computer Game of the Month in June 1990.)

In addition, NEC announced a new method of compressing video



Panza Kick Boxing; *Davis Cup Tennis*; *Champions Forever Boxing*; *Impossamole*; *Shadow of the Beast*; *Ballistix*; *Paradroid 90*; *Darkwing Duck*; *Silent Debuggers*; and, of course, *Bonk's Revenge* (which should be available around the time this issue hits the newsstands).

NEC is also bringing out a new CD TurboChip that improves the performance of the TurboGrafx-CD player. The first CD game to take advantage of the new TurboChip will probably be *Loom*, a fantasy role-playing adventure. (*Loom* was originally a PC game from



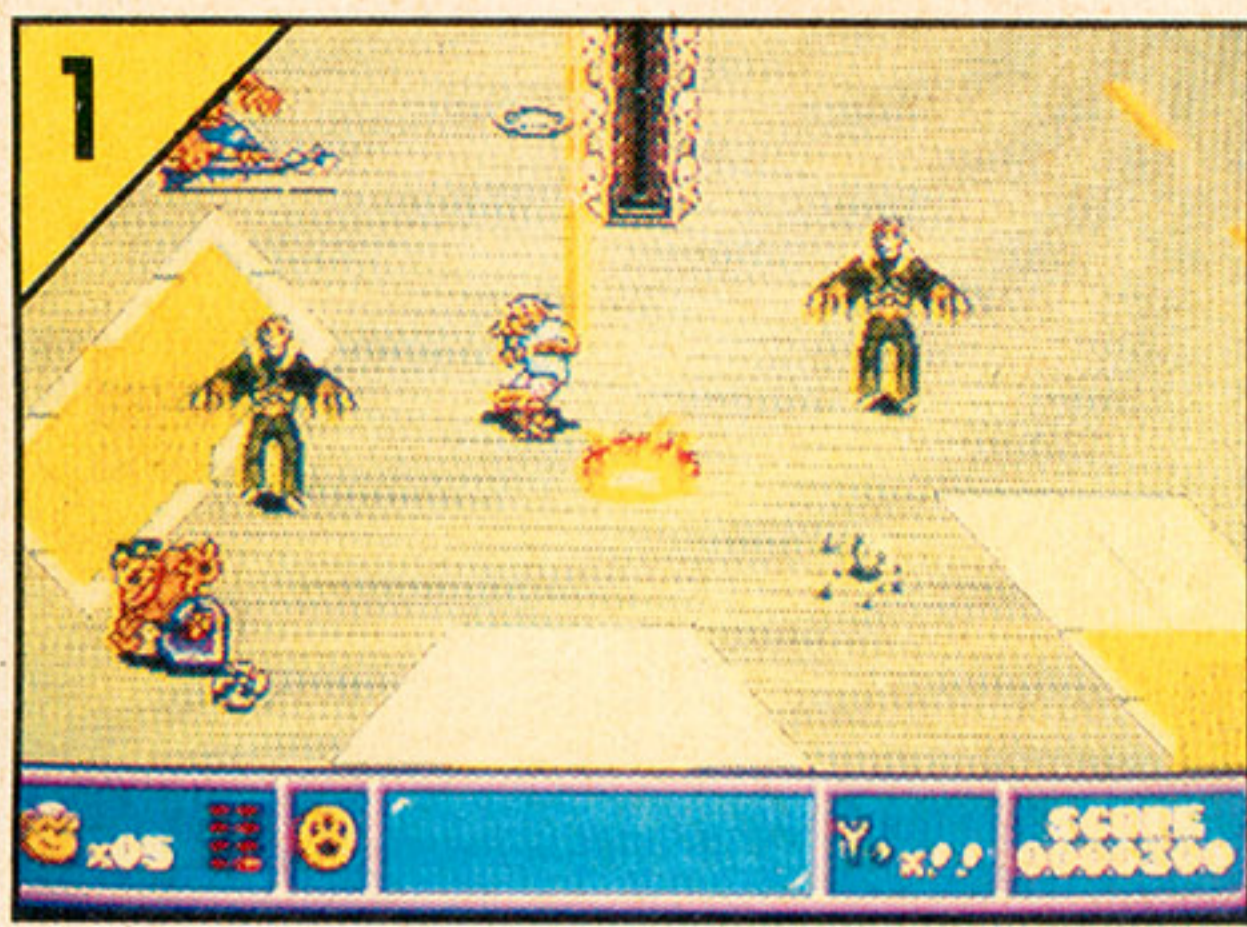
so it takes up much less room on a CD. The technology is called New Interactive Display (NID) and fits 100 screens into the space normally required for a single screen. NID works with still-video images, full-motion video, and computer graphics. It also permits simultaneous stereo sound. Using NID, a disc could store a full hour of video or 20,000 still pictures. NEC hopes to use the new technology not only for games, but also for business applications on IBM-compatible computers.

However, NEC did not say when NID would actually be used in any new products, and we got the definite impression that it's not something we'll see in the immediate future. For one thing, to make the new technology work with current TurboGrafx-CD players, an NID decoder would be required to decompress the stored images. And NEC seems to be thinking about an entirely new home entertainment system similar to Commodore's CDTV and Philips's CD/I. "It's an

1 *Bonk's Revenge* is here! The finished version should be in stores by the time you're reading this issue.

2 *Yo, Bro*: This TurboChip game features the music of the Beach Boys, including such hits as "I Get Around" and "Fun, Fun, Fun."

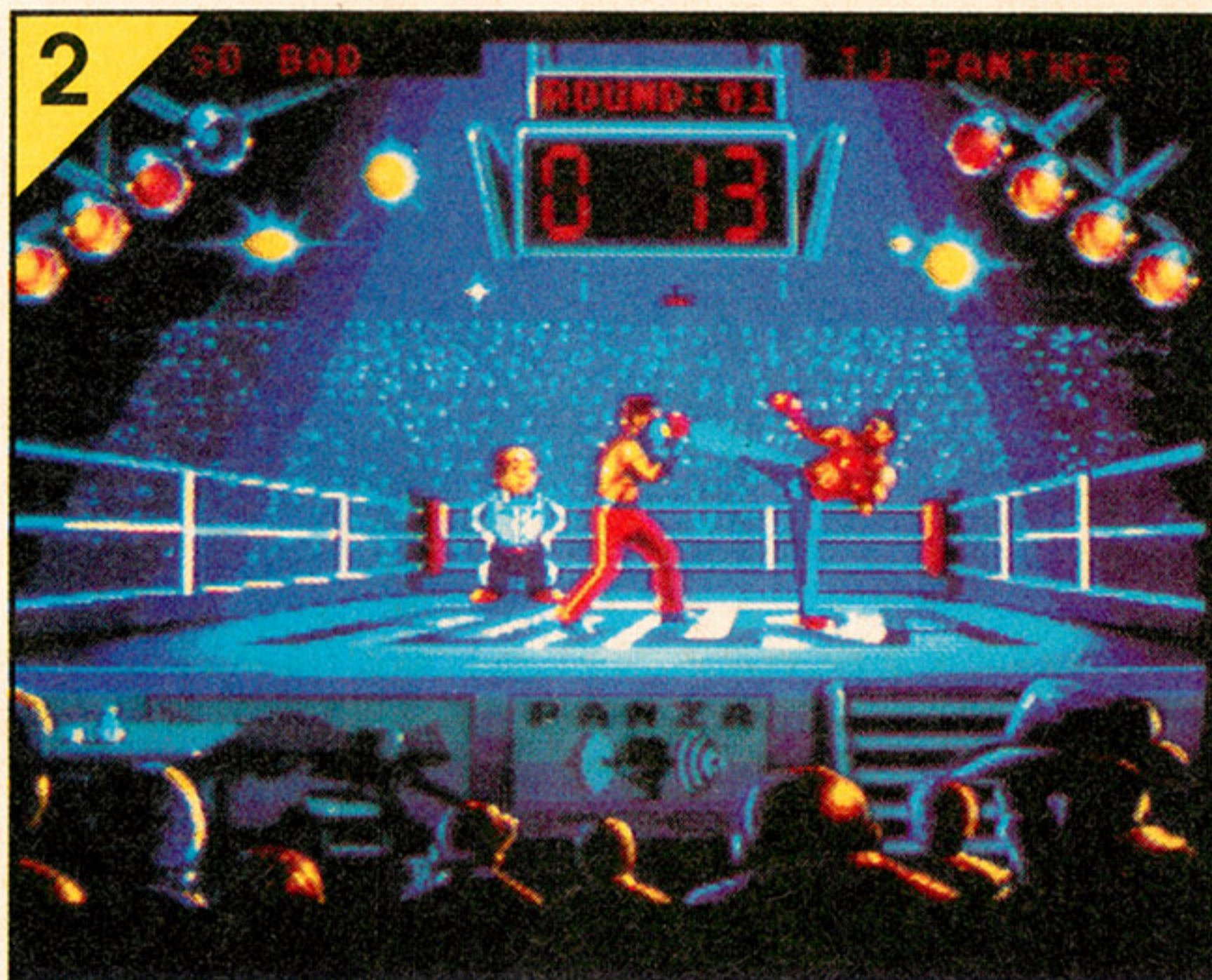
3 *Yo, Bro*: You're a skateboarding bear named Little Bro. To defeat this robot, remember that you're more maneuverable than he is.



opportune time for NEC to move ahead with development of a multimedia device that, when it eventually hits the market, will let consumers enjoy new types of entertainment at an economical price," said a company spokesman.

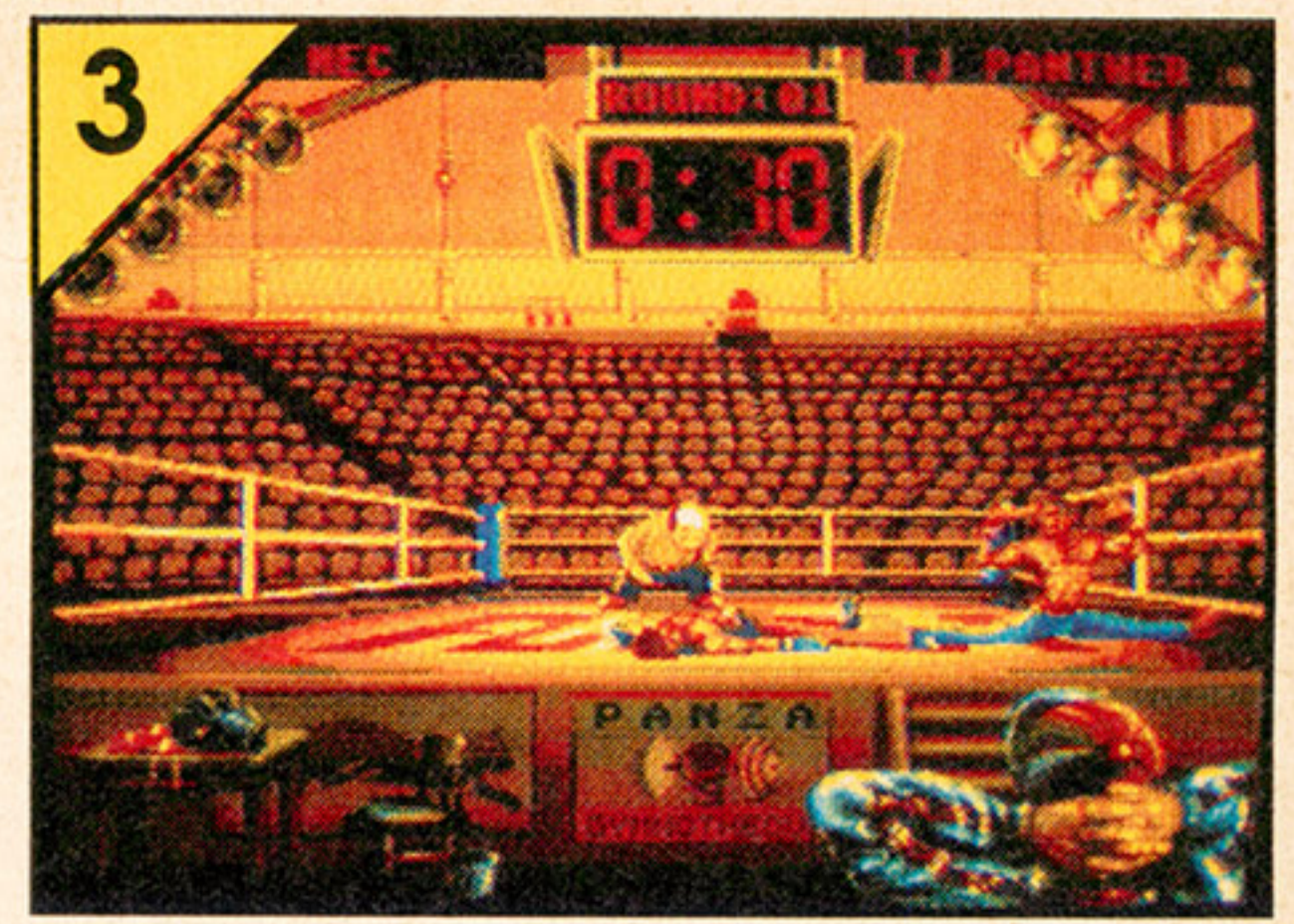
Spooky and Kooky

Hot on the heels of *Sherlock Holmes: Consulting Detective* — the first TurboGrafx-CD game to really take advantage of the CD format — ICOM Simulations is producing *The Addams Family* on CD. Based on a popular TV comedy from the 1960s, the videogame is expected to be released in November along with *The Addams Family* movie from Paramount Pictures. The movie will star Angelica Huston, Raul Julia, and Christopher Lloyd as



TURBO PLAYERS

Morticia, Gomez, and Uncle Fester. In the game, you'll assume the role of Tully Alford, the family lawyer, who sets out to find the family vault. ICOM is using a new scrolling technique which allows players to move continuously



graphics and more than 30 levels. In *Yo, Bro*, you're a skateboarding bear named Little Bro who uses a slingshot and other weapons to fight swarming insects, space aliens, bear-eating plants, and rapidly multiplying rabbits.

NEC says that Cinemaware's *It Came from the Desert* will finally reach the stores in November after more than a year in development. The long-awaited CD game is based on the 1954 science-fiction movie *Them*, in which giant ants mutated by atomic-bomb tests go on a rampage and infest the sewers of Los Angeles. The game includes digitized video footage of live actors combined with computer graphics.

Late this year and early in 1992, NEC plans to release five more adventure games on CD: *Ys III*, *Valis III*, *Lords of the Rising Sun*, *Shape Shifter*, and *Night Creatures*. It looks like NEC's emphasis on CD games in 1991 is going to continue through '92.

In addition to the CD player,

1 *Yo, Bro*: These green slime-men look like something from *The Creature from the Black Lagoon*. They're slow but deadly.

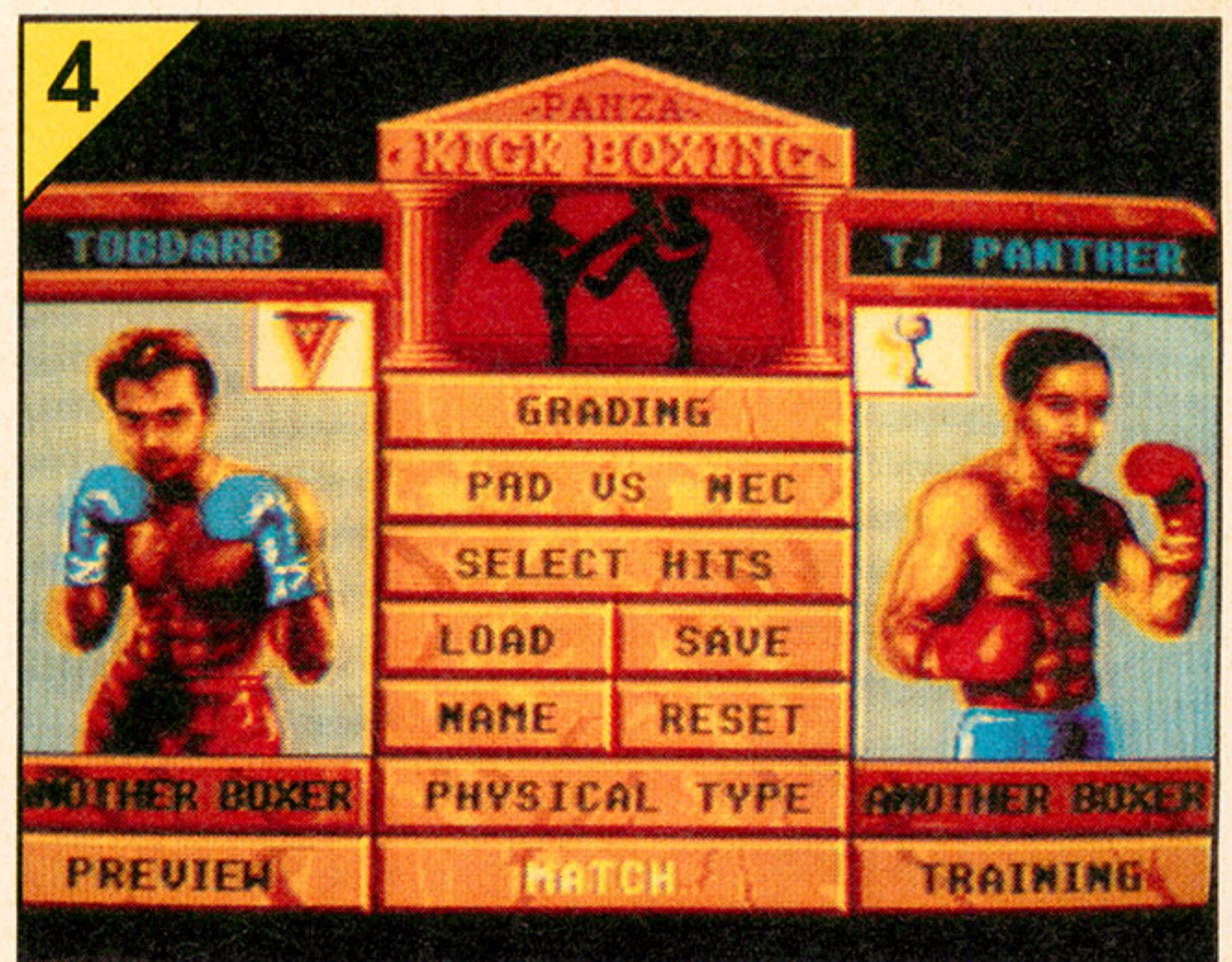
2 *Andre Panza Kick Boxing*: It takes fancy footwork to score a victory in this fighting game.

3 *Andre Panza Kick Boxing*: After a vicious head kick, this boxer is down for the count.

4 *Andre Panza Kick Boxing*: You can choose different boxers, each with his own abilities.

through the game without repeating any of its 90 different screens. The game also features "The Addams Family" theme music in high-fidelity sound, plus digitized speech and sound effects.

ICOM also designed *Camp California* on CD and *Yo, Bro* on cartridge. Both feature the music of the Beach Boys, including such 1960s hits as "I Get Around" and "Fun, Fun, Fun." In *Camp California*, you become Byron the Bear in an adventure to save your friends from evil rats. *Camp California* has horizontally scrolling



1 *Davis Cup Tennis*: You'll face international competition in this one- or two-player sports game.

2 *Silent Debuggers*: If you thought the monsters in the movie *Alien* were ugly, wait until you see the creeps haunting your space station in *this* game.

3 *Silent Debuggers*: Heavily armed and armored, you're ready to do battle with alien infestations.

another unique feature of the TurboGrafx is the TurboTap, which allows you to hook up as many as five controllers at once for use with special multiplayer games. Four



TurboTap games are scheduled for release between now and early '92: *TV Sports Hockey* (one to five players), *TV Sports Baseball* (one to five players), *Andre Panza Kick Boxing* (one or two players), and *Davis Cup Tennis* (one or two players).

The hockey and baseball games follow the pattern of the recently released *TV Sports Basketball*—you can play in different combinations of two versus two, two versus three, or five players against the computer. *TV Sports Hockey*, due in September, has bird's-eye and on-ice

TURBO PLAYERS

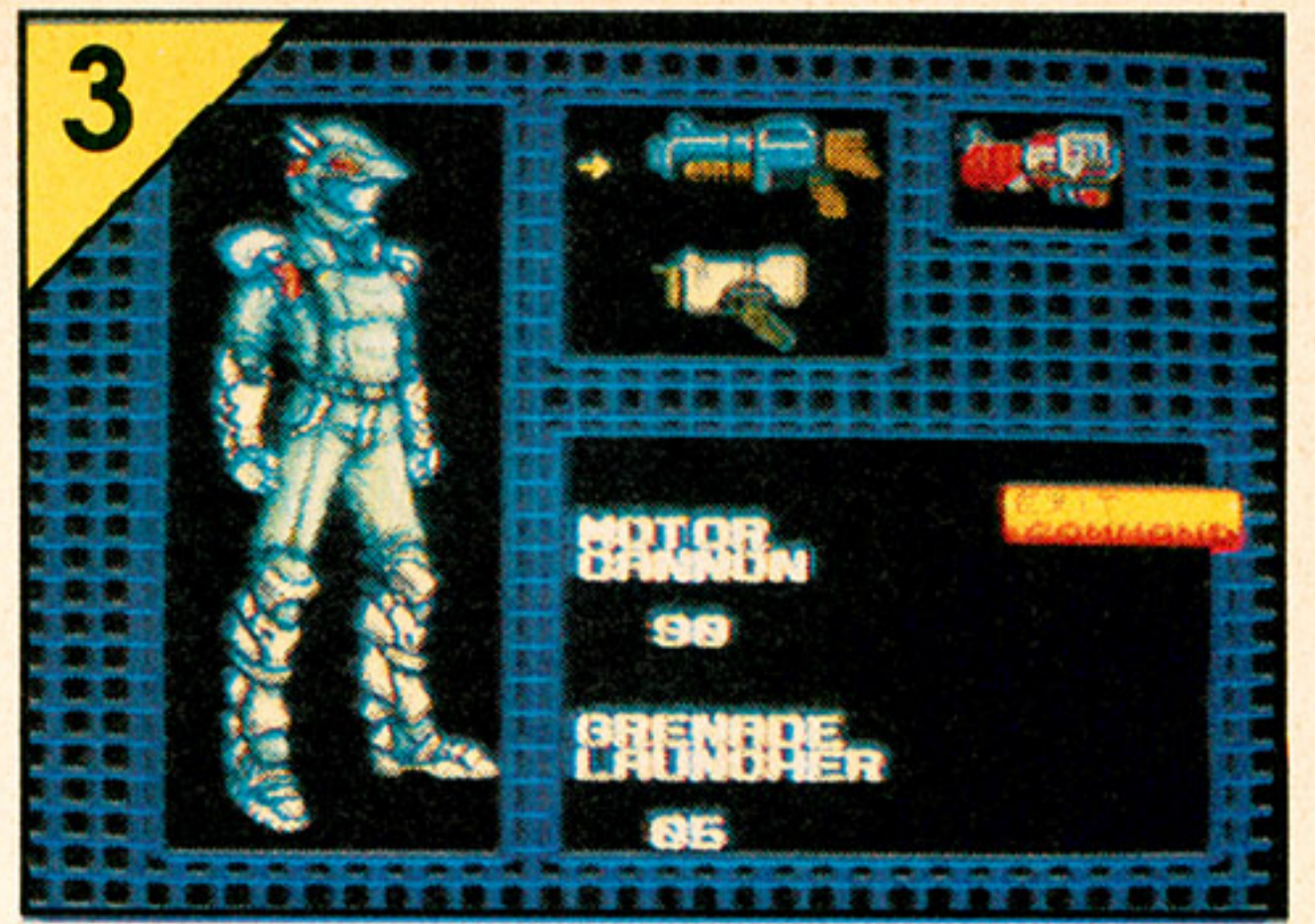
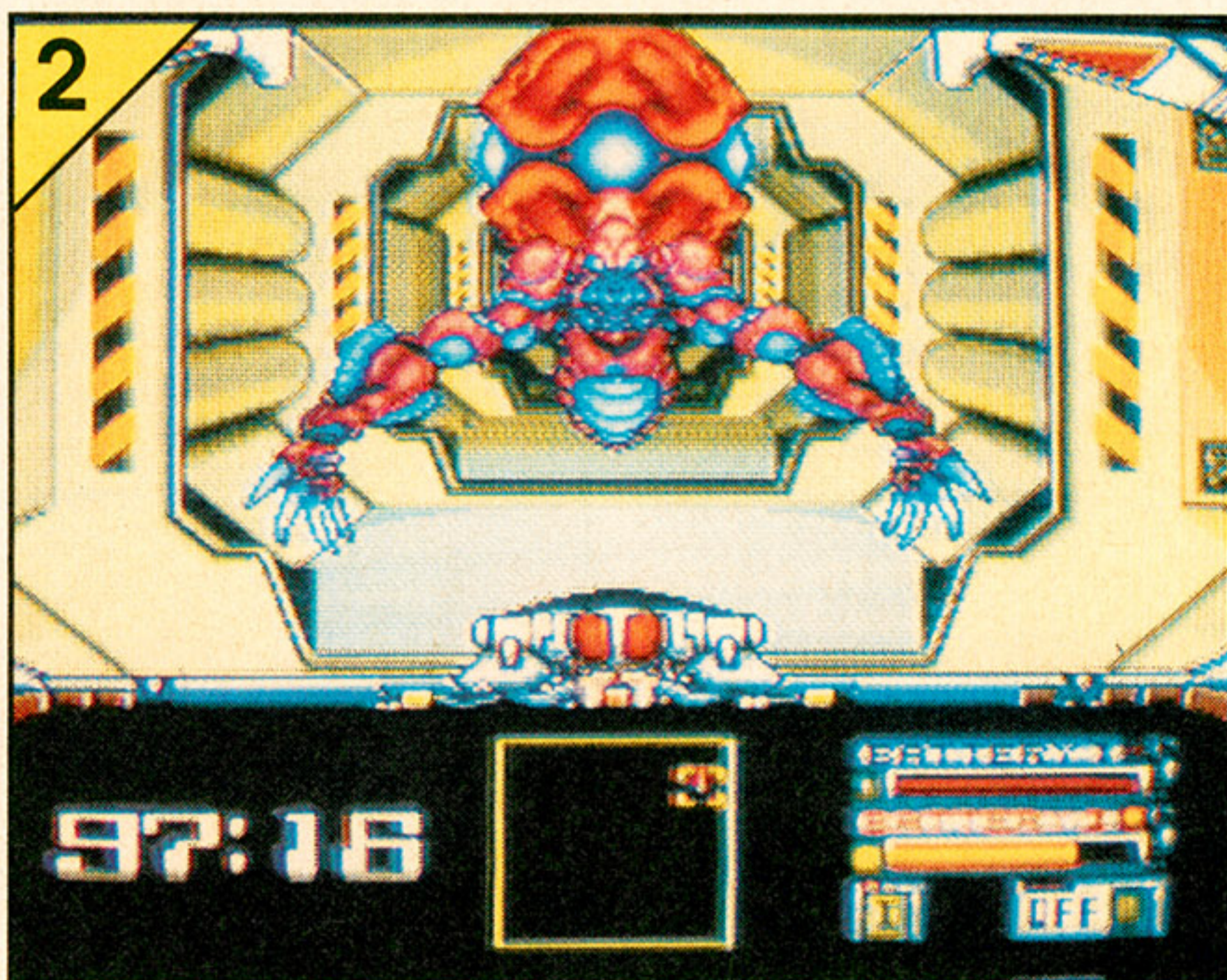
perspectives and strategy options based on team choices. *TV Sports Baseball*, due early next year, lets you play practice games or an entire season, with player substitution based on individual abilities.

Andre Panza Kick Boxing and

Davis Cup Tennis were designed for NEC by Loricel, a French company. The kick-boxing game, announced at Winter CES last January, is now scheduled for release in December. It will feature action sequences digitized from 400 different paintings of actual kick boxers. The object is to fight your way to the championship

match against world-famous kick boxer Andre Panza. You can select from eight different moves, including head kicks, body punches, and sweep kicks.

Davis Cup Tennis lets you



choose between clay or grass courts in practice, exhibition, and tournament play. You can select your strengths and weaknesses in volleying, serving, and backhand and forehand shots. The action can be viewed on either full or split screens. *Davis Cup Tennis* should be out in November.

Loricel is one of four European software companies that have signed licensing agreements with NEC to produce TurboGrafx games. The others are all based in England: Gremlin Graphics, Psygnosis, and Hewson. Gremlin Graphics is developing *Impossible*, Psygnosis is designing *Ballistix* and *Shadow of the Beast*, and Hewson is finishing work on *Paradroid 90*. All of these games were announced back in January at Winter CES.

To follow up *TaleSpin*, NEC is bringing out another Disney game: *Darkwing Duck*. Developed by Radiance Software, *Darkwing Duck* is about a superhero fowl on a mission to save his hometown from a gang of underworld enemies. He has to locate pieces of a stolen painting to figure out his enemies' sinister plan. The game includes a great-looking race sequence in which you view the action from behind the handlebars of a motorcycle.

GP

s your Lynx starved for software? Hold on! Atari is promising that 50 games will be available by the end of the year.

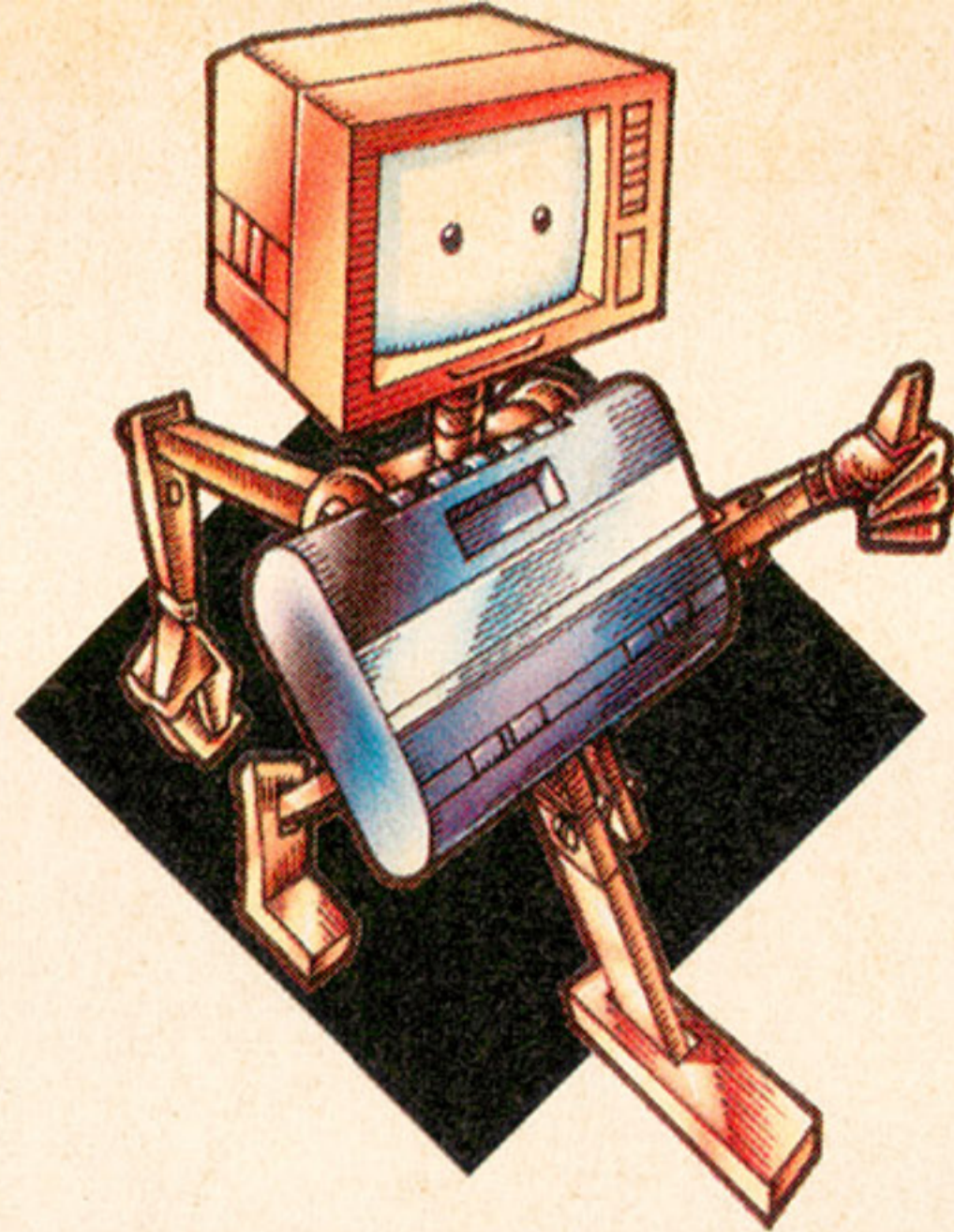
It's an optimistic prediction, to be sure, but Atari will probably come pretty close. About 20 games were available in June, and 30 more are scheduled to be released by December. Unfortunately, many stores seem to carry only a few titles, so you may have to hunt for what you want.

Except for announcing the new Lynx games, Atari was fairly quiet at the recent Summer Consumer Electronics Show in Chicago. Hardly a word was breathed about Atari's prototype 16-bit videogame system. (See "Secret Specs of Atari's 16-Bit Panther," July *Game Player's*.) But we heard from inside sources that Atari has decided to *kill the machine* due to persistent problems with the graphics and sound hardware. Atari was also having second thoughts about entering the 16-bit market against Nintendo, Sega, and NEC. We were told that Atari will probably wait until it can leapfrog the competition with a true 32-bit system.

In the meantime, let's see what's coming for the Lynx. All games are from Atari unless otherwise noted.

Lynx Casino: You can play roulette, poker, blackjack, craps, and slot machines in this Las Vegas-style game. One to four players.

1 *S.T.U.N. Runner* is an upcoming Lynx title based on the award-winning arcade hit from Atari Games.



ATARI SAFARI

New Games for Lynx

Tom R. Halfhill

1 *Viking Child*: An action-adventure in which you fight your way through forests, caves, and towns on a quest to rescue a kidnapped princess.

Rolling Thunder: You're a secret agent who must infiltrate a terrorist organization to rescue your partner.

Bill & Ted's Excellent Adventure: Based on the hit movie in which two California teenagers travel through time, meeting famous people. One or two players.

Toki: You play an ape who makes his way through jungles and caves while fighting enemies and picking up special weapons.

Golf Challenger: Choose from 18 different courses, all highly detailed.

Baseball: An action-oriented sports game that also requires some ballpark strategy.

S.T.U.N. Runner: Pilot an anti-gravity vehicle through winding tunnels at 700 miles per hour. Adapted from the arcade game that won the 1990 GAME PLAYER'S Award for Arcade Game of the Year.

Basketbrawl: Challenge a team of street punks in a no-rules game of hoops. One to four players.

Hockey: Another action-oriented sports game, an important category in which the Lynx has been lacking. One to four players.

Ishido: An ancient puzzle game in which you place colored stones on a board to form various patterns.

Cabal: A shooting game in which you move a gun sight around the screen to fire at your enemies.

Dirty Larry: That's *Larry*, not *Harry*, but you get the idea. An action-adventure in which you play a trigger-happy cop.

Joust (Color Dreams): You ride a flying ostrich while dueling hostile creatures. Based on a 1980s arcade hit.

Krazy Ace Miniature Golf (Telegames): Have you ever seen the Electronic Arts game *Zany Golf* for the Sega Genesis and personal computers? *Krazy Ace* is a similar "simulation" that offers holes and hazards which could never exist on a real course.

Qix (Telegames): Adapted from the 1981 arcade game in which you try to fence off areas of the screen while avoiding abstract enemies.

In addition to these games, the following previously announced titles are scheduled to come out this year: *A.P.B.*, *World-Class Soccer*, *Turbo Sub*, *Scrapyard Dog*, *Tournament Cyberball*, *Xybots*, *NFL Football*, *Grid Runner*, *Hard Drivin'*, *Checkered Flag*, and *Crystal Mines 2*.

GP

NINTENDO GAME OF THE MONTH

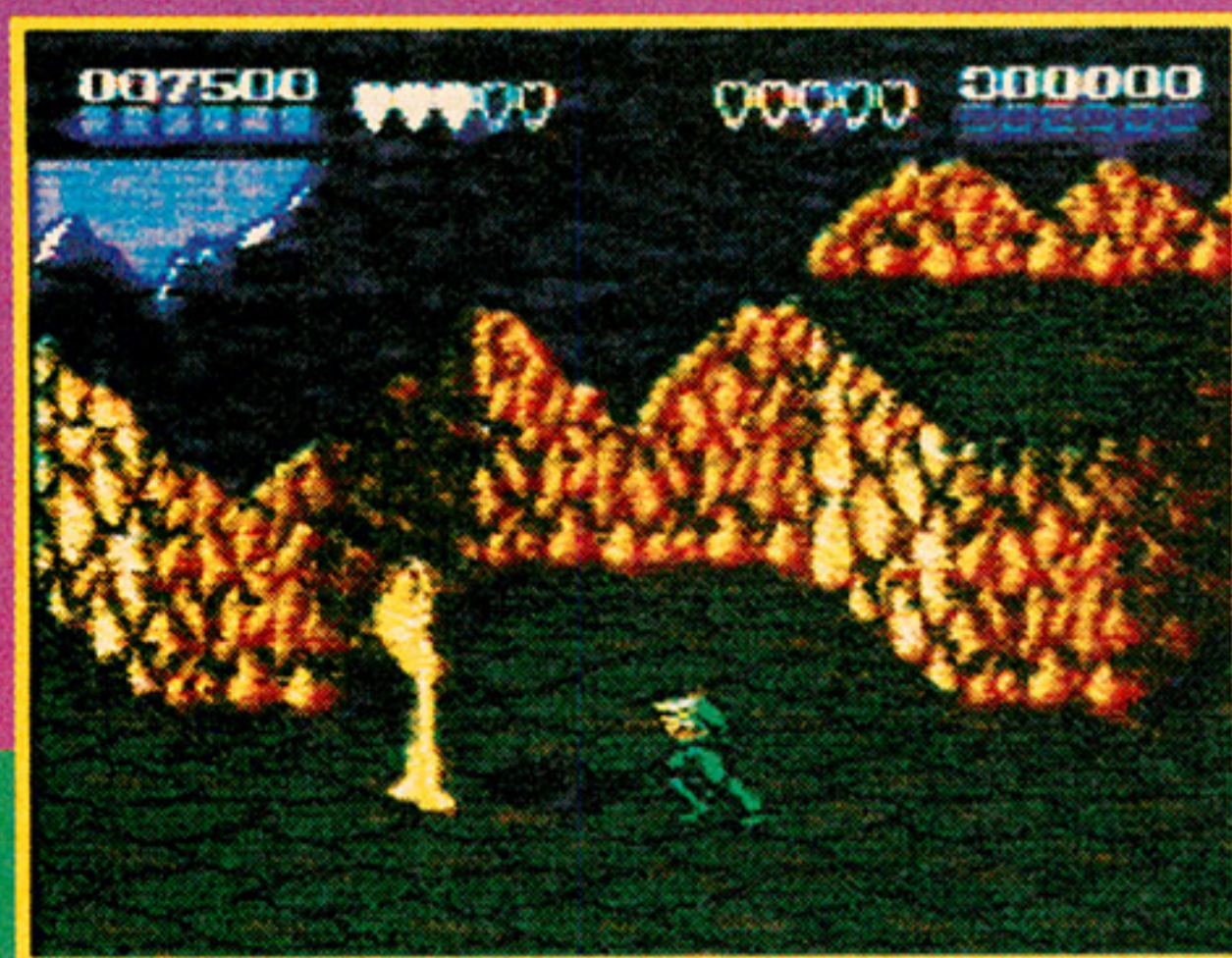
Richard Lashley

Big, green, and tired, Zitz stares out of a portal on the starship *Vulture*, wondering how so much trouble ever found him. But Zitz and his fellow Battletoads, Rash and Pimple, aren't the type of amphibians who sit on a lily pad and wait for life to buzz by. They're warriors. In the Canis Major region of the universe, the Battletoads are heroes after their defeat of the demented Dark Queen. Now the Toads are finally going home, accompanied by the beautiful Princess Angelica.

However, when three toads and a princess get together, something is bound to happen. To break up the monotonous journey home, Pimple and Angelica go for a joyride in a Toadster — and disappear.

With one eye on the road and the other on Angelica, Pimple never sees the *Gargantua*, the Dark Queen's flagship, sneaking up behind their Toadster. They're quickly swallowed by the massive ship. All that's left is a last-second distress signal, bleeping through space.

Zitz and Rash follow the signal

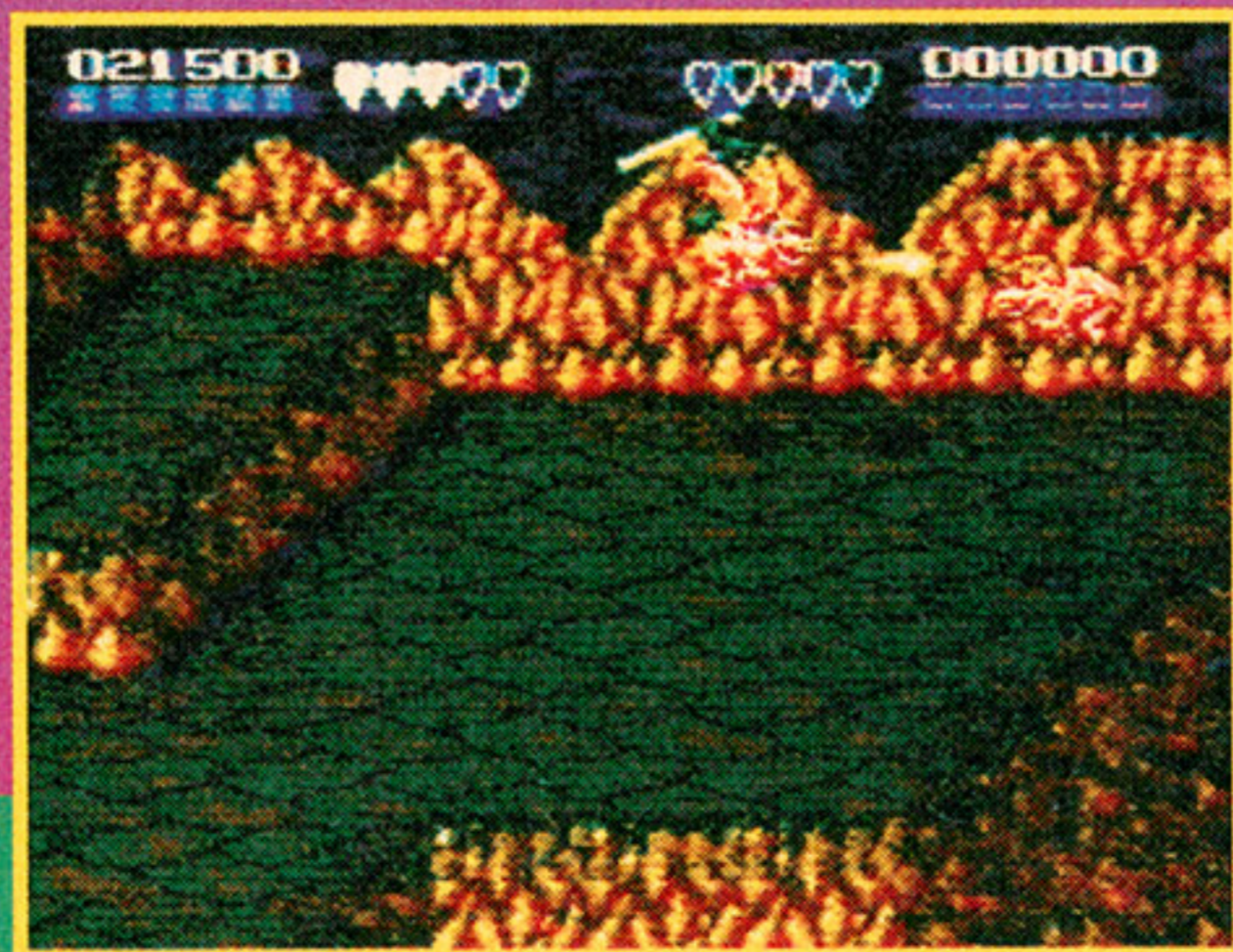


As soon as you enter Ragnarok Canyon, mysterious dots of light dance around your head. When they collide, a Walker appears. After destroying the Walker with a few well-placed Nuclear Knuckles, you can use one of its legs as a weapon.

BATTLETOADS

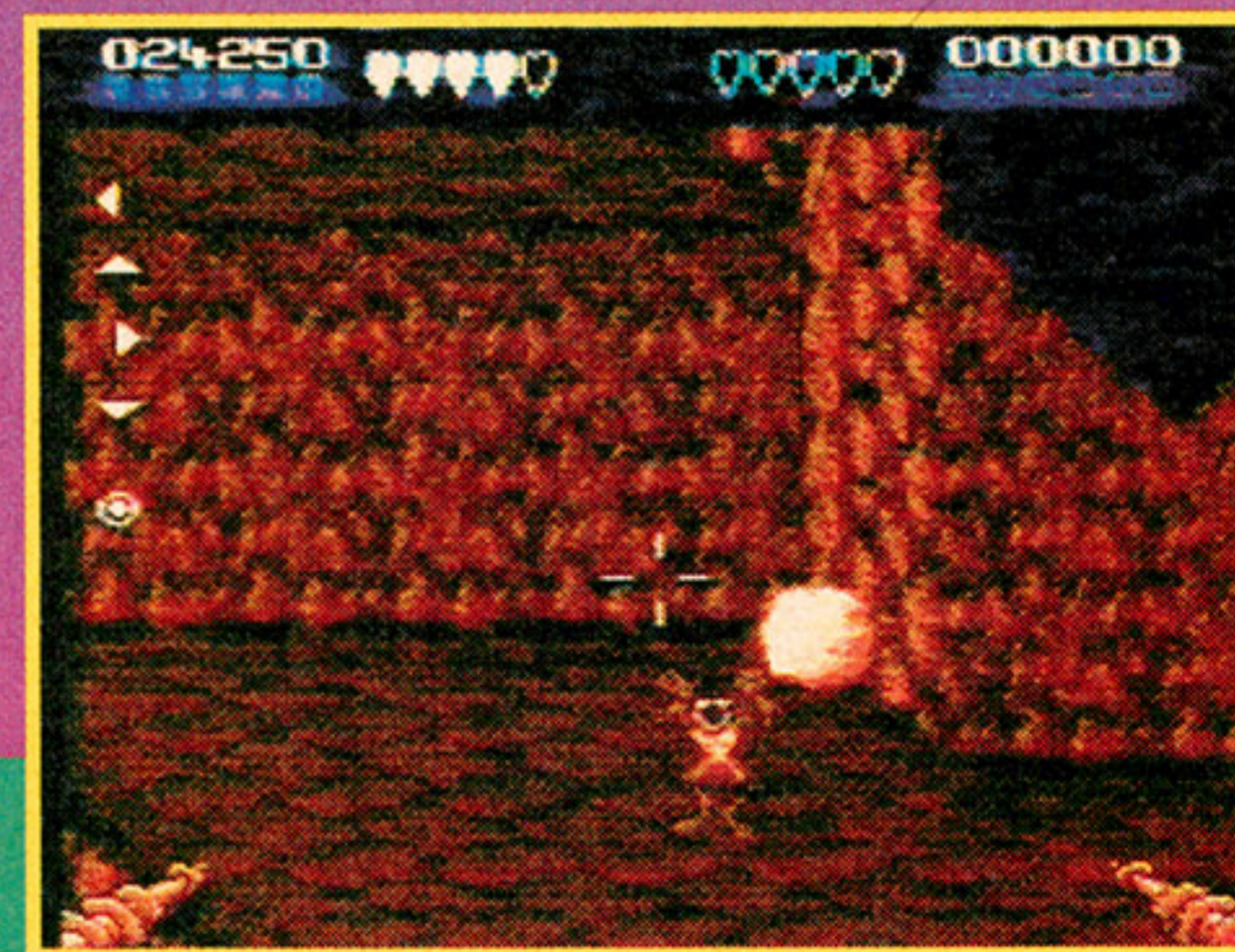


to the planet Ragnarok. A brutal fight lies ahead. To reach the Tower of Shadows where Pimple and Angelica are held, Rash (in the one-player mode) must navigate 12 difficult stages. Psycho-Pigs, Saturn Toad-Traps, and lethal surfing



Use the Walker leg to bat a flying Psycho-Pig out of the sky, then hop on his back. Now you can fire a laser to dogfight (pigfight?) with other Psycho-Pigs.

contests are just a few of the obstacles to face. But when the going gets tough, the Toads get going.



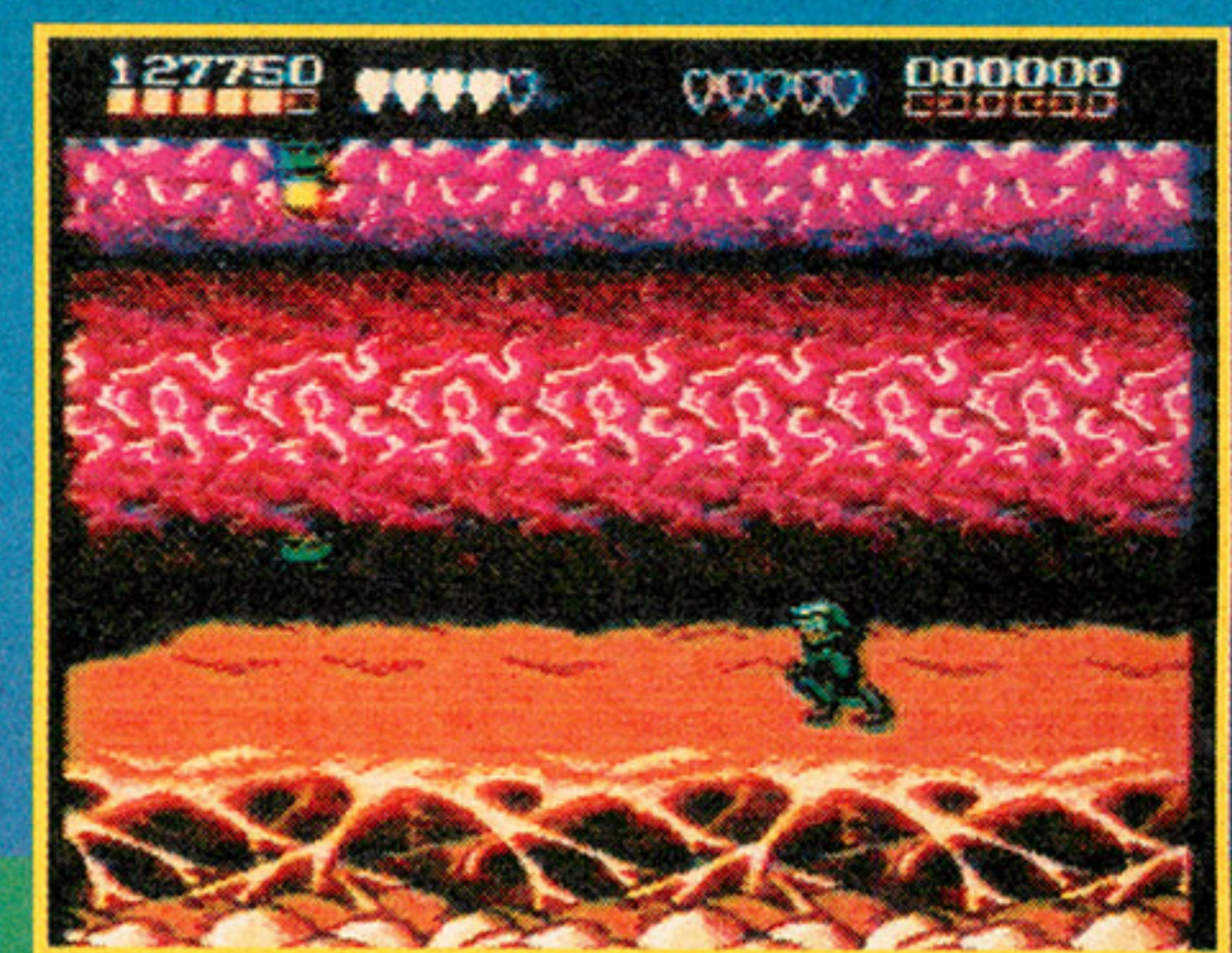
When you battle the Tall Walker, you'll view the fight through the eyes of the Walker, even though you're still controlling your Battletoad. To defeat the Walker, wait in a corner until he shoots, then grab one of the balls left behind. Hurl the ball at yourself—you're watching the fight from the Walker's point of view, remember?



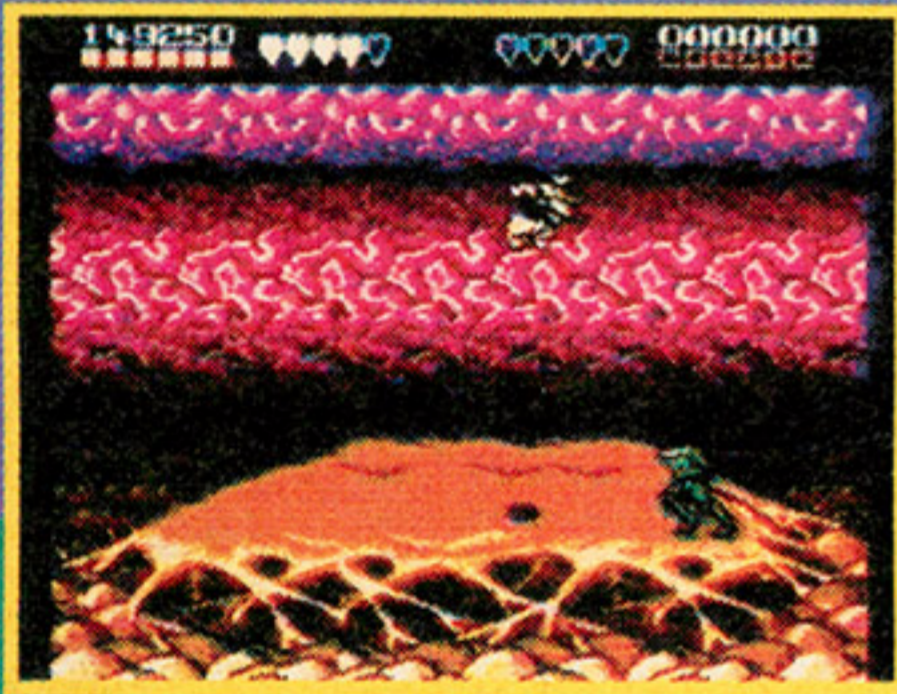
As you swing down into Impact Crater, the ravens peck on your rope. Stay near the side of the crater, press the B button to transform into a wrecking ball, and swat the birds. Some ravens leave behind swords.



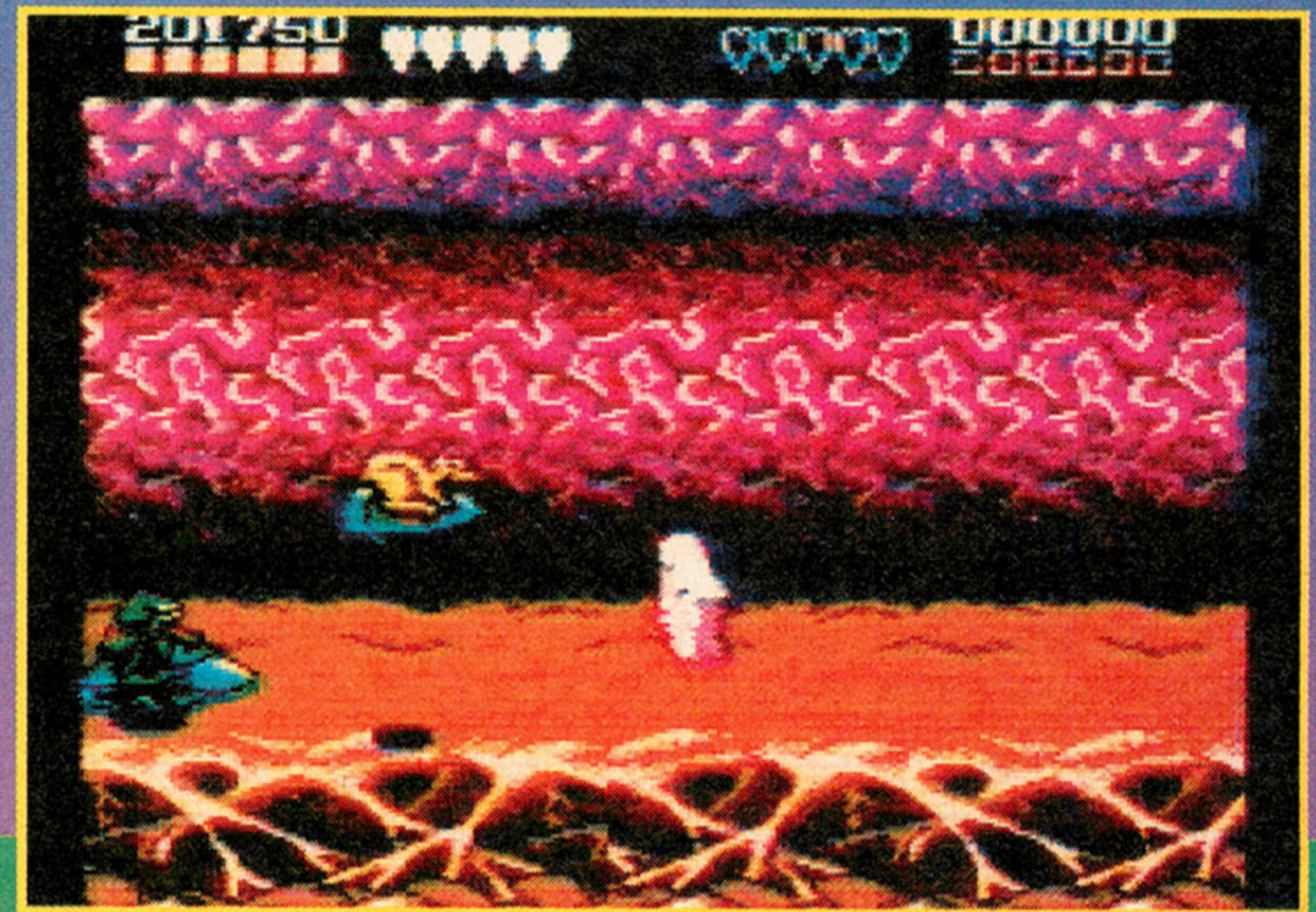
When you're in this hole, it's important to maintain control and take your time. Otherwise, you'll ram into these Electro-Zappers. They move in patterns, so give yourself room to adjust to their movements.



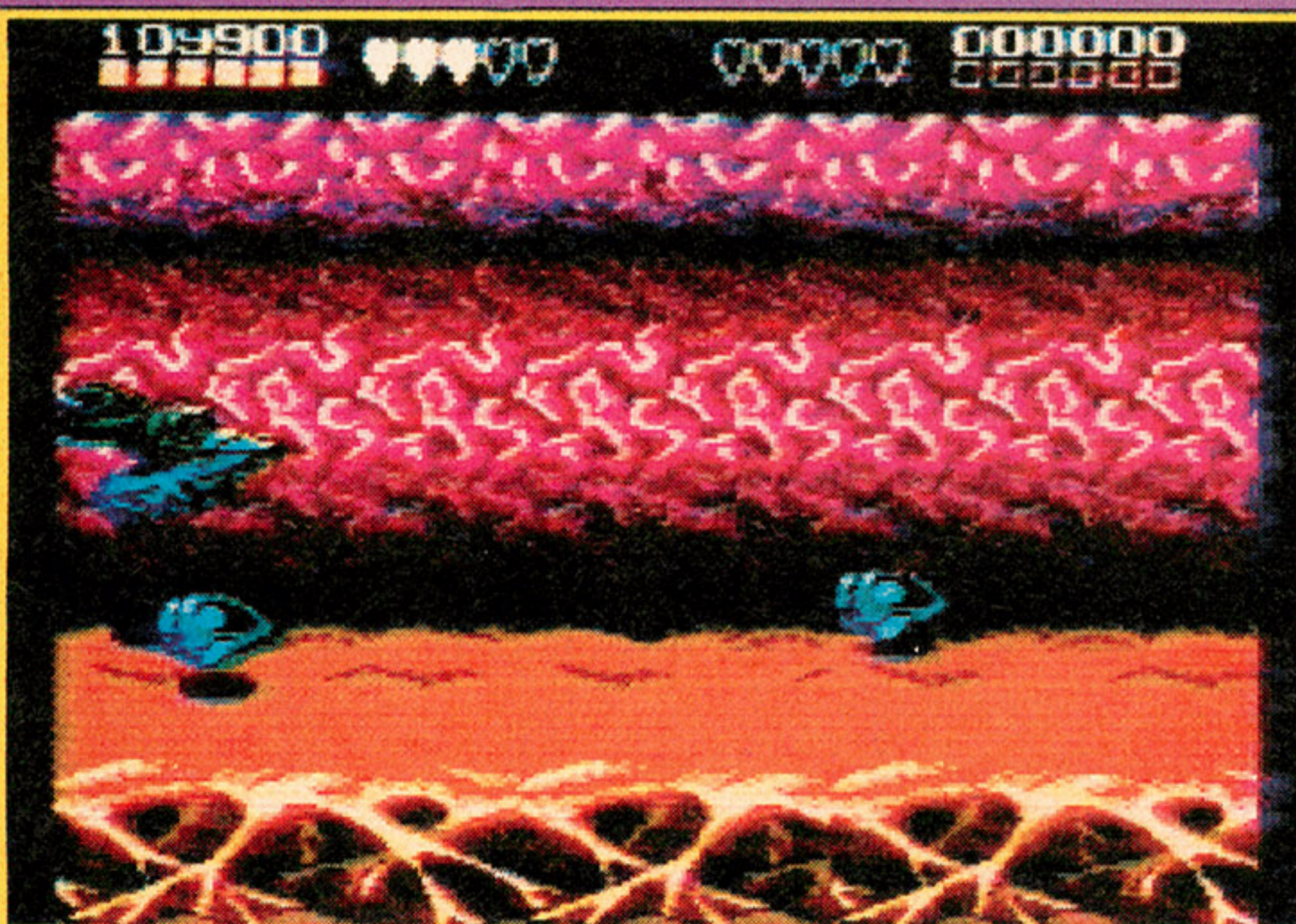
Deep in the volcanic core of Ragnarok lies the Turbo Tunnel. As soon as you enter this underground speedway, tiny Invaders steal your life energy. Punch them out to reclaim your energy.



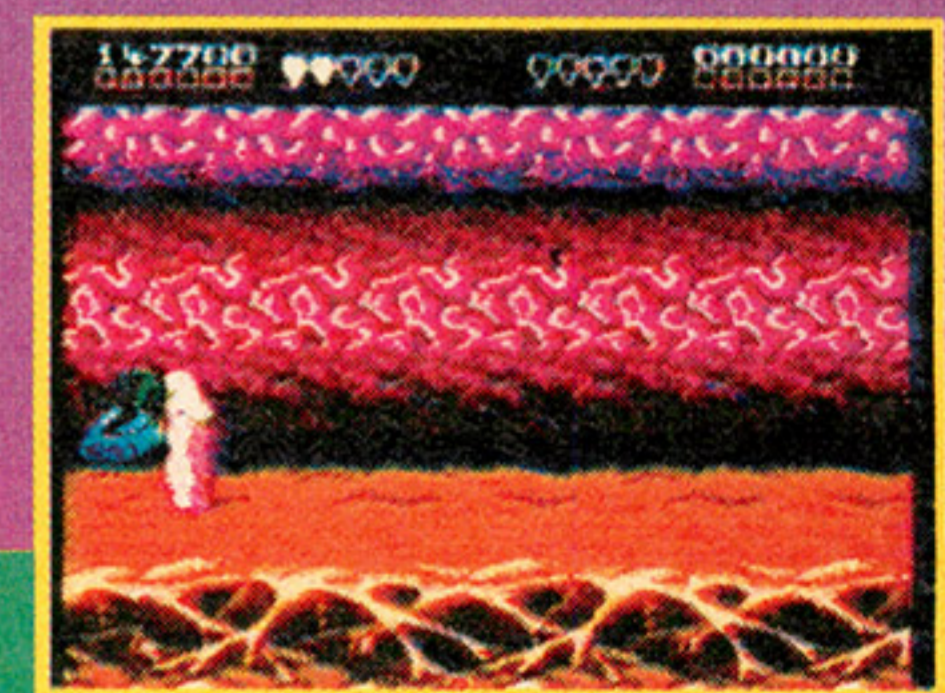
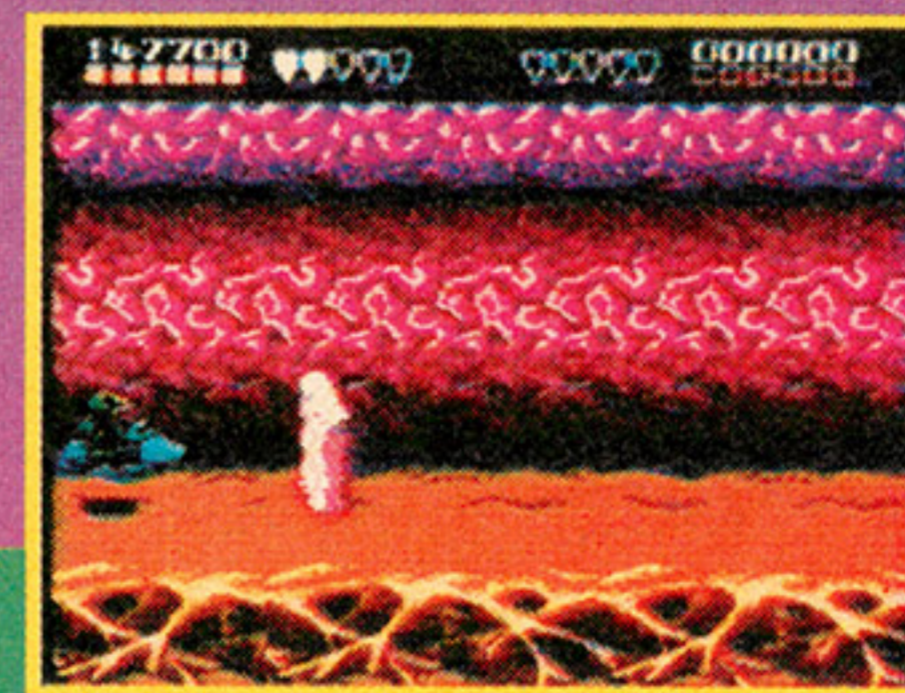
As you jump from island to island, be alert for ambushes by the Giblets. Stand in the middle of the island and attack with your Big Bad Boot.



When you hop on a Speed Bike, it's off to the races. And this race has no rules. Be ready to dodge the Rat Rockets that buzz by and drop stone tablets in your path.



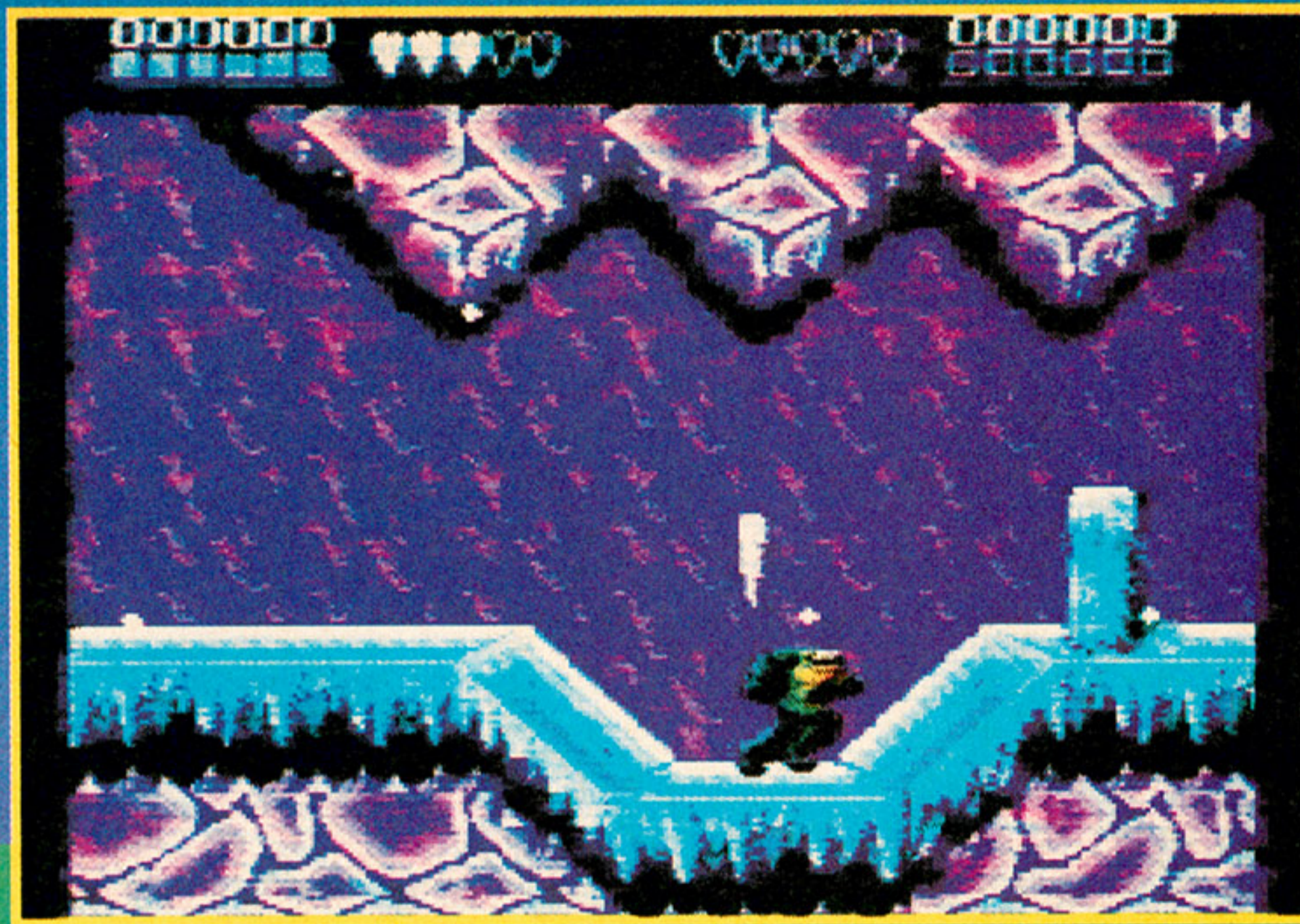
To get by the Rat Pods, stay at the top of the screen and jump over them.



The pace gets incredibly quick as you approach the finish line. It'll probably take a few rounds before your reflexes adjust to the demands of this section.



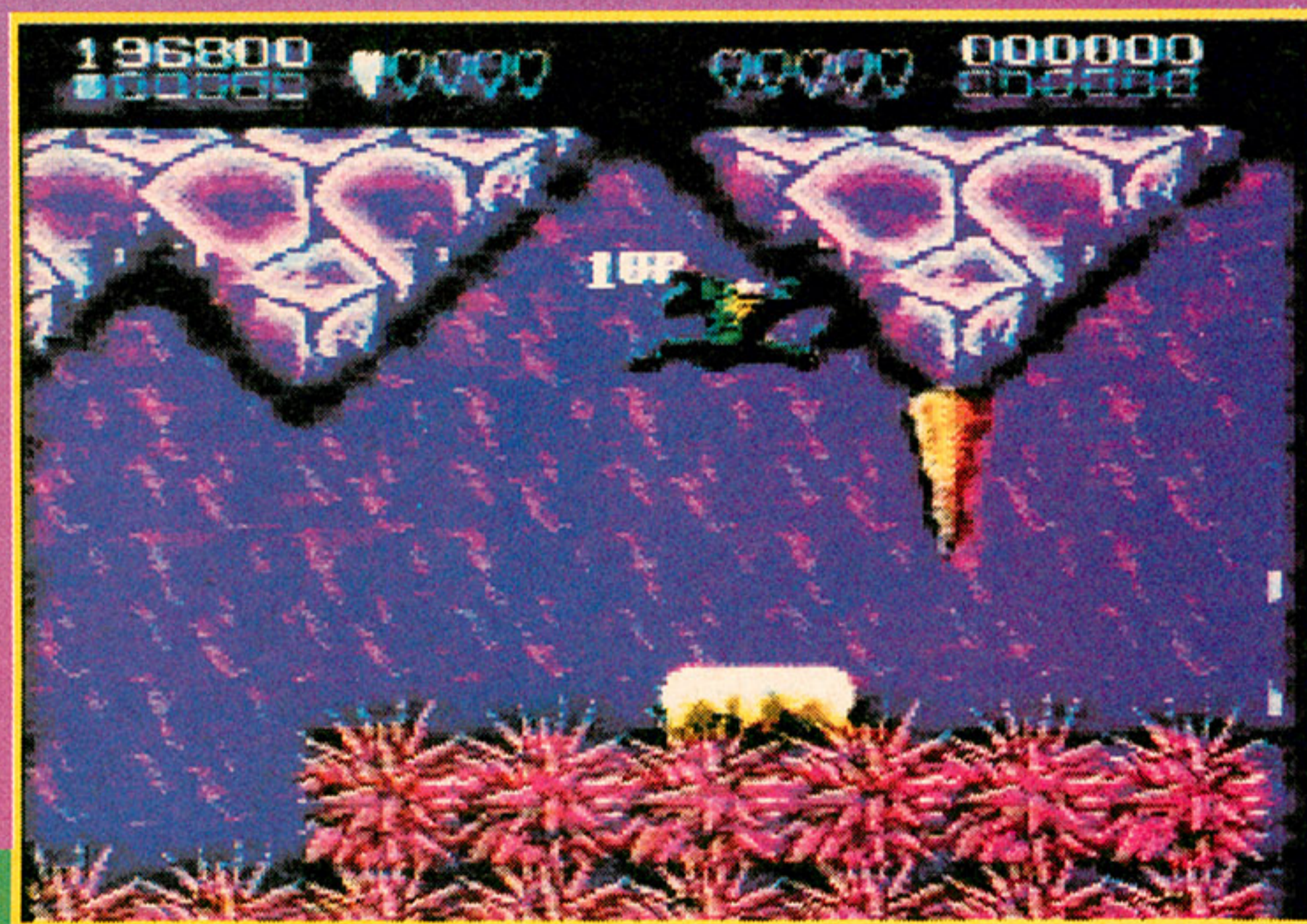
Almost as tricky as it is slippery, the Ice Cavern is a maze patrolled by malicious snowmen. They'll throw two snowballs at your head, then one at your feet. You can easily dodge their icy volleys before returning fire.



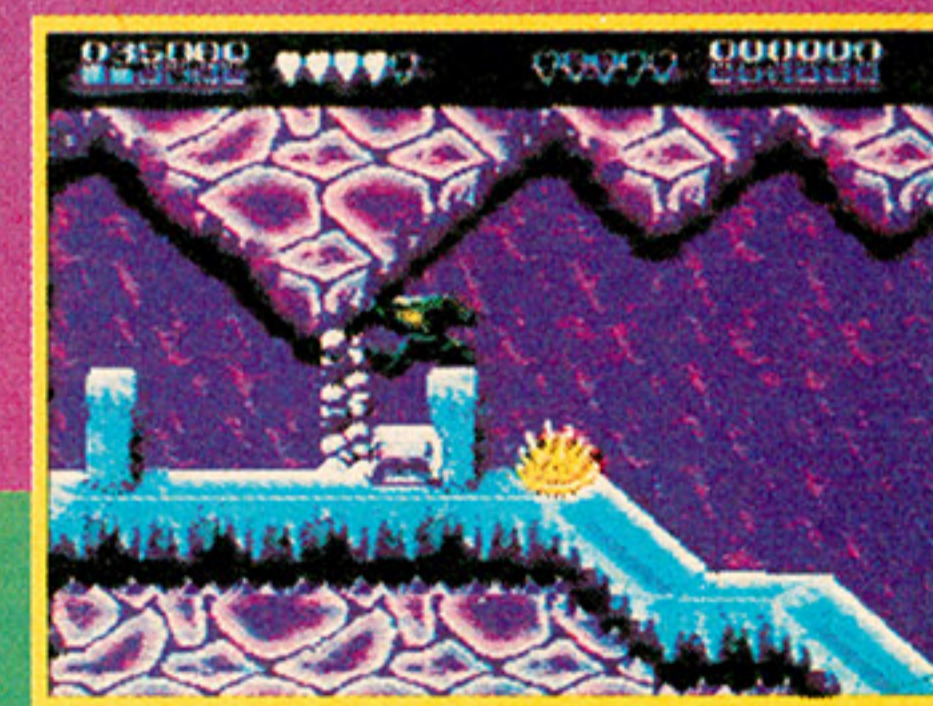
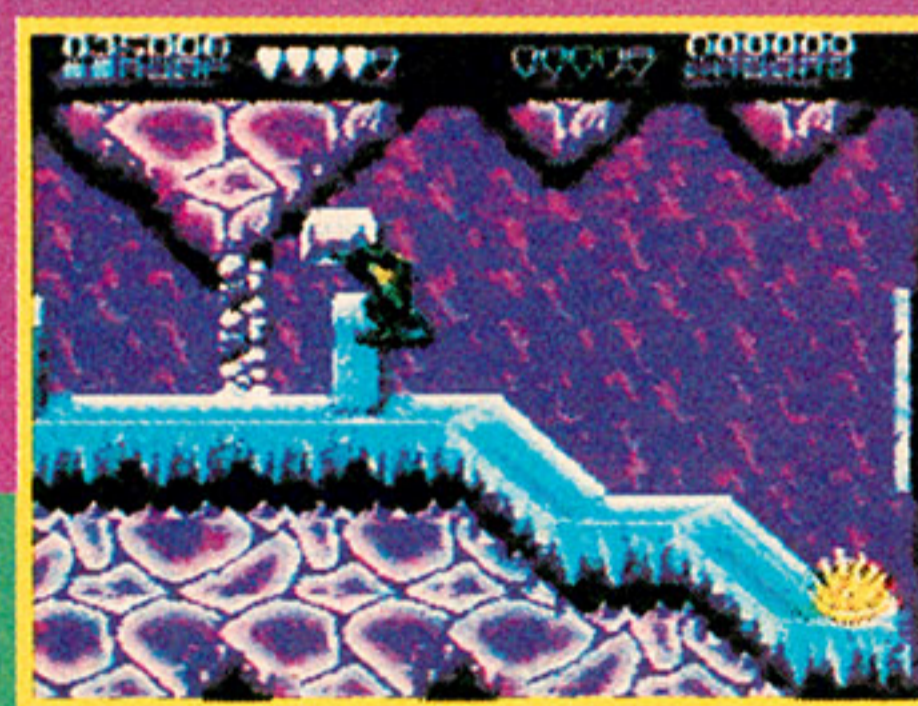
Never let your guard down. In this cave, even common stalactites can be dangerous! Whenever you see these crystalline booby traps, run underneath them or you'll get jabbed in the head.



This snowman is hard to defeat. Jump onto the ledge below him, then immediately bounce over to the ledge at the upper right corner. Finally, leap over and crush him into the ice.



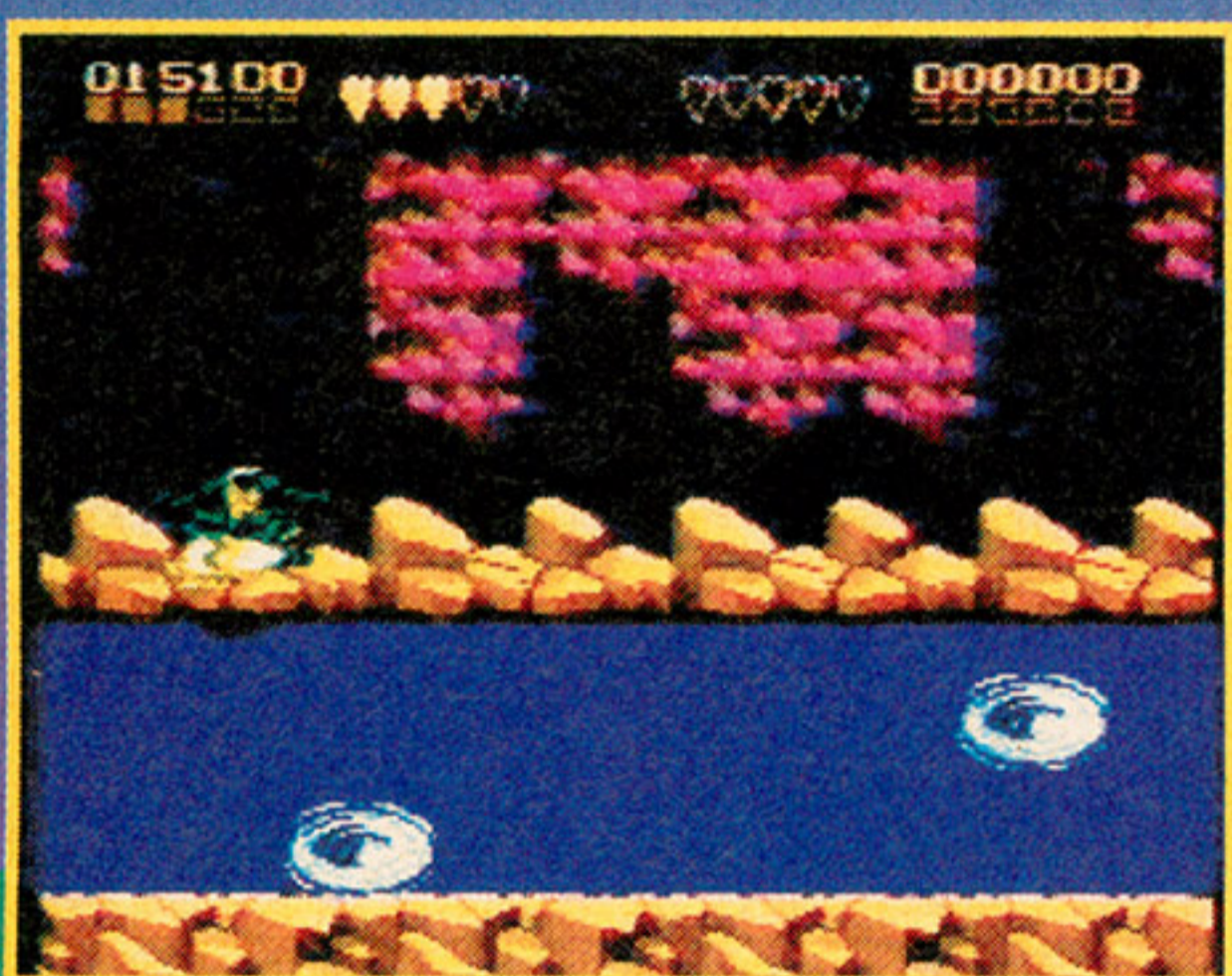
Halfway through the cavern, you'll find a one-up floating at the top of this tunnel. Quickly jump off the platform you're riding, grab the extra life, and then land in a crouched stance to avoid impaling yourself on the stalactite you're approaching.



Ice blocks aren't just part of the scenery — you can toss them to demolish stone walls.



When no ice blocks are handy for shattering walls, stand next to the obstacle and wait for a hedgehog to appear. When the hedgehog charges, jump over it at the last second. It'll sail by and ram the wall out of the way for you!



After sliding out of the Ice Cavern, you'll plunge into Surf City. Riding the Space Board is easy in this first section — all you have to do is weave between the whirlpools.



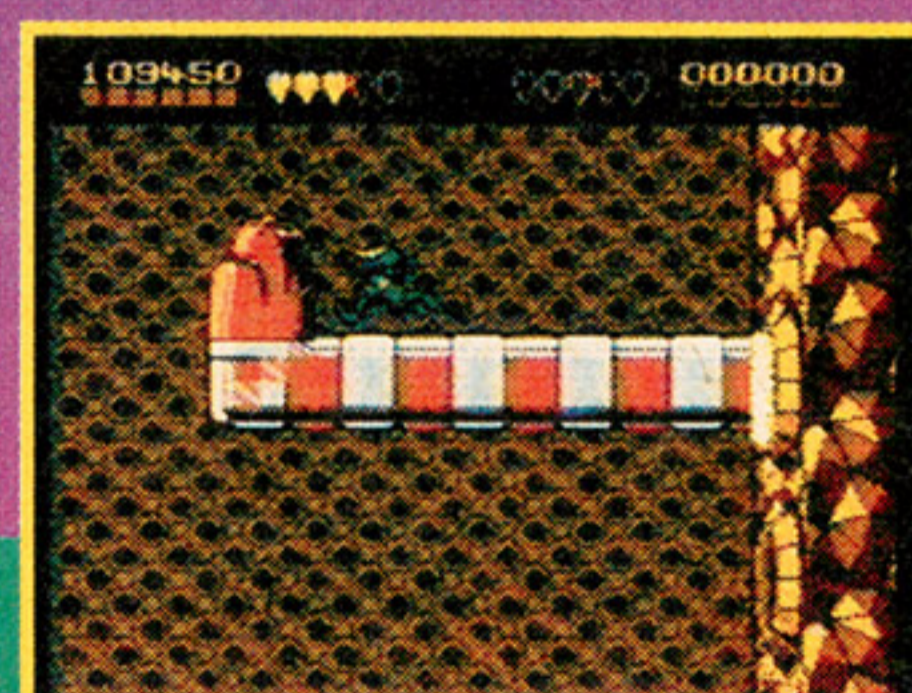
As soon as you plunge over the first waterfall, look for this one-up hovering in the mist at the bottom.



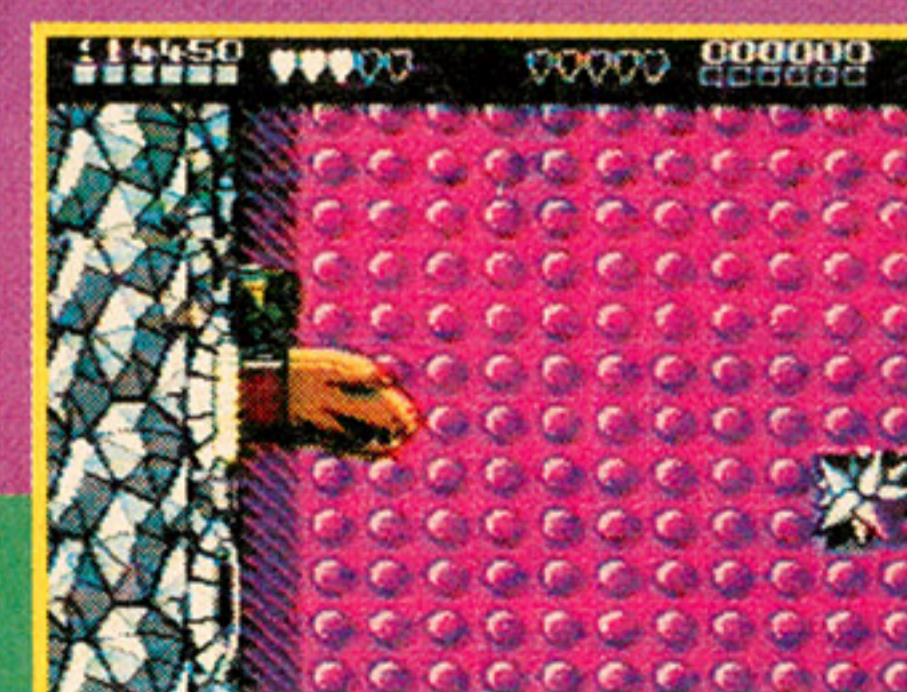
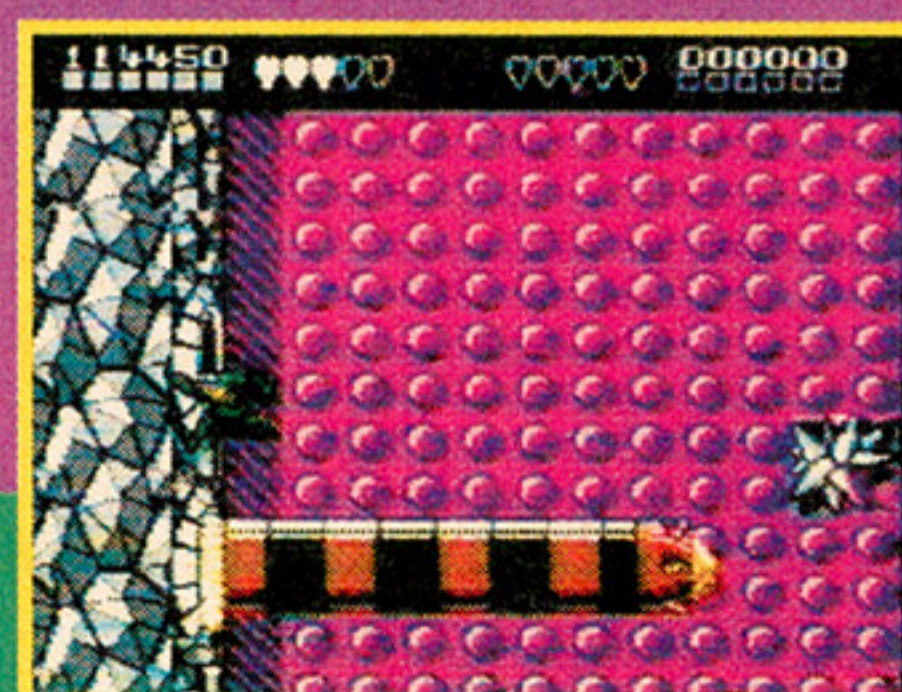
The Dark Queen's top rat, Big Blag, is one ugly dude. He's also easy to beat if you use a Walker leg. Just trap him in a corner and start pounding. It'll take many solid hits to beat him, though.



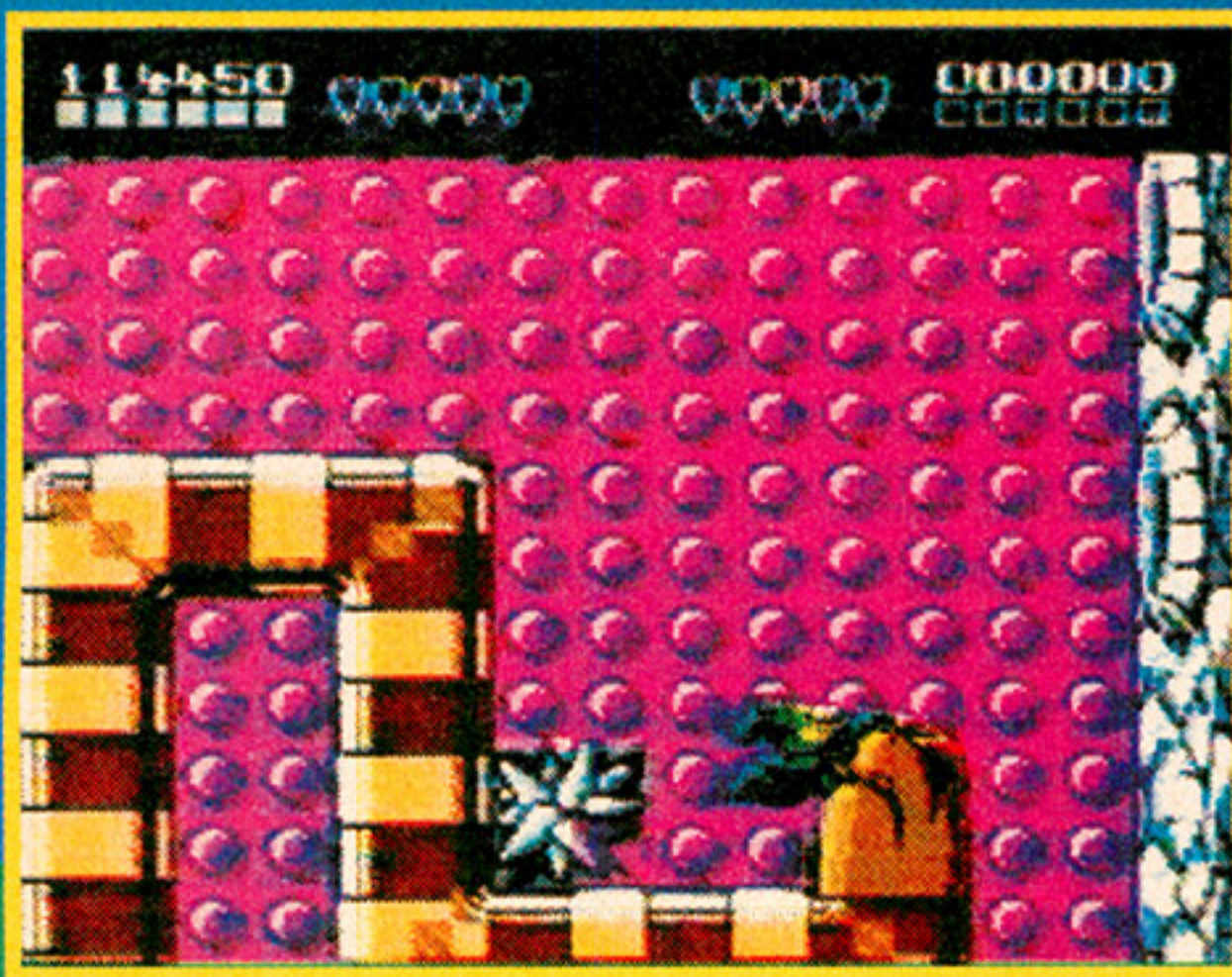
On level 2 in Surf City, stay near the river bank to avoid hitting the mines dotting the surface of the water.



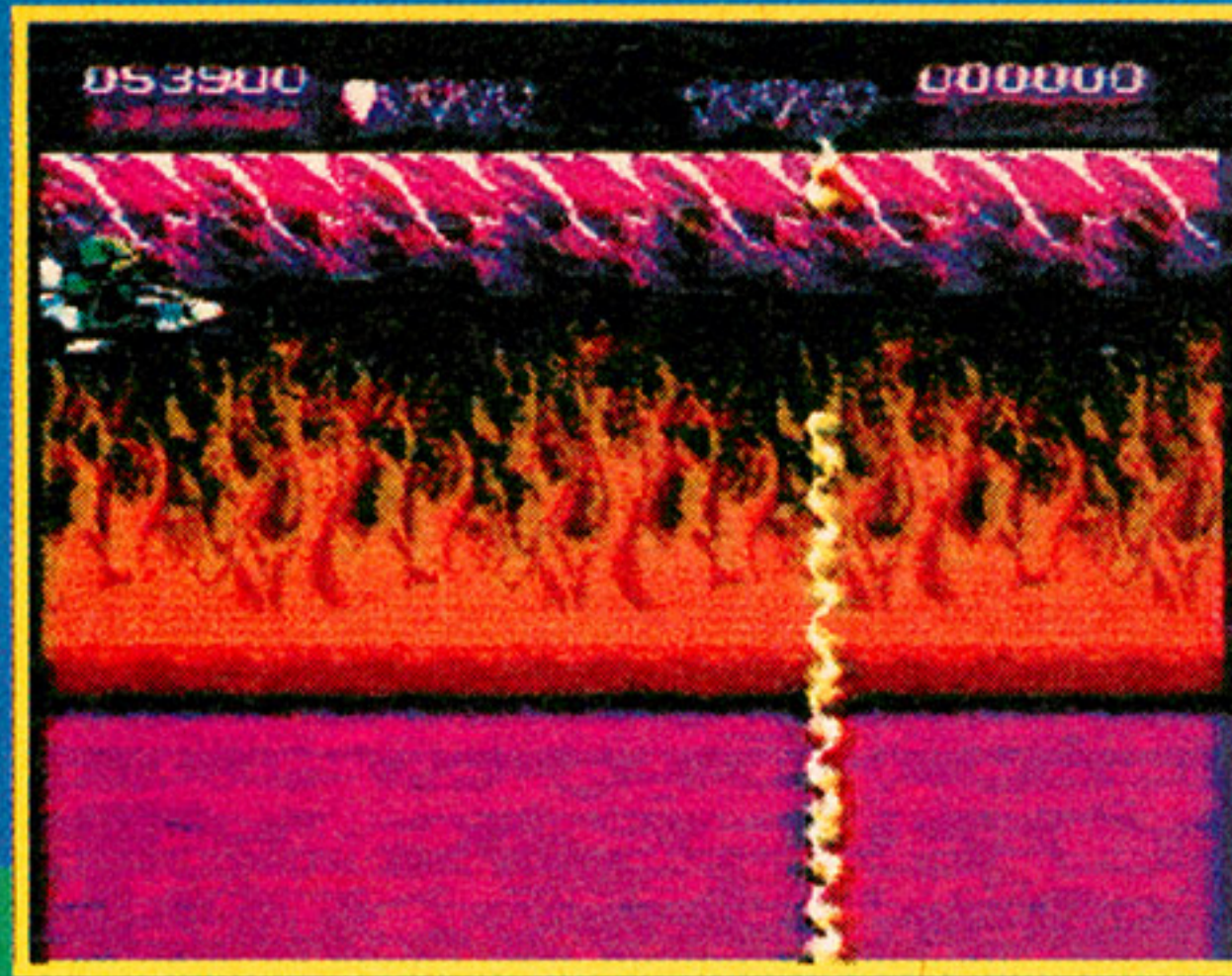
Welcome to a toad's nightmare — the Snake Pit. Jump on the flying snake's back and be ready to move. The snake changes direction in midair, making this a tricky ride to the top of the pit.



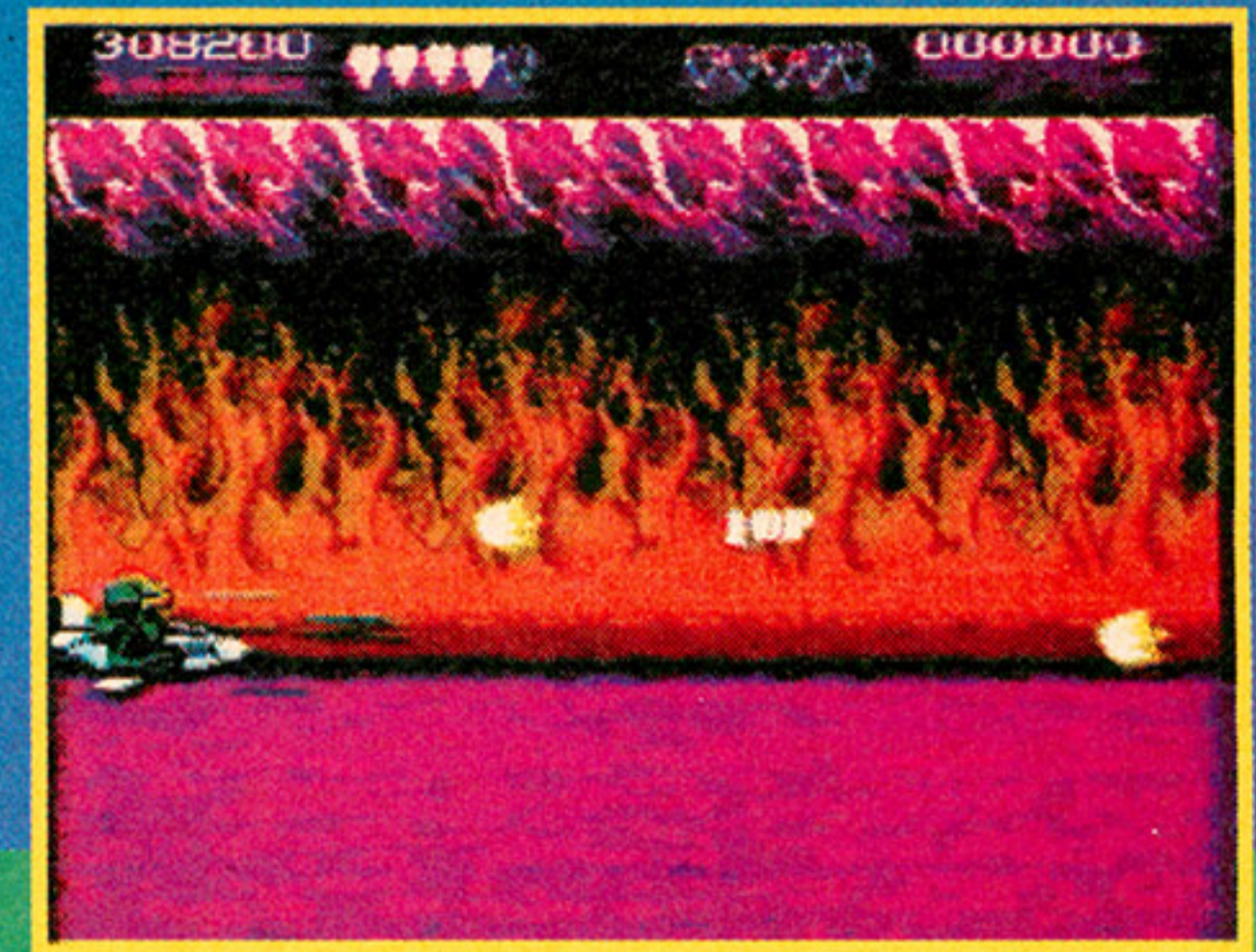
As the snake slides into a hole in the wall, wait until the last possible second before jumping off the end of his tail. Then hop onto the next snake that appears out of the hole above you.



The Snake Pit gets more difficult on each level. This time around — in addition to hanging on to the snake's slithering, metallic scales — you must also dodge some spiked balls.



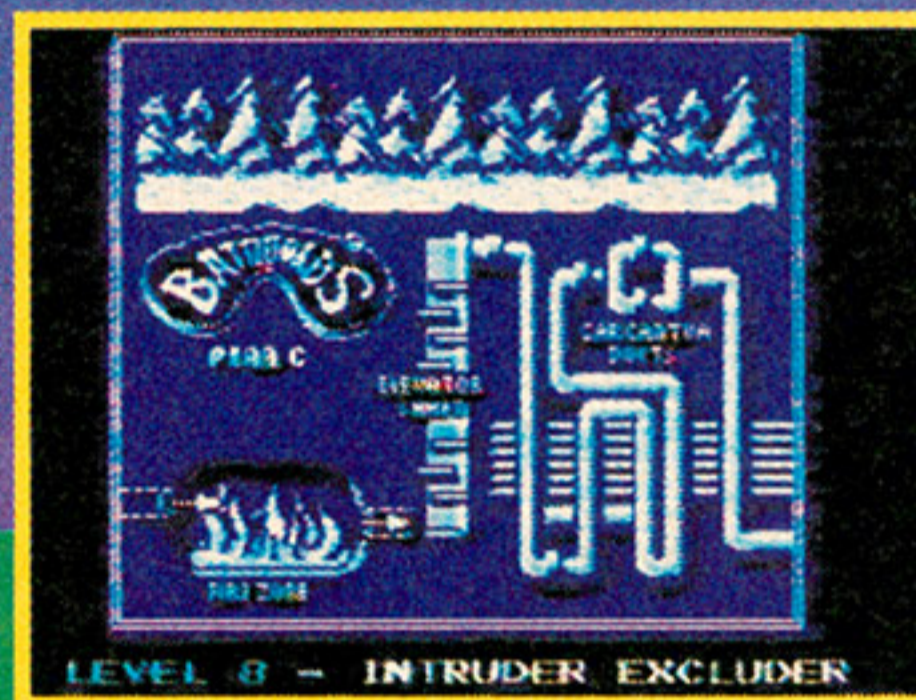
There's nothing friendly about the skies in the Fire Zone. Fly your Toad Plane over the bubbling lava and weave your way through the staggered holes in the force fields.



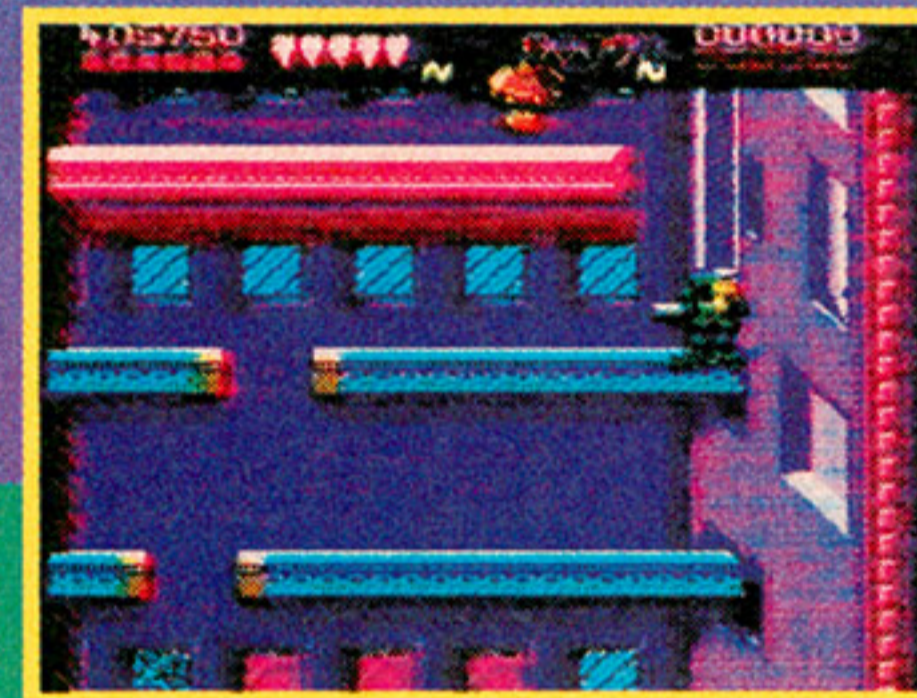
On level 2, stay in the middle of the screen as you dance around the incoming fireballs. This leaves you more room to dodge, and you'll find an extra life, too!



On level 3 of the Fire Zone, anti-toad missiles fill the sky. These projectiles are fired from both above and below you. To avoid being hit, repeatedly fly from the top to the bottom of the screen.



After completing each stage, you can orient yourself by studying the tactical map.



The elevator shaft tests your talent for hopping. It's important to look before you hop, though. Murderous sentry drones block your path, but their shots are predictable. Make your move between blasts.



Spring platforms increase your hopping range, but this can hurt you as well as help you. If you're not careful, your longer hops can launch you into the electric bolts flicking between the beams.



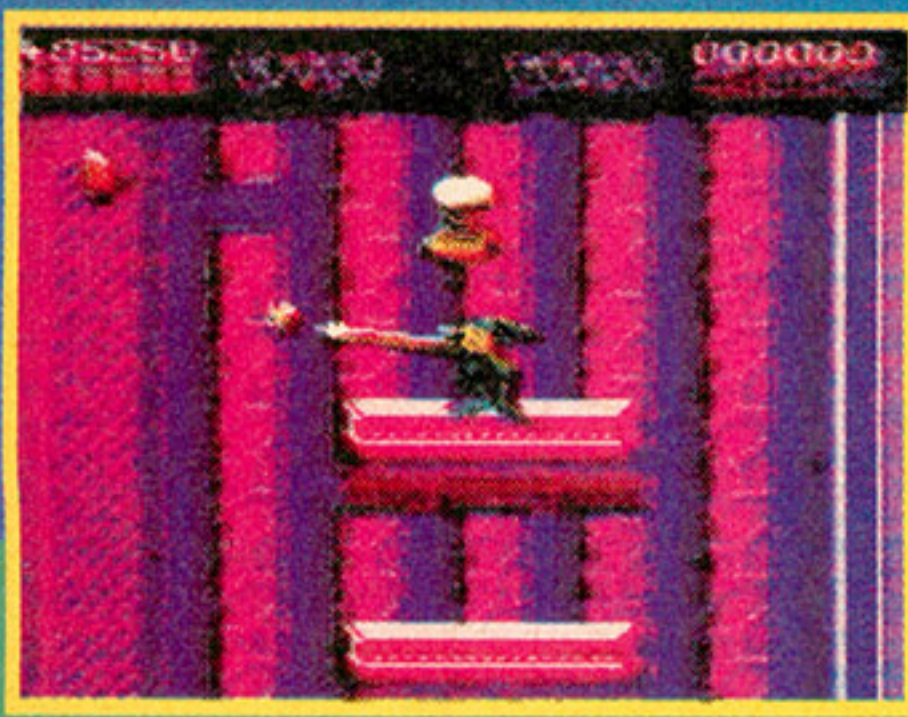
One-ups always seem to be found in hard-to-reach places. It takes a delicate touch on the controller to bounce across these spring platforms and reach this prize.



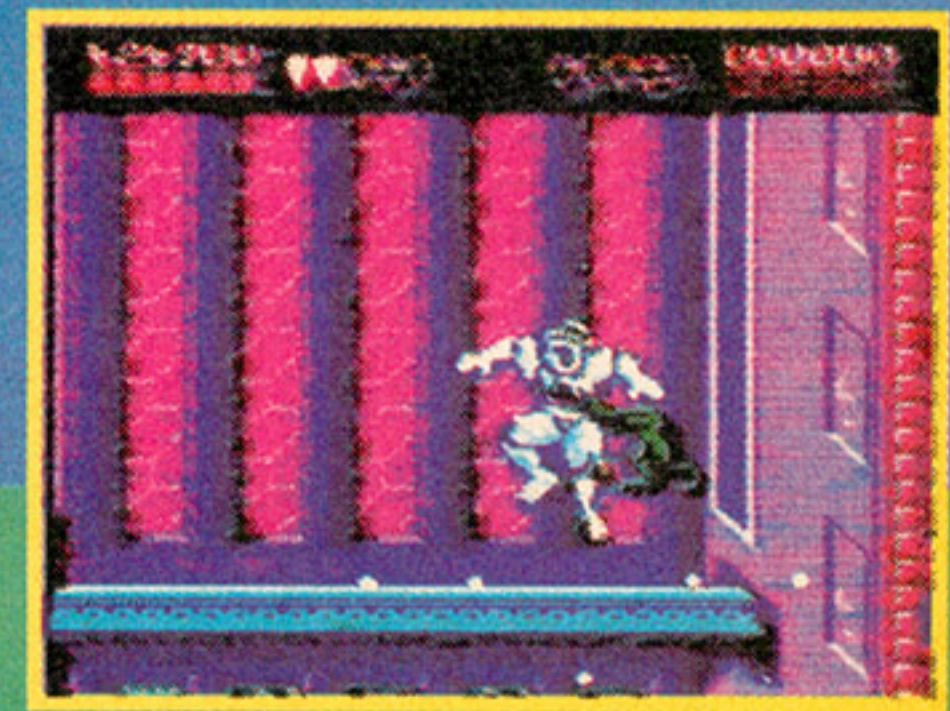
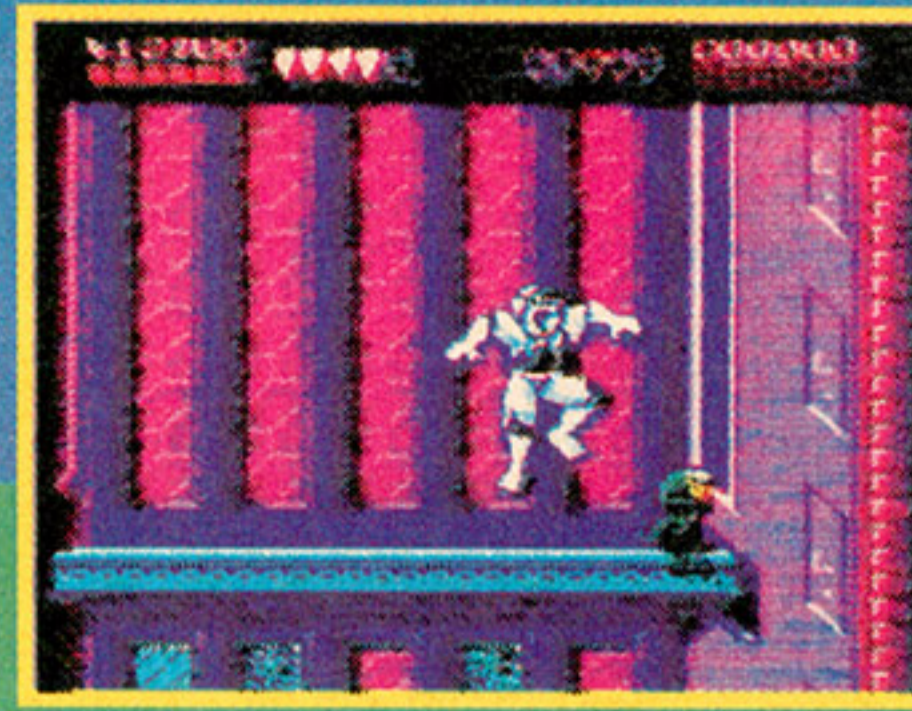
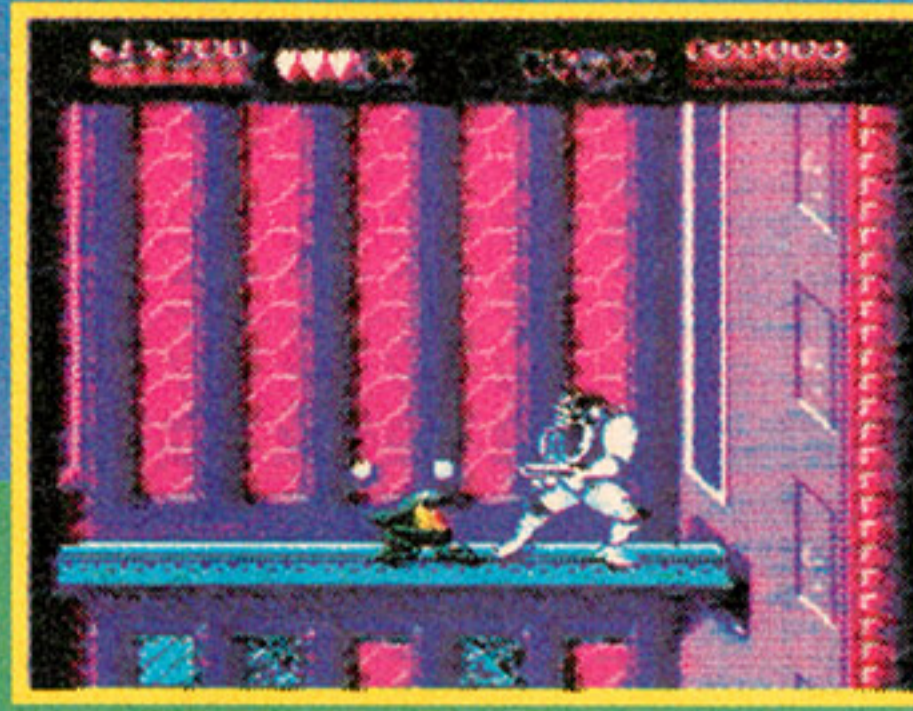
Just when you think you've seen everything, you're attacked by Snot Balls. It's almost impossible to avoid this animated slime, so just peel it off and *move!*



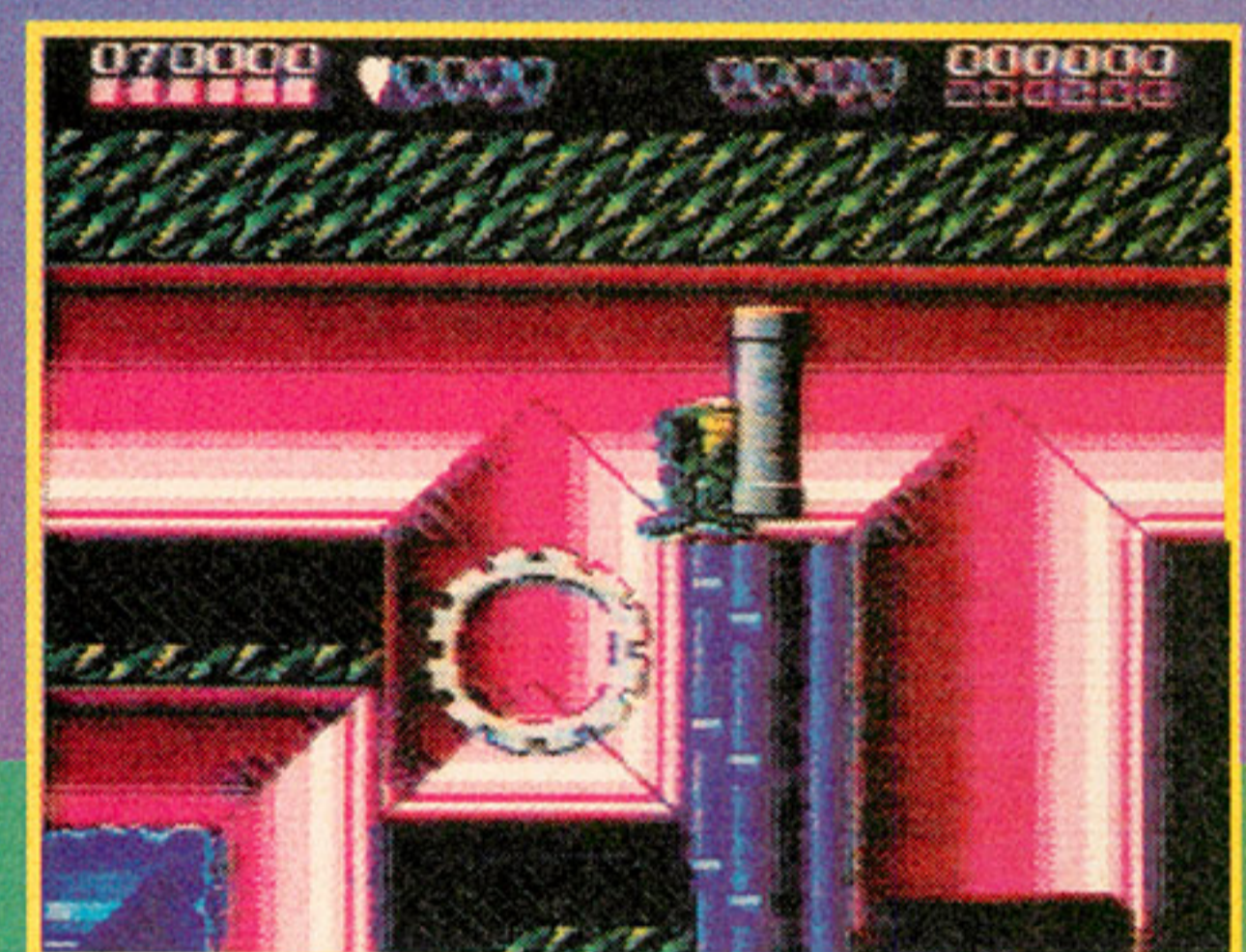
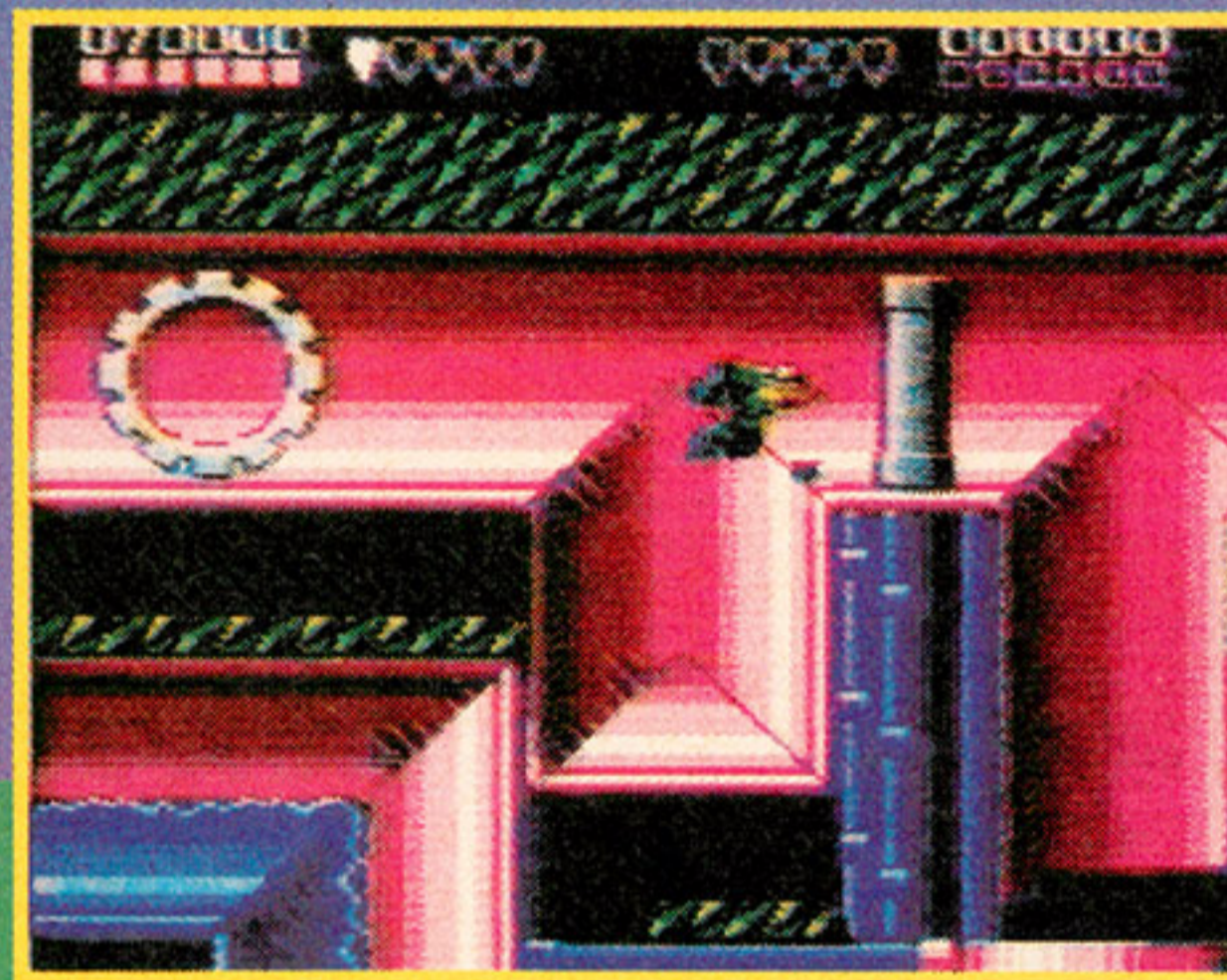
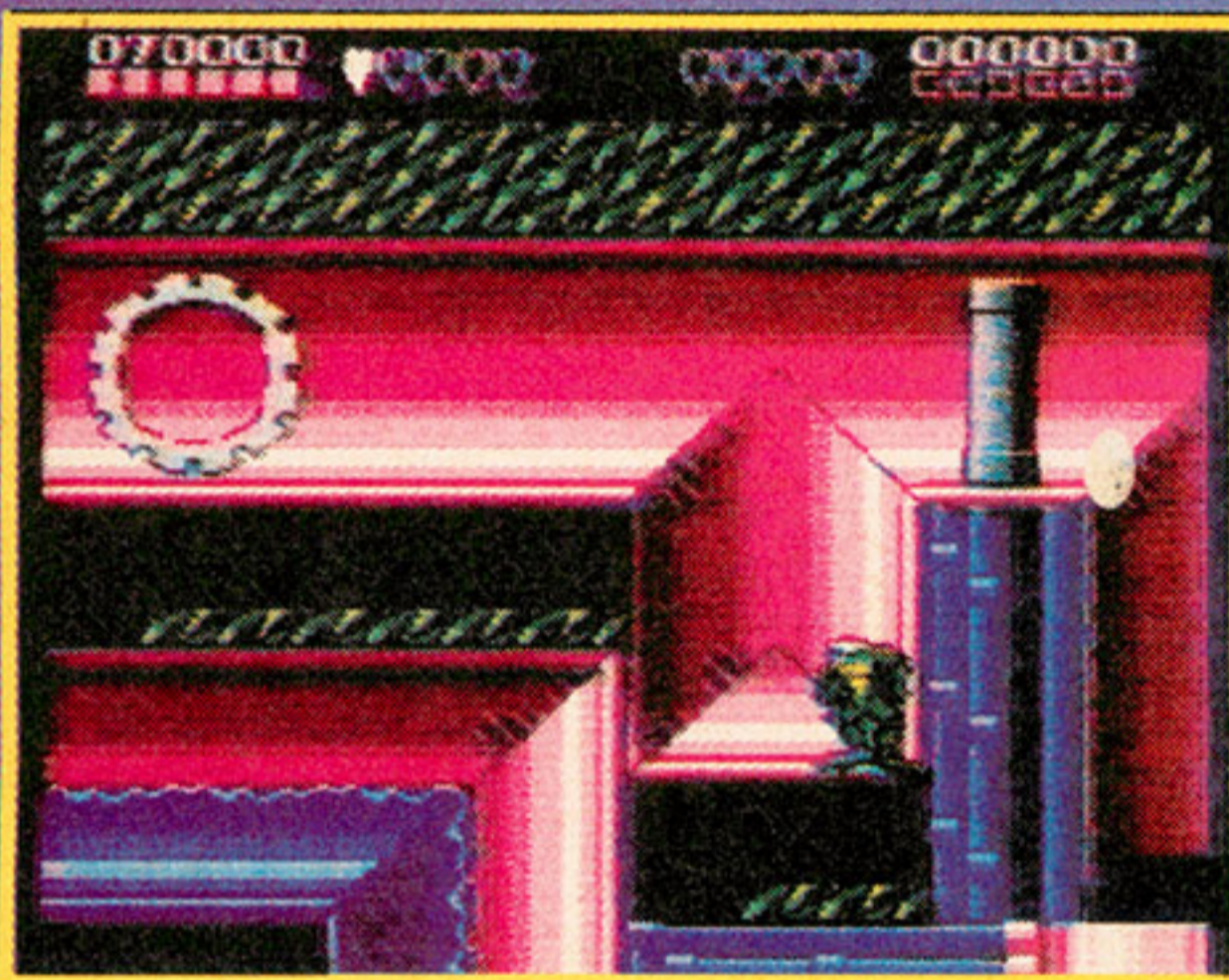
The Gassers and the bubble-blowing Suckas are a constant threat in the elevator shaft. When the gas clears and the bubbles are gone, it's safe to move by them.



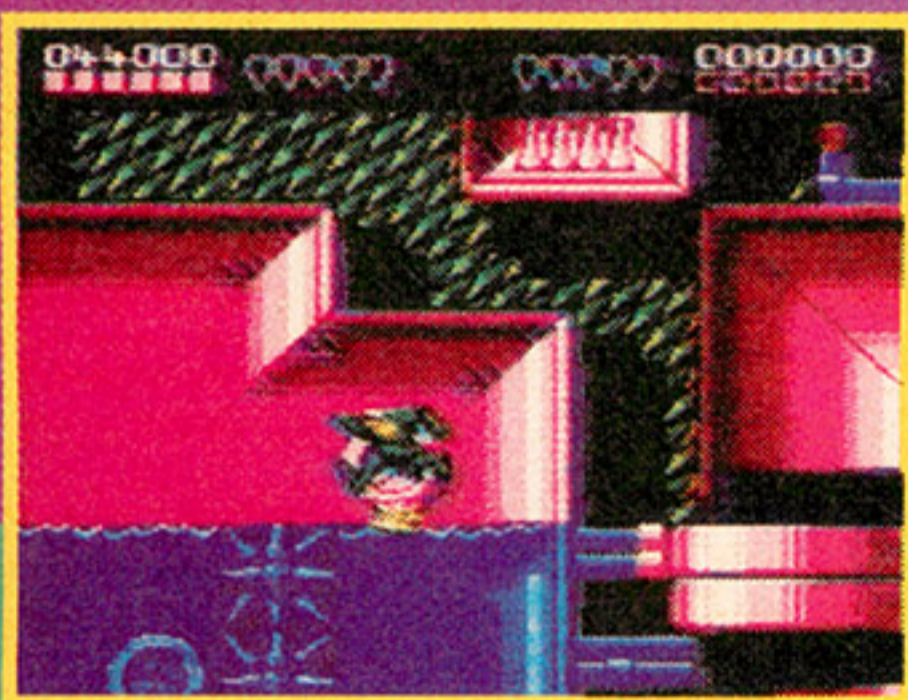
Throughout Ragnarok, you'll be harassed by pesky flies. Just do what comes naturally (for a toad, that is) — stick out your tongue for a fresh meal and some life energy!



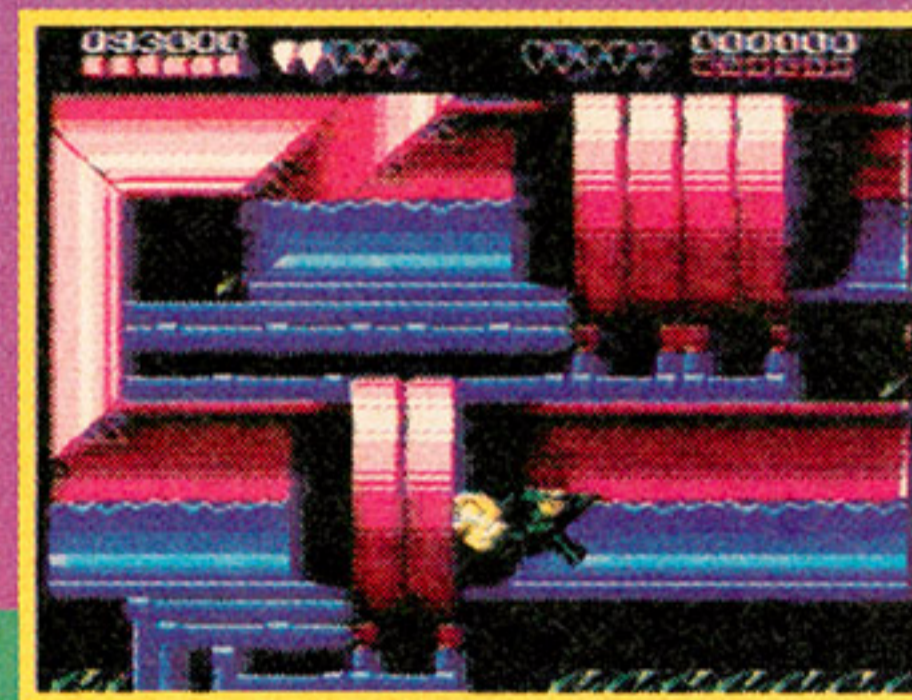
At the top of the elevator shaft, Robo-Manus is ready to stomp some toad. He starts out a bit sluggish, but steadily gets quicker as the battle rages. Duck his shots, then give him the Big Bad Boot. It helps to have lots of lives in this battle — he's tough.



Inside the Dark Queen's flagship *Gargantua*, the dark coziness of the ducts makes you feel at home...except for the gears tumbling through the pipes. This pit with no spikes appears to be a safe hiding place, but it's really a trap. Instead, hide in the pits *with* the spikes.



When you come to these submerged maces, float to the surface and stay close to the spikes. As soon as you reach stale air, press up on the controller and hit the A button to leap over the spikes.



To pass by this Steel-Beak, hit him from behind with a Kiss-My-Fist punch. Never attack these rusty ducks face to face, because their beaks are razor-sharp.



To exit the tubes, use a helicopterstick and fly down the right side of this shaft. Otherwise, you'll impale yourself on the spikes near the exit.



The Dark Queen knows you're inside the *Gargantua*, and she's sent Scuzz to destroy it. He may be expendable, but he's also fast on his claws. Beat him in a race to the bottom of this shaft and use the bomb to blow him up.



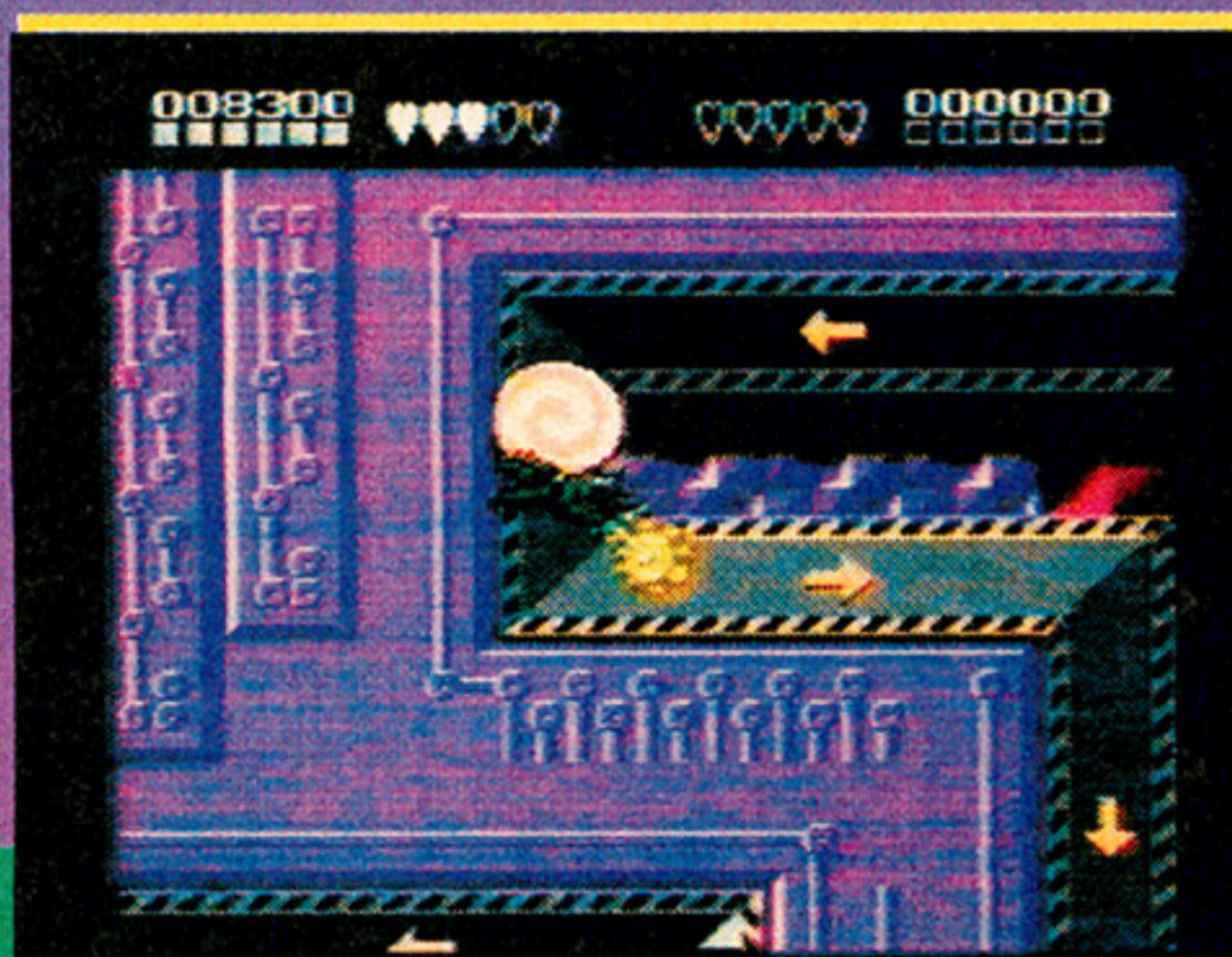
On level 2 in the *Gargantua*, Scuzz is much quicker than he was the first time. But you can catch up with him on these floating beams, because he always takes the long way through.



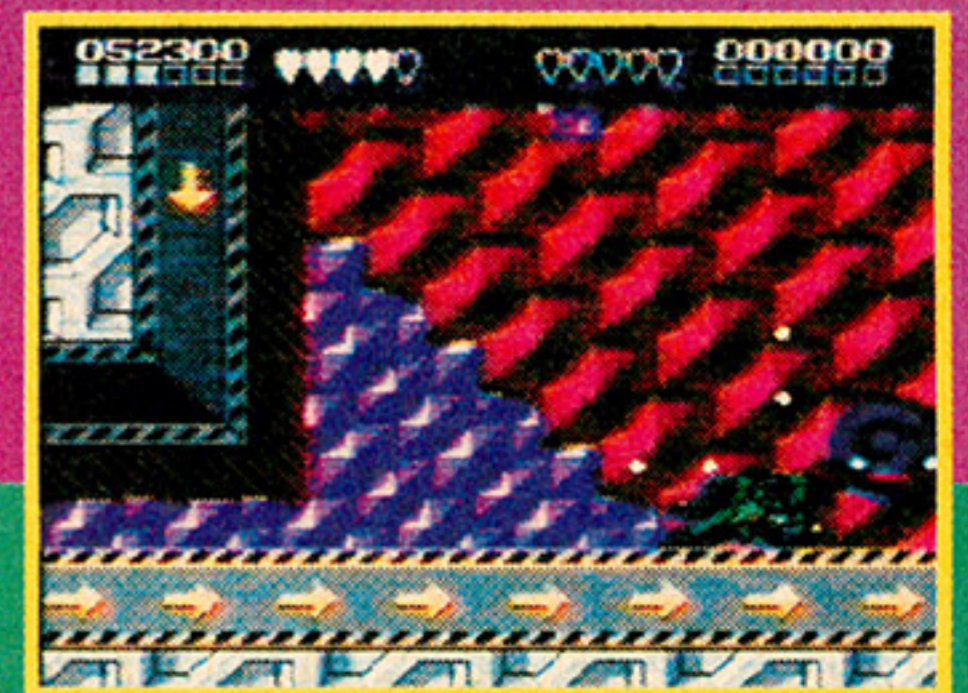
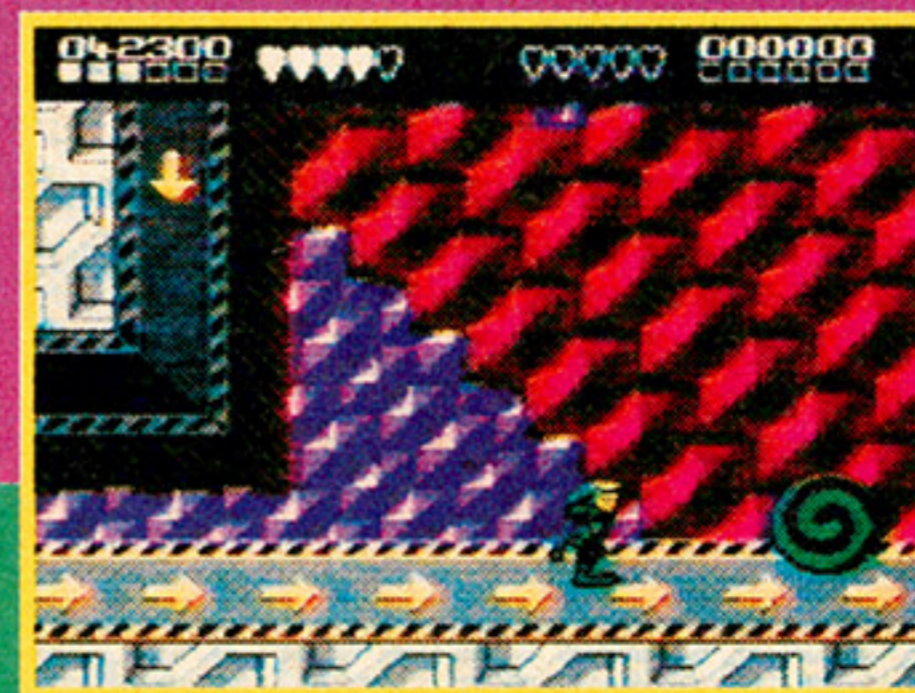
On level 3 in the *Gargantua*, Scuzz is incredibly fast. Your only chance is to attack him when he's stumbling through the floating beams. A solid punch sends him running in the wrong direction.



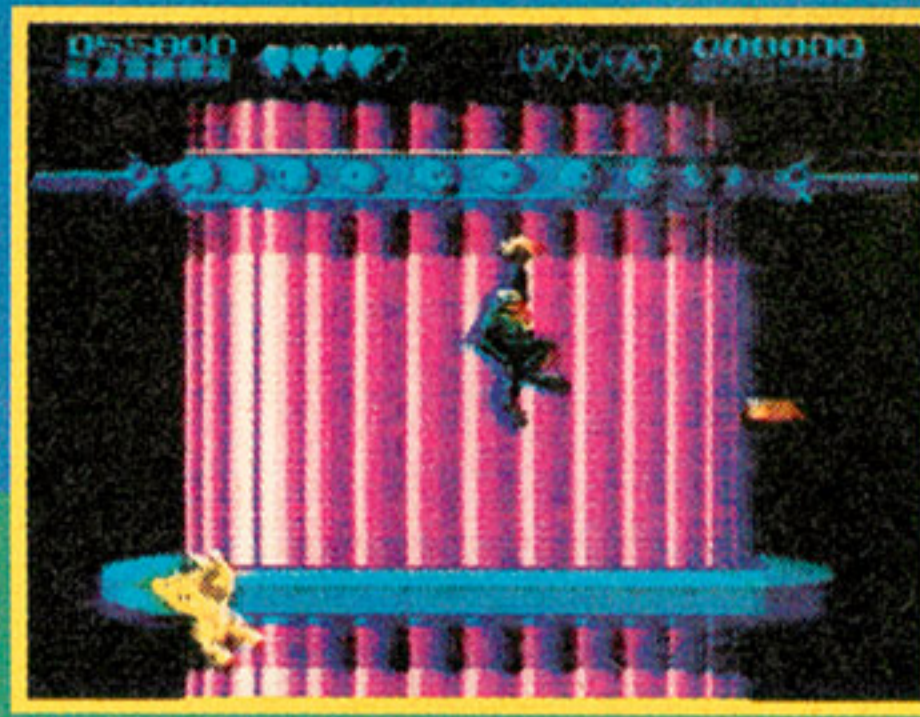
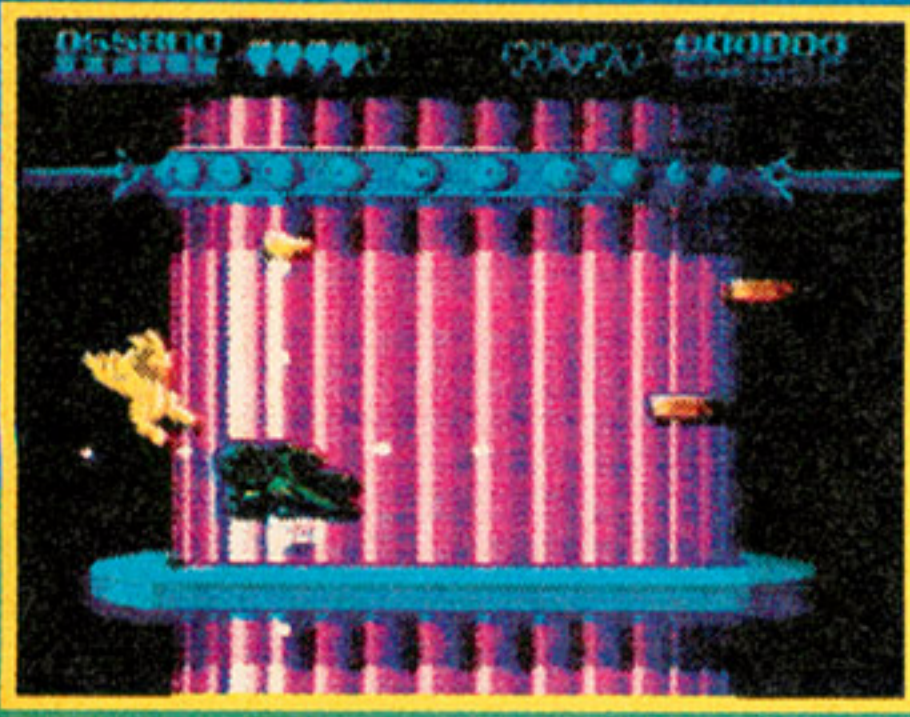
General Slaughter is the commander of the *Gargantua*. This battle-scarred soldier gets faster as your fight continues. To defeat him, attack with your head-butt. Also, if you die, you're briefly invincible when you get a new toad, so use the time wisely.



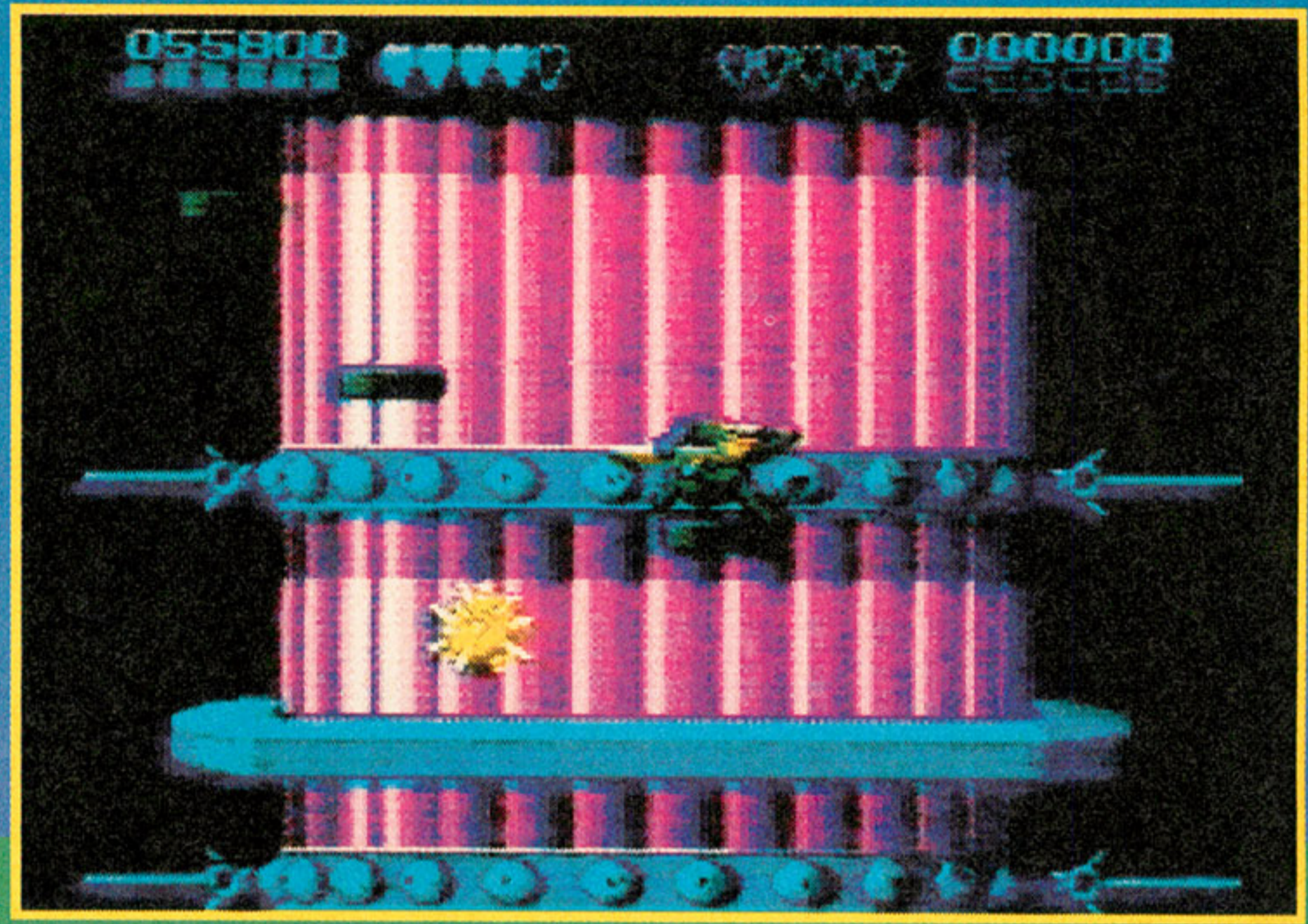
The second stage aboard the *Gargantua* is a wild race through the ship's passageways while riding on Clinger Wings. When you're cutting the corners, anticipate the turn so you can zip right through and gain speed.



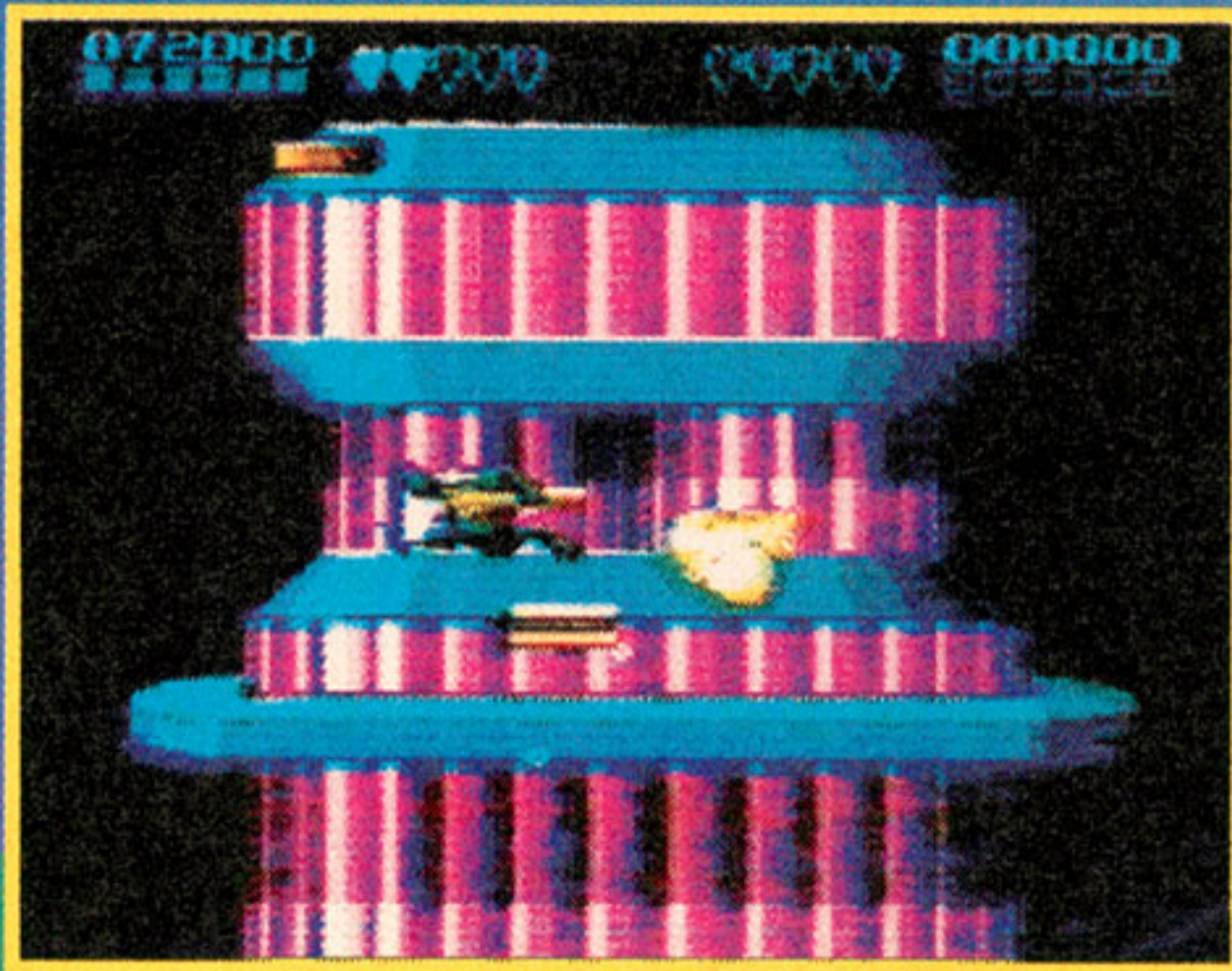
If you survive your tour of the *Gargantua*, your next obstacle is the Hypno-Orb. As it bounces around, run back and forth across the screen. When the orb lands, pick it up and slam it into the ground. Finish it off with a head-butt.



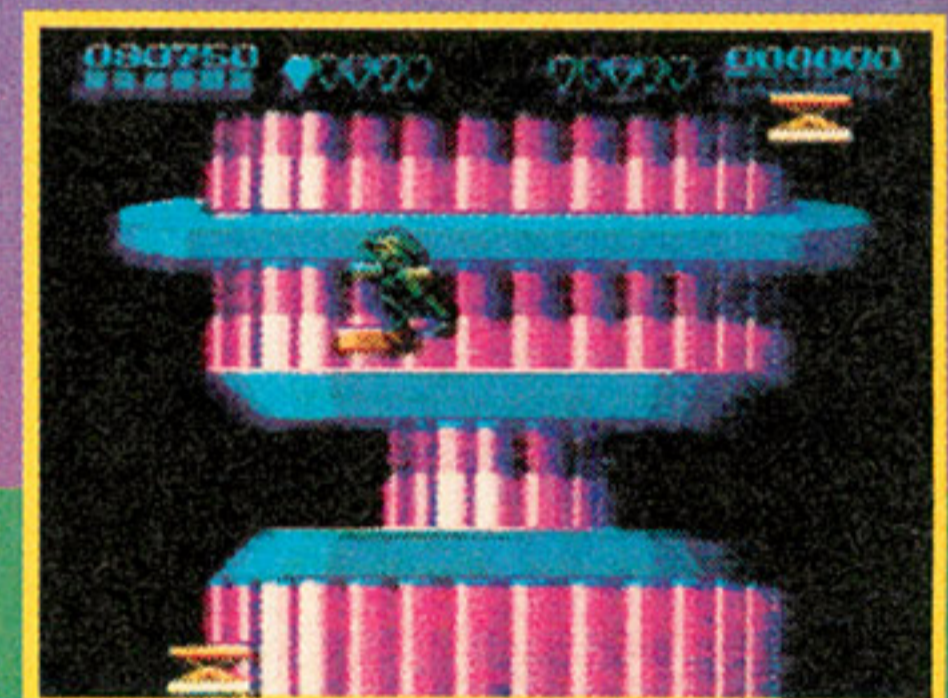
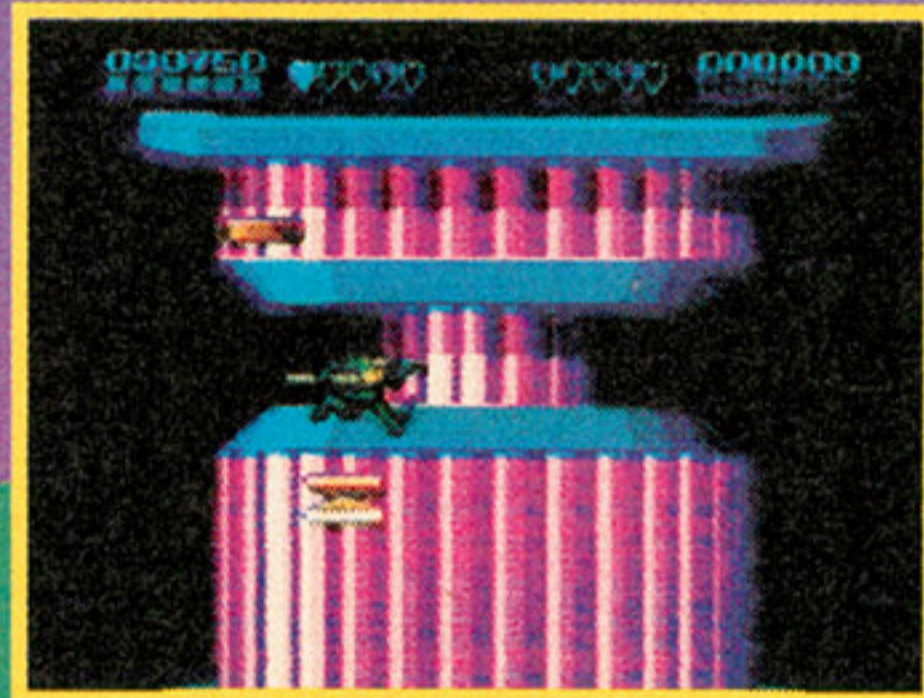
In stage 12, you climb the Tower of Shadows. As you direct your toad left or right, the tower rotates accordingly, spinning enemies to the other side and then back into your face. Use a head-butt against this Hornhead so you can grab the Flag Pole weapon.



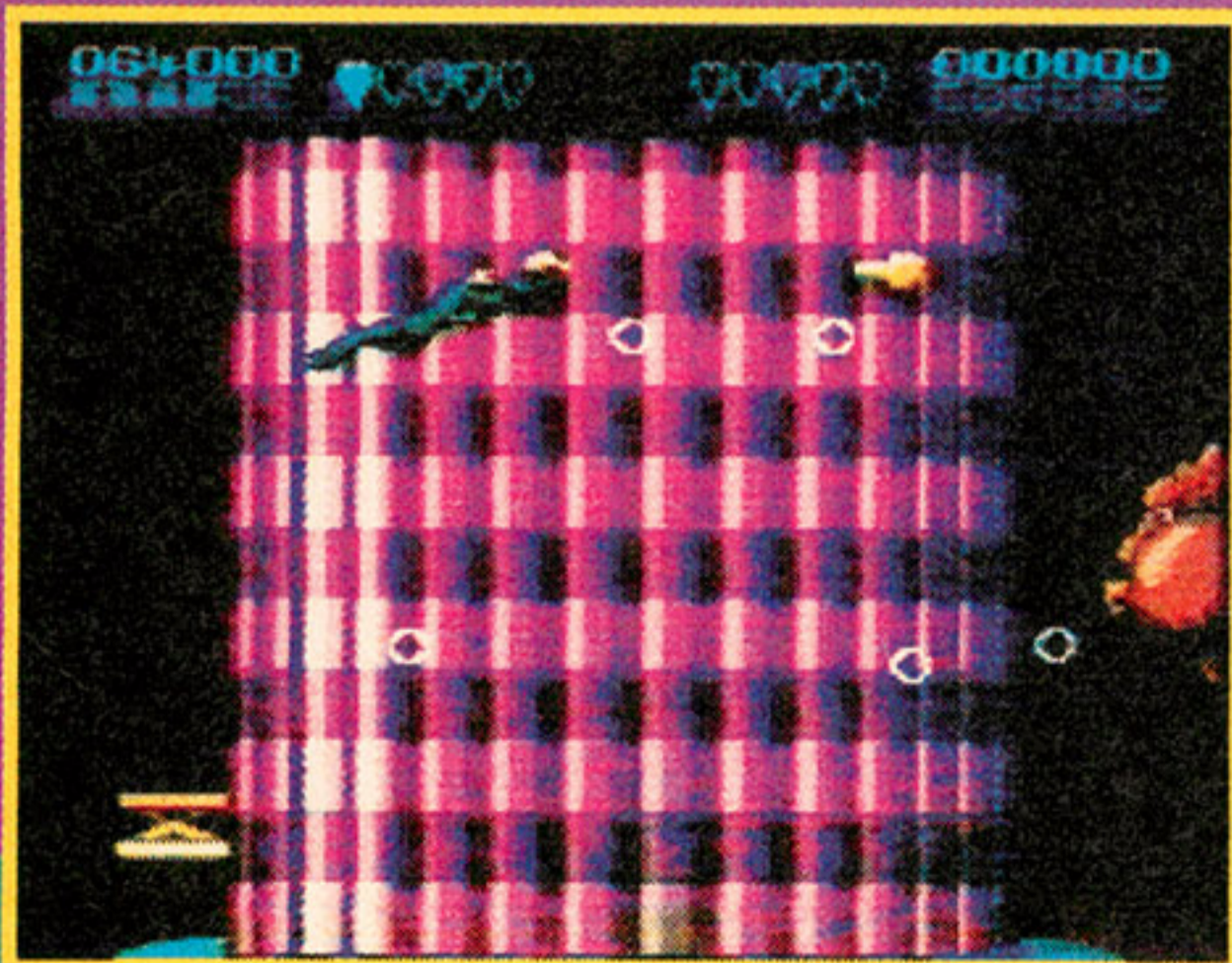
As you spin the tower, stay alert for booby traps that appear out of nowhere. At this spot, for instance, you should run to the right and jump over the mine when it swings around.



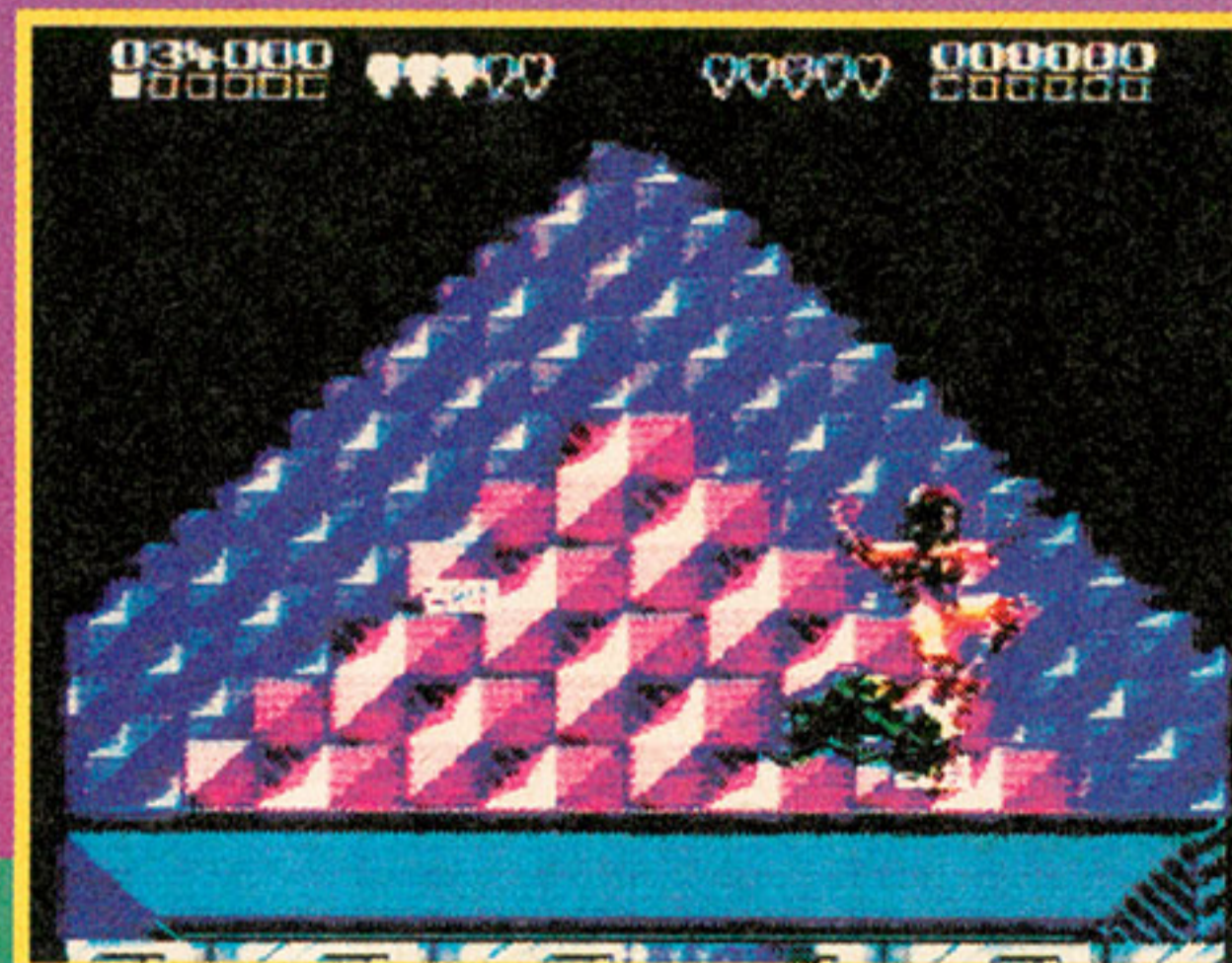
More frustrating than threatening, the Swellcheeks float up and down this tower, trying to blow you off the narrow ledges. Hitting them is easier with the long reach of your Flag Pole.



The Tower of Shadows has some of the most complicated series of platforms ever seen in a videogame. It takes a lot of skill, and even more patience, to reach the top.



This red-headed foe has powerful lungs that unleash hurricane-force winds. A Flag Pole jammed into the side of the tower makes a convenient handhold — *hang on!*



At last — you're going toe-to-webbed foot with the Dark Queen! Her beauty is matched only by her black magic, which she uses to transform herself into a powerful cyclone. This is a desperate battle, but no one said being a Battletoad would be easy.

Tradewest, 2400 S. Highway 75, P.O. Box 2097, Corsicana, TX 75110.

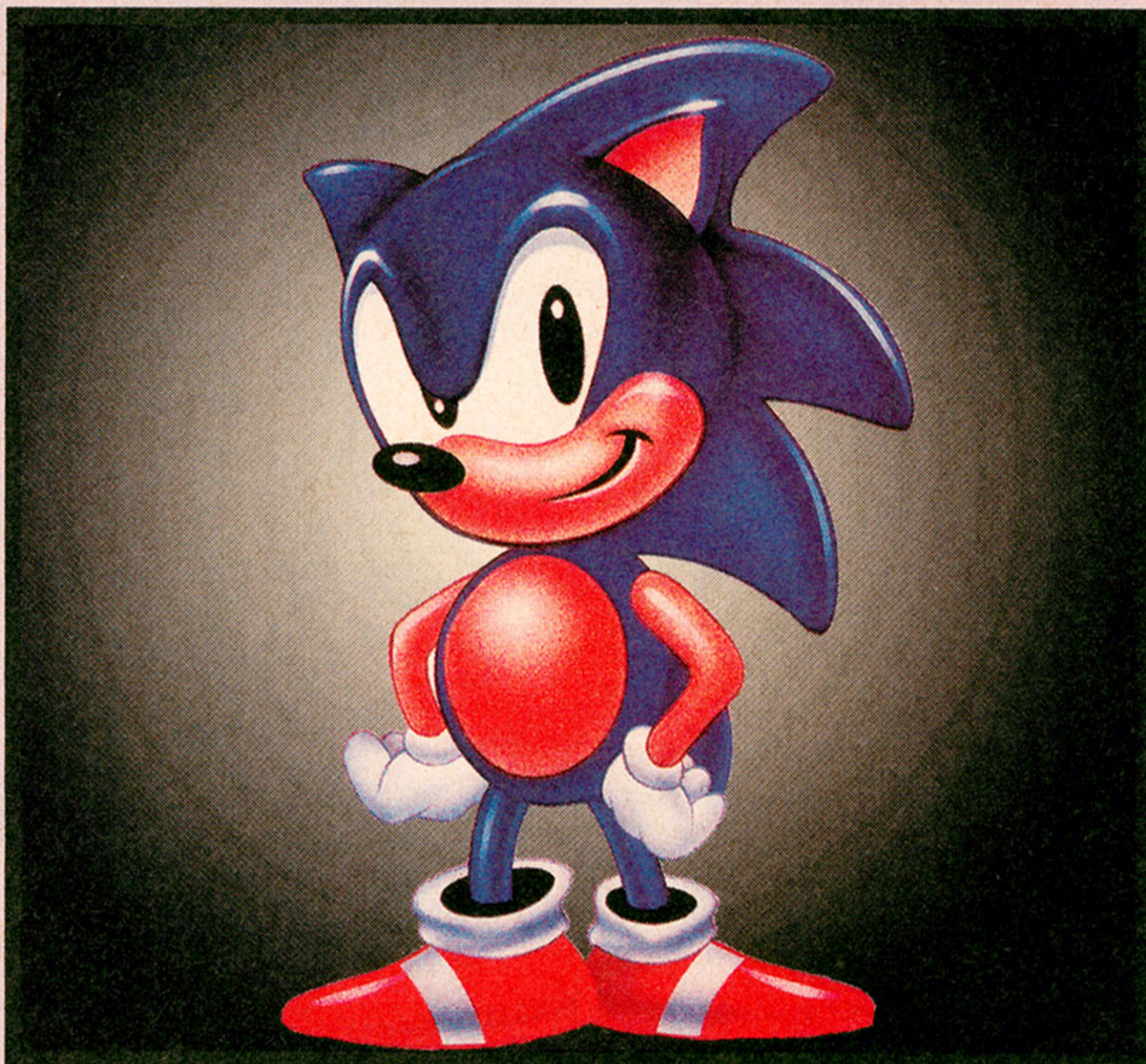
GP

Sega
Genesis
Game
of the
Month

Chris Slate
and
Jonathan
Gagnon

SONIC

THE HEDGEHOG

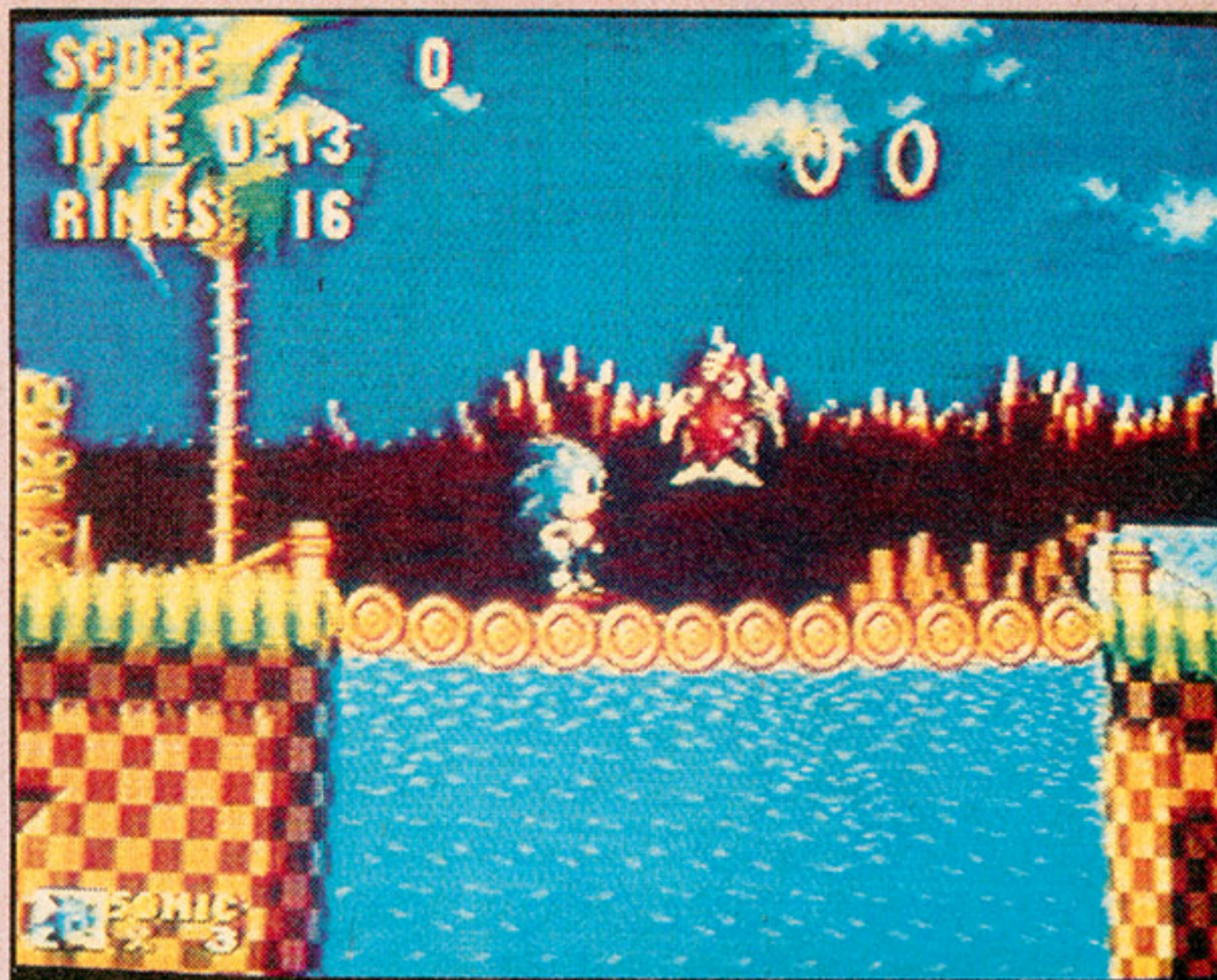


Sega of America,
573 Forbes Blvd.,
P.O. Box 2167,
South San
Francisco, CA
94080.

For more than a year, Sega seemed to have trouble deciding on a mascot for the Genesis. After all, Nintendo has Mario and NEC has Bonk. What about Sega? For a while it appeared Alex Kidd would get the job, but after his last game—*Alex Kidd in Shinobi World* for the Master System—Alex just sort of disappeared. And to tell the truth, not many people missed him, anyway. A successful mascot needs to be colorful, exciting, and the unforgettable star of his own series of games. Sonic the Hedgehog easily fits all of the above.

In *Sonic the Hedgehog*, you control the fastest rodent ever to scream across a videogame screen. In fact, sometimes he moves so unbelievably fast that the game can't scroll quickly enough to keep up with him. When you throw in the loops, ramps, and other stunts, you're in for the wildest ride of your videogaming career.

Sonic the Hedgehog is the kind of game that's sure to inspire sequel after sequel. Its colorful graphics, tricky puzzles, and innovative game play promise to keep Sega fans coming back for more. Don't take your eyes off Sonic, 'cause he's on the move!



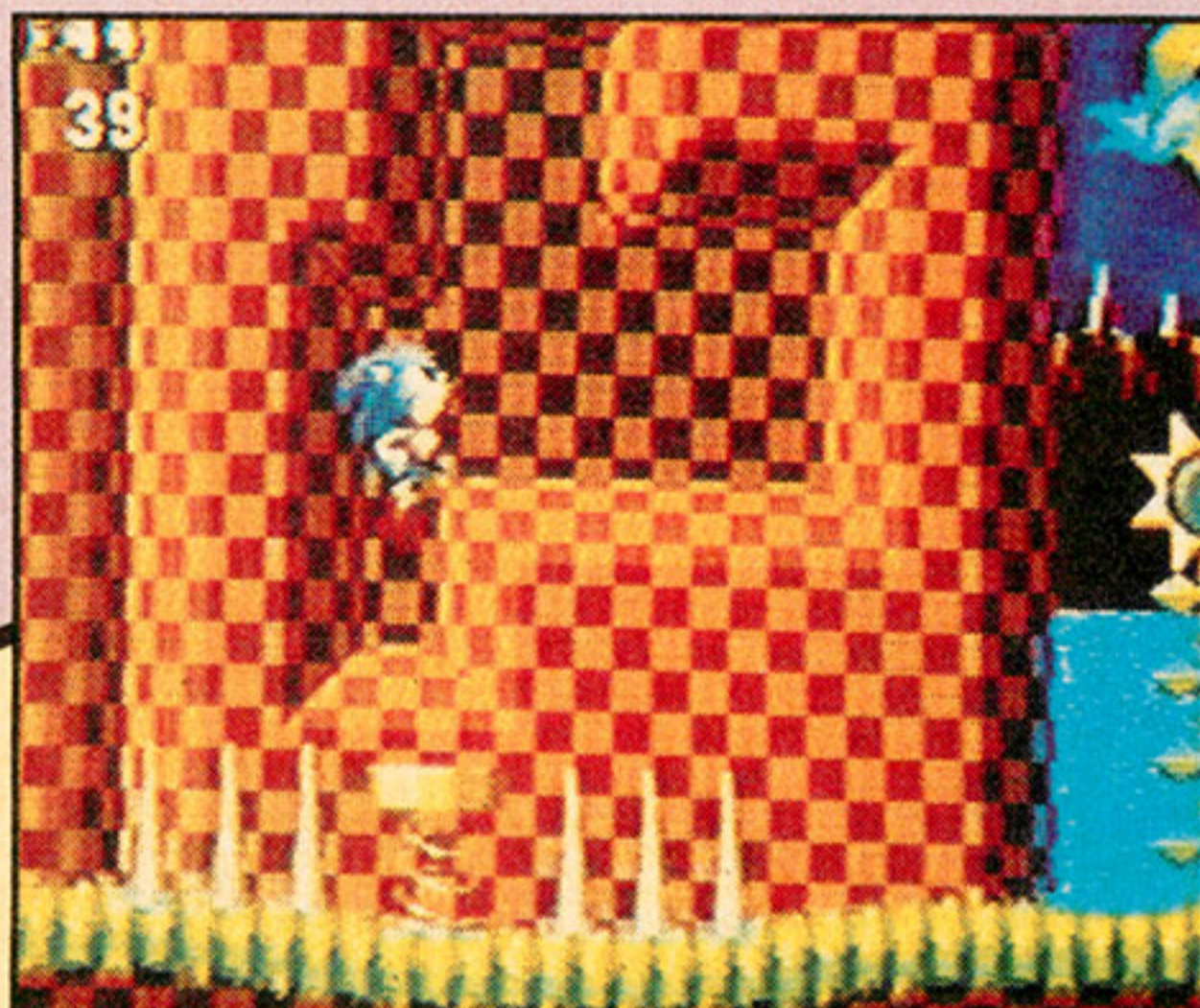
When you beat an enemy in the world of *Sonic the Hedgehog*, he stays beaten. You can walk back several screens, and the enemies won't magically return as they do in some games.



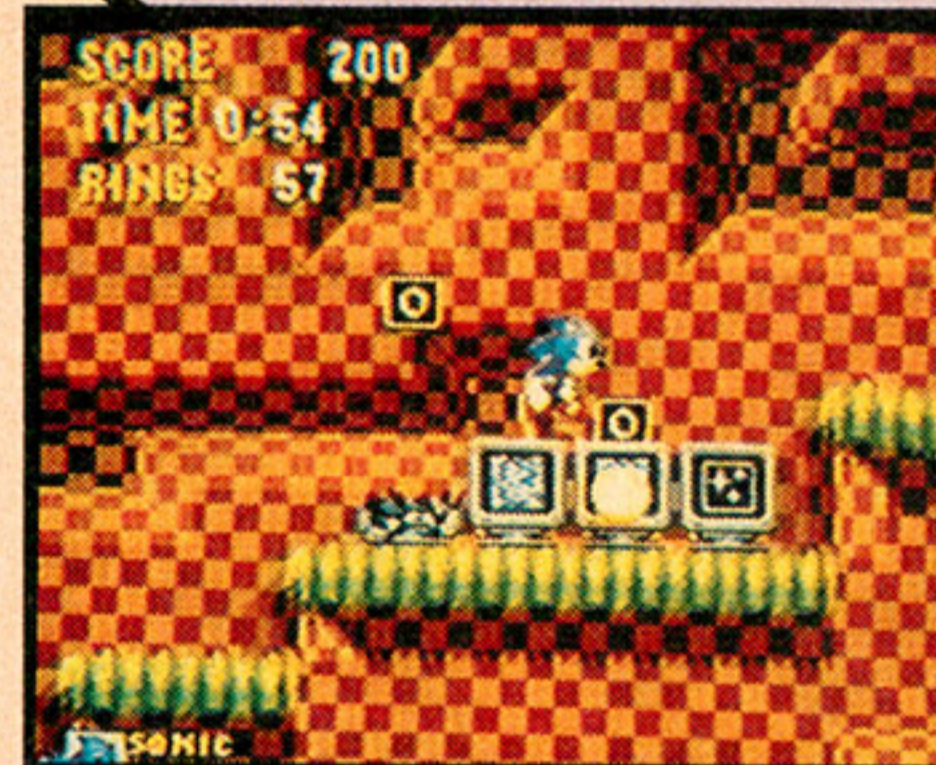
Invincibility is by far the most important power-up. It doesn't last long, however, so be sure to use the time wisely by charging for any rings in the area.



Most of the sloping ledges crumble and fall when you land on them, so keep moving at full throttle to avoid tumbling down yourself.



Springs are always placed in particular spots for a reason. Never pass up an opportunity to jump on a spring and see what's above you. You can usually find coins and other bonus items hanging in the sky above.



You can reach the end of the level by many paths. Some of the more secluded tunnels are difficult to find, but hold greater treasures. Half of the fun is simply finding these remote bonus rooms.



Whack these balloon poles whenever you find them. Later on, if you die, you'll be able to continue the game at the last pole you whacked.



With a shield power-up, Sonic can take one hit without dropping his coins. This isn't anywhere as effective as true invincibility, so don't start charging into enemies recklessly.

You can find lots of rings and other items in the loops — but you have to run at full speed! Get a running start and make sure there aren't any enemies in the way before you rush in.



SONIC

THE HEDGEHOG



You can really gain speed in these tunnels. They often provide excellent shortcuts to new areas. If you need to go back up a tunnel, you'll need the help of a spring.



At the end of each act, you'll find a sign. If you blow past it at lightning speed to spin it around, Sonic's face will appear on the sign. This means the area is now safe.



Each act is followed by a bonus stage. If you collect enough rings, you'll be rewarded with extra continues.



Another important item to collect during each bonus round is the Chaos Emerald. If you have all six emeralds when you finally beat the game, you'll see the true ending!



Ride these swinging platforms to higher places you can't normally reach. They're also good for clearing obstacles, like these spikes.



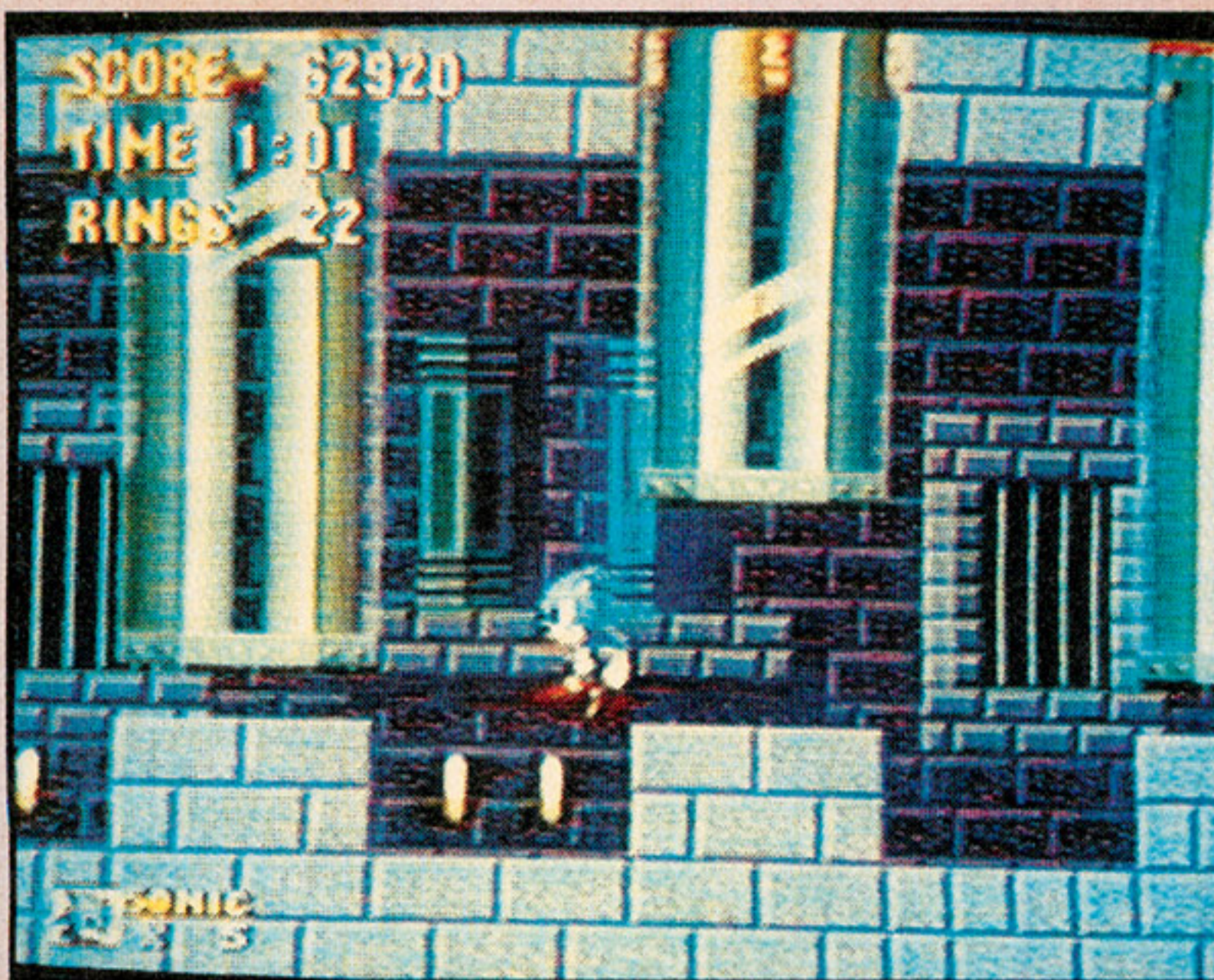
When Sonic is hit by an enemy, he drops all his rings. It's very important to grab them again as quickly as possible, because without any rings, you'll die after one hit.



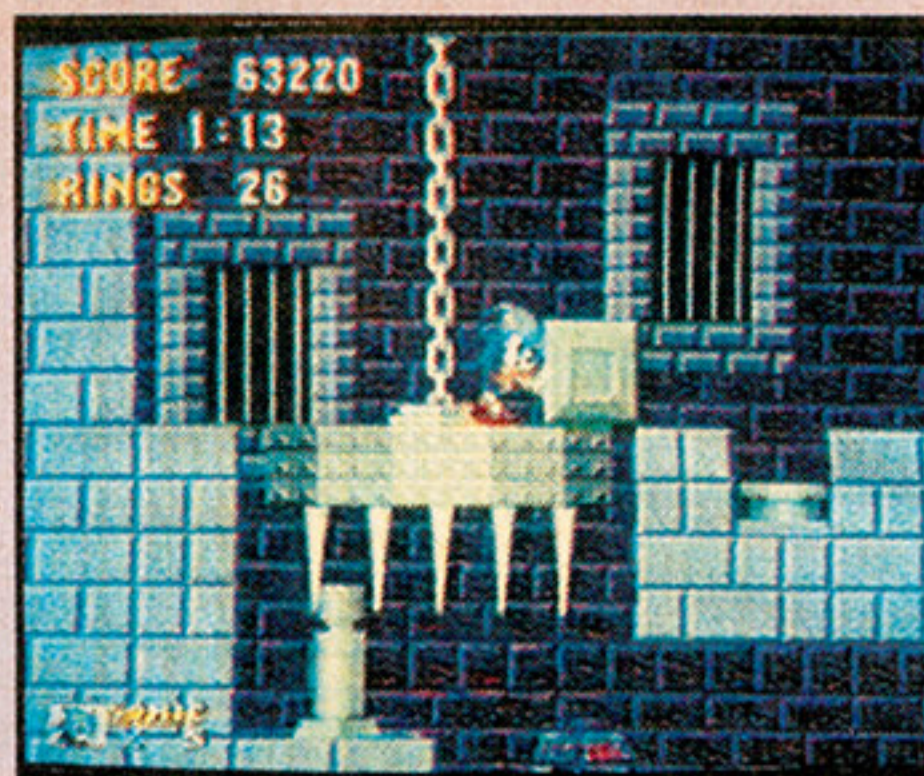
When you reach the first boss, stay in the lower left corner — he can't get you there. Jump up and attack when his wrecking ball swings to the right. Hit him just once, then run back to your safe spot.



At the very end of each level, immediately after defeating the boss, you'll find a capsule where animals are being held. Bust it open to free them, and then rocket to the next stage!



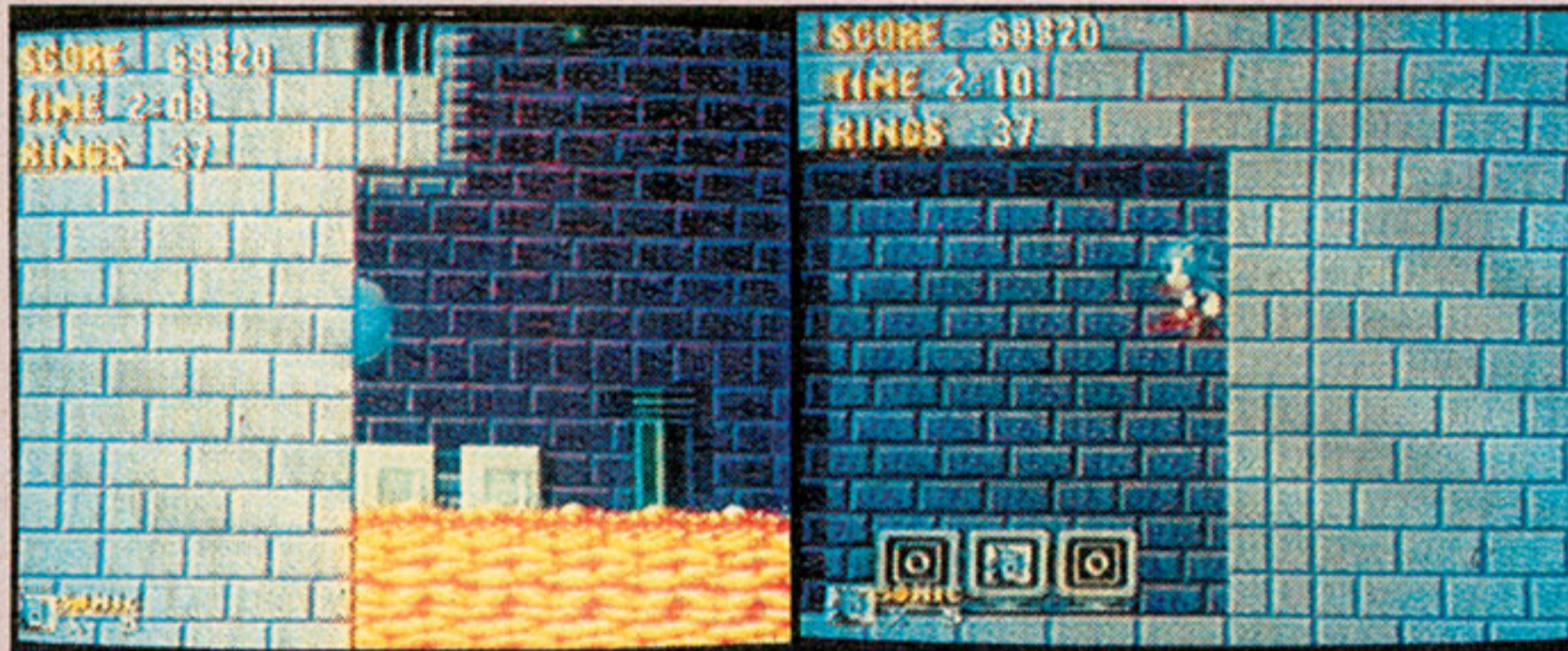
These pounding pillars break the rules — only one hit spells the end for Sonic, no matter how many rings he has.



At first glance, this area appears to be a dead end. But if you push this block so it lands on the button to the right, the spiked ceiling will descend, granting you passage to the rest of the stage.



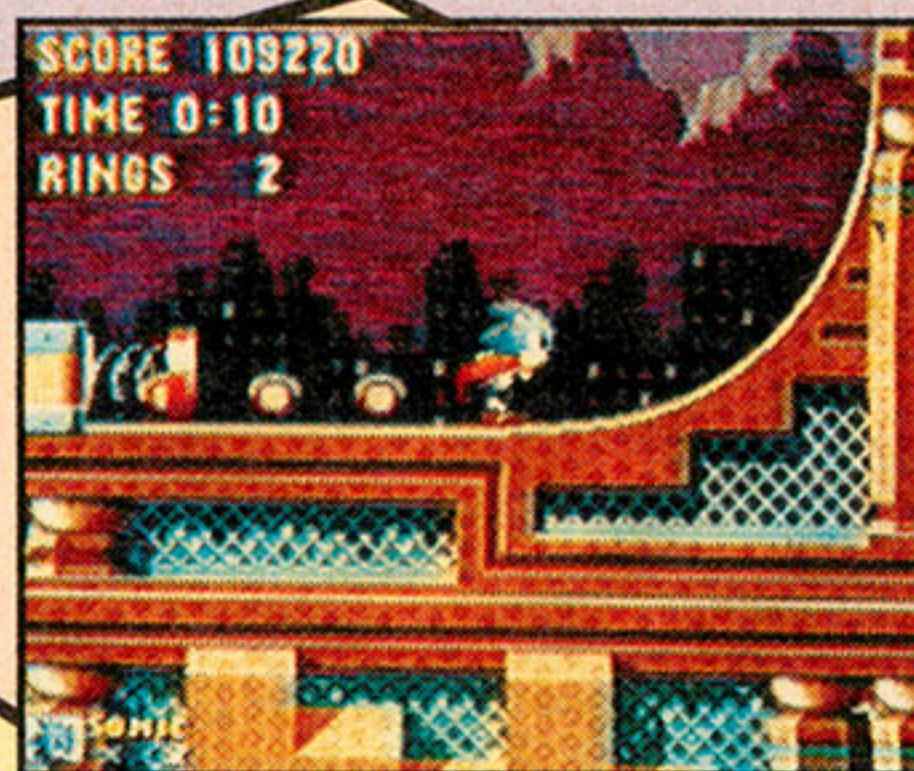
The only way to cross the lake of lava is to ride on top of this block. But watch out for gushers — sometimes they'll lift you up to new places.



On the higher levels of the game, you'll begin to find more and more secret rooms. For example, if you jump into this wall on the left, you'll roll through to the other side — where you'll find 20 rings and an extra life!



The boss is back, this time with dangerous new tricks. Jump up and hit him once when he flies to your side of the screen, then leap to the other side of the screen just as he begins to drop his fireballs on you.



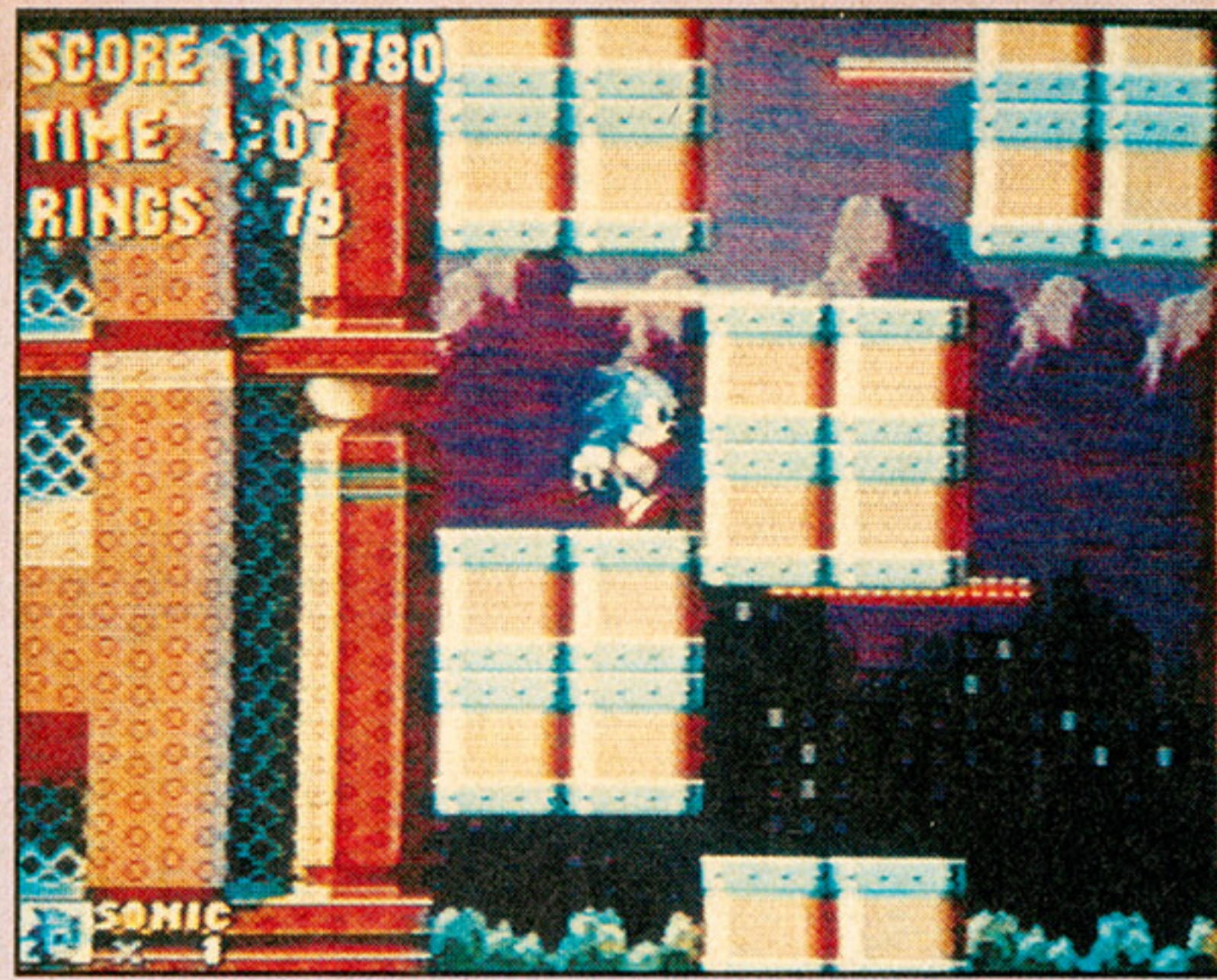
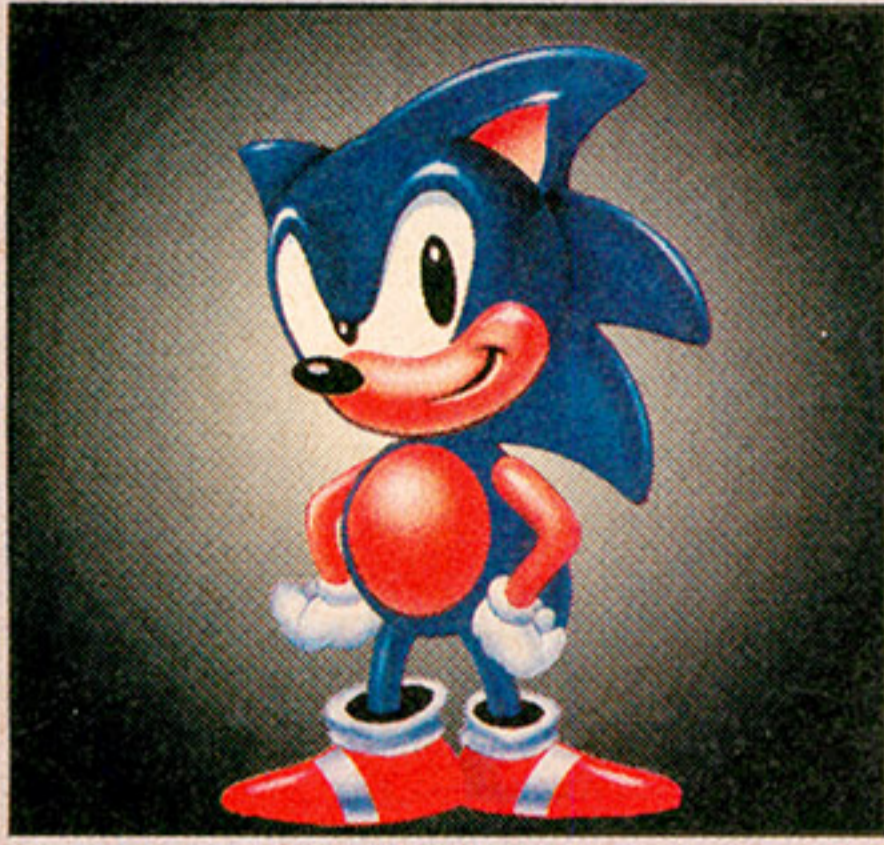
Horizontal springs give you an instant burst of speed. This comes in handy when you need to run up a steep slope and there isn't enough room for a running start.



Playing a little "hedgehog pinball" on these bumpers will get you plenty of rings. With a little practice, soon you'll be able to bounce exactly where you want.

SONIC

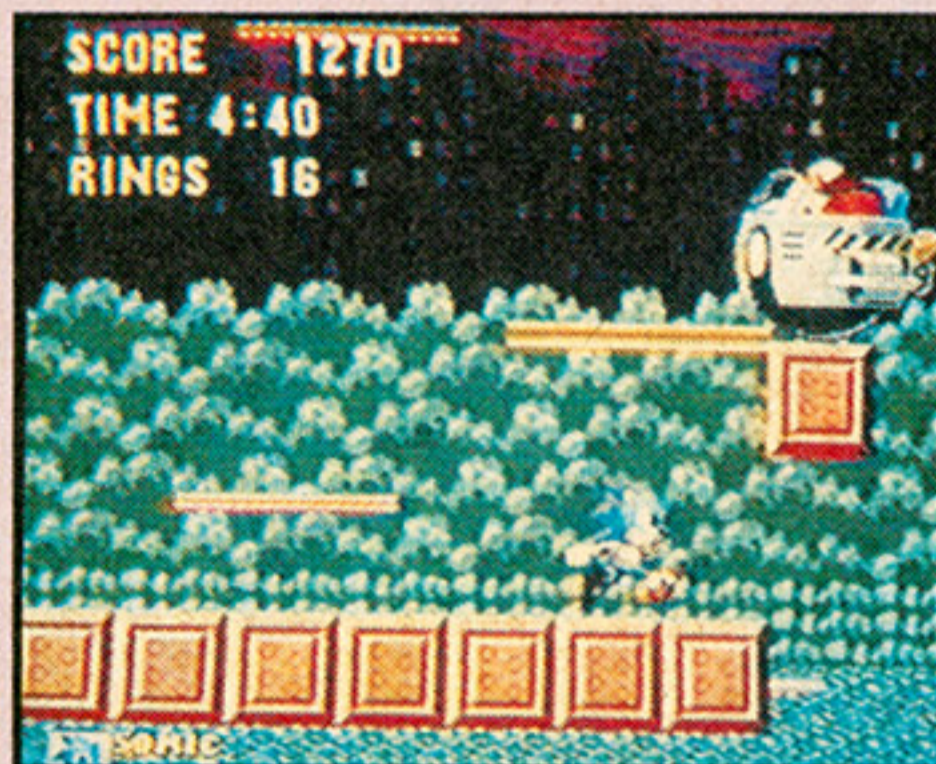
THE HEDGEHOG



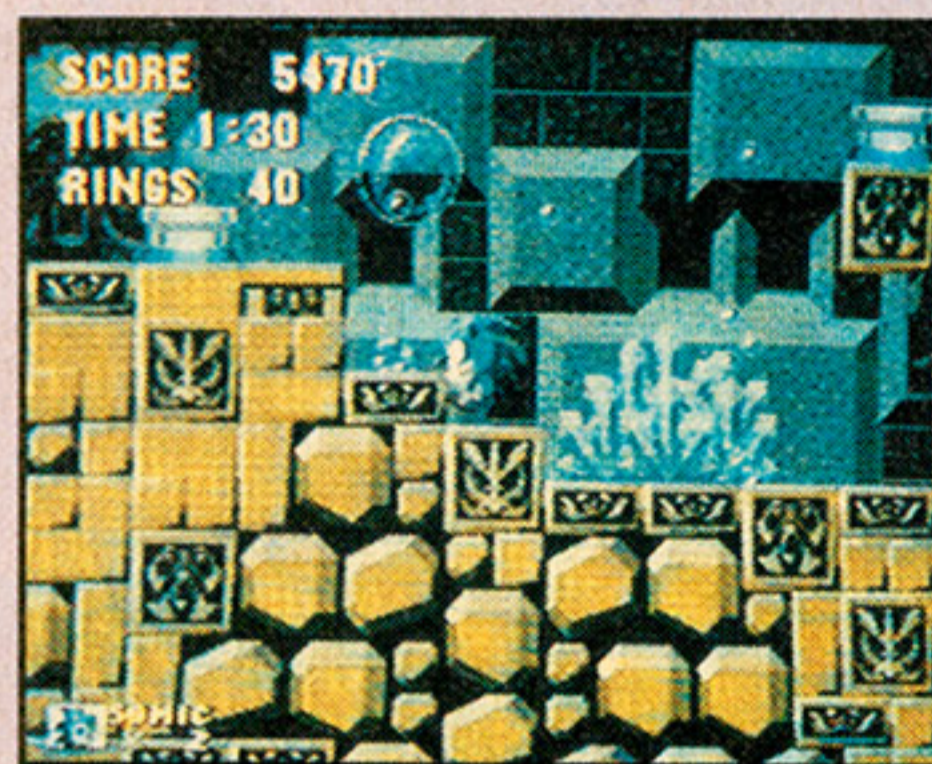
These pillars slowly move up and down opposite each other. Stand between them and make your way upward. Remember, getting squished by a pillar automatically kills Sonic, rings or no rings!



Stand on this ledge to avoid the swinging mace. If you happen to get caught beneath it, don't try running up the slopes — they're too steep. Simply jump straight up onto the platform instead.



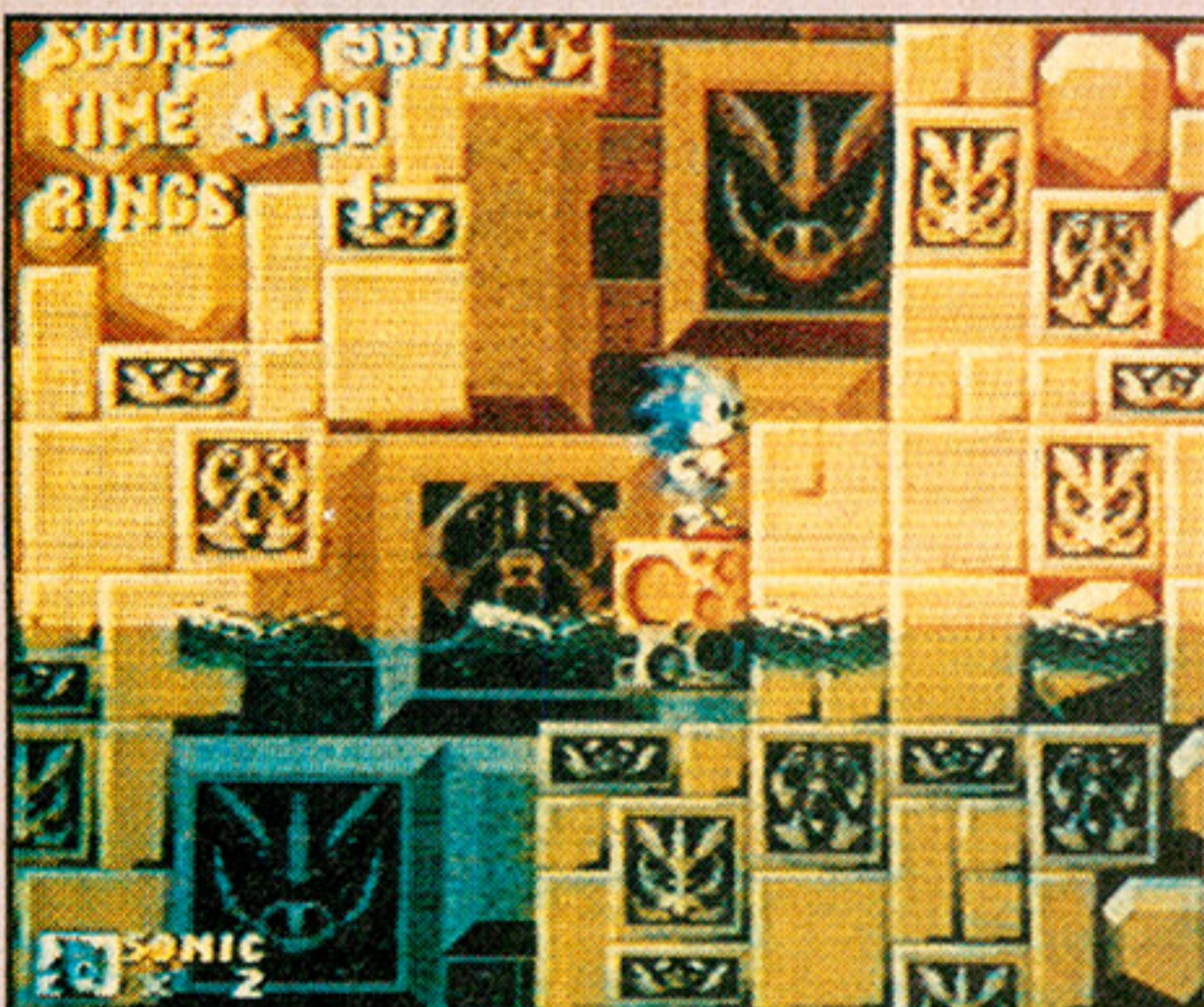
The level 3 boss dives down at you and picks up the block you're standing on. Quickly move to the next block and hit him when he climbs back up into the sky.



In the underwater stages, Sonic faces yet another problem — running out of air. At the bottom of the lake, you'll find air pockets that release bubbles. Grab the large bubbles to refill your lungs.



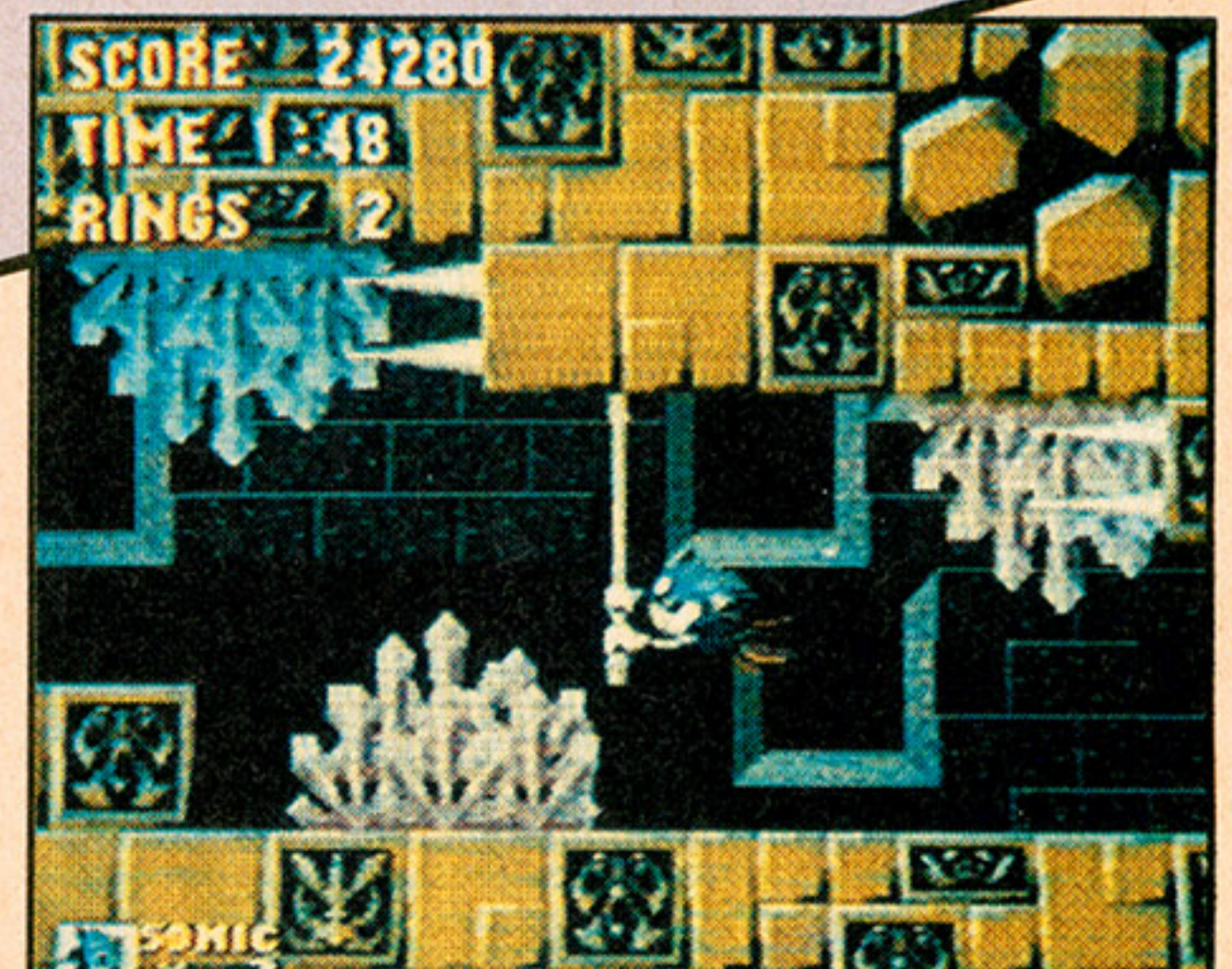
Don't let down your guard when riding this conveyor belt. You'll need to hop off quickly to avoid getting poked by the spikes on the ceiling.



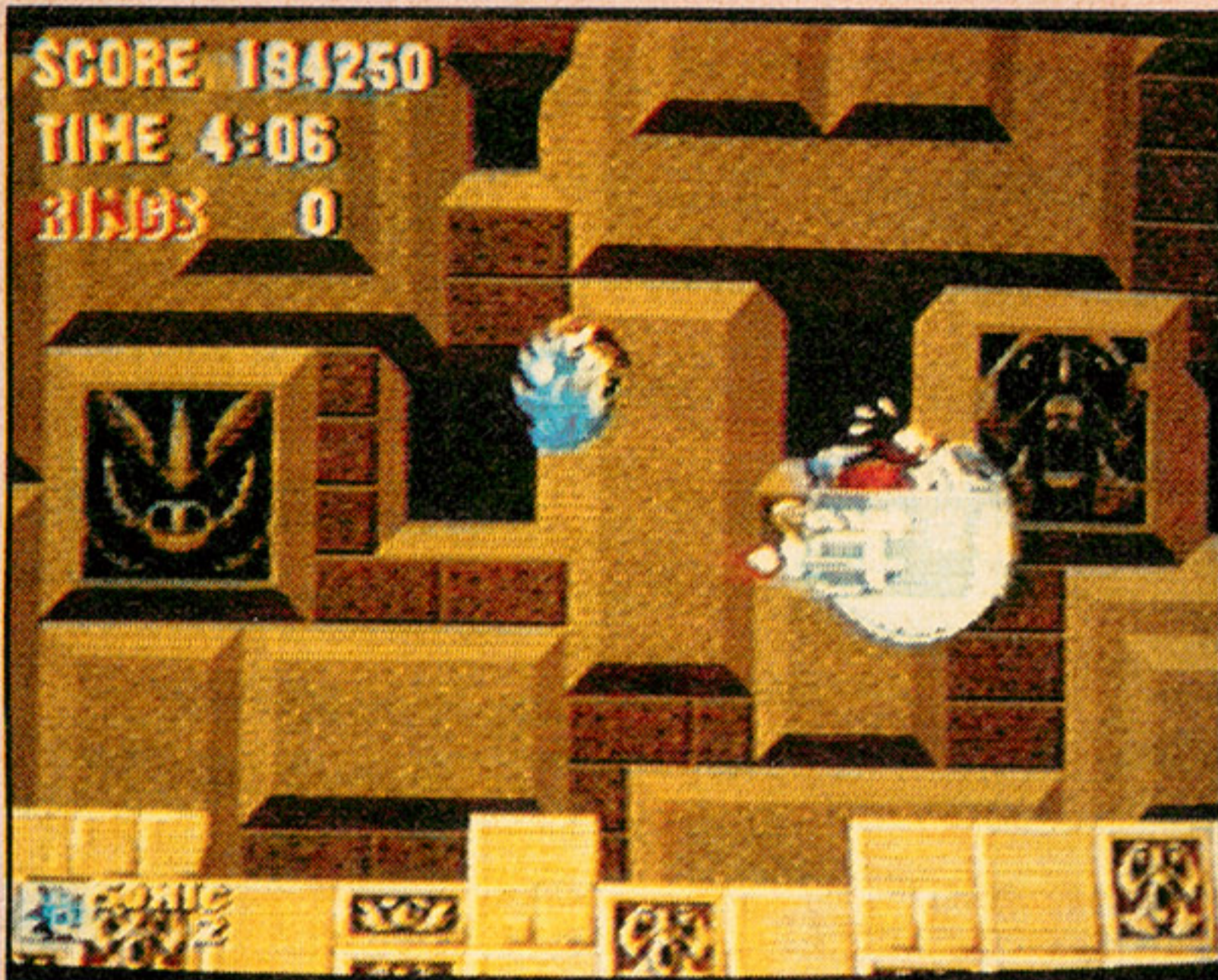
When the water starts to rise, find a cork to stand on. Since the cork floats, you'll move up the passageway as if you're on an elevator.



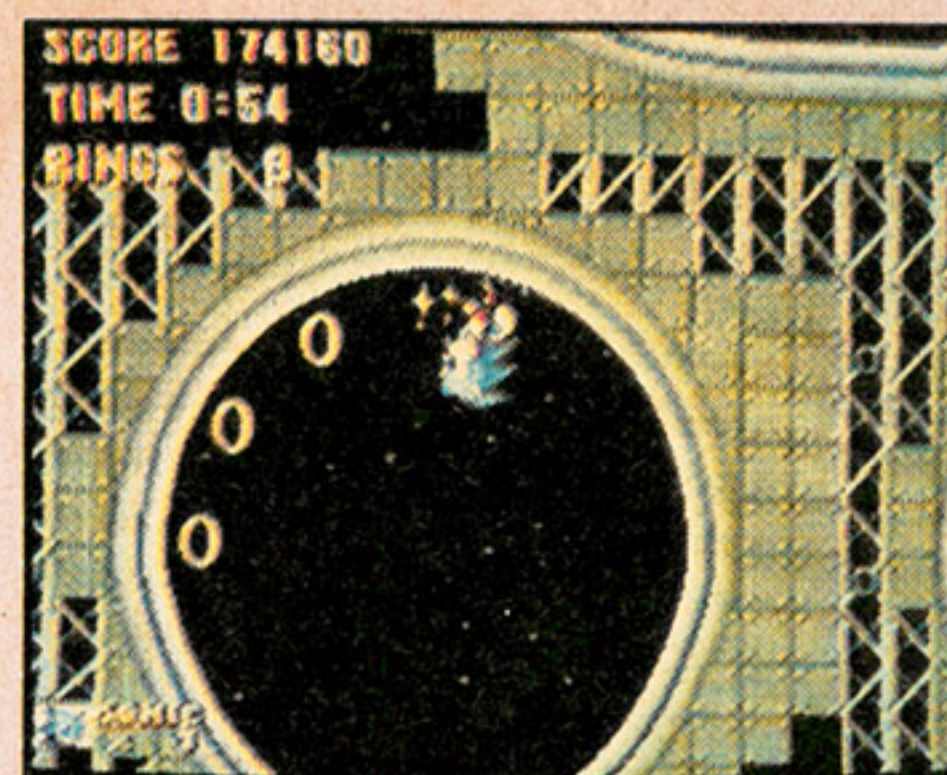
This waterfall pours down so fast that even the fastest hedgehog alive couldn't avoid it. Just ride it out, keeping an eye open for ledges you can jump to.



Deep down at the bottom of the lake, the current really begins to pick up force. Grab these poles and inch your way down them to avoid getting swept into the sharp coral reefs.



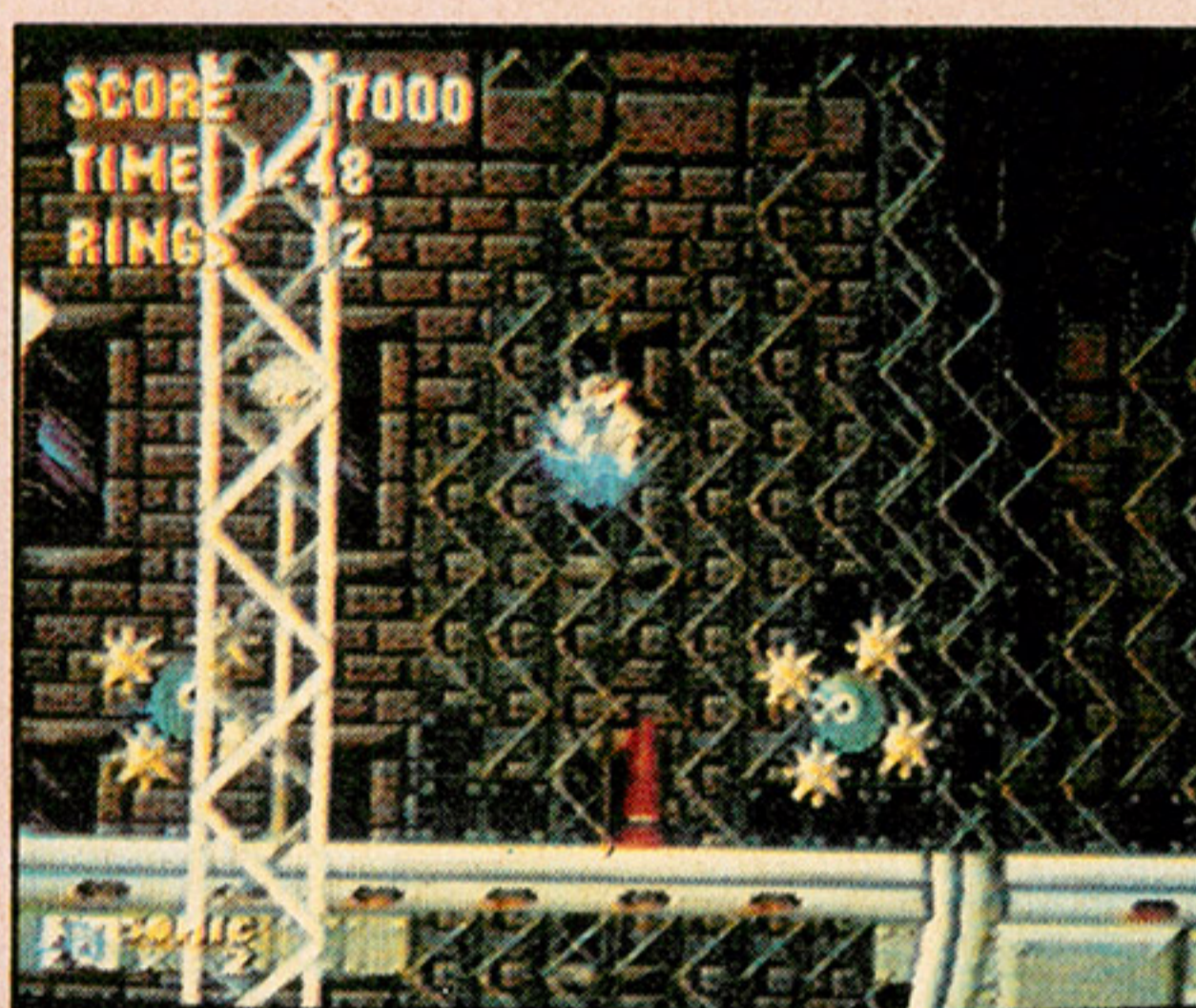
The boss at the end of the water stage doesn't even try to fight you. If you simply chase him through the waterways, he'll retreat to the next stage.



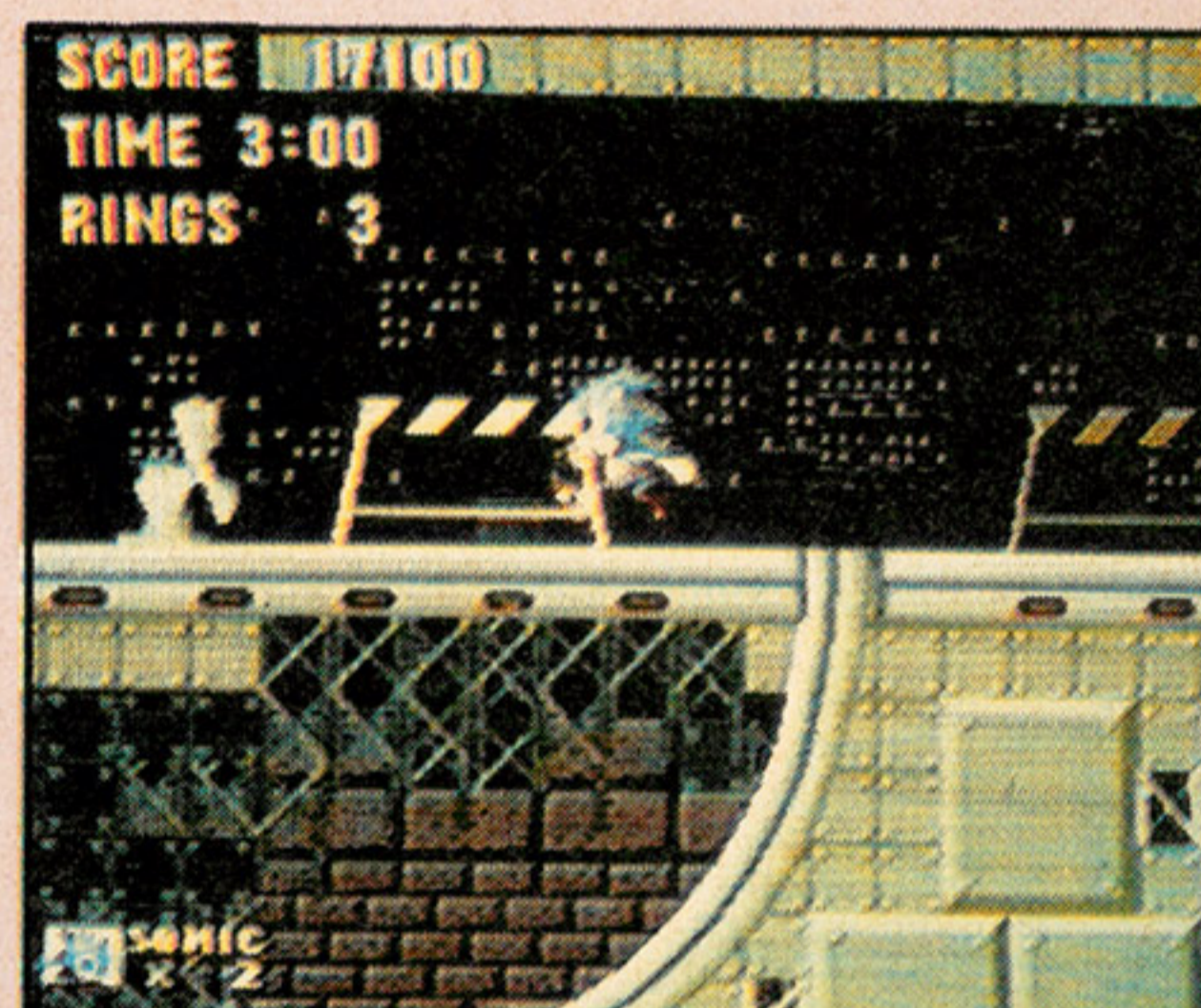
The following area has numerous loops and springs. Many lead to different paths and secret rooms. Explore everywhere before leaving this stage.



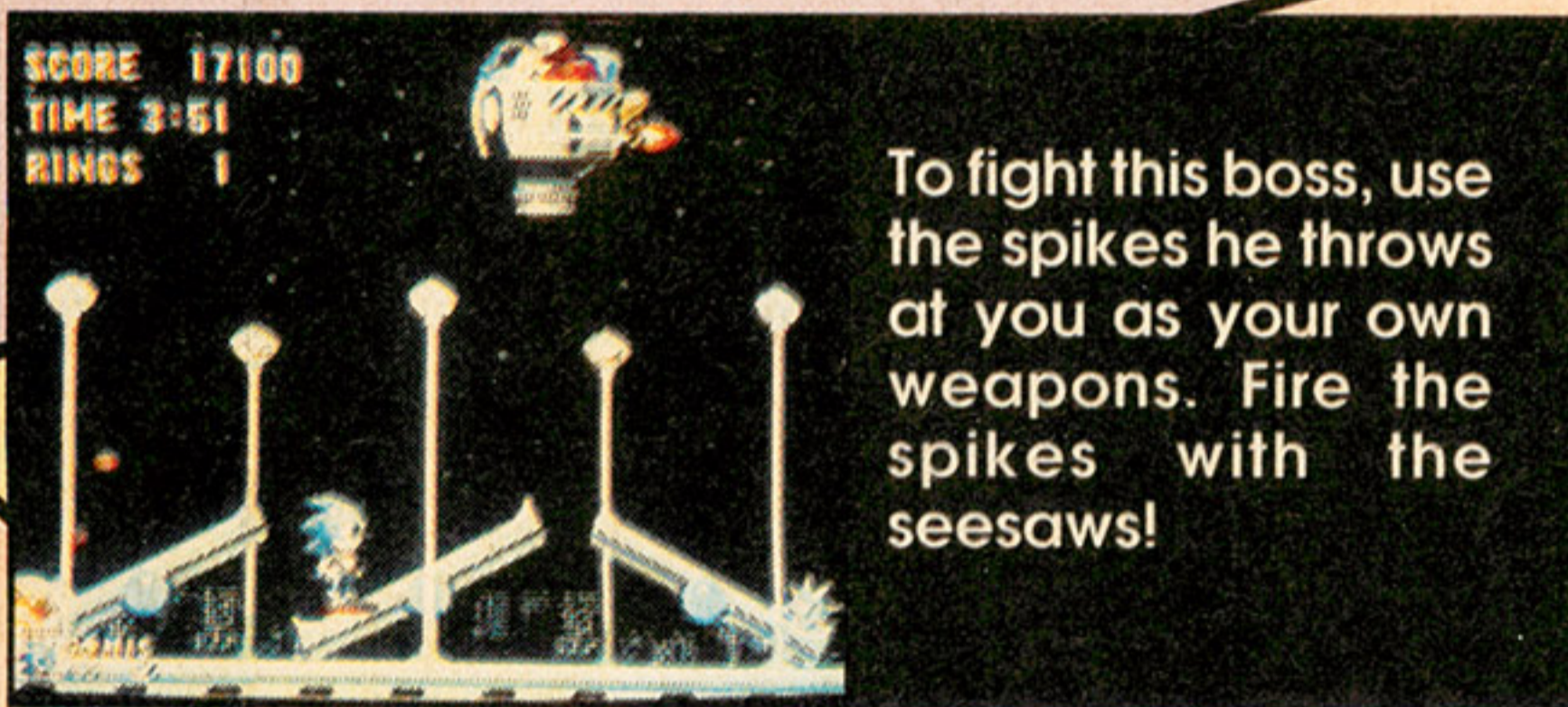
The only way to get through here is to hop on these seesaws. Land on the left side to propel the spike into the air. Then quickly move to the right side so you'll be shot into the sky when the spike lands on the left.



These small terrors slowly track you down and attack with their rotating spikes. Since they're indestructible, it's best to simply avoid them.

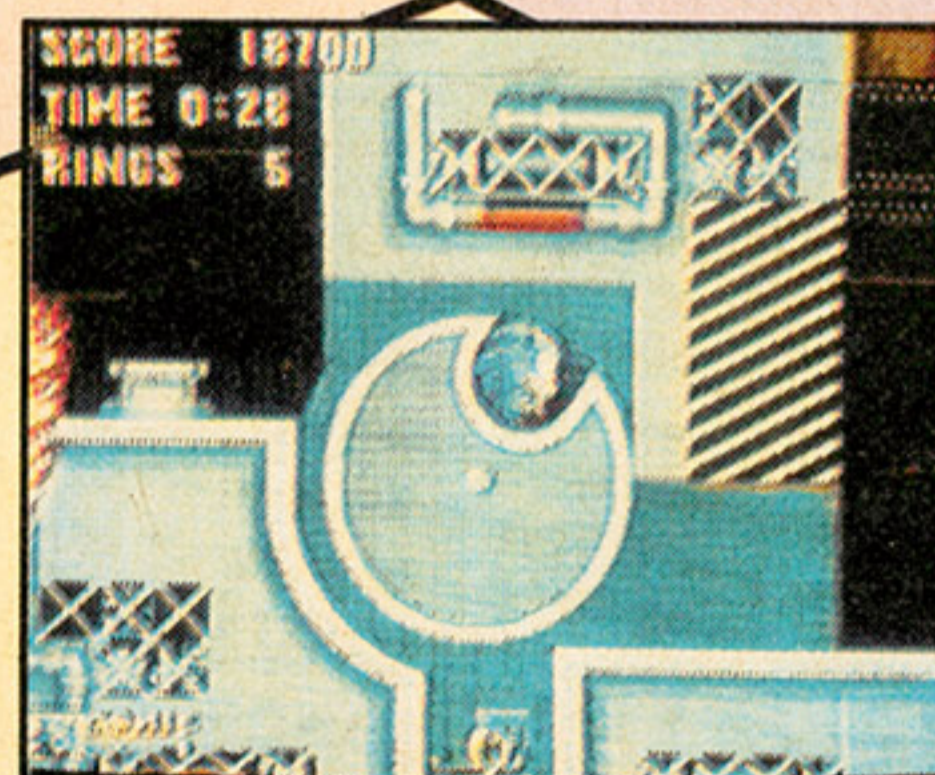
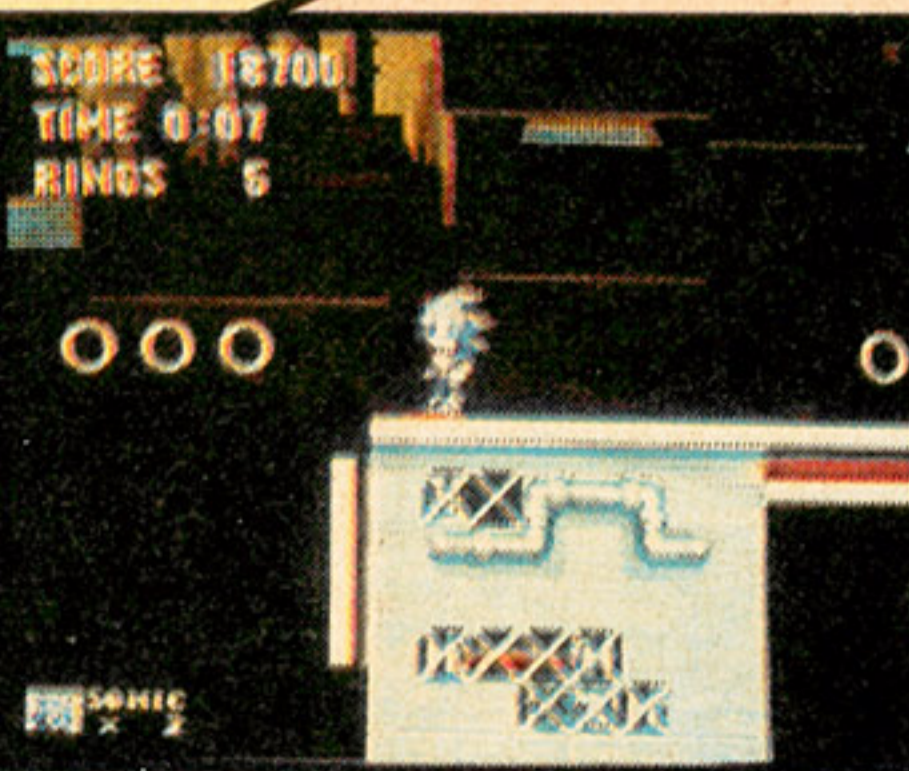


You can't make any progress running against the wind of this fan. If you run *with* the wind, however, you'll get a sudden blast of Sonic speed!



To fight this boss, use the spikes he throws at you as your own weapons. Fire the spikes with the seesaws!

Wait for these trap doors to open, then drop through. Sometimes you'll find a secret bonus room, though you may find a deadly trap instead. Unfortunately, the only way to find out is to experiment.



In the last stage, you'll find many new traps and gadgets. To get through this turnstile, roll yourself up into a ball and jump in. The turnstile rolls over, and you can exit on the other side!

GP

CHUCK YEAGER'S AIR COMBAT

“Perhaps the best flight simulator yet.”

Gary Meredith

COMPUTER GAME
of the

MONTH

“F or me, combat remains the ultimate flying experience.” So says the man who has

“pushed the envelope” as a test pilot in such planes as the X-1, X-1A, X-2, and numerous other experimental craft. But then, Chuck Yeager became a pilot in the midst of World War II and honed his skills in the skies over Europe, where he distinguished himself as one of the most effective fighter pilots in that theater. Now he has collaborated with Electronic Arts to create a new simulation of air combat — not only in World War II, but also in Korea

and Vietnam.

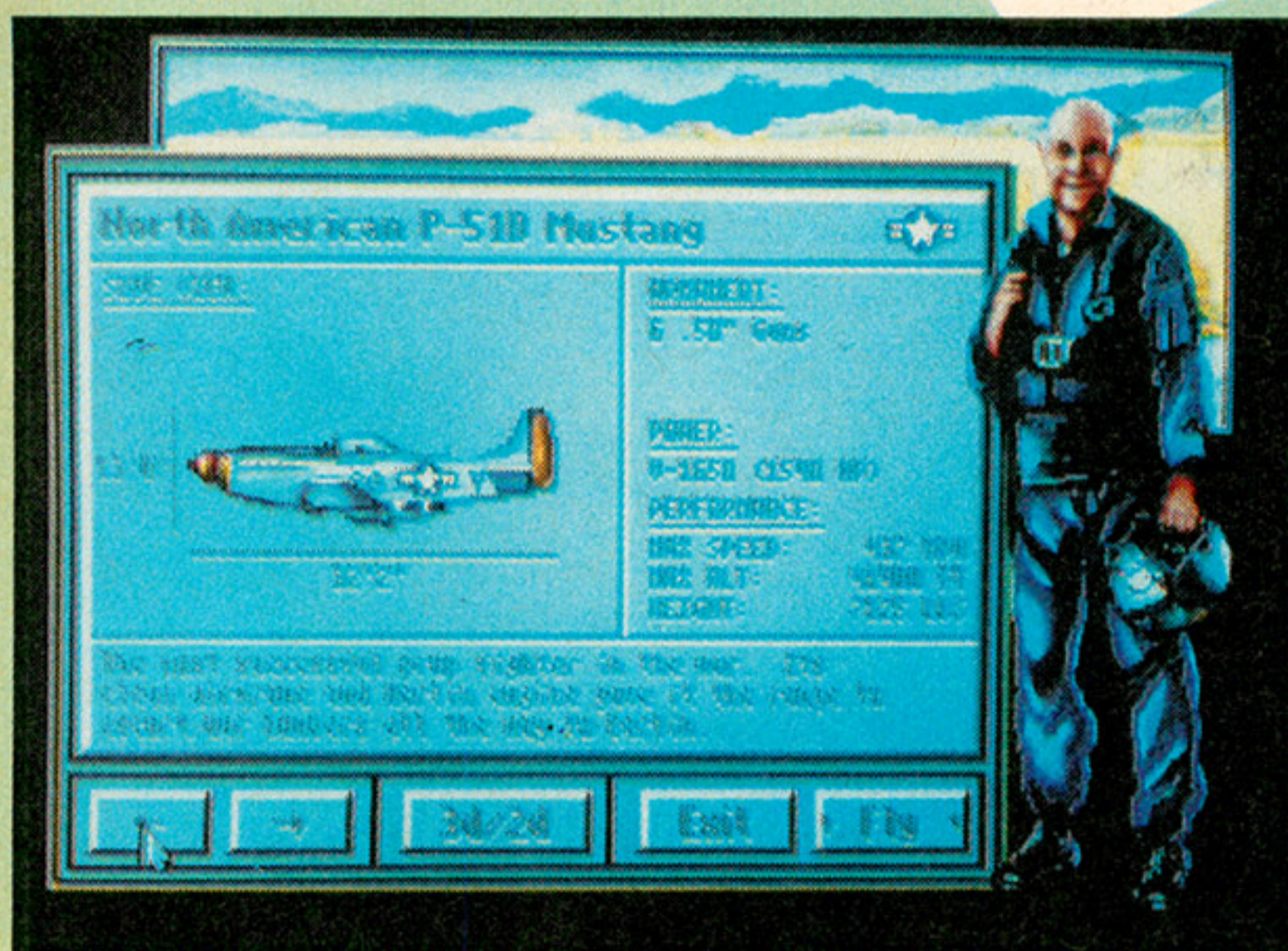
Chuck Yeager's Air Combat is the follow-up to *Chuck Yeager's Advanced Flight Trainer*, the hottest-selling computer game ever produced by Electronic Arts. For armchair aces, *Chuck Yeager's Air Combat* may be even better — perhaps the best flight simulator yet. It's smoother and more realistic than anything we've seen.

The true test of a flight simulator is how well it convinces you that there's actually something on the line, that you're involved in the risk. Without a doubt, General Yeager and his allies at Electronic Arts have succeeded admirably.

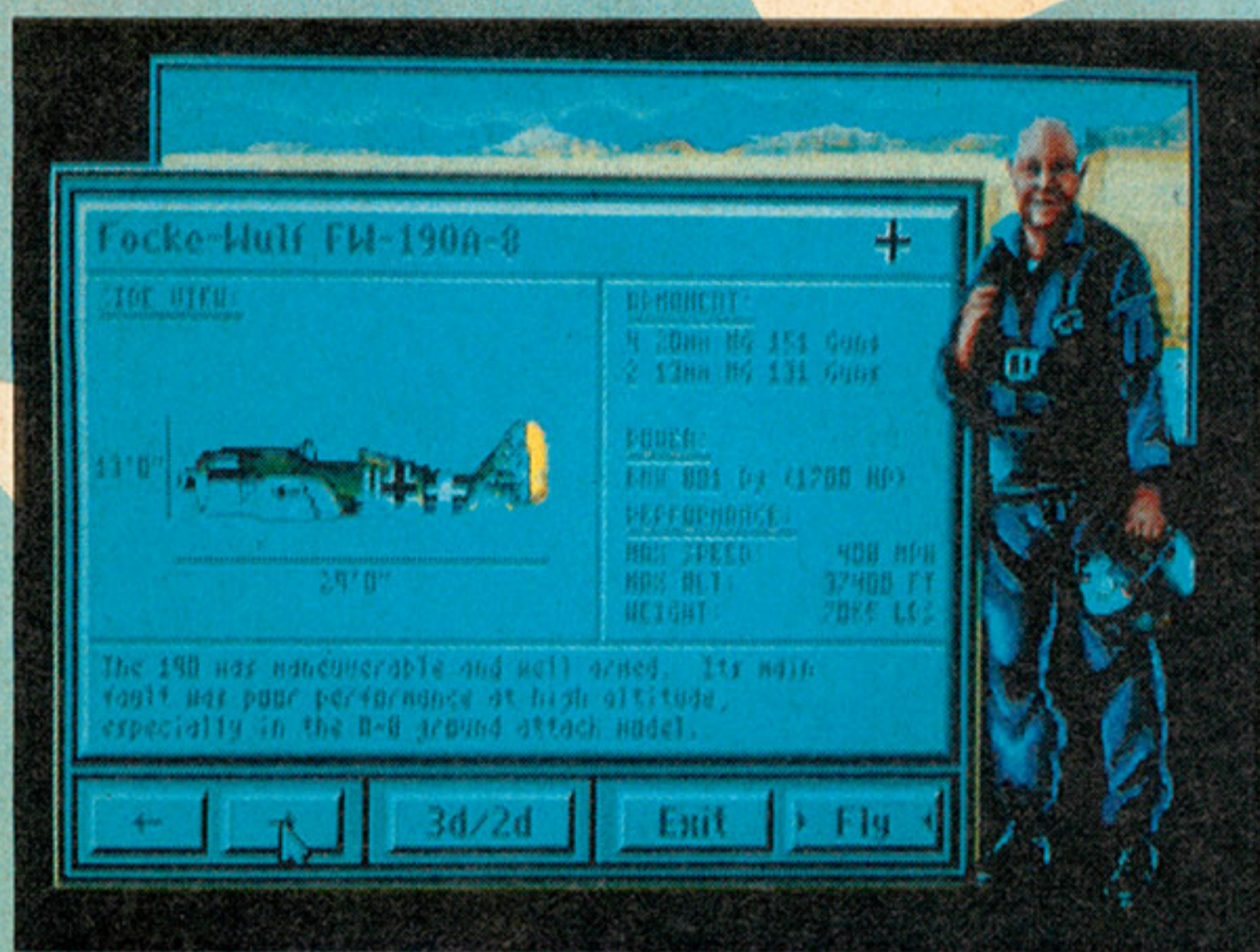
There are several ways you can play *Chuck Yeager's Air Combat*. The first (and easiest) way is the test-flight scenario. All you do is fly, putting your chosen plane through its paces. You can choose from six different aircraft: a P-51D Mustang, a



Aviation's favorite curmudgeon welcomes you to his world. As in his previous game, Yeager makes no effort to spare your feelings when you blow a mission.



The test-flight option lets you get to know an airplane without worrying about bullets flying past your cockpit. This P-51D Mustang is considered by many the finest prop-driven fighter of World War II.



The Mustang's German counterpart, the Focke-Wulf 190A-8, was not quite the all-round performer that the P-51 was. Nonetheless, it was a formidable craft, and, with the Spitfire, perhaps the prettiest fighter of the war.

Focke-Wulf 190A-8, an F-86 Sabre, a MiG-15 Fagot, an F-4E Phantom II, or a MiG-21 Fishbed. Each plane realistically exhibits the abilities and idiosyncracies of its real-life counterpart.

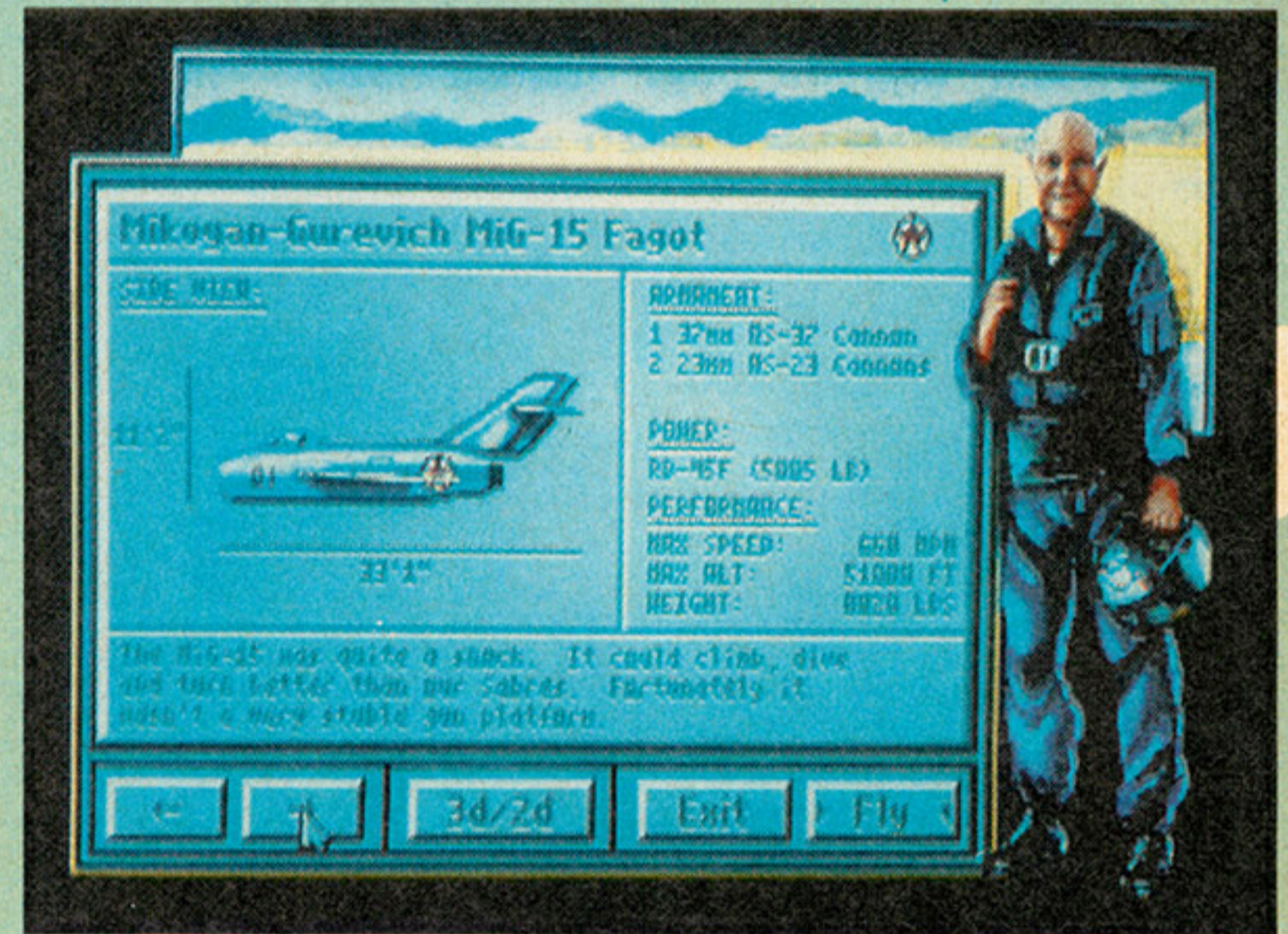
For example, the F-86 Sabre will not — to your initial dismay — climb, dive, or turn nearly as quickly as its Soviet counterpart, the MiG-15. This was a fact of life for U.S. fighter pilots in Korea. But thanks to their superior training, American pilots quickly learned to use the Sabre's toughness and far greater stability as a gun platform to attain a kill ratio of better than 12 to 1. In the test-flight mode of *Chuck Yeager's Air Combat*, you can familiarize yourself with what your plane can and cannot do — without having to worry about "bogies on your six" (enemy planes on your tail).

Another play option is the historical mode, which allows you to choose from several different scenarios in World War II, Korea, and Vietnam. You can fly single missions or tackle an entire campaign. You can even fly for either side in the conflict. Taking up an FW-190 against a formation of B-17s may seem a little strange at first, but it's highly instructive. Despite the many B-17s lost in action, they were still one of the most unpleasant and potentially deadly

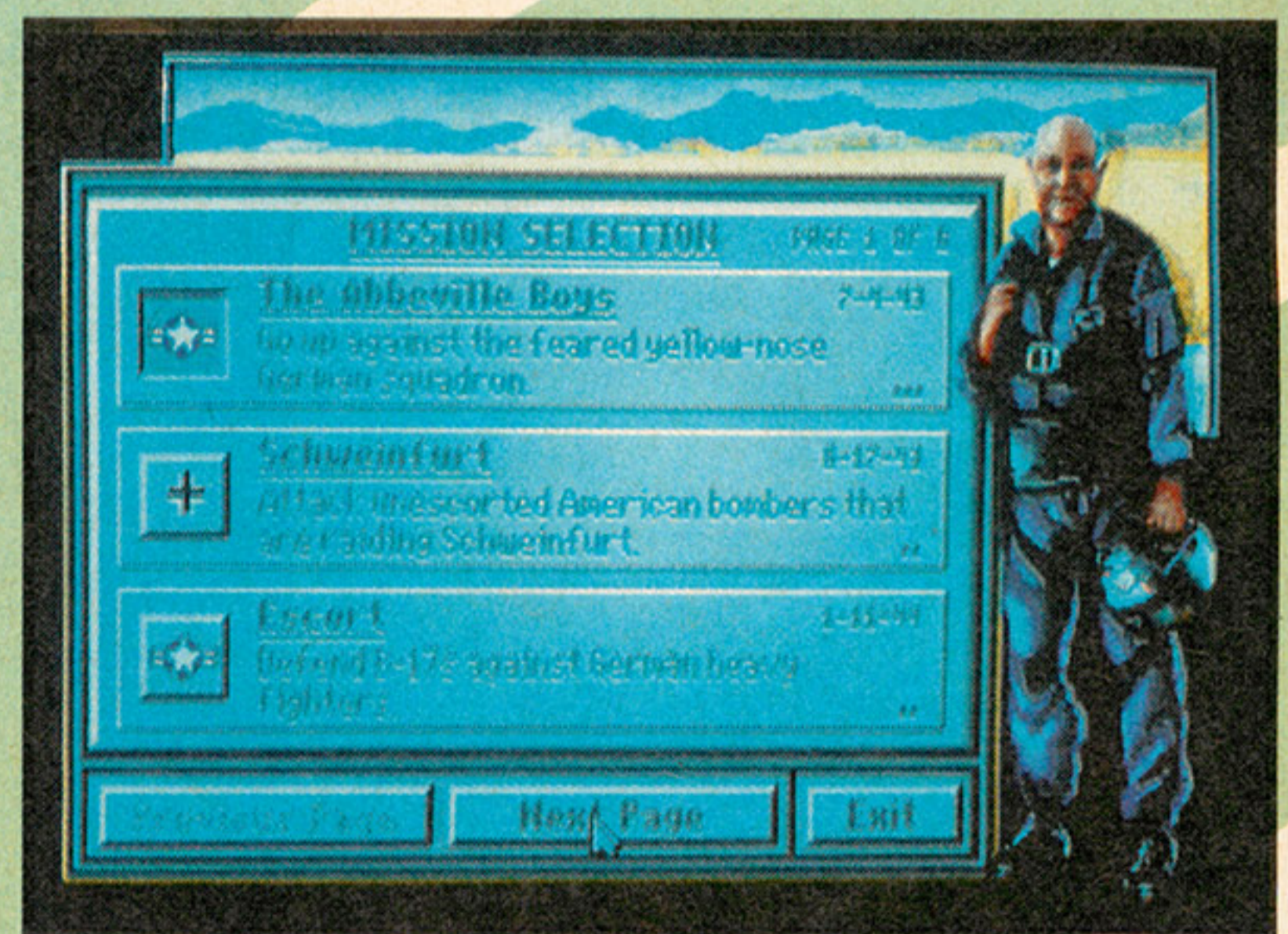
The historical campaign option allows you to relive air battles over Europe, Korea, and Vietnam. The scenarios are fairly evenly divided between the two sides in each conflict.

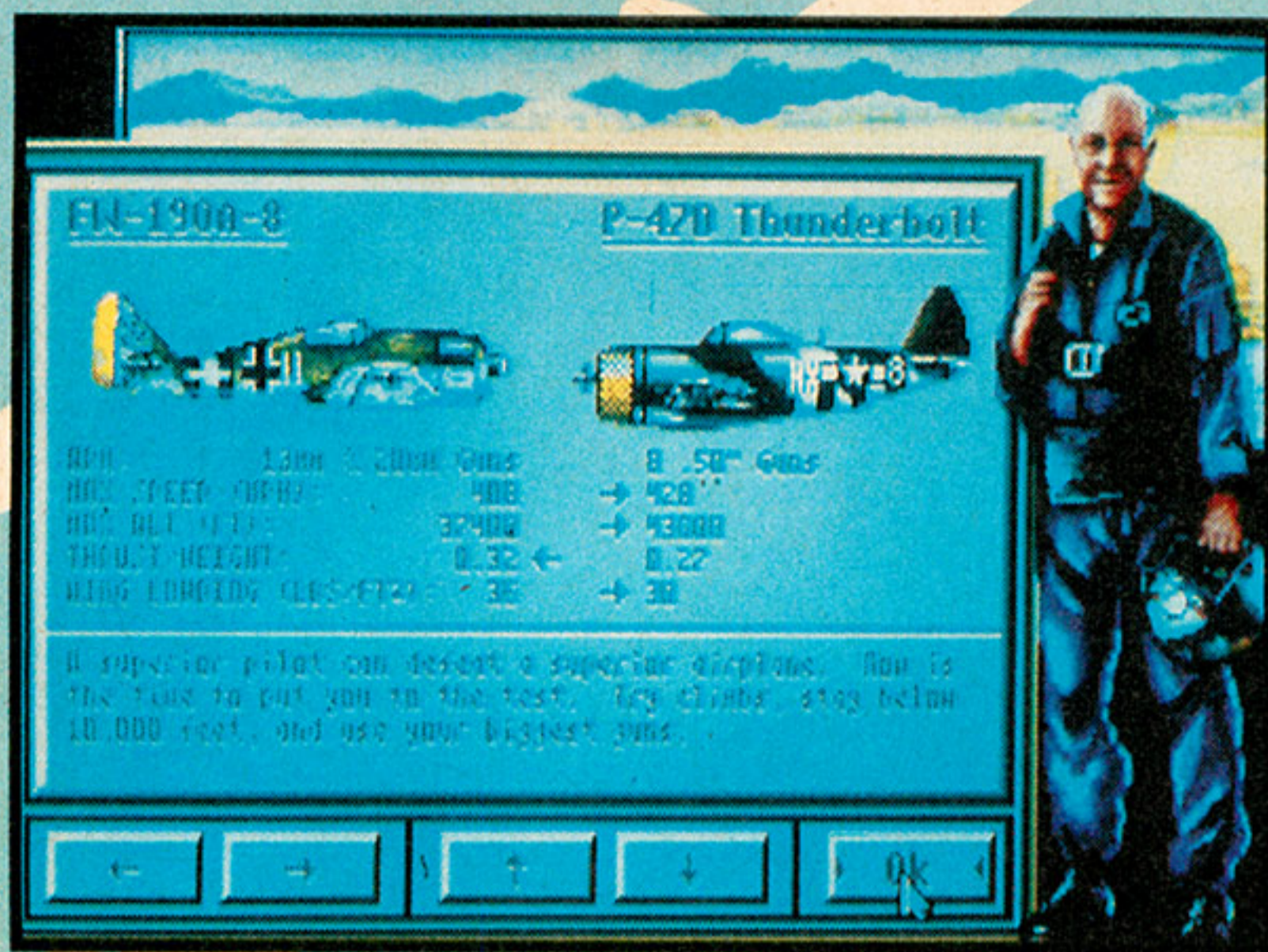


Although the F-86 Sabre originally suffered from a poor climb rate, later versions (such as the F-86H) were the best planes in the air during the Korean War.

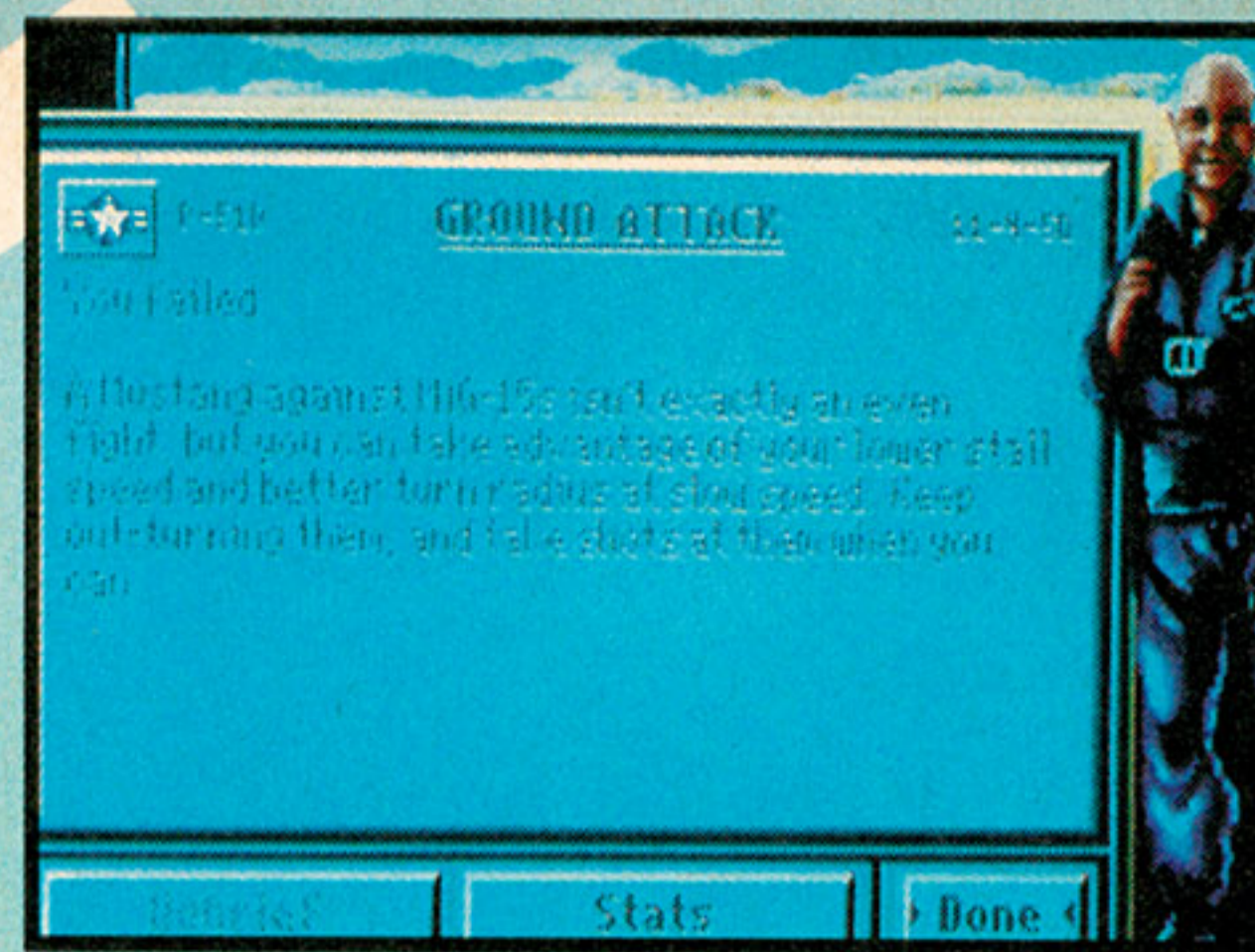


The MiG-15 Fagot (its NATO designation) existed only because the Soviets were able to copy a British Rolls Royce engine. A very simple plane, it was the most maneuverable jet in Korea.





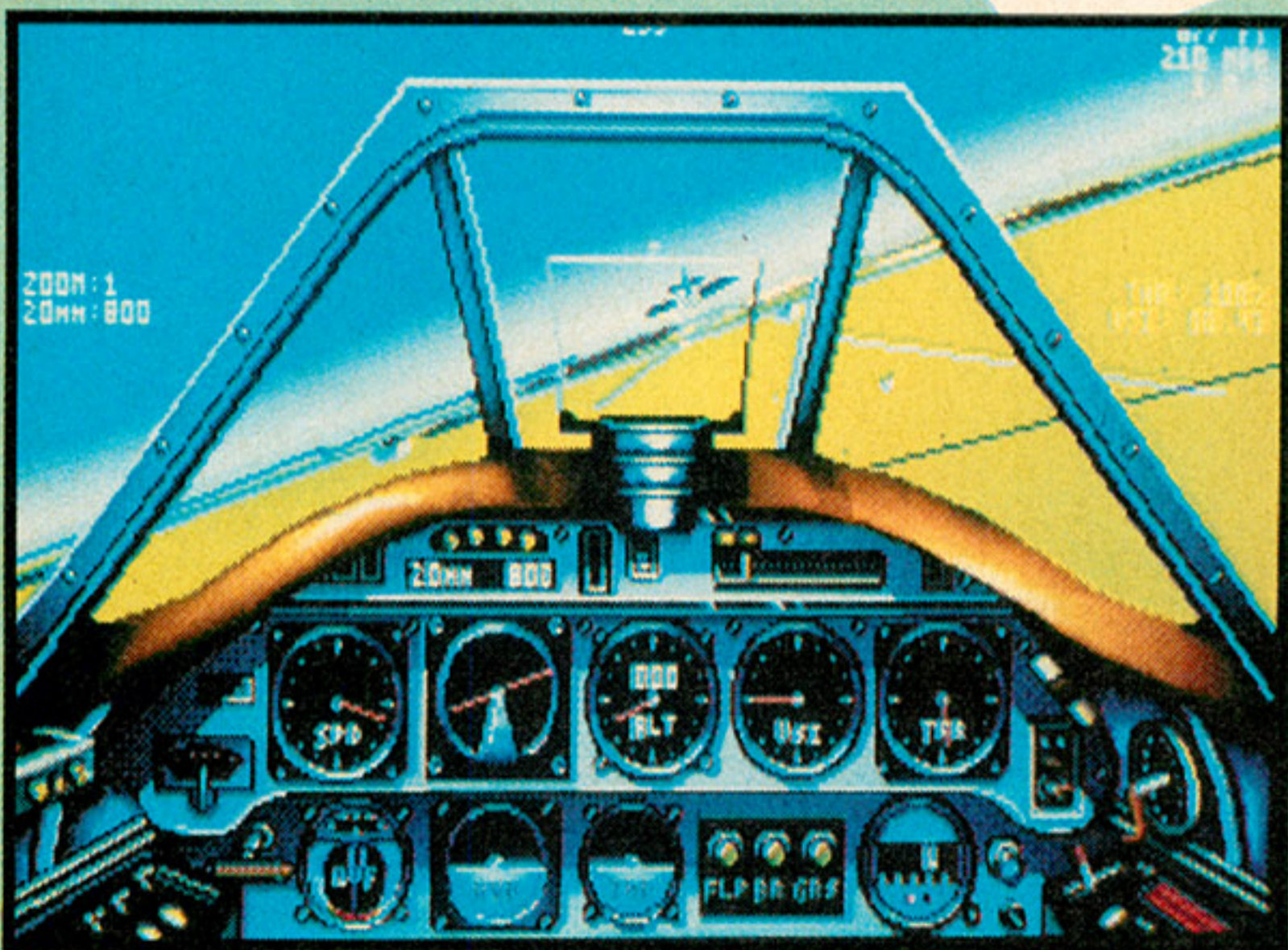
The P-47 Thunderbolt could take more punishment than any other fighter of World War II, but the Focke-Wulf can counter with powerful 20mm cannons against the P-47's less potent .50-caliber machine guns.



After each mission, you can review your hit percentage, the number of enemy planes destroyed, and the amount of damage to your own plane. You may also feel the sharp edge of the general's tongue.



And modern pilots complain about the air traffic at today's commercial airports! At least incoming 747s aren't taking potshots at taxiing DC-10s. Get your FW-190 off the ground quickly, then worry about the strafing Thunderbolts.



targets a German fighter pilot could attack. The Flying Fortress bristled with heavy defensive armament, and attacking one was like trying to pick up a porcupine with your bare hands.

One of the most interesting and challenging historical scenarios involves fighting off a strafing attack on your Luftwaffe airfield by P-47 Thunderbolts. Starting from a dead standstill, and with your wingman blown up on the ground, you must

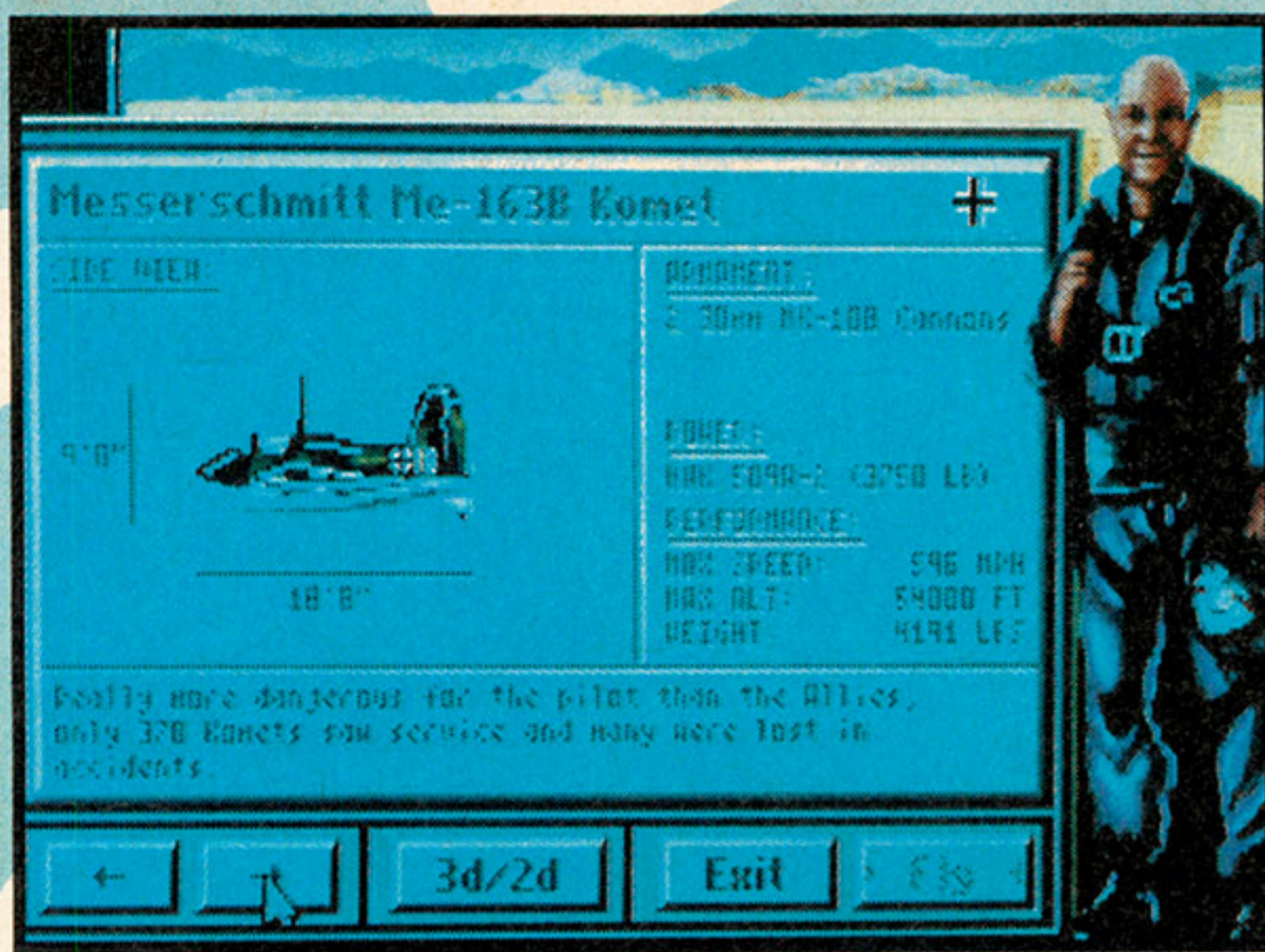
The trick to surviving the strafing scenario is managing both your altitude and your speed. Try to let the P-47s come to you, since they can outclimb and outdive your FW-190. Your greatest advantage is your maneuverability.

somehow muscle your Focke-Wulf into the air and gain enough altitude and speed to do battle with the nearly indestructible Thunderbolts. Great action!

The final play option — creating a custom scenario — may be the best. You're free to stack the odds any way you want, either wildly for or against you. You can fly any of the six standard aircraft, but you can choose your en-



The Germans came up with several radical aircraft designs in WWII. Most never left the drawing board, but in 1944 the ME-262 (seen here in your Mustang's gun sight) did become the world's first operational combat jet.



The Messerschmitt 163 Komet was designed specifically for defense against the waves of Allied bombers. Little more than a rocket engine with wings, the tiny Komet was often a death trap for its pilots.

emy from a much larger list that runs the gamut from garden-variety Messerschmitt 110s to hulking Boeing B-52 Stratofortresses to the very exotic Messerschmitt 163s and 262s. You can choose as many as five enemy planes to attack, with no regard for historical time periods. So if you're a real sport, you can pit your Mustang against a MiG-21, or even an F-105 Thunderchief. Or, if you'd like

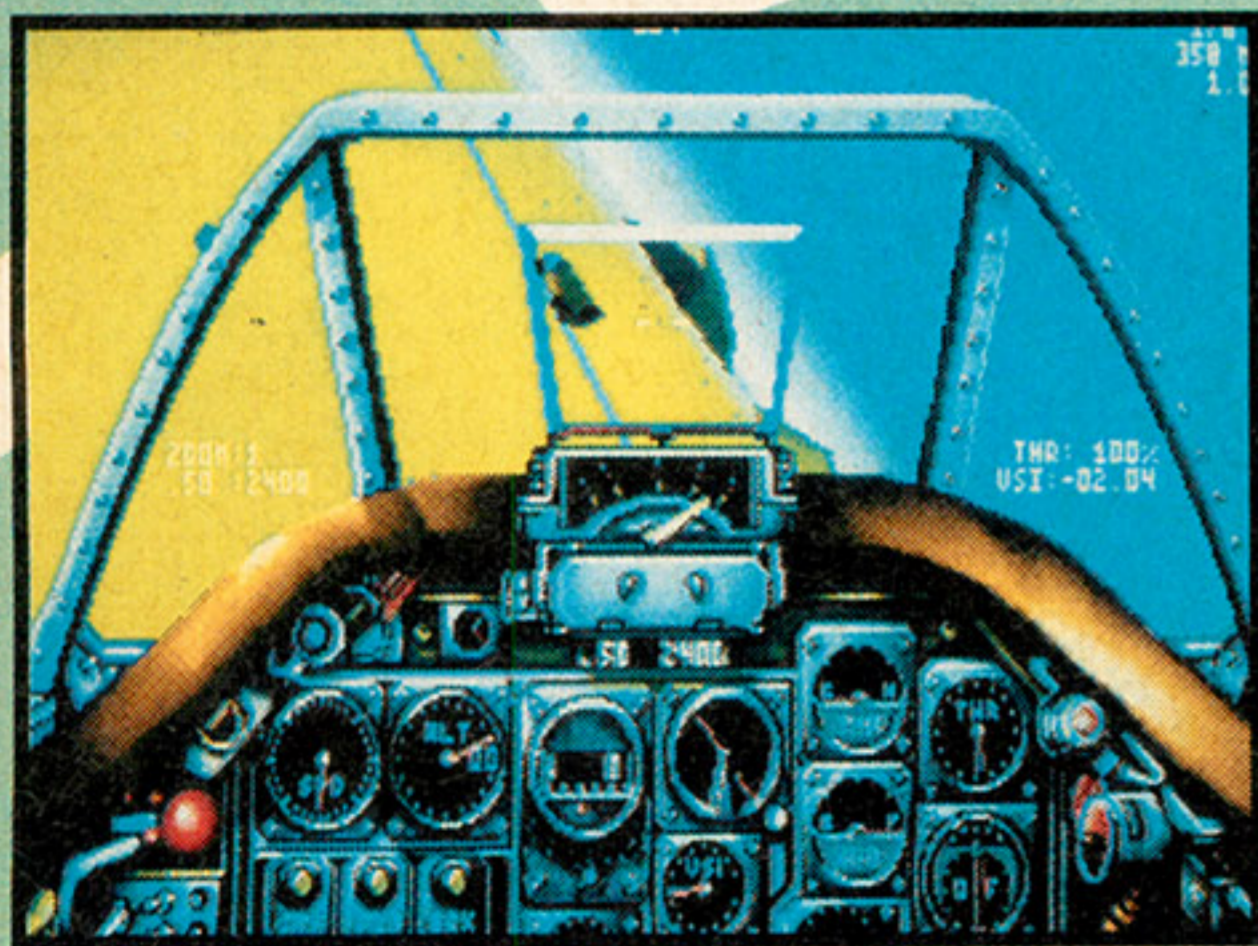
to indulge in a turkey shoot, you could fly your F-4 Phantom II against a formation of B-29 Superfortresses (not nearly the piece of cake it appears to be — you'll have a hard time locking on your heat-seeking missiles). You can adjust the ability of your foes from amateur to expert, insuring a variety of challenges.

To watch all this action, you can select from as many different viewing angles as you're likely to find in any flight simulator. The usual cockpit views are included, of course, as well as chase-plane views, fly-bys, and views from enemy aircraft. The most interesting point of view may be from a missile as it closes on its target.

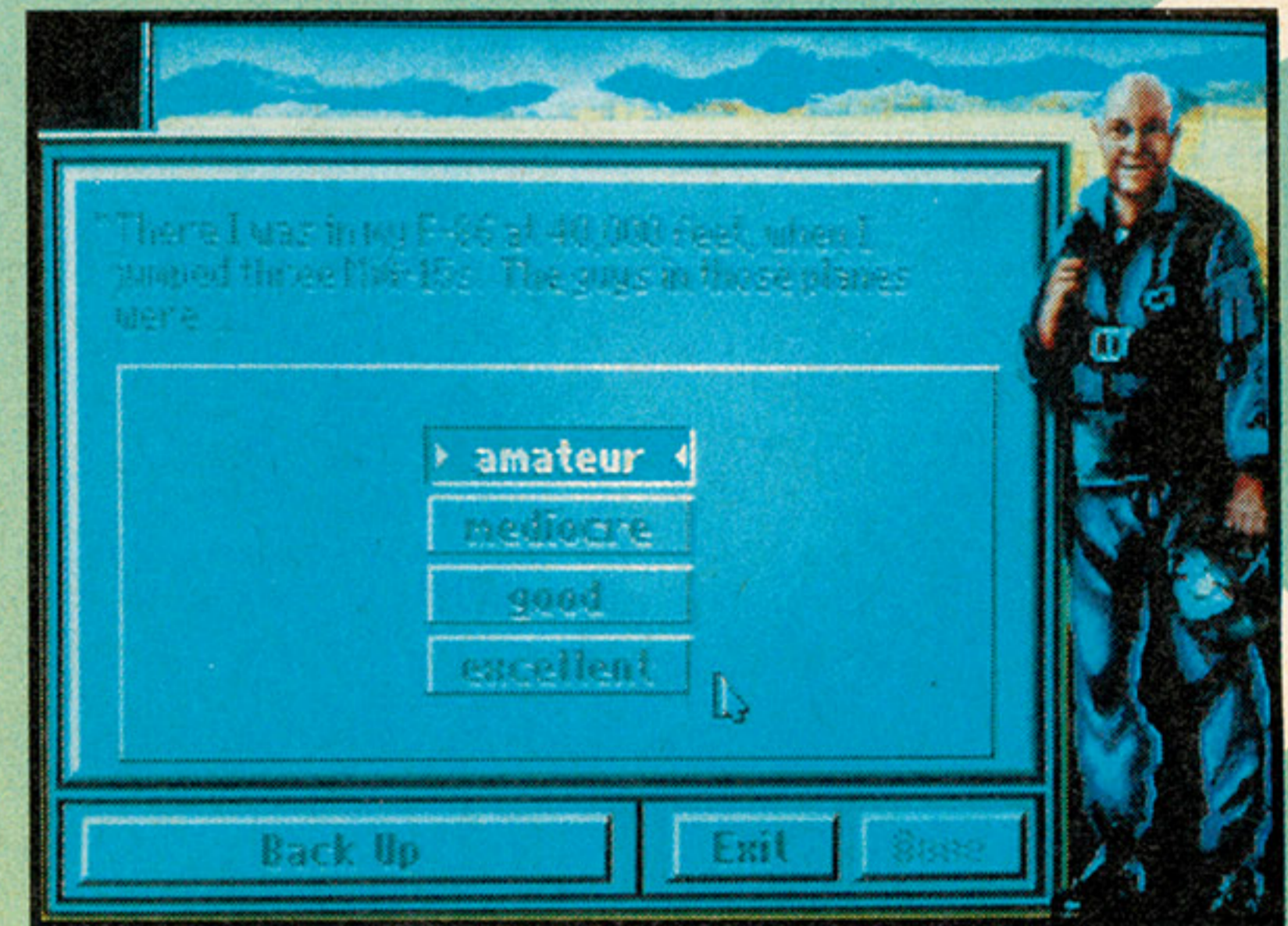
Head-Up Display (HUD)



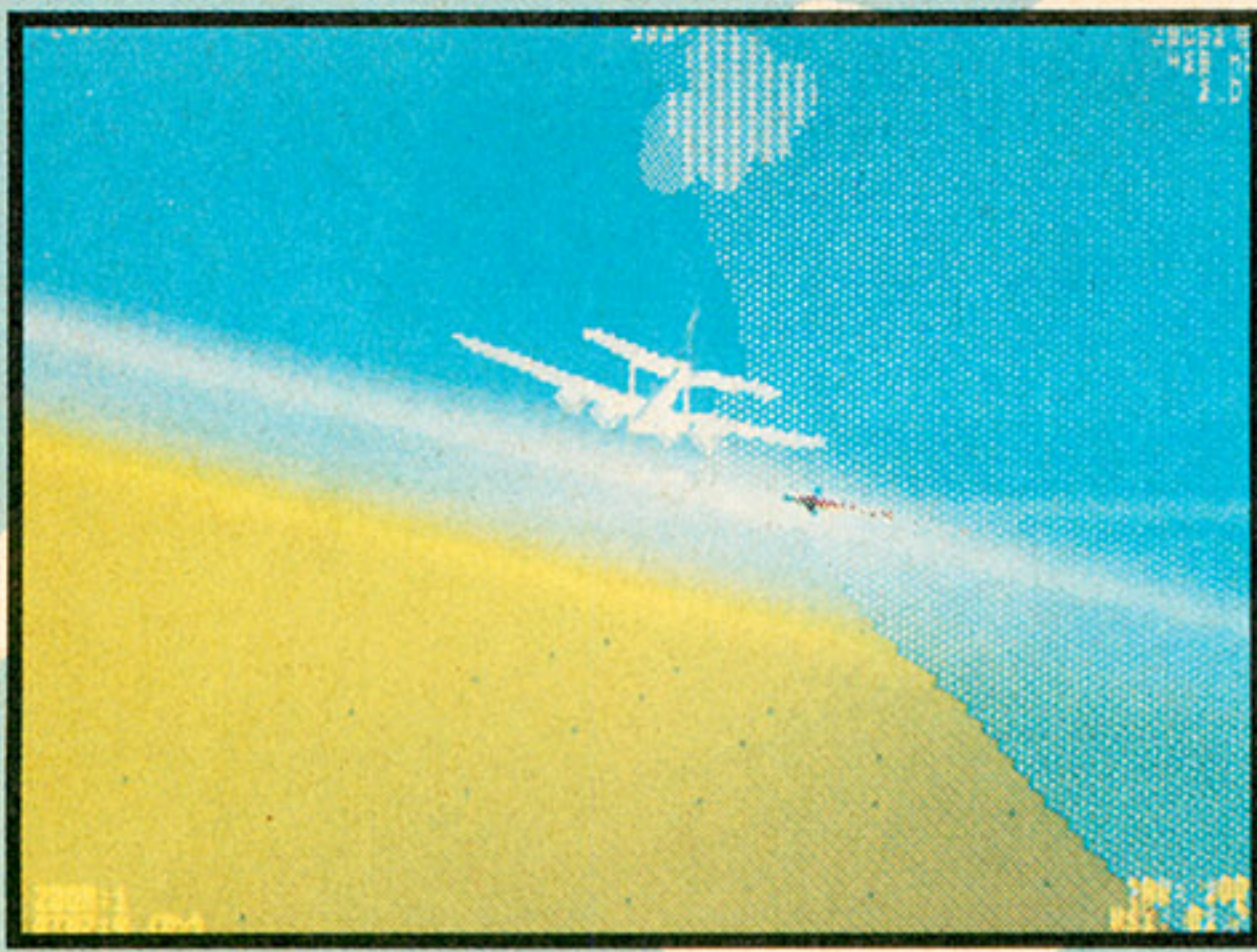
Early in the Korean War, it was often the piston-engined Mustang (or the first-generation American jet, the P-80) that had to face the vaunted MiG-15s. Try to use the MiG's speed against it by attacking when it overshoots your P-51.



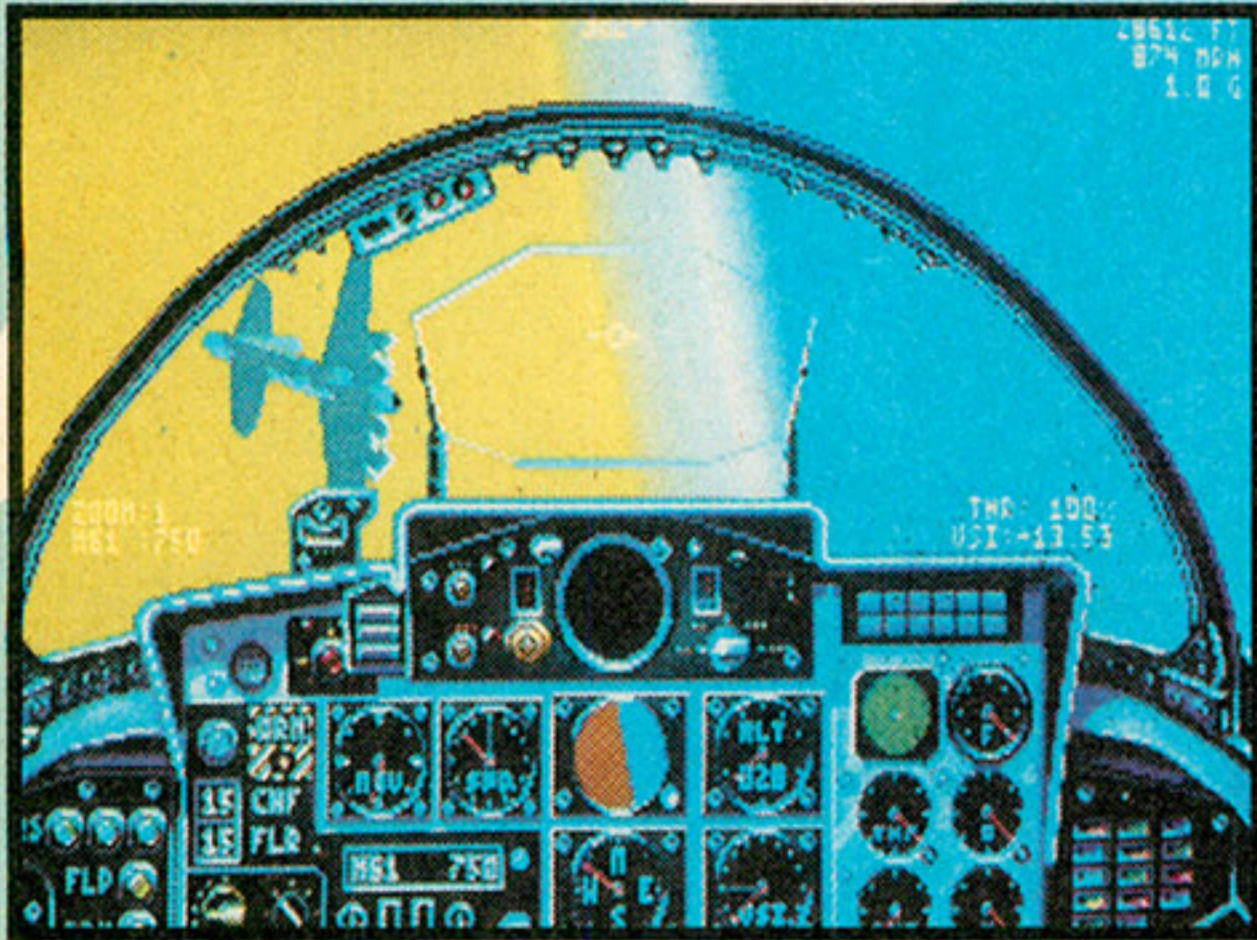
In Korea, the nature of air combat began changing as new designs reached the front. Though obsolete by this time, the Mustang was recalled to duty, mainly for attacking such ground targets as this truck.



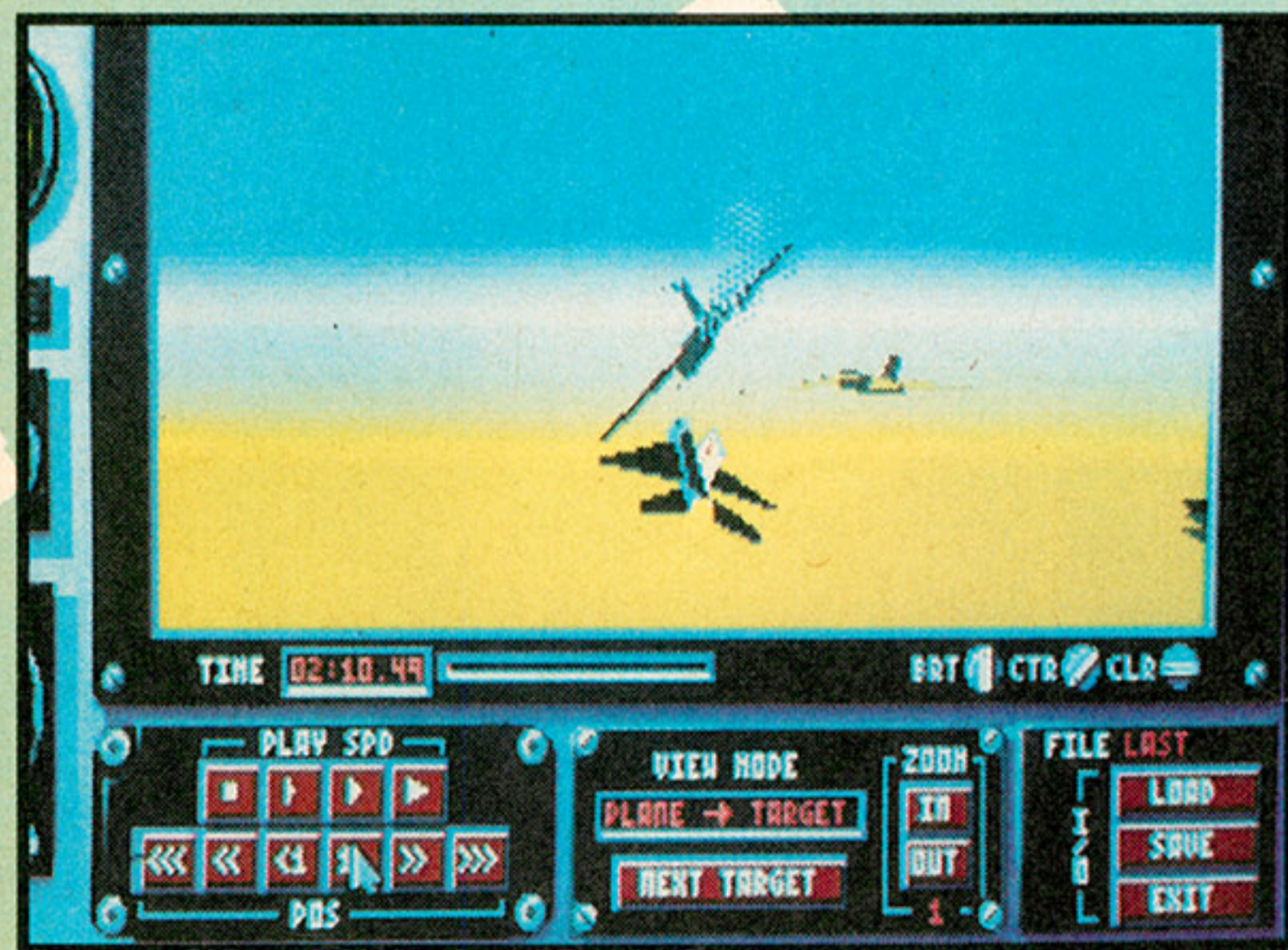
The customized-mission option allows you to stack the odds either for or against you. You can choose the quality of the enemy pilots and whether or not you begin in an advantageous position.



With the zoom and single-frame advance controls, you can study the tactics of enemy pilots and discover their most vulnerable spots.



You can create some rather unbelievable encounters, such as this missile attack by an F-4 Phantom II against a B-17. But it's not as easy as it looks, because the propeller-driven Flying Forts don't generate enough heat for a Sidewinder lock. If you take your Phantom in close to use its M61 Vulcan cannons, you'll risk the withering fire of the B-17's heavy defensive armament, especially when attacking from the rear.



The recording option is great for reviewing what you did right (or wrong) during a mission. The wide variety of viewing angles provides you with an overview of the action that most pilots would have given their right arms for.

messages and windows also abound in *Chuck Yeager's Air Combat*, though you may find the clutter more of a nuisance than a help. Fortunately, you can switch them off. A recording feature (which includes all viewing angles) lets you bask in the glory of a successful mission, or figure out how you managed to end up with five Messerschmitts on your tail. And, of course, Yeager is only too happy to throw in a reprimand of his own (with nicely digitized audio).

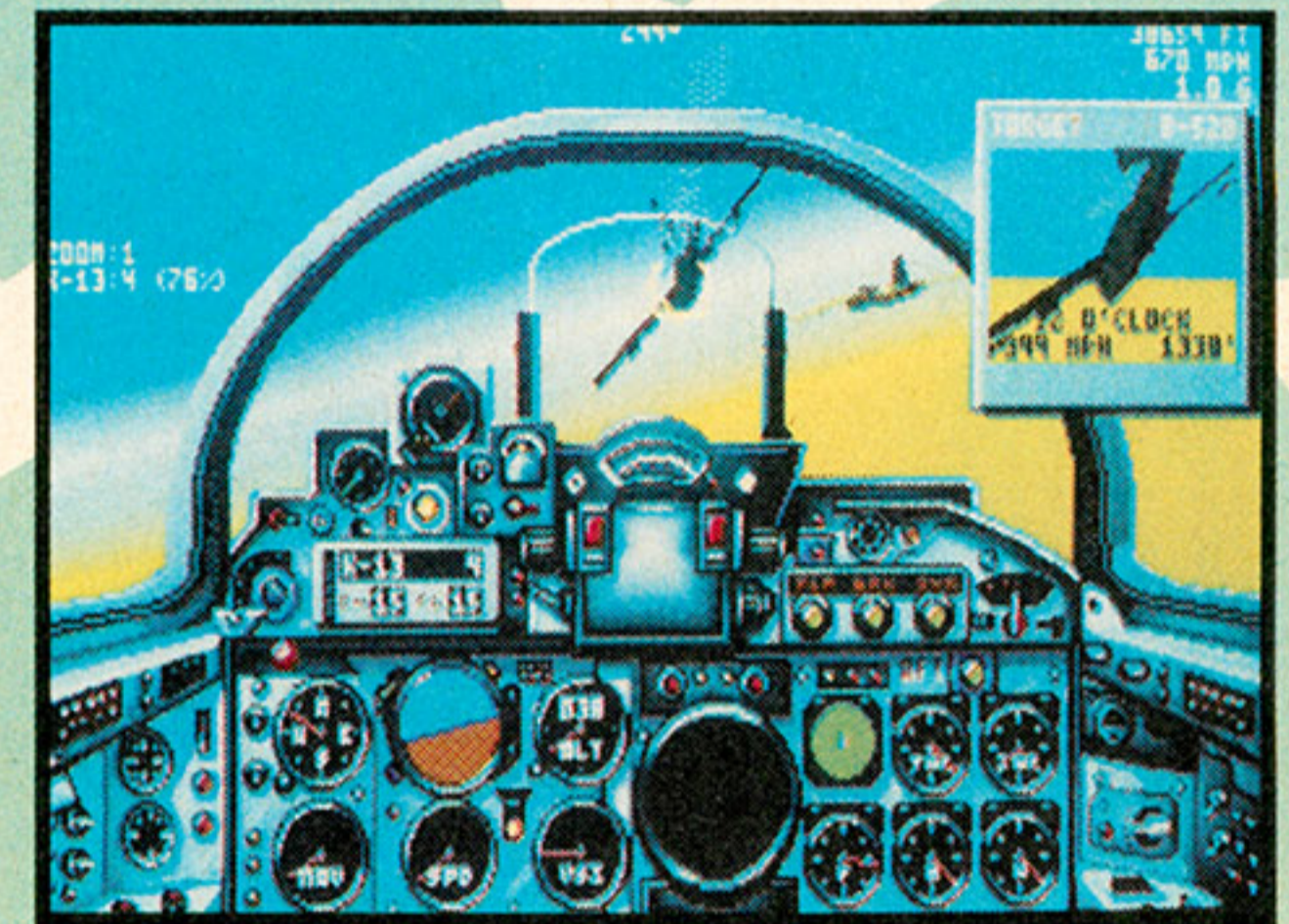
The graphics in *Chuck Yeager's Air Combat* are as good as anything now available. In flight, the different planes are easily recognizable. The scenery, though relatively simple, adds to the feeling of real flight. (And the sky is especially nice, thanks to dithered graphics.) The game is easily flyable on a ten-megahertz 80286 computer, but it really comes to life on an 80386. If you have a sound board, you'll be treated to some very realistic sound



effects, too.

The game manual is very complete, with detailed descriptions of all the aircraft and a great deal of instruction on fighter tactics, straight from Yeager himself.

After flying a few missions in *Chuck Yeager's Air Combat*, you'll have some idea of the skill and dedication it takes to pit one plane against another in a high-speed duel to the death.



Several information windows are available, although you can have so many open at once that they obscure your view. However, the target window is handy when you can't tell whether you're closing on your prey.

GP

For IBM, Tandy, and compatibles; 640K minimum memory; CGA, EGA, MCGA, or VGA graphics; hard disk recommended; mouse or joystick recommended; ten-megahertz 80286 or faster computer recommended. Supports Ad Lib, Soundblaster, Covox, and Tandy sound. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



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Super NES Special Feature



Capcom, 3303 Scott Blvd., Santa Clara, CA 95054.

FINAL Fight

Jeff Lundrigan

Metro City is the crime capital of the world — at least since the Mad Gears moved in. The ultimate in organized crime, the Mad Gears will stop at nothing to further their ill-gotten gains.

Enter Mike Haggar, former pro fighter and newly elected mayor. Haggar was determined to drive the Mad Gears out of Metro City. But his plans hit a snag when the Mad Gears kidnapped his daughter Jessica and held her hostage. Resolved not to give in, but with time running out and most

of the police on the Mad Gear payroll, Haggar could think of only one solution: Go into the streets and clean them up himself. It's do or die.

Luckily, Haggar isn't the only person who arrives at that conclusion. Jessica's boyfriend, Cody, another martial-arts expert, also decides to embark on a one-man rescue mission. In *Final Fight*, you can play as either Haggar or Cody in an all-out battle against every last tooth and cog of the

Mad Gears. (However, there's no two-player mode in which Haggar and Cody fight side by side, as Billy and Jimmy do in *Double Dragon II*.)

Final Fight is a great game, combining mindless over-the-top action with just a dash of strategy. The 16-bit graphics are excellent, with large on-screen characters and lots of outrageous moves. If you enjoy this kind of punch-and-kick action, or if you're simply tired of cute peaceniks like Mario, *Final Fight* is the game for you.



The decision between Cody and Haggar is simple: Do you want speed or strength? While Haggar is very powerful, Cody is quicker and slightly easier to control.



Cody's punches are very fast, and if you press down on the directional pad while attacking, he'll flip his opponent. Use the flip to throw enemies into one another.



By grabbing an opponent and pressing the attack button *without* using the directional pad, you can slam the thug into Cody's knee. You can't do this all day, however — the enemy falls down after the third hit.



Cody can perform both a standing jump-kick and a flying, spinning jump-kick. The flying kick is especially effective against tough enemies, because you can attack quickly over a long distance. This way, you can keep a whole crowd of enemies out of range, then leap in and kick them all before they even touch you.



Cody is a superb athlete. His flying somersault will carry you clear to the far side of the screen to escape an enemy's reach. This is ideal for avoiding charging enemies, like the Bull brothers.



Haggar is slow compared to Cody. He can't dodge as quickly and his moves are more difficult to master. But he's a lot stronger, and he's a lot more fun to watch. His specialty is grappling with the enemy. When he grabs hold of someone, make him jump, then hit the attack button — the resulting pile driver does a lot of damage.

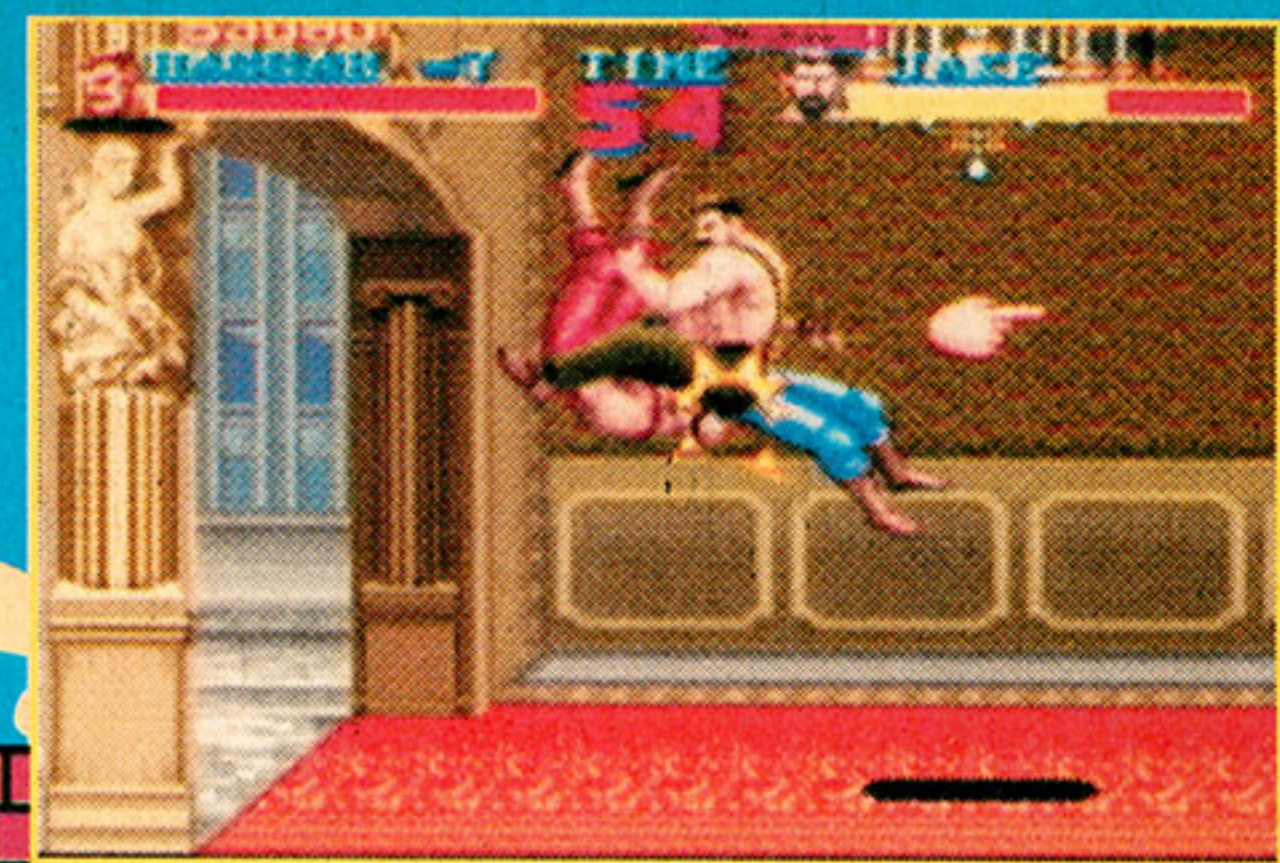




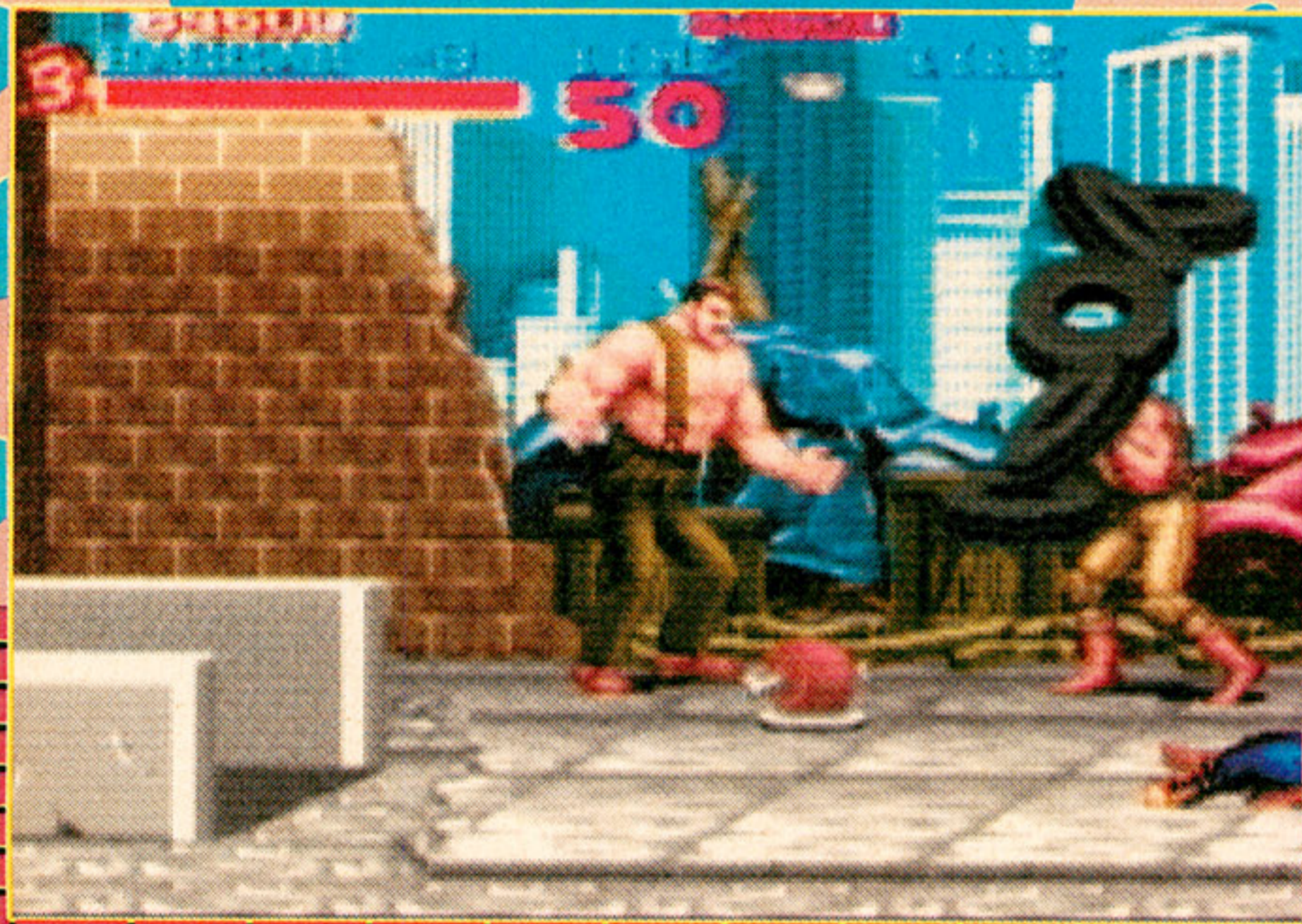
Haggar's backward slam works just like Cody's flip — use it to smash enemies into one another.



Each fighter has a breakaway move you can use when you're getting pounded, like Haggar's standing spin-punch. This move drains your life meter, though, so use it only when you have to.



Whether you're fighting as Cody or Haggar, you can dish out extreme punishment by using combination moves. Try two punches followed by two head-butts, then pile-drive the bad guy back into the crowd!



Your journey begins in the slums, then continues on the subway. Don't forget to break open barrels, crates, and piles of tires — they contain weapons, bonus items, and food for extra energy.



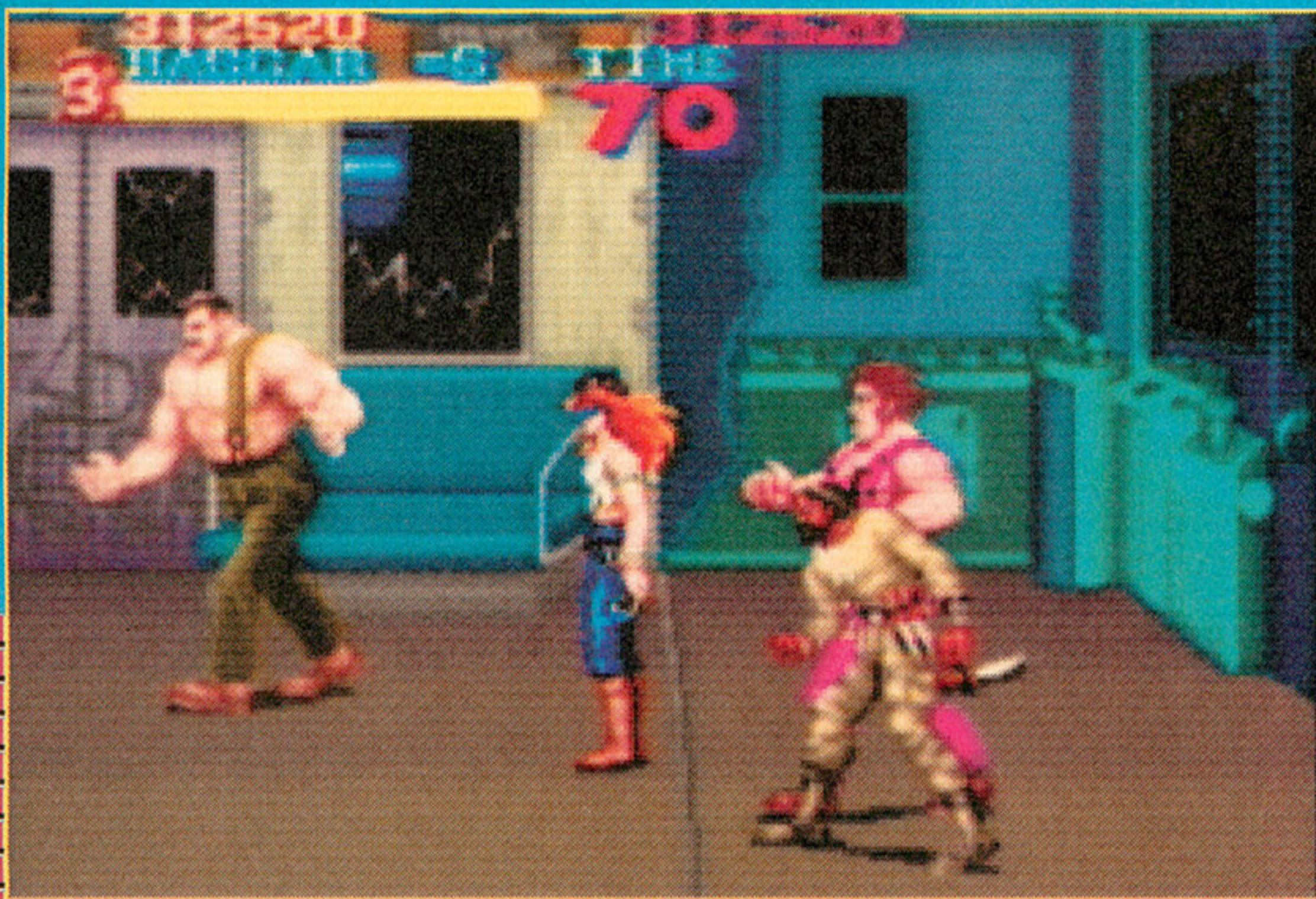
The boss of the slums is a guy named Damnd. Nearly all the stage bosses can be defeated the same way. Don't approach them head-on, where they can hit you; come at them from the side.



Once you've grappled with Damnd, let him have it. You can pull any move on a boss that you could on a lesser thug. The only difference is that bosses can take a *lot* more damage.



On the subway, you'll meet the Andore family. They're the worst opponents you'll face, other than bosses. Don't let them get near enough to grab you, or you'll learn what a pile driver feels like yourself!



The fight through the subway train doesn't end with a boss, but you'll be attacked by wave after wave of hateful opponents. Break open the barrels — they usually contain weapons or food.



FINAL Fight

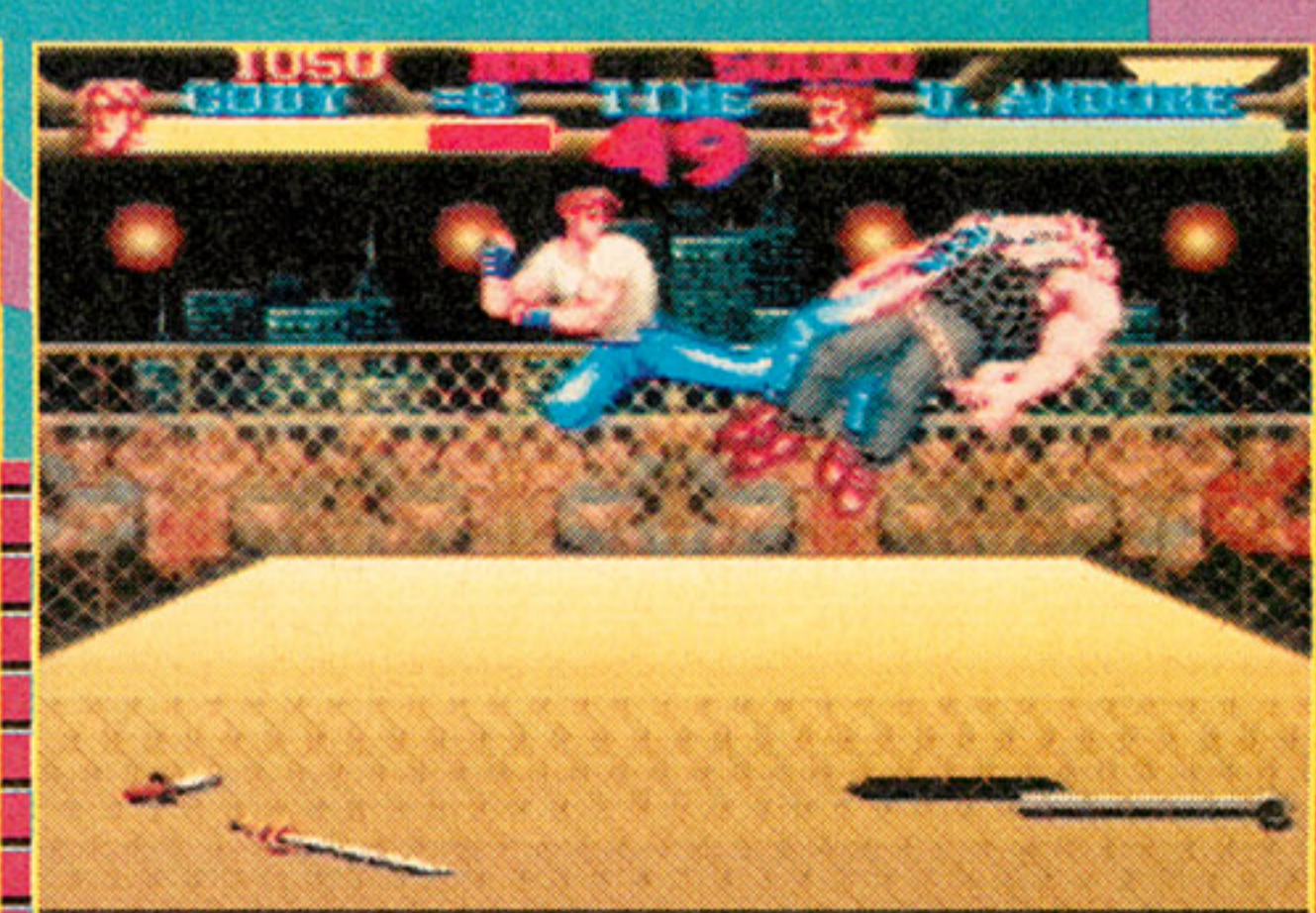


Sodom is a tough opponent, and everyone's watching. Again, approach him from the side, but after you've knocked him down, back off! If you don't, his charging attack will get you every time. Wait on the far side of the ring, then use the breakaway move when he charges, which he may do more than once. When he calms down, attack him again.

After defeating Sodom, wreck a car for an easy bonus. Grab the lead pipe and smash the windshield until pieces stop flying off. Smash the hood, then walk around and hit the windshield again from the other side.



On Metro City's west side, you'll fight your way through the streets, only to get into a bar brawl. Holly Wood, El Gado, and other enemies drop their knives when hit. Pick up the weapons and throw 'em back.



Now you have to fight Andore and his bigger, meaner brother. Flip or slam one of them so they're both on the same side of the screen. Haggar can grab the sword or pipe and finish them off easily, but Cody doesn't quite have the reach to keep them from charging — use his flying kick instead.



The Bull brothers can take more damage than anyone but the Andores. Stay in the middle of the screen so you have time to react when they charge.



Edi E. is a corrupt cop on the Mad Gears' payroll. Stay close, but remember to stay to the side, because he's not only fast with his nightstick, but he's also armed with a gun. You can throw or slam other enemies into him. For energy, eat the gum he spits out at the start of the fight. (Yechhi)



In the bay area, watch out for occasional swarms of rolling barrels. Stay in the center of the screen and use the breakaway move.

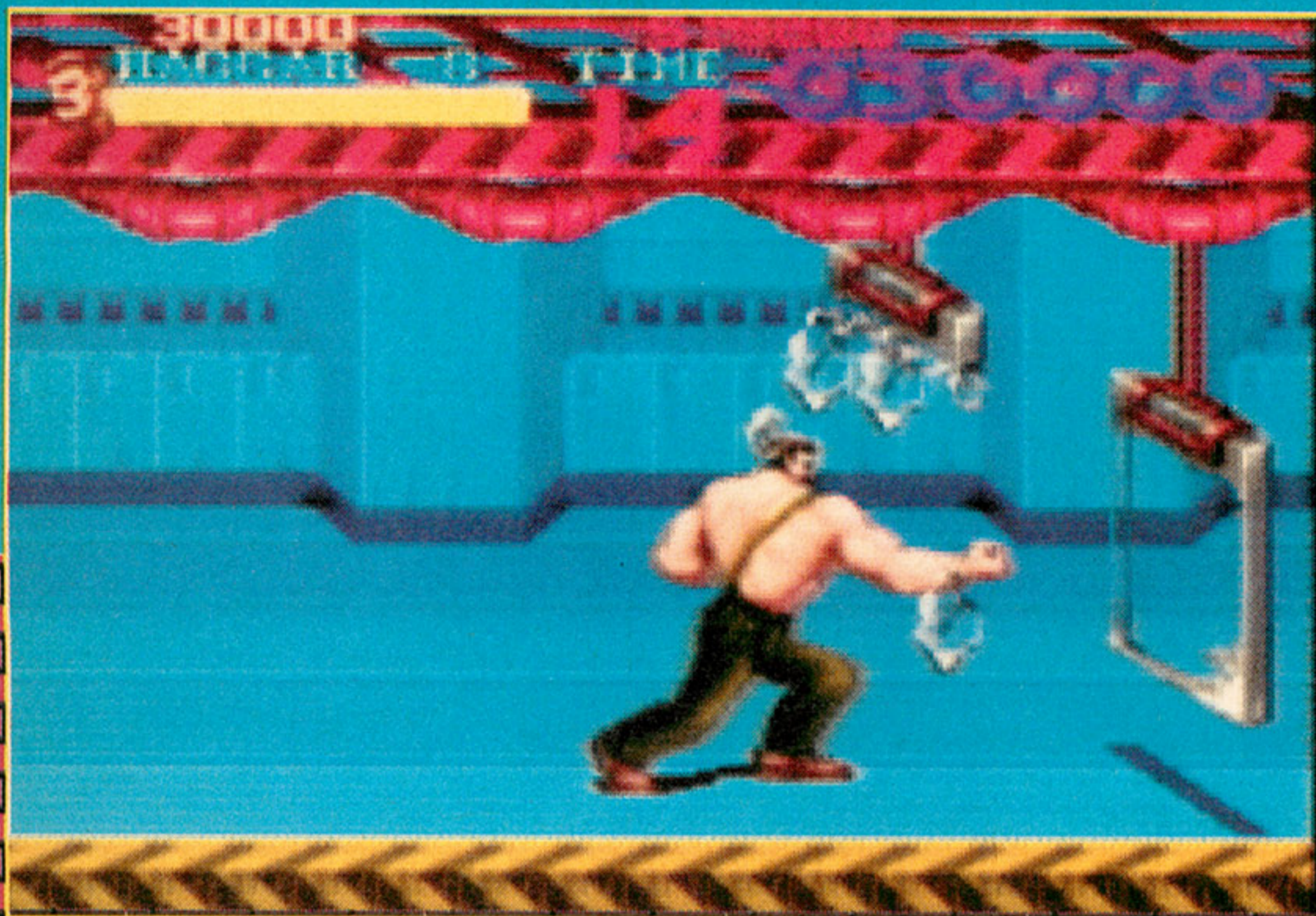


The Holly Woods toss firebombs. Try to grab or punch at least one of these guys before he throws his bomb, then stay in that part of the screen until the fires die down.



Abigail is probably the toughest boss in the game. (You'd be mean, too, if you were a huge man in clown makeup with a name like Abigail.) There's almost no way to beat him without taking a lot of abuse and dying a few times. Again, stay close, but don't get directly in front of him or he'll grab you. If he turns red, he's going to charge — use the breakaway to stop him.





During this bonus stage, be sure to hit each pane of glass right in the center. If there's more than one pane in a line, get as close as possible and smash 'em all at once to save time.



FINAL Fight



Head uptown, where you'll come to the longest section of the game. You'd better get used to the idea of being attacked by swarm after swarm of enemies, like these cartwheeling metalheads.



As you enter the hotel, watch out for chandeliers falling from the ceiling — you can see their shadows on the floor. They hold bonus items, and the first one contains barbecue.



One good trick you can use throughout the game is to force the enemies off the screen. Even though you can't always see them, you can still hit them if you keep punching — and they usually won't hit back!



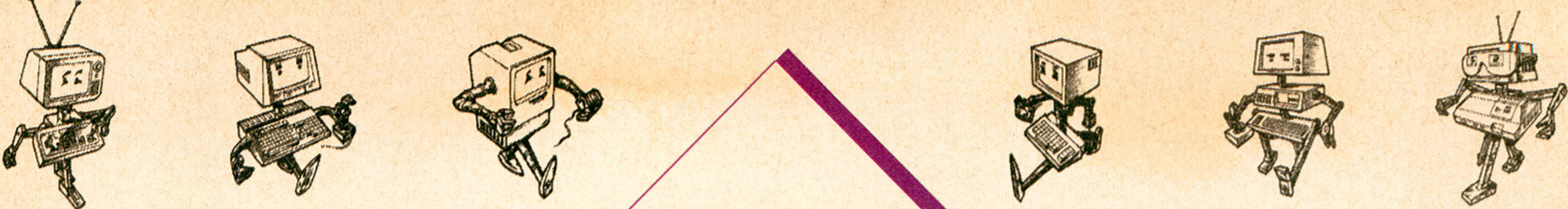
Watch out for the Holly Woods and El Gados falling from the sky. They do this occasionally during other stages, but they make it a regular habit here. Be alert for their shadows on the floor.



What makes the final boss so difficult is that you have to endure the entire last stage to get here, and you have to constantly fight other enemies while dealing with him. By himself, he's not that tough — really.



If you don't make it on the first try, you've got a couple of continues. Just try again, and don't give up the fight!

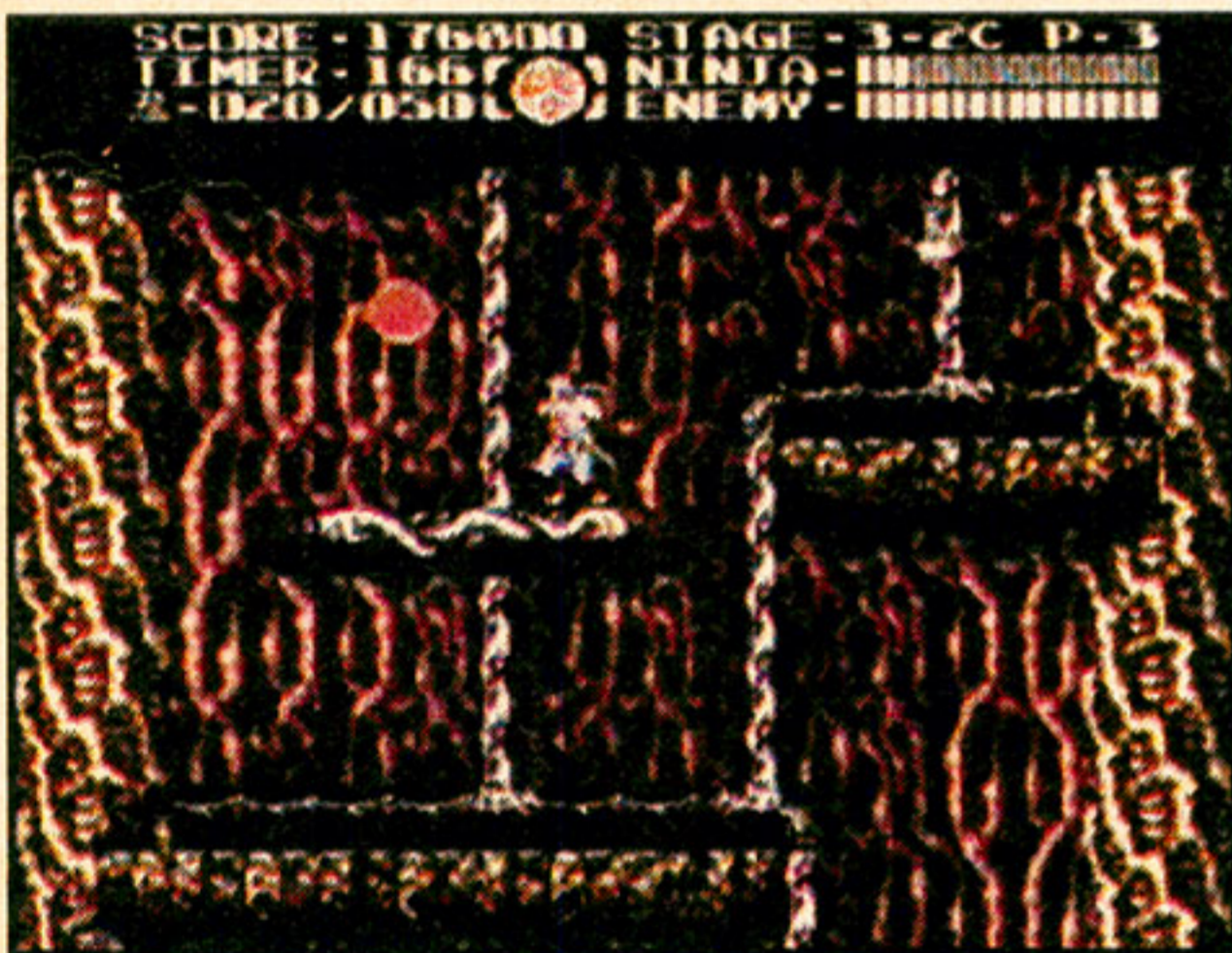


NINTENDO REVIEWS

R

yu Hayabusa, the sword-wielding hero of *Ninja Gaiden* and *Ninja Gaiden II*, is back in action. It's been a little over a year

since his last adventure, and he's used the time off to practice his ninja skills. It's a good thing, too, because *Ninja Gaiden III: The Ancient Ship of Doom* offers the toughest challenges he's faced yet.



Sometimes it's difficult to spot crystals which rejuvenate your strength meter. Don't miss this one, found on the right.

Ryu has been blamed for the murder of Irene Lew, the CIA agent whom Ryu met, fell in love with, and rescued in the first two games of the series. But as he investigates Irene's death, Ryu uncovers a disturbing plot. Somehow, his frame-up is connected to the CIA, some mysterious sources of incredible energy, and super-powered replicas of humans.

Ninja Gaiden III differs from the first two games in several ways. As usual, you can earn various power-ups and ninja arts (special methods of attack) by slashing

NINJA GAIDEN III

Stephen Poole

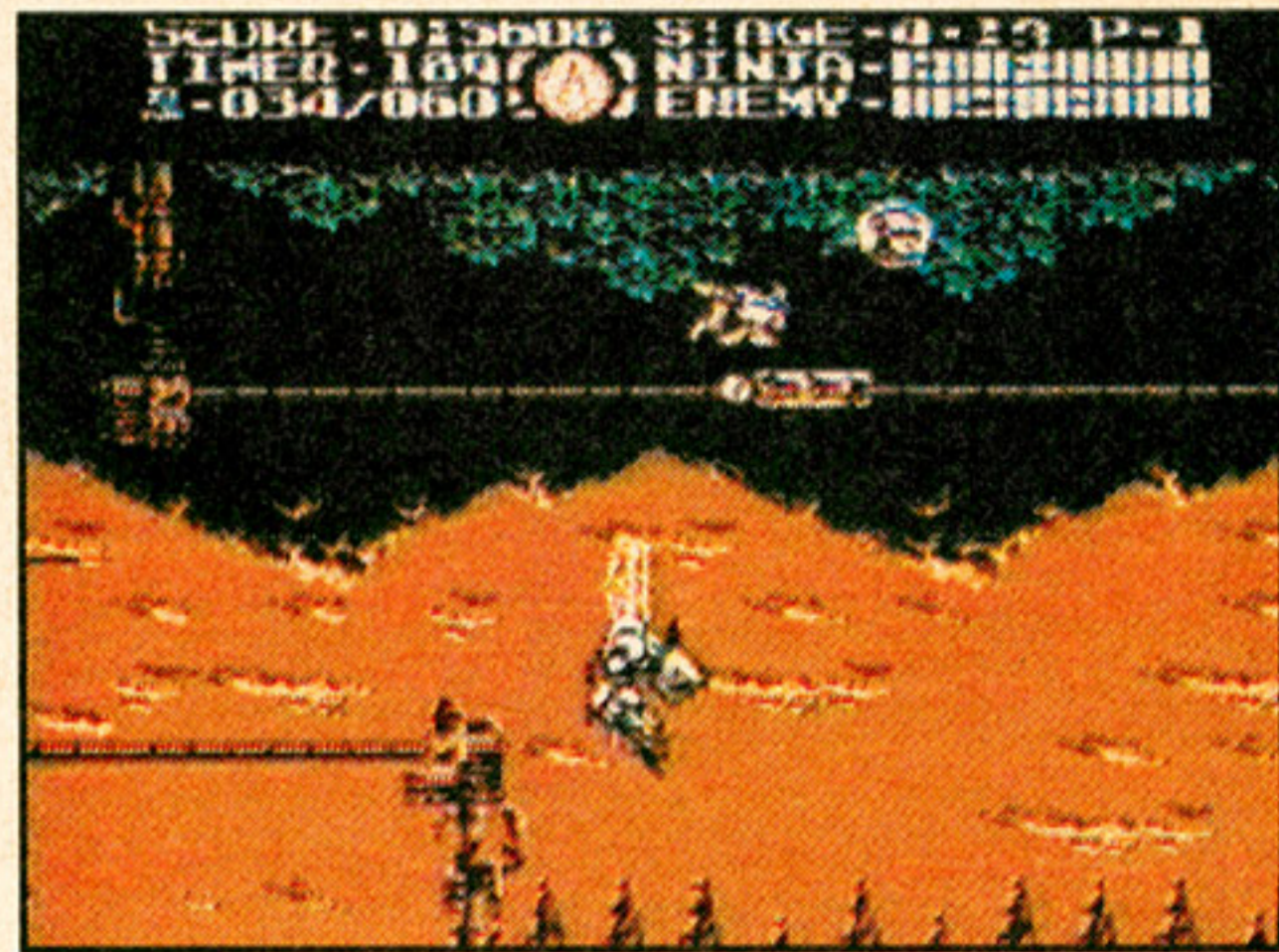
Version reviewed: Nintendo. Tecmo, 18005 S. Adria Maru Lane, Carson, CA 90746.

spirit crystals. But now you can see the contents of a crystal *before* you slash it, so you can avoid wasting time trying to acquire a power you've already got.

A new spirit crystal in *Ninja Gaiden III* changes Ryu's sword into the Dragon God Sword. The extended range means you can attack enemies from a safer distance and slash spirit crystals that would be difficult to reach with the regular sword.

There are also two new ninja arts. The Fire Dragon Balls channel the power of the Dragon Sword into fireballs which you can throw downward at an angle; the Vacuum Wave shoots blades above and below you. These new attacks are essential against certain enemies.

One change in *Ninja Gaiden III* probably *won't* be welcomed—it's more difficult than the first two installments, mainly because it has



A nasty flying critter arrives just as you're about to climb atop the moving platform to grab this one-up.

only a limited number of continues. It's frustrating to replay the levels you've already beaten just so you can return to the point where you ran into trouble.

Fortunately, the graphics are as good as ever. The game's dark, moody screens convey the feeling of pervasive evil that surrounds Ryu, and the animation is snappy and responsive.

It may take you awhile to get used to all the changes, but the adventures in *Ninja Gaiden III* are just as challenging and exciting as any you've seen before.

GP



Use the Fire Wheel to release a one-up crystal hidden in the upper right corner of the screen.

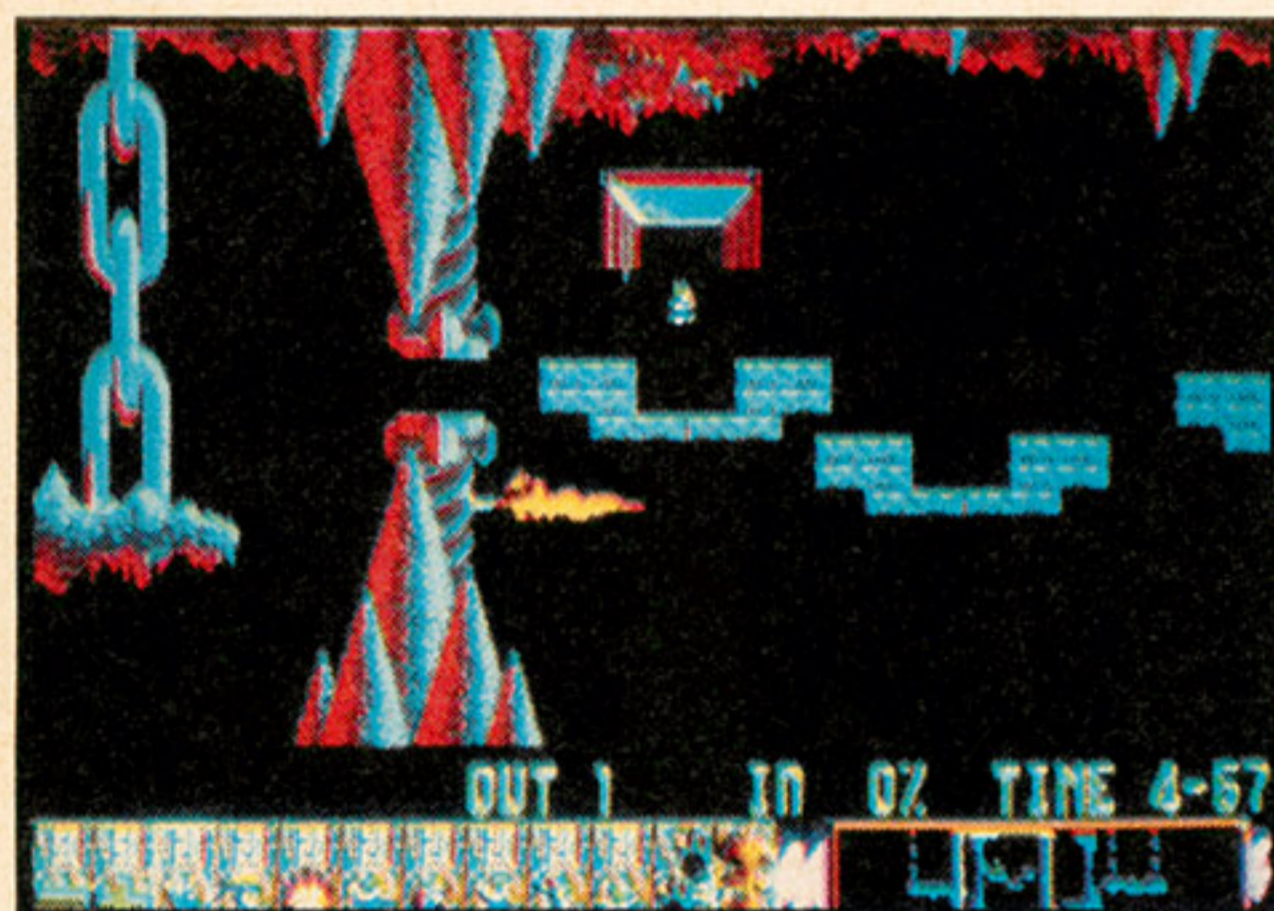


S

ave the lemmings!

Why? Because if *you* don't, no one else will! Environmentalists have taken

sides with the whales, the dolphins, and the northwest spotted owls, but you won't see any T-shirts or bumper stickers trumpeting the cause of the lemmings. Yet these helpless creatures are doomed to certain extinction unless you come to their rescue.



The first lemming drops through a trapdoor (center) into a hostile underground world. (All screens are VGA.)

In this highly entertaining game from Psygnosis, lemmings are green-haired bipeds who have fallen through a trapdoor into an underground world full of lethal hazards. Searching for an exit, they dumbly march in single file, even if it means walking over a cliff or blundering into a pool of acid.

To help them, you have the power to confer special abilities on individual lemmings. To bridge a gap, for instance, you can turn a lemming into a Builder. He'll slowly start building a stairway so his fellow lemmings can cross

REVIEWS

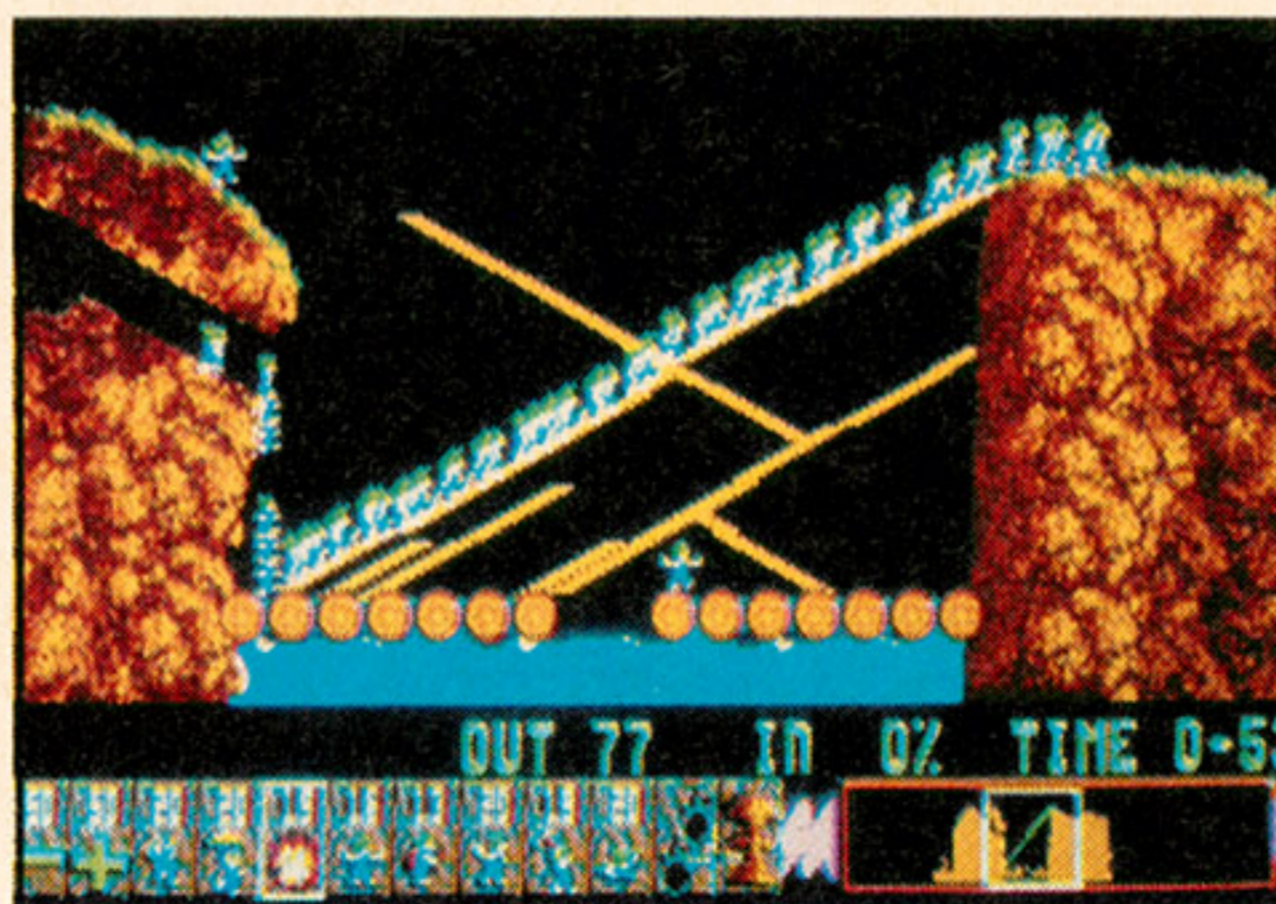
LEMMINGS

Tom R. Halfhill

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, VGA, or Tandy 16-color graphics; mouse or joystick optional but strongly recommended; supports Ad Lib and Soundblaster. Also available for the Amiga, CDTV, and Atari ST; coming soon to the Macintosh, NES, Super NES, Sega Genesis, and arcades. Psygnosis, 29 St. Mary's Court, Brookline, MA 02146.

safely. To keep his friends from falling off the stairway before it's finished, you can turn another lemming into a Blocker who'll keep them at bay.

You can also turn lemmings into Floaters, who are equipped with parachute-umbrellas so they



It took a massive bridge-building project to get these lemmings across the lake and up the cliff.



After the lemmings tunnel through a dark, forbidding forest, the exit is finally in sight (upper right).

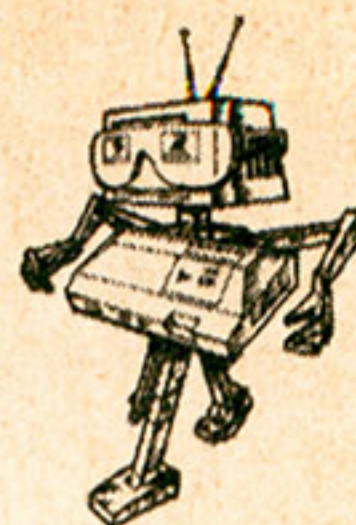
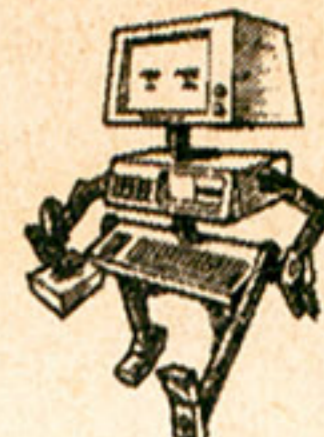
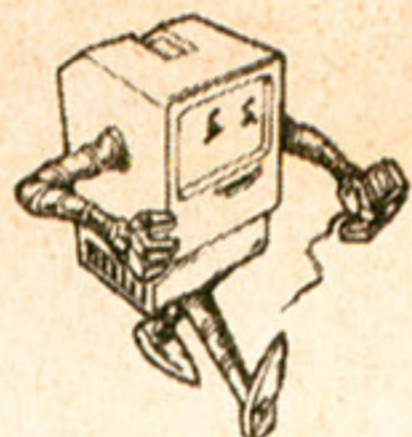
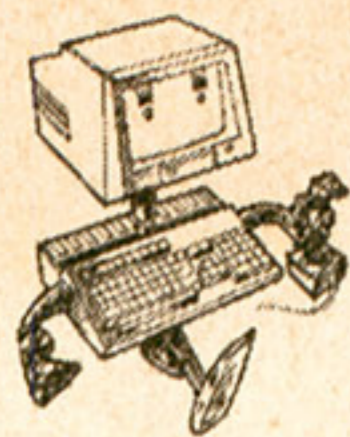
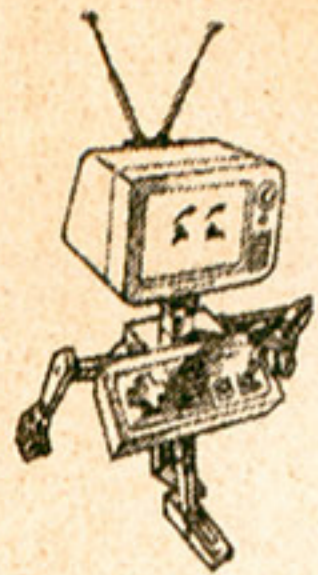
can survive long falls; Climbers, who can scale steep cliffs; Bashers, who can dig horizontal tunnels through most obstructions; Diggers, who tunnel straight downward; and Miners, who excavate diagonal passages.

The trick is knowing when to give a particular ability to a particular lemming. Each level is different and demands a different solution. In fact, many levels can be solved in several different ways. Once you get past the easiest levels (there are 120 in all), you'll find that saving the lemmings requires a great deal of planning.

Lemmings is basically a constructive game in which you strive to save rather than destroy, but it isn't nonviolent. Some levels have gruesome booby traps, and often you have to sacrifice a lemming by turning him into a time bomb.

Aside from this, *Lemmings* is cute, challenging, and incredibly habit-forming. There's no justice in the world if it doesn't become the next *Tetris*.

GP



NINTENDO

NINTENDO

REVIEWS

AMERICAN GLADIATORS

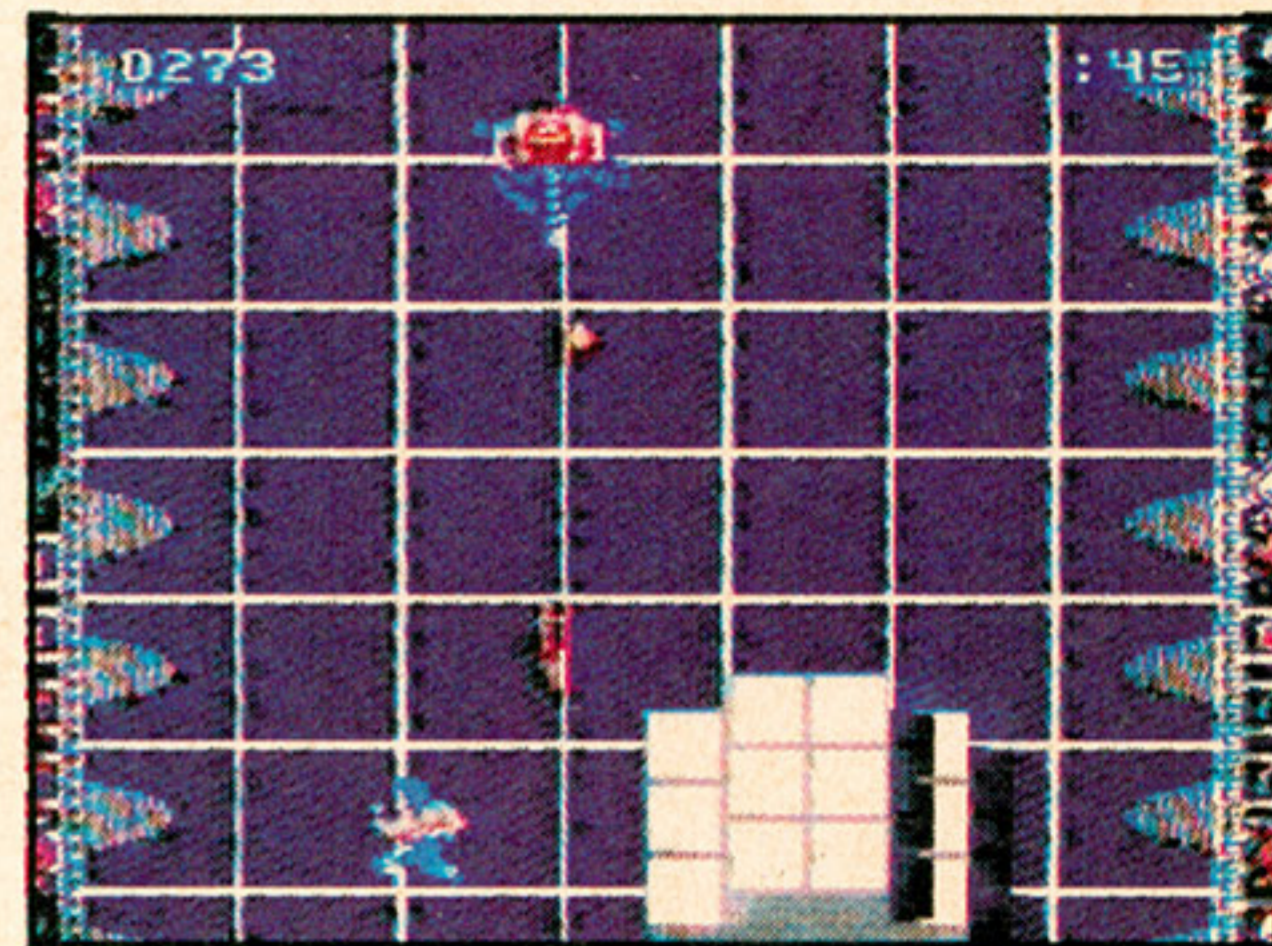
Richard Lashley

Version reviewed: Nintendo. Gametek, 2999 N.E. 191st Street Suite 800, North Miami Beach, Florida 33180.

in each progressive stage. Skilled players, however, will want to hurry past these early levels to reach the real proving grounds — the Eliminator Round.

However, there are a lot of gladiators to bash, and a lot of obstacles to climb before the final round. The controls for the game don't make your task easy. In the assault competition, for example, your character runs like he is sloshing through waist-deep water. An opponent rides on a floating cart, armed with a tennis ball cannon. With more agility, dodging his murderous volleys wouldn't be so frustrating. Fortunately, there are only a few sections where the muddy feel of the controls can hurt you.

Gametek's clever extra touches throughout the game help you overlook the defects. For example, whenever you defeat an opponent,

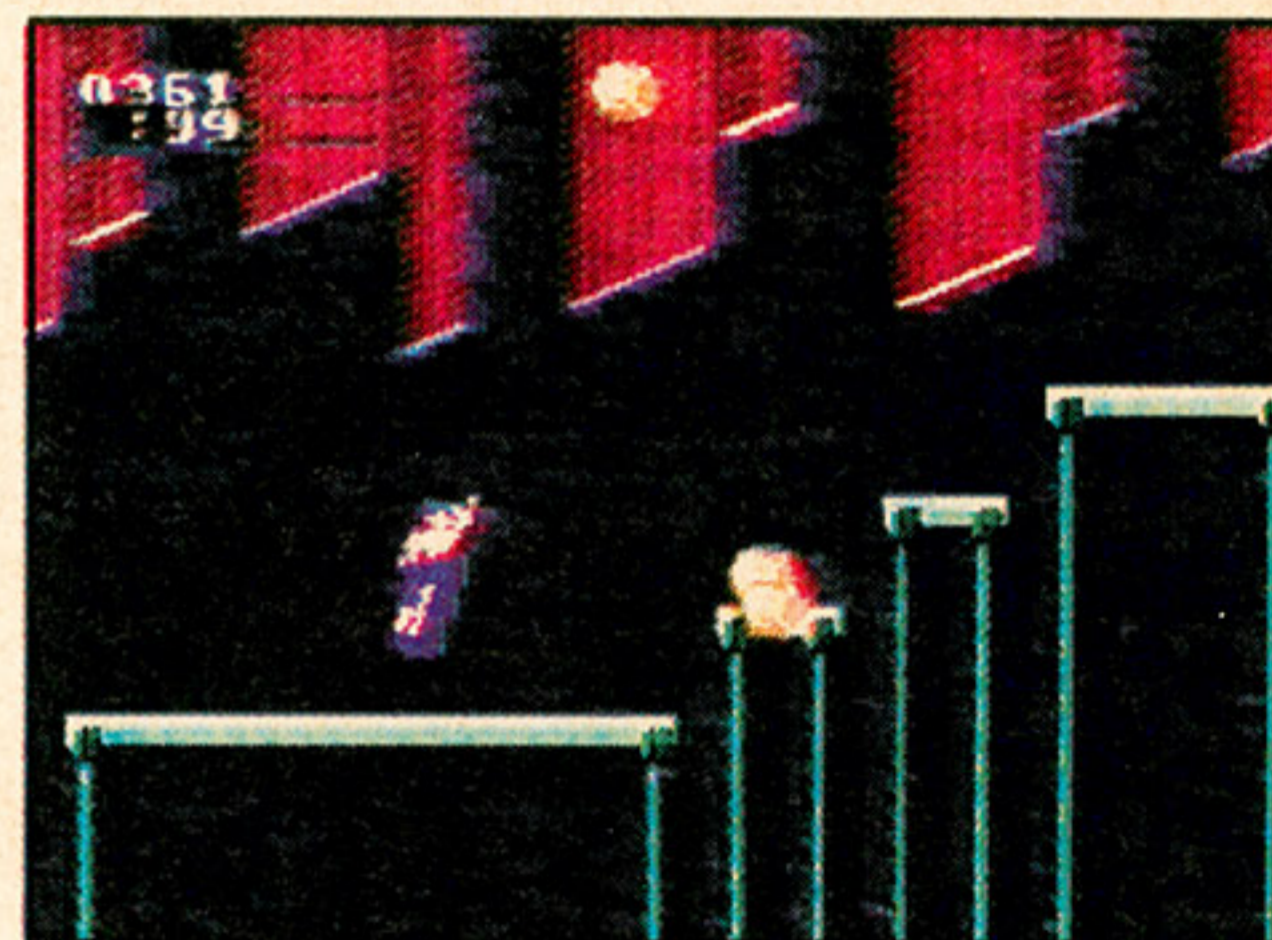


The assault competition places you in front of a booming tennis ball cannon. Run to the safe zones, grab a pellet gun, and knock your opponent off the court.

he screams as he falls away. Playing this game is almost as much fun as watching the television show.

American Gladiators features a variety of competitive events that are enhanced by strutting fighters hurling insults at each other (and at you). So, if you enjoy the show, or just want to vent some frustrations, tune into this game.

GP



The Eliminator Round is a brutal test of your gladiator skills. The moment you enter, lead-weighted medicine balls are hurled at you as you jump on spinning belts.



lip through the night's usual programs — the news, cartoons, and men hitting each other with padded sticks. Wait. Padded sticks? Now two scantily clad fe-

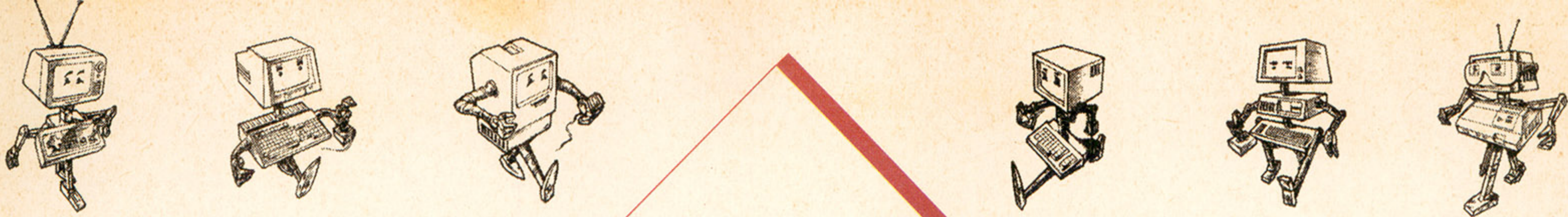
males are scampering up a net, surrounded by screaming spectators. It's *American Gladiators*, featuring the best of arena combat — 20th-century style.

In Gametek's videogame of the TV show, you compete in the arena of television warriors. Don't worry, though, because all you'll suffer is perhaps cramped fingers instead of cracked bones.



In the first four stages, the wall is one of the most difficult events. Tricky handholds on the net, and opposing gladiators trying to knock you off, make this a long climb to the top.

To beat the first four stages, you must complete five events: the joust, the wall, the assault, powerball, and the human cannonball. Although each stage has the same tests, the difficulty increases as you move through the game. For less-skilled players, the repetition probably will not matter, because you must play harder



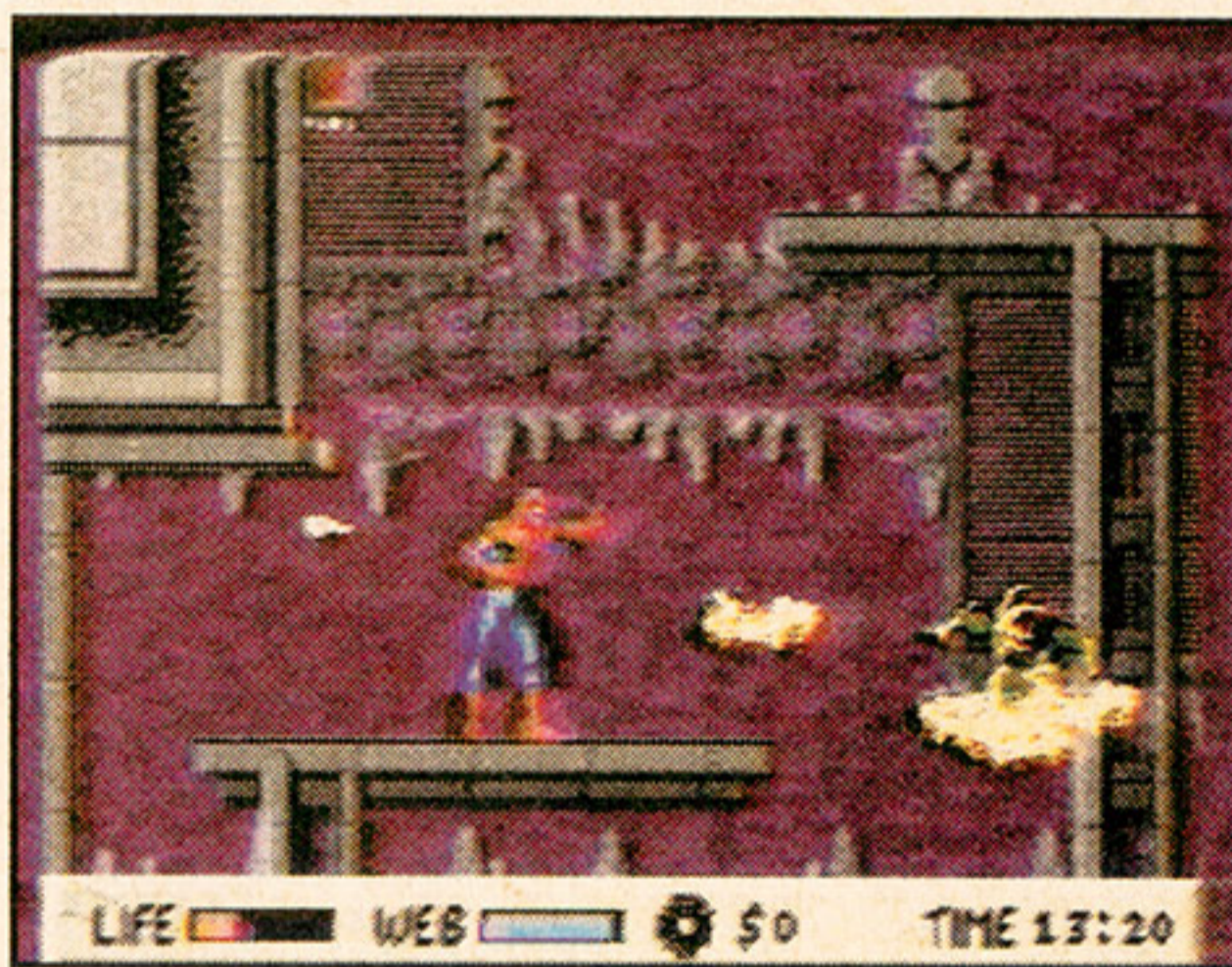
SEGA

REVIEWS

SPIDER-MAN VS THE KINGPIN

Brian Carroll

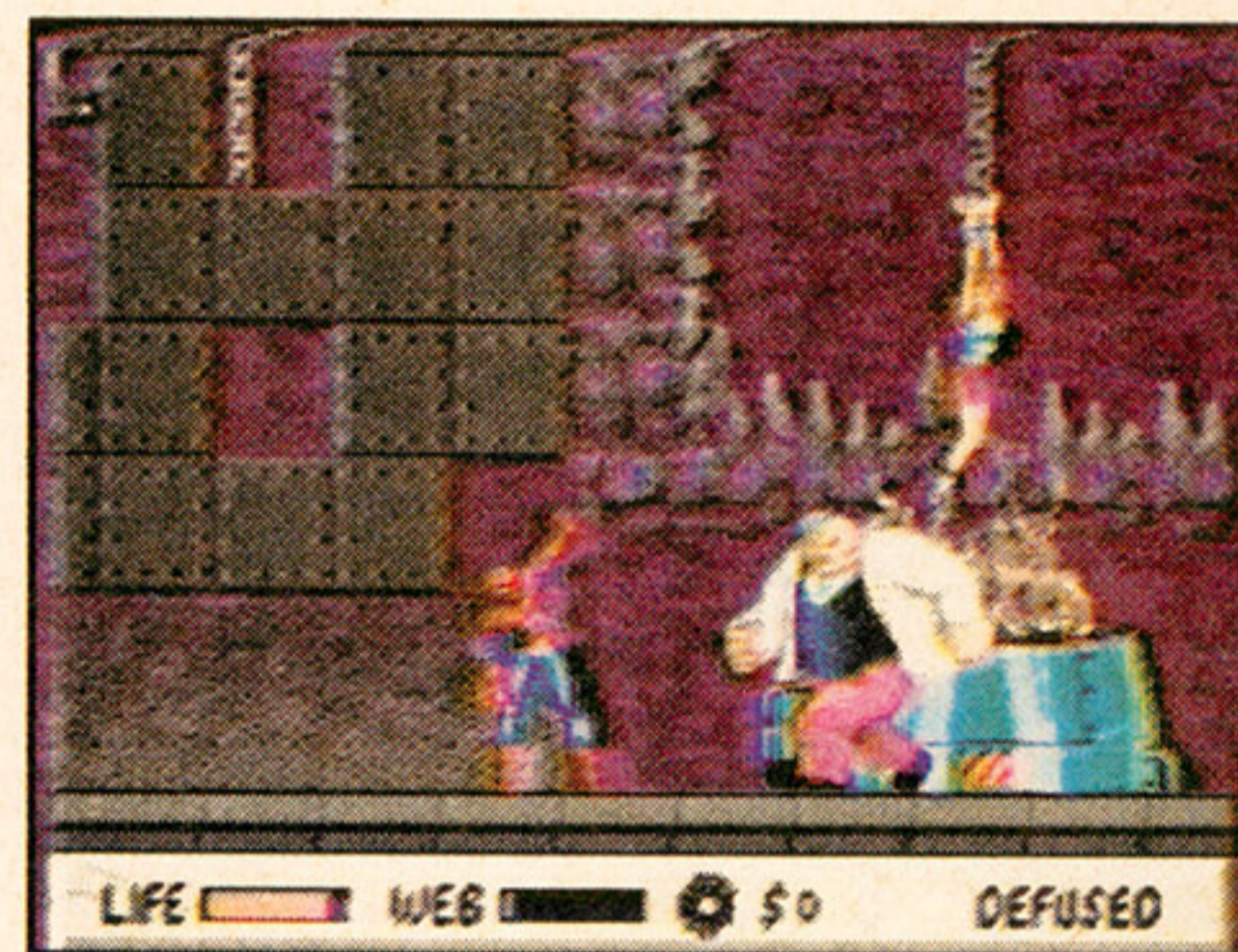
Version reviewed: Sega. Sega of America, 573 Forbes Avenue, South San Francisco, CA 94080.



Most of Spidey's greatest foes make at least one appearance each in *Spider-man vs The Kingpin*.

many lives as you need — as long as the clock has at least one more tick remaining.

Any time Spidey tires of spinning webs and battling the bizarre, he can zip back to Peter Parker's apartment for some rest and relaxation. In fact, if Spider-man's life meter begins to ebb drastically, a quick pit stop is strongly recommended. The catch, of course, is spending no more time at home



The Kingpin is your final challenge, and he will come at you hard and fast.

than is absolutely necessary, because the bomb's countdown won't stop for anything.

There is obviously enough here to keep any super hero busy for quite some time. The action is non-stop. *Spider-man* is something special visually, too. Using a palette of bright primary colors and subtle shading, the game paints stunning, smooth-scrolling scenery throughout. And the fantastically dressed stage bosses are particularly dazzling. This game participates in the steady march toward what should someday resemble interactive motion pictures.

Given its straight-ahead action and exquisite graphics, *Spider-man* should be a big hit with Genesis players. Comic-book fans will be particularly pleased, because the game is faithful to Marvel Comics. About the only thing missing is the sardonic, often humorous dialogue between old red-and-blue and his taunting opponents.

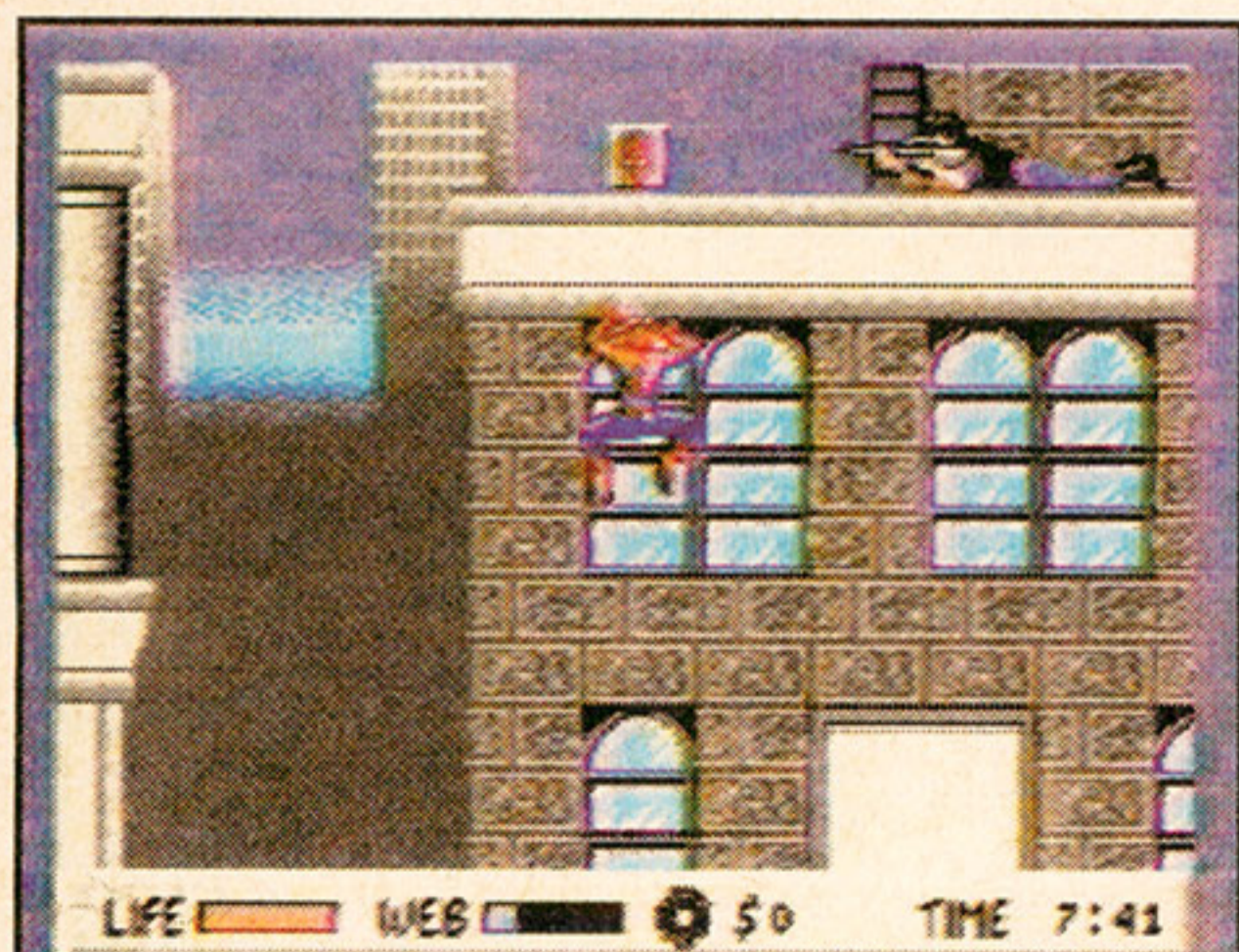
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In *Spider-man vs The Kingpin*, the Kingpin and six of New York City's most unusual criminals have combined forces to seize total and permanent control of Gotham.

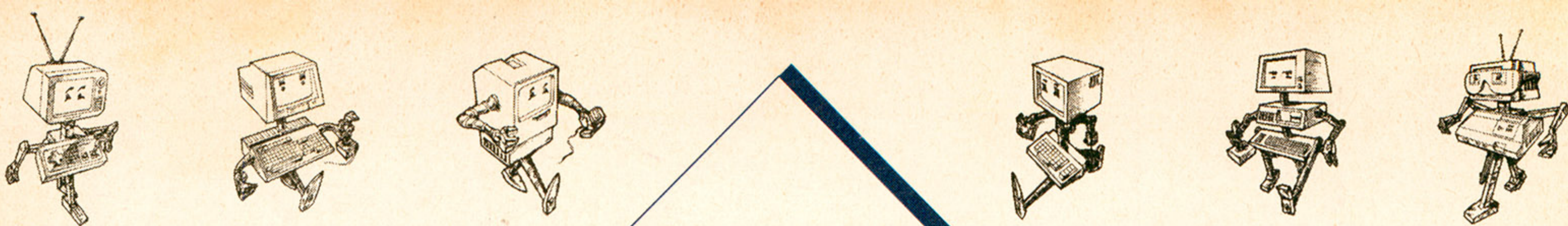
The only obstacle is everyone's favorite wall-crawler, Spider-man.

That's where you enter the picture. As Spidey, it's your assignment to eliminate all six of the royal pinhead's heinous henchmen: Dr. Octopus, the Lizard, Electro, the Sandman, the Hobgoblin, and Venom. If you consider how many times Spider-man has faced members of this motley crew, you'd think he could wipe them out with his web-slingers tied behind his back.

But, even if you can knock off all of these uniquely costumed, strangely armed opponents, your job won't be done. You will still have to deactivate the Kingpin's "Ultimate Bomb" before time runs out on the city's citizenry. In fact, time is your greatest enemy. Fortunately, this game doles out as



To crack this crime, Spider-man will have to use all of his spider powers, including plenty of wall crawling and web slinging.



NINTENDO REVIEWS

BILL AND TED'S EXCELLENT ADVENTURE

Richard Lashley

Version reviewed: Nintendo. L.J.N., Ltd., 1 Spring Street, Oyster Bay, NY 11771.

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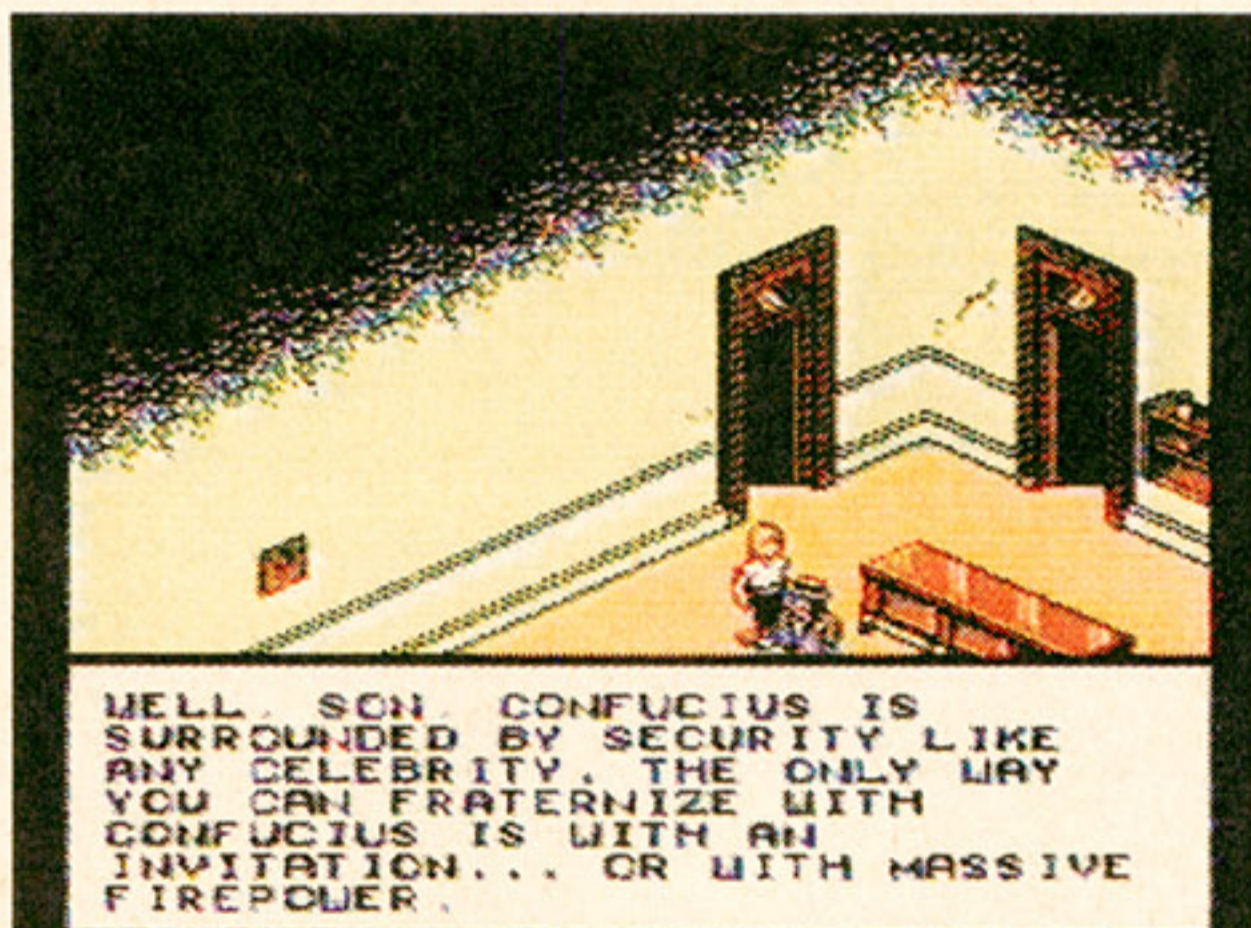
ill and Ted are flunking history. As a matter of fact, they're flunking almost all their classes. Bill and Ted aren't even

good at what they love best, playing guitars. But they're going to save the world.

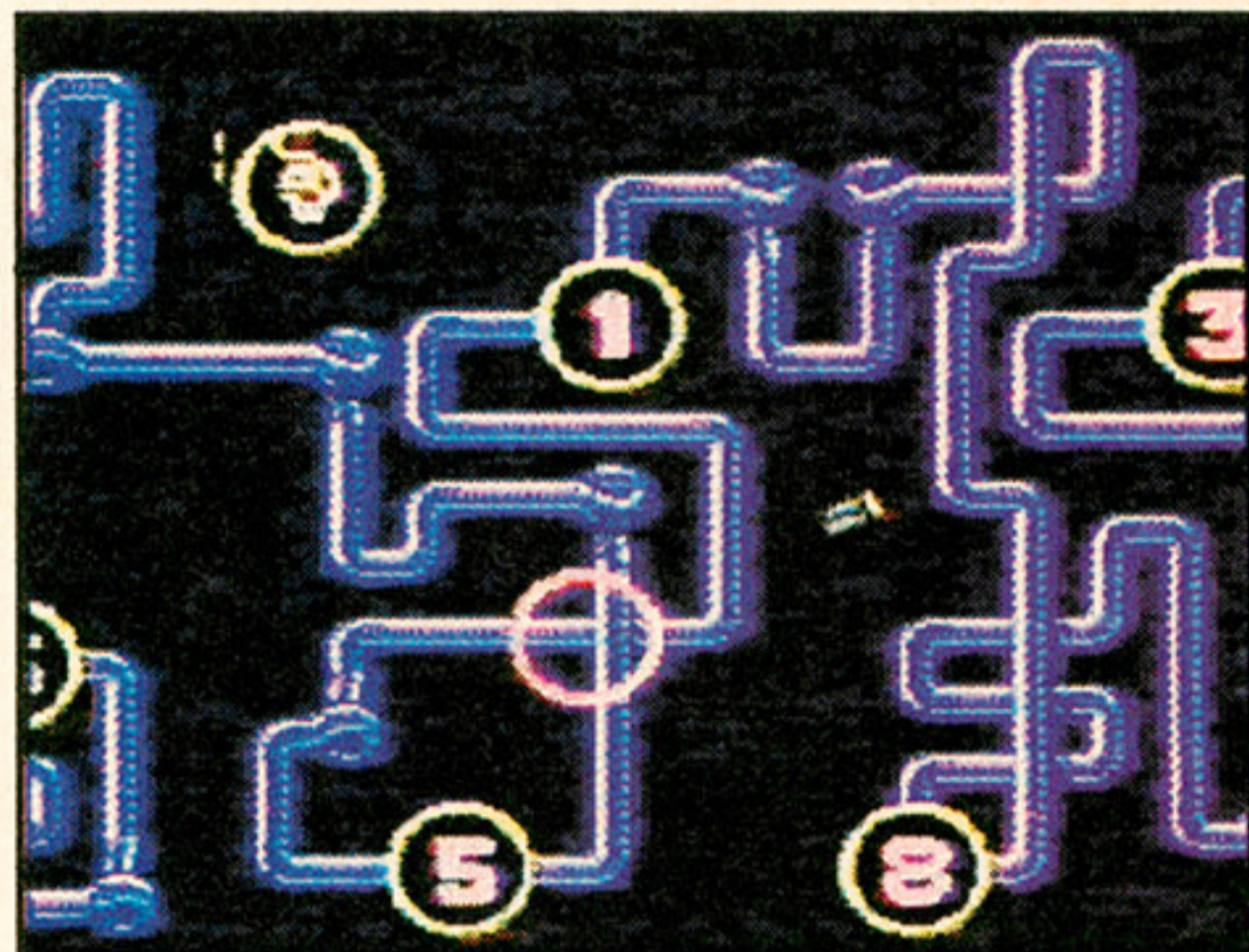
Many years and many hours of guitar practice into the future, the Wyld Stallyns, Bill and Ted's most rockin' band, will bring peace to our troubled planet. However, mischievous future rebels are transporting various historical fig-



On the status screen, you can keep track of special items, count your money, and choose your weapons.



Listen to the clues people give you. Some of these hints lead you to the general location of historical bait (used to lure lost historical figures into your time machine).



You must bounce your telephone booth across the circuits of time to reach your destination. Be careful: You could collide with a few surprises as you zap yourself into the past.

tive (overhead and to the side) creates a 3-D effect which makes character control awkward, especially when jumping.

Another danger is being attacked by guards and villagers. They can send you to jail or take your gold if you're out of weapons to fight with. Also, there are only certain areas on the screen where you can move. If you venture too far off the beaten path, movement is limited to jumping. And while you're in these areas, you fall every time you land.

Searching for elusive items and hidden celebrities while tripping over yourself can be quite frustrating — even for a most prestigious time traveler like yourself.

Bill and Ted's Excellent Adventure may not be excellent, but there's a lot to it. If you've got the patience and the curiosity to explore this huge game, then hop into your bizarre phone booth and dial up your next adventure.

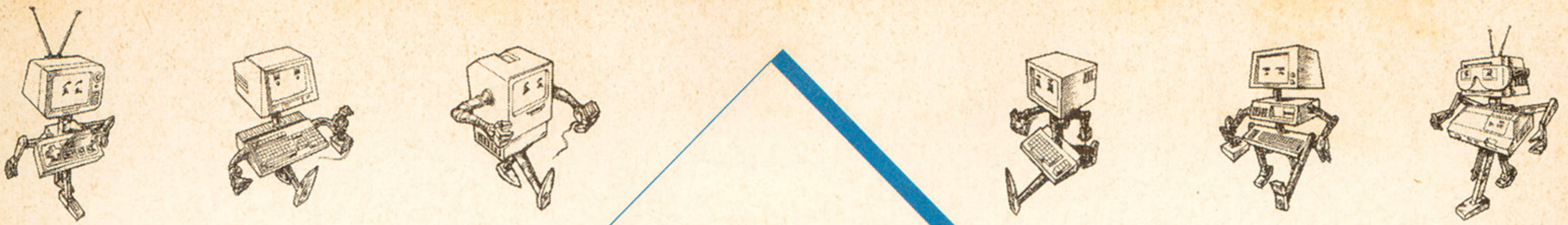
ures into totally wrong time zones — bogus dudes. If those changes alter the course of history, the Wyld Stallyns will never exist.

In L.J.N.'s *Bill and Ted's Excellent Adventure*, you'll travel in a phone booth back in time. You have to find the misplaced historical figures and take them back to their correct time periods.

Once you're in the past, you'll do a lot of walking. You must collect information, find the bait to lure your historical prey into the telephone booth, and then actually find who you're looking for.

Patience is essential. Items you need are cleverly hidden under inconspicuous objects. To uncover these items, jump around occasionally and see what happens. But be careful: The viewing perspec-

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W

hat sets this crackerjack new simulation apart from an already crowded field of baseball titles is a smattering

of the greatest names to ever play the grand old game. You get to sign up players like Hank Aaron, Dizzy Dean, Lou Gehrig, Rogers Hornsby, Babe Ruth, and Honus Wagner.

These legendary names play for imaginary teams and, because of the graphic limitations of the NES, they only vaguely resemble their real-world counterparts. Nonetheless, it's still a thrill to manage such a star-studded collection of ball players. And as manager, you not only get to determine your Hall-of-Fame lineup, but the batting order as well. That means you could conceivably lead off with Ty Cobb, the American League's second most prolific base stealer ever, and put the Babe's home-run swing in the clean-up spot.

Of course, all the nostalgia in Cooperstown couldn't save a



The strike zone in this game is smaller than those in most, which puts more pressure on your pitchers.

NINTENDO

REVIEWS

LEGENDS OF THE DIAMOND

Brian Carroll

Version reviewed: Nintendo.
Bandai, 12851 E. 166th Street,
Cerritos, CA 90701.



On defense, the player you control is always designated by a white arrow.

poorly designed bush league videogame. Fortunately, *Legends* delivers solid game play that's seasoned with a few surprises. For example, you will occasionally see a batter who has been hit by a pitch charge to the mound to incite a bench-clearing brawl. Fortunately, the umpire will haul the hitter off to first base before the action turns riotous.

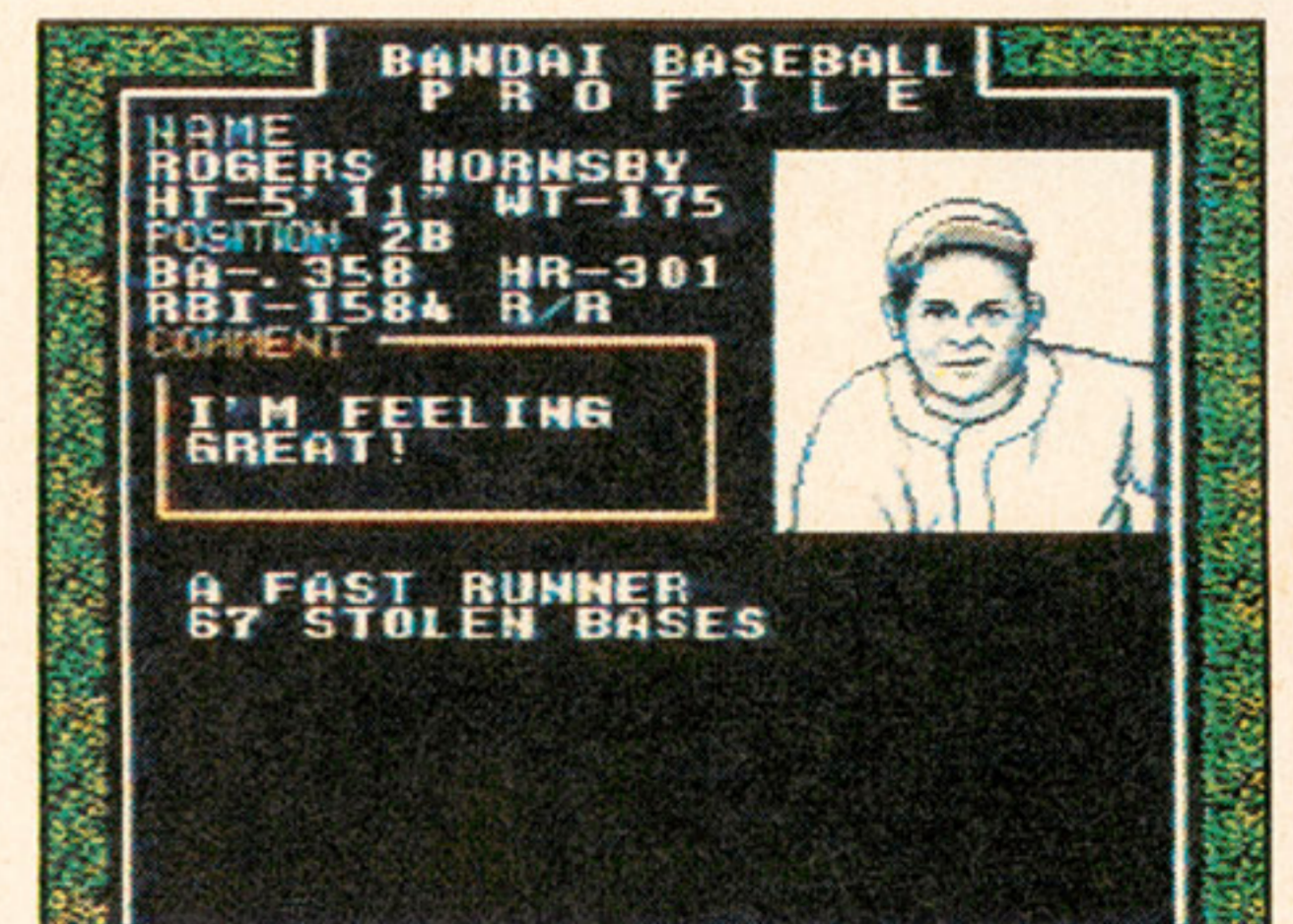
The players are visibly larger than those found in most baseball simulations. That makes it rela-

tively easy to play defense and, when combined with the ballpark's smallish dimensions, reduces the number of extra-base hits.

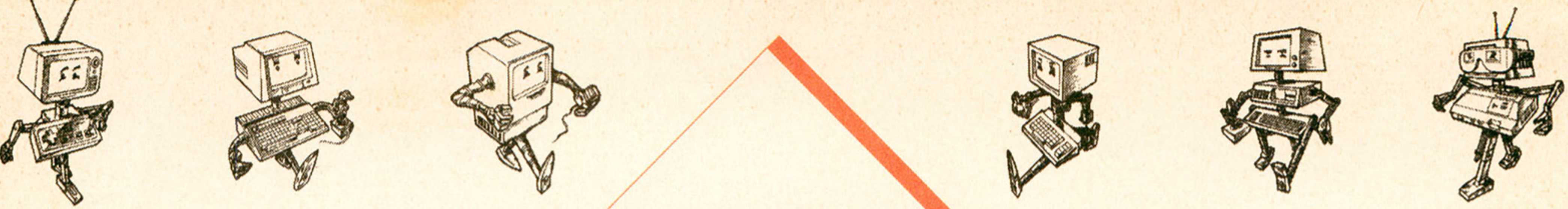
Legends has its flaws, however. For example, on a bloop single that bounces just beyond the infield, there is no way to determine whether you're controlling the retreating infielder or the on-rushing outfielder. So, if you think you're steering the shortstop backwards when you're supposed to be bringing the left fielder in, the batter will end up with an easy double and possibly even a triple. The result is frustration, because in trying to make a good play, you can easily end up doing the exact opposite of what you intended.

In the context of an otherwise solid adaptation, this flaw is minor. If you don't already have a baseball simulation, *Legends* would be an excellent choice. If you do own one, you should still give it a look.

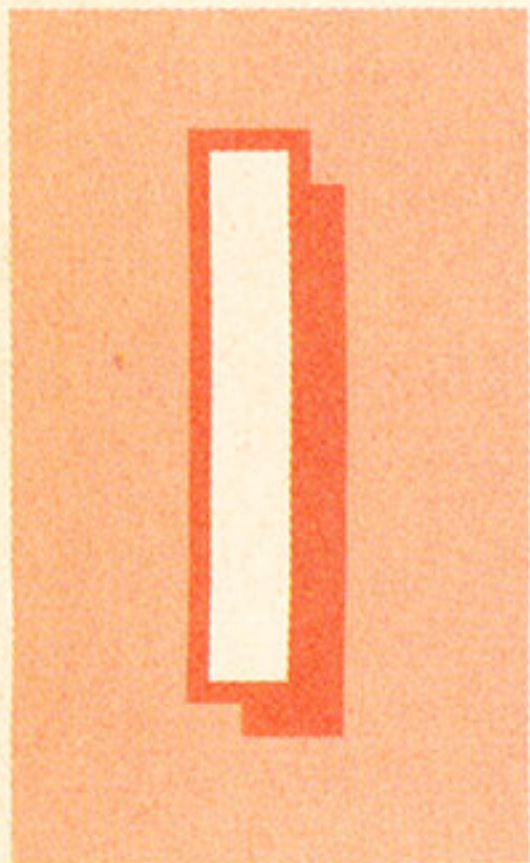
GP



Hit your select button when choosing team members to call up a player profile.



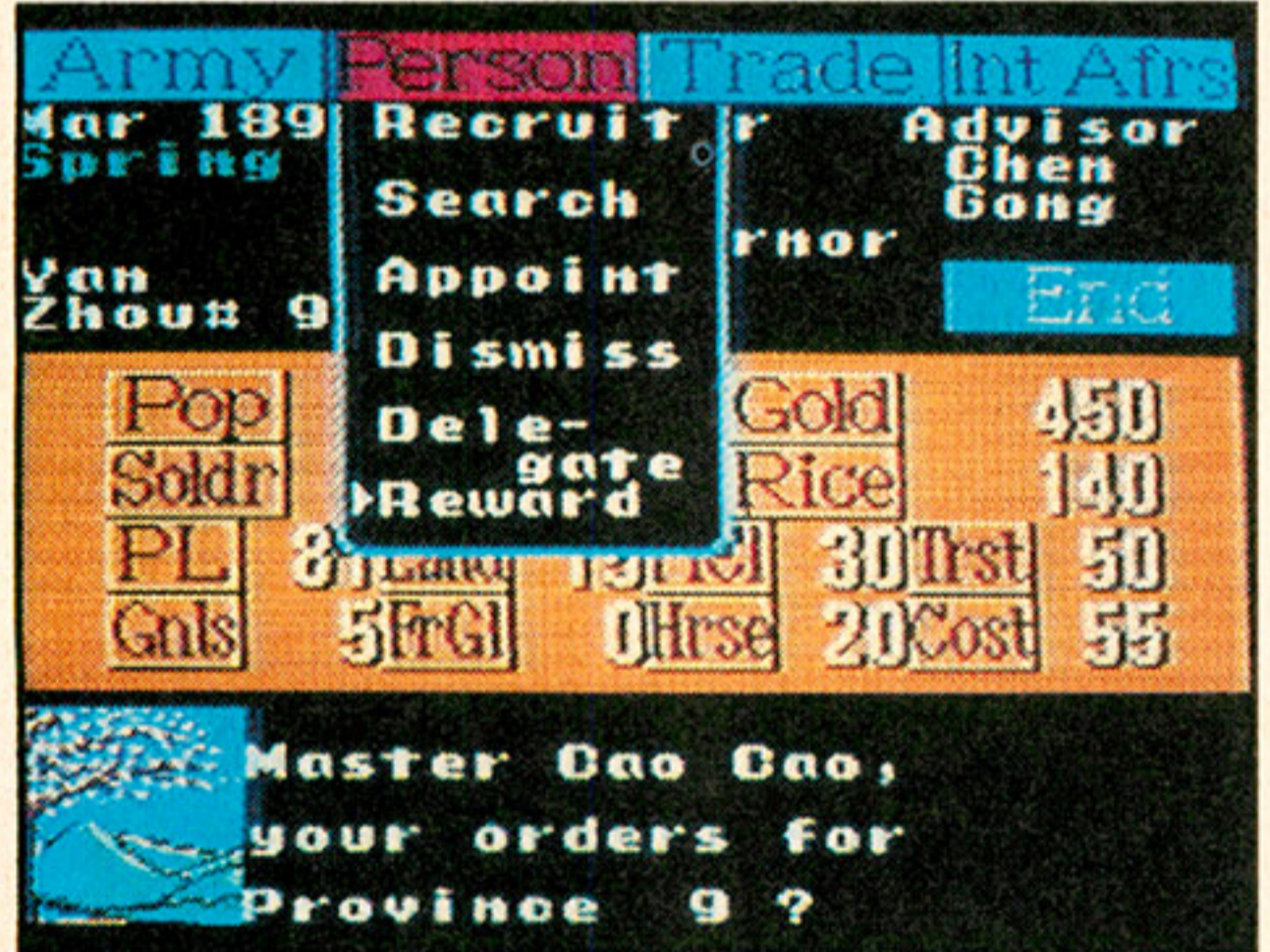
NINTENDO
REVIEWS



If you already own the original version of *Romance of the Three Kingdoms*, you won't feel cheated if you invest in *Romance II*. It looks and plays so much better

than the original, and contains so many new features, that it's virtually a new game.

As before, the object in this strategy-adventure is to become the supreme ruler of ancient China. This demands guile, diplomacy, efficient use of your economic resources, and ruthless military action.



In *Romance II*, you select commands from pull-down menus rather than the cluttered lists in the original version.

However, *Romance II* departs from its predecessor in many ways. The cartridge contains an MMC-5 chip, which helps provide sharper graphics, better sound, and smoother player control. The player interface has also been completely redesigned to add scrolling, pull-down menus. As a result, the game has a wonderfully effortless feel.

Thanks to doubled memory in

ROMANCE OF THE THREE KINGDOMS II

William R. Trotter

Version reviewed: Nintendo. Coming soon for IBM, Tandy, and compatibles. Koei, One Bay Plaza, Suite 540, 1350 Bayshore Highway, Burlingame, CA 94010.

the cartridge (four versus two megabits), *Romance II* is even vaster than the original game. It now offers 350 recruitable generals rather than 255; 197 warlords instead of 65; and a battery-backed memory of 256 kilobits, as opposed to 128 kilobits in the first *Romance*. As



Graphics, including maps and narrative screens, are much improved, thanks to more cartridge memory and an MMC-5 chip.



The combat mode offers new options, including charges, ambushes, and man-to-man duels between rival warlords.

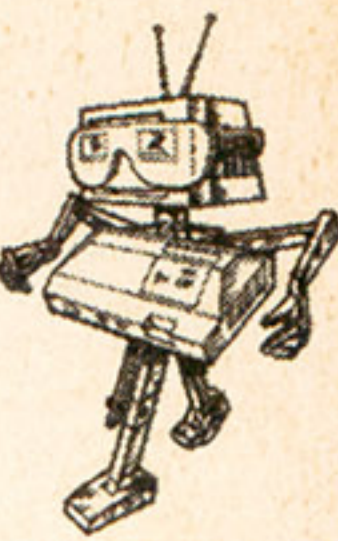
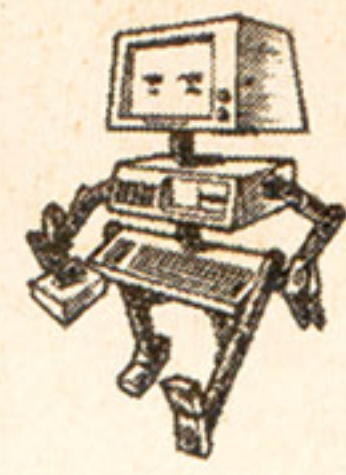
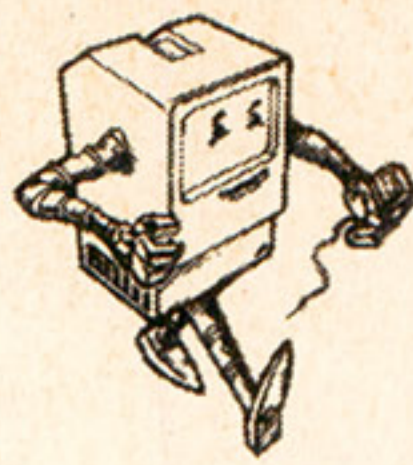
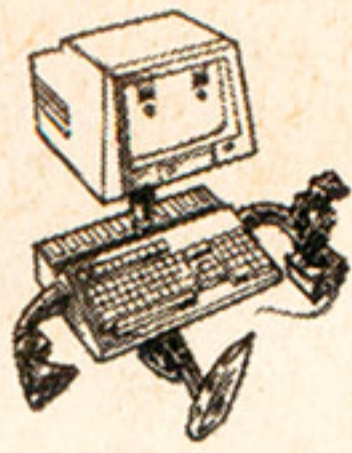
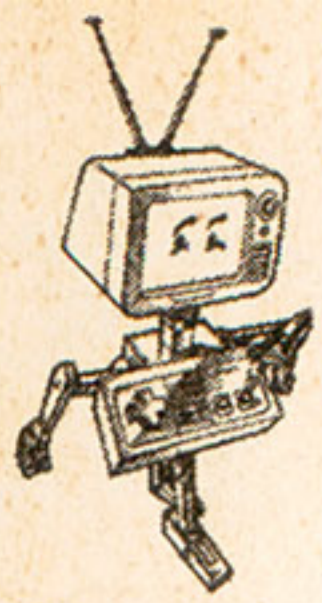
before, a single person can play against the computer (choosing from several levels of difficulty), or several people can compete against one another. In fact, up to a dozen players can join in the action — which makes for a wild, free-for-all contest.

The combat mode has been considerably refined. Armies now have more tactical options, including charges, ambushes, and individual combat between warlords. Joint attacks with allied fiefdoms are possible, and reinforcements (if available) can be summoned from off-screen locations.

Graphically, *Romance II* is a great improvement over the original. Gone, too, is the jerky, stop-action scrolling seen in the earlier version.

If you've already fallen under the spell of Koei's historical epics, you need only know that *Romance II* is the best Nintendo version yet — and by a wide margin. If you haven't yet discovered these deep and richly textured games, *Romance II* is a fine place to start.

GP



GAME BOY REVIEWS

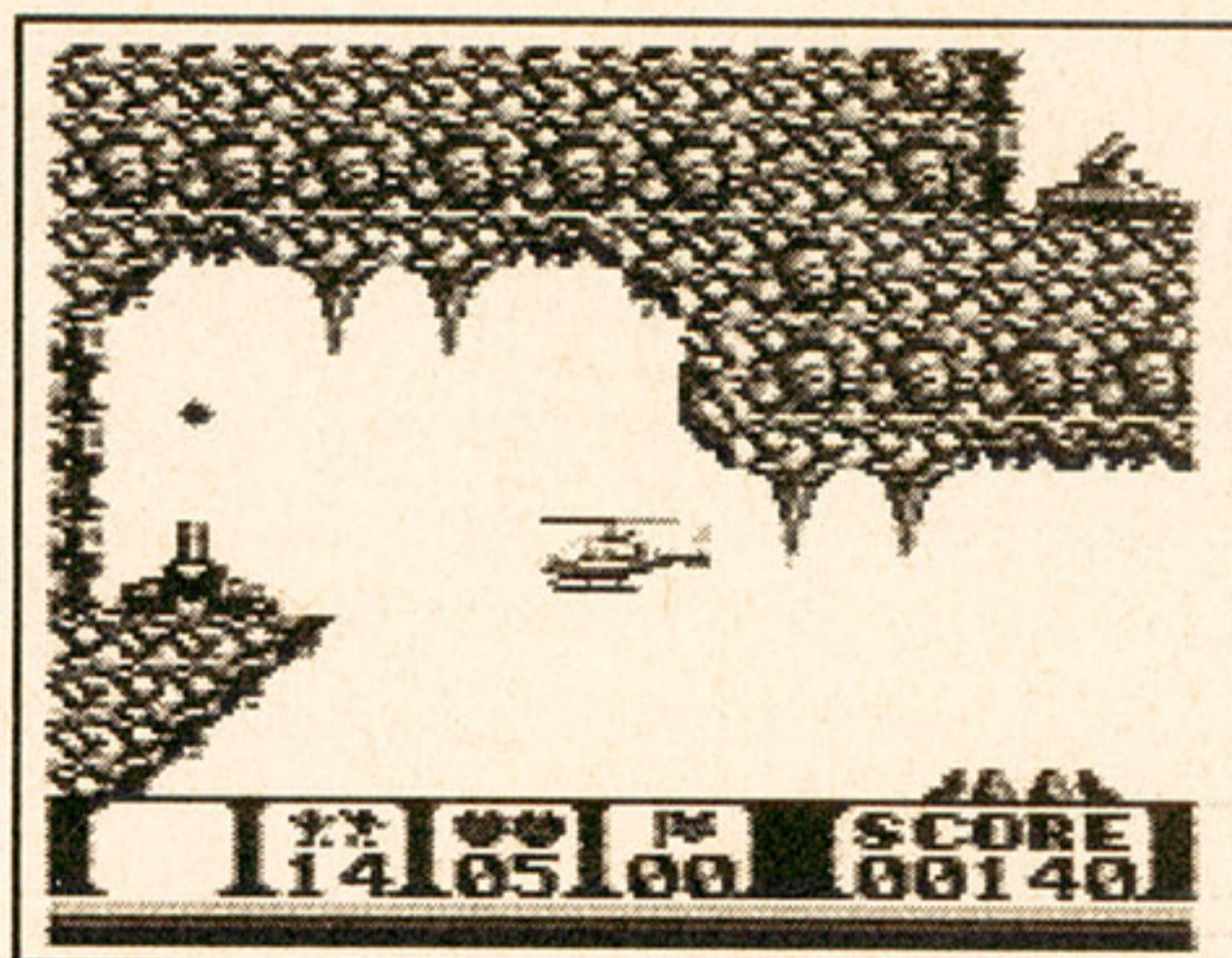
CHOPLIFTER II

Tom R. Halfhill

Version reviewed: Game Boy. JVC Musical Industries, 3800 Barham Blvd., Suite 305, Los Angeles, CA 90068.

ships, booby traps, and towers that fire lightning bolts. Depending on the stage, you'll also encounter erupting volcanoes, falling stalactites, geysers of molten lava, and exploding birds and bats.

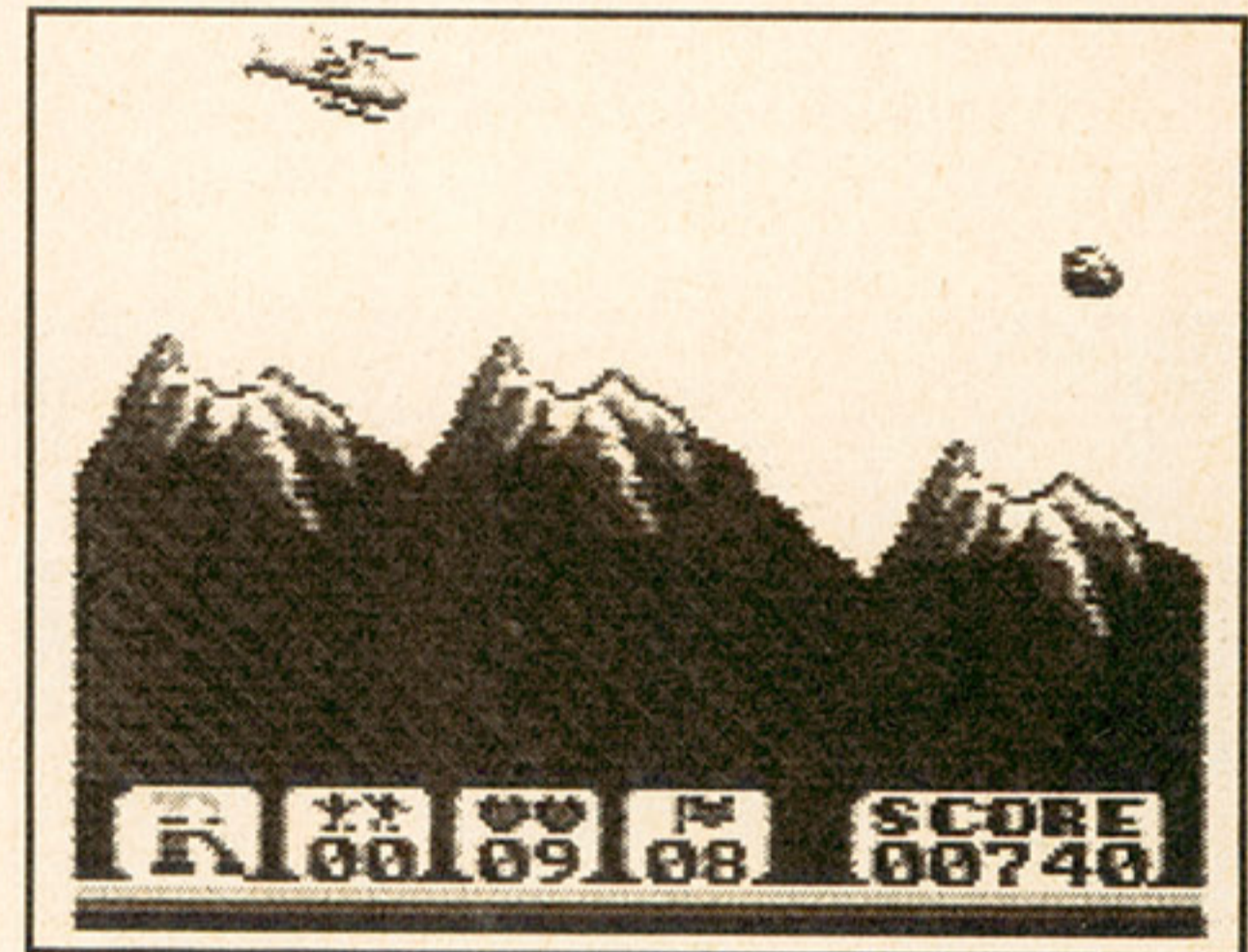
Your chopper is armed with two basic weapons: a forward-firing gun and bombs which can be dropped on ground targets. By finding various power-ups, you can add missiles, more powerful bombs, a flamethrower, a shield



Watch out for falling stalactites in the caverns of sector 2. You can trigger them by inching forward, then darting back.

that makes you temporarily indestructible, and a stealth device which renders you invisible to enemy defenses for a short time. You can also find power-ups for damage repair, extra lives, and even a rope so you can rescue hostages when there's no place to land.

Choplifter II has excellent graphics and sound. Each stage offers new enemies, fresh scenery, and more challenges. But it's not an easy game, and the controls



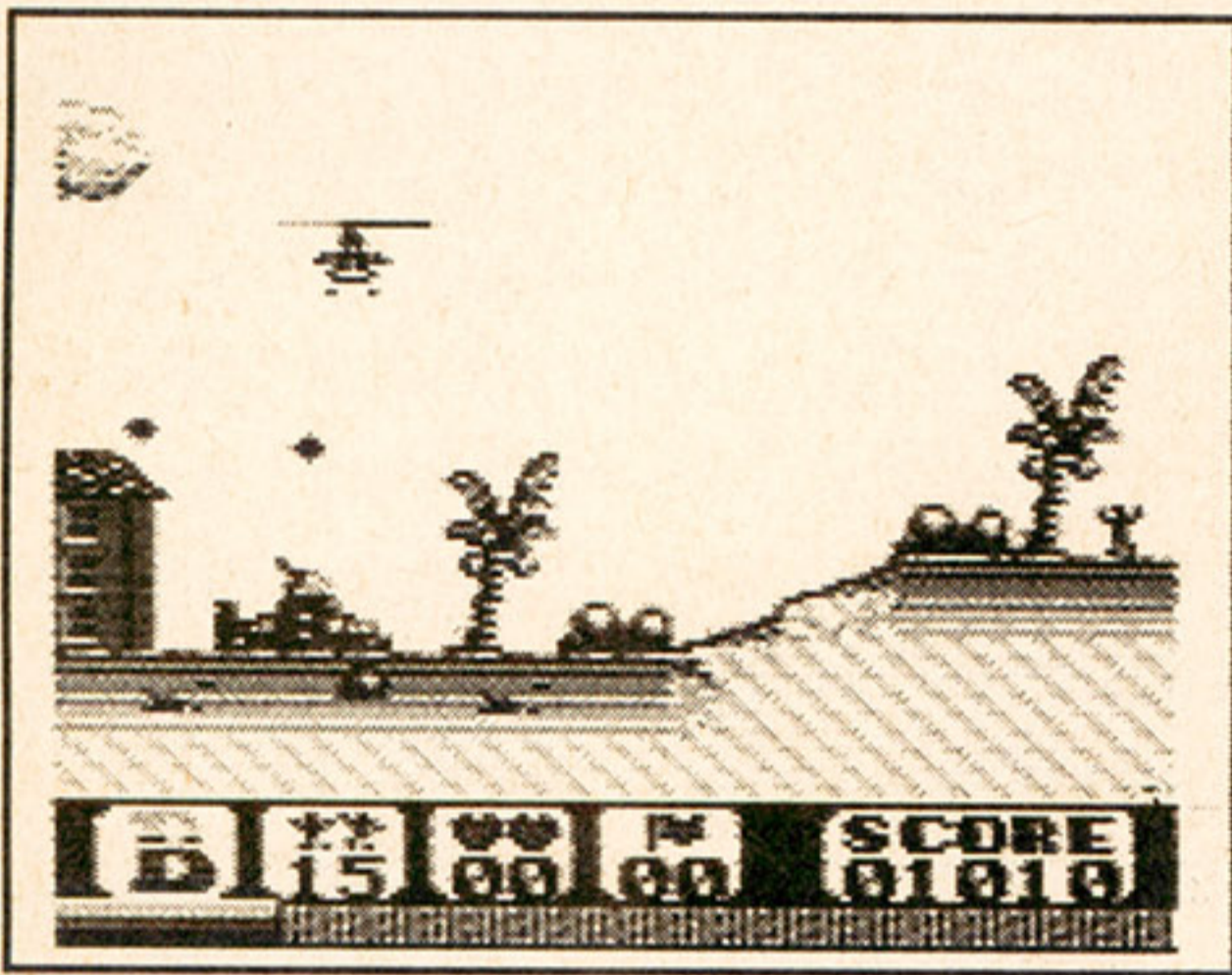
Rock-spewing volcanoes are a natural hazard in sector 3. You're fairly safe at high altitudes, but sometimes you'll need shields to get through.

make it more frustrating than it needs to be. The problem is that you can't move the chopper slightly to the left or right without also steering it to face in another direction. As a result, precise flying and pinpoint bombing are very difficult. No one expects an action game to be easy, but when a game is hard to play because of clumsy controls, it just doesn't seem fair. Other than this, however, *Choplifter II* is a good update of an old hit.

GP

Here's a game that seems straight out of today's headlines: Enemy forces are holding hostages, and your mission is to rescue the helpless captives with the army's most advanced attack helicopter.

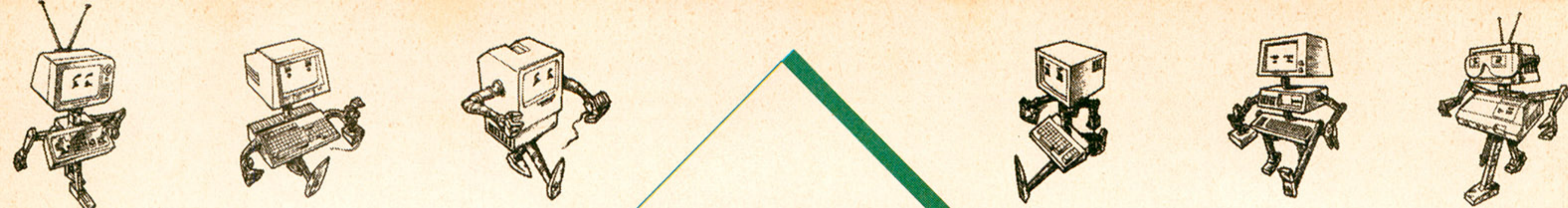
Actually, *Choplifter II* is based on a computer game from the early 1980s. In this updated version for the Game Boy, the basic idea is unchanged. You pilot your helicopter through well-defended enemy territory, searching for hos-



To destroy this cannon and similar targets, hover out of range until they fire in another direction, then quickly dive and release your bombs.

tages. The captives are easy to spot, because they're running around waving their arms for help. After clearing away the enemy defenses, you find a safe place to land your chopper. When you touch down, the hostages climb inside, one by one. Then you dust off and fly them back to base.

To stop you, the enemy fights back with tanks, anti-aircraft guns, jets, submarines, helicopter gun-



NINTENDO

REVIEWS

ROBIN HOOD: PRINCE OF THIEVES

Lisa M. Bouchey

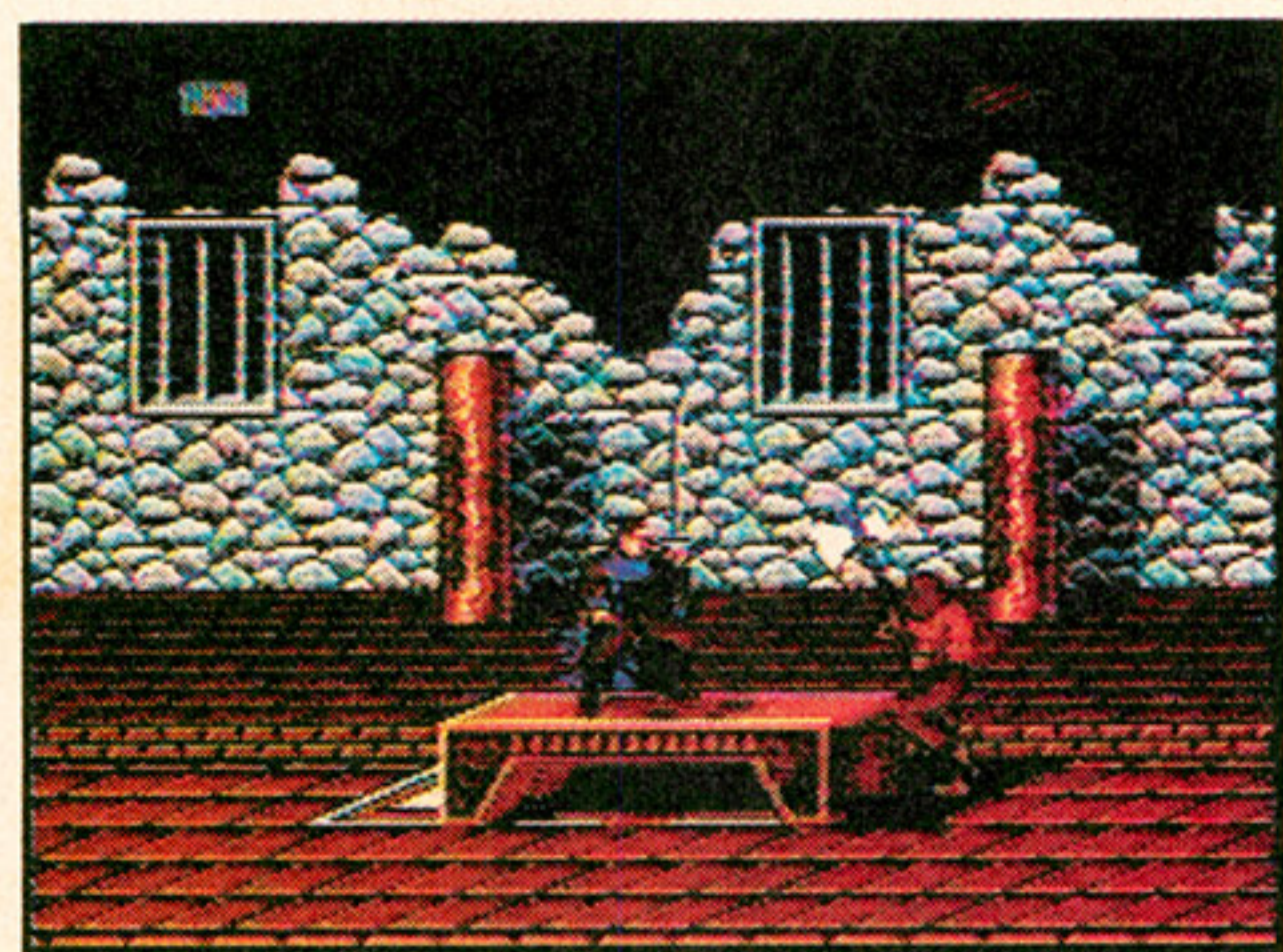
Version reviewed: Nintendo. Arcadia (Virgin Games), 18001 Cowan Street, Suite A, Irvine, CA 92714.

Jolly old England is in turmoil. While King Richard is off on a crusade to the Holy Land, innocent people are being victimized by the evil Sheriff of Nottingham and the witch Mortiana. The only man who can stop them is in an Arab prison — captured during the Crusades.

In Arcadia's new role-playing adventure, *Robin Hood: Prince of*



Azeem, an Arab, offers to help Robin escape from prison in exchange for his own freedom. You must decide whether to trust this stranger and accept his help.



Robin's expert swordsmanship is handy in the combat scenes. There are three types of battles: one-on-one duels, fights against attacking knights, and a melee that pits all of Robin's men against the sheriff's men.

Thieves, you play the title role of Sir Robin Hood of Locksley. But before you can challenge the sheriff and restore decent rule to England, you must escape your Arab prison and make your way back home. Robin's friend, Peter Dubois, is killed during the breakout — only the beginning of Robin's troubles. After a ten-month journey to England, Robin finally arrives at Locksley Castle to find his home in ruins and his father murdered by the sheriff and his henchmen.

Robin searches the castle and finds no one but his friend Duncan. Duncan tells Robin that Guy Gisborne, the sheriff's right-hand man, was responsible for the death of Robin's father. Duncan also gives Robin the Locksley Medallion.

Your next stop is Dubois Manor, the home of your friend

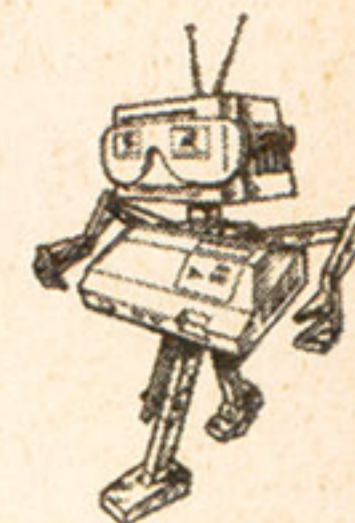
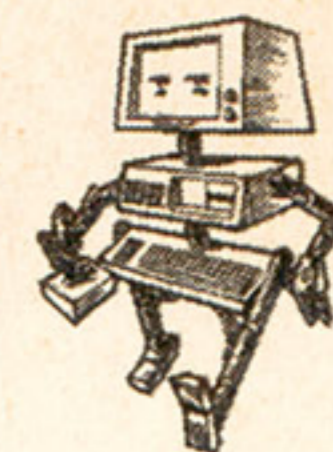
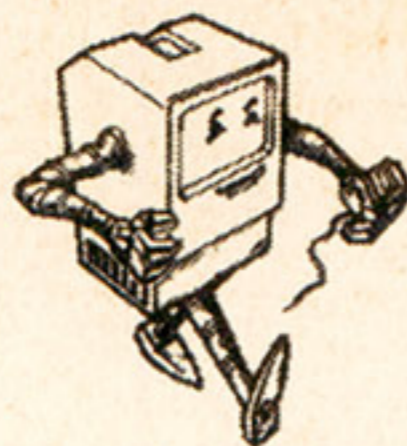
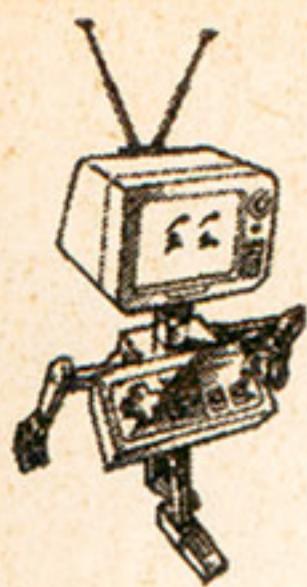
who was killed during the prison escape. You have a promise to keep to your friend and a ring to give to the beautiful Maid Marian. She's hiding from the sheriff, but her guard will let you pass if he can identify you by the Locksley Medallion. Dubois Manor is attacked during your meeting with Maid Marian, but she has time to give you horses, saddles, and some sage advice — hide in Sherwood Forest until you can defeat the sheriff.

Robin Hood is best suited for beginners and less-experienced role players. The one-on-one duels are fun and challenging, but there are too many repetitious group battle scenes. The graphics are colorful, but lack substance. And although the game play is interesting, it's fairly simple. The most difficult part of the game is figuring out who should carry which item — a challenge that will wear out quickly among more experienced role players.

GP



This screen lets you use and keep track of the items you've picked up. To eat a snack, for example, move the arrow to the food and then to Robin's mouth — you'll feel refreshed in no time.



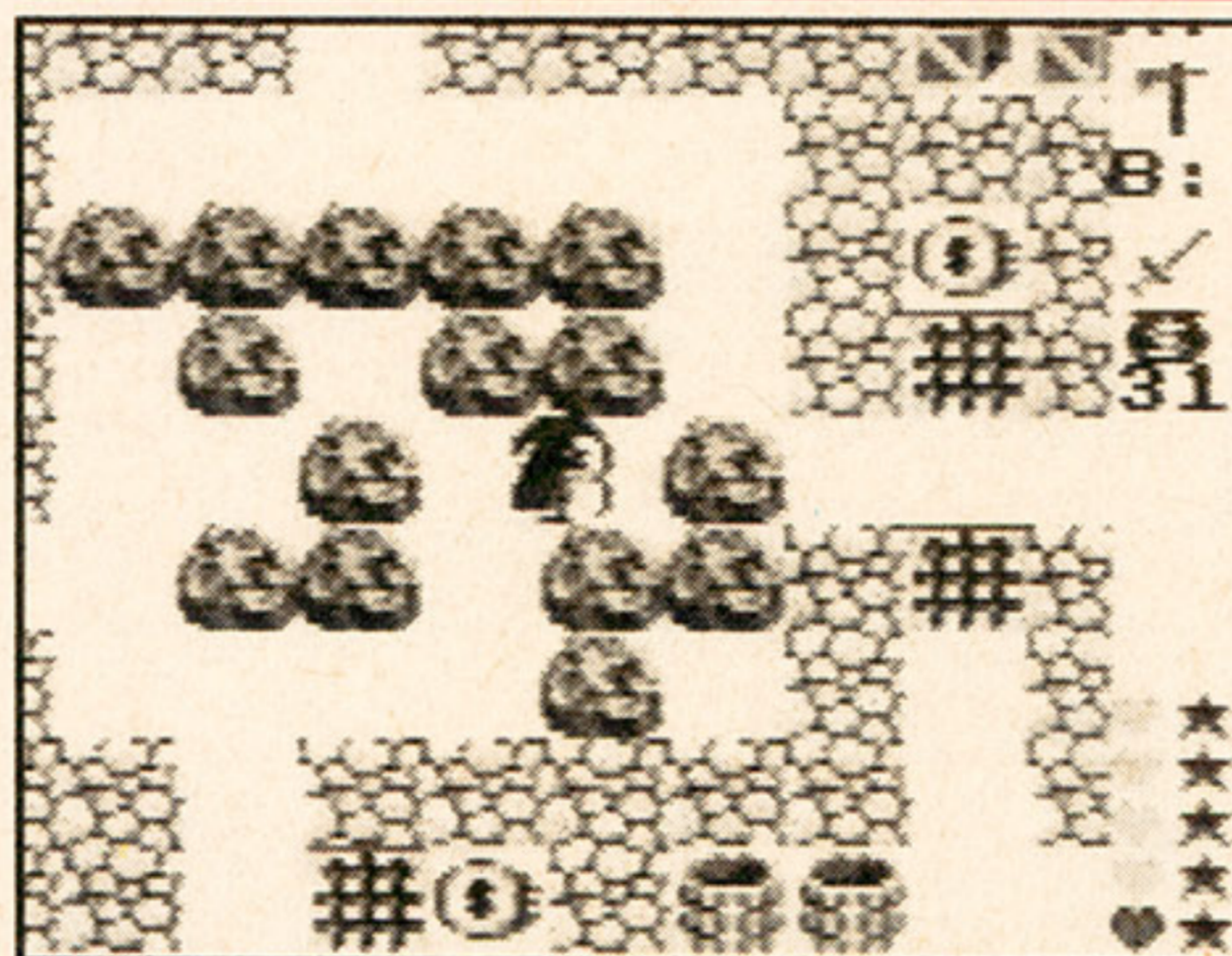
GAME BOY

REVIEWS

ULTIMA: RUNES OF VIRTUE

Jeff Lundrigan

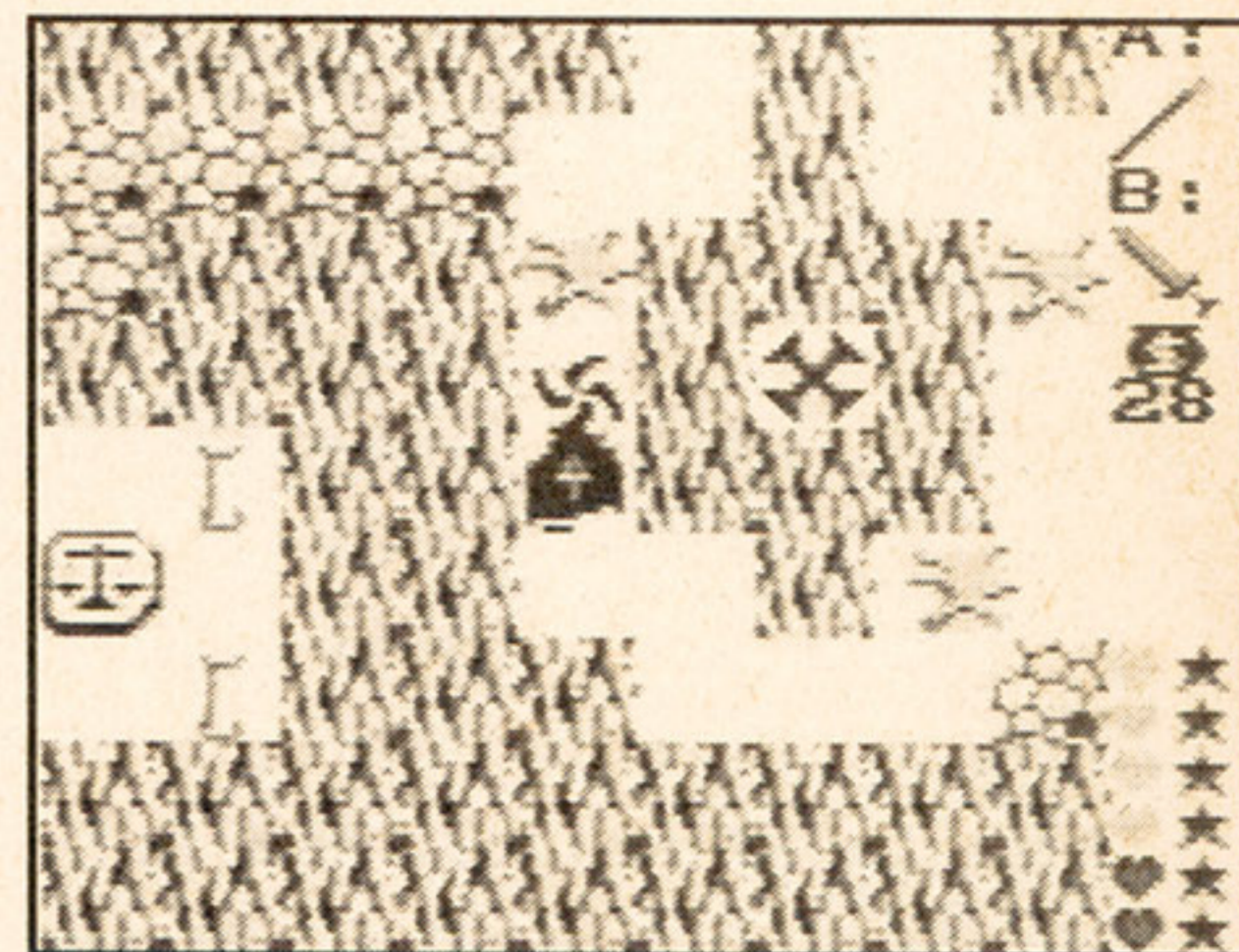
Version reviewed: Game Boy. FCI,
150 East 52nd Street, 34th Floor,
New York, NY 10022.



Solving many of the tougher puzzle rooms depends on moving boulders into the correct spaces. You can only *push* a boulder, never pull it.

tue. (For example, the Rune of Bravery is hidden in the Cavern of Cowardice, and so on.) As a knight serving Lord British, you embark on a quest to recover the runes.

Each cavern is a maze, with every floor made up of a number of interconnecting rooms and every level leading deeper underground. Because the runes are hidden in the deepest levels, you'll have to figure out how the rooms



Deep in the Cavern of Injustice lies (you guessed it) the Rune of Justice. After defeating the slime, you still have to get through the wall.

connect to find your way around. You'll probably need to draw a map to keep from getting lost.

Your first task, however, is to figure out how to leave the room you're in, which isn't always easy. The rooms are filled with gates, switches, magic mushrooms, and other objects, not to mention hordes of monsters.

This makes every room a puzzle, and while some solutions are as simple as getting by the monsters and making it to the door, others are much more complicated. There are more than 150 rooms, and no two are alike.

This kind of size and complexity is becoming more frequent in Game Boy games, and *Runes of Virtue* is just the latest example. Even on the easiest difficulty level, this isn't a game you're likely to beat in one afternoon.

So even if it's not a true role-playing adventure, *Runes of Virtue* is still a large, challenging, well-made game. If you have the patience, you'll certainly enjoy it.

GP

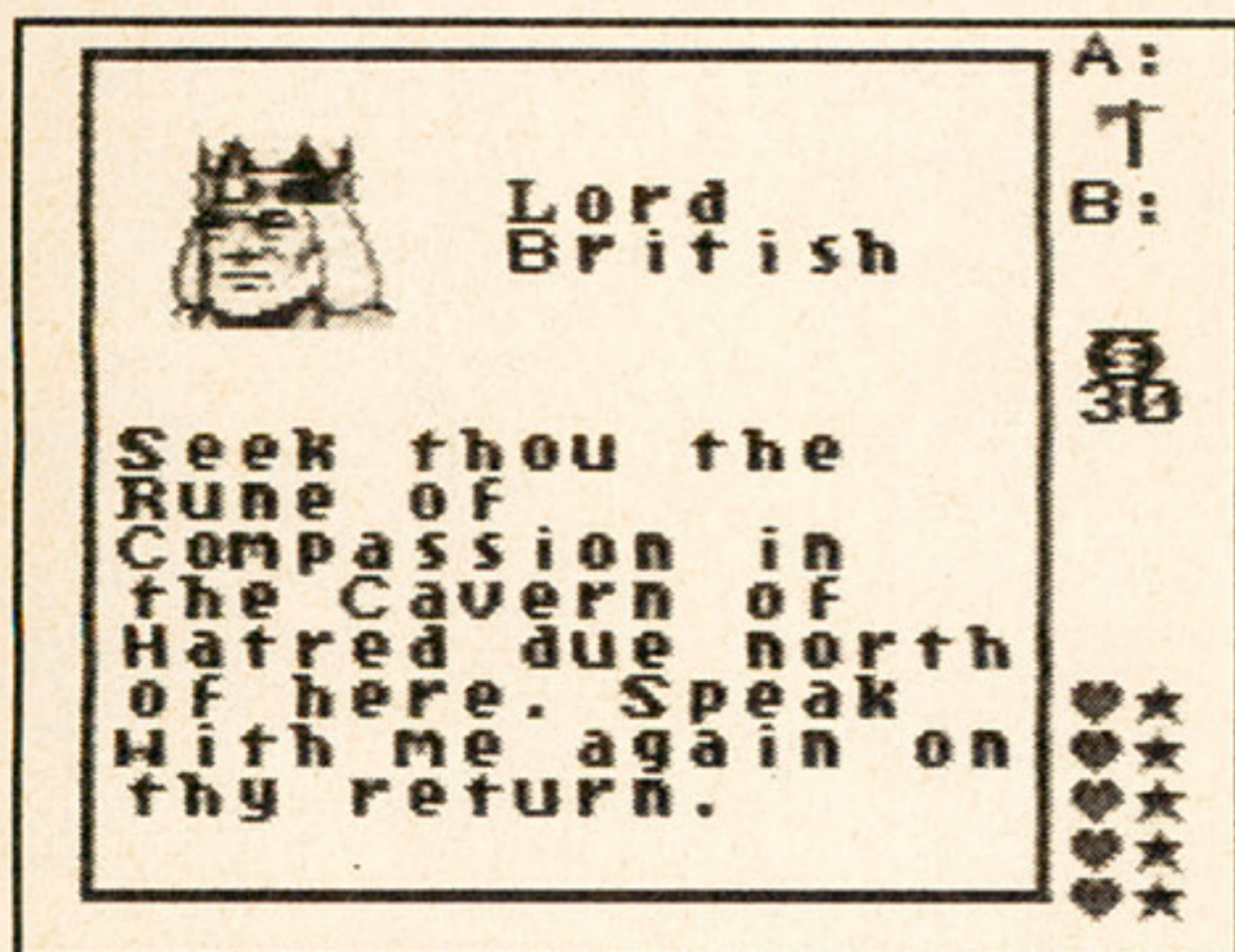
B

ritannia, the mythical land where the Ultima games are set, has been around almost as long as computer games have existed.

Ultima: Runes of Virtue is the first Ultima for the Game Boy, and the latest in a long line of excellent and challenging fantasy role-playing adventures.

However, while *Runes of Virtue* may look like a role-playing game, it's really an action-puzzle game. You can choose your character from four different character classes, but your interaction with other characters in the game is limited. Also, there aren't any battle screens or commands. You simply run around and stab or shoot your enemies.

It's still a *huge* game, though, and the story is pure Ultima. In the land of Britannia, the evil Black Knight has stolen the eight Runes of Virtue. The runes are hidden in the eight Caverns of Vice, which represent the opposite of each vir-



After recovering each rune, go see Lord British. He'll tell you where to find the next rune and how to get there.



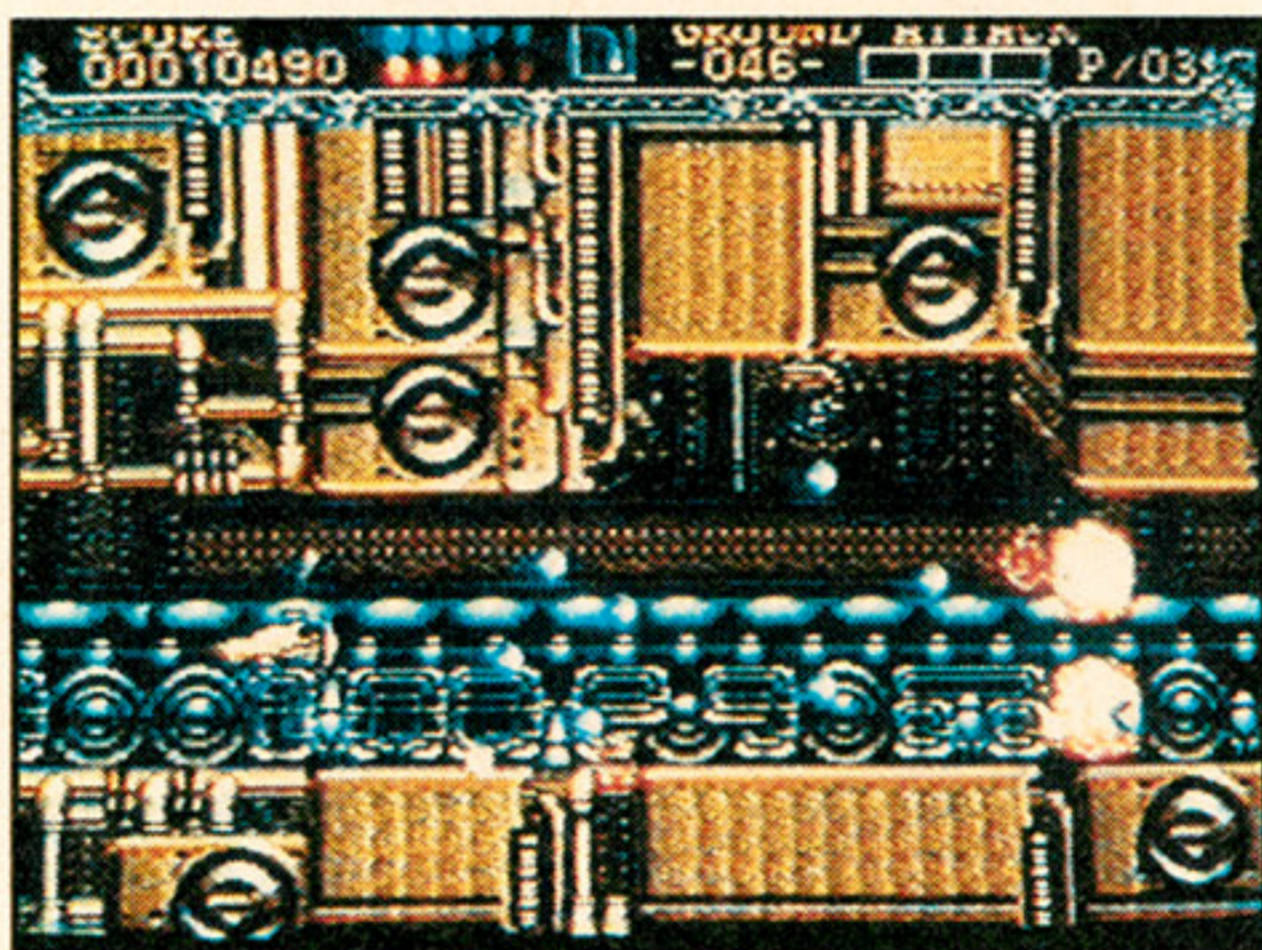
SEGA

REVIEWS

WINGS OF WOR

Vince Matthews

Version reviewed: Sega Genesis.
 Dreamworks, 12951 East 166th
 Street, Cerritos, CA 90701.



The Destroyer is out to clip your wings, so grab as many extra men as possible.

viewed from a side-scrolling perspective. However, *Wings of Wor* is larger — six levels instead of four, each with a sub-boss and a final boss.

To fight these enemies, Wor has the ability to harness the powers of nature. But to control these powers, you must find magical scrolls hidden within flying blue crystals. Each scroll you find is stored until you press a button on the control pad to chant

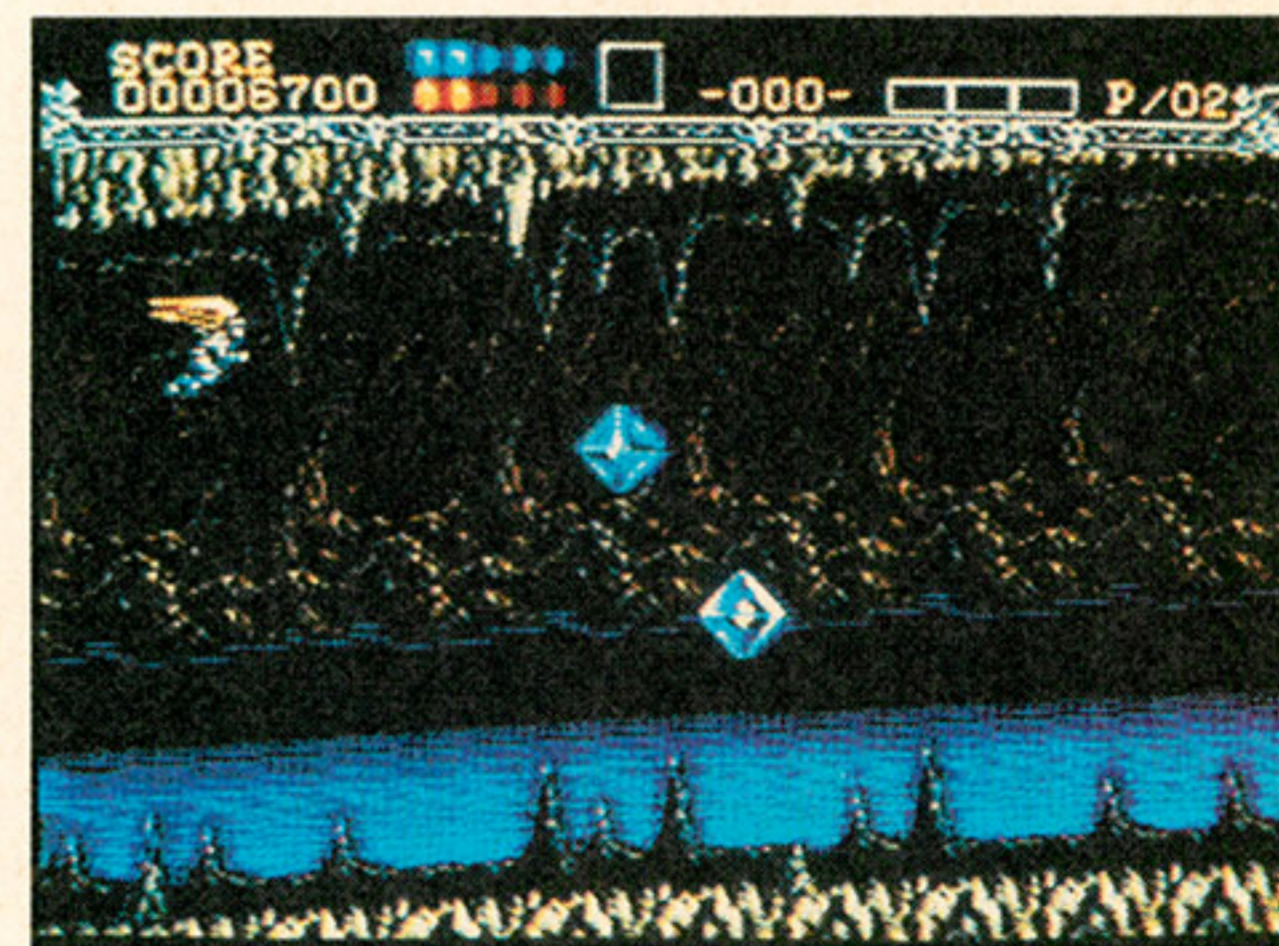


Whenever you go up against a boss, keep your eyes on the bullets coming at you — sometimes the screen is so crowded there's almost no place to hide.

the magical incantation written on the scroll. Then the scroll's power is released with devastating effects. You can also shoot energy balls, which are powered up by gathering orbs throughout your journey.

Wings of Wor doesn't do anything new — it's a standard shoot-anything-that-moves game. But the graphics are eye-catching, with scrolling backgrounds that keep things interesting. And it's definitely challenging. At times this game is ridiculously difficult, but it's still addictive if you're a shooter fan.

GP



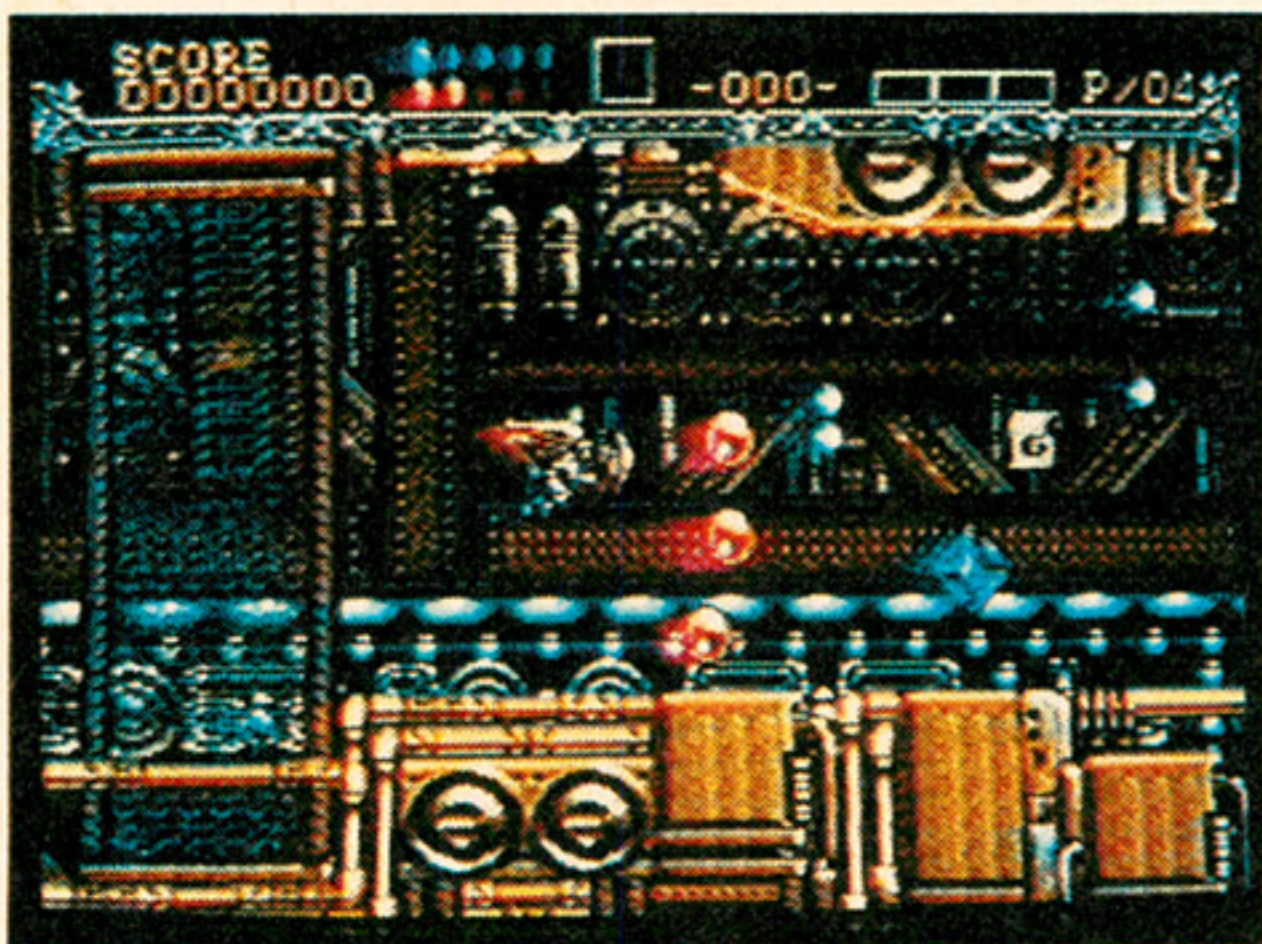
Hidden inside every blue crystal are valuable power-ups. Don't let the mind-blowing backgrounds distract you from your main objective. Grab those crystals!

W

elcome to Iccus, a planet of winged warriors and mutant demons. Iccus was once a peaceful world, but a

foul and dreaded virus has turned some of the inhabitants into grotesque mutants. As Wor, the battle master, you are the last frail hope of your dying planet. Born with the gift of flight and the power of the gods, you must take to the sky and defeat the pestilence that has infected Iccus.

If *Wings of Wor* sounds familiar, you might be remembering a Capcom arcade game called *Legendary Wings*, later translated for Nintendo. *Wings of Wor* seems to be a reincarnation of *Legendary Wings*. In both games, you take control of a godlike winged warrior who does battle against strange creatures. The storylines are very similar, and most of the power-ups do exactly the same thing. And like the sublevels in *Legendary Wings*, the action in *Wings of Wor* is

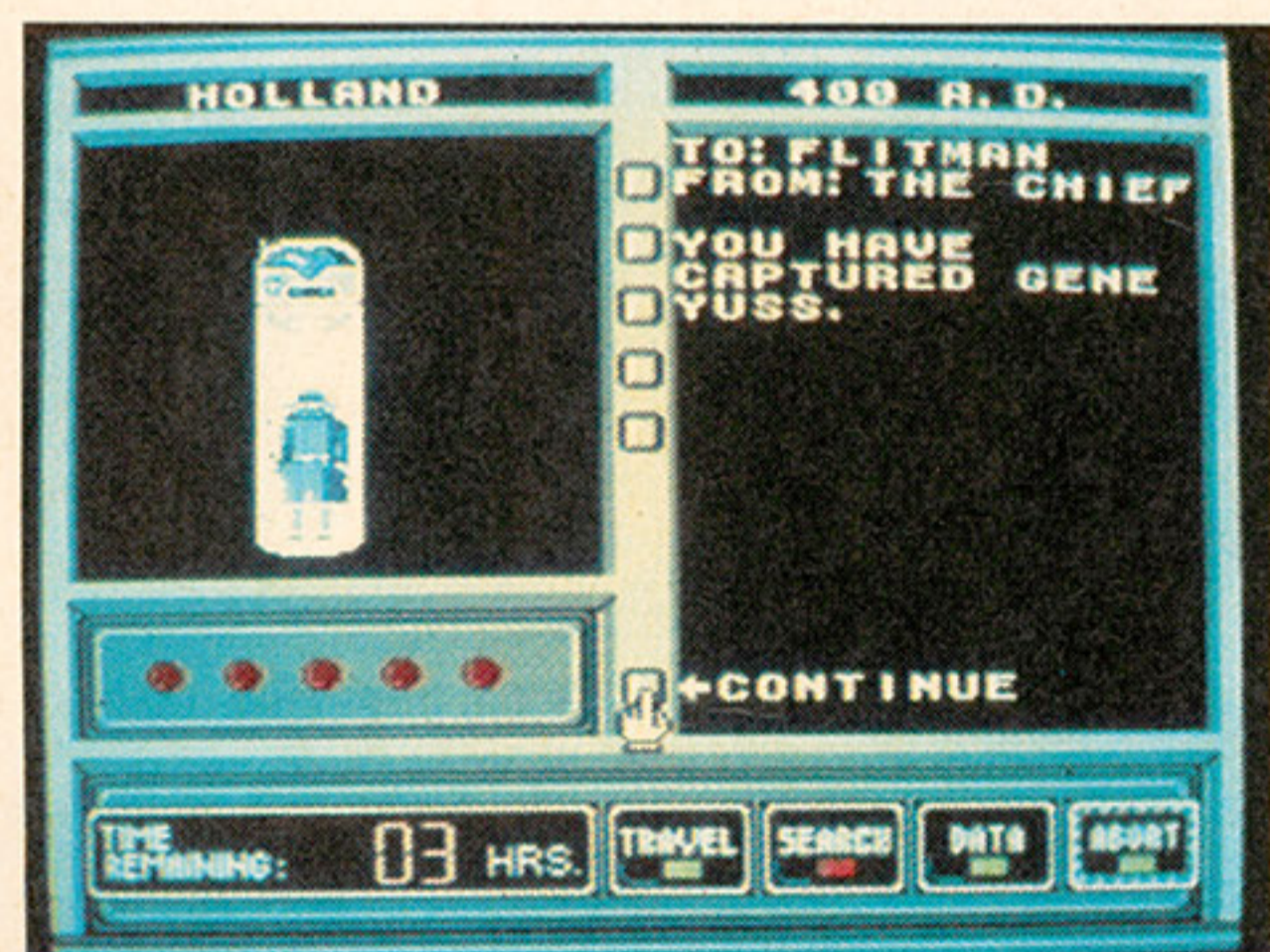


During stage 4, grab as many ground-attack scrolls as possible. Save them for the latter part of the stage.

A N D P R E V I E W S

WEALTH OF GAMES FROM KONAMI

Get ready to eat some pizza, dudes, because Leonardo, Raphael, Donatello, and Michelangelo are back on NES in *Teenage Mutant Ninja Turtles III*. Once again, the four amphibian crime-fighters must rescue their trouble-prone friend April O'Neill from the evil Shredder. The Turtles are relaxing in Florida when they get news of April's abduction. They must use spaceships, jet-powered surfboards, and other unusual forms of transportation to reach April in time. *TMNT III* is scheduled to hit



You'll travel through history searching for a master thief in *Where in Time Is Carmen Sandiego?*.

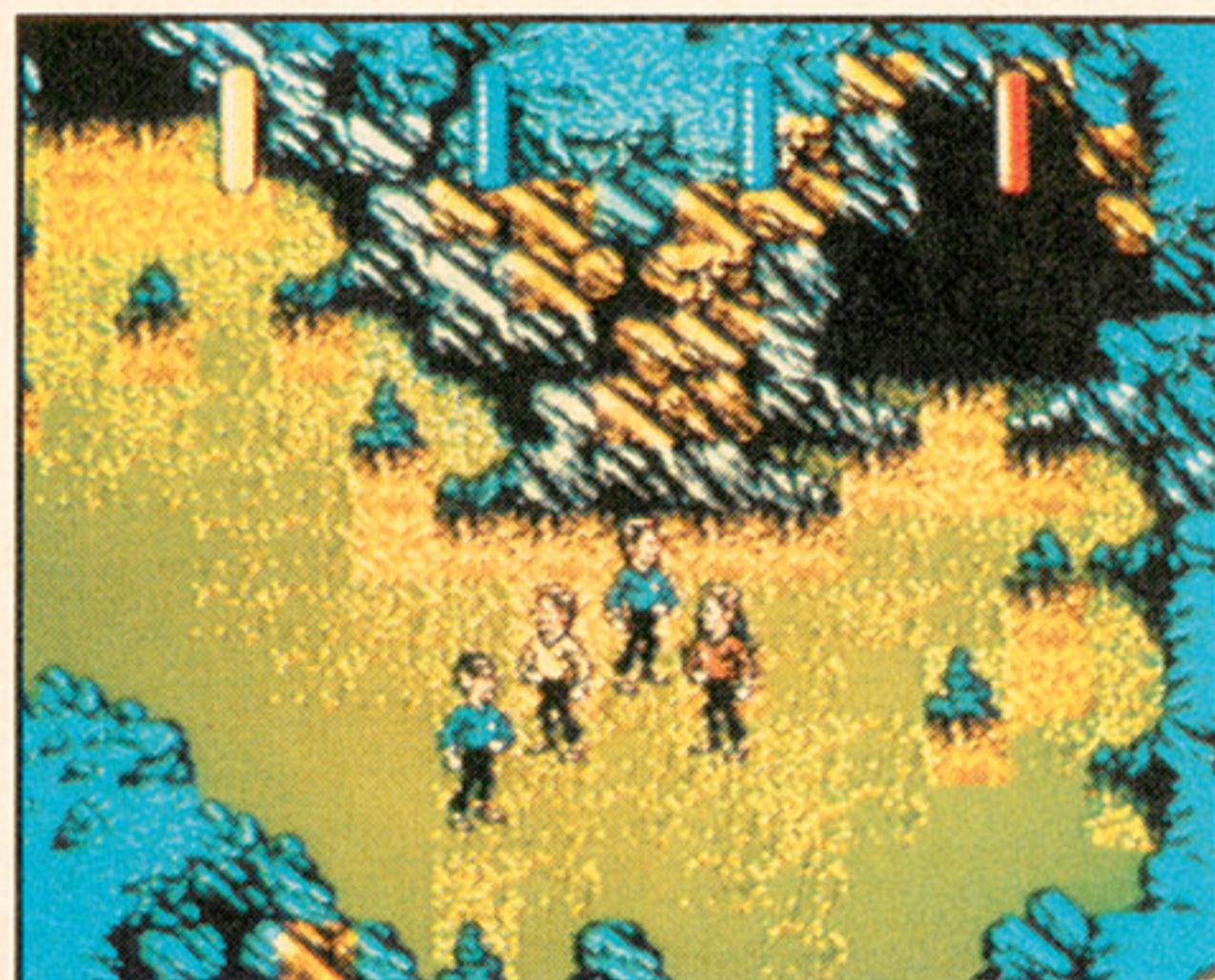
the stores by Christmas.

TMNT III is just one of several new NES games announced by Konami/Ultra at the recent Summer Consumer Electronics Show. Others include *Contra Force*, *Pirates!*, *Where in Time Is Carmen Sandiego?*, *Star Trek*, *King's Quest V*, *Tiny Toon Adventures*, *Nightshade*, *Monster in My Pocket*, *Bucky O'Hare*, and *Nightshade*.

Contra Force is the third game in the *Contra* series and a sequel to the super-shooter *Super C*. This time, you control not just a single soldier, but a whole team of warriors. Your mission is to destroy a

terrorist organization in Neo City that has kidnapped the head of the CIA.

In *Pirates!*, you'll sail the bounding main as a buccaneer. As you plunder your way through six different time periods, you'll conquer islands, duel rival sea captains, and look for buried treasure.



Join Spock, Bones, and the rest of the crew in *Star Trek*.

The legendary thief Carmen Sandiego — star of a whole series of hit computer games — sneaks onto the NES in *Where in Time Is Carmen Sandiego?*. As a time-traveling detective, you must journey through 1,500 years of history to track down the elusive Carmen and her gang. Clues, eyewitnesses, and paid informants will help you solve the case.

Star Trek features the cast of the 1960s TV show and continuing series of movies: Captain Kirk, Mr. Spock, Dr. McCoy, Lieutenant Uhura, Scotty, and the rest of the gang. It commemorates the 25th anniversary of the original show, which made its debut in 1966.

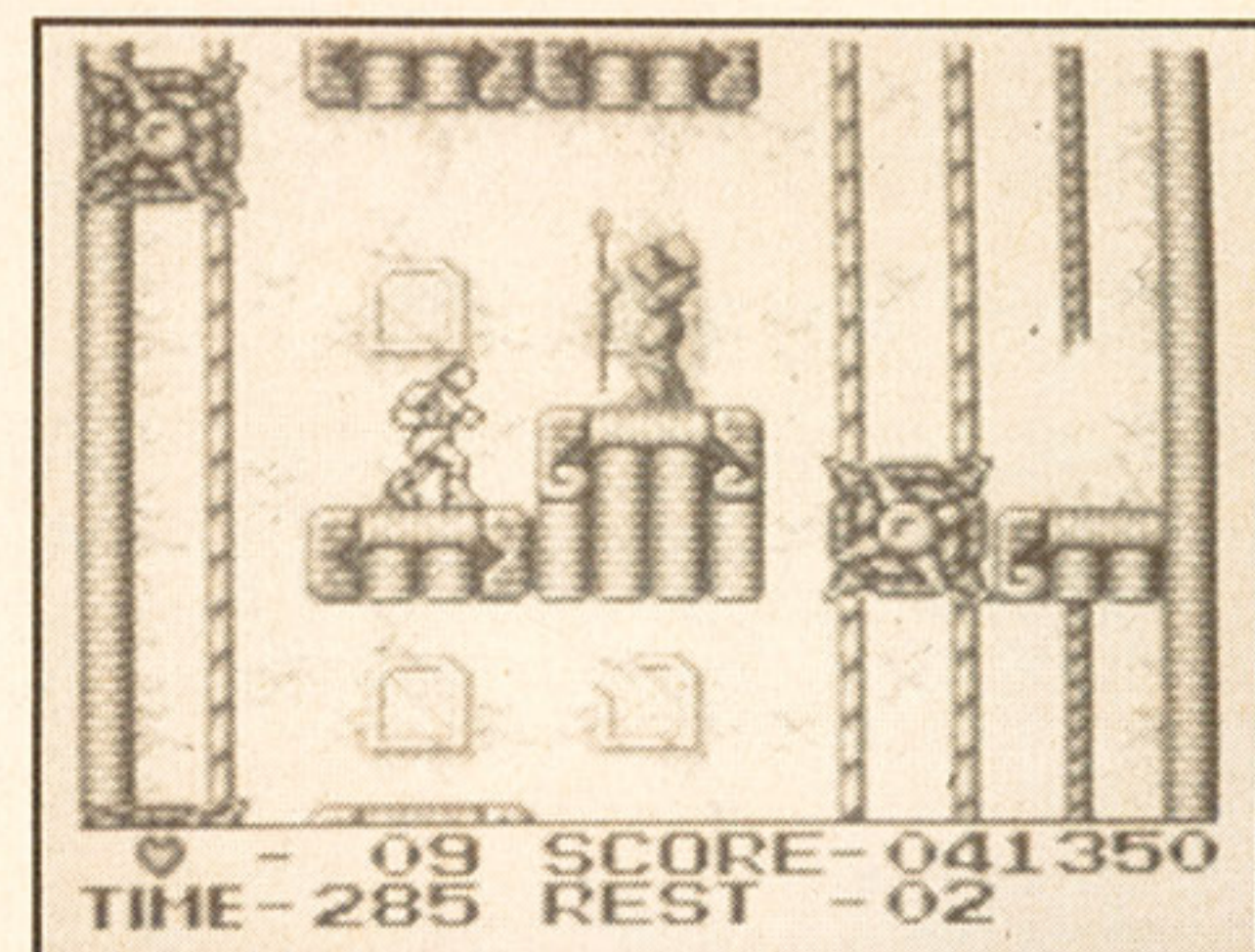
King's Quest V is the first NES installment in an excellent line of fantasy role-playing adventures set in the mythical land of Serenia. As

King Graham, you are aided by the wise Cedric the Owl in your quest to find and rescue the missing royal family.

For the legions of cartoon fans, Konami will offer *Tiny Toon Adventures*, an action game in which Buster Bunny must save Babs from the clutches of the awful Montana Max. *Monster in My Pocket* follows the misdeeds of a shrunken vampire and his equally shrunken monster friend through six levels of arcade-style action. And in *Bucky O'Hare*, another action game, you try to free your crewmates from wrongful imprisonment on four different planets.

Nightshade is a role-playing game which stars a new character — a crime-fighter who tries to stop an Egyptian mastermind named Sutekh.

New Game Boy titles from Konami/Ultra include *Blades of Steel*, an ice hockey simulation; *Teenage Mutant Ninja Turtles II*, a follow-up to the earlier Game Boy title; *Star Trek*, which is based on the NES version; and *Castlevania II: Belmont's Revenge*, which continues the adventures of the Dracula-cursed Belmont family.



Castlevania II: Belmont's Revenge has numerous creatures and mazes.

GAME NEWS

A N D P R E V I E W S

ASTEROIDS AND MISSILE COMMAND COMING TO GAME BOY

Long before anyone heard of Nintendo and *Super Mario Bros.*, early videogamers played such games as *Asteroids* and *Missile Command* on their Atari 2600s. Now Accolade is bringing these classic games to the Game Boy. Much of the original game play has been left unchanged, but the graphics are being updated to current standards.

In *Asteroids*, you steer a spaceship through an asteroid belt full of flying boulders and hidden alien saucers. You can play against the computer or a human opponent, or team up with a buddy for mutual self-defense.

In *Missile Command*, the world's greatest cities are under aerial attack. To defend them, you launch missiles against the invaders'

ICBMs, nuclear bombers, killer satellites, and smart bombs. As the attacks continue, the action gets faster and faster. Improved graphics in the Game Boy version include skylines of New York City, Paris, and other major cities. You can compete against the computer or a human opponent.

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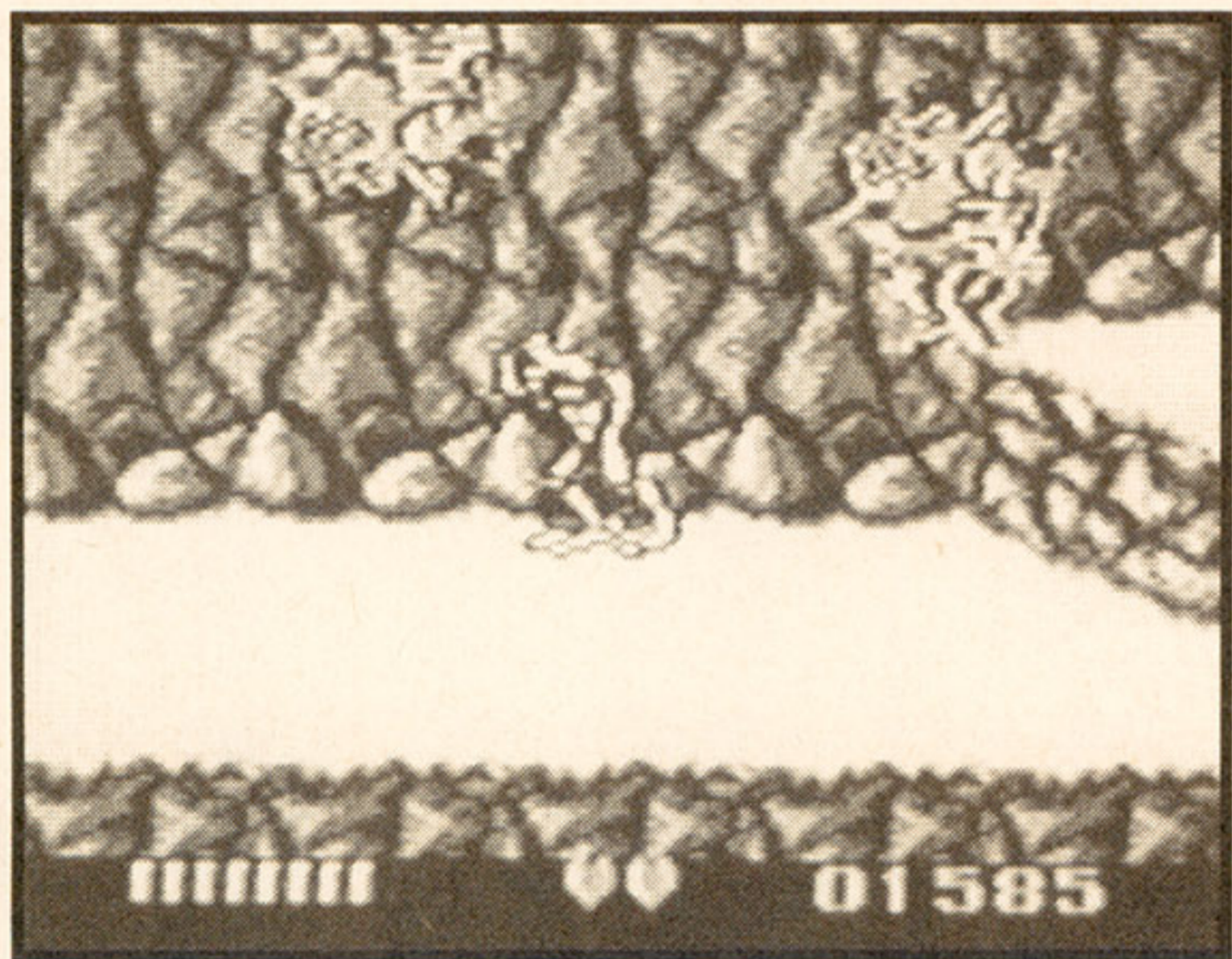
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GAME NEWS

A N D P R E V I E W S

BATTLETOADS FOR GAME BOY

The Dark Queen, recovered from her sound defeat in *Battletoads* on the NES, will soon be raising havoc again in Tradewest's Game Boy version. The amphibian fighters Zitz, Rash, and Pimple try to stop the Dark Queen and her toadies in their plan to control the universe. Fortunately, the Battle-toads get help from a friend, Professor T. Bird. They'll need it, because the Dark Queen's lair is infested with swarms of monsters.



Defend yourself and the cosmos against the black magic of the Dark Queen's soldiers in *Battletoads* for the Game Boy.

MOVIE TITLES FOR NES AND GAME BOY

Sony Imagesoft (formerly CSG Imagesoft) is releasing two NES and Game Boy titles based on 1991 movies: *Hook* and *Hudson Hawk*.

Hook is based on the Peter Pan movie starring Robin Williams, Julia Roberts, and Dustin Hoffman, which is due to be released this Christmas. The NES and Game Boy versions feature Peter Pan soaring through eight levels as he saves his friends from the wicked pirate, Captain Hook.

Hudson Hawk, based on a summer movie starring Bruce Willis, is also making its way to the NES and Game Boy screens. You play a cat burglar who's trying to go straight but is forced to steal priceless artifacts. You'll have to maneuver through three levels of traps and puzzles, crawl through tunnels and air shafts, and maybe even crack a few safes.

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GAME NEWS

A N D P R E V I E W S

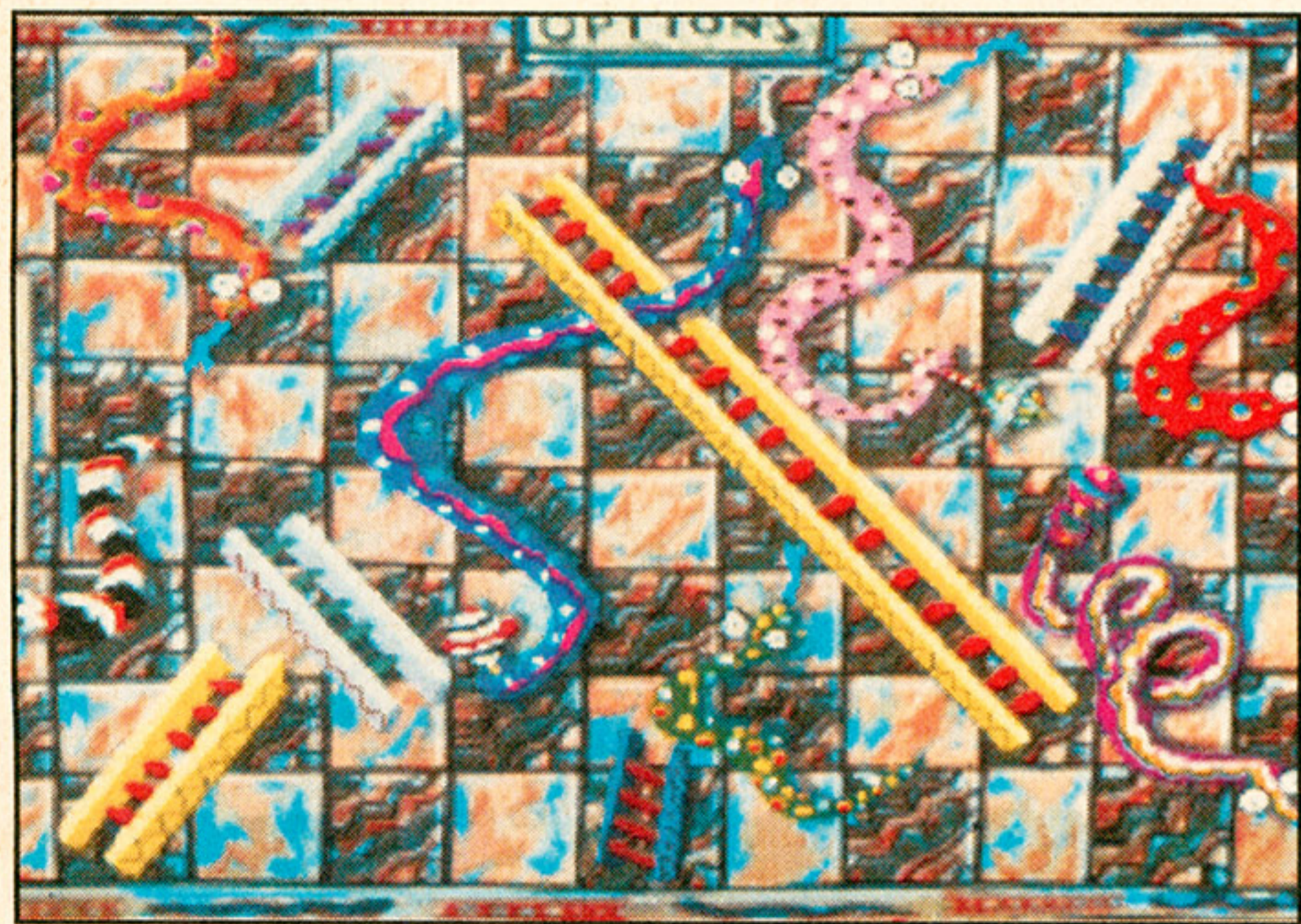
PC GAMES FROM SIERRA AND DYNAMIX

Sierra is releasing several new family-oriented computer games. *Hoyle's Book of Games III* features backgammon, checkers, dominoes, Snakes and Ladders, and other classic board games. You can play against friends or computer opponents.

In *The Castle of Dr. Brain*, you're trying to fulfill the dream of a lifetime: to be the famous Dr. Brain's lab assistant. But the eccentric scientist's job interview consists of more than 30 mazes, word games, jigsaw puzzles, and computer problems to be solved.

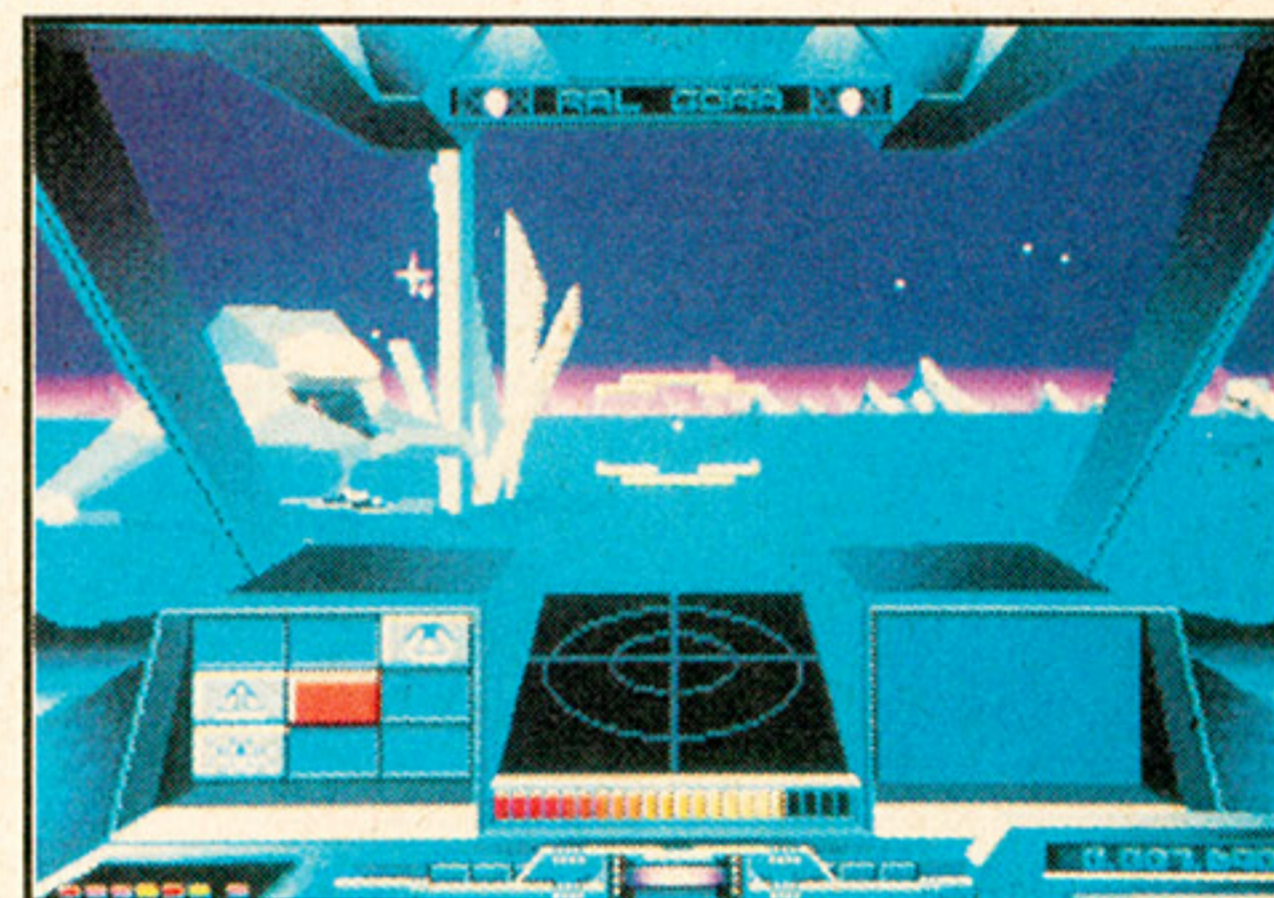
Dynamix, a subsidiary of Sierra, is releasing *Nova 9*, the sequel to *Stellar 7*. *Nova 9* has powerful new aliens and a greater variety of battle strategies and weaponry.

All of the new games are for IBM, Tandy, and compatible computers.

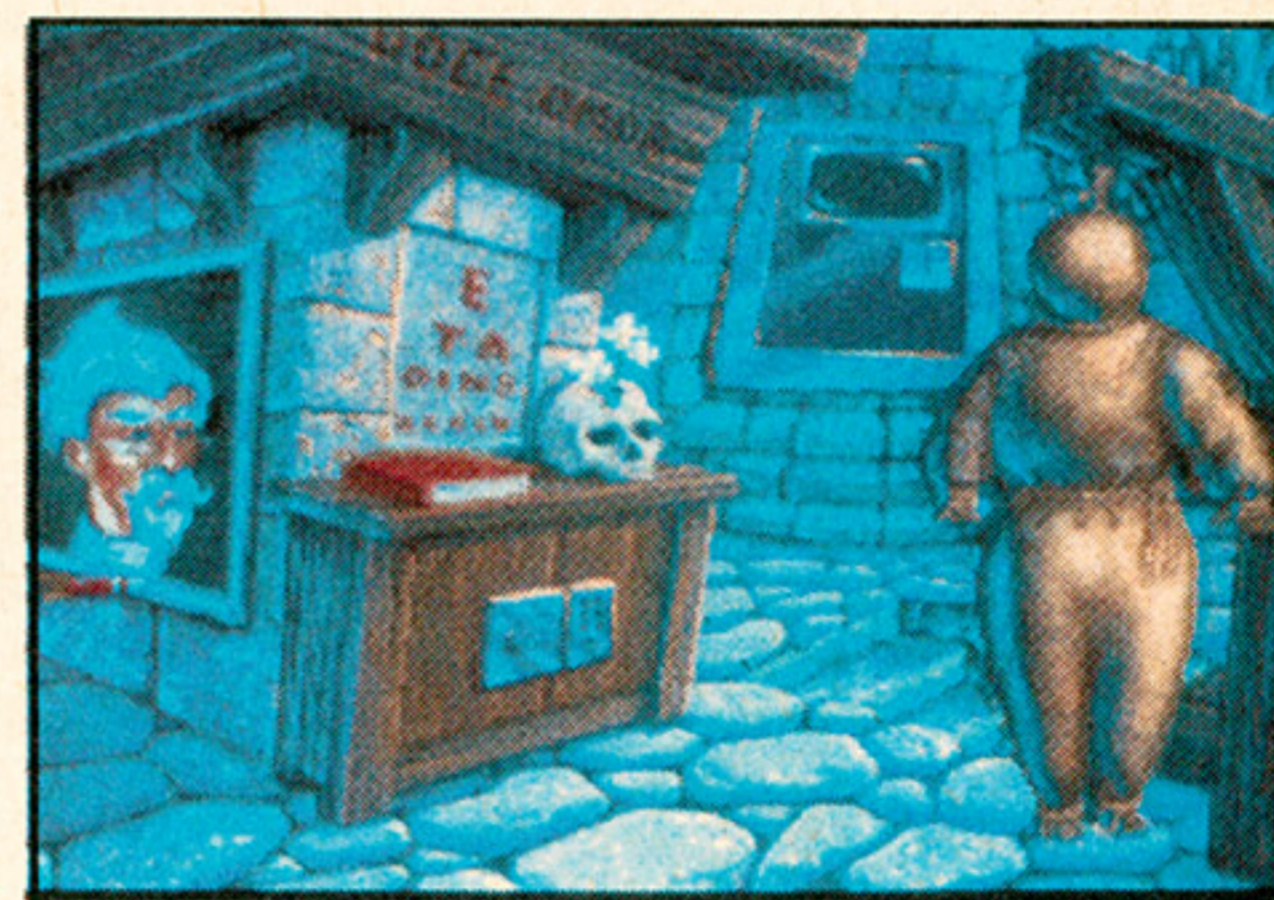


Hoyle's Book of Games III includes the children's game Snakes and Ladders.

Nova 9 takes you to strange planets as you fight an intergalactic war.



Arcane puzzles abound in *The Castle of Dr. Brain*.



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In *Ultima: Warriors of Destiny*, the third chapter in FCI's Ultima series, Avatar's friend Lord British has vanished, unknowingly vacating the throne of Britannia to the vile Blackthorne and the Shadowlords. Avatar gathers a group of warriors to find Lord British and oust the usurpers. *Warriors of Destiny*, one of the largest fantasy role-playing games ever written for the NES, comes with an 84-page hint book and a save-game battery backup rated to last for five years.

Also coming from FCI is another NES conversion of a computer game: *Hillsfar*. In this Advanced Dungeons & Dragons adventure, you're the leader of a band of adventurers in the magical land of Krynn. You pursue important quests, mastering the skills of archery, fighting, and spell casting. Like *Ultima: Warriors of Destiny*, the *Hillsfar* cartridge also has a battery backup for saving games.

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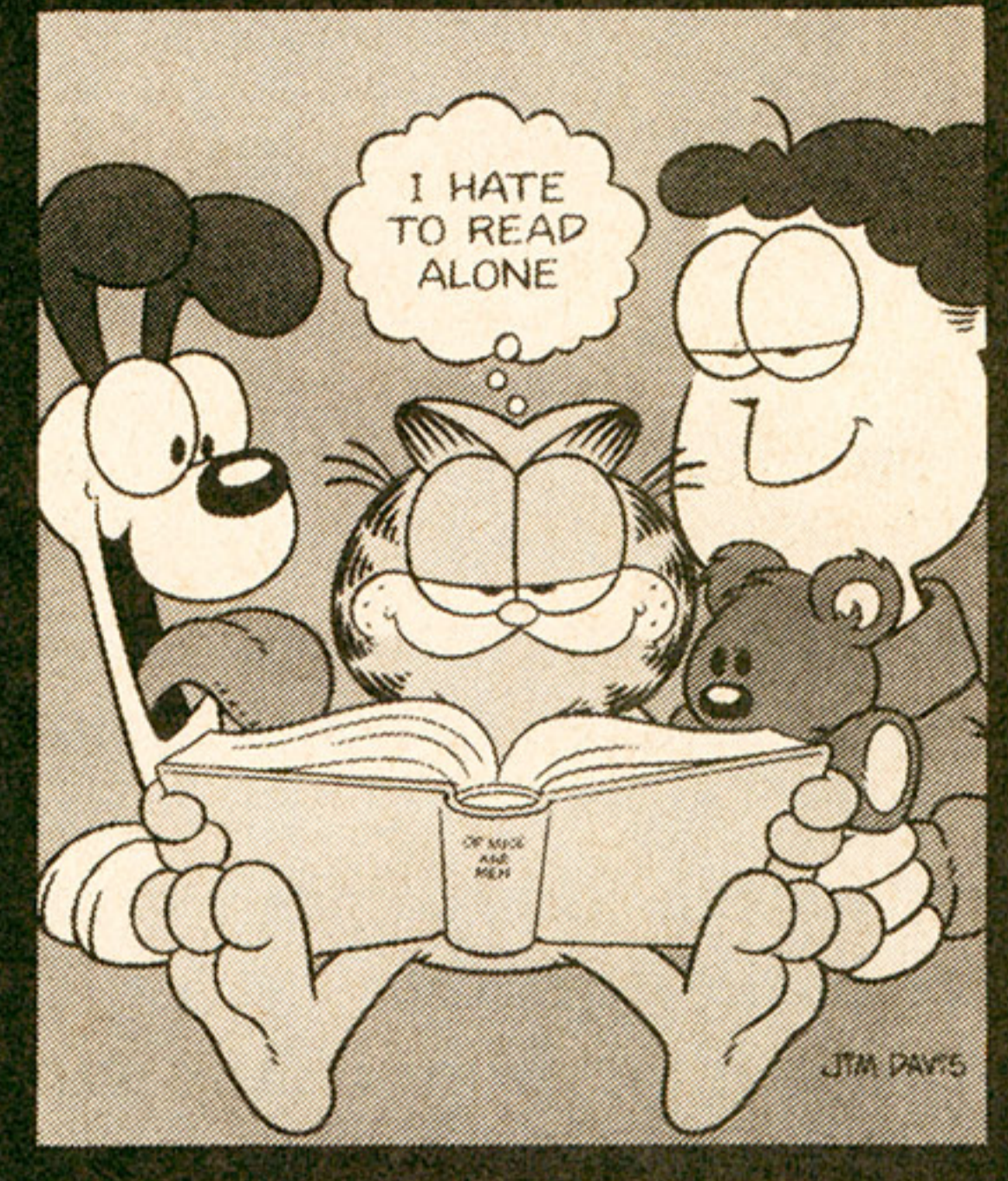
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New York Attorney General, Robert Abrams, Maryland Attorney General J. Joseph Curran, Jr., the Corporation Counsel of the District of Columbia, and the Attorneys General of 48 other States brought lawsuits against Nintendo of America Inc., claiming that in some instances consumers were overcharged for the NES console at retail stores. Under a proposed voluntary settlement in these cases, you are entitled to a \$5 coupon redeemable at any retailer on any NES 8-bit game marketed either by Nintendo of America Inc. or a Nintendo licensee company that can be played on your NES 8-bit video game console.

This is your legal notice of the settlement. Please read it carefully.

You will automatically receive a \$5 coupon if, between June 1, 1988 and December 31, 1990, you mailed in your warranty card, subscribed to Nintendo Power magazine or your name was otherwise entered on the Nintendo consumer list.

If you are not on the list to automatically receive a coupon, you must request a coupon and show that you bought a NES console between June 1, 1988 and December 31, 1990. To request a coupon or verify your eligibility, you must do either of the following by September 19, 1991.

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or

2. **Write in**, giving your name, address, approximately when you bought your game console, where you bought it & the serial number. Send your information to:

Nintendo Settlement Fund,
P.O. Box 97063, Redmond, WA 98073-9763

THE SETTLEMENT

These cases were brought by the Attorneys General of 50 States and the District of Columbia after an investigation into whether Nintendo and unnamed dealers agreed to sell NES consoles at or above certain minimum prices in violation of the antitrust laws.

No trial has been held on the merits of these allegations and Nintendo denies them. After extensive negotiations, the parties to the lawsuits agreed to a proposed settlement agreement to avoid long and costly litigation. The States have concluded that the settlement gives significant relief to buyers of Nintendo products during the period of the alleged conspiracy (March 1, 1987 - December 31, 1990). Nintendo has agreed to settle but without admitting wrongdoing or liability. The proposed settlement must be finally approved by the Court, which has preliminarily approved the settlement. This notice does not express any opinion of the Court as to the merits of the claims or defenses asserted by either side in the lawsuits.

In summary, the terms of the settlement are as follows:

Nintendo will mail up to \$25 million in coupons to consumers who bought NES consoles between June 1, 1988 and December 31, 1990.

If fewer than \$5 million in coupons are redeemed by consumers, Nintendo will pay the difference up to \$5 million to the States to use for antitrust enforcement, a public purpose to benefit consumers, or to deposit in the state treasury. In addition, Nintendo will pay the States \$3 million for these purposes.

Nintendo will also agree to an injunction prohibiting future violations of the antitrust laws and will notify its dealers that they are free to price Nintendo products independently at whatever level they choose.

The Attorneys General will release Nintendo from any further liability resulting from the alleged agreements between Nintendo and dealers, between March 1, 1987 and December 31, 1990, regarding the price at which any Nintendo products would be sold.

The legal rights of all buyers of Nintendo products between March 1, 1987 & December 31, 1990; including game consoles, game cartridges, accessories or related items; will be affected by this settlement. If you bought any of these products within this period and you do not want to be bound by the settlement, you must expressly exclude yourself. To opt out of this settlement or for more information, write to Nintendo Settlement Trustee, 1525 Wilson Blvd., Suite 1225, Arlington, VA 22209.

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