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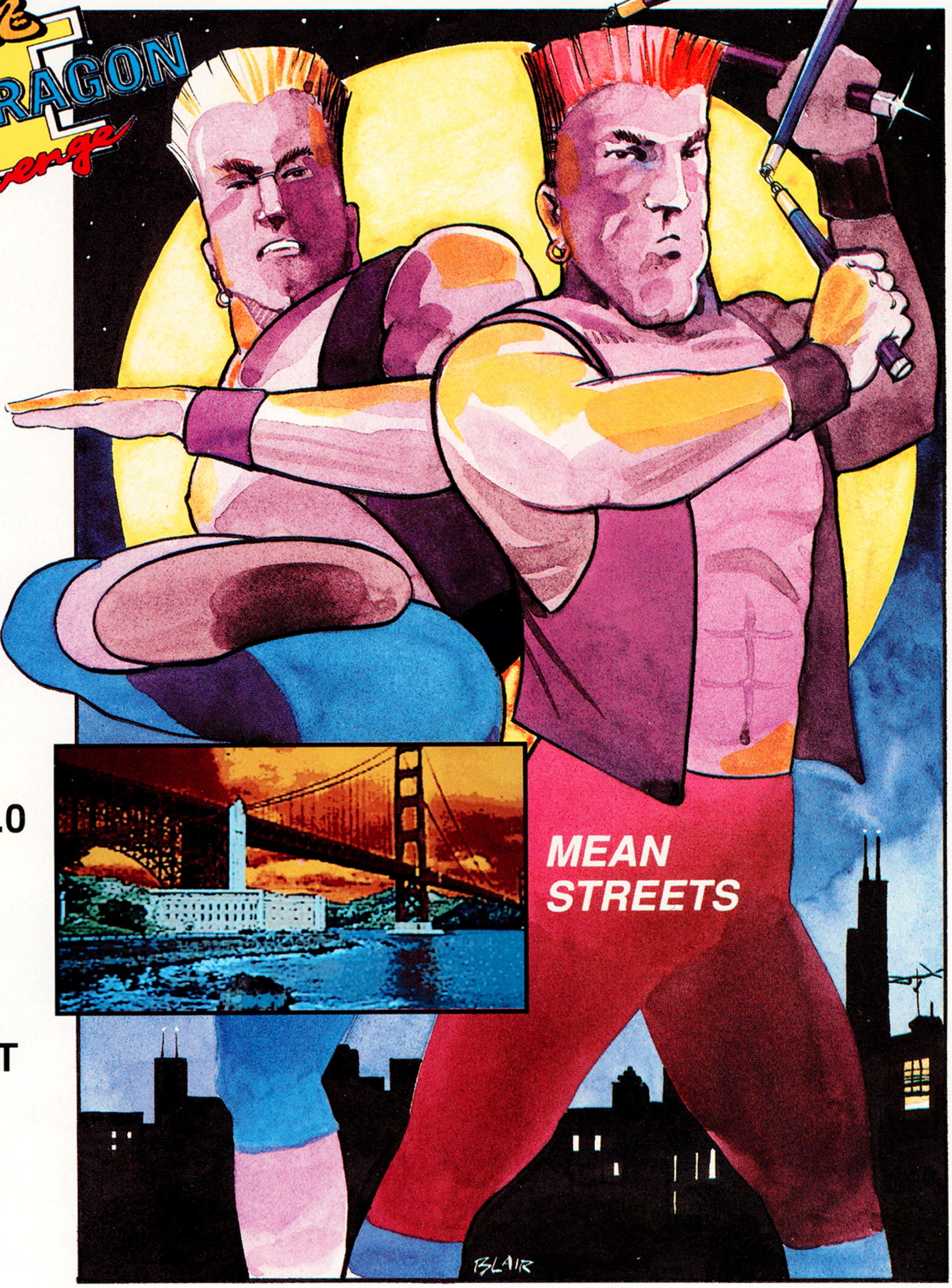
GAME Players™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT



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January 1990

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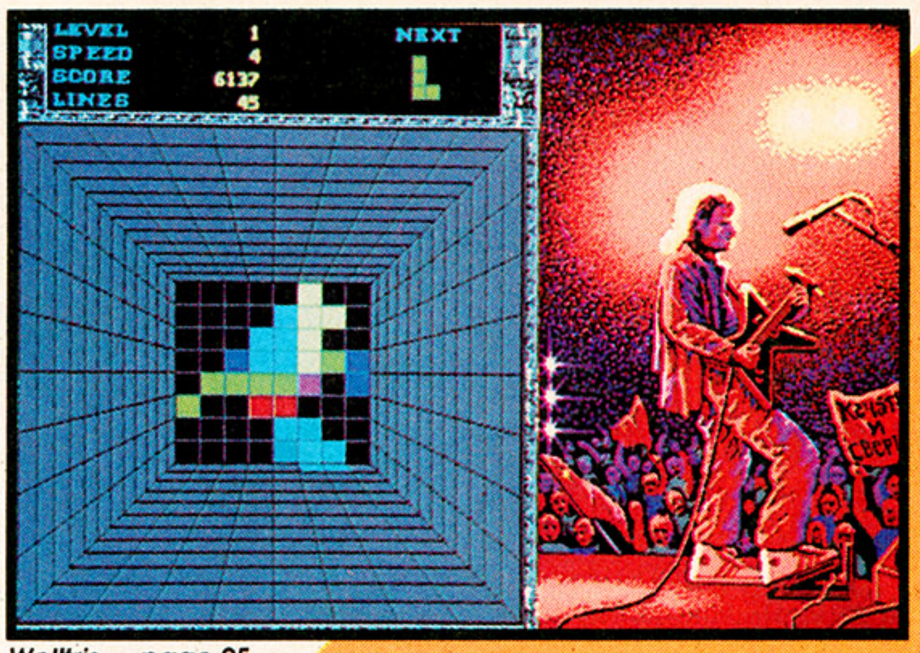

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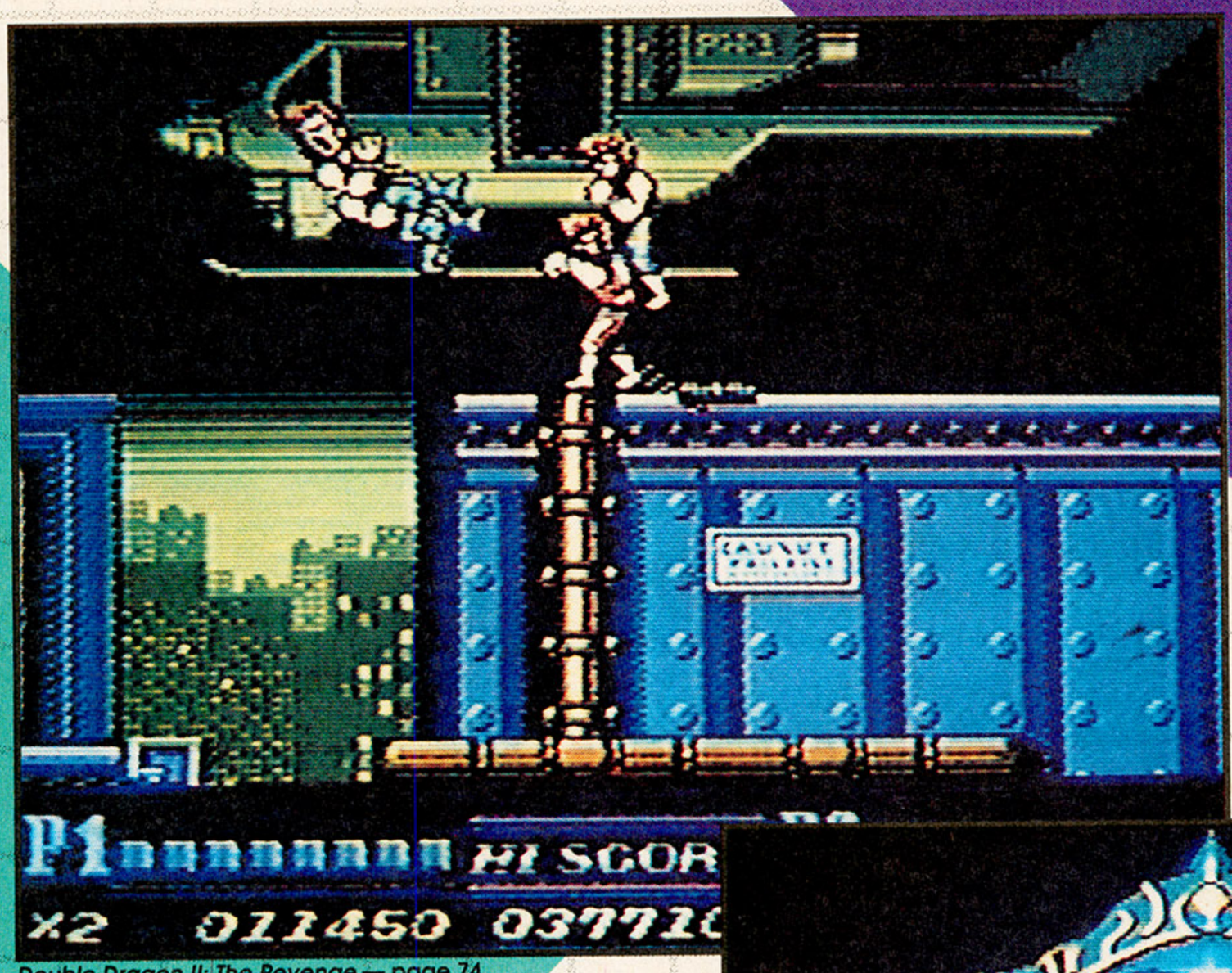

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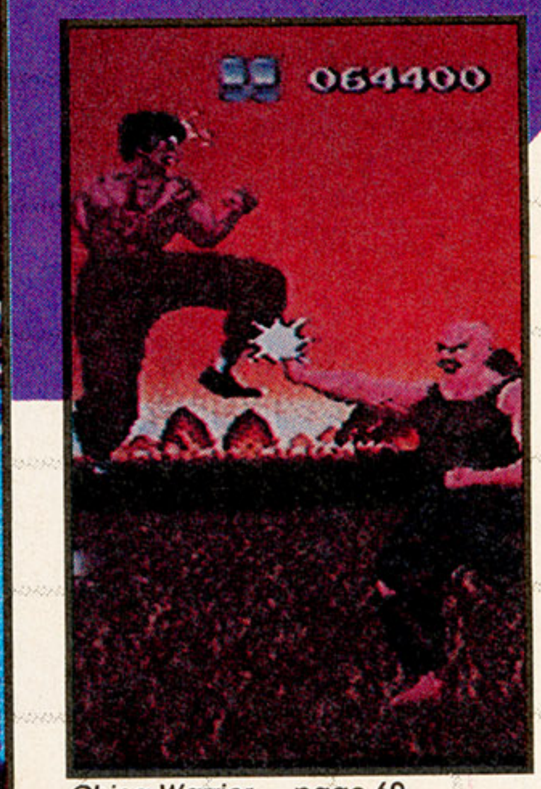

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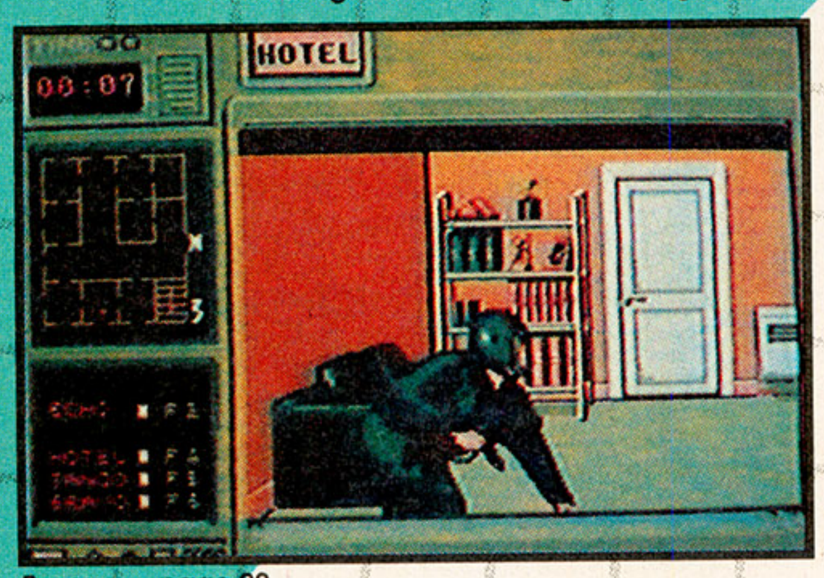

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The EDITORS VIEW

As we enter the 1990s, it's interesting to recall two important events that happened back in 1977. Both events continue to shape the world of electronic entertainment 13 years later.

One event was the birth of the personal computer revolution. Within a few months of each other, Apple, Commodore, and Tandy introduced the first ready-to-run (as opposed to kit-built) personal computers. This revolution was years in the making, and it got off to a shaky start. Critics kept asking, "What's a home computer good for?"

There were dozens of answers, but it soon became clear that one answer was entertainment. Computers opened up a whole new world of games and diversions. Whether they played the role of opponent or referee, computers created new classes of games that just weren't practical (or in some cases *possible*) before.

Meanwhile, something else happened in 1977: A fledgling company named Atari introduced a home videogame machine called the Atari 2600 VCS (Video Computer System).

The Atari VCS was indeed revolutionary. It was the first console designed to accept a wide variety of plug-in game cartridges. Previously, home videogames were dedicated machines limited to playing one, or a few, built-in games. With the VCS, you could play anything from video tennis to *Space Invaders* to chess merely by swapping cartridges. This innovation, which seems so obvious today, completely transformed what until then was a faddish gadget. The VCS became a versatile entertainment appliance not unlike a turntable or tape player, and it spawned a whole new industry of game software.

It also created a split in the electronic entertainment market. Millions of people bought the VCS because the games were fun to play and the VCS was easy to use (just plug in a cartridge). But other people argued that computers, not game machines, were the wave of the future. They envisioned the computer as an "electronic hearth" around which the family would gather for entertainment, education, and enrichment.

In the early 1980s Commodore reunited the market by introducing the VIC-20 and Commodore 64, two low-priced computers that could easily outperform the VCS. Commodore's sales pitch: Why buy a simple game machine when, for just a little more, you could have something that played better games and was a real computer, too?

This idea made sense, and it was successful — for awhile. Game machines like the VCS, Colecovision, and Mattel Intellivision either died altogether or faded into obscurity. Computers dominated the game market, and it looked as though game consoles had been just an evolutionary stepping stone.

But in 1985, the market split again. Nintendo and Sega reintroduced the concept of the home videogame system, and now they've got the computers on the run. In less than five years, computers have slipped from the leading electronic game format to a fraction of the market.

There are two theories about all this, and even the industry experts who are betting their companies on the outcome can't agree. One theory is that game machines are a fad, and will soon go away again. The other theory is that the newer game machines have made the split permanent. From now on, there will always be game machines dedicated to entertainment, and computers for more businesslike tasks.

The first theory has history on its side (albeit a brief history). Game machines could be headed for another downturn, though probably the dip would not be as deep.

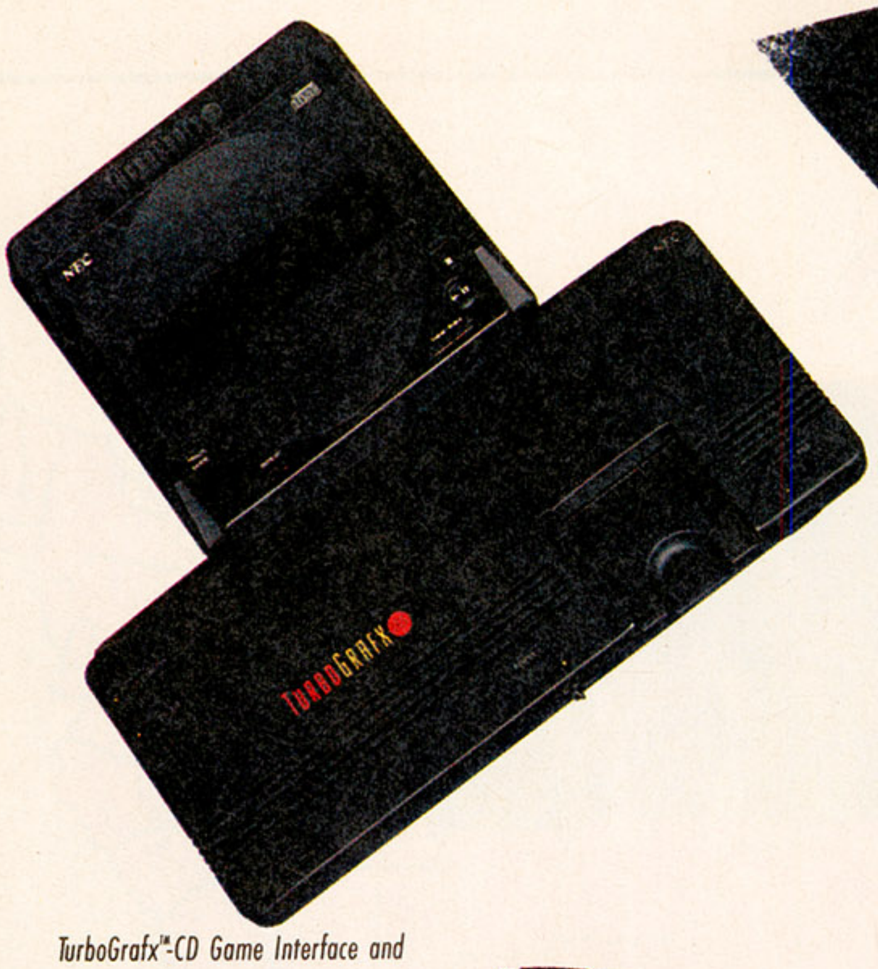
But the second theory has merit, too. For one thing, game machines don't face any real competition anymore, as they did during the heyday of the VIC and 64. Today, nobody is making low-priced computers that can outperform the best game machines, and it seems that nobody wants to.

So who's right? The best part of this story is yet to come, because the final outcome is up to all of us who love electronic games (in whatever guise).

Tom R. Halfhill,
Editor-in-Chief

GP

NEC



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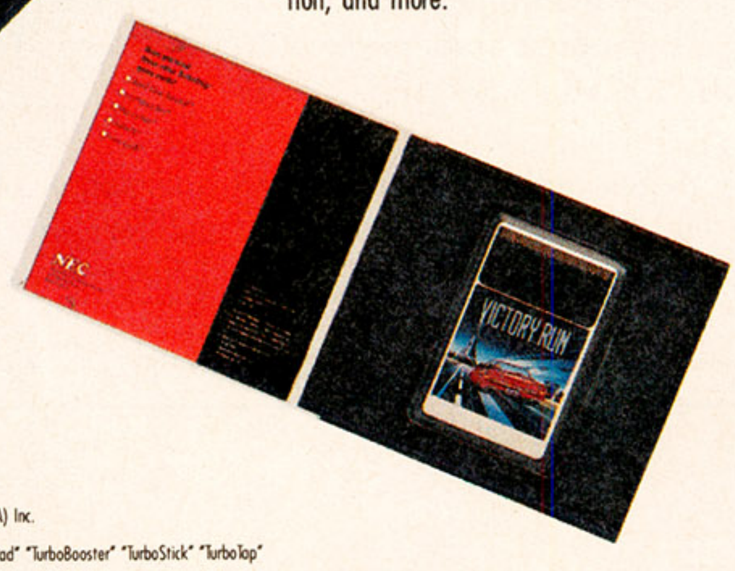

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GAME PLAYER'S

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January 1990

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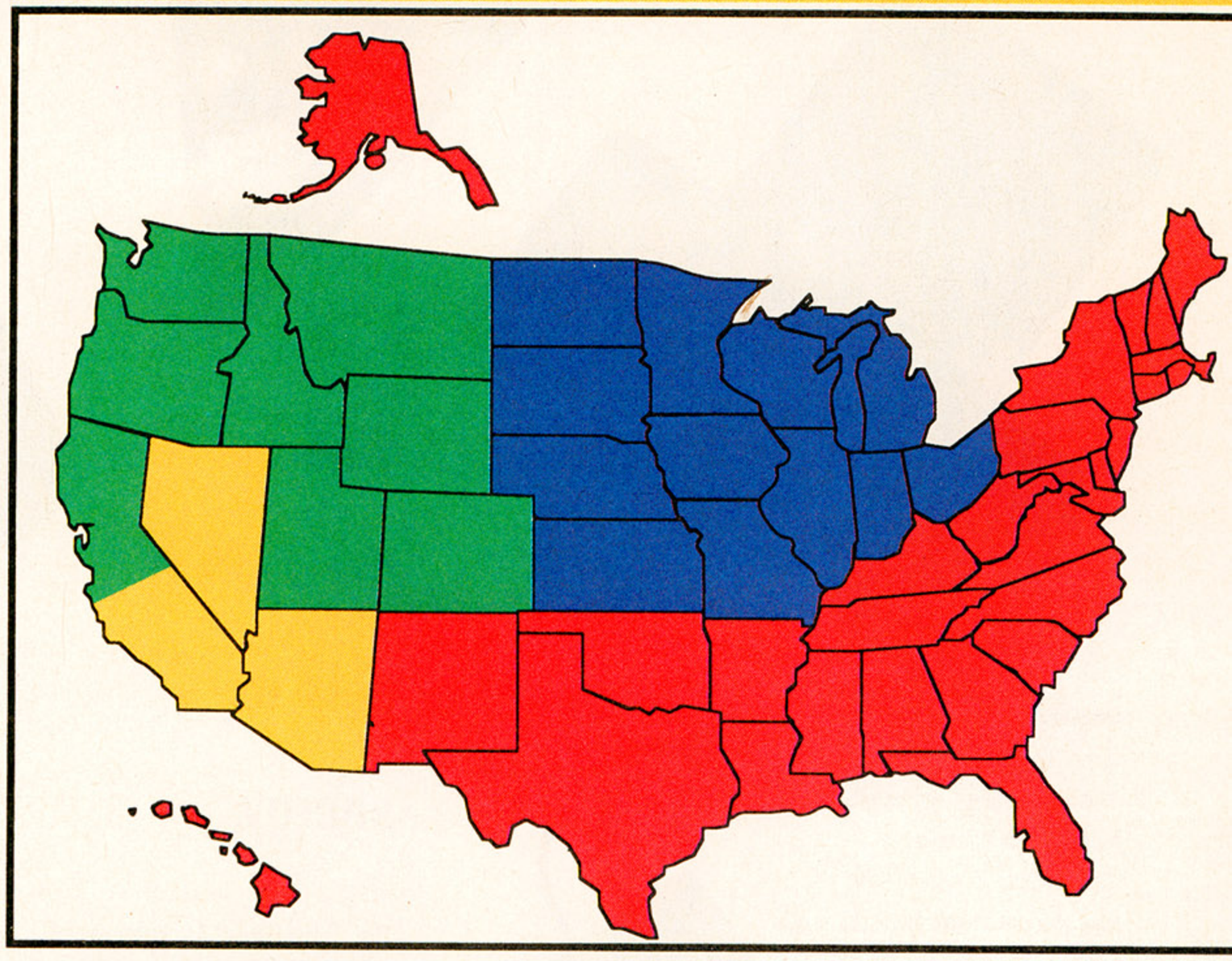

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Move larger-than-life exploits from the movie screen to the computer screen, and the results are often small potatoes.

Not so with *Indiana Jones and the Last Crusade.*™ Games that capture the action, excitement, and special effects of the greatest *Indy* movie of them all. And *Indy* the game character has all the style, wit, and resourcefulness that make the big lug so lovable in the movie.

Too much for one game.

One game can't do *Indy* justice. So we designed two very different game experiences: *Indy the Action Game*, and *Indy the Graphic Adventure*.

And in both cases, it seems that Nazi Germany has just declared war on the Jones boys.

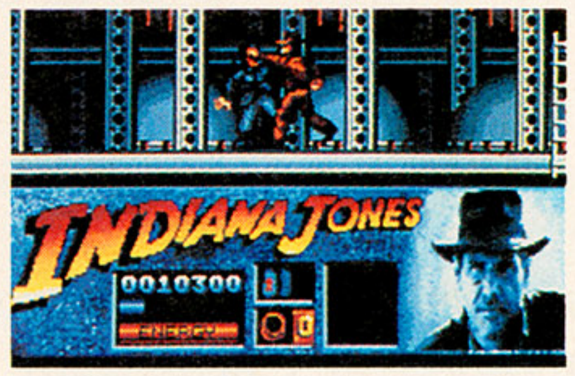
Red hot, slam-bam action.

Indy the Action Game delivers classic arcade thrills on a hell-bent chase for the greatest treasure in history—the Holy Grail. As *Indy*, you'll use your whip, your fists, and your wits. Escaping grave-robbing cutthroats. Pulverizing Gestapo goons. And surviving the lethal trials of the Grail Temple itself.

How's your I.Q.?

In *Indy the Graphic Adventure*, you'll find out if you can keep up with the guy with the whip and the hat. Maybe you'll make the same decisions *Indy* made in the movie. Or score higher I.Q. (*Indy Quotient*) points by finding subtle or ingenious alternatives. All the while exploring a stunning world of sights, sounds and characters—many of which you didn't see in the film.

Use Lucasfilm's acclaimed—and enhanced—point n' click interface to toss off a sarcastic one-liner, sweet talk your way out of a tight squeeze, or just haul off and slug the sucker. And thumb through Henry Jones'



Knocking Nazis off precarious Zeppelin catwalks is all in a day's work in ***Indy the Action Game.***

The trail to the Grail is strewn with rats, skeletons, and much, much worse in ***Indy the Graphic Adventure.***

64-page Grail Diary for precious and fascinating clues.

We made a spectacle of ourselves.

Both games bring you the great graphics, exciting camera angles, and stirring sound tracks that made the *Indiana Jones* films so special.

Of course, our development team had the advantage of working with the people who made the movie. And that's how we made sure that when you step into Indy's shoes, your feet are planted firmly in the fire.

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TIP SHEET

The Heat Is On In *Metal Gear*

I just bought *Metal Gear* and I love it. I only have one problem. I can't get by the heat panels inside building 1, third floor. It seems I have to get by them to get card number 2. I also want to know how many prisoners you have to save to get a two-star rank.

Nick
Ontario, Canada

Before you can get by the heat panels, you should have a remote control missile. When you enter the room, steer a missile to hit the control box you'll see on one of the walls. If you can't find a missile, or if you can't hit the box, try going into the room as fast as you can, eating a ration halfway through, then continuing on.

The number of prisoners you need to save depends on how many lives you lose, so we can't tell you an exact number. But if you find all the prisoners in building 1, you should achieve a two-star rank.

Beating Medusa In *Phantasy Star*

I have a Sega Master System, and one of my all-time favorite games is *Phantasy Star*. But I can't beat Medusa. I have tried every spell and item, but she just turns every one of my guys to stone. How do I beat her?

Clint Mosso
California

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.

There are two ways to defeat Medusa. First, you can build up your party's experience, weapons, and armor until you're powerful enough to defeat her with just one person remaining. Then just revive everyone in the church.

But the easiest way is to find the mirror shield on Motavia. It's located on a small island in the middle of a lake. Use the hovercraft and the land rover to get to the island, then search until you find the shield buried in the ground. However, the shield will be there only if you've talked to the man in the town surrounded by poison mists.

Stuck In *Simon's Quest*

My family has recently purchased *Castlevania II: Simon's Quest*, and we have the blue crystal, the rib bone, the holy water, the daggers, and the silk bag. We have ventured as far left and as far right as possible. What now? We've been stumped for a couple of weeks.

The Bogaerts
Tennessee

It's difficult to tell you exactly *what to do since you didn't list the places you've been. But here are a couple of things to try.*

First, go to Camilla Cemetery and leave garlic by a grave. You'll receive a silver knife. Once you have the knife, go to Yuba Lake and kneel at the water's edge while holding the blue crystal and the knife. A passageway under the water will appear, and it leads to Rover Mansion.

You might also be stuck in the Jam Wasteland. If so, you should earn the red crystal, then take both the crystal and the silver knife to Deborah Cliff. When you kneel, a tornado will carry you to Bodley Mansion.

For more hints, see our complete map to Castlevania II *in* Game Player's *Vol. 1, No. 2. Good luck!*

Murder By The Orient Express

In Sega's *Pro Wrestling*, if you are the Orient Express and you see your opponent running to jump out of the ring, head for the turnbuckle. At the moment he jumps out, push up on the turnbuckle. The screen view will shift outside the ring. Your wrestler will be on the top post outside the ring. You can only do this once per match.

continued on page 12

BRING
AN AMAZON
WOMAN
HOME TO
MEET MOM.

INTRODUCING

Arcade Levels:

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

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

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

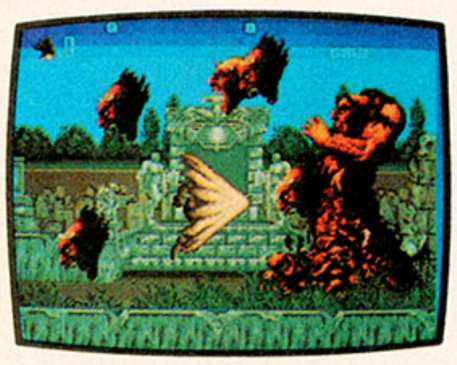
Round 4. Crossing the Bridge of Fear, you throw enemies screaming to their death.

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

New Levels:

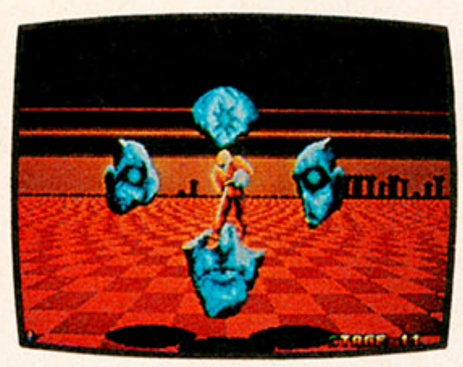
Round 6. Your magic earthquakes sprout mystically from the ground, blasting your enemies.

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

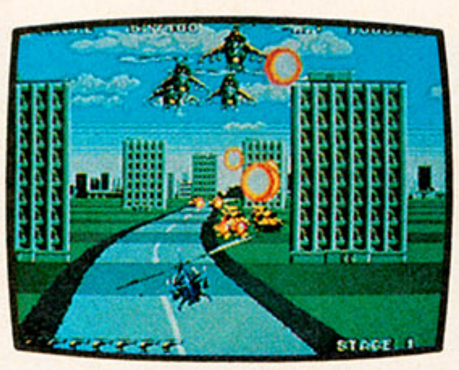


Altered Beast™

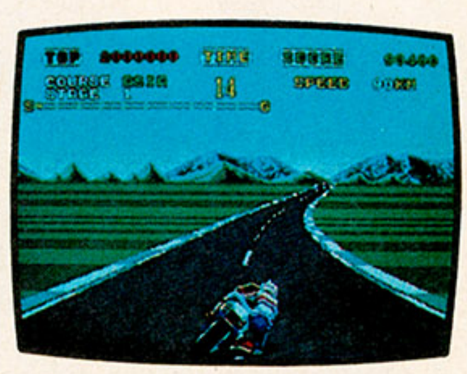
The Revenge Of Shinobi™



Space Harrier II™



Super Thunder Blade™



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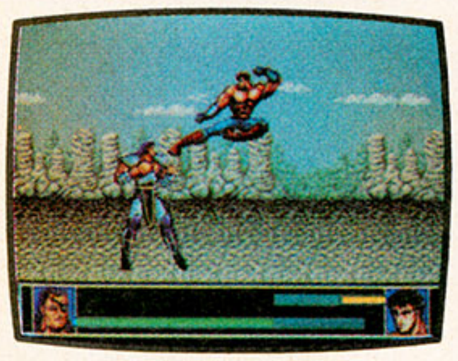
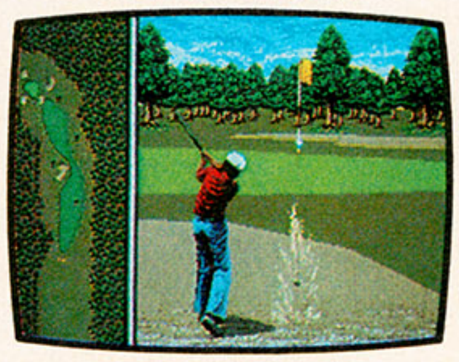


Last Battle™



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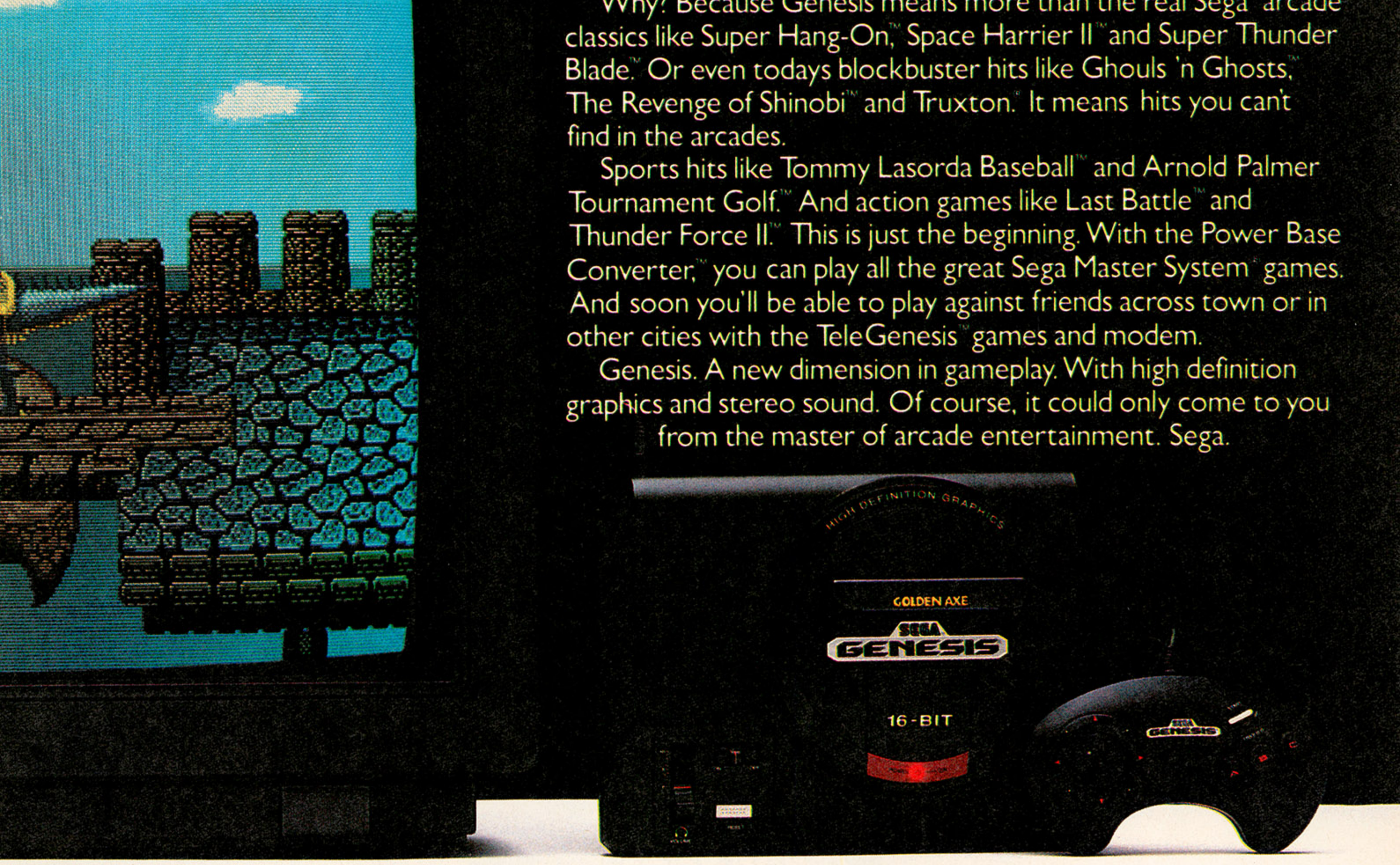

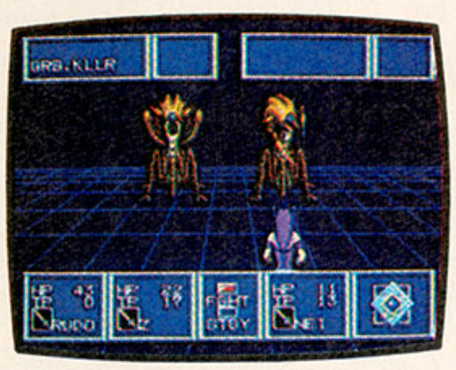
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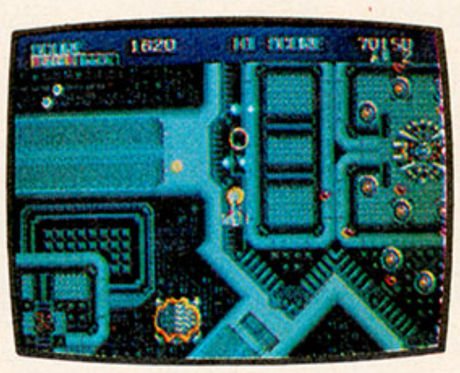
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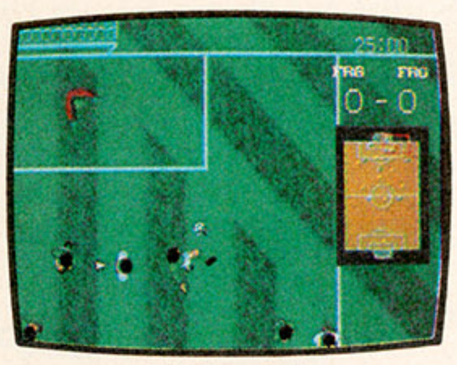
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TeleGenesis Modem and Games: These products are planned for future availability, and are sold separately. Each player needs a Genesis console, TeleGenesis modem and TeleGenesis game cartridge to play.

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continued from page 8

Also, in Origin's *Ultima IV*, you can amass a fortune by getting the mystic armor for your crew (Empath Abbey) and then selling it. Then go back and get it again. You now have a steady source of income.

James Dehorenzi
Ontario, Canada

Thanks for the tips! We've already tried your hint for Pro Wrestling. *It works great!*

Airline Safety In *Zak McKracken*

I'm in desperate need of help in *Zak McKracken and the Alien Mindbenders*. On the airplane to Seattle, the stewardess will not let me search the overhead bins or the empty seat in front of mine.

Also, what is my mother's phone number? She always calls and says to call her back. Is it supposed to be funny? Or does she need to tell me something?

Samuel McIntosh
New Mexico

That stewardess isn't a credit to the friendly skies, is she? The only chance you'll get to check the overhead bins is if the stewardess is distracted by a problem elsewhere on the plane. There are two ways to create such a distraction. One way is to enter the restroom and stop up the sink. When you press the call button, the stewardess will have to go clean up the mess. While she's gone, start your search. The item you need is in the last *bin you open, so you may have to return to the restroom more than once.*

Once you've searched the overhead bins, you still have to check the seat in front of you. The timing for this move is a little more tricky. While the stewardess is at the back of the cabin, pop your egg into the microwave and switch the oven on. There's another mess for her to clean up. And remember, your seat cushion may be used as a flotation device.

The only party you can call on the phone is the telephone company. You can read their number on the pay phone in their office.

Adapters For Japanese Nintendo Cartridges

I was reading "The Tip Sheet" [*Game Player's* Vol. 1, No. 3] when I came across the advice you gave someone that the Japanese version of *Super Mario Bros. 3* can't work on our Nintendo systems in the U.S. I then told my kids to stop playing our copy of *Super Mario Bros. 3*. Wiser people than me say it can't be done.

In all seriousness, *Super Mario Bros. 3* can work on our system provided you have an adapter. The adapter I bought is made by Honeybee. It fits on Oriental Nintendo games and makes them the same size as ours. I bought mine in Hong Kong. A local merchant said it would work with "no problem," but I had my doubts. I got it home, plugged it in, and have been enjoying the game ever since.

Even though the instructions were in Japanese, it didn't stop my kids and their friends from figuring things out pretty fast. Needless to say, when I take my next trip to the Orient, I have a lot of orders.

Gerald R. Bockenek
Illinois

We're aware of these adapters, and we've used them ourselves when testing prerelease versions of games that haven't yet been converted for U.S. Nintendo systems. However, we hesitate to recommend to our readers a product that's nearly impossible to find, and the Honeybee adapter is almost unobtainable in the U.S. For various reasons, it's unlikely that the Honeybee (and similar adapters) will ever be widely distributed in this country. Several readers report that the adapters are easier to find in parts of Canada, though.

There's another problem, too. Not all Nintendo cartridges sold in the Far East are created equal. A Super Mario Bros. 3 *cartridge we obtained from Singapore does not work on either the U.S. Nintendo Entertainment System or on our Famicom (Japanese Nintendo system). The Honeybee adapter won't help if you have one of these cartridges.*

GP

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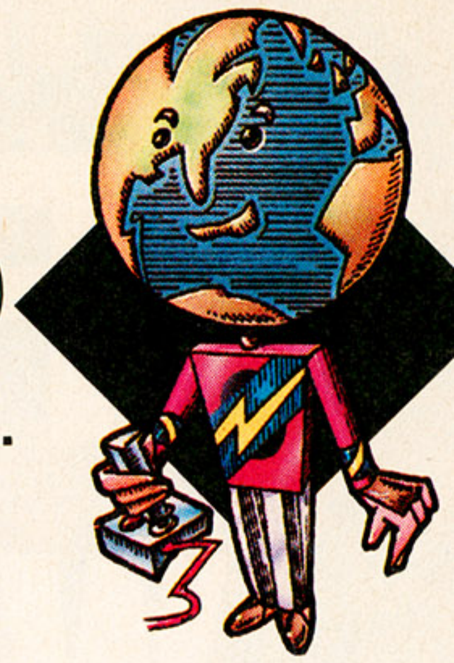


GAME BOY HITS ITS STRIDE

Should your plans for a cozy winter evening by the fire include cuddling up with a Game Boy, you're in luck. There are three new games available for the hand-held machine, and each is great fun.

The new games — *Shanghai, Revenge of the Gator,* and *Kwirk: The Chilled Tomato* — make the most of the Game Boy's capabilities. These games rely on engrossing game play, not graphics. All three are true time killers, so don't be surprised if you've wiled away several hours before you can bring yourself to turn off your Game Boy.

Modern Technology, Ancient Game

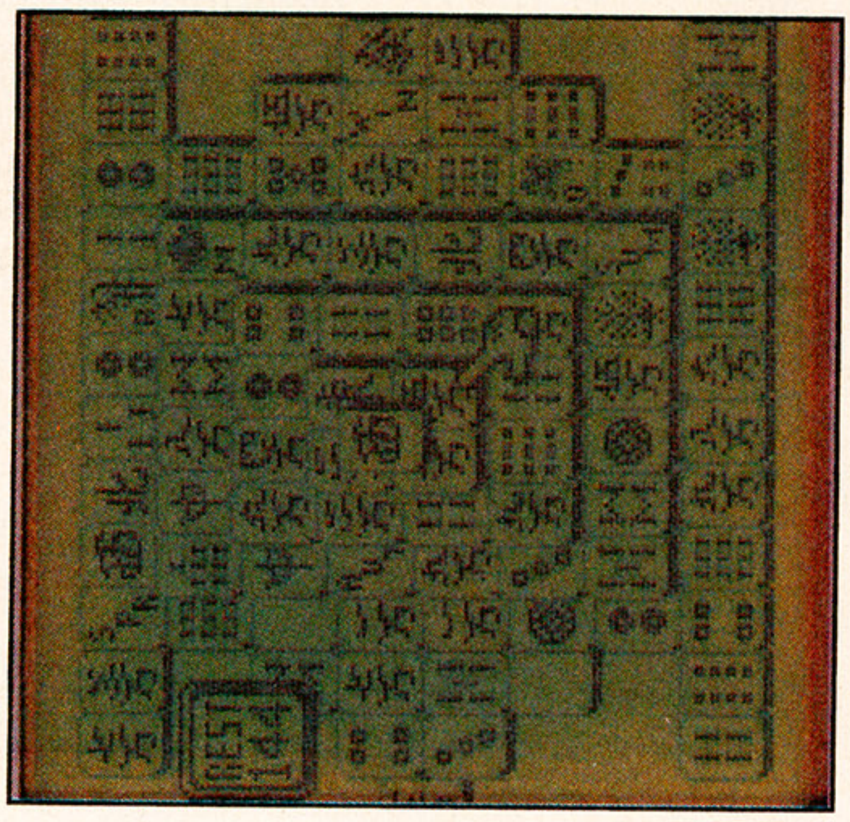
The Chinese game of mahjongg is 2500 years old, but it's as entertaining today as it was in ancient times. The game looks deceptively simple: 144 tiles are randomly arranged in a formation (called the "dragon") that is stacked in several layers at the center and slopes outward to form a single layer at the edges.

The object is to remove all the tiles, two at a time, by matching pairs of tiles with identical markings. But you can only match tiles that are untouched by another tile on either the left side or the right side, and that aren't resting beneath an upper tile. There! You've learned to play the game. But the concentration and strategy it takes to *remove* all 144 tiles isn't as simple.

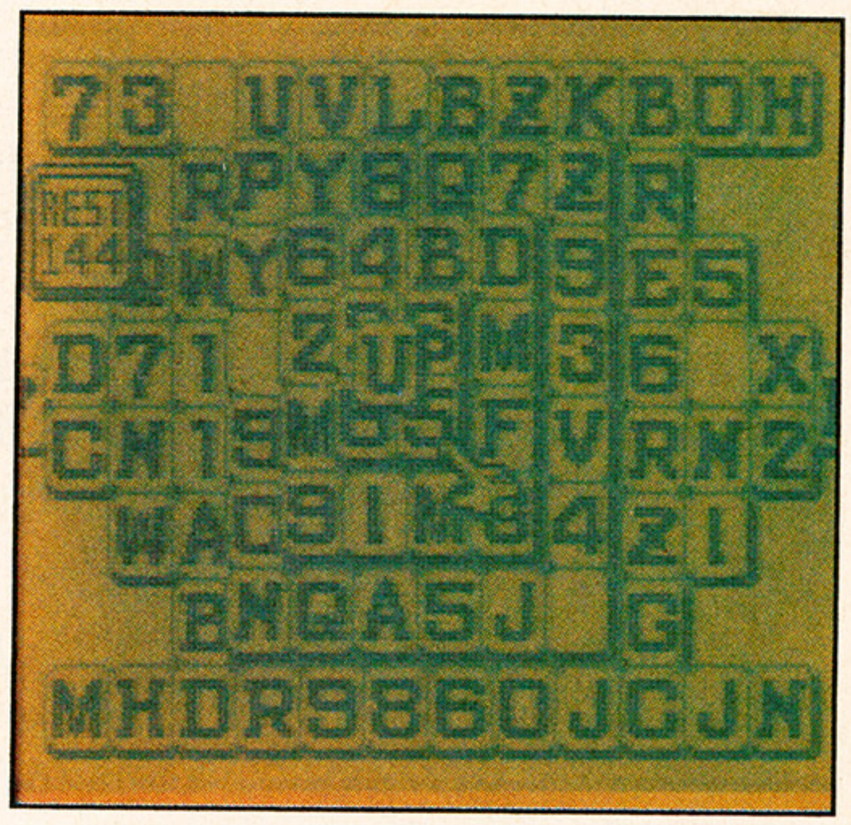
Every dragon is different, and one move can drastically change the outcome of a game. If you want to replay a tough game, *Shanghai* lets you reconstruct a certain dragon by entering a three-letter identification code. Another option highlights matching tiles you might have missed.

Shanghai doesn't quite squeeze the whole dragon onto the tiny Game Boy screen, so you must scroll from left to right until the few tiles at the far edges of the formation are removed.

You can play *Shanghai* using tiles marked with the original Chinese suits, but the game is *much* easier using the alternate tiles, which are boldly labeled with the English alphabet, numbers, and a few common symbols. When reduced to Game Boy size, the complex Chinese markings turn into black squiggles that are difficult to distinguish, especially if you've never played the game before.



Shanghai is a version of the ancient Chinese game mahjongg. The object is to remove all these tiles from the board.



If you have trouble distinguishing the authentic Chinese markings on the tiles, select the alternate tile set.

continued on page 18...

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NINTENDO® GAME of the MONTH

In feudal Japan, one image struck fear into people unlike anything else — that of a man clad in black from head to toe. The *ninjas* were highly skilled fighters who wielded small arsenals of secret weapons and devices. Often, they offered their deadly services to feuding warlords, who were constantly locked in a struggle for supremacy. The cloak-and-dagger ninjas adhered to a rigid code of honor modeled after Bushido, the way of the samurai warriors. "An eye for an eye" defined their way of life.

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

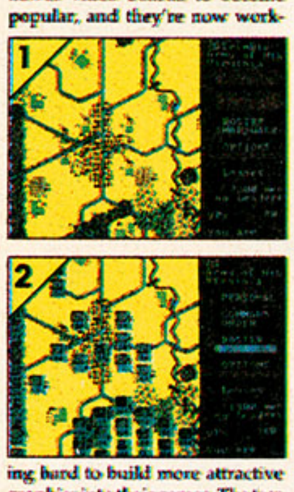
忍者

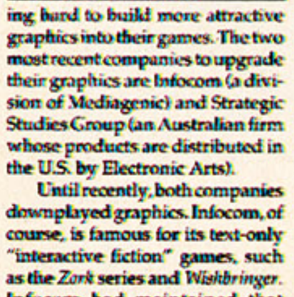
NINJA GAIDEN

GAME PLAYER'S 55 OCTOBER 1989

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

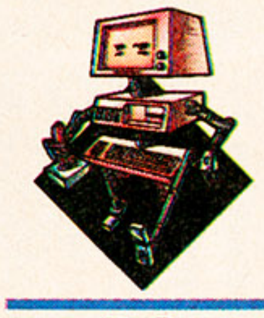
Thanks to falling prices and the proliferation of EGA, MCGA, and VGA video boards, PC compatibles are now capable of displaying much better graphics than the limited four-color CGA screens of years past. Software publishers have been waiting a long time for these newer video boards to become popular, and they're now working hard to build more attractive graphics into their games. The two most recent companies to upgrade their graphics are Infocom (a division of Mediagenic) and Strategic Studies Group (an Australian firm whose products are distributed in the U.S. by Electronic Arts).





Until recently, both companies downplayed graphics. Infocom, of course, is famous for its text-only "interactive fiction" games, such as the *Zork* series and *Wishbringer*. Infocom had maintained that graphics were unnecessary because our imaginations could conjure up images that computers couldn't possibly match. After all, books are capable of creating pictures in our minds, and Infocom promoted its text games as interactive novels.

SSG's approach to graphics



PC PLAYERS

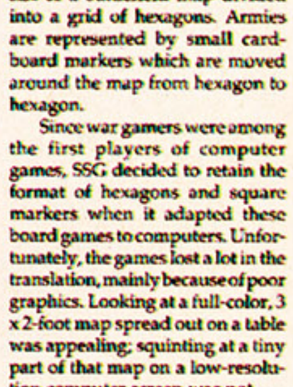
THE TREND TOWARD BETTER GRAPHICS

Neil Randall

was a bit different. Like Strategic Simulations, Inc. (SSI) — a California-based software publisher with which it is sometimes confused — SSG concentrates on strategic war games, particularly the kind derived from board games such as *D-Day*, *Panzerblitz*, and *Napoleon at Waterloo*. The board games consist of a battlefield map divided into a grid of hexagons. Armies are represented by small cardboard markers which are moved around the map from hexagon to hexagon.

Since war gamers were among the first players of computer games, SSG decided to retain the format of hexagons and square markers when it adapted these board games to computers. Unfortunately, the games lost a lot in the translation, mainly because of poor graphics. Looking at a full-color, 3 x 2-foot map spread out on a table was appealing; squinting at a tiny part of that map on a low-resolution computer screen was not.

Furthermore, important details were lost. A lot can be going on within each hexagon of a war game. One, two, or even three markers might be there, along with information about terrain, sighting, and so forth. The four predetermined colors available with CGA graphics limited things significantly, as did the difficulty of

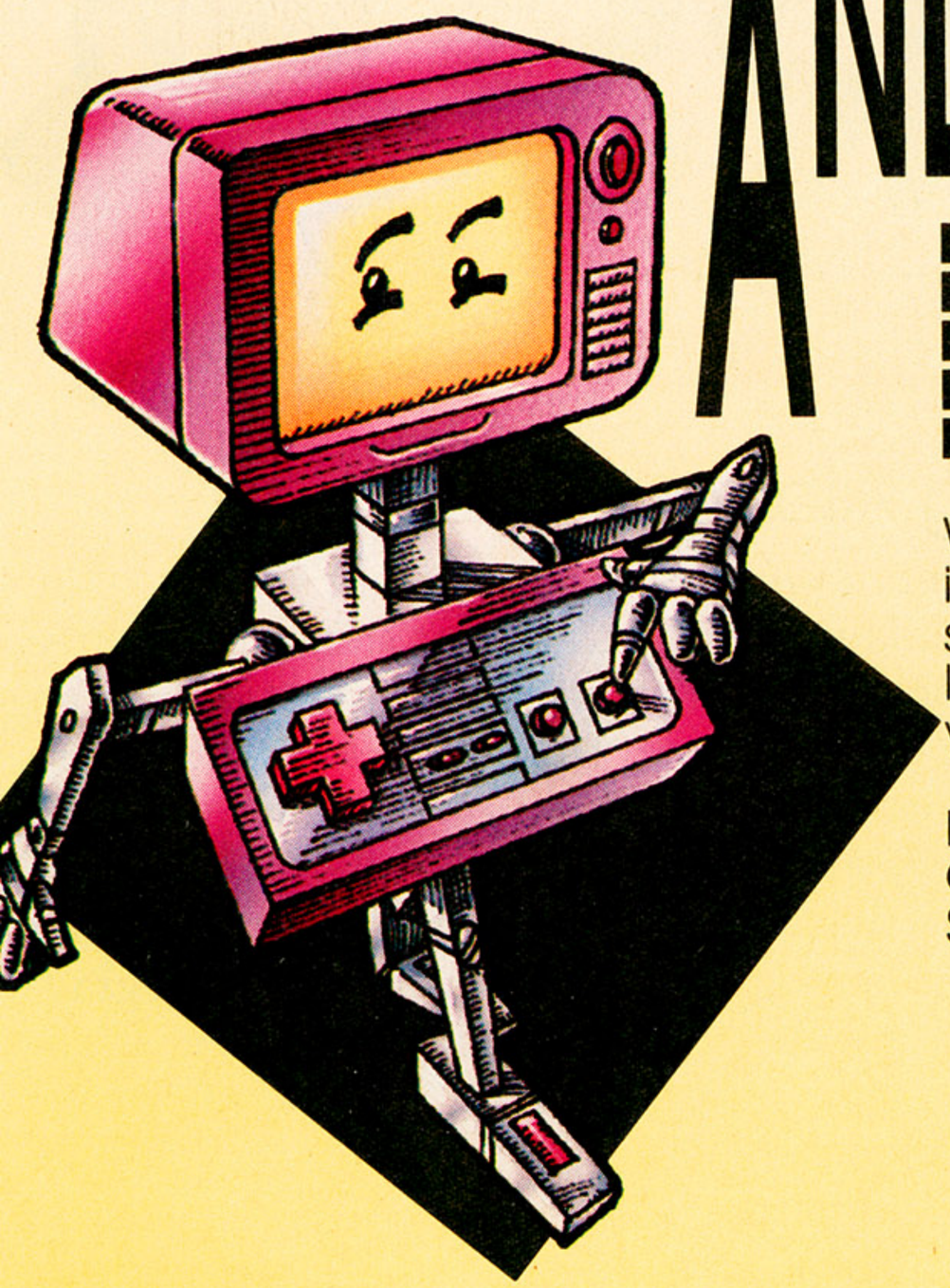


1 *Decisive Battles of the American Civil War*: The town of Gettysburg, July 1, 1863. Note the easily identifiable roads, woods, ridges, and fields.

2 Gettysburg again, this time on day 2 of the scenario. Confederate forces have captured the city.

3 The little-known battle of Gaines Mill. Confederate forces at the top left look toward the imposing breastworks and swamps.

4 The battle of Stones River begins with the battlefield already well populated. Fighting starts immediately in this scenario.



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The holiday season is looming, and sure to be at the top of every traveling Nintendo player's wish list is the Game Boy portable game machine. Reviewers and gamers alike are responding enthusiastically to the hand-held system, praising the smoothness of its animation, the detail of its graphics, and the often startling quality of its stereo sound

(especially when heard through the earphones).

And what makes a better stocking stuffer than any of the new Game Boy cards released by Nintendo? *Super MarioLand* — covered in our last issue — seems to push the hand-held format to its limits. But at least four of the other new titles also fit the Game Boy as comfortably as a favorite pair of sneakers.

Tennis, for example, works beautifully on the Game Boy, due in part to the scale and form of the real game. Our game testers found that by using various button-and-pad combinations, the animated players could do virtually anything a real tennis player does, from an artful lob to a blistering forehand smash. The animation

NINTENDO NEWS

NEW TITLES FOR NES, GAME BOY

William R. Trotter

— especially the bouncing ball's shadow — is outstanding.

Almost as much fun is the Game Boy version of *Baseball*. The Game Boy's tiny LCD screen cannot, of course, display the entire playing field, but it does encompass the *necessary* areas quite comfortably. And the small game card somehow packs in every option and sophisticated feature

found in the best full-sized Nintendo baseball simulations. In the single-player mode, it was almost too easy to beat the computer, but the two-player video link mode really shows off the game's full potential.

Slightly less impressive graphically, but still quite enjoyable, is *Alleyway*. This is yet another variation of the classic *Breakout* game that was popular in arcades about a decade ago. Once again, you break through various formations of blocks by swatting a bouncing ball with a horizontally moving paddle. However, *Alleyway* is more difficult to play than the original *Breakout*, largely because the bouncing ball is harder to see on the tiny LCD screen — especially

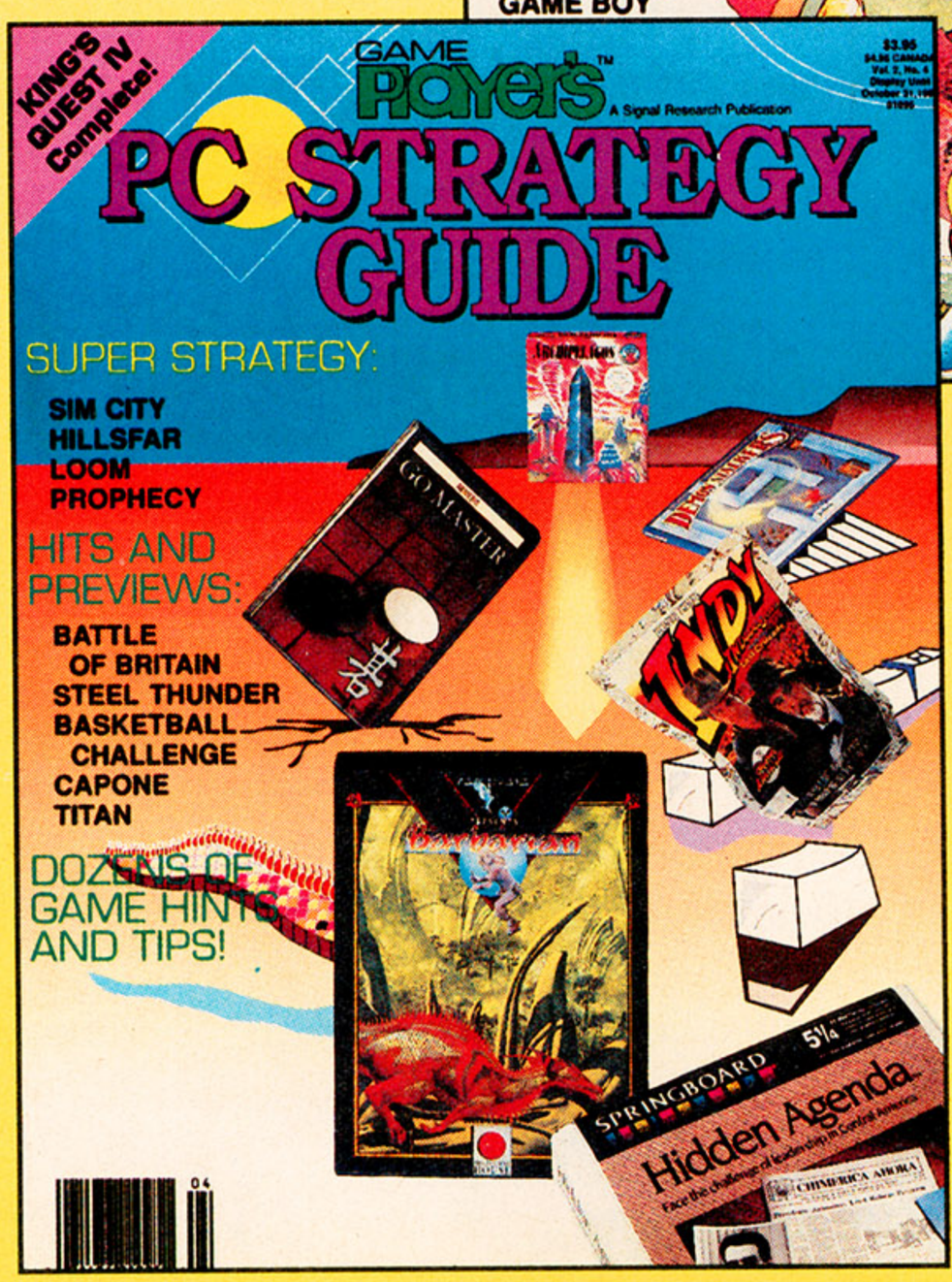
1 It should be a Game Boy holiday season, as plenty of hot new titles begin appearing in this format.

2 *Double Dragon II* has a two-player mode which enables you to team up with a friend.

3 Terrible punch lines and moldy old jokes are an integral part of *Who Framed Roger Rabbit?*.

4 Benny the Cab drives just as wildly in the *Roger Rabbit* videogame as he did in the movie. He'll bump cars off the road if they get in his way.

5 You have to collect pieces of the Gag King's will in order to win *Roger Rabbit*. The first piece is found in Toontown.



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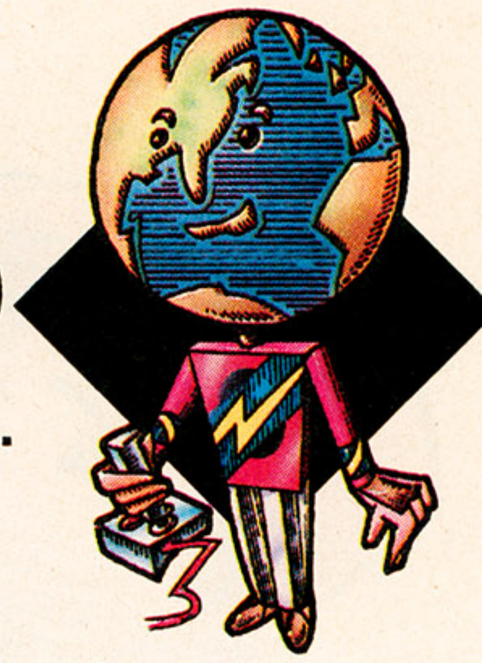
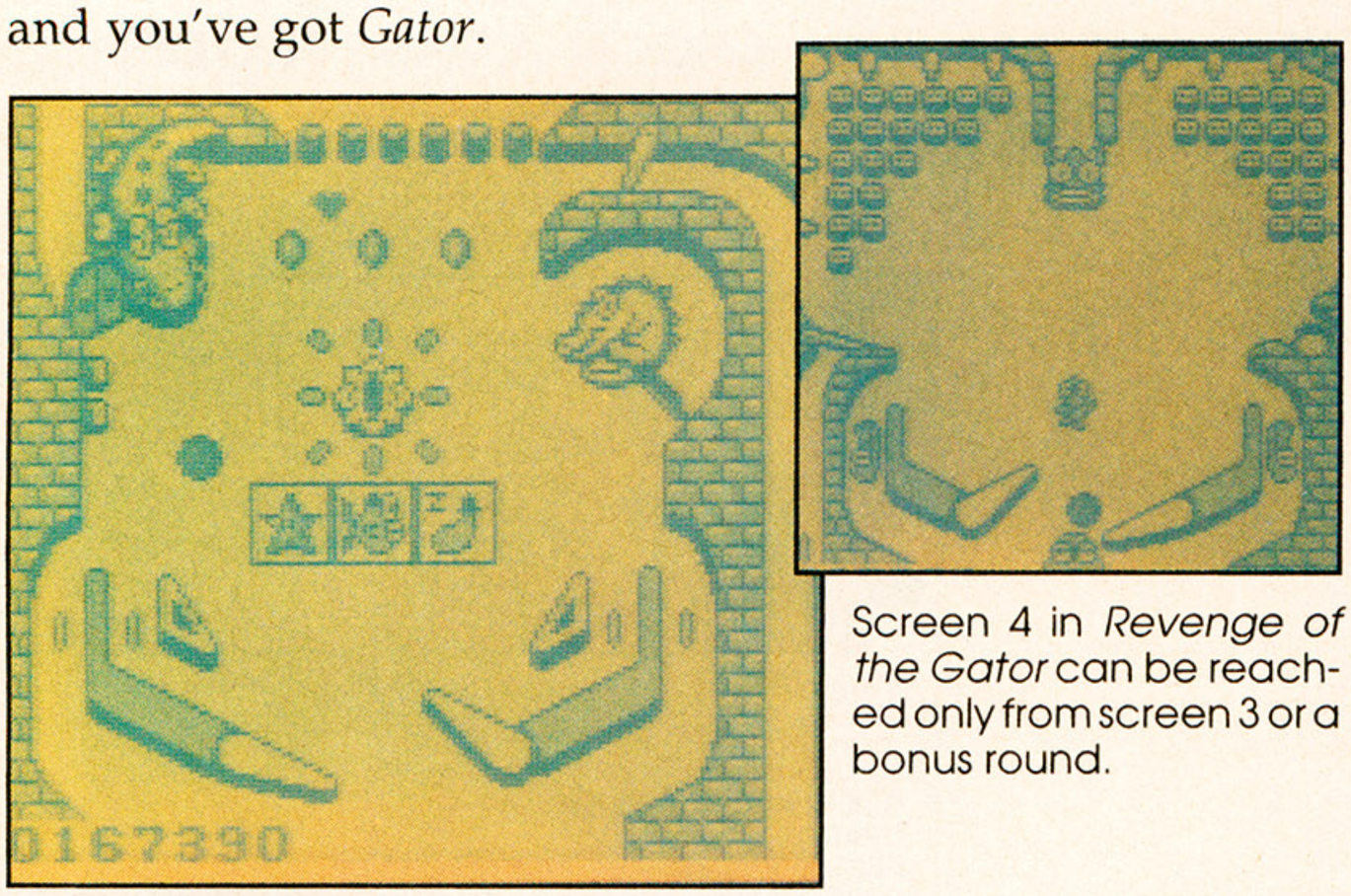


Pinball Keeps Rolling Along

It sounds like a new monster movie, but *Revenge of the Gator* is actually a detailed pinball game. Take all the flippers, bumpers, and bonus points of the best pinball simulations, shrink them to Tom Thumb size, and you've got *Gator*.



Screen 3 on *Revenge of the Gator*'s pinball board. If you can match the three blocks in the center, stoppers will temporarily block all the exits.

Screen 4 in *Revenge of the Gator* can be reached only from screen 3 or a bonus round.

The entire pinball machine is four screens high. When you launch your pinball, it shoots only three screens high, but you can reach the fourth area from either the third screen or from a bonus round. There are three different bonuses in *Gator*, each with a separate screen.

By hitting certain items scattered around the board, you can increase the effect of gravity, make stoppers appear and flippers disappear, reverse the players' scores, return the ball to the shooter lane, or warp your pinball to a different area.

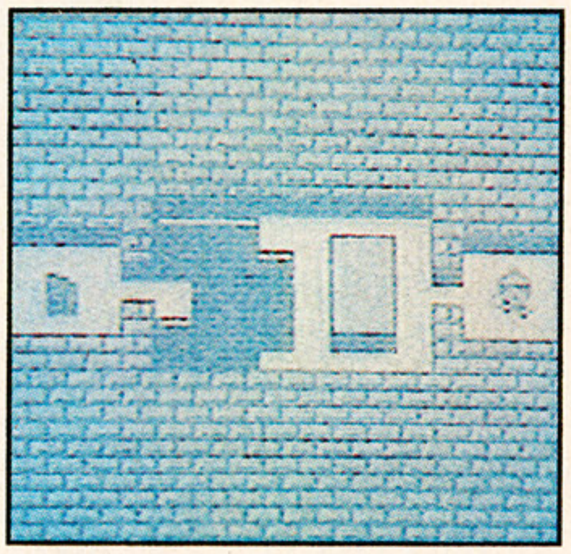
The Game Boy's liquid-crystal display (LCD) screen causes a minor persistence problem that blurs the pinball as you try to follow its movement. But once you get used to it, *Revenge of the Gator* is a delight for solo players and competitors alike.

Chill Out With A Hip Tomato

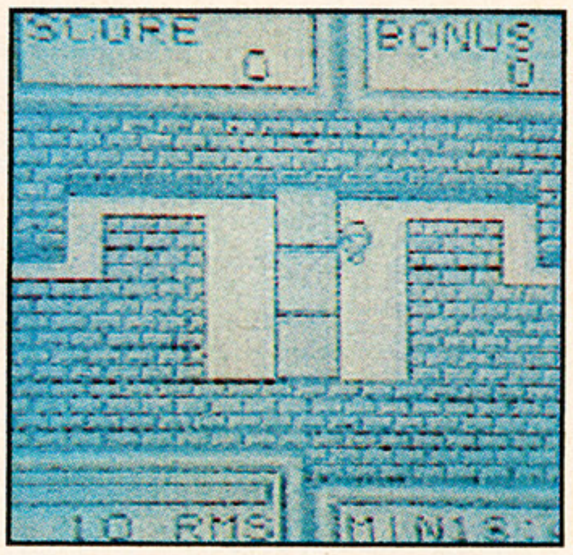
Fans of a Nintendo game called *The Adventures of Lolo* should be interested in *Kwirk: The Chilled Tomato*. The walking tomato is trapped in room after room of blocks, walls, holes, and turnstiles. His goal — simple enough — is to reach the exit. Easier said than done.

There are two ways to play *Kwirk*. In the first game, "Going Up?," you move Kwirk through different rooms until you complete a floor, then advance to the next level. In "Heading Out," the clock is ticking as you go through a certain number of connected rooms. Two players can hook their Game Boys together with a video link cable to compete in "Heading Out."

Prepare for some good-humored frustration as you try to maneuver blocks into holes or wiggle through a line of turnstiles. Getting through some of these rooms is like working a jigsaw puzzle with several pieces missing. You may be tearing your hair out...but you'll always want to try just one more room.



In the "Going Up?" part of *Kwirk: The Chilled Tomato*, you work your way upward by completing levels of puzzle rooms.



In the "Heading Out" part of *Kwirk*, you can choose the number of rooms (up to 99) you want placed along the tunnel.

Stunt Track Racer™

8 WONDERS OF THE RACING WORLD

1.

THE HUMP BACK.
Lots of little bumps that take their toll. Chassis damage adds up quickly.

2.

THE LITTLE RAMP.
Looks easy enough. The ramp isn't too big. But everyone wants to clear it full speed. They end up kissing dirt 100 feet down.

3.

THE STEPPING STONES.
Speed control is the name of the game — not too fast, not too slow. You'll have to clear four chasms, one after the other.

4.

THE BIG RAMP.
Build up speed for that ramp, but be ready for the landing. It'll rattle your molars. Your chassis can fall apart quickly on this one.

5.

THE HIGH JUMP.
Clearing the ramp is easy. Making it over that monstrosity in the middle is another story.

6.

THE ROLLERCOASTER.
The ride is silky smooth until you hit that slight dip in the road — all 500 feet of it.

7.

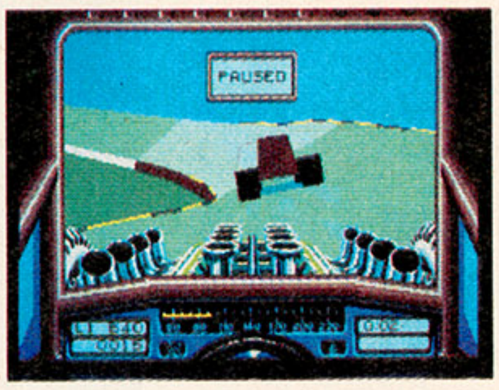
THE SKI JUMP.
For elite racers only. Handle this course right, and you're a legend. One small mistake, you're in orbit.

8.

THE DRAWBRIDGE.
This one *moves*. Catching the drawbridge at the right angle requires perfect timing. Better get it right. Second chances are for the living.

They're the meanest speedways ever designed. Like rollercoasters from Hell, they twist and climb through empty space without tracks to guide your wheels. Or guard rails to save your neck. In some sections, they don't even have roadway to carry your weight.

Your super-charged car is like a plane without wings. You have only momentum — the perfect combination of speed and steering — to carry you safely across gaping holes in the track. Airborne, you hold on, only hoping that all four tires find the track again — and that the jolt won't be too much for you and your car to handle.



Fast-scrolling screens are so vivid they do everything but blow wind in your face. When the track rises and drops sharply away, the illusion of weightlessness runs straight to your gut. On hairpin turns, you'll find yourself leaning in your chair.

The Eight Wonders of the Racing World. No wonder you can't wait to ride them.

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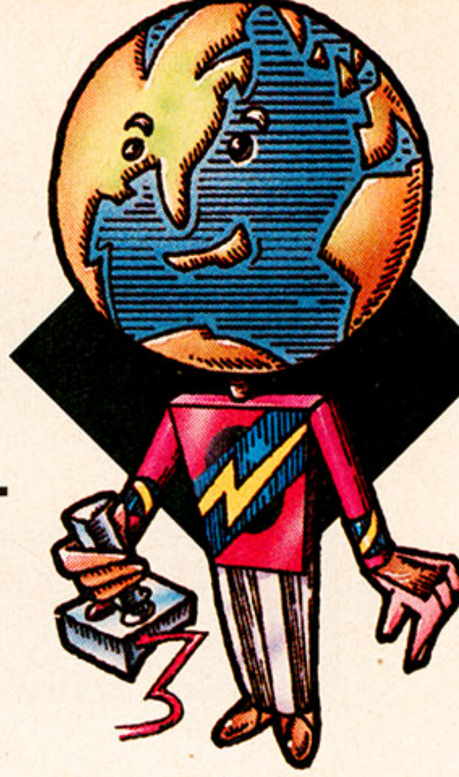
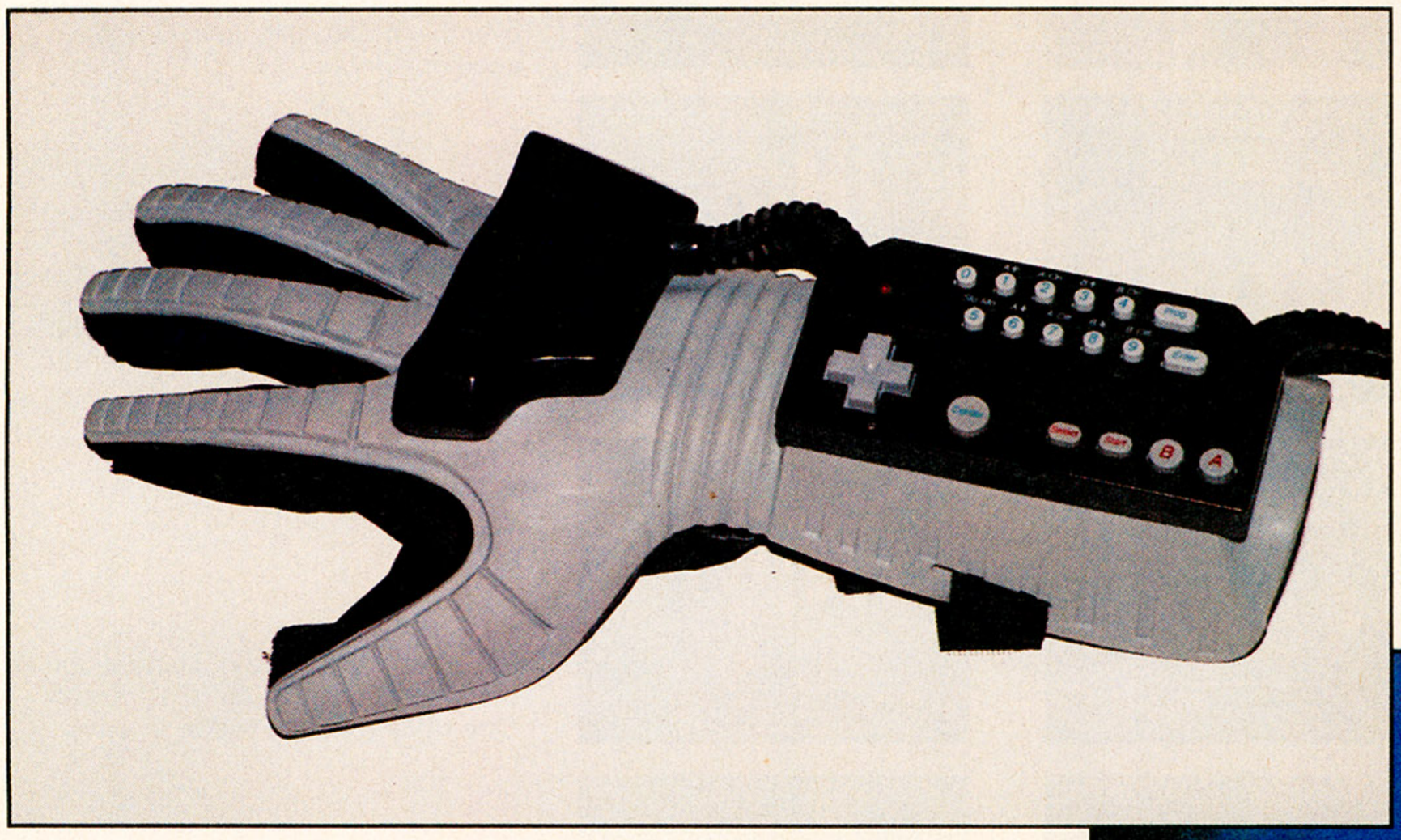
Can't find Stunt Track Racer? Call 301-771-1151 ext. 208 weekdays 9 am to 5 pm Eastern Time and order by MC/Visa/AmEx. Or mail check or money order for $39.95 for Atari ST or Amiga versions; $34.95 for IBM-PC/Tandy/compatibles (specify disk size); $29.95 for C-64/128. MD residents add 5% sales tax. Free shipping in US; $5 international. US funds only.

PLAYERS WORLD



GETTING THE MOST FROM THE U-FORCE AND POWER GLOVE

Selby Bateman



Mattel's Power Glove.

Mattel's Power Glove and Broderbund's U-Force have been getting a lot of attention lately. They're different from other controllers and from each other. Both of these unique, high-tech devices take some time and patience to master.

One important difference between the Power Glove and U-Force and other controllers is that they can be *programmed* — by changing the settings, you can change the way they work with different types of games. The Power Glove has a number pad and a program button, and the U-Force has special switches. You don't *have* to change the settings to start playing with each controller, but you'll have more fun if you take some time to really learn how they work.

Keep in mind that these controllers won't necessarily get you higher scores. Instead, they're designed to give you totally new ways to have fun with Nintendo games, so don't be discouraged if your scores don't immediately shoot to the top.

Broderbund's U-Force.

After class, Sam Bushnell will duel with a Ninja, defend his honor, become Shogun and rule feudal Japan.

Just for fun.

Sam's trying to keep his head. Literally. But in Sword of the Samurai, he's up to his neck in trouble.

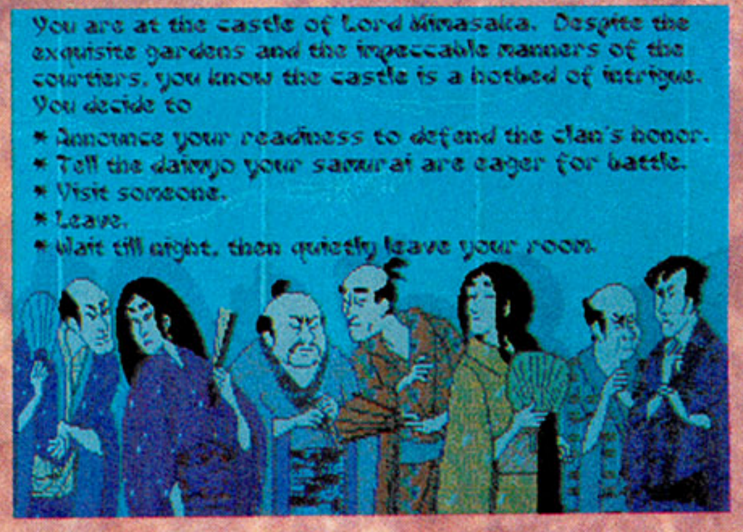
As an ambitious young Samurai, you struggle to move up the military and social ladder in 16th Century Japan. Defending your honor is crucial

to achieving your ultimate goal: to become Shogun, ruler of the realm! But every step of the way, you'll be opposed by ambitious enemy Samurai, each of whom employs a different scheme to deceive and destroy you.

To survive, you'll need your wits as well as your weapons. You must outsmart clever political rivals who smile to your face, then work behind your back to blacken your reputation, kidnap your family or raise armies against you.

The action is fast and furious as you take on multiple warriors in darkened castles and remote villages. You'll also defend your honor one-on-one, using authentic Samurai swordplay against skilled opponents.

Sword of the Samurai has starting options for new players and four skill levels. A unique



system of menus and text windows will guide you in travel and bring each adventure to life. There's even a detailed political map to show you different provinces, each ruled by its own warlord.

All with authentic Japanese graphics and music, the smoothest animation, as well as the quick thinking and heart-racing action you've come to expect from MicroProse.

Remember, in Sword of the Samurai, there's more than your life at stake. There's your honor. So draw your sword and sharpen your wits!

Just for fun.

Watch for "The Major's Mission" contest coming to your favorite retailer November 1!

Can't find SWORD OF THE SAMURAI? Call (301) 771-1151 x208, weekdays 8:30 am to 5:30 pm Eastern Time and order by MC/Visa/AmEx; or mail check/money order for $54.95 (specify disk size). Free shipping in U.S. $5.00 international. U.S. funds only. MD residents add 5% sales tax. MicroProse Software, Inc.; 180 Lakefront drive, Hunt Valley, MD 21030. *For IBM-PC/XT/AT/PS2/Tandy/Compatibles. Requires 384k RAM. Supports MCGA/VGA, EGA, CGA and Hercules graphics.*

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Just For Fun.

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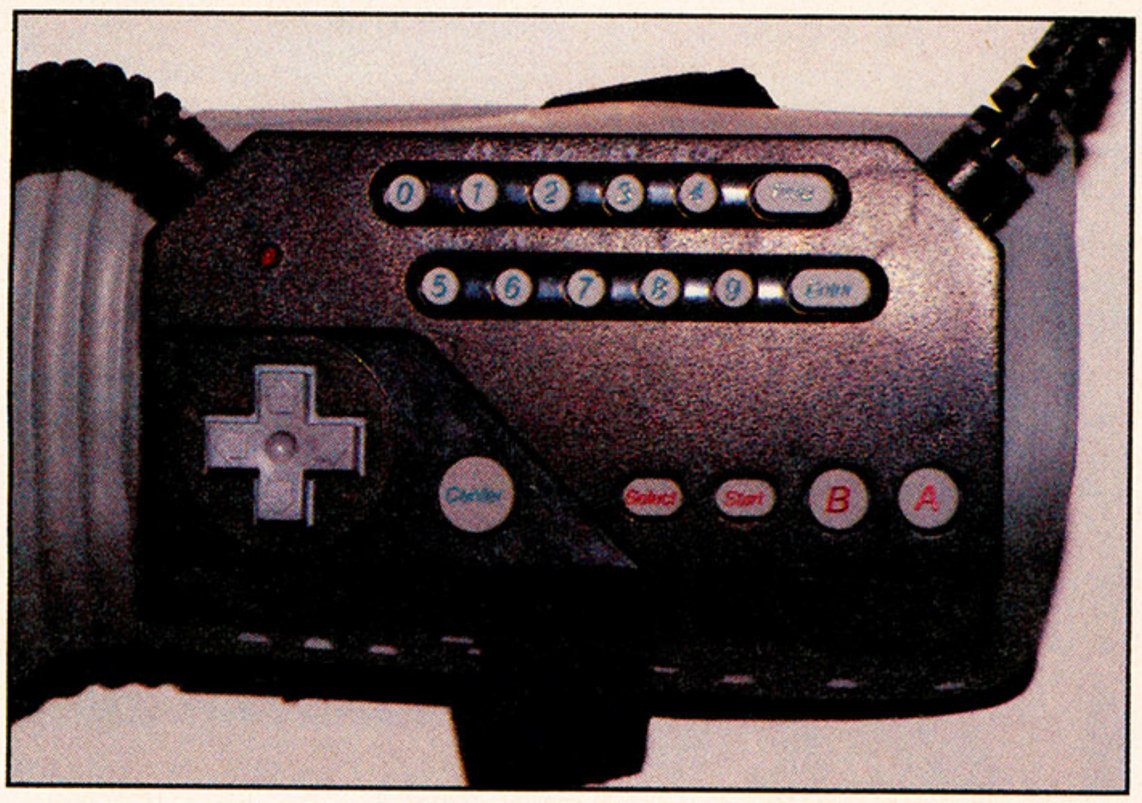
PLAYERS WORLD

GETTING THE MOST FROM THE U-FORCE AND POWER GLOVE



These programming buttons let you change the way games respond to the Power Glove.

If you have any tips for the Power Glove or U-Force, let us know. We'll publish the best ones in *Game Player's* to share with other Nintendo players around the world. Here are some hints to get you started.

For both the Power Glove and U-Force:

1. Read the directions carefully. Both controllers come with booklets that take you step-by-step through the setup and play options. Spend a few minutes going through the instructions, and refer back to them when using the controllers with different games.

2. Mattel and Broderbund each have customer service numbers you can call with questions or problems. But don't phone until you've tried *everything* in the manuals.

3. Remember that both companies plan to release special games later this year that are aimed at taking advantage of these controllers. Although most current games work with the Power Glove and U-Force, they weren't specifically designed with them in mind.

For the Power Glove:

1. Remember, *bend your thumb* when making a fist. The Power Glove can be programmed for special movements so that when you bend your thumb or certain fingers, it affects the on-screen action.

2. Be sure to center the glove by pointing at the middle of the TV screen. You may need to re-center the glove now and then while you're playing.

3. Stay within the sensing zone — the area that's shown in the manual. If the game seems to be reacting awkwardly, you may be moving the glove outside the sensing zone.

4. Keep all of your arm movements slight and controlled. The more you play with the glove, the easier this will be.

5. There are more than a dozen different programs you can use with the Power Glove. Don't try to learn them all right off the bat. Pick one of your favorite games and learn that one first.

For the U-Force:

1. Remember that the T-Bar Handle and Firing Grips help you learn where your hands should be. The grips must be right over the sensors on the U-Force in order to work properly. Use this setup first, and you'll do better later when you play without the handle and grips.

2. The switch configuration is very important. Double-check the switch settings if you're getting uneven results while playing a game.

3. Don't wave your hands and arms too fast or use jerky motions. Most games react more slowly than the signals they're receiving from the U-Force. Get the feel of each game.

4. If you're using the T-Bar, remember that the top panel should be tilted slightly toward you so the sensors can pick up the signals evenly.

The Power Glove and *Super Mario Bros.*:

Here are a few secrets about *Super Mario Bros.* and the Power Glove that the folks at Mattel shared with us. Remember to use program template 12.

1. To make Mario run, bend your middle finger and move the glove either left or right.

2. Mario moves one step at a time if you bend your ring finger and move the glove left or right.

3. Mario can work with a different program, such as template 4, but you must enter this code: **Enter Enter 7 8 8 8 8 8.**

4. If you're using template 4, move Mario right by keeping your index finger straight and bending your middle finger; move him left by keeping your middle finger straight and bending your index finger; make him crouch by bending both fingers; make him climb by keeping both fingers straight; and fire his bombs by moving the glove above the center line.

CARRIER™ COMMAND

It's a Cruise to the Islands. But It's No Vacation.

Forget about relaxing. With 64 islands to capture, you'll barely have time to blink. Especially since a powerful enemy needs the islands' rich energy reserves as desperately as you do.

After all, you can't kick back when you're flying four long-range fighter-bombers by video remote control. Simultaneously. Or maneuvering four amphibious tanks. Or handling laser cannons and fragmentation bombs a hundred miles away. All at the same time.

You can't let your thoughts wander when a mind-boggling information network feeds you a constant stream of crucial data and expects you to respond with the right decisions. Right now.

And you can't sleep late when the free world is counting on you to lace all 64 islands into a mining, manufacturing and supply complex to ease a global energy crisis. The sooner the better.

As a matter of fact, so much is happening so fast in Carrier Command that it's really two games in one. Strategy + Action. And you can choose which aspect of the game you want to emphasize each time you play.

Take your vacation later. You'll need the rest.

Earn Great Prizes In The "Go For The Gold" Frequent Buyers Club!
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Can't find Carrier Command? Call (301) 771-1151 x 208 weekdays 9 am to 5 pm Eastern Time and order by Visa, MC, AmEx; or mail check or money order. IBM-PC/Tandy/compatibles $44.95 (requires 512k RAM) *specify disk size*; C-64 $34.95; coming soon for Macintosh $49.95. Free shipping in US. Add $5 for international. Maryland residents add 5% sales tax. US funds only.

INTRODUCING TWO NINTENDO® GAMES FOR THE GROWN-UP IN ALL OF US.

Shadowgate™

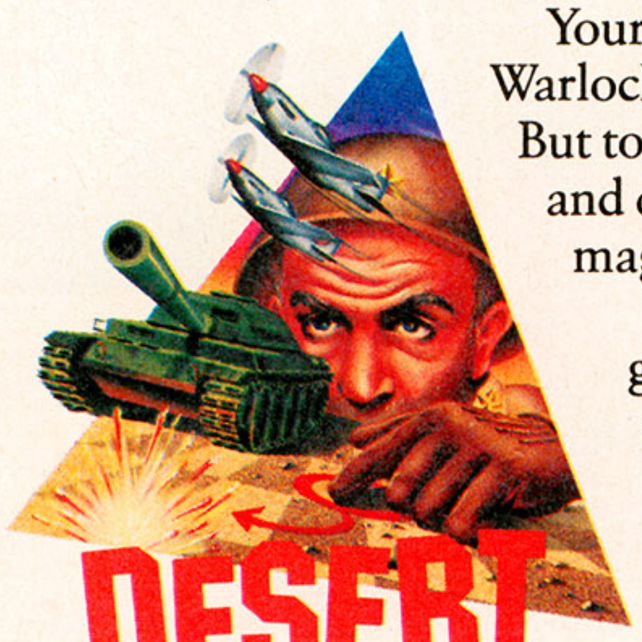
Being treated like a little kid can be a real drag. Grown-ups always telling you what to do. What to think. Like you haven't one intelligent thought of your own. Okay. So you have a few more years to grow. Doesn't mean your only interest is zapping aliens all day, running up the highest score. Sure, there was a time when you enjoyed playing simple video games designed for children. But you're older now. Smarter. You want something more. Something like a challenge. A grown-up challenge. A challenge that tests your mind, not just your wrist. Well, check out *Shadowgate*™ and *Desert Commander*™ by Kemco Seika.

Hot Fun From Two Cool Games.

These innovative new programs bring you all the fun and excitement you'd expect from one of the world's leading NES® software makers.

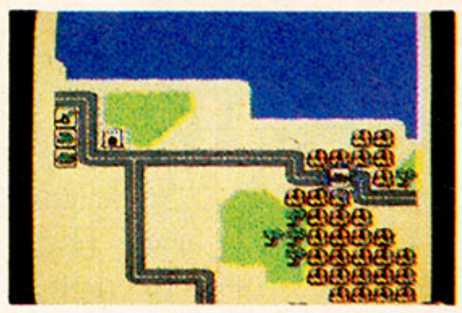
Shadowgate is the hottest fantasy adventure ever plugged into a Nintendo Entertainment System.® Like some of the best interactive PC games, *Shadowgate* has multiple screens of text and graphics, plus animation and sound effects. A unique "save game" function lets you continue a "lost" game without starting over.

Your objective is to destroy the evil Warlock Lord and his pet Behemoth. But to beat this mean son of a witch you gotta be smart and discover all the hidden clues, mysterious objects and magical weapons concealed within the castle grounds.



DESERT COMMANDER™

Desert Commander is the ultimate war strategy game. With all deployment options, and infantry, artillery, and aircraft firepower completely variable, *Desert Commander* takes the best from tactics-oriented board games and couples it with the speed and versatility of a computer.



To begin, you and your opponent determine the firepower of each army component. Both sides carefully establish their offensive and defensive positions—then, boom, bang, pow! But remember, to win, your strategies should be brilliant; your tactics flawless.

Leave the Kid Stuff Behind.

If you're ready to leave the kid stuff to your little brother and get into something more interesting, more challenging, get into Kemco Seika's *Shadowgate* and *Desert Commander.*
Because hey—you don't have to be big to think big.

KEMCO▲SEIKA

Exclusively distributed by Seika Corporation, U.S.A., 1-800-462-5040

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INTRODUCING TWO NINTENDO® GAMES FOR THE KID IN ALL OF US.

Sure. It can be pretty embarassing. Everyone else is finally asleep. You quietly slip out of bed, tip-toe into the family room and gently insert the awaiting cartridge. When just as you're about to zap your zillionth alien onto another astral plane—flash!—the lights go on . . . You're busted. Caught red-handed and red-faced, playing yet another juvenile, one-dimensional video game.

Well, blush no more. Never again will you have to hide your passion for video game excitement and entertainment. Never again will you find yourself lamely justifying a game designed to be played by eight year olds.

Shadowgate™

Not for Kids Only.

Introducing *Shadowgate*™ and *Desert Commander*™ by Kemco Seika. Not only do these two pioneering and innovative programs deliver all the fun you'd expect from one of the world's leading NES® software developers, but they also provide something extra. A challenge. A grown-up challenge. A challenge that tests the agility of your mind, not your fingers.

Shadowgate is the most engaging, object-oriented, interactive graphic adventure you've ever seen on a Nintendo Entertainment System.® *Shadowgate* features text and animation, multiple screens, participatory "mouse"-like controls and a special "save" function like those found in the finest PC games.

DESERT COMMANDER™

Desert Commander is the ultimate war strategy game that simulates realistic battle situations. With military component strengths and deployment options completely variable at five levels of combat complexity, *Desert Commander* takes the best from logistics and tactics-oriented board games and couples it with the power and versatility of a computer.

Come Out of the Closet.

If you're a closet Nintendo fanatic playing behind closed doors, step out and step up to Kemco Seika's *Shadowgate* and *Desert Commander*.

Because hey—you don't have to be a kid to play.

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PLAYERS WORLD

FACE TO FACE ...WITH DUSTIN DIAMOND

NBC's *Saved by the Bell* is attracting attention as one of the few live-action shows on Saturday morning TV. That attention suits Dustin Diamond just fine. Dustin stars as one of the six high school students whose antics are a highlight of the series.

"My character is like me in a lot of ways, except he is not good at handling people," says Dustin, who plays Screech, the class clown and electronics genius. "I can handle people, and I like playing videogames. I have Nintendo, Sega, Coleco, and an Apple IIc. All together I have hundreds of game cartridges. I have 600 games for the Apple computer alone."

Dustin thinks his Sega Master System is "neat," but does express a slight preference for Nintendo games. "I like Nintendo a bit better. My favorite Nintendo cartridge is *Legend of Zelda*. It's cool. I play videogames every moment I can."

Right now, Dustin says, "I'm working on a Sega [Master System] game called *Phantasy Star*. I think it was the best game they have ever made. It's like a 3-D thing where you have to fight monsters and collect gold in order to buy weapons and kill the main monster."

In order to play an Apple II game called *Aztec*, Dustin says he's learning how to touch-type on the computer's keyboard.

As Screech on *Saved by the Bell*, Dustin has almost as many adventures as he does when playing videogames. "I get to do strange and bizarre things, like getting hit by lightning. I have fallen out of windows and have gotten locked in lockers.

"My character has a crush on Lisa [another character in the show]," he says. "She always dumps him, but he keeps trying and never gives up."

Besides acting, Dustin has a talent for impersonations. He can imitate Robin Leach, Richard Nixon, Ronald Reagan, Howard Cosell, Yogi Bear, and many others. He also enjoys singing, performing magic, roller skating, chess, dancing, and mime.

GP

Dustin Diamond, who stars on NBC's Saturday morning show *Saved by the Bell*.

Dustin plays Screech, the class clown and electronics genius. Costars include Mark-Paul Gosselaar (left) and Mario Lopez (right).

IMAGINE THIS ARCADE HALL OF FAME...

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Take one look at the titles here and you'll recognize them as a dozen of the greatest arcade games ever. All-time favorites like *ROLLING THUNDER*,™ *AFTER BURNER*,™ *SUPER SPRINT*,® *GAUNTLET*® and *RBI BASEBALL*.™ Now they're ready for play on your Nintendo Entertainment System®!

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EVERYTHING ELSE

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

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

You actually knock out Mike Tyson. Grab the steering wheel of Rad Racer.® All simply by moving your hand.

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

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

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IS CHILD'S PLAY.

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

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

In the '80's, all video game play occurred in two dimensions: up, down; left, right. Starting in the summer of 1990, software designed for the Power Glove adds the third dimension—depth—so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

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

And feel everything else become child's play.

MATTEL® **POWER GLOVE**™

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Official Nintendo Seal of Quality

Look for the Power Glove in the Universal film **THE WIZARD.**

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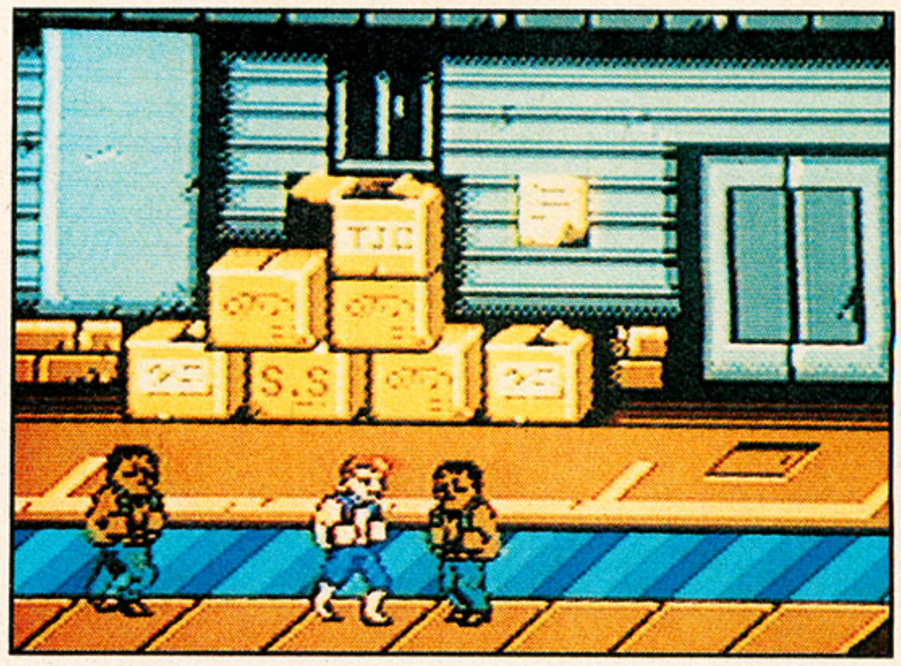
PLAYERS WORLD

DOUBLE DRAGON FOR GAME BOY



Double Dragon: Look for a Game Boy version soon.

Watch for a special Game Boy version of *Double Dragon* by this summer! Tradewest recently obtained the rights to convert this hit game to the Game Boy format, and the game designers are already hard at work. No firm release date has been announced, but Tradewest hopes to have the game card ready sometime this spring.

Double Dragon, one of the most popular martial arts games ever, first appeared in video arcades back in 1987. When it was released for the Nintendo Entertainment System in 1988, it quickly broke sales records. The NES sequel, *Double Dragon II: The Revenge*, is just now hitting the stores.

At this writing, company spokesmen weren't sure whether the Game Boy version of *Double Dragon* would have a two-player simultaneous-play mode. Such a mode is possible using the special video link connector on the Game Boy system.

In addition to *Double Dragon*, Tradewest is planning to release three more games for the Game Boy, but those titles haven't been announced.

GAME BOY MAKES DYNAMITE DEBUT

Game Boy: The Cabbage Patch Doll of the 1990s?

If you're having trouble finding a Game Boy, you're not alone. Nintendo says the new hand-held videogame systems are selling like crazy, and company officials predicted that Game Boys would be almost impossible to find by New Year's.

"We expect to sell out," said a Nintendo spokesman. He said Nintendo planned to ship more than one million Game Boys in the U.S. by the end of 1989, but that holiday demand was expected to reach 2 to 2.5 million Game Boys.

Nintendo says the Game Boy got off to a strong start back in August, when the first 40,000 units sold out in just a few days. "It's the number one bestseller for Christmas," said a Toys R Us spokesman. "Hands down."

To create even more demand, Nintendo teamed up with Pepsi-Cola to promote the Game Boy during the holidays. Pepsi gave away more than 4,000 Game Boys to people who found a special instant-win symbol under Pepsi bottle caps.

Some industry observers are already comparing the Game Boy to Cabbage Patch Dolls, the hit toy of the mid-1980s. Others, however, say that the Game Boy's $89.95 price tag will probably keep it from becoming as popular as the dolls, which cost about half that much.

One thing's for sure — by late this year there won't be a shortage of games for the Game Boy. Nintendo has already licensed more than 50 companies to produce Game Boy titles. Many of these companies are big names in game software: Acclaim, Broderbund, Capcom, Hal America, Jaleco, Koei, Konami, LJN, Mediagenic, Mindscape, SNK, Taito, Tradewest, Vic Tokai, and Ultra, among others.

GP

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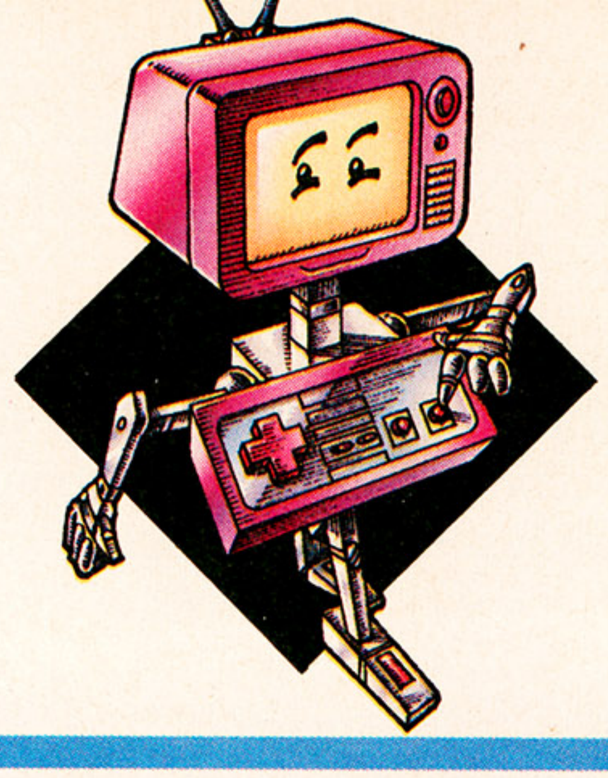
FOR KIDS!

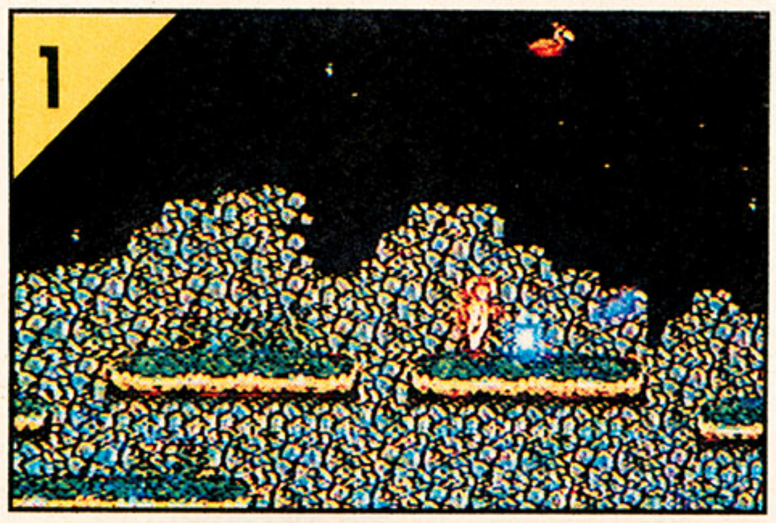


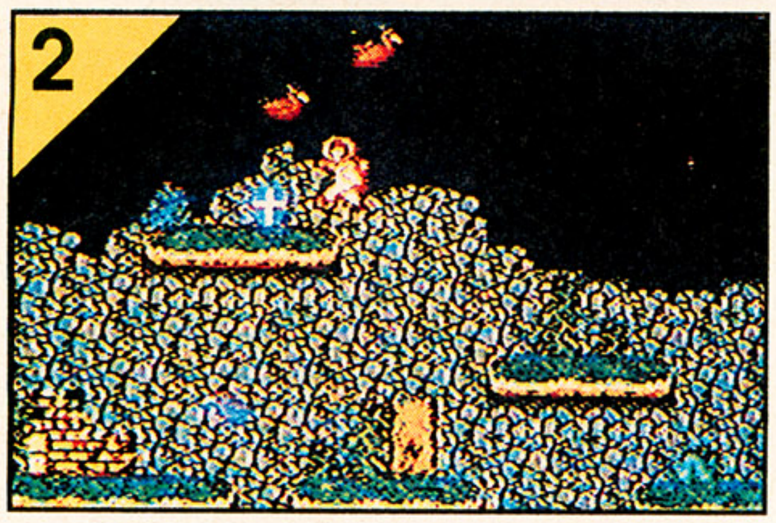
NINTENDO NEWS

ARTISTIC LICENSE

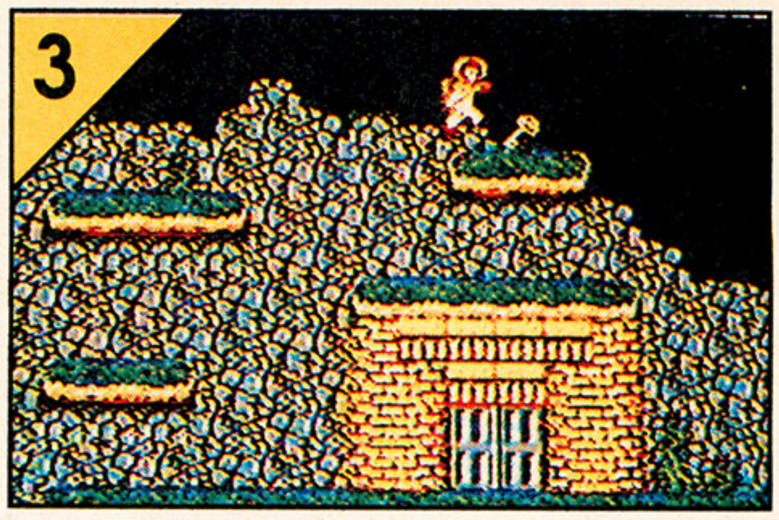
Matthew A. Firme
Tom R. Halfhill

Early last year in California, we met some people from a small company called Color Dreams. They told us about their plans to bring out some new Nintendo games in a few months. Since dozens of new Nintendo games are released every year, it seemed like fairly routine news. But then Color Dreams told us what made their games special: They weren't going to be licensed by Nintendo.





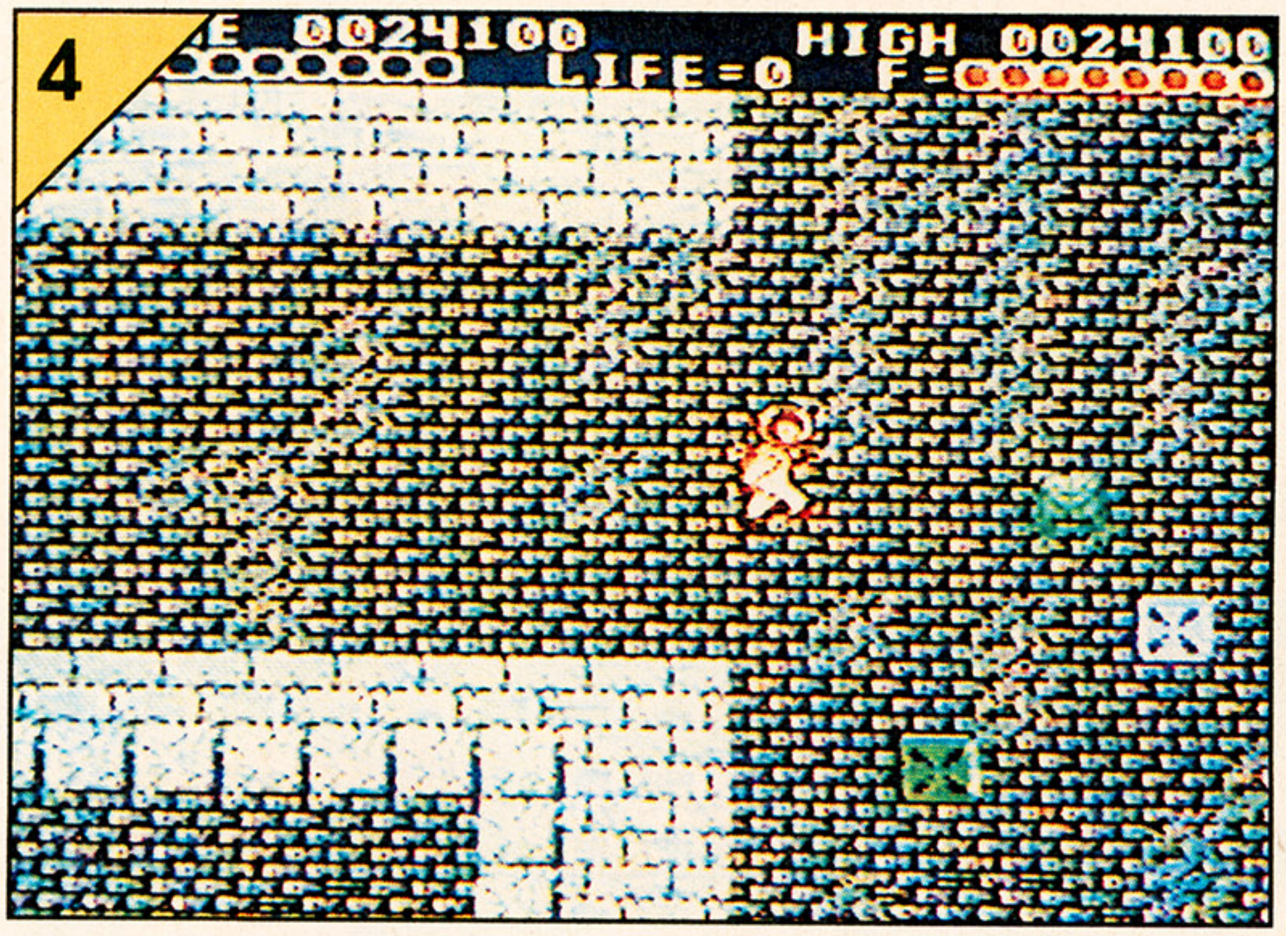
As you may know, the vast majority of Nintendo games aren't actually created by Nintendo. Instead, about 40 independent companies produce games for the Nintendo Entertainment System. Not just anyone can make a Nintendo game, however. Nintendo grants permission by selling special licenses to the companies. Among other things, these licenses give Nintendo some control over which companies can make games for the Nintendo system, which game titles will be produced, when the games will be released, and the number of copies of each game that will be manufactured.



It's easy to tell if a Nintendo product has been officially licensed by Nintendo. On the front of the package is a label that says "Official Nintendo Seal of Quality."

Some game companies aren't happy with Nintendo's licensing rules, but they go along with them anyway. One company that broke rank is Tengen (a subsidiary of Atari Games). In 1988, Tengen released some "Nintendo-compatible" games that weren't licensed by Nintendo. Tengen also went to court and filed a lawsuit against Nintendo, charging that the Japanese company is trying to monopolize the U.S. home videogame market. Nintendo denies the charges, and the case is still in court.

In 1989, Tengen and Nintendo went to court again. This time, they sued each other over the home videogame rights to the popular computer game *Tetris*. Tengen and Nintendo each have their own ver-



1 In Color Dreams' *Captain Comic*, you must collect cans of Blastola Cola to increase your firepower.

2 Special items, like this shield, sometimes appear after you defeat an enemy.

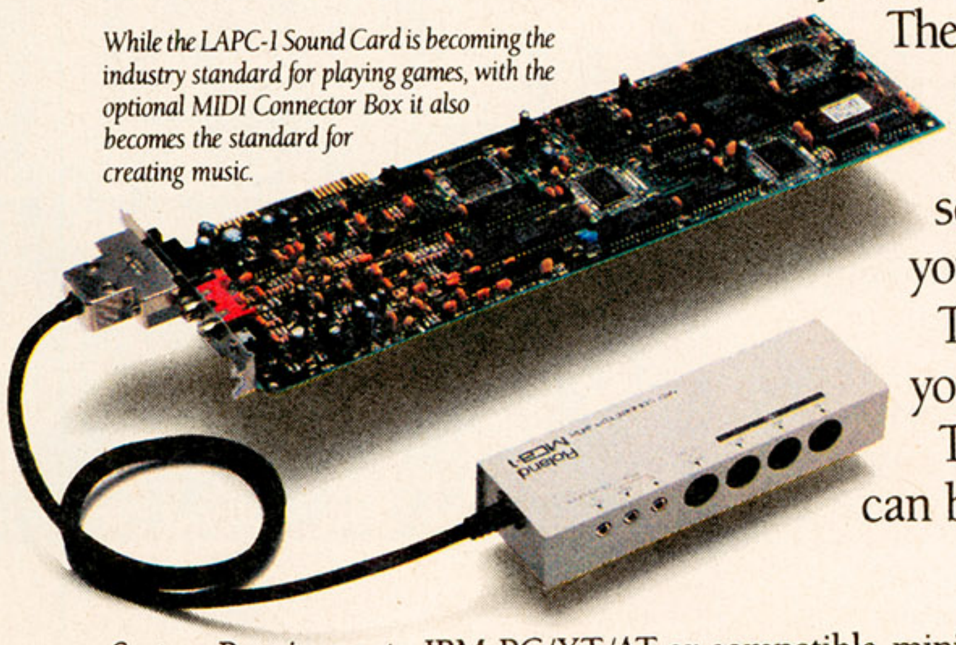
3 Captain Comic has to find the keys to certain doors in order to extend his search on Tambi.

4 In some areas of *Captain Comic*, accurate jumping is a must. And don't underestimate the Blind Cave Frog (right).

Stick it

in your ear.

For all the sounds you hear when you're playing a game, there are probably as many you don't. Our engineers tell us it isn't so much a reflection on your ears as it is on your computer. They also tell us it's easily corrected.



While the LAPC-1 Sound Card is becoming the industry standard for playing games, with the optional MIDI Connector Box it also becomes the standard for creating music.

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System Requirements: IBM-PC/XT/AT or compatible, minimum 256k RAM

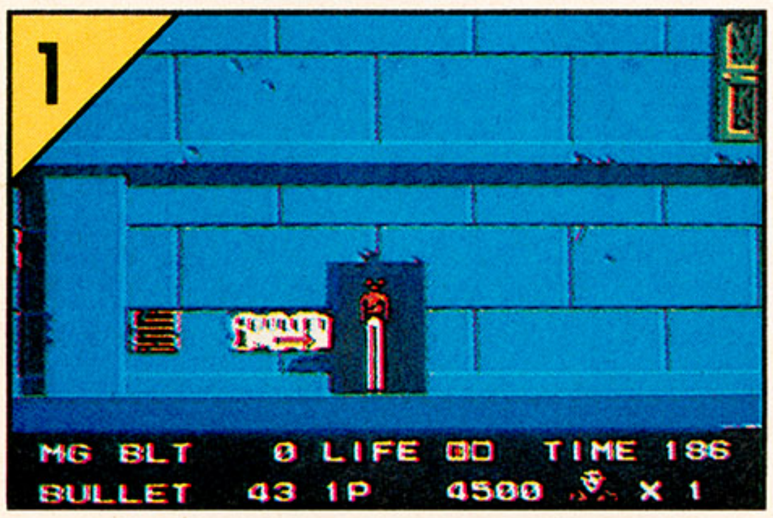
NINTENDO NEWS

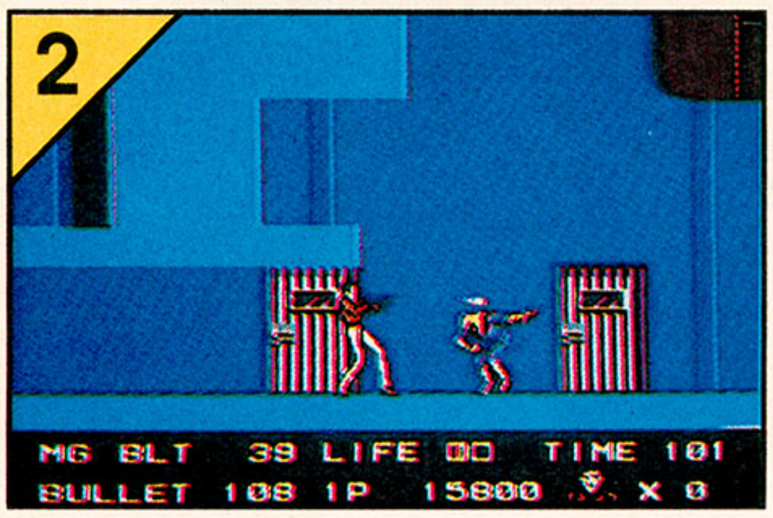
sion of *Tetris*, and each company claims that it has exclusive rights to the game. That case is still in court, too.

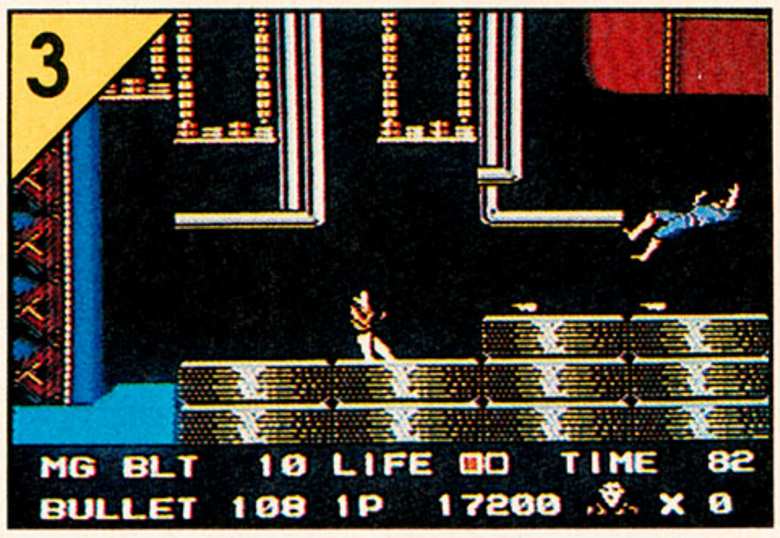
Now comes Color Dreams. Like Tengen, Color Dreams has a new line of unlicensed Nintendo-compatible games. Unlike Tengen, however, Color Dreams does not want to challenge a much larger company like Nintendo in court. Officials at Color Dreams say they hope to avoid a court battle with Nintendo over their unlicensed cartridges.

At *Game Player's*, we were anxious to see the first game released by Color Dreams. After all, the fate of Color Dreams depends not only on what happens in court, but also on the quality of its titles.

The wait is finally over. Recently we received the first of eight planned Nintendo-compatible cartridges from Color Dreams.







Captain Comic

Color Dreams picked an unusual game to release as its first title: *Captain Comic: The Adventure*, translated from a computer game for IBM compatibles. Of course, computer translations are becoming fairly common on Nintendo these days — recent examples include *Tetris*, *Nobunaga's Ambition*, *Shadowgate*, and *Rescue* — but *Captain Comic* is different. The PC version is not a regular commercial release, but rather a *shareware* game, meaning that it's distributed for free. In fact, the PC version was favorably reviewed in our "Cheap Thrills" column (*Game Player's*, Vol. 1, No. 3). To our knowledge, this is the first time a shareware game has ever been released commercially for another system.

The Nintendo-compatible version of *Captain Comic* isn't shareware, but otherwise it's a close translation of the PC version. It's basically an action-quest game with emphasis on the action.

Here's the story. While preparing for their gala trimillennial celebrations, the Elders of Osric discover that their badges of office — the Crown of the Ages, the Mystical Gems of Lascorbanos, and the Thousand Coins of Tenure — have been stolen. All they know is that the treasures are now hidden on the planet Tambi. To get the treasures back, they approach Captain Comic ("galactic hero, righter of wrongs, and all-around nice guy") because their first choice declined the job as too dangerous.

As Captain Comic, you must search the eight lands of Tambi for the treasures, picking up items along the way to aid in your quest. Your main weapons are your Blastola pistol and Mark VII environment suit with shield protector. The shield, which entirely surrounds you, destroys any enemy on contact. It can sustain only a limited number of hits, though, before it malfunctions and causes you to lose a life. Luckily, you can restore the shield by finding certain items.

You must also seek out the cans of Blastola Cola lying about the planet, because they restore and augment the power of your Blastola pistol. Other helpful items include jumping boots, keys, and a wand that teleports you from place to place.

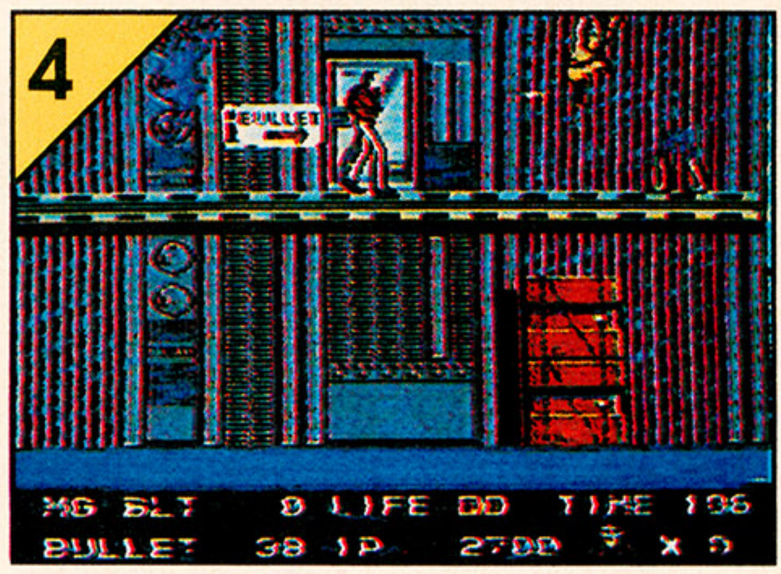
Captain Comic is fun to play, with very nice, colorful background graphics and an amusing premise. Each of the eight areas of Tambi is unique, populated with a variety of nasty foes. Although the action is very much like that in

1 Tengen's *Rolling Thunder* is very faithful to the original arcade game.

2 Use your machine gun sparingly in *Rolling Thunder*. Quick bursts of fire will destroy most enemies and preserve ammo.

3 Use the tires as cover, removing foes ahead before proceeding.

4 These aliens appear as specters, walking through the walls.



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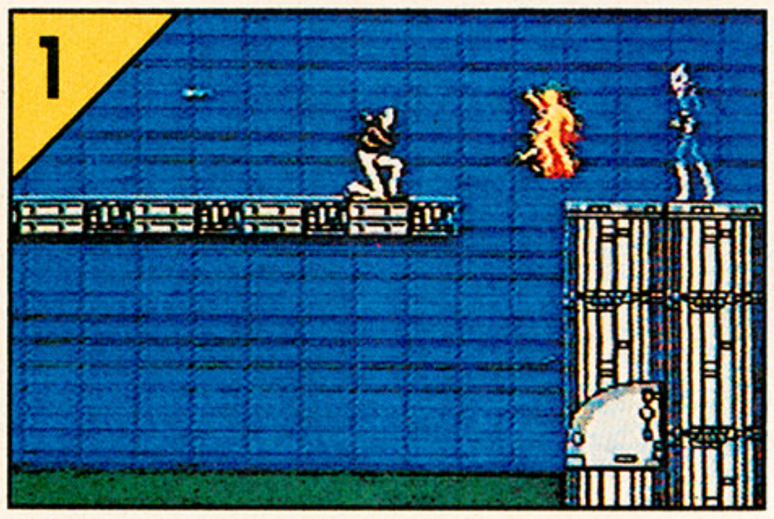
NINTENDO NEWS

other Nintendo games, there is an underlying sense of humor (especially in the instruction manual) that sets the game apart.

Color Dreams plans to release seven other Nintendo-compatible games this winter, though none was available for preview in time for this issue of *Game Player's*. The titles are *Baby Boomer, Raid 2020, Crystal Mines, P'radikus, Escape From Atlantis, Code Blue,* and *Dragon Tale.* All were scheduled for release by February.

In *Baby Boomer,* you must use a light gun to defend a toddler who crawls along bridges, ledges, lava pits, and other hazards. In *Raid 2020,* you play Shadow, a secret agent. The evil drug lord Pitbull has taken over the cities, and it's up to you to stop his gang and destroy his manufacturing and distribution networks. Color



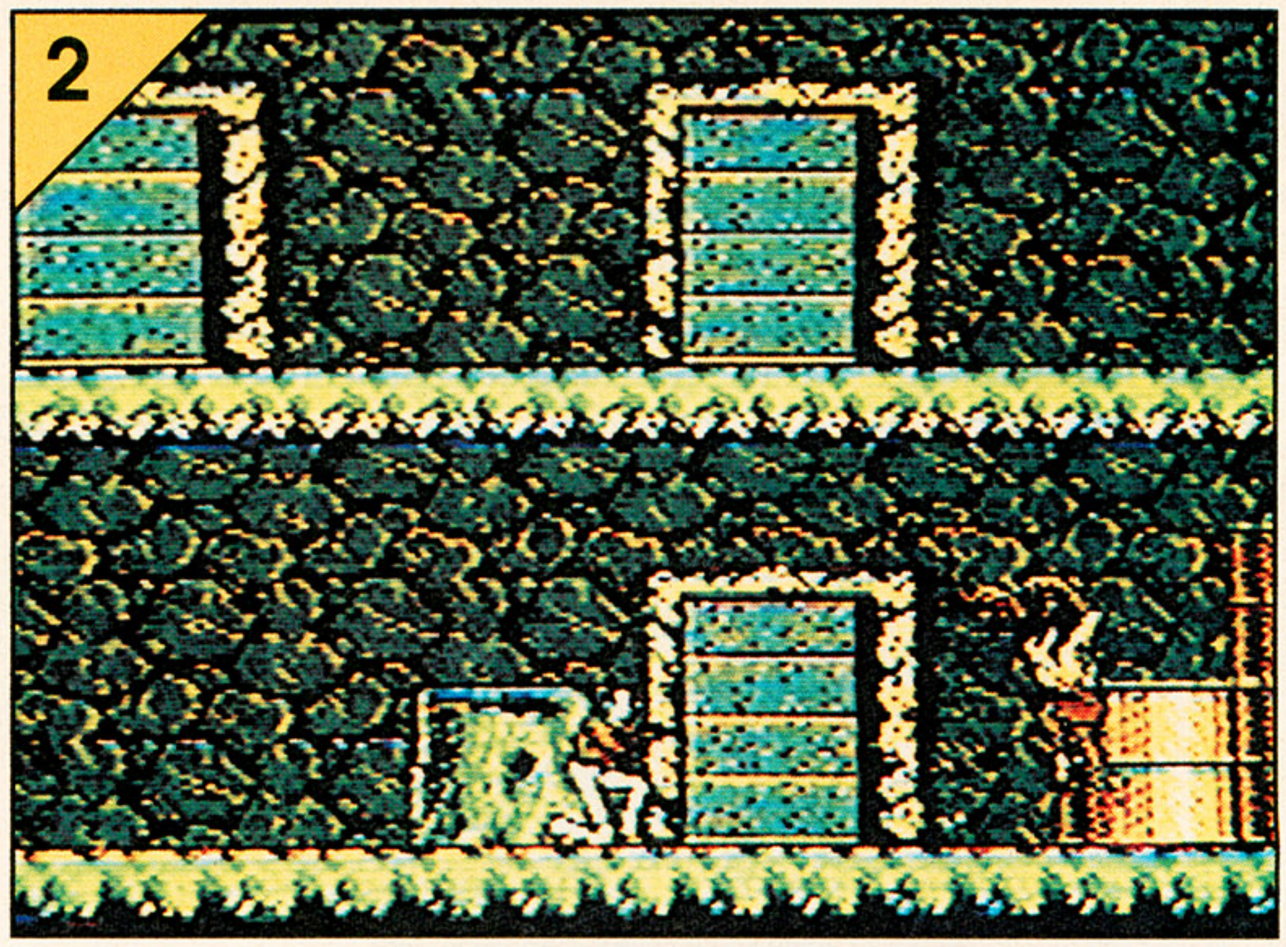
Dreams says this anti-drug game will be entertaining as well as educational.

In *Crystal Mines,* you have purchased a small planet on which you hope to make a fortune mining Starla crystals. Of course, you'll have to deal with such headaches as mud slides, falling rocks, radiation deposits, and fierce lava monsters.

P'radikus is a vast adventure game set against a backdrop of hundreds of solar systems, planets, and space stations. Buy fuel, rockets, and weapons as you seek out the invading forces of the P'radikus empire.

In *Escape from Atlantis,* your goal is to live through seven different stages while trying to escape the mythical continent before it is swallowed by the sea. *Code Blue* puts you behind the wheel of an ambulance as you race through a city, monitoring your patient's vital signs while avoiding obstacles and finding the best route to the hospital. Finally, *Dragon Tale* pits you and your magical steed against (what else?) a fire-breathing dragon.

You may have a difficult time finding these games, however. Color Dreams has not yet finalized distribution deals with major toy chains or video stores, so you'll probably have to hunt for the games in out-of-the-way places. If



1 After shooting this flaming stranger, a hot ball of fire will fly at you. Be ready to duck.

2 This long-armed troll pounces with startling and unpredictable quickness.

3 Ever wonder what would happen if Wile E. Coyote caught his prey? In Tengen's *Road Runner,* you might find out!

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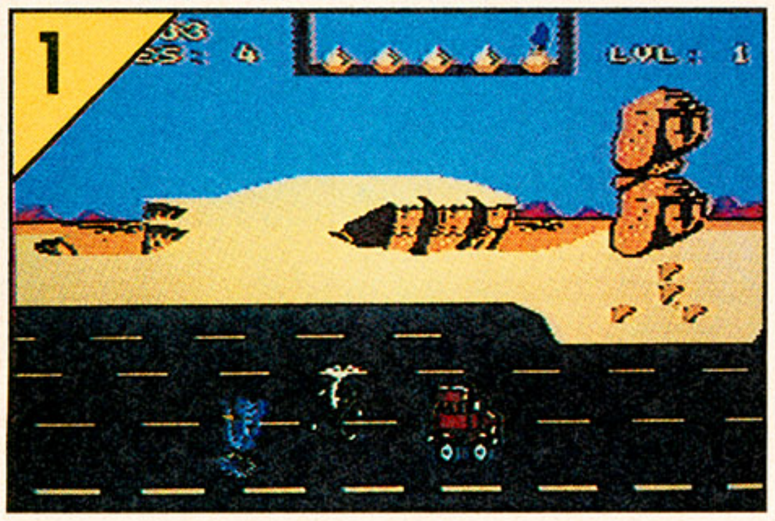
NINTENDO NEWS



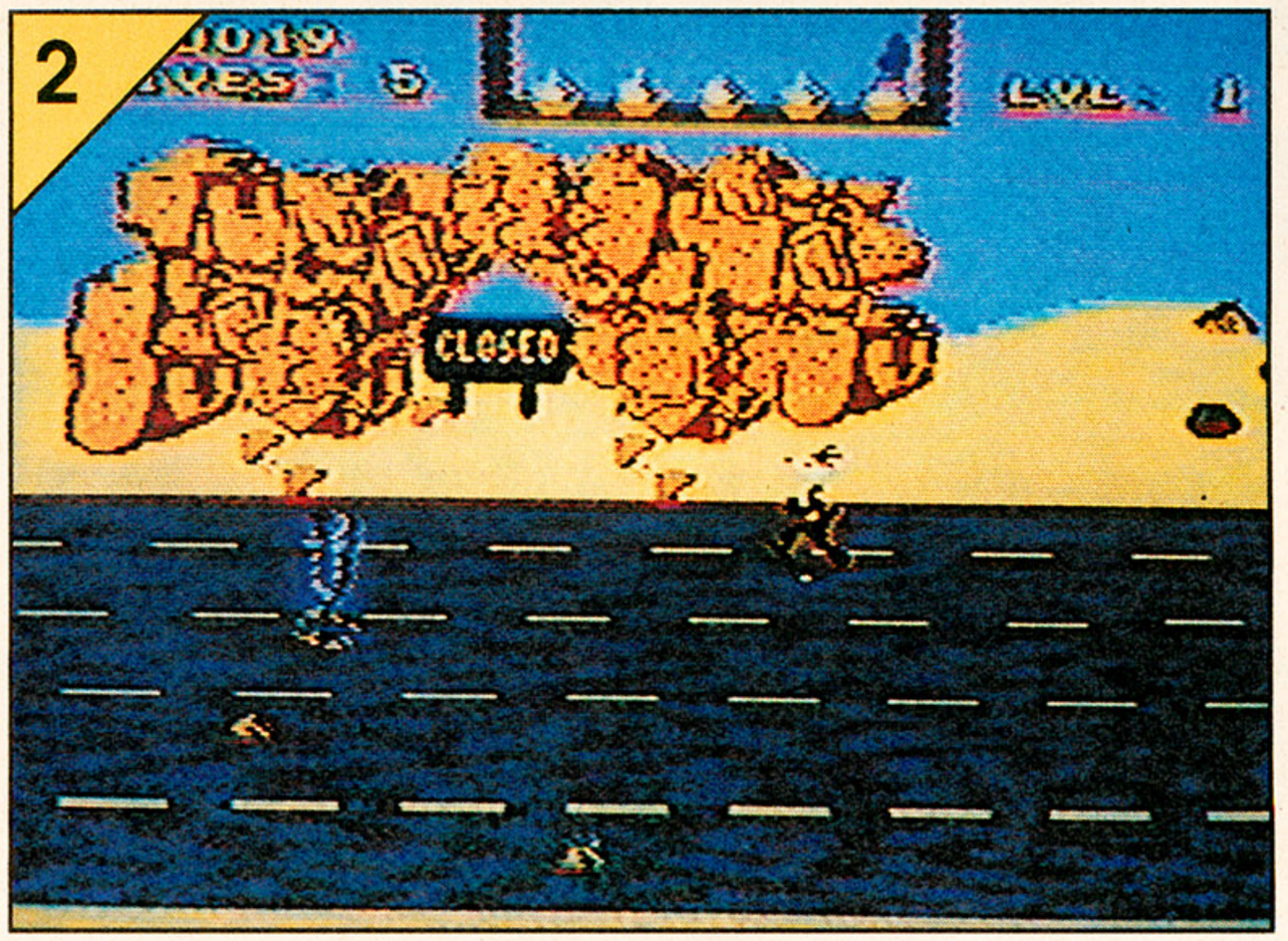
you find them, the cartridges should be priced at about $35-$40 each.

More Titles From Tengen

Tengen, which brought us such games as *Gauntlet*, *R.B.I. Baseball*, and *Pac-Man*, is releasing three new Nintendo-compatible cartridges. Because Tengen's court dispute with Nintendo is still unsettled, none of the games is officially licensed by Nintendo.

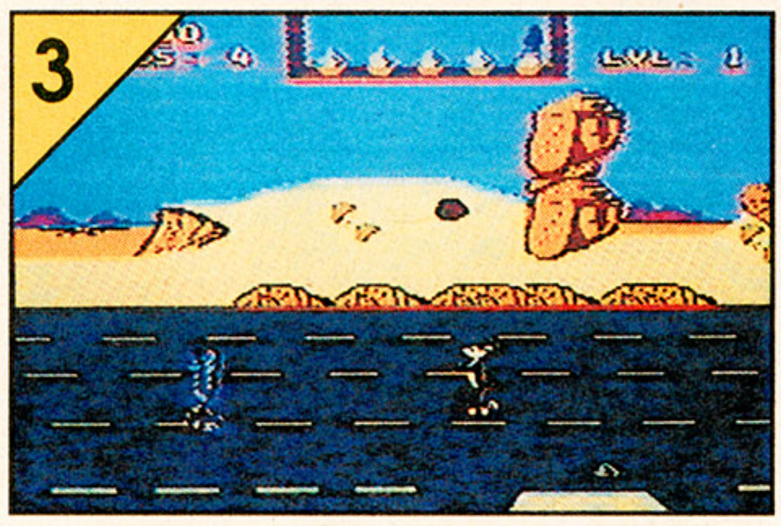
The first title, *Rolling Thunder*, is a very accurate version of the popular arcade hit. The graphics are good and match the original characters and backgrounds. With more than 50 levels and some pretty fierce adversaries, it provides plenty of challenge. If you've spent quarter after quarter trying to beat the arcade game, you'll really appreciate the password feature in this version.

The story in *Rolling Thunder* is that evil aliens have once again taken over, this time kidnapping innocent women and occupying the very lands and buildings we once called home. Wearing hoods and goggles, alien henchmen wait



for you around every corner. Some will attack with their bare hands, while others use pistols.

As our hero, you're armed only with your handgun and 50 bullets. And unlike the enemy, you don't have the option of throwing punches. Any contact with the intruders is dangerous to human beings, and more than one touch

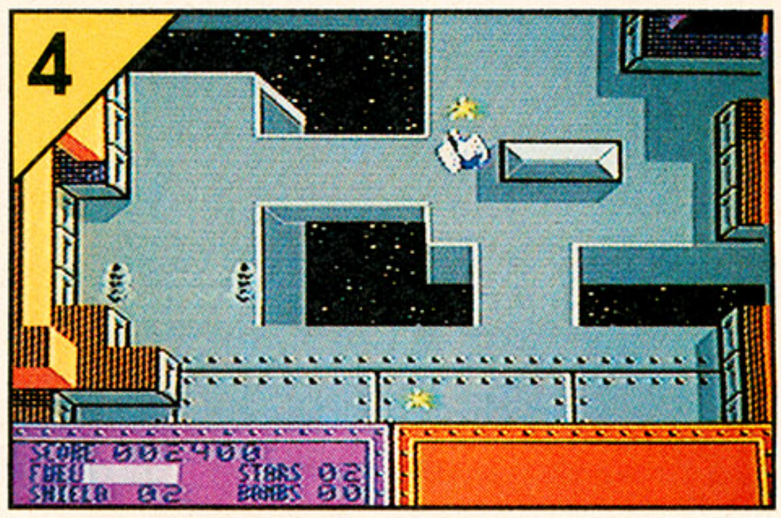


from an alien will kill you.

As you progress through the levels, you'll pass doors labeled Ammunition and Weapons. Some are out of the way, but it's important to find them if you hope to survive. Other doors are unlabeled and hold no weaponry, but they make ideal hiding places for avoiding the enemy. Be careful, though, because the aliens seem to be able to sense you. Sometimes they'll gather outside the door you're hiding behind, making escape almost impossible.

The buildings and countryside you pass through usually have a few levels, such as the ground and a catwalk or two above. A good strategy when confronted by an alien is to jump up to a higher level or down to a lower one. Then crouch, waiting for the alien to follow. If you shoot him just as he lands, you'll catch him off guard. Make sure he's really finished before continuing, though. Some aliens (like the blue character with the yellow hood and boots) require two shots to defeat.

Each round in *Rolling Thunder* has a time limit, adding a sense of



1 If you can get Wile E. to follow you into the path of the truck, he'll be flattened and you'll score big.

2 Sometimes you can escape to a higher level of *Road Runner* by taking shortcuts. This one seems to be under repair.

3 Don't let Wile E. get too far behind. If you let him get off the screen, he zooms back wearing roller skates.

4 Your tank in *Vindicators* is a real gas guzzler, so pick up all the fuel you can.

ANOTHER ONE BITES THE DUST

Eliminating terrorists.

Easier said than done. You must destroy these soldiers of fortune who strike you with machine guns, tanks, grenades and worse. Only then can you celebrate your victories.

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Destined to inspire a cult of its own, RoboWarrior delivers depth of play that takes the Nintendo Entertainment System® player to his outermost limits.

With **27 stages of play, 12 weapons, 14 enemies, 7 Lords, 6 extra powers, a room full of idols, treasures, golden keys... and more,** RoboWarrior is set on a man-made planet where the human population has been driven underground by an evil, powerful army of marauders.

RoboWarrior places heavy demands on the player's memory and problem-solving ability, as well as his aptitude for dealing with complexity.

If challenge and complexity are what you're looking for, then RoboWarrior is the game for you. Ask for it at your favorite video game store, now!

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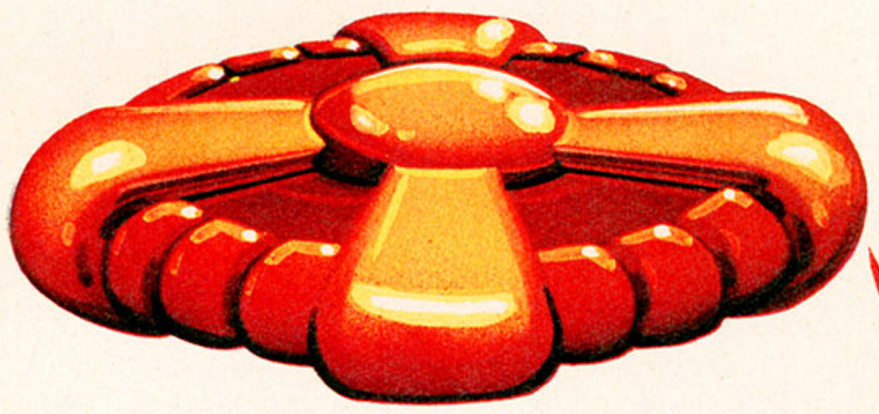
THE ARSENAL!

12 deadly and powerful weapons defeat fearsome enemies.



LIFE VEST

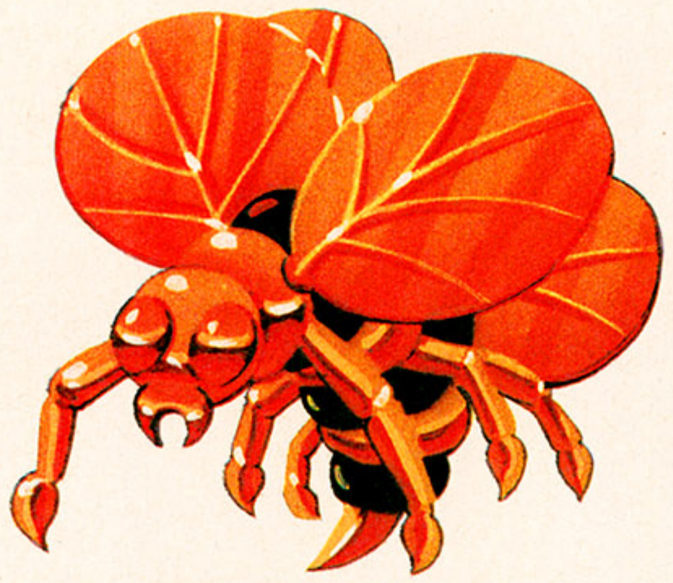
HYPER MISSILE

SUPER BOMB

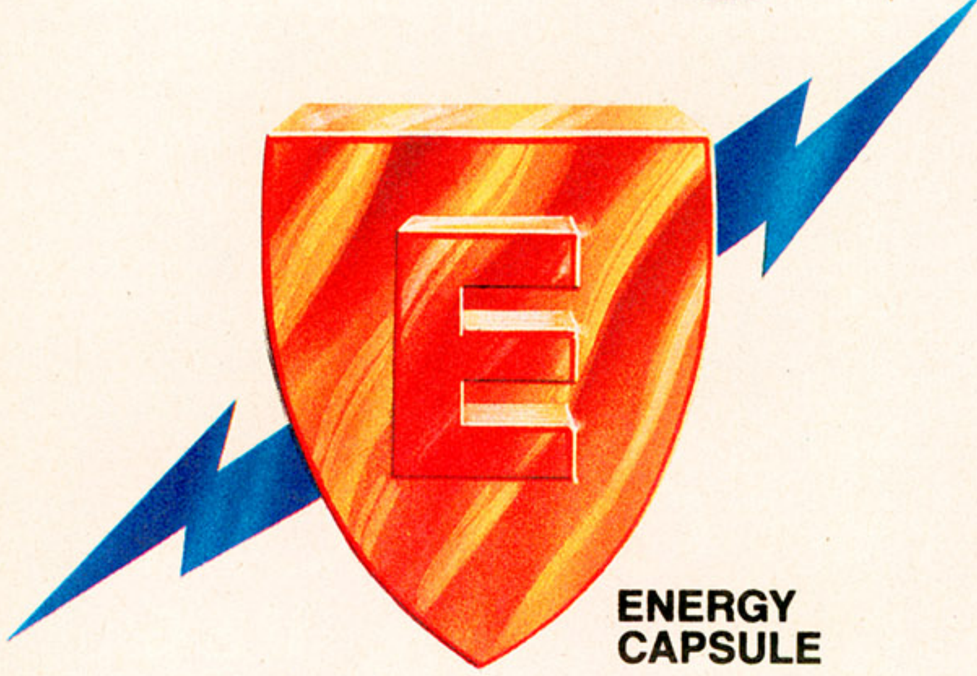
CANDLE

THE POWERS!

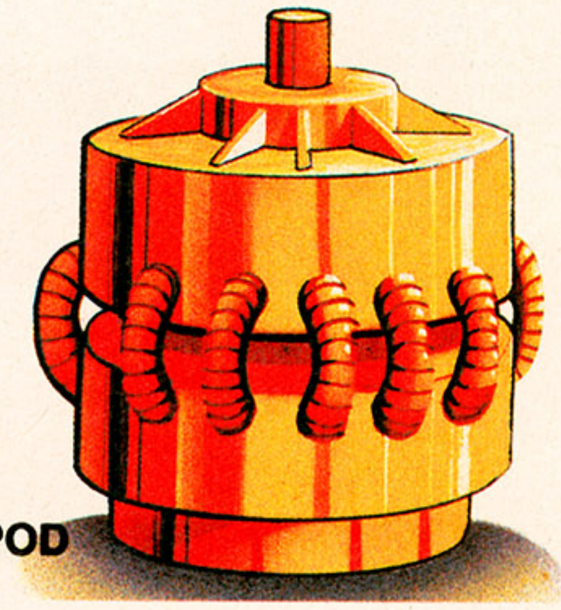
When collected, six powers step up the effect of the weapons. Here are two of these powers.



MAGICAL BEE



ENERGY CAPSULE

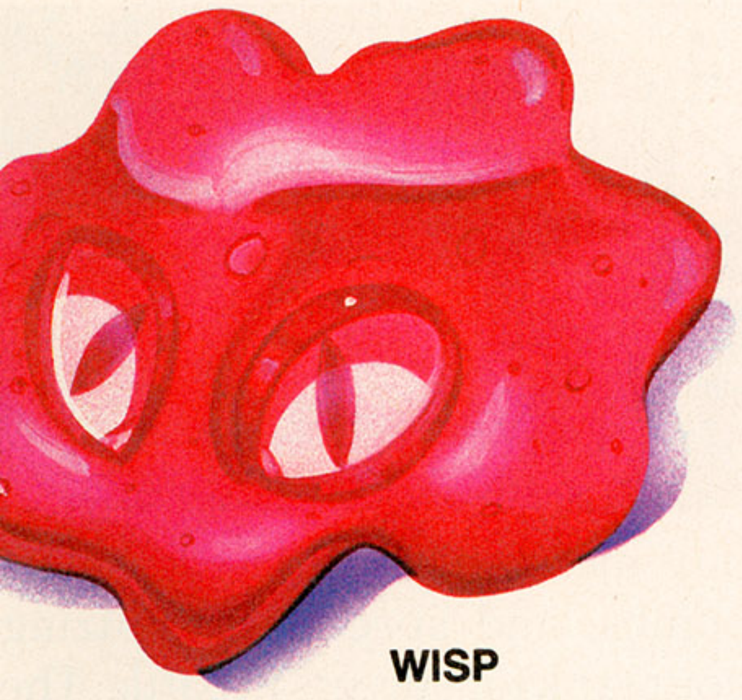


LIFE POD

JALECO™

THE ENEMIES!

RoboWarrior has to eliminate as many enemies as he can throughout the game. Here are some of the 14.



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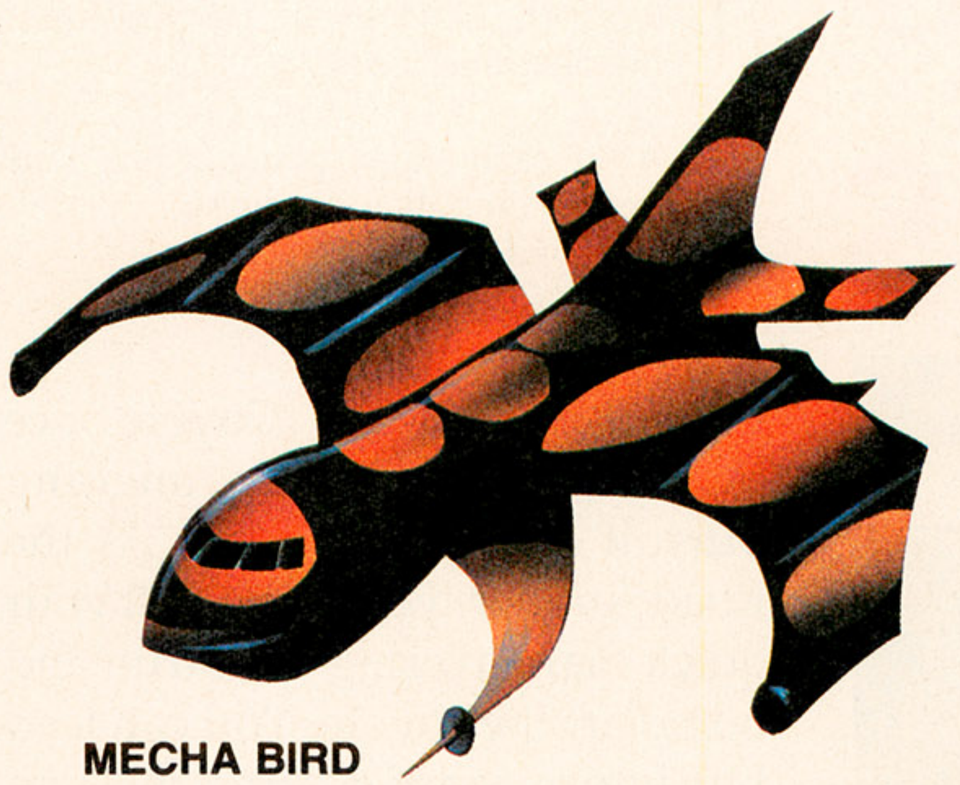


MECHA BIRD

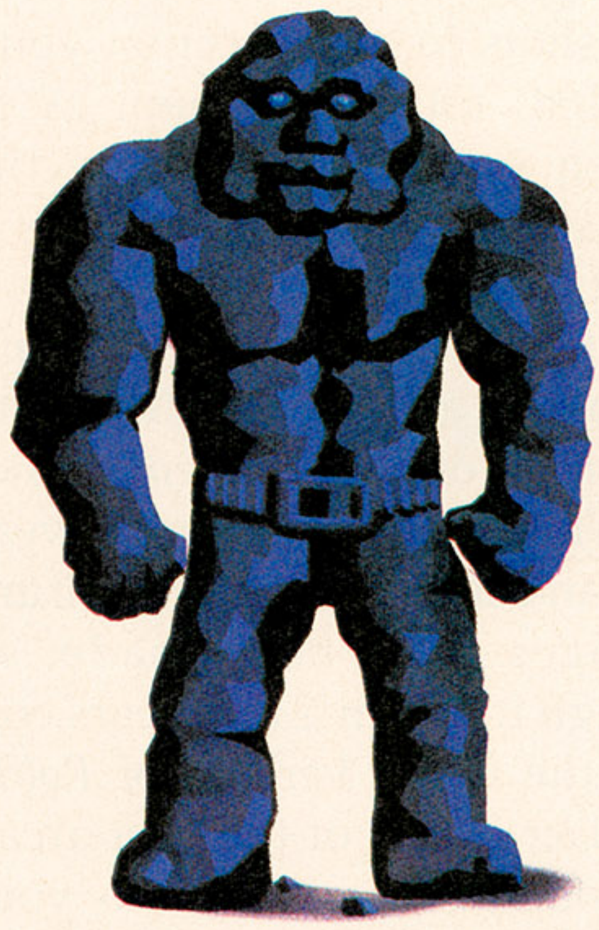
WANE

THE LORDS!

RoboWarrior's 27 stages include 7 Lords of Evil. Some of these are:

GLOBULA,
LORD OF AMOEBAS

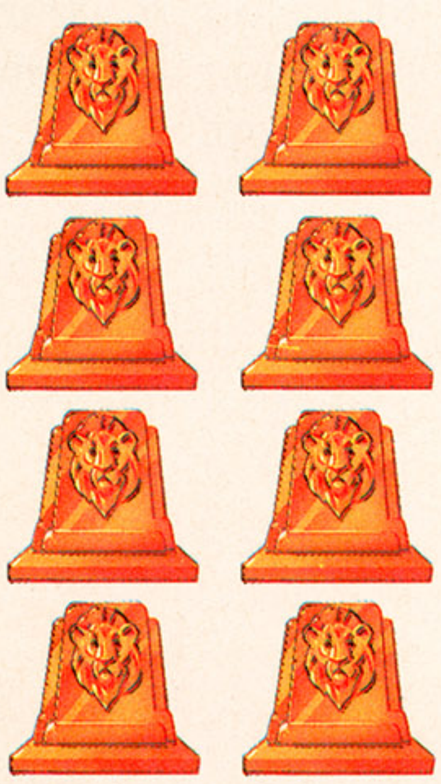
LIAN,
LORD OF AIR



GHOLEM, LORD OF STONE

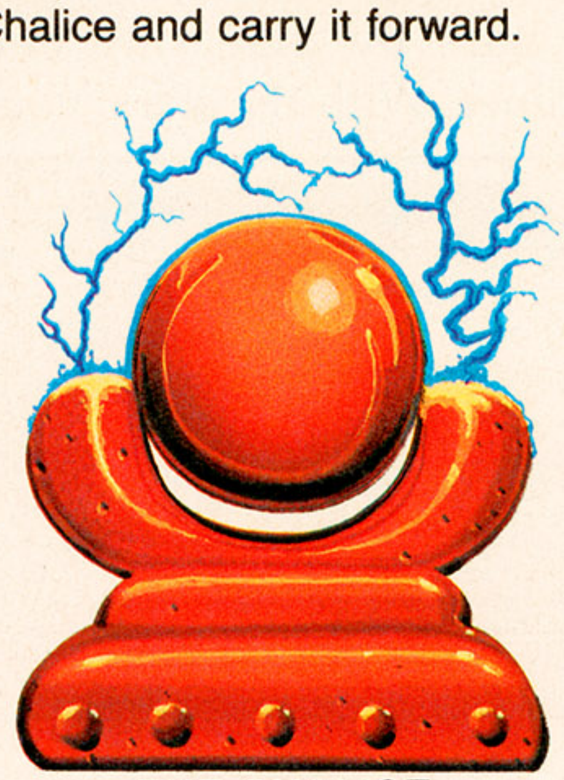
ROOM OF IDOLS!

RoboWarrior must find the secret way into the Room of Idols. Beneath some idols are hidden valuable objects necessary to continue the game.



THE CHALICE!

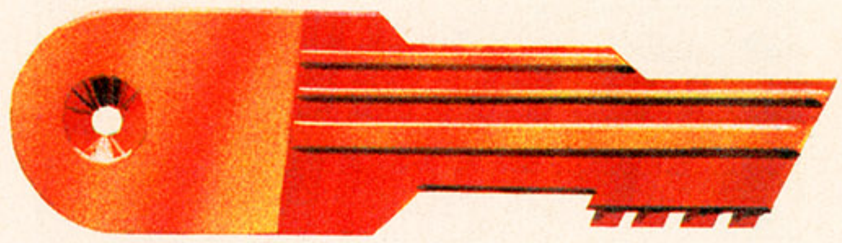
In certain stages the Chalice appears, and unlocks the power of the key. Its magical powers help RoboWarrior toward his goal, so he must watch for the Chalice and carry it forward.



THE CHALICE

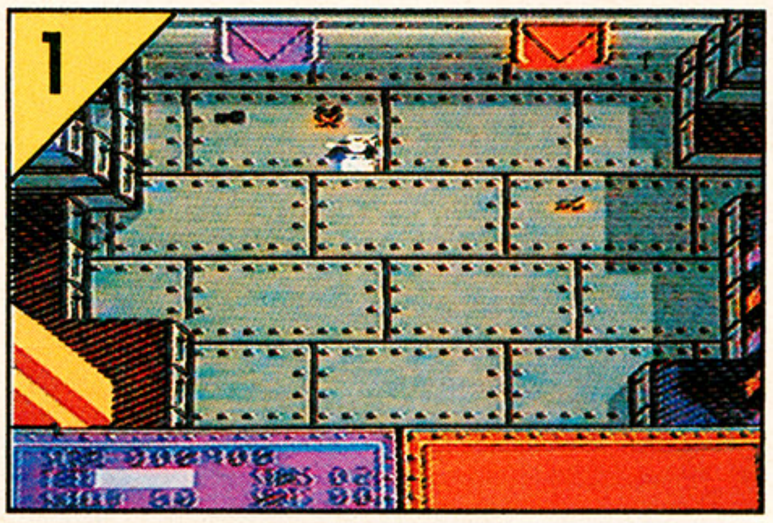
THE KEY!

At the end of every game stage is the Key, necessary to exit to the next stage.



NINTENDO NEWS

1. Somewhere in each stage of *Vindicators* is the key you need to proceed to the next mission.
2. After each stage, you can buy tank improvements with the stars you've collected.
3. Destroy everything you can. Sometimes the keys are hidden, and you can't advance without one.
4. Choosing the wrong path can be costly. If it takes too long to get back on track, you might run out of fuel.



urgency to your mission. But don't let yourself get rushed. Hurrying into an unknown region just off the screen when the majority of the henchmen are armed can be a fatal mistake — especially during the higher rounds. Instead, fire a few shots in the direction you're headed, following them as the screen scrolls. Crouch any time you stop moving. The aliens almost never think to shoot low.

If you've played *Rolling Thunder* in the arcades, you'll like the accuracy of the Tengen version, with all the familiar doors, weapons, and enemies. Very few (if any) changes have been made. Although it's been a few years coming, the home version of *Rolling Thunder* is one of the best arcade translations for Nintendo you'll find.

Another new Tengen title, *Road Runner*, finds Wile E. Coyote once again involved in his ongoing pursuit of a square meal. As the Road Runner, you'll need all your quick maneuvering to outrun and outsmart the coyote. You can lead him into oncoming traffic, through mine fields, and over twisting mountain roads. But be careful, or Wile E. might get revenge for all those years of frustration!

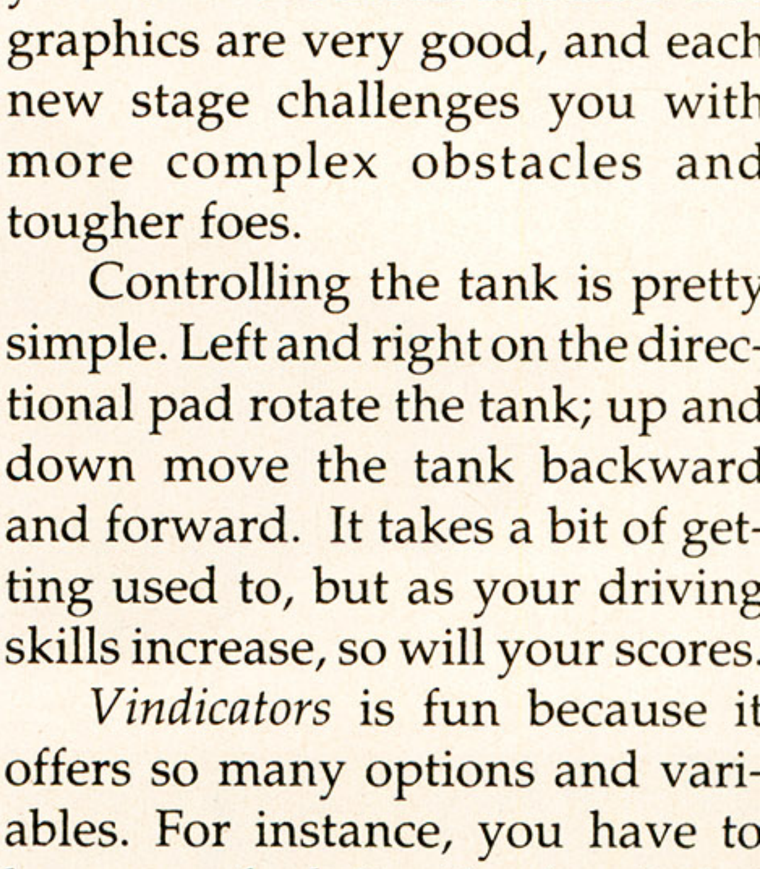
As you stay ahead of Wile E., you'll pass little piles of birdfeed scattered around the playing area. For two reasons, you should pick up as much feed as you can. First, the Road Runner expends so much energy running so fast that you go through the food quickly. A graph at the top of the screen shows how much food you have left, and the coyote will catch you if you run out. Second, you earn a bonus after each stage based on how many piles of feed you've missed.

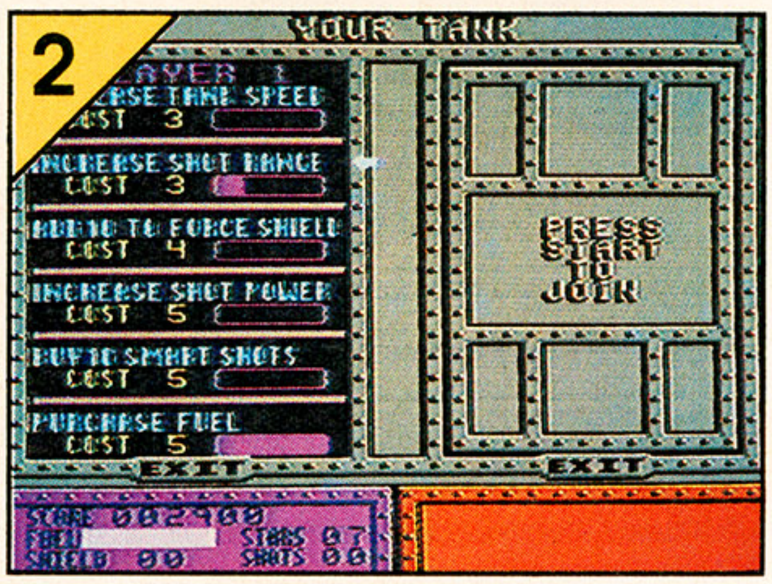
The idea of bringing this cartoon classic to Nintendo is a good one, but the action and graphics might be too simple to hold everyone's attention. *Road Runner* seems better suited to younger players.

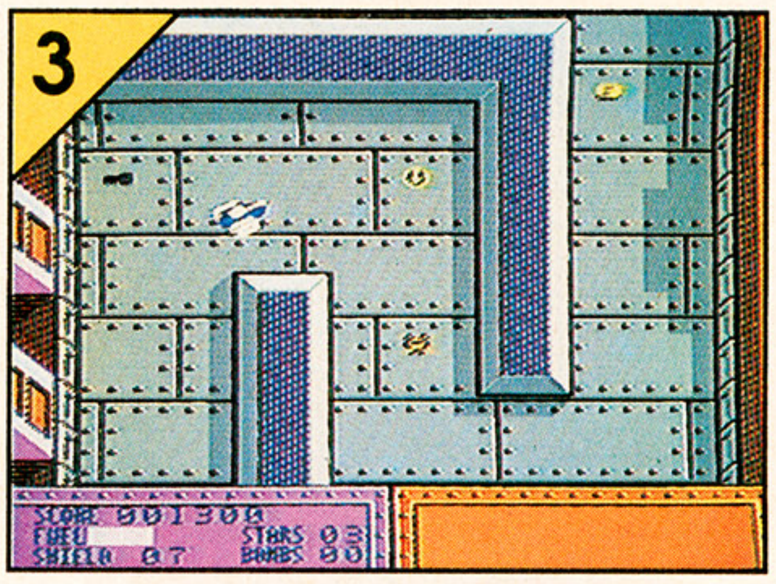
Vindicators is a tank game in which you gain fuel, weaponry, and stars by defeating enemy machines. With the stars, you can buy more shield strength, smart bombs, and speed, customizing your tank for success in battle. The graphics are very good, and each new stage challenges you with more complex obstacles and tougher foes.

Controlling the tank is pretty simple. Left and right on the directional pad rotate the tank; up and down move the tank backward and forward. It takes a bit of getting used to, but as your driving skills increase, so will your scores.

Vindicators is fun because it offers so many options and variables. For instance, you have to keep your fuel situation in mind at all times. If you choose to go for stars in a certain round, you might run so low on fuel that you'll have to scrounge up enough energy just to finish the level. And by allowing you to customize your tank, *Vindicators* is more than an ordinary shoot-em-up.







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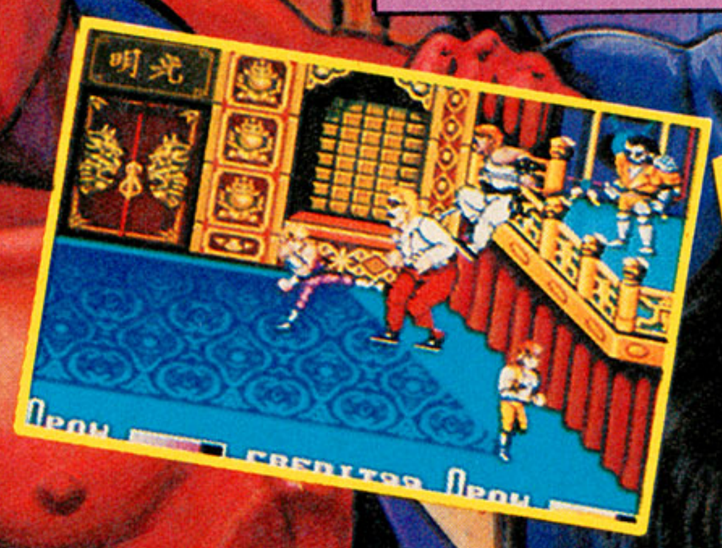

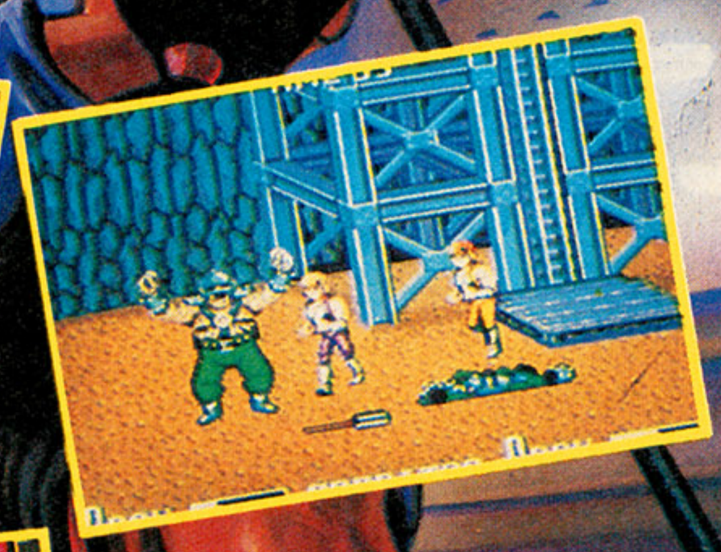

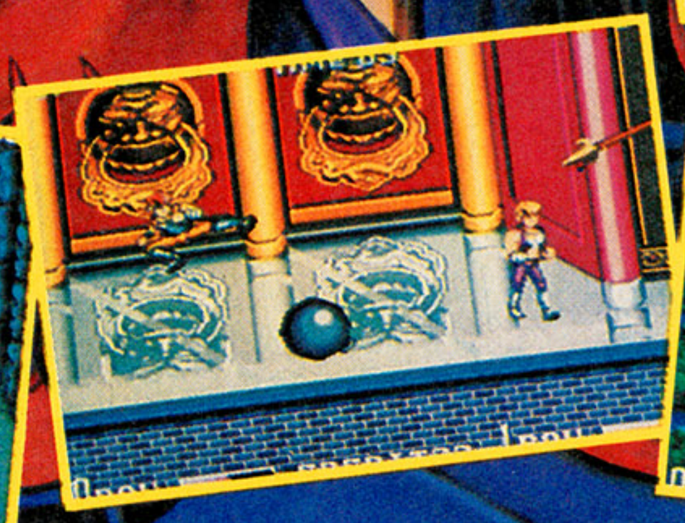

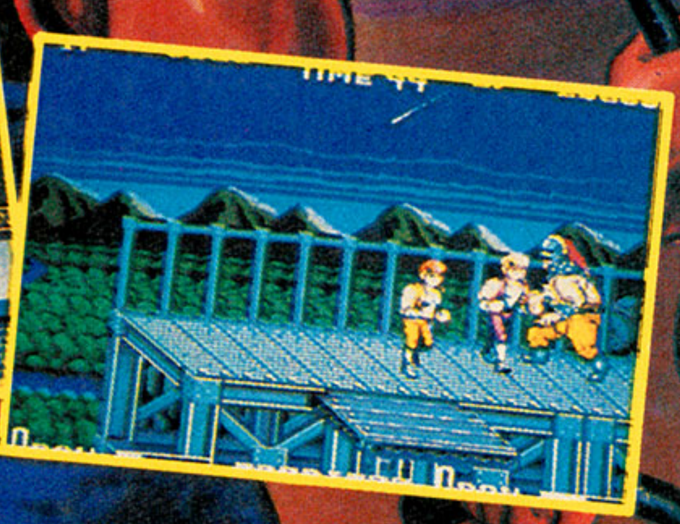

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ARCADE ACTION

Crime City

Scott Wolf

Things here in *Crime City* were getting so bad that even *I* was thinking of moving out. But now Tony Gibson and Raymond Brody — those lethal walking weapons of law enforcement — are on the job. They're determined to crush the bad guys, rid *Crime City* of its immoral filth, and restore law and order.

Taito's new *Crime City* is a one- or two-player game, and the second player can drop in at any time. Each player controls his on-screen character with a joystick and two buttons. The joysticks move Tony or Ray, and the buttons are used for attacking and executing special maneuvers such as the somersault assault.

The object of *Crime City* is to find and arrest the gang leaders. There are six levels, segmented into different scenes. Each level revolves around a different criminal activity. For example, level 1 is entitled "Prison Break." You must subdue a bunch of escaped prisoners who have occupied the city's port.

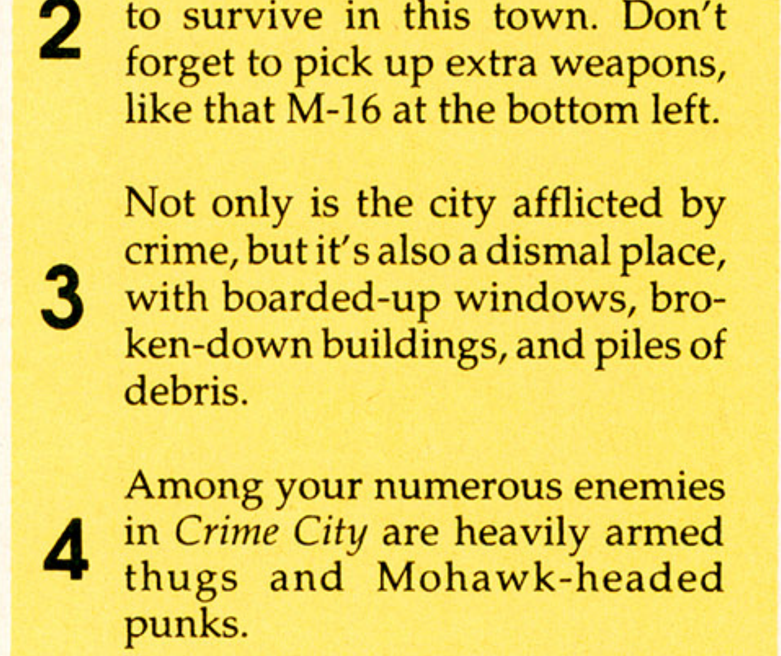
After dragging Ray and Tony out of bed (on their day off, no less), we join them dockside for a furious firefight. Start making your way to the right and smoke the escaped cons who begin attacking. Be sure to pick up and use their weapons, which include pistols, shotguns, assault rifles, and submachine guns. To increase your score, confiscate the packets of drugs.

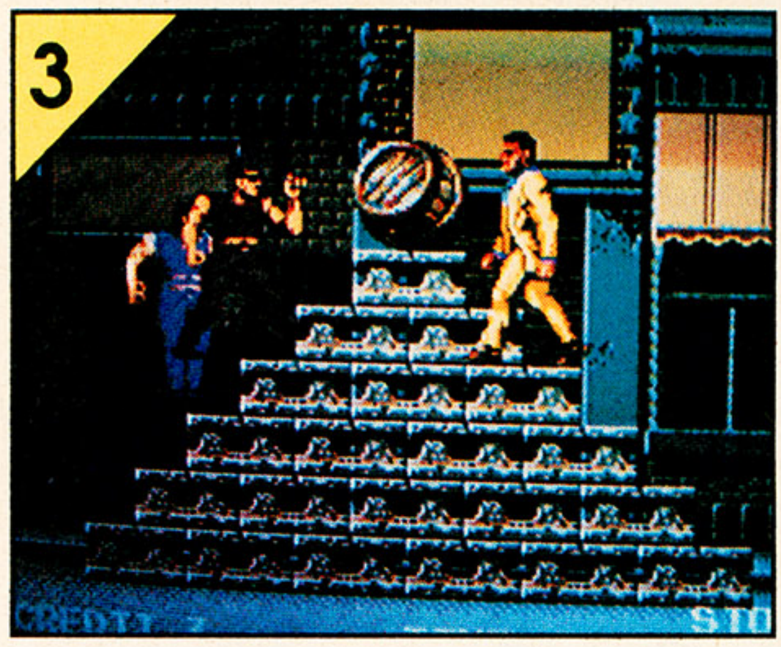
1 Two people can play *Crime City* simultaneously, controlling either Tony Gibson or Raymond Brody.

2 You'd better be quick on the draw to survive in this town. Don't forget to pick up extra weapons, like that M-16 at the bottom left.

3 Not only is the city afflicted by crime, but it's also a dismal place, with boarded-up windows, broken-down buildings, and piles of debris.

4 Among your numerous enemies in *Crime City* are heavily armed thugs and Mohawk-headed punks.





At the end of each segment is the level boss, or what I like to call the Big Gun Bad Guy, who is more heavily armed and armored. Level 1's Big Gun Bad Guy is a huge escaped con with an M-16 assault rifle who requires about 50 shots to eliminate. Once you've defeated him, though, everyone else surrenders.

Level 2 is entitled "Bank Robbery," and you have to reach the

scene by helicopter. For some reason the chopper drops you off in the middle of some heavy traffic. You must jump from car to car, striving to avoid marauding motorcyclists and bad guys on the car tops. One wrong step and you'll fall *thump-thump* beneath the wheels of an oblivious motorist.

After fighting your way through an underground parking garage, there's an interesting change of perspective. In a segment that looks like a shooting gallery, you have to shoot at bad guys while avoiding Molotov cocktails. When you clear this area, you run forward, "into" the screen. Once you're inside the bank, you pretty much stay in one spot while

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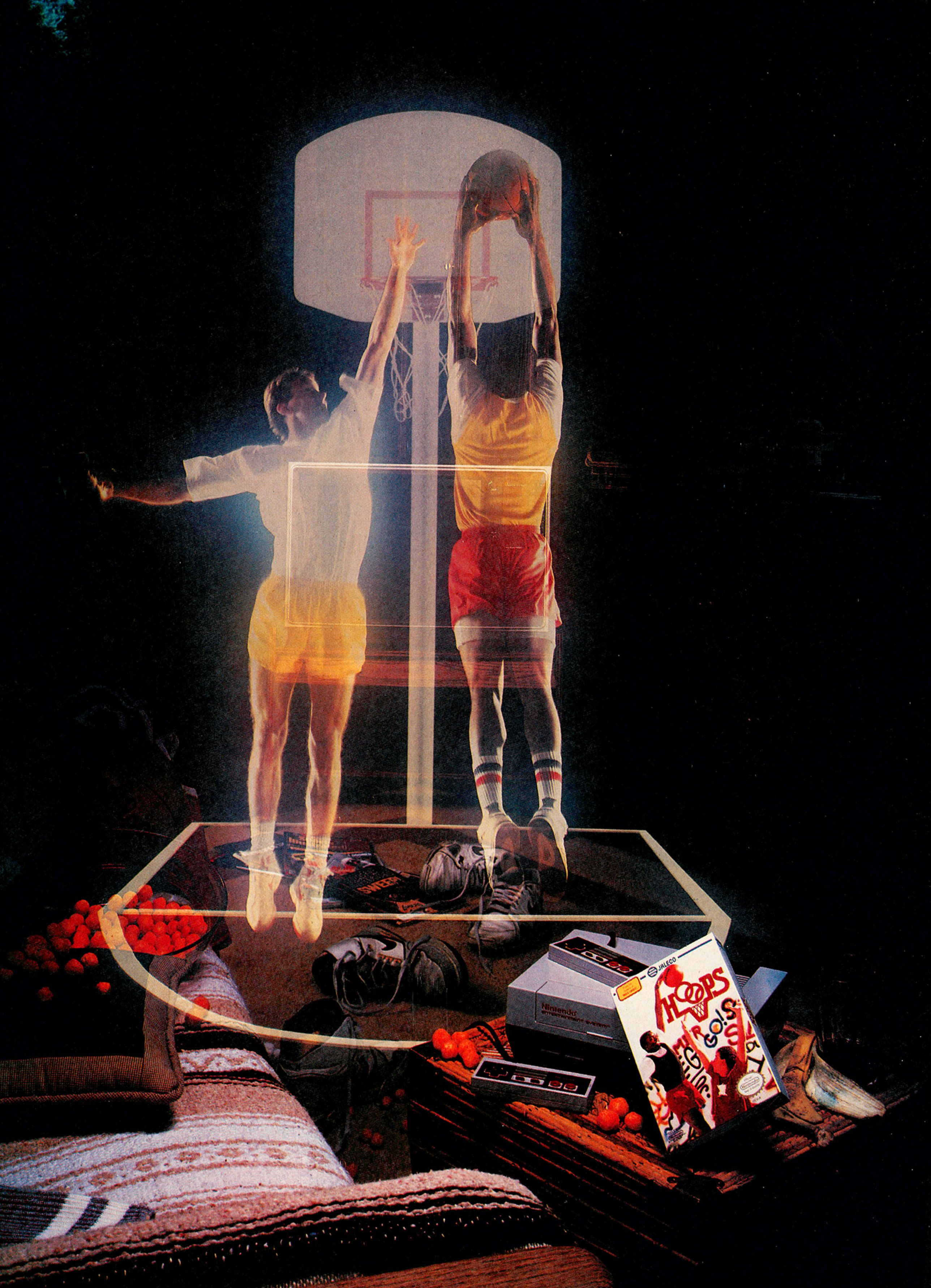
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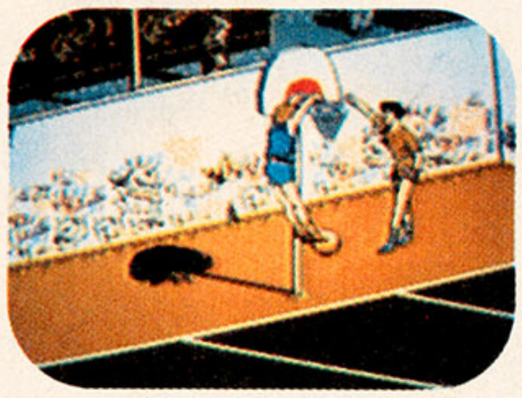

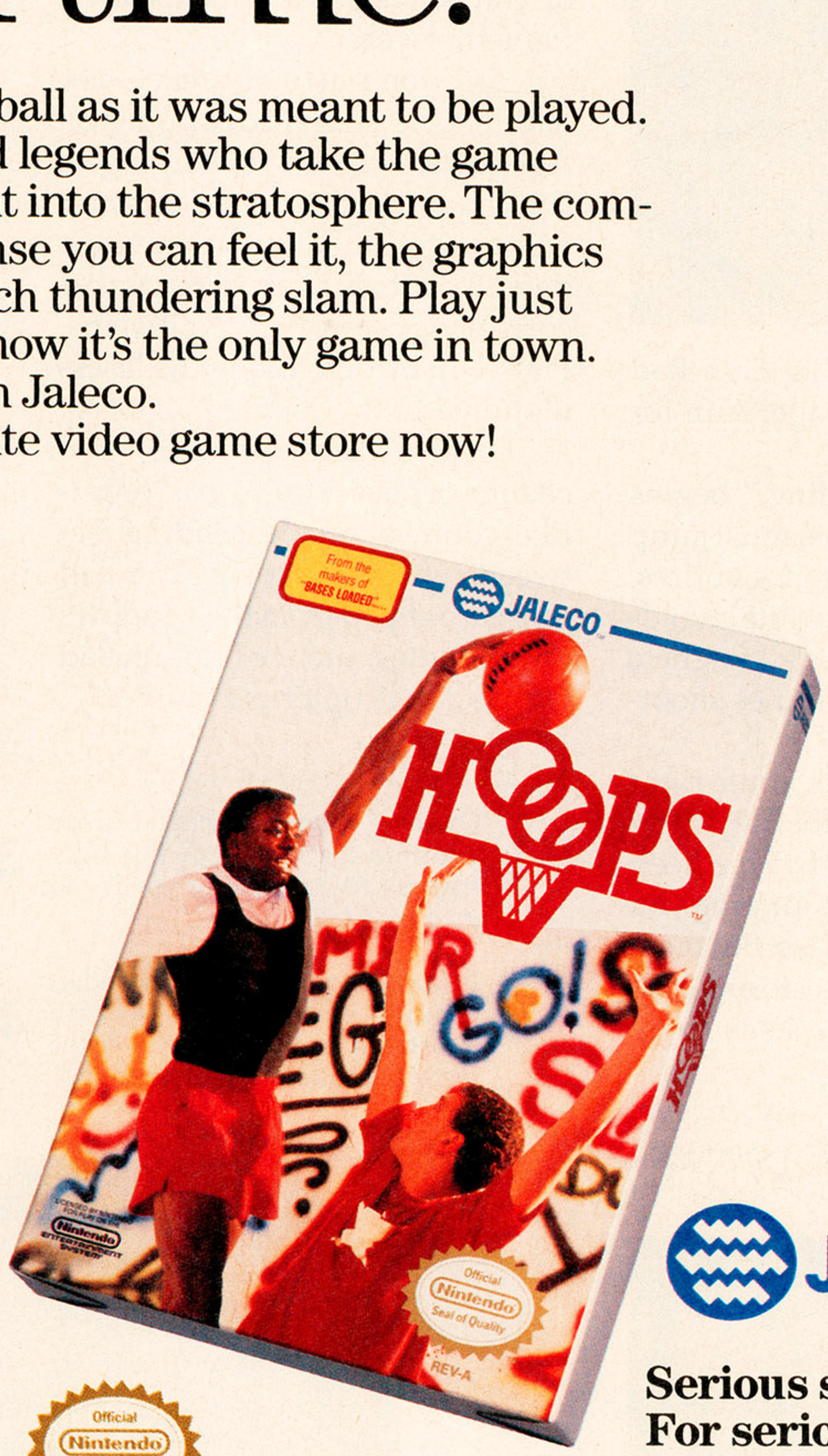

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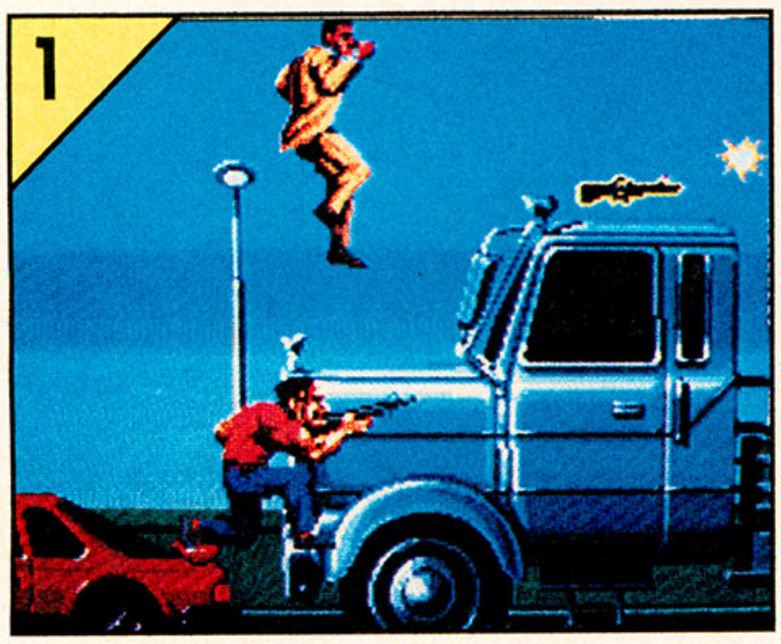
ARCADE ACTION

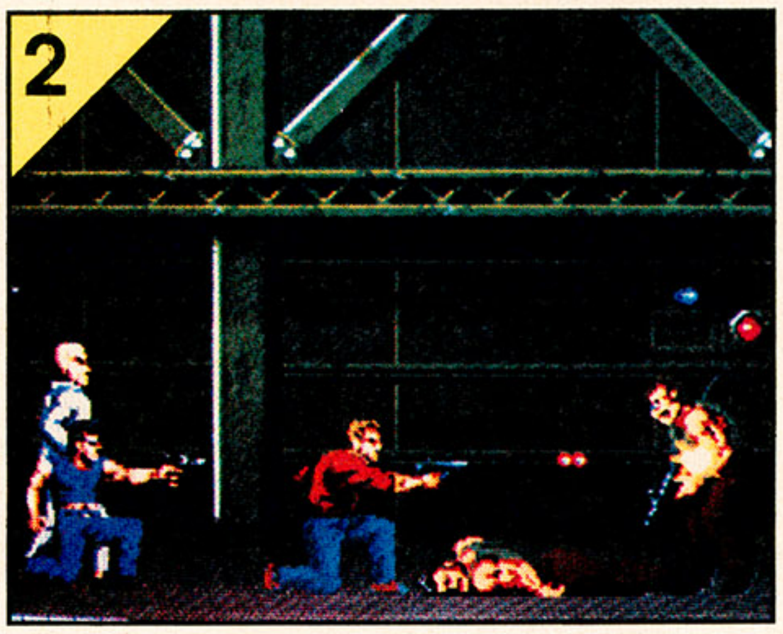


battling the second Big Gun Bad Guy, who has a hostage. Aim for Mr. Big Gun's head.

Level 3, "Smuggling," begins in a junkyard. Here you must jump over wrecked cars, stacks of tires, and moving cranes while avoiding the pounding electromagnets and usual horde of baddies shooting at you.

Keep moving to your right until you enter a gloomy warehouse. Inside, light fixtures keep crashing to the floor, plunging you into temporary darkness. But there are also some health-restoring elixirs and bonus time tokens to be found.

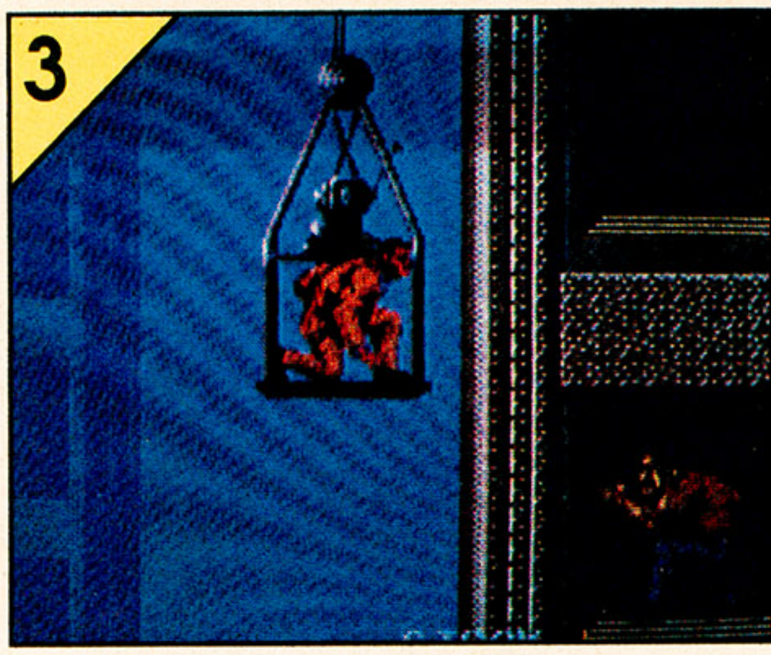
The Big Gun Bad Guy on level 3 is a real pain. He's positioned himself behind and atop a stack of crates, so you have to jump and shoot to hit him. Be careful, though. He's got a hand-held cannon!



Levels 4, 5, and 6 are entitled "Kidnapping 1, 2, & 3." The first kidnapping case requires you to rescue the mayor, who is being held somewhere inside city hall. Move to your right and meet some new friends — Mohawk-headed punks who greet you with swinging chains. The Big Gun Bad Guy on this level is behind another stack of crates, and he's armed with a flamethrower.

You don't actually reach city hall until level 5 (Kidnapping 2). Again, keep moving to your right. While vaulting over the desks and office equipment, you have to defend yourself against swarms of corrupt, gray-suited politicians. Finish up by destroying the lasers mounted in the ceiling.

Level 6 (Kidnapping 3) is a change of pace. You're in a basket-like contraption descending between two skyscrapers. The bad guys fire at you from the windows on both sides, and the Big Gun Bad Guy is a helicopter gunship!



The second part of level 6 finds you back on the street, where you must move toward the left. Your enemies are snipers who hide in the manholes, and rolling barrels that break open to release Doberman pinschers. Be sure to pick up the body armor — you'll need it. The Big Gun Bad Guy is armed with a bazooka.

When it's all over, the mayor shakes your hand, the newspapers declare you a hero, and a filmstrip names all the players. You can then spell out your name in bullet holes on the high-score screen.

Just one question: Once you've stamped out all the crime in *Crime City*, will the town have to change its name?

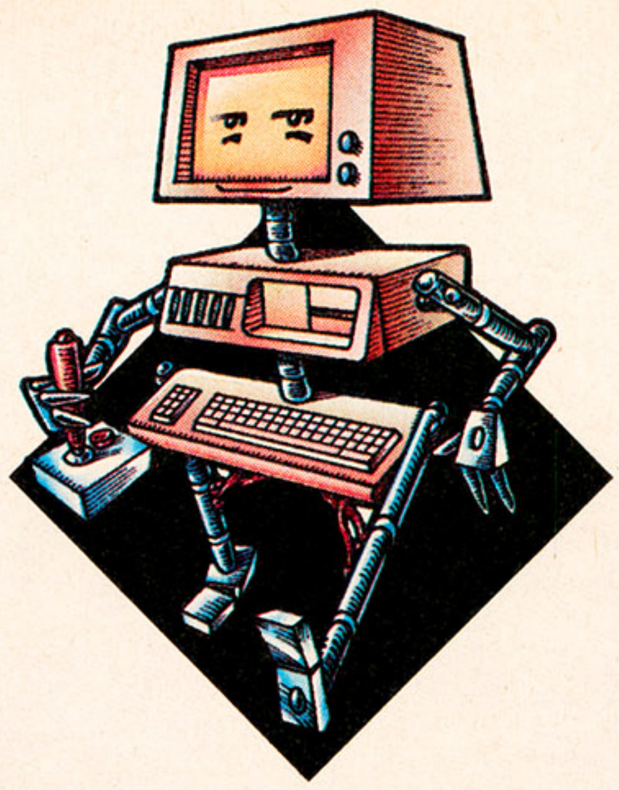
GP

1 On level 2, your helicopter drops you into the middle of this busy freeway. Watch out, or you'll end up a road kill.

2 Elsewhere on level 2 is an underground parking garage with swarms of baddies. Leap over the metal barrels and keep shooting.

3 You find yourself descending between a pair of skyscrapers on level 6, while criminals take potshots at you from nearby windows.

4 If you rescue the mayor, you'll be front page news! But judging from that headline, it looks like the *Daily Taito* could use a new copy editor.

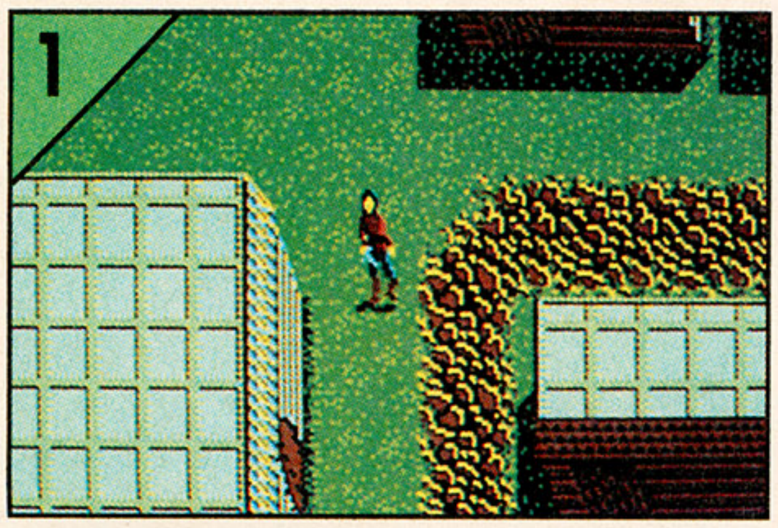


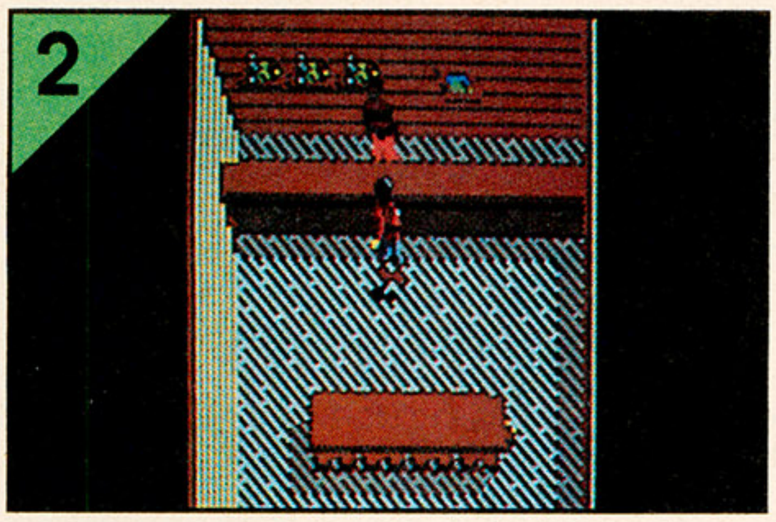
PC PLAYERS

FAERY TALE ADVENTURE

Neil Randall

Fantasy adventures have become a mainstay of the computer game market, and software companies are falling all over themselves trying to either set a new standard or stretch the boundaries of a previous one. Much of their effort, surprisingly, is very good.





There are now two main types of fantasy adventure games. One is the first-person viewpoint game, as typified by *Bard's Tale*, *Wizardry*, and *Might and Magic*. These games show you the world through the eyes of the adventuring party, and combat usually involves a complex sequence of steps. The other type is the map-journey game, such as *Times of Lore* and *Prophecy*. Here, you move a single character over a large map of the world, and you engage in combat by wielding a joystick. Some games, like the *Ultima* series, merge the two types, but are primarily of the first-person variety.

Faery Tale Adventure from Microillusions is a map-journey game, and an excellent one at that. Released for the Amiga almost three years ago, it has finally found its way into the IBM-compatible world. To say the least, it is a very welcome addition.

1 The adventure begins in Julian's home village, Tambry. In the tavern, Julian can buy food, weapons, and magical items.

2 Totems are essential for finding your way around; food is necessary to keep you alive. Always start with a purchase of food.

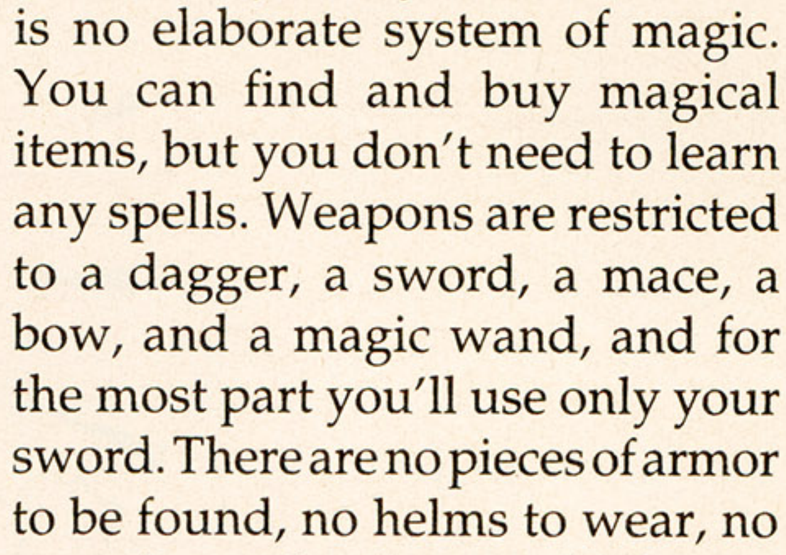
3 By using a bird totem, you get a strategic view of part of the world of Holm. (This view shows the village of Tambry.) Nothing in the game is as important as the bird totems.

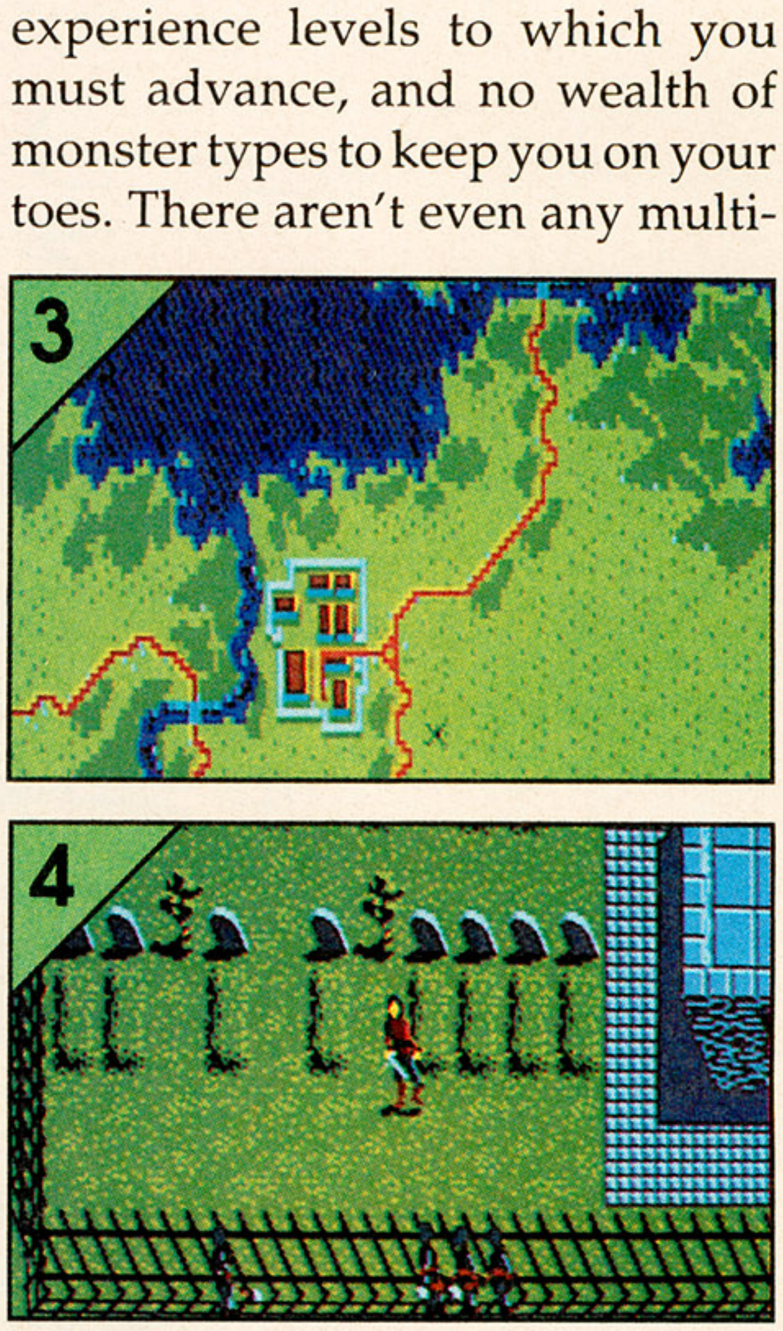
4 Julian stands in the graveyard while four mace-bearing enemies gather outside the fence. Early in the game, Julian can gain strength by waiting inside the gates and killing enemies through the fence.

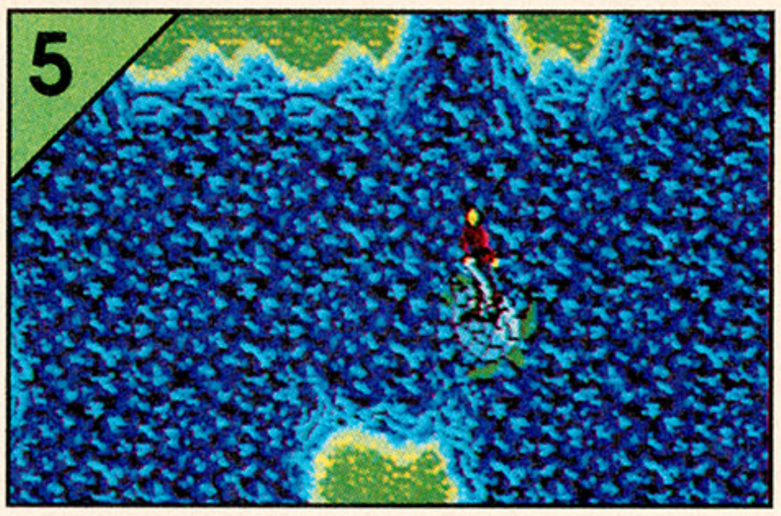
5 After finding the sea shell, Julian can summon the turtle whenever he's near open water. The turtle is one of two modes of fast transport in the game.

The hallmark of *Faery Tale* is its solid, enjoyable world. The game is presented from an overhead viewpoint, and you guide your character (using a joystick, mouse, or keyboard) across a huge, relatively sensible land. A map in the package gives you a good idea of where you're supposed to go, but you find many of the important locations only by exploring and discovering.

This is not a standard fantasy game. You journey alone, and there is no elaborate system of magic. You can find and buy magical items, but you don't need to learn any spells. Weapons are restricted to a dagger, a sword, a mace, a bow, and a magic wand, and for the most part you'll use only your sword. There are no pieces of armor to be found, no helms to wear, no experience levels to which you must advance, and no wealth of monster types to keep you on your toes. There aren't even any multi-







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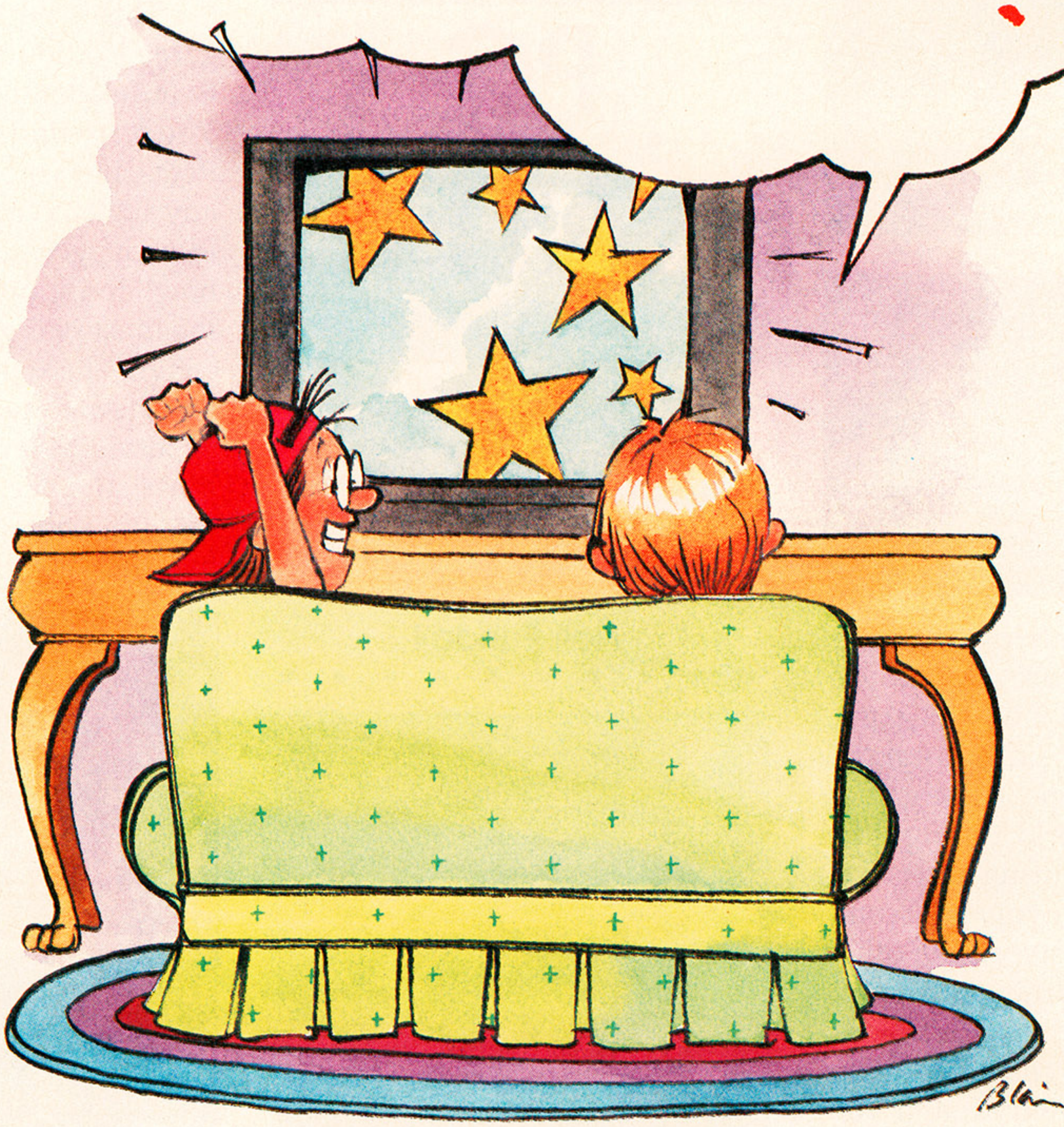

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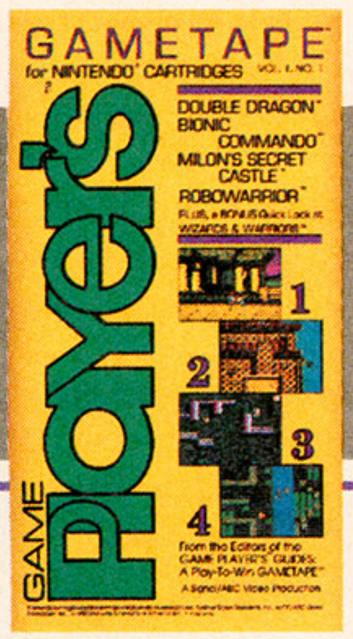

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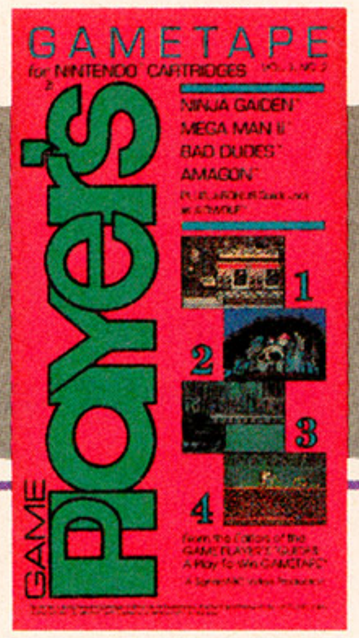

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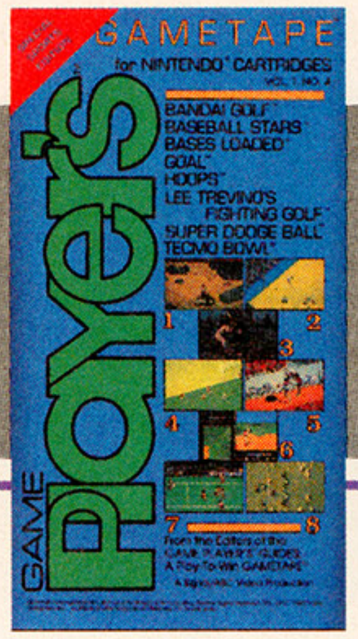

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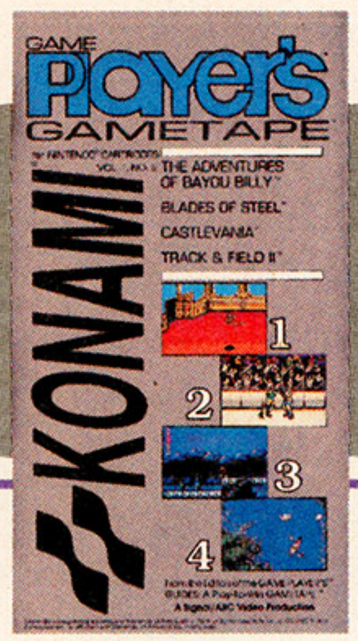

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level dungeons to conquer.

What *Faery Tale* offers, quite simply, is a highly workable interface and an always intriguing, graphically beautiful world. In my experience, those two features are exactly what most fantasy adventure games lack.

1 Near a forest, Julian defeats two swordsmen. Note that moving through the forests is much slower than moving across grasslands.

2 A fight with two swordsmen at the tombs of Hemsath. Inside the tombs, Julian will find the bones requested by the spirit in the crypt. Remember midnight.

3 Inside the tombs of Hemsath, Julian comes across a mazelike series of corridors and gold doors. He'll need lots of gold keys, and making a map won't hurt.

4 The journey through Grimwood Forest is both fascinating and frustrating. It is a true maze, and you'll need a large number of bird totems.

5 Julian stands at the entrance to the witch's castle. Getting here has been a long, exhausting trip, but the reward inside is well worth the effort.

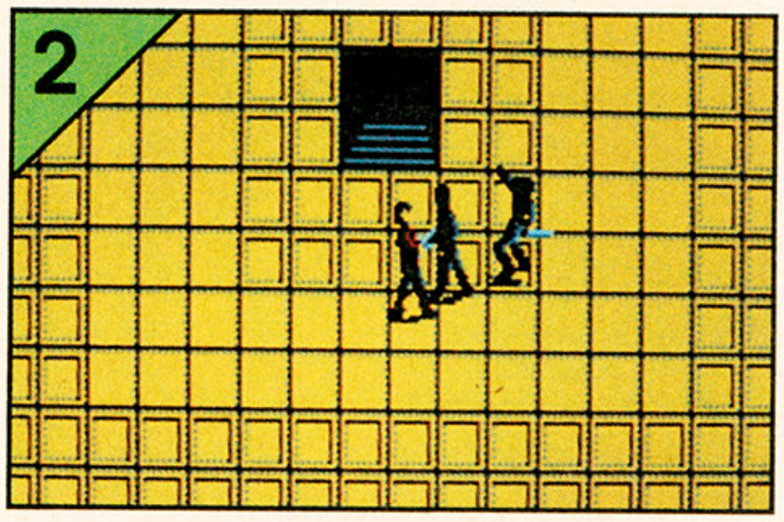
Playing The Game

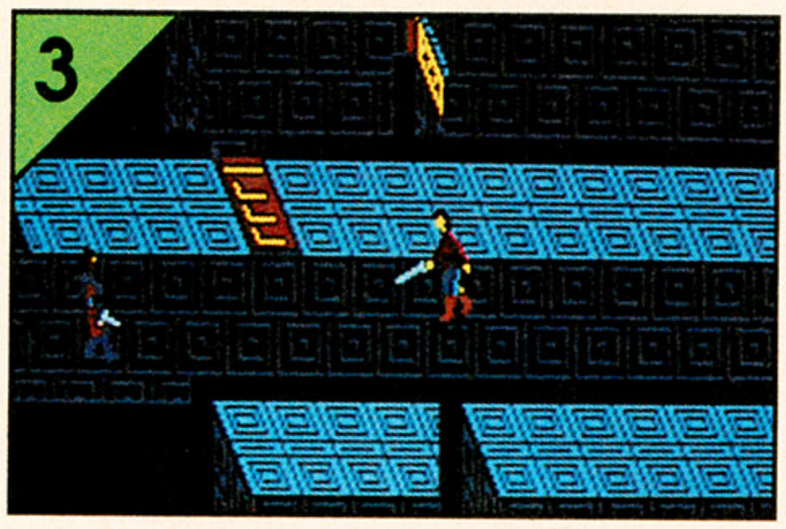
Here are some hints to get you started with *Faery Tale Adventure*.

As Julian, you start the adventure in Tambry. The first step is to enter each building and find what's inside. Usually there's a fireplace; walk to it and select the Take command. You'll find jade skulls, green jewels, and keys of all kinds. Also try the Look command whenever you're inside a building. Often you'll find items hidden beneath rugs.

Before leaving Holm, enter the tavern and buy some food. You can't carry any food with you (one of the few aspects of *Faery Tale* I don't like), but eventually you'll find a place that gives you at least a little storage.

Leave Tambry (after saving the game) and be ready to flee. Try to





avoid battle at this point — your measly dagger and pitiful strength won't get you past anybody. If you can't avoid battle, use a jade skull to kill everything on the screen. Then search each body and try to find a mace or sword. If you find one, switch from the dagger to the better weapon, save the game, and keep on going. Take the road south, and see what's in the treasure chest you'll find a short distance from town.

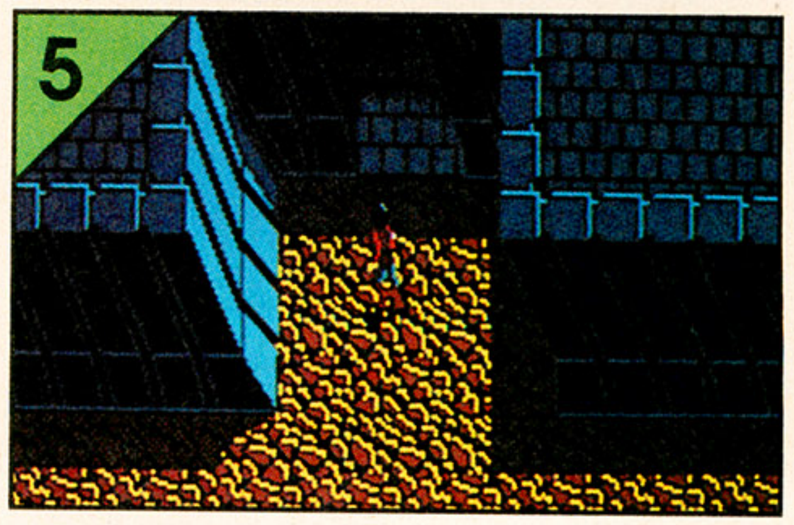
Keep walking until you reach the graveyard. Enter the gate at the northeast corner and patrol the fence (but stay away from the gate). When skeletons or brigands appear, walk to the fence and start fighting. You can kill them, but they can't kill you. When a group is defeated, search each body. You're sure to find weapons, and with each victory you grow stronger.

Be sure to collect any jade skulls you can find. You'll need them if the evil magic-users descend on you. Stay in the cemetery until you start getting hungry, then save the game and head back to the inn at Tambry. Buy some food, then enter a building and walk to the bed. Wait a couple of seconds, and Julian will lie down to sleep. He needs it.

After waking up, leave Tambry and head north. Stop to talk with the hermit at the bridge, then cross the bridge and walk toward Vermillion Manor (see your map). Be sure to do away with any foes you come across, then search their bodies to take what they have. In particular, you need keys.

When you reach Vermillion Manor, be kind to the beggar, then approach the door and use a key. Enter the Manor and search for items.

Grimwood Forest looks enticing, but don't bother with it yet.



PC PLAYERS

Instead, go back to Tambry, feed yourself, and sleep. Then head down the road past the graveyard toward Markeim.

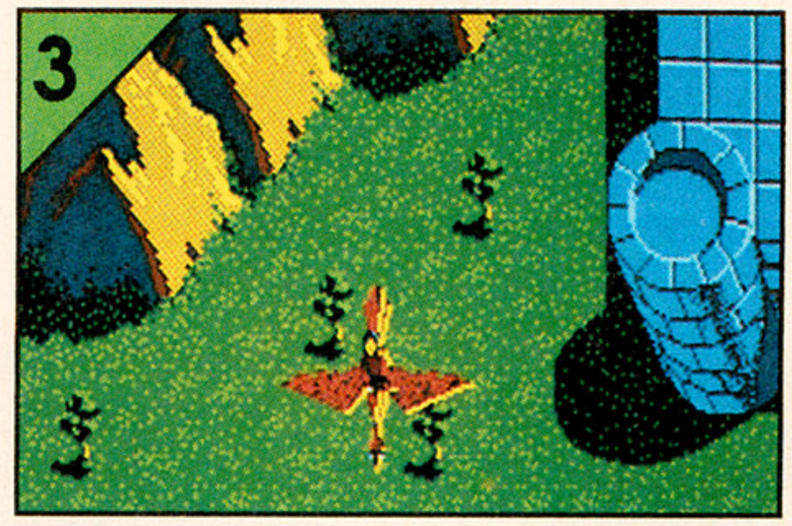
In Markeim, enter every building (you'll need scads of gray keys) and talk to every character who's willing. In one building you'll find fruit. Take it, but don't let yourself get hungry or you'll start using it up. You'll need the fruit for the trips to Hemsath's Tomb, the Dragon's cave, and Grimwood. Finally, enter the castle and visit the king. He'll give you some important directions.

Now leave Markeim and head along the road away from Tambry (i.e., toward the sea). You'll visit a couple of places along the way, but your destination is the Watch Tower.

Inside the tower, you'll find something extremely useful. Stand at the water's edge and use it — this item completely changes the game. Note, however, that you don't have to visit the Watch Tower to obtain this item. You can also go to Turtle Point, where you'll find some eggs. Life is precious, so protect these eggs at all costs. You should end up with the same item.

When you're atop the turtle's back, visit the Isle of Sorcery. On this island is a single lonely castle. Visit the place, listen to the sorceress, and take whatever she gives you. You'll need five of these items to finish the quest.

Be sure to visit Tambry or another inn often. You can sleep in almost any building you find, but you can buy food only at the inns.



The fruit you found in Markeim will take you a long way, but if you use it up, you won't succeed in Grimwood Forest.

From Sorcerer's Isle, return to the mainland and head down the road back to Tambry. Along the way you'll find a scroll telling you to meet someone somewhere at a particular time. Go there, and find out what he wants. Then it's off to the tombs.

The mazelike tombs can be an inordinate waste of your time. Just bear in mind that there's only one route worth taking. Save your game at the entrance, then try the middle route, the left route, and each of the two routes to the right. One of these will lead you where you want to go. The others do nothing but consume time, energy, and keys. To get what you need, you must have lots of gold keys. Crystal orbs will also come in handy.

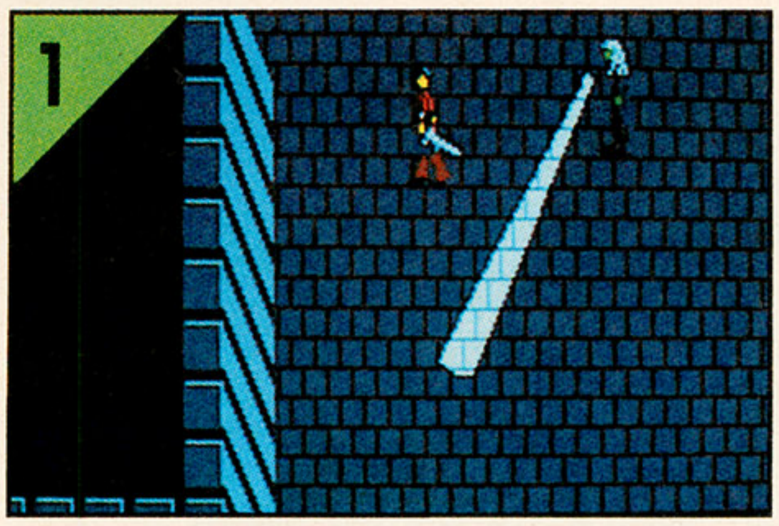
After returning to the cemetery, explore for awhile. Head to

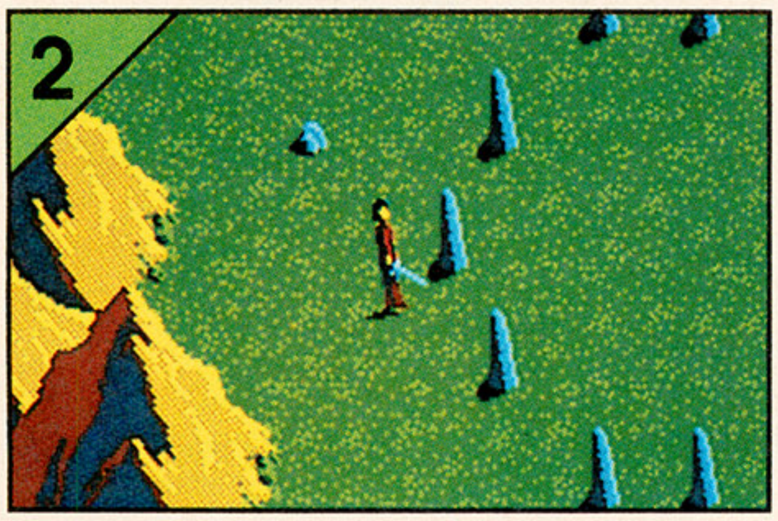
1 When Julian faces the witch, the trick is to avoid the light from her eyes. Then, no matter what she says, take your sword and start swinging.

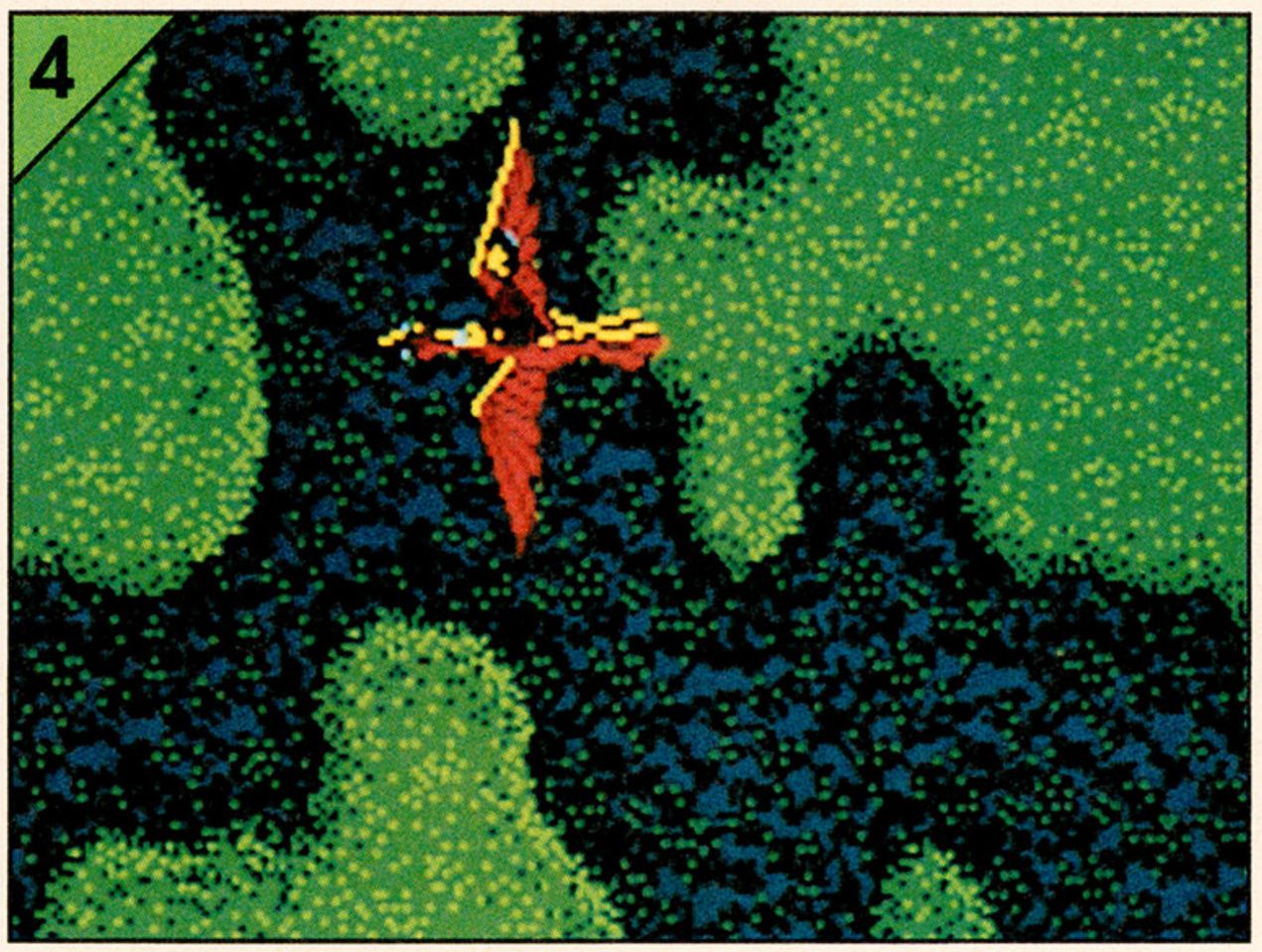
2 These stone circles are scattered across Holm. With the blue stones, you can teleport from one circle to the other.

3 Once Julian has the golden lasso, he can mount the swan. Some places are surrounded by mountains, accessible only with the swan's help.

4 Aboard the swan, Julian flies over the great bog. By checking the overhead view, you can find interesting locations not shown on the map.

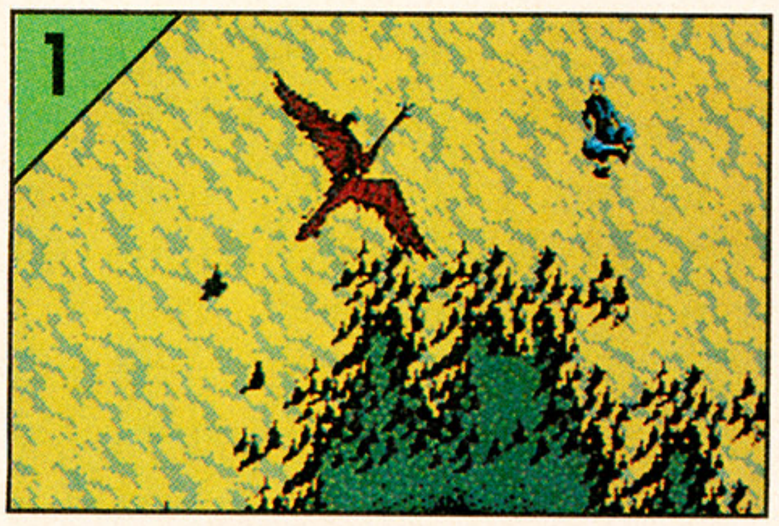


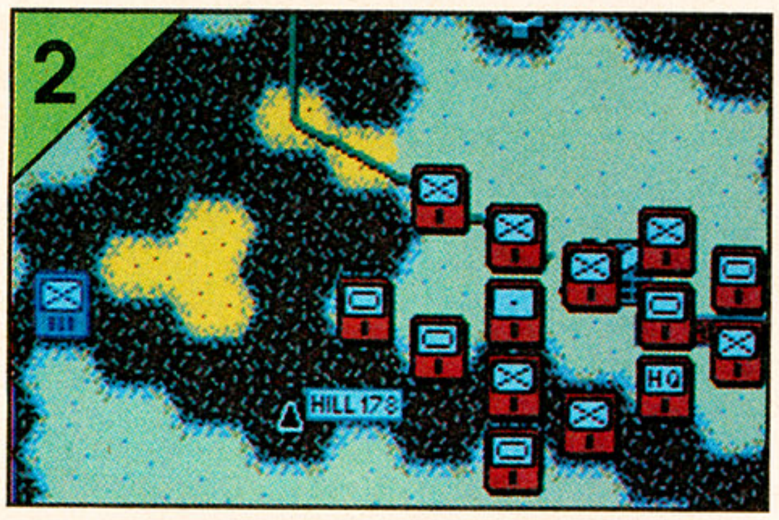


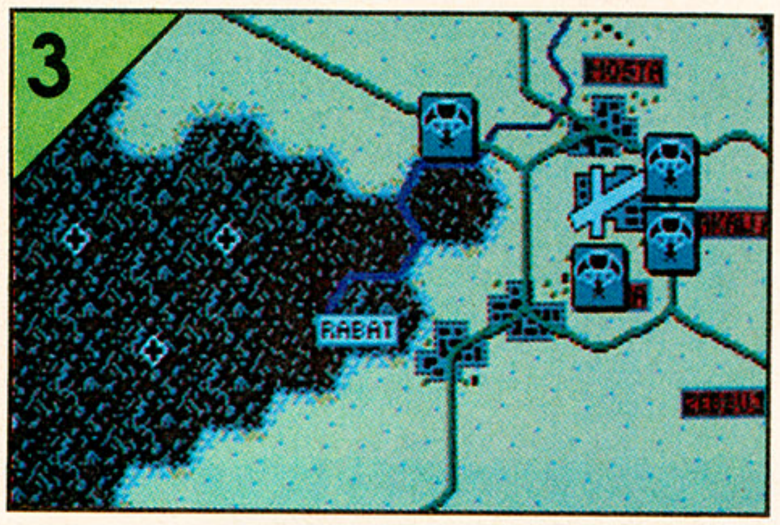


Sea Hold, where another important item awaits. Use the bird totems to discover new buildings and visit them all. More than anything else, discovery is great fun.

At last, it's time to tackle Grimwood. Before you start, make sure you have a very large number of bird totems. Grimwood is a superbly constructed maze, but you can find your way around with views from above. There are







two entrances, both on the west side. One entrance, after a long and tortuous trail, leads to a lonely outpost. The other, after an even longer and more tortuous trail, ends up at the witch's castle.

The trick in Grimwood is to head for a crossroads, save the game, use a bird totem to find out which direction to head next, and then restore the game you just saved, which gives you back your totem. Your goal is the witch's castle, where you'll find something you'll need to control the creature on the game's other major island. Once you've reached that island, *Faery Tale Adventure* is spectacular.

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1 At the edge of an oasis in the burning waste, Julian flies over a beggar seated in the sand. Give him gold; he has valuable information.

2 As the battle of Sidi Rezegh opens, the Allied forces (red) prepare to defend Hill 178 against the advancing German infantry (gray). Note the map-and-counter look of the graphics.

3 The opening screen of the invasion of Malta scenario. German paratroopers have already taken the airfield.

4 Allied forces wait in their fortifications on Malta for the enemy to land. The fortifications are a stiff challenge for the Germans.

The Desert Fox

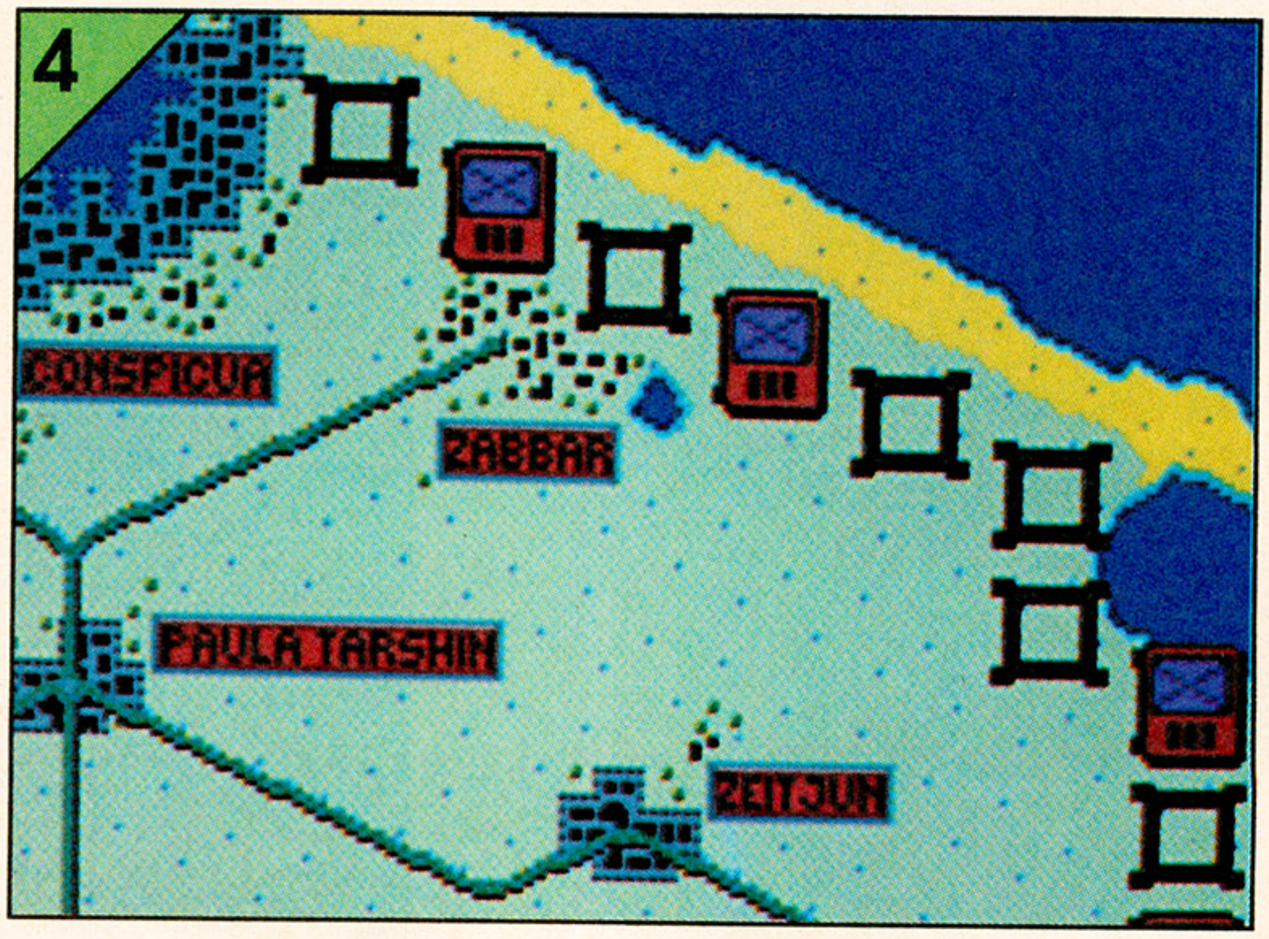
Recently I discussed an advance in war game graphics that was destined to change computer war gaming for good (*Game Player's* Vol. 1, No. 5). SSG's *Decisive Battles of the American Civil War* (Volume 2) featured full-color graphics without a hexagonal grid, and playability was dramatically improved. Well, the lads from Australia have improved things even more.

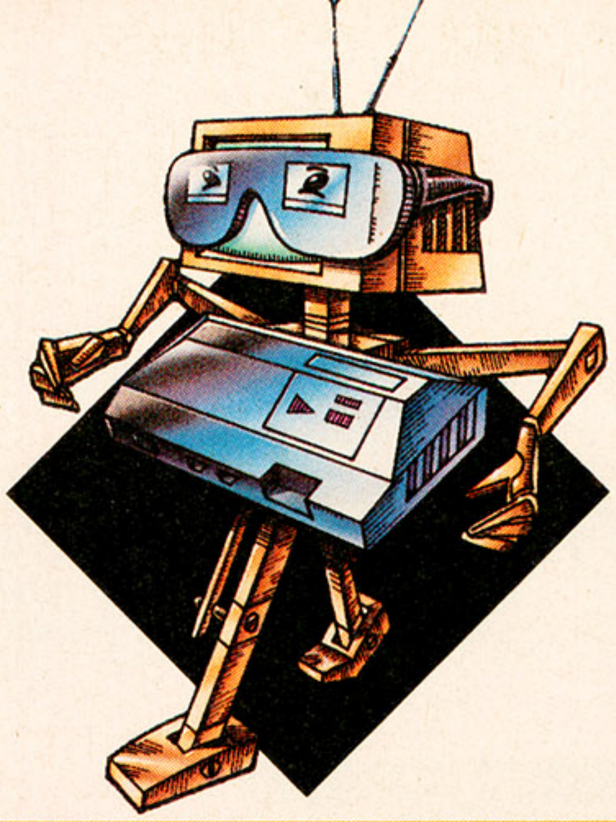
Rommel: Battles for North Africa has been given the same treatment — except the graphics are even sharper and more attractive than in *Decisive Battles*. The desert looks like desert, the beaches like beaches, the airfields like airfields, and the ridges like ridges. Best of all, the unit symbols look as good as the cardboard markers found in board games. Maybe even better.

Thanks to the improved graphics, plus SSG's fast-playing battlefront system, *Rommel* is a pleasure to play. The scenarios take you through the battles of Syria, Sidi Rezegh, Cauldron, Alem el Halfa, Kasserine, Maknassy, and Tebourga Gap. There's even a scenario depicting the canceled German invasion of Malta.

It must be pointed out, however, that the battlefront system is getting a bit overdone. SSG has other systems planned; let's hope they receive the same superb graphics treatment.

GP





SEGA PLAYERS

Forgotten Worlds And King's Quest

Matthew A. Firme

Tom R. Halfhill

In last month's *Sega Players* column we previewed some of the many new games coming out for the Genesis and Master System. One Genesis game, *Forgotten Worlds*, has become a favorite here at *Game Player's*. Since it should be widely available by the time you read this, we decided to take a closer look at what's sure to be a real hit.

And for the Master System, we'll check out a popular personal computer game that has made its way from floppy disk to cartridge — *King's Quest*. Quietly released a few months ago, *King's Quest* is an underrated game that deserves a lot more attention than it's been getting. We'll provide a few tips to assist you in your quest for the king's shield.

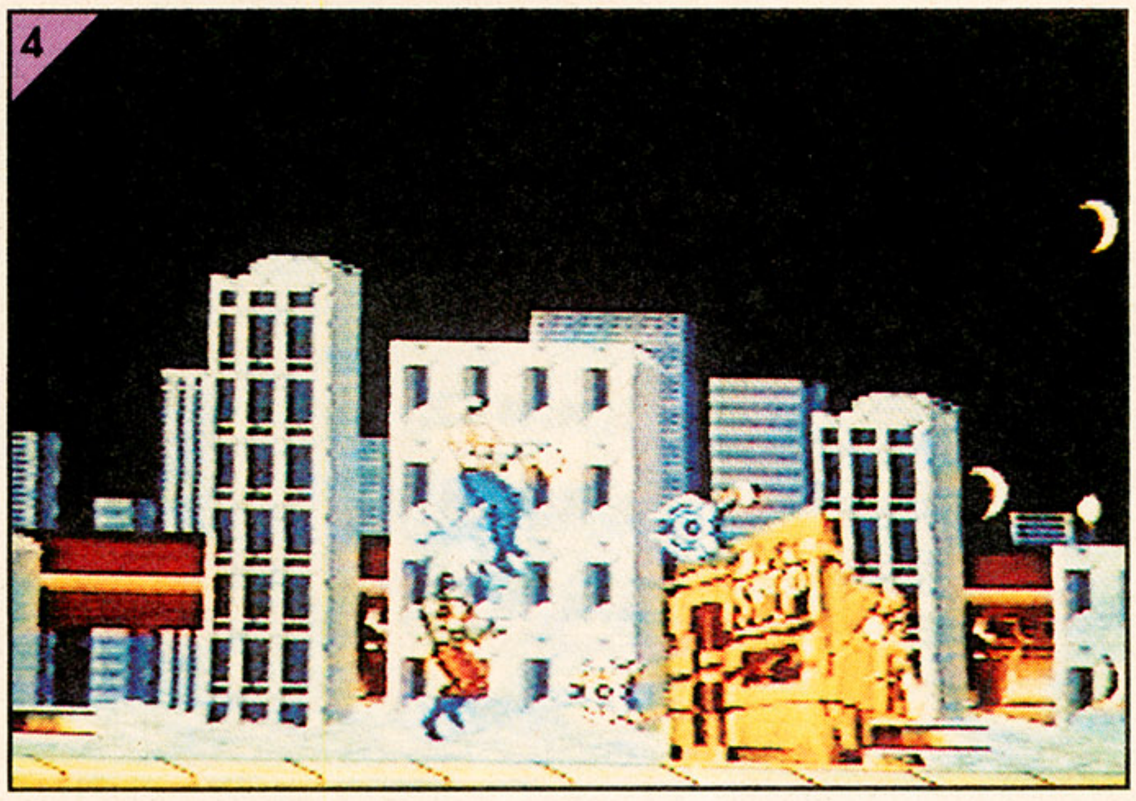
The time is the distant future. Havoc reigns all over the planet. Once-proud cities lie twisted and smoldering, the countryside is dominated by alien monsters and strange machines, and there isn't a single person in sight. And ruling this chaos is the evil King of Gods, whose forces now occupy the land.

Just when all hope seems lost, two men come with the courage to fight back. Armed with what weapons they can afford, the two warriors begin their long battle through the forbidden territories of the enemy.

1 The enemy is strong. Backed by countless alien soldiers, the King of Gods terrorizes the planet.

2-3 Determined to find the enemy's stronghold, two men set out to challenge the Usurper.

4 As you move through each new land, be sure to collect the blue Zennys that appear. This is the currency you'll use in the shops, two on each level.



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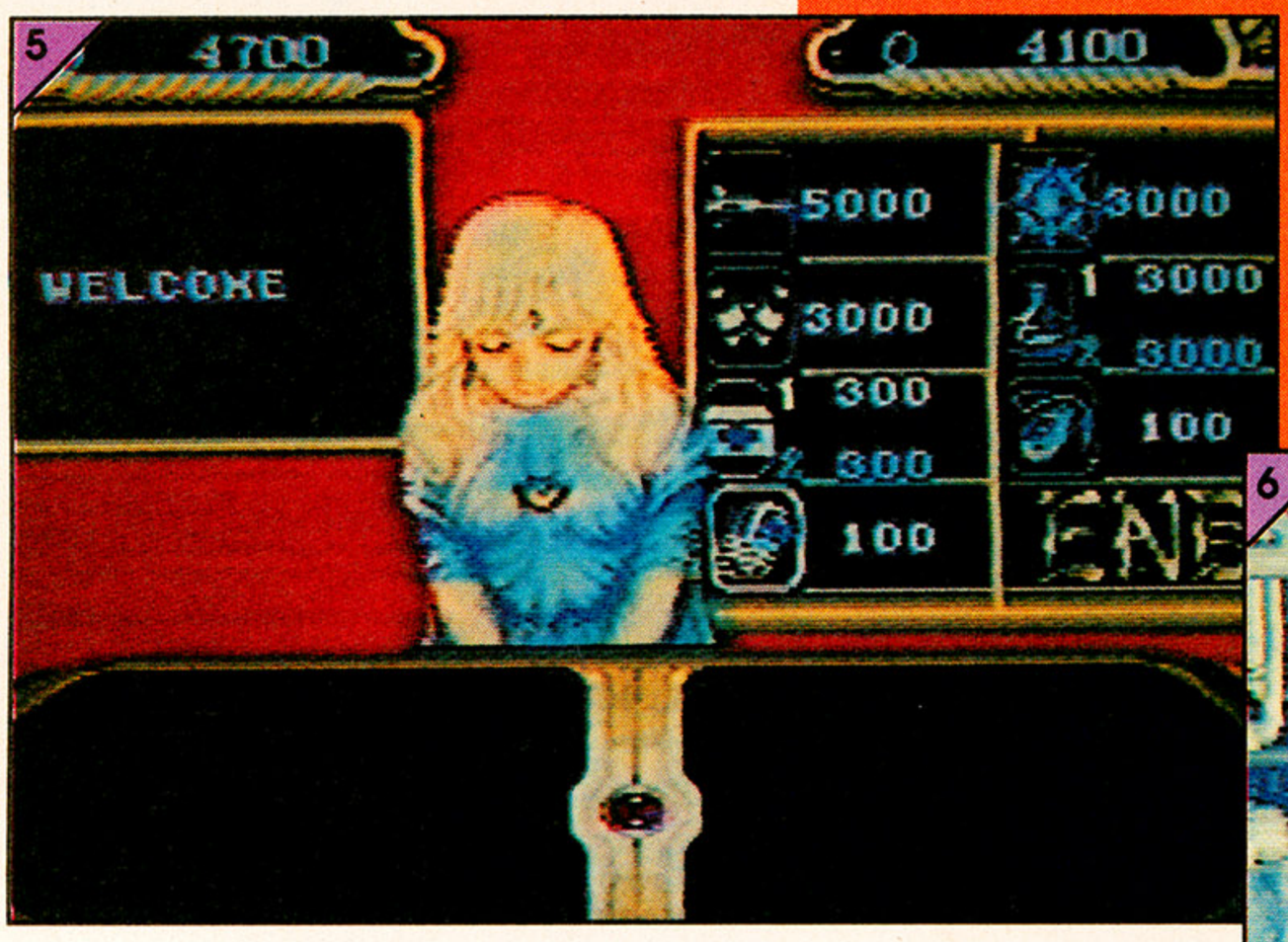
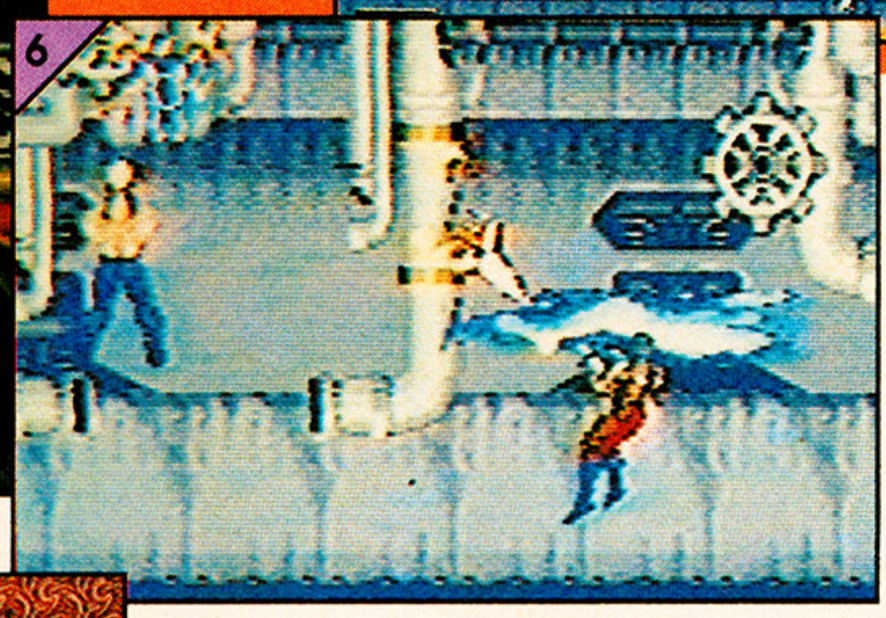
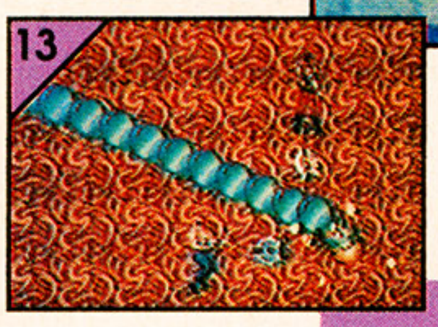
5 Inside the shops, you can purchase weapons, armor, first aid, and even information about enemy weaknesses and potions of resurrection.

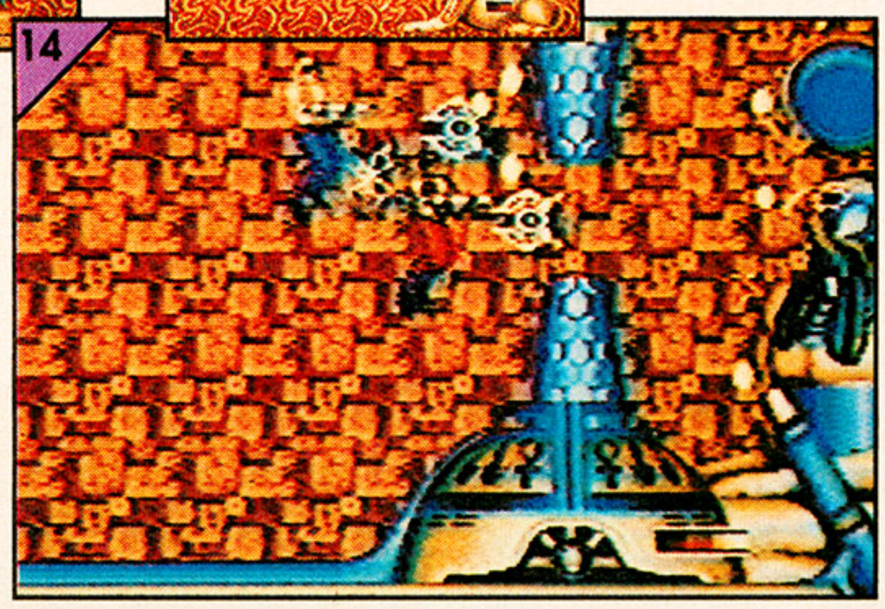
6 Aim carefully while inside this alien machine. If you puncture the pipes, plumes of deadly blue gas will spray out. And the gears can move suddenly and crush you.

7 Paramecium, the first boss, releases a swirling defense of energy and shoots projectiles with deadly accuracy. Clear a hole in the ring of energy balls and move in, firing at his mouth.









11 On levels 4 and 5 you must pass through arrays of electrodes. Watch them as they rotate. Electricity arcs across the gap between pairs of electrodes.

12 The Sphinx at the end of level 4 is a threefold terror. First, its head and body will separate, and you must destroy each part.

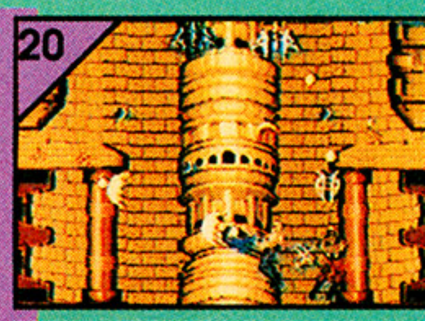
13 Then this worm rises from the remains of the Sphinx. It is a fast-moving and tough enemy. Stay to the inside as it whirls, shooting the gyroscope just behind its head.

14 To defeat Osiris on level 5, stay close to the pillars at the right of the barge. Fire continuously and duck through as the pillars open.

19 Our heroes fight courageously toward the final battle.

20 The final level. You rise slowly up this long chamber toward the King of Gods. Keep to the sides and shoot upward to intercept enemies before they can attack.

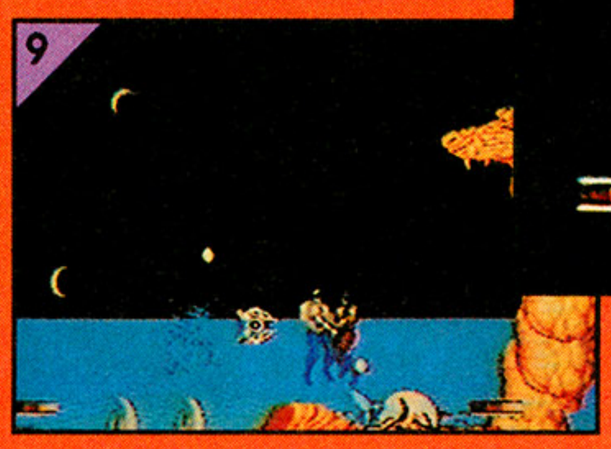
21 You've finally reached the King of Gods, seated above you in his throne. First, though, you must deal with these vicious guards. Don't try to fight them all. Shoot instead at the boss. Eventually he'll lose power and the heads will disappear.

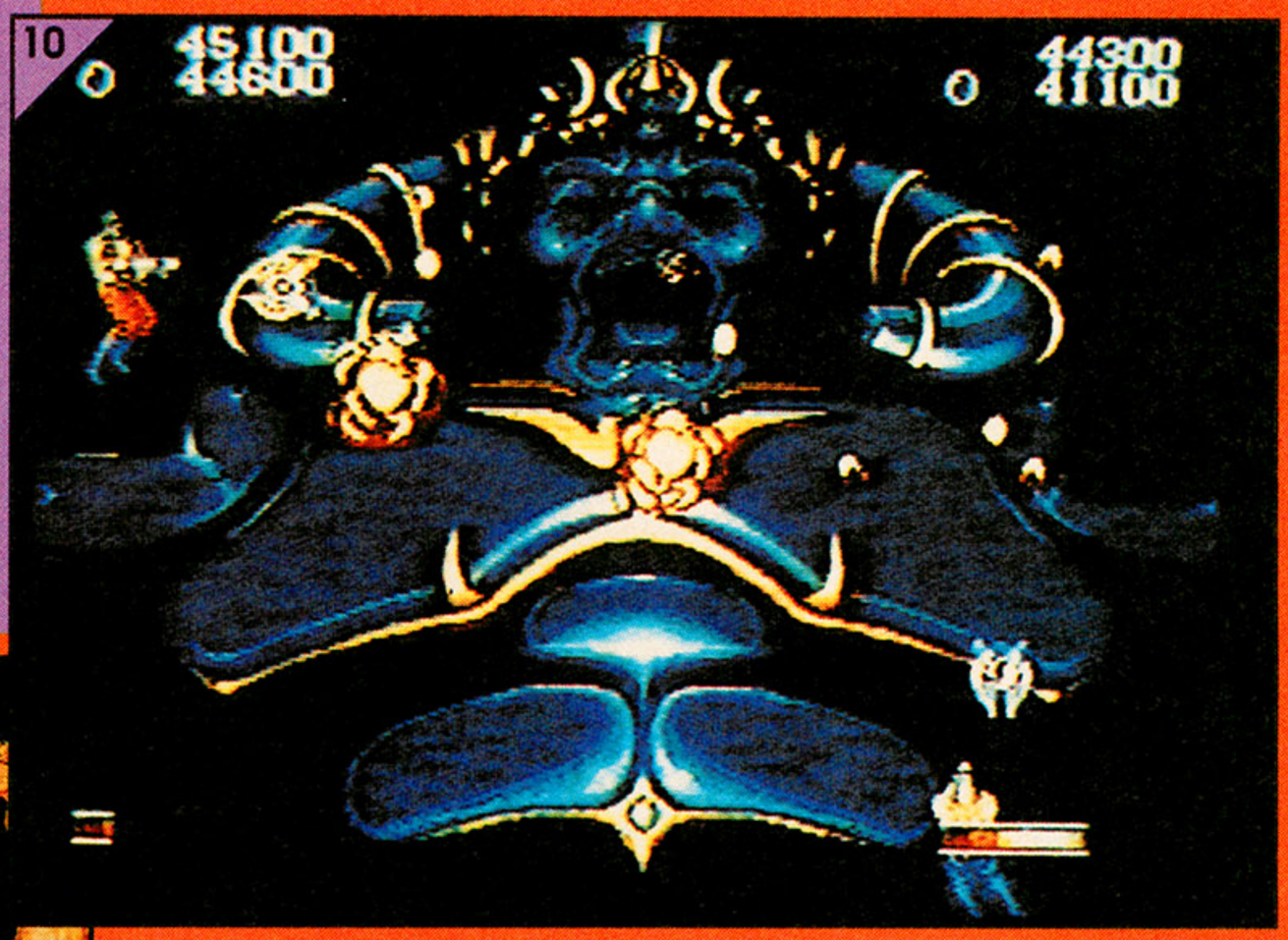


8 Familiarize yourself with your character's movements. Enemies attack from every side, and you won't last long if you don't swing around to face them.

9 To destroy the Dust Dragon at the end of the second level, fire into his chest at the bottom of the screen. Only a hit in the heart will finish him.

10 The enormous God of War is the boss of level 3. He attacks with his huge arms and with shots from his eyes. Concentrate your fire on his shoulders.





15 Level 6 is beautiful but deadly. In addition to the now-familiar troops, you'll face such enemies as this worm which leaps up from the clouds.

16 Shooting balls of fire from its mouth, this troll rises slowly from below. Concentrate your shots on his face.

17 The boss of level 6 makes a dramatic appearance: Eight crystals fly together to form his head.

18 To defeat this boss, you must first pick off all eight crystals, then attack his face quickly and forcefully.

22 The King of Gods rises. He will attack with every force you've seen thus far, so stay clear.

23 Stay above and fire down on the King's head and wings, dodging as you go. It will take many hits, but eventually you will triumph.

24-25 And so the tyranny of the King of Gods is ended, his invading armies defeated.

26 The people are grateful and can now resume their lives.

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King's Quest

With more than a million copies sold, the *King's Quest* series ranks among the most popular graphics adventure games ever written. But until recently you needed a personal computer to play these entertaining adventures.

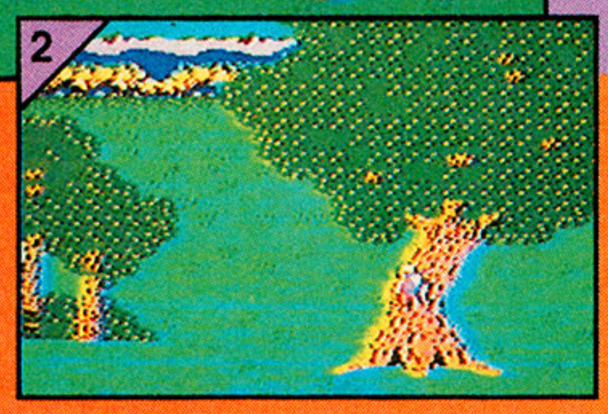
Sega has changed all that. *King's Quest* has been converted from floppy disk to cartridge for the Master System, and very little has been lost in the translation. As in the computer version, you play Sir Graham on a quest for the king. If you can recover some valuable items, you'll earn a great reward.

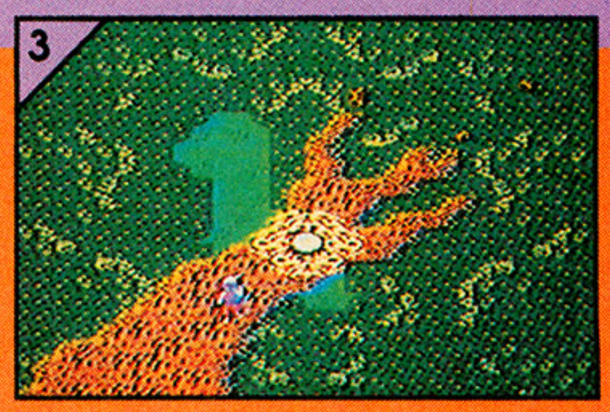
King's Quest can be frustrating if you've never played this kind of adventure game, however. In case you're stuck, we'll give you a head start. The hints and tips shown here will help you find the first two items: the king's mirror and his shield.

1 Push aside this rock in the forest. Beneath it is a hole that conceals something you'll need later.

2 The next item you'll need is hidden in this tree. To find it, start climbing.

3 Grab the golden egg in this bird's nest. But don't eat it for breakfast—save it for somebody else.



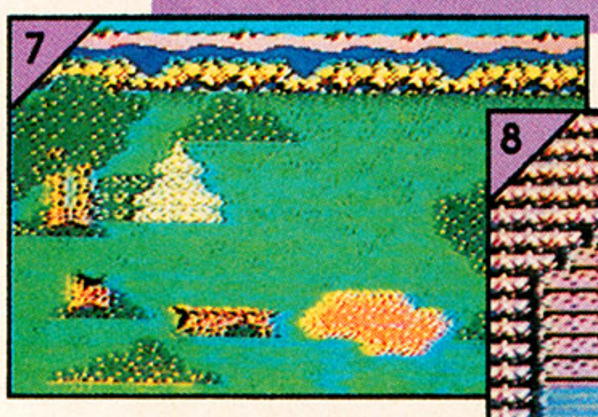


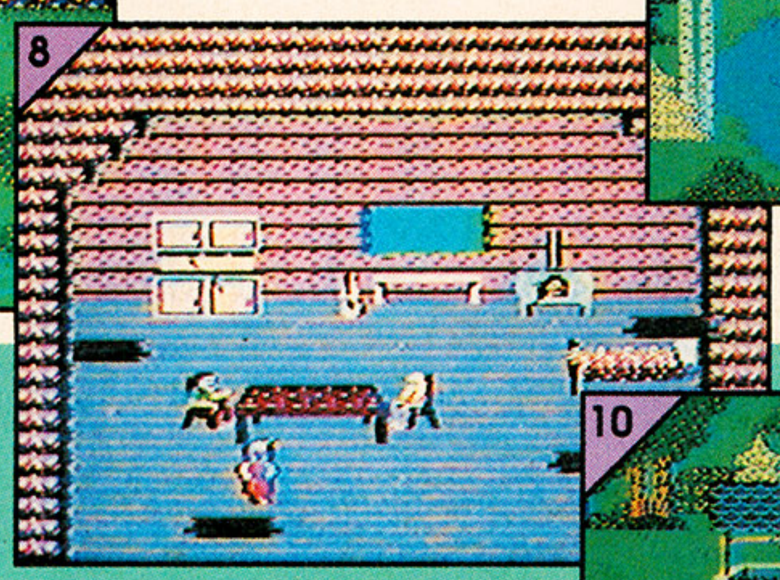
7 This brown patch of soil looks like fertile ground. It might be a good place to plant something...like beans.

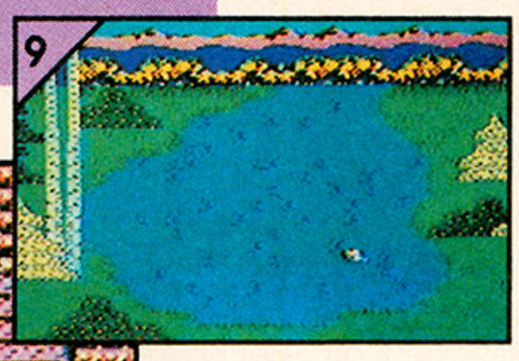
8 The two people sitting at this table are very hungry. If you feed them properly, they'll reward you with their most prized possession.

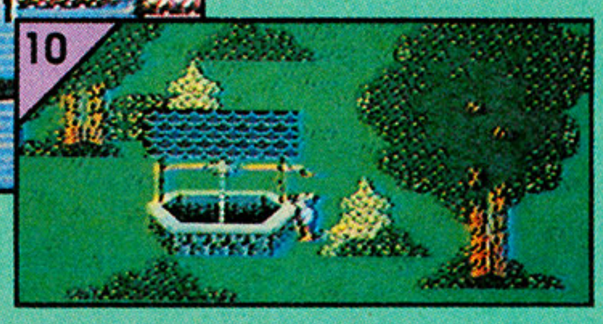
9 If you fall into a lake, you'd better start swimming fast, or you'll drown.

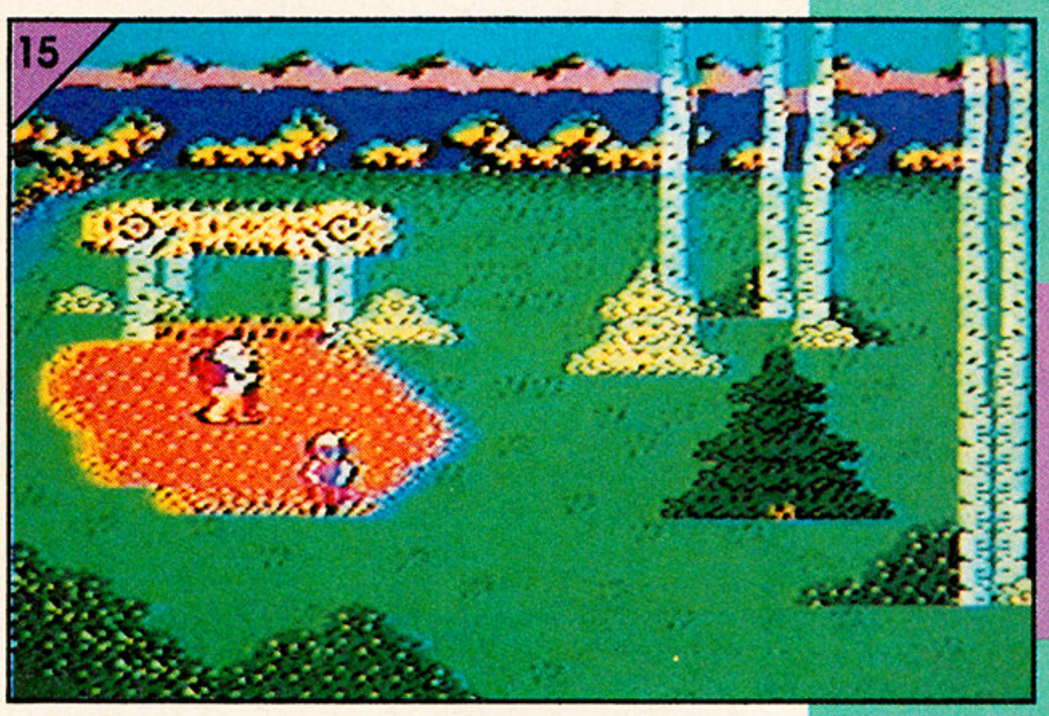
10 Lower the rope into this well, then climb down. Be ready to start swimming as soon as you reach the bottom.





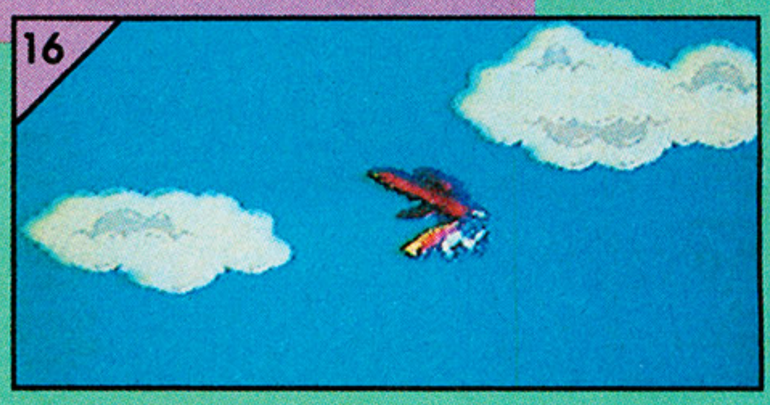






15 This crotchety old gnome will ask you a question. A clue to the answer is in the note you found in the witch's house.

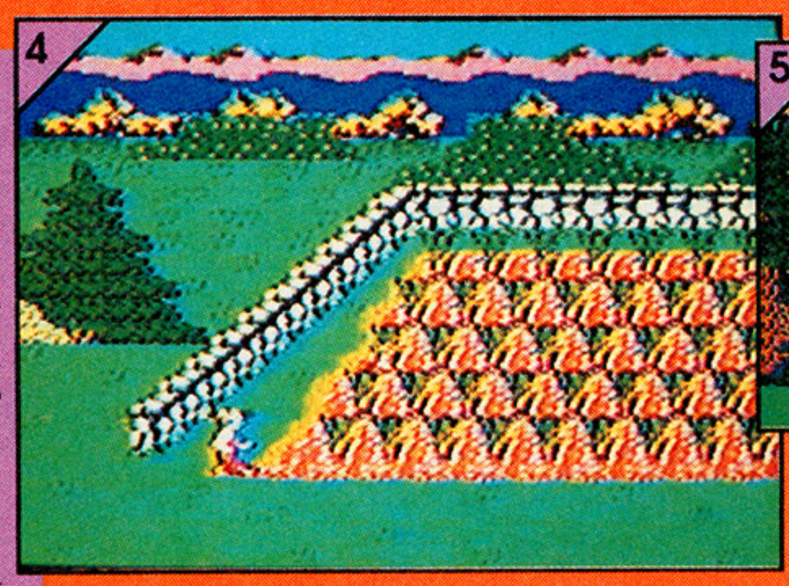
16 Jump in the air and let this condor grab you. It'll carry you very near to the entrance of the leprechaun's cave.

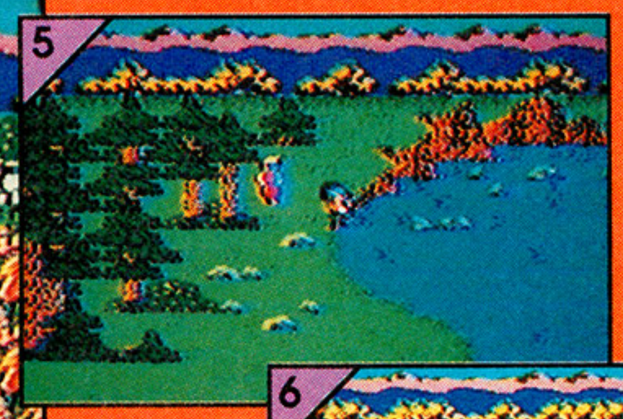


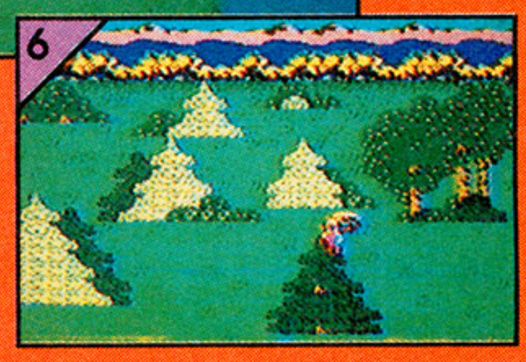
4 Another food item you need is in this garden. (Think of Bugs Bunny's favorite snack!)

5 The elf who lives near this lake will give you the ring of invisibility. It comes in handy when dealing with some of your enemies.

6 You'll come across a bowl in this clearing. It's empty, but take it anyway. It might prove useful later.





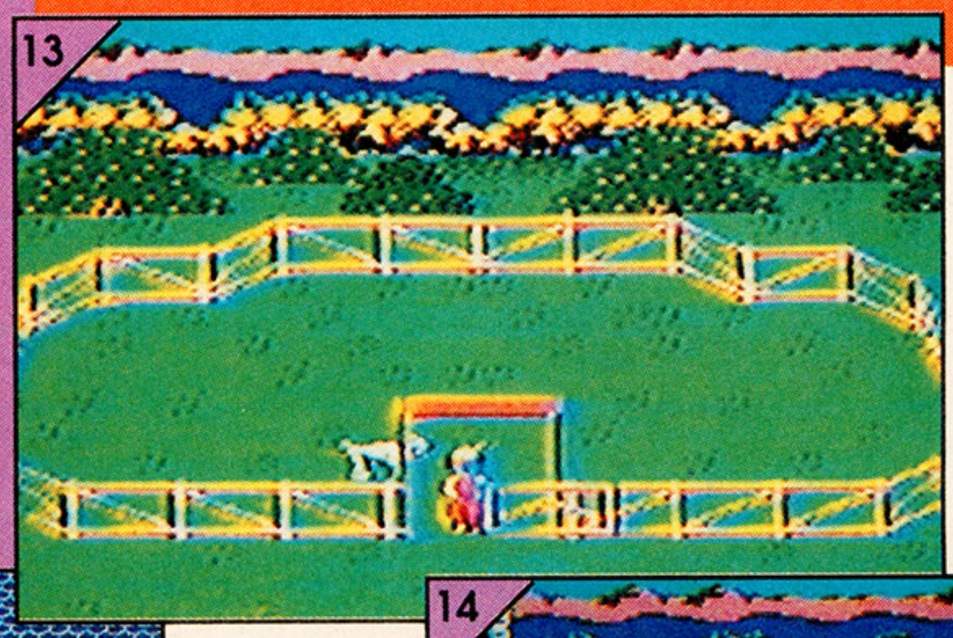


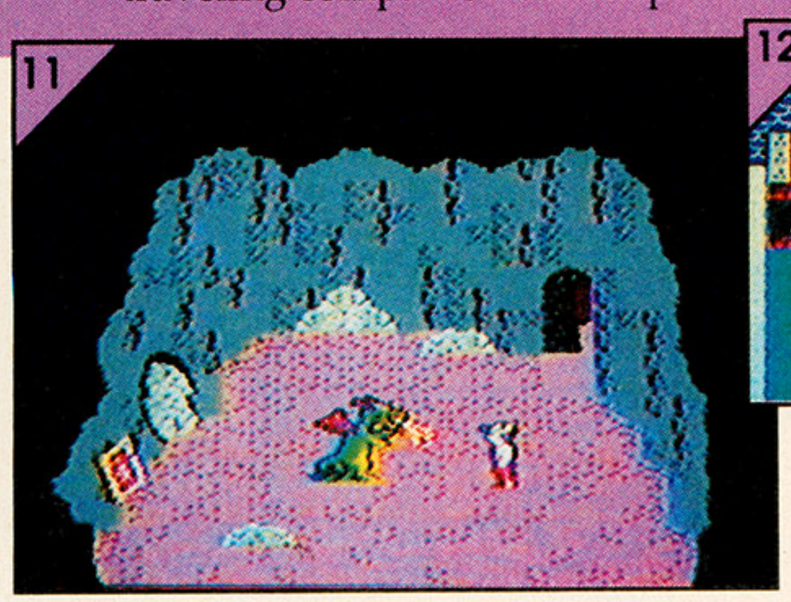
11 After swimming through an underwater hole, you'll find yourself battling this dragon. But if you win, the prize is the king's gleaming mirror!

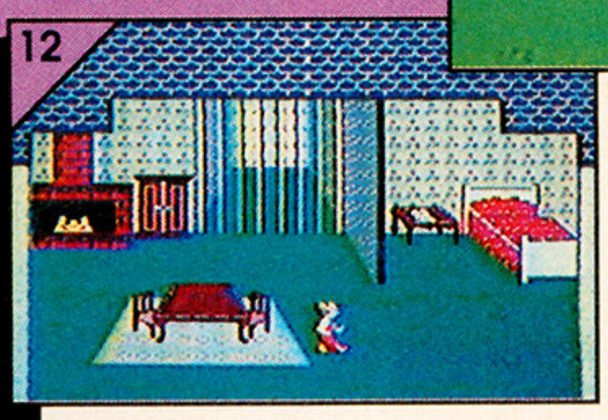
12 Inside the witch's house, you'll find a note on the nightstand. Read it — there's a valuable clue. Check the cupboard next to the fireplace, too.

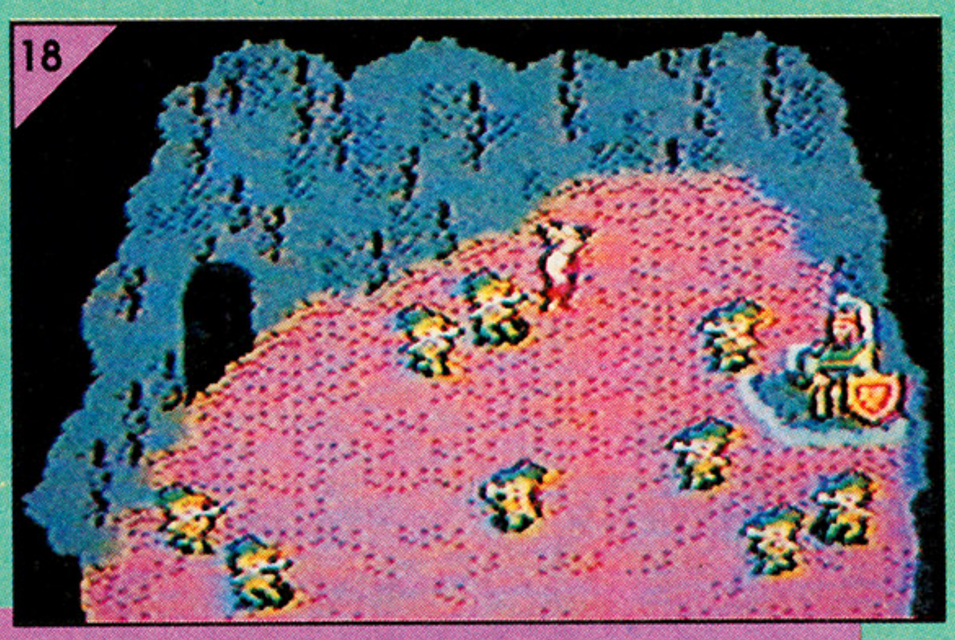
13 The goat inside this corral might make a good traveling companion. To get him to follow you, show him something to eat that you're carrying in your pocket.

14 There's a terrible troll guarding this bridge. Maybe your traveling companion can help.



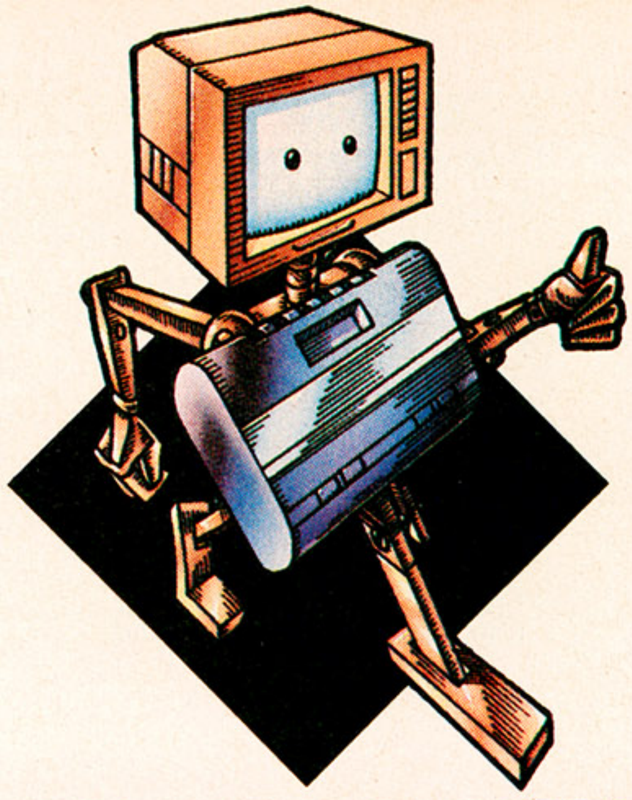






17 The leprechauns aren't very friendly, but they'll let you pass if you're carrying a lucky charm.

18 The king's shield is in this room full of leprechauns. It'll be easier to steal it if you distract them with some music. Take the leprechaun king's scepter, too, if you want to escape.



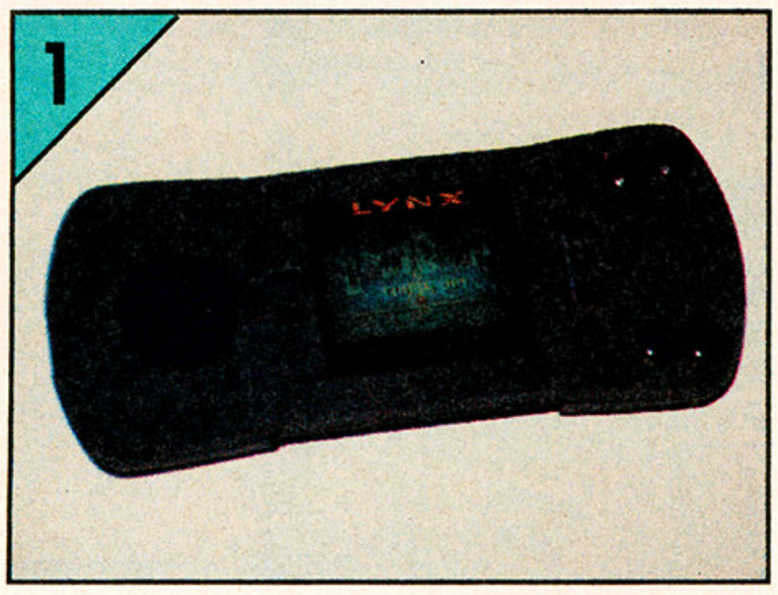
ATARI SAFARI

Atari Lynx: Hand-Held Breakthrough!

Tom R. Halfhill

No other hand-held game machine even comes close. That's the unanimous conclusion we reached at *Game Player's* after our first thorough test of the Atari Lynx — the world's first and only hand-held videogame system with a full-color screen.

Its color graphics and stereo sound set it apart from all other battery-powered videogame systems on the market. In fact, it boasts eye-popping graphics (considering its size) and thundering sound effects better than anything we've



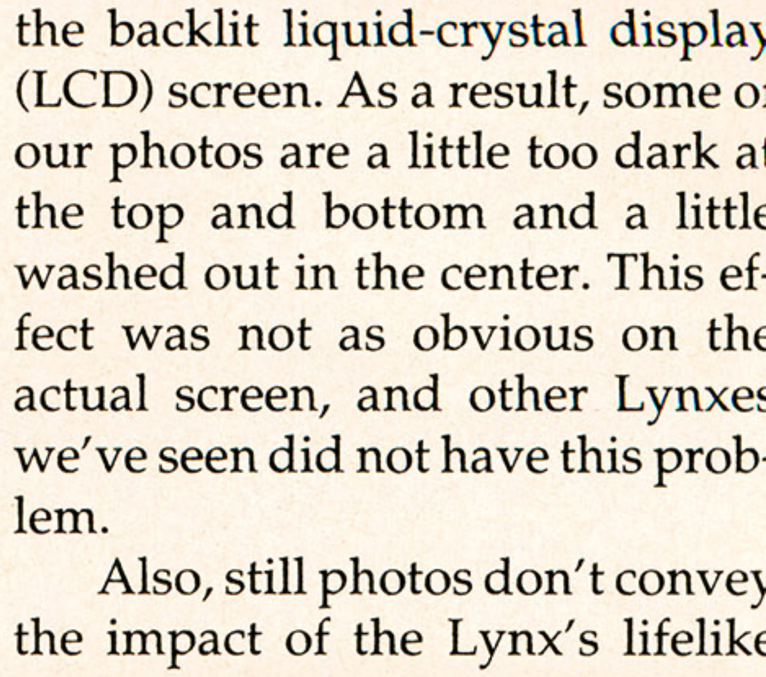
experienced so far on the full-size Nintendo Entertainment System, Sega Master System, and Atari 7800. Indeed, the Lynx comes close to matching the advanced graphics and sound offered by the Sega Genesis and NEC TurboGrafx-16.

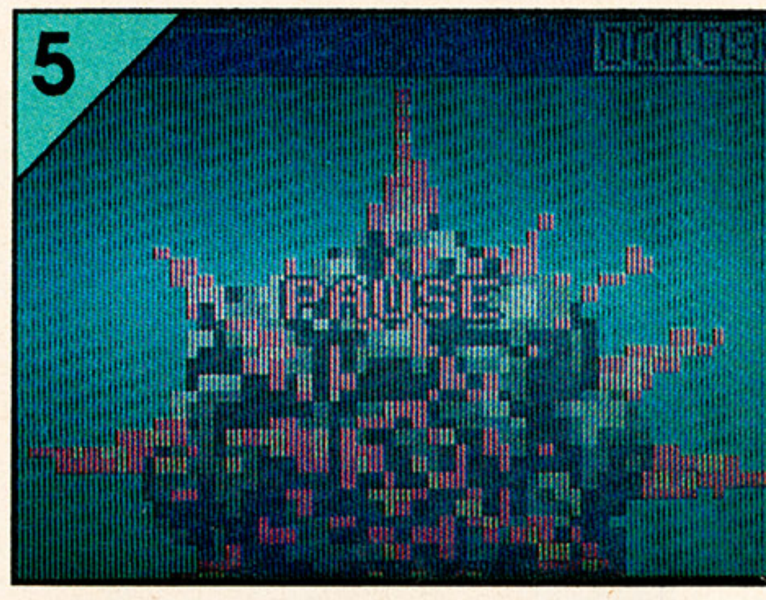
Of course, a small screen will always seem to offer higher definition relative to a large screen (all other things being equal), but the Lynx's 3-D animation capabilities in some games are clearly first rate by any standard.

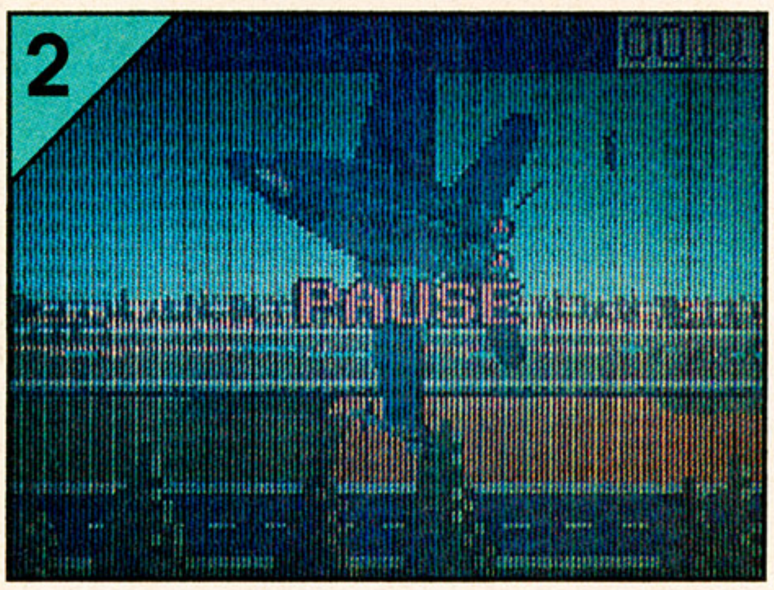
One editor dubbed the Lynx "the Amiga of hand-held game machines" — a label that fits in more ways than one. Like the Amiga personal computer, the Lynx has graphics and sound capabilities that outmatch everything in its class. And it's no coincidence that some of the same people who designed the Amiga back in 1985 also helped design the Lynx.

The screen photos here offer just a glimpse of the Lynx's capabilities. The Lynx we tested, a preproduction prototype, suffered from uneven illumination across the backlit liquid-crystal display (LCD) screen. As a result, some of our photos are a little too dark at the top and bottom and a little washed out in the center. This effect was not as obvious on the actual screen, and other Lynxes we've seen did not have this problem.

Also, still photos don't convey the impact of the Lynx's lifelike







1 Atari Lynx: Full-size performance in a hand-sized package.

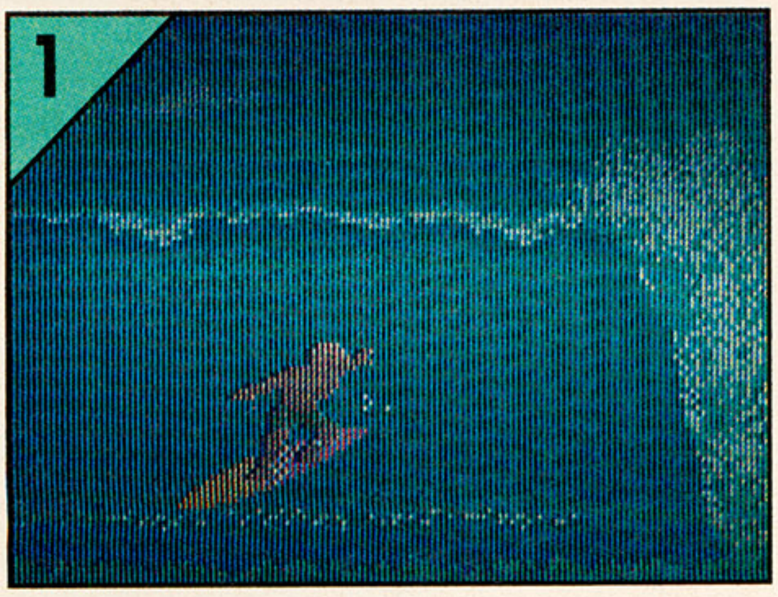
2 The scrolling scenery in *Blue Lightning* is better than anything we've seen so far on *any* home videogame system. Just don't fly too close to those trees!

3 If skimming the treetops doesn't elude your enemies, try diving through the clouds.

4 During the ground-attack mission, you have to maneuver your jet through these desert mesas. The animation is incredibly lifelike.

5 Keep those enemy fighters off your tail, or you'll end up in a cloud of smoke.

ATARI SAFARI

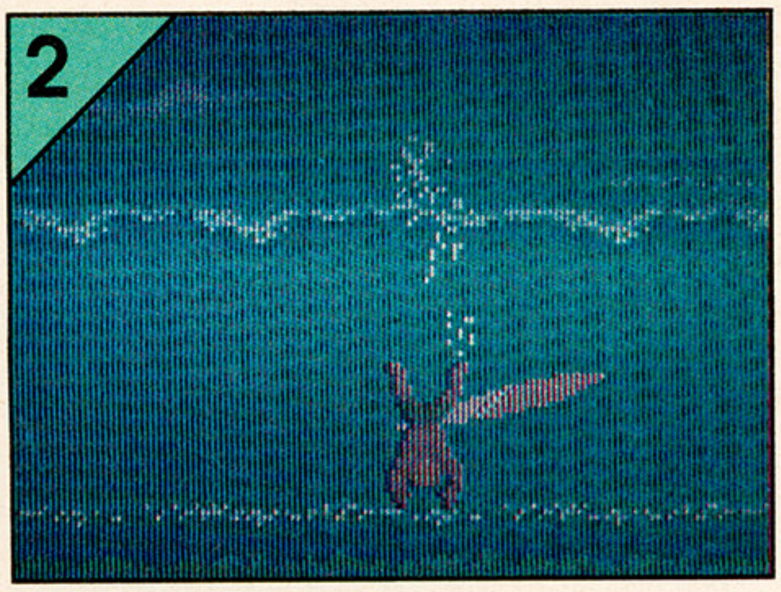


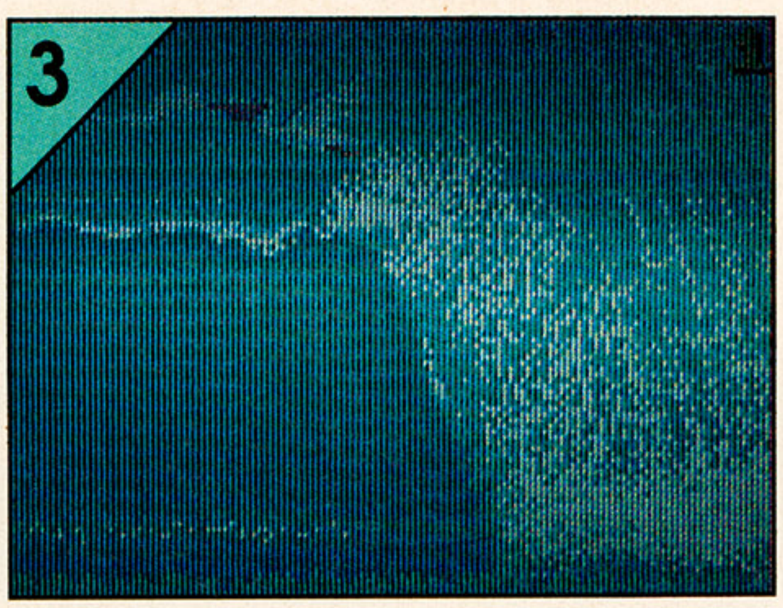
animation. To reach your own conclusions, you need to pick up a Lynx, plug in a pair of stereo headphones, and experience it for yourself.

Finding a Lynx might not be easy, however. The Lynx was scheduled to appear in stores around Thanksgiving, but Atari says production will be very limited at first, and most people probably won't get a chance to buy one until early or mid-1990.

Another potential problem is the price. At $169.99, the Lynx costs almost twice as much as a Nintendo Game Boy, and nearly as much as a full-size Genesis or TurboGrafx. It's not clear how many people are willing to spend that amount on what will probably be a second game machine.

But one thing *is* clear: Many people who *see* a Lynx will *want* a





Lynx. And whether or not the Lynx becomes a success, it points the way to the future of hand-held videogaming.

An Amazing Maze Of Mesas

According to Atari, eight games will be available soon after the Lynx comes out. All eight were designed by Epyx, the company which developed the Lynx and sold the marketing rights to Atari. So far, we've tested three titles: *California Games*, to be included with every Lynx; *Blue Lightning*, an air combat game; and *The Gates of Zendocon*, an arcade-style shoot-em-up. Of the three, *Blue Lightning* probably has

1 In *California Games*, you can catch the curl without even getting your feet wet.

2 Hee-hee-hee, *wipeout*! If you don't hang ten you'll be gulping salt water.

3 Attention to detail — like this flying pelican — adds a touch of humor to *California Games*.

4 A poor performance during the BMX biking event in *California Games* leads to this sarcastic evaluation.

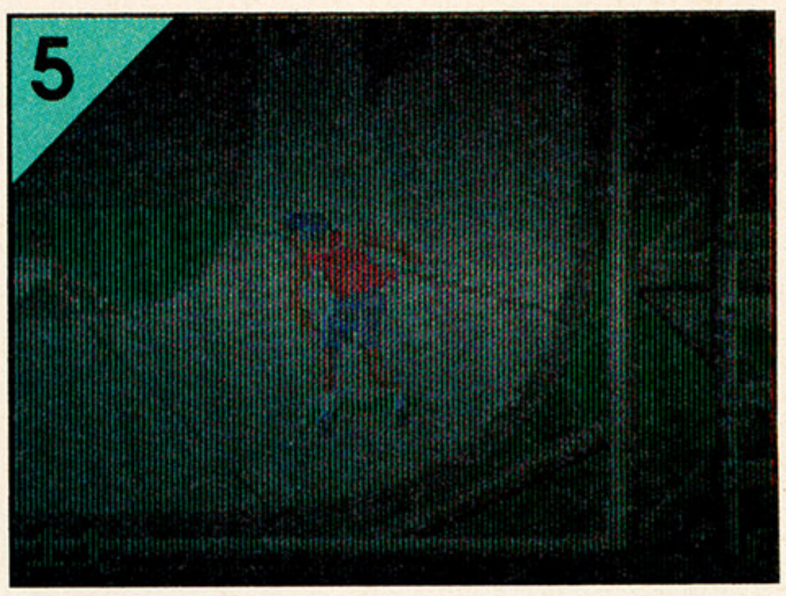
5 If you think wiping out on a surfboard is bad, wait until you skin your knees on this *California Games* concrete half-pipe.

the most impressive graphics and *California Games* the most interesting game play.

In concept, *Blue Lightning* is similar to *Top Gun* on the NES and *After Burner* in the arcades. It's not a true flight simulator — although you can steer your jet left, right, up, and down, you can't perform such maneuvers as rolls, loops, and 180-degree turns. You're always moving forward at a constant speed, and the viewpoint is from directly behind your jet. Takeoffs and landings are automatic.

Instead of emphasizing flight skills, *Blue Lightning* stresses action. In mission 1, you engage in dogfights with enemy jets. You can respond with rapid-fire cannons and air-to-air missiles. You have an inexhaustible supply of ammunition for your guns, but a limited supply of missiles.

Although it's not too difficult



to shoot down the enemy planes with cannon fire, the guided missiles are much more effective. Whenever a hostile jet comes within range, brackets appear on the screen to indicate that your plane's computer has locked onto the target. When you launch a

ATARI SAFARI

1 When you blow a skateboard stunt, the computer tells you what you did wrong.

2 Footbagging is the final event in *California Games*. That's San Francisco in the background.

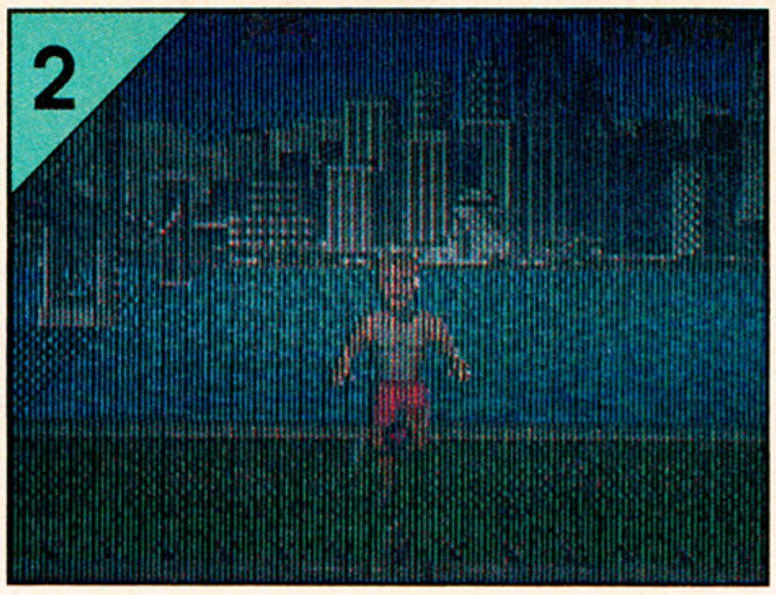
3 Each round in *The Gates of Zendocon* begins with your ship taking off from one of these repair bases.

4 Frightening monsters are everywhere in *Zendocon*. This guy is the brains of the operation.

5 These crystalline structures hover like clouds in *Zendocon*. But if you collide with one, you'll find out they're as solid as rock.

missile, it whooshes off and starts following the enemy jet. If the enemy doesn't quickly move out of range, the missile chases him down and destroys his plane in a fiery explosion.

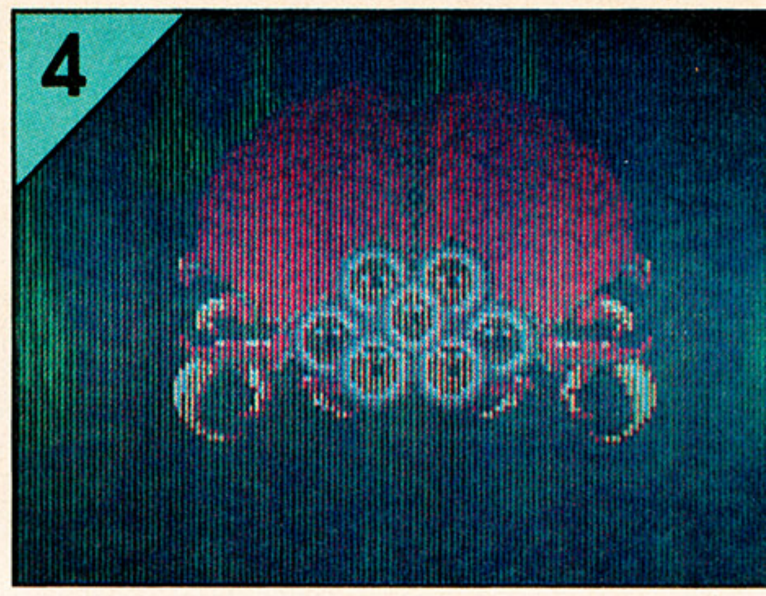
In mission 2, you make low-level attacks against ground targets, pouncing on tanks and convoys with your guns and missiles. This mission contains some of the most spectacular scenery of the game, and it opened our eyes to the startling graphics potential of the Lynx.



In one scene, you fly low across a desert and attack targets lurking within a range of Western mesas. You need quick reactions to steer your jet through this mountainous maze. The colorful terrain flashes by with impressive realism. One wrong move and you'll splatter your jet against the face of a cliff in a tremendous explosion. The simulated 3-D animation beats anything we've seen on a full-size NES or Sega Master System.

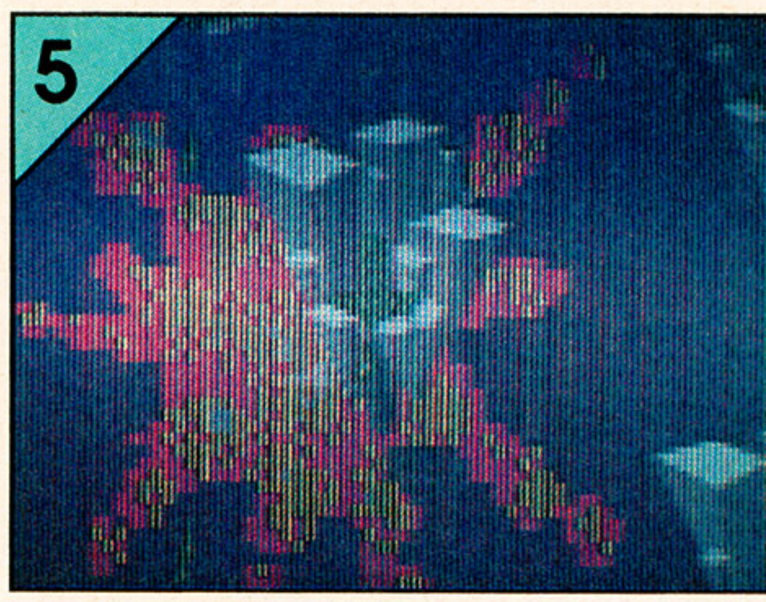
Blue Lightning has dynamite sound effects, too. Although the Lynx's tiny built-in speaker is adequate, a pair of stereo earphones makes a huge difference. You can *feel* the whoosh of the missiles, the pounding of your guns, and the explosions of enemy targets — all above the deep-throated roar of your jet engines.

California Games offers more variety than *Blue Lightning*. It's actually four games in one: surfboarding, skateboarding (on a concrete half-pipe), BMX biking, and footbagging. Each event has a time limit during which you try for the highest score. The graphics are exciting — particularly the zoom effect in the skateboarding



event and the wipeouts when surfing. Overall, *California Games* is remarkably like the computer version from which it was adapted.

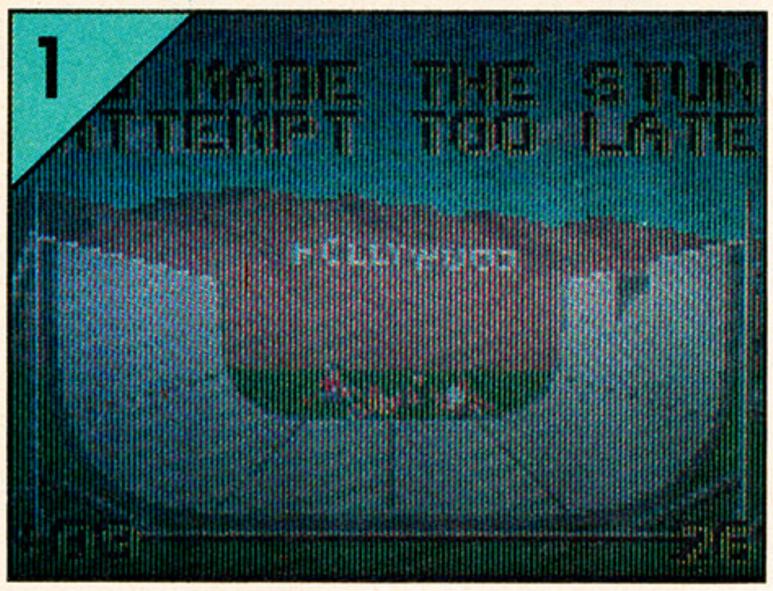
The Gates of Zendocon is perhaps the least interesting game of the three. Although the graphics and sound effects are excellent, the pattern is repetitive. You fly a spaceship from left to right against a scrolling background, maneuvering through flocks of weird

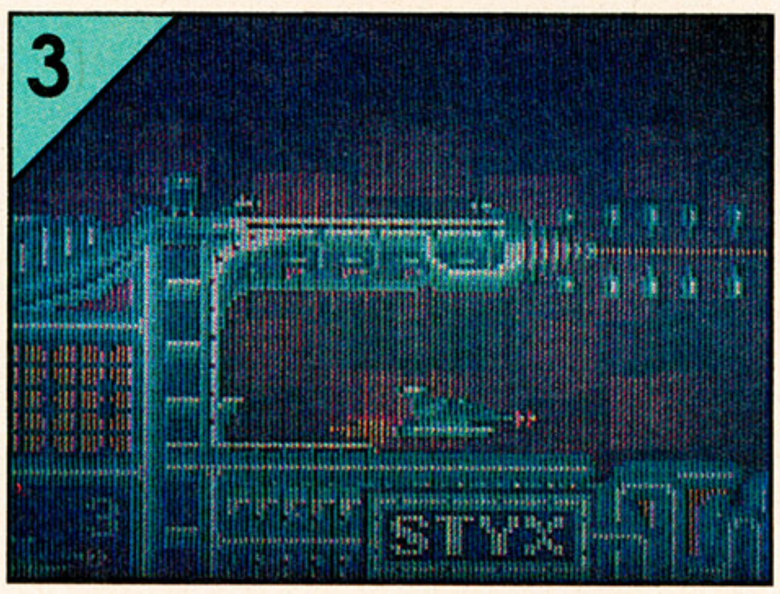


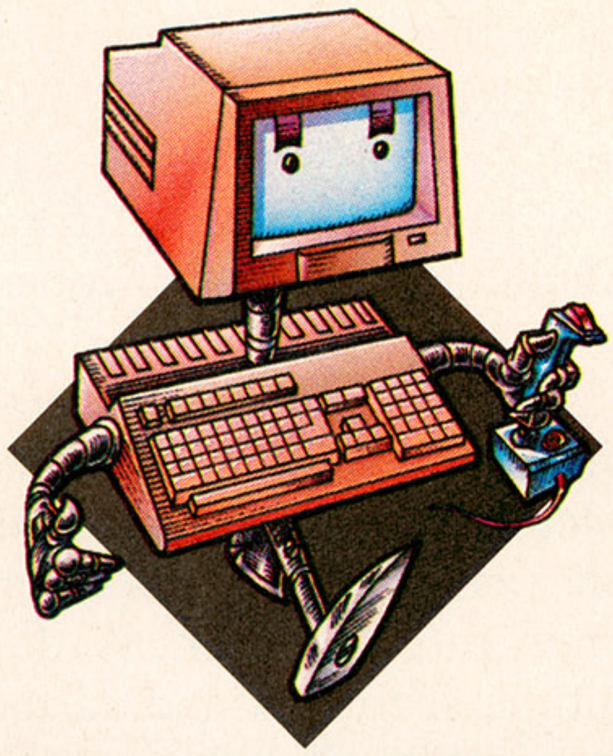
creatures and enemies. At the end of each round you pass through a gate that leads to the next round. Each round has more unique creatures, but the action is always the same. Nevertheless, the game does show off the graphics capabilities of the Lynx.

All three titles reinforced our conclusion that the Lynx is a breakthrough videogame system that just happens to fit in your hand and run on batteries. In fact, we'd like to see more animation like this on a full-size game machine!

GP





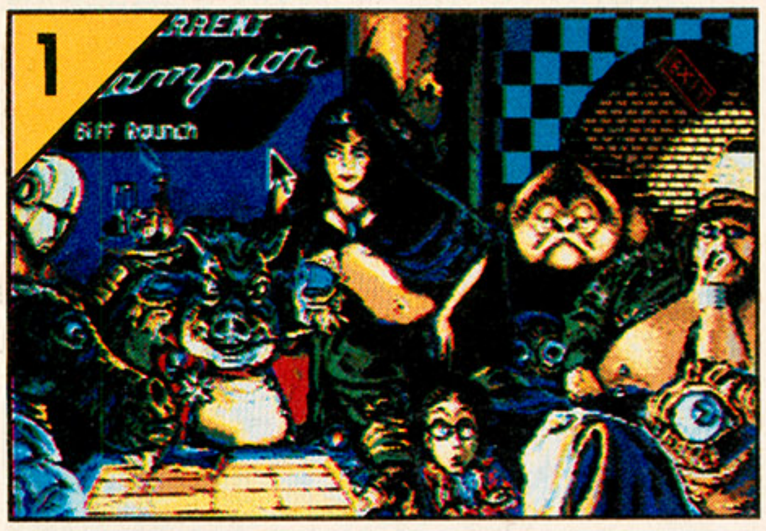


AMIGA PLAYERS

SIMPLE PLEASURES

Sheldon Leemon

Because the Amiga is such a powerful personal computer, many game designers feel obligated to make their creations as complex as possible. As a result, some flight simulators practically require a pilot's license just to get off the ground, and some sports simulations make you pick teams, train players, and memorize an entire

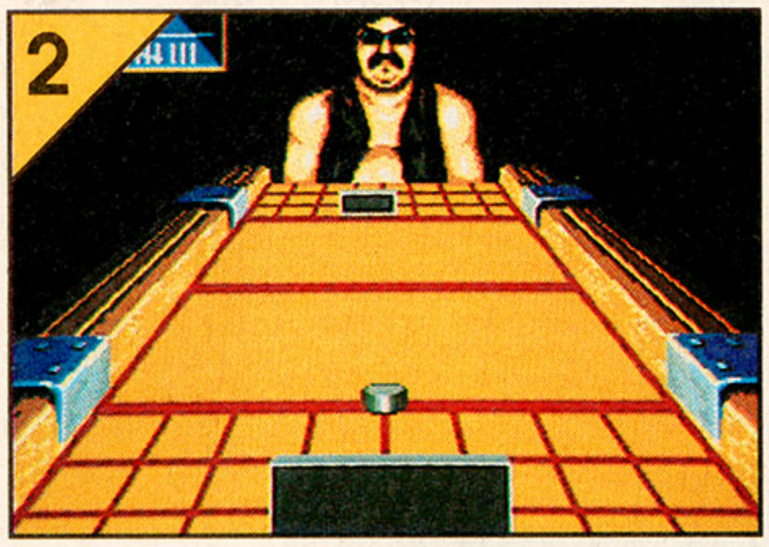


playbook before you can start a single game. What these architects of the arcane forget is that sometimes the simplest games are the best.

A case in point is Broderbund's *Shufflepuck Cafe*. This game was a big hit on the Macintosh, whose tiny black-and-white screen hardly makes it a gamer's dream machine. Although the graphics benefit considerably from the Amiga's color screen, super-realistic 3-D effects aren't the point of this game.

Shufflepuck Cafe brings to the Amiga the sport of air hockey, a direct descendant of *Pong*, the original videogame. The object of *Shufflepuck Cafe* can be explained in one sentence: You hit an electronic puck with a paddle, trying to send it past the paddle of your computer opponent.

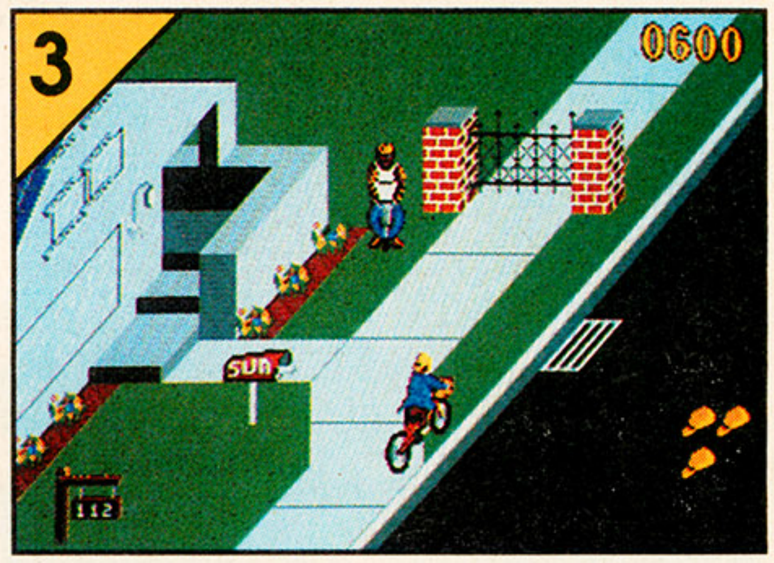
Admittedly, there are a number of enhancements in this version. It's three-dimensional instead of two—the court has been turned into a table that extends toward the back of the screen. You're allowed to tailor the response of your paddle somewhat, controlling the amount of both the forward



Shufflepuck Cafe: This ain't no singles bar. This is the last den of air hockey enthusiasts, and you can challenge any of these weirdos to a game.

Biff Raunch is the reigning Shufflepuck champion. He cackles whenever he scores a point, growls when you score a point, and calls you a wimp if you're a lousy player.

Paperboy: Hazards abound in suburbia. Watch out for wrought iron gates, hostile residents, sewer grates, dogs, cars, and skateboarders.



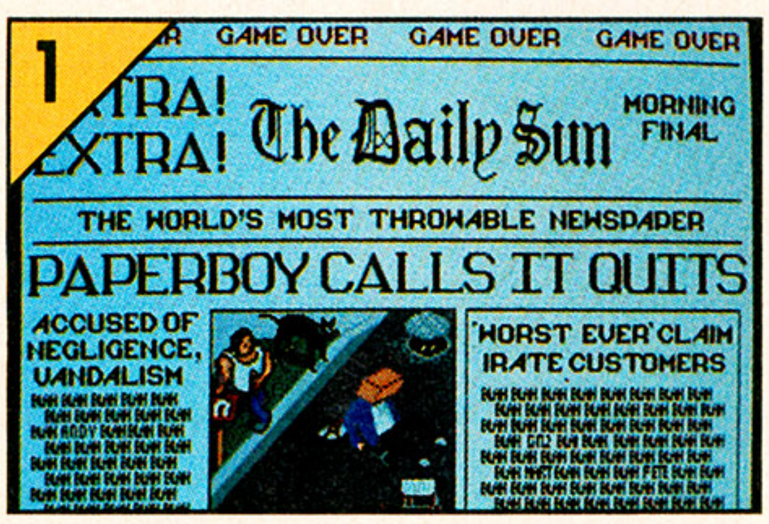
bounce and power and the sideways bounce and power. You can also designate a different response when the mouse button is pressed than when the button is up. Even with all these extras, however, the game still is much simpler than your typical F-18 flight simulator.

Shufflepuck Cafe proves that even a simple game can be entertaining when executed with style and wit. It sets the air hockey match in an intergalactic bar like the one in *Star Wars*, with a host of amusing alien opponents for you to play. Starting with the training robot, DC3, and working up to the reigning champion, Biff Raunch, these opponents provide a wide range of skills and playing styles against which you may sharpen your game.

The on-screen characters even exhibit a little personality. For example, Lexan, a lizardlike lush who holds a cocktail glass while he plays, starts out quite tough. But as the game progresses and his glass empties, his play becomes increasingly sloppy. Although the upper tier of opponents is hard to beat, pushovers like Skippy and Visine make the game fun for even the youngest players.

Another simple game that succeeds because of a fresh concept is Mindscape's *Paperboy*. It combines a shooting game with a race game, but instead of shooting laser bolts or bullets, you're lobbing newspapers. And instead of driving a Ferrari, you're pedaling a Schwinn. The object of the game

AMIGA PLAYERS

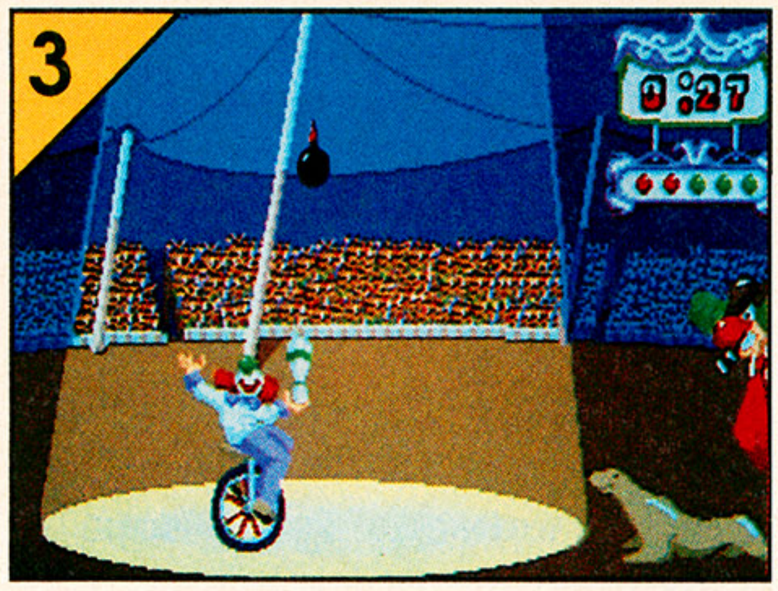


is to ride down the street, avoiding such obstacles as cars, pedestrians, and dogs, and deliver your newspapers by tossing them into delivery boxes.

Just to inject a little antisocial element into the game, you also get points for tossing papers through the windows of nonsubscribers, and for knocking over gravestones, garbage cans, and birdbaths. If you get to the end of the street, you can pick up extra points by hitting targets on a practice range.

All this may not sound impressive, but *Paperboy* has the one quality that is the hallmark of a good arcade game — it's addictive. It's almost impossible to finish at first, but you get further each round, so you feel if you play just one more game....

Another enjoyable diversion from Mindscape is *Fiendish Freddy's Big Top O' Fun*. Rather than a single game, it's a lot of games put together. With its multiple segments and cartoonlike graphics, it bears a resemblance to Cinemaware's *The Three Stooges*, and it shares a similar premise. Your circus owes a lot of money to a ruthless banker, and you must raise the money by successfully completing a number of circus acts. There's just one complication: You must overcome interference from an impish clown named Freddy, who wants to see your circus fail.



Some of the circus games in *Fiendish Freddy* are not only simple, but also reminiscent of classic computer games. For example, the sequence in which you play a human cannonball is very similar to a BASIC target game that was popular at the dawn of the personal computer era, and the trapeze sequence plays a lot like the ancient *Jungle Hunt* arcade game.

The juggling and tightrope segments are genuinely challenging and require plenty of practice to master. But the knife-throwing act requires little more than pushing the fire button at the right moment, and the high-dive event — in which you must move the joystick rapidly back and forth in order to spin your diver — is a lot like the sprinting games in which your racer's speed depends on how fast you push the joystick button.

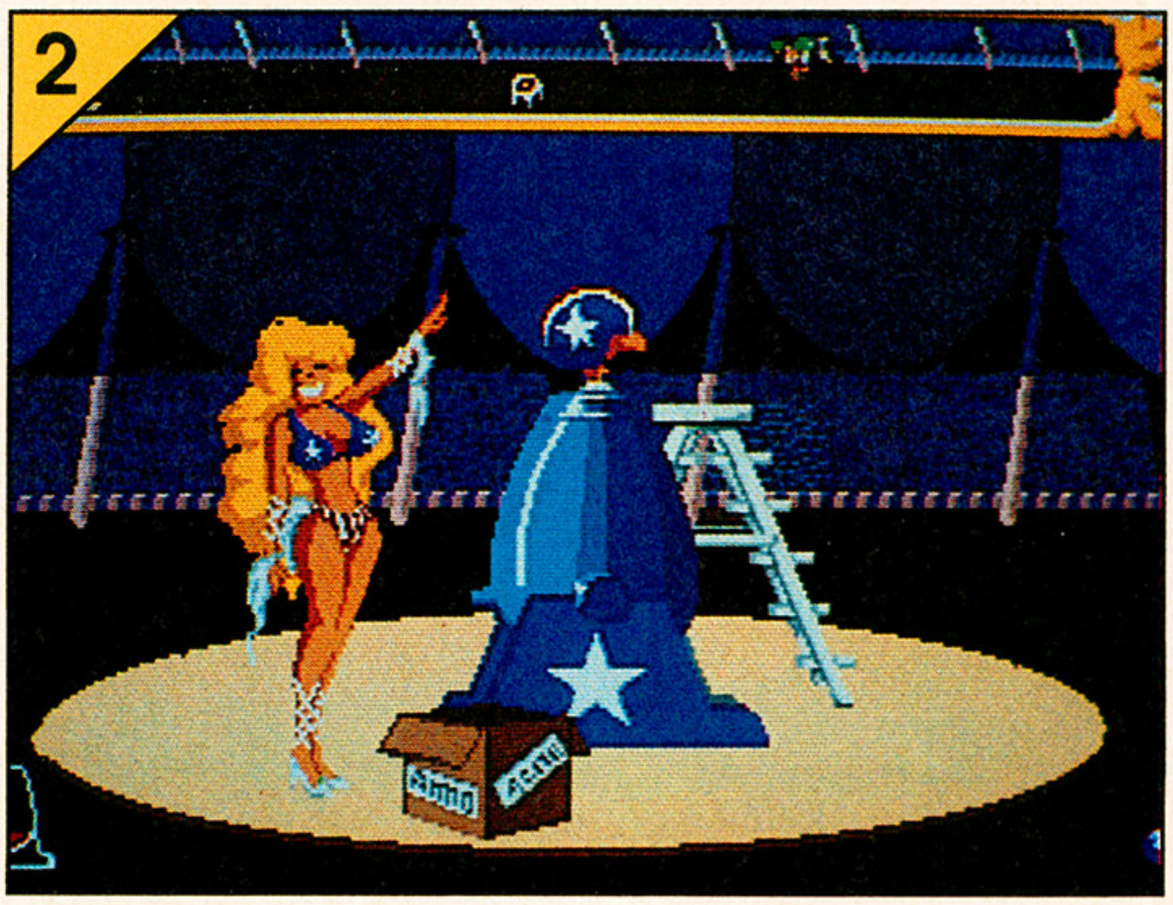
The cartoonlike graphics in *Fiendish Freddy* are very nice, but they expand an otherwise simple game to a three-disk set. Unless you have three floppy drives or a hard disk, prepare for a lot of disk access and swapping. *Fiendish Freddy*, perhaps, could use a little *more* simplicity — to achieve faster loading and more satisfying game play.

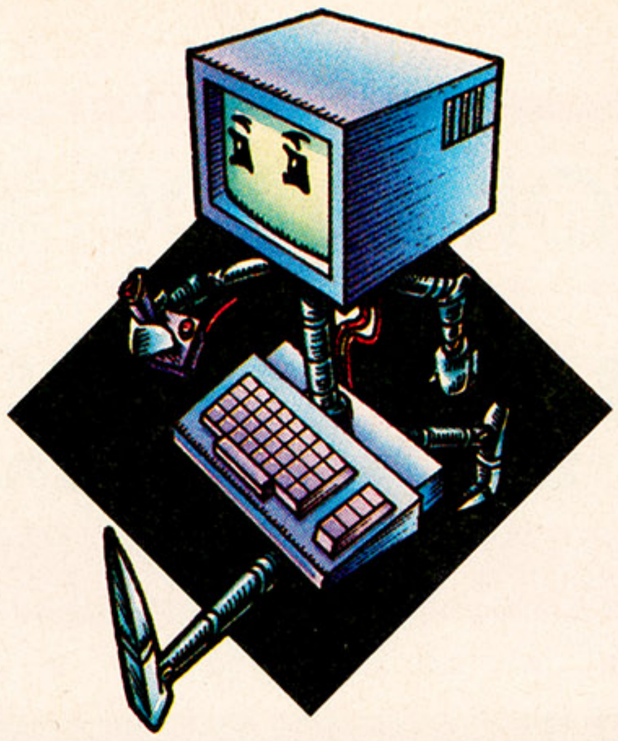
GP

1 When a game ends, your performance as a paperboy becomes headline news.

2 *Fiendish Freddy*: The human cannonball is one of six acts you must perform to save the circus from bankruptcy.

3 Juggling on a unicycle is tough enough, but things get even worse when Fiendish Freddy (right) tosses you a bomb.





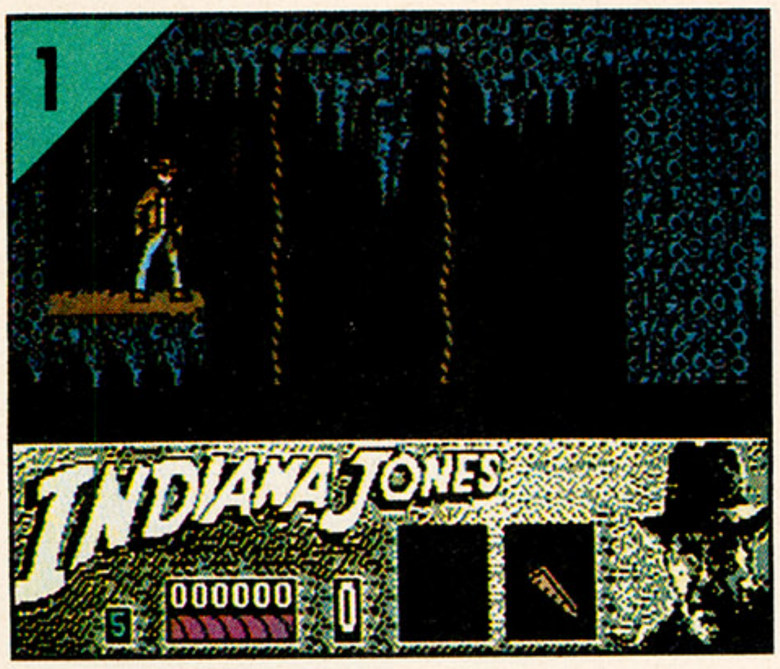
COMMODORE PLAYERS

Indy: The Action Game

Neil Randall

By now, the third Indiana Jones movie is no longer big news. *Indiana Jones and the Last Crusade* was well done, surpassed the relentless action and special effects of *Indiana Jones and the Temple of Doom*, and nearly matched the excitement of *Raiders of the Lost Ark*. Sean Connery was just fine, Harrison Ford was even better, and the box office receipts were substantial.

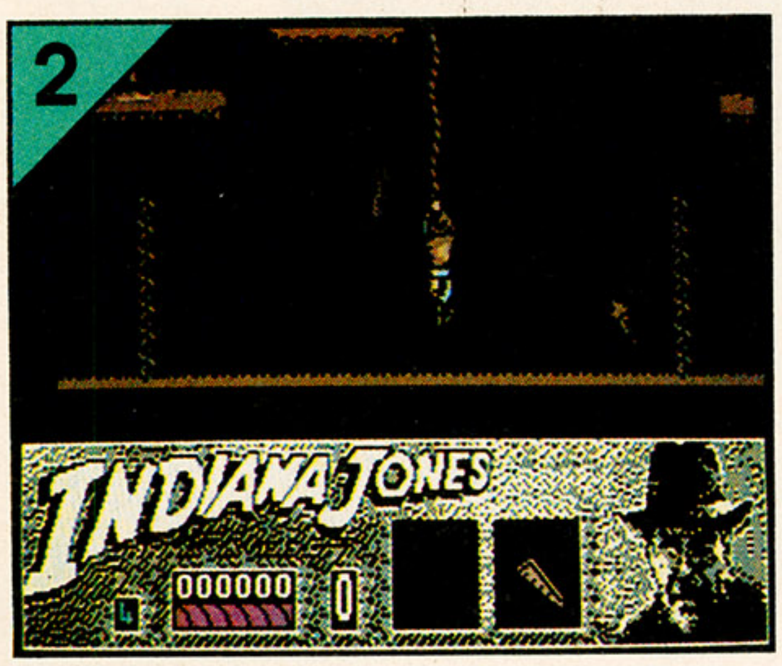
But the spin-off products lin-



ger on. Among them are two computer games based on the movie, both from Lucasfilm (who else?). One game is a full-blown graphics role-playing adventure, not yet released for the Commodore 64. The other game — what 64 owners got instead — is the significantly less impressive *Indy: The Action Game*.

Less impressive, yes. But it's still good for a bit of arcade-style fun.

Indy: The Action Game has four levels. In the first, you guide Indy toward the Cross of Coronado. After that, you must help him find the Crusader's Shield. Next, it's into a fortress to locate the Grail Diary. Finally, you help Indy save his father's life by finding the Holy Grail itself.

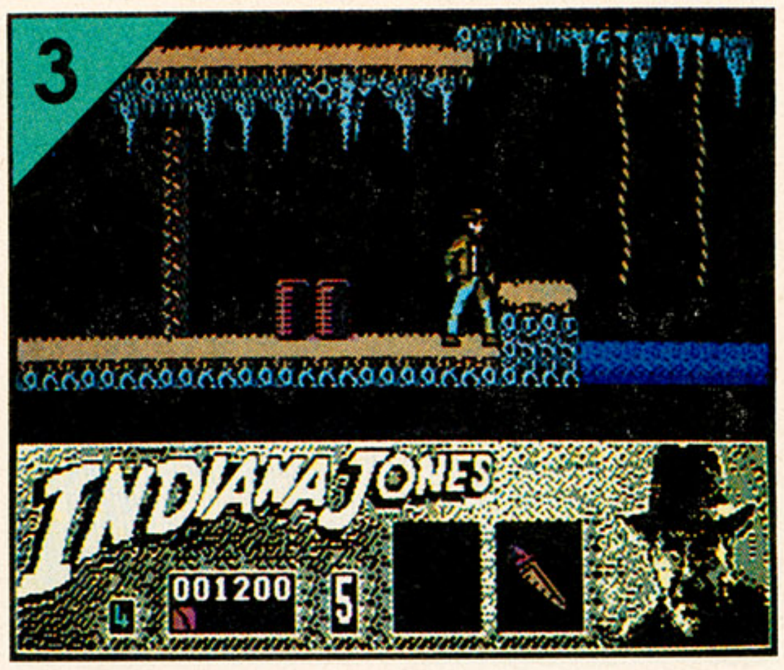


1 As Indy's adventure begins, he stands atop a ledge near a rope. Watch out for falling shards, and be wary of the guard who waits at the bottom of the rope.

2 After getting past the first guard, a torch lies to Indy's right. The torches are vital on level 1; if you don't find them, the screen goes dark.

3 The trick here is to lower yourself to the bottom of each rope before jumping to the next one. Otherwise, Indy will hit his head on the cavern ceiling and fall into the water.

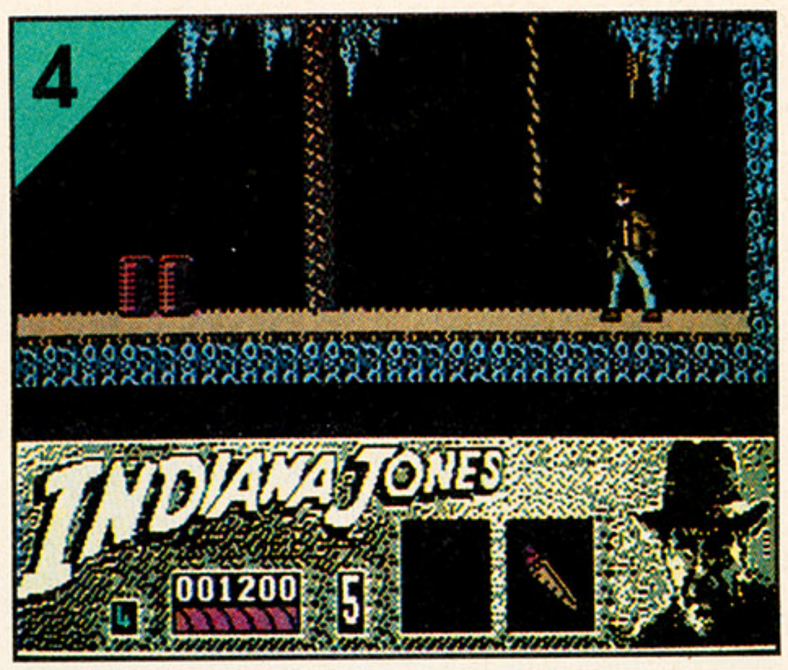
4 At the end of the first stage of level 1, a rope leads tantalizingly upward. But watch out for the robots ascending and descending the ropes. Wait until the robot appears, then grab the torch and climb up.



Each level features a series of scrolling screens. You guide Indy with the joystick, making him run, jump, climb, or crouch. His only weapon is a leather whip, and you'll find whips scattered throughout the first and second levels. However, the whip functions as a weapon only on level 1. On level 2, you need it primarily to swing from window to window.

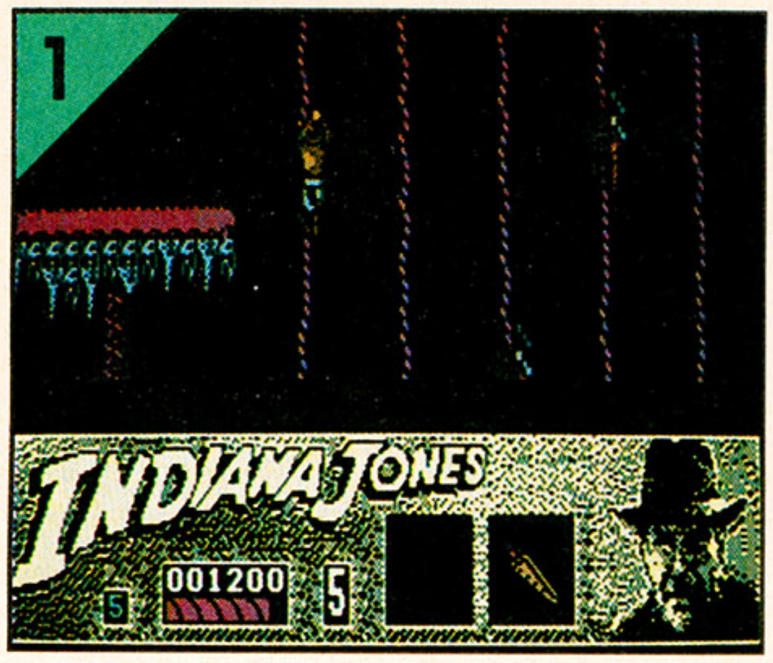
Each whip is good for five uses. If you fail to save enough uses on level 2, you won't make it through. It's as simple as that.

To get through level 1, you must also collect a series of torches. Each torch lights an area for a short period of time. If you fail to reach a new torch, the screen starts to



darken. If it blacks out completely, Indy loses a life. As you might expect, the torches are arranged so Indy must keep going at full tilt, which means you'll need considerable practice before completing the level.

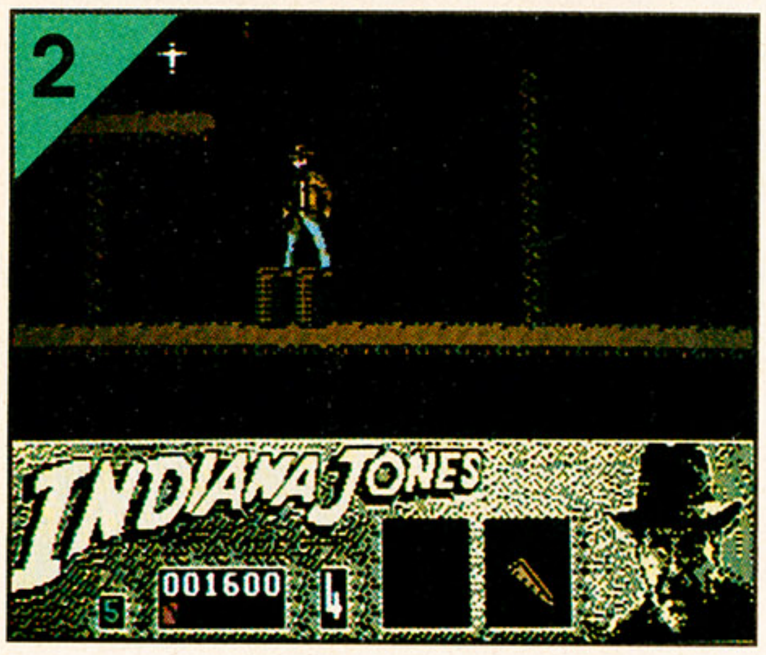
Two hints for level 1: First, remember that pulling back on the joystick makes Indy duck; this is extremely useful when approach-



ing gun-totin' enemies. Second, if you can afford the time, wait until you see the robot at the bottom of the rope before taking the torch that's waiting there. Then climb slowly up the rope behind the robot and head to your left, not your right.

To finish level 2 — actually the most difficult level of all — you'll need the secret decoder included with the game. Only by entering this level through the correct passage will you find the Crusader's Shield. Time your jumps carefully and conserve your whips. It's not necessary to visit every nook and cranny of level 2 in order to master it.

Level 3 is surprisingly easy. You need to collect passes throughout this level, but not even the guards seem particularly interested in stopping you. Just head to your left, descend a series of ladders, get rid of the person guarding the Grail Diary, and jump toward the diary to retrieve it. Next, head toward the opposite end of the building to find an escape route. If you make it this far,



COMMODORE PLAYERS

1 The robot-ropes end as the second stage of level 1 begins. Move Indy high on the rope before leaping to the next stage, then be on the lookout for a gunman.

2 The Cross of Coronado is visible on a ledge above Indy's head. Indy must retrieve the cross to escape level 1.

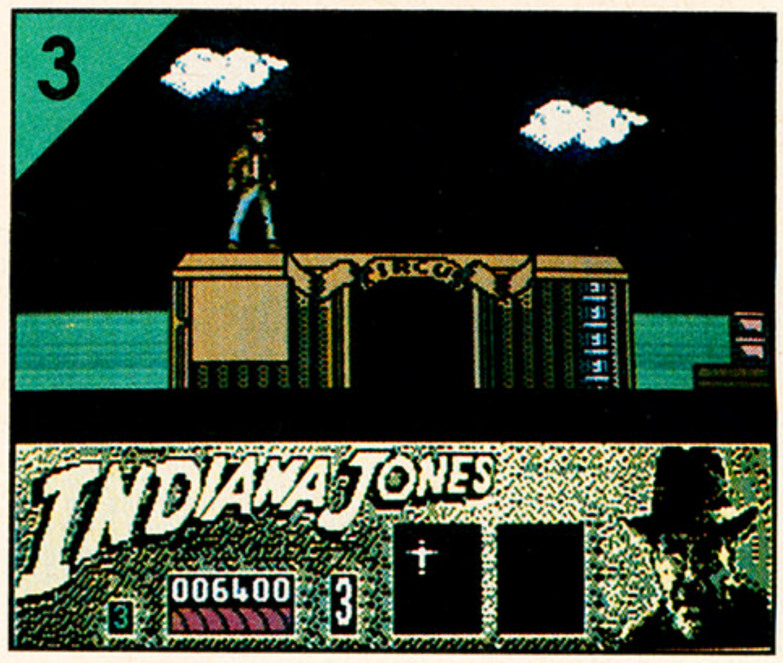
3 With cross in hand, Indy finishes level 1 by hopping atop the circus train. To reach level 2, you must avoid the giraffes, a trigger-happy guard, and a few other obstacles.

4 At the start of level 2, Indy must decide which route to take. The goal is the Crusader's Shield, but it appears only if Indy goes the right way. To help you choose, use the 3-D glasses included with the game.

the rest of level 3 should pose no challenge at all.

The fourth level, on the other hand, is both difficult and frustrating. Your task is to reach the Grail before your father's heart (displayed at the bottom of the screen) stops beating. Getting to the Grail is a matter of timing a few jumps carefully, then discerning a pattern along a particular series of jumping blocks. You must not stop to rest, and you must not miscalculate. At first you'll die so often that you'll be forced to start over.

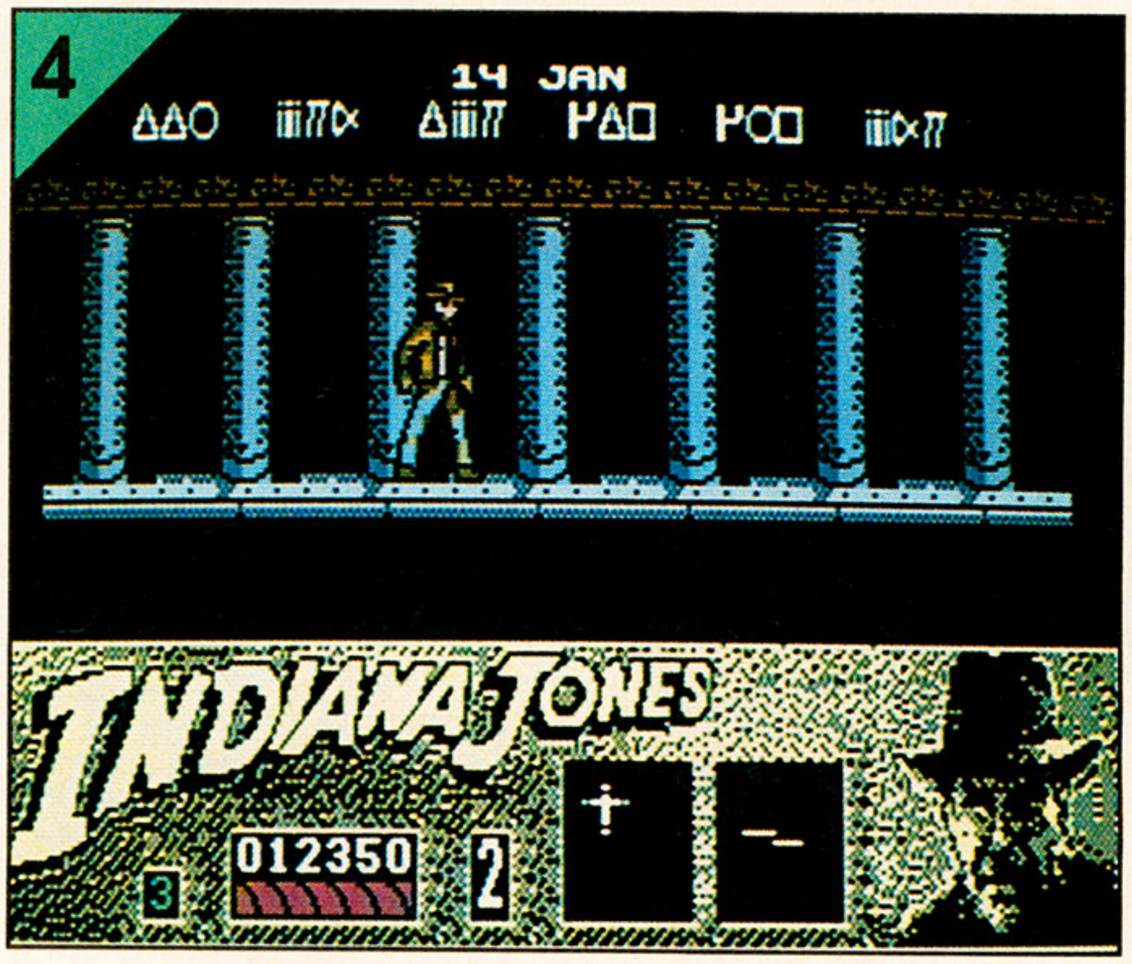
My main criticism of *Indy: The Action Game* is that levels 3 and 4 are only mediocre. After working very hard to finish level 1, then

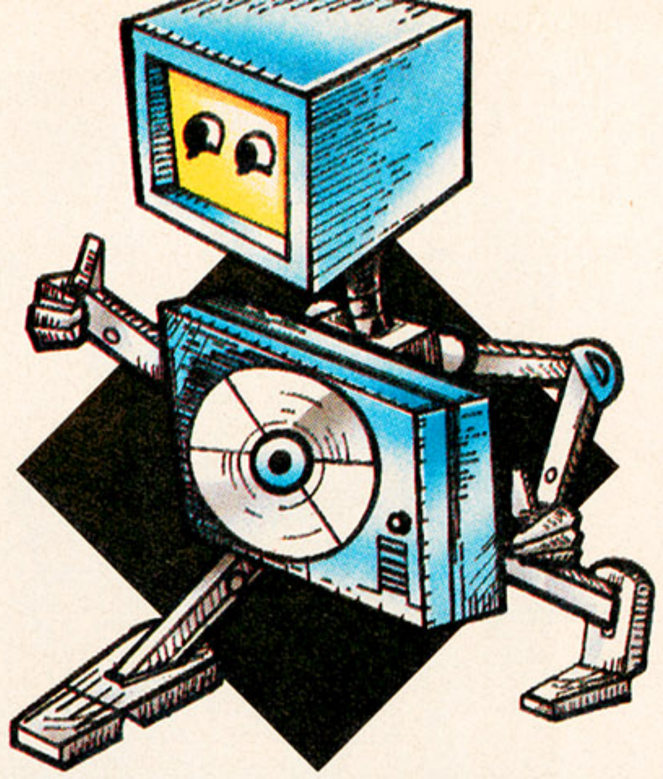


mastering a couple of new tricks on level 2, the final two levels seem almost carelessly thrown together. Another problem with the game is that once you've completed the quest, there's no point in playing it again. Aside from that, *Indy* is fast, colorful, and addicting, particularly during the first half of the adventure.

In other words, it's a bit like the movie.

GP





TURBO PLAYERS

The Game Explosion

Neil Randall

Only four months old, NEC's TurboGrafx-16 is still an infant as game systems go, but it already faces tough competition. The TurboGrafx has to prove its worth against the well-established Nintendo Entertainment System and fellow upstart Sega Genesis.

That means it needs games. Lots of games. And some of the games simply have to be good.

To a large extent, sales of the TurboGrafx during the holiday season depended on the first batch of available games. We've already covered three of those titles (*Keith Courage in Alpha Zones*, *Victory Run*, and *The Legendary Axe*) in previous issues. Now it's time to look at the second wave — the six new games that carried the TurboGrafx through its first holiday shopping season.

It's not a bad start. There's certainly some variety for the TurboGrafx player to choose from.

Dungeon Explorer

Dungeon Explorer may well be the cream of the crop if you like fantasy role-playing games better than shoot-em-up action games. *Dungeon Explorer* has good graphics and rich game play, and working your way to its conclusion is rewarding.

The game takes place in a land called Oddesia. You've been summoned by the former king of this land to find an ancient artifact called the ORA stone. If you return the stone to the people of Oddesia, peace will be restored. Of course, the enemy is also seeking the stone, so your task is extremely difficult.

As the game progresses, you advance through several towns and dungeons. The dungeons get harder as you go along, but you get stronger and your weapons become more powerful. No matter which of the eight character types you choose to be, fighter, thief, warlock, witch, bard, bishop, elf, or gnome, your capabilities increase as you move from place to place.

Dungeon Explorer makes good use of the TurboTap accessory. If you have a TurboTap, up to five people can play, with each player controlling an individual character. The idea is for the characters to stick together and defeat the enemy through a joint effort.

Power Golf

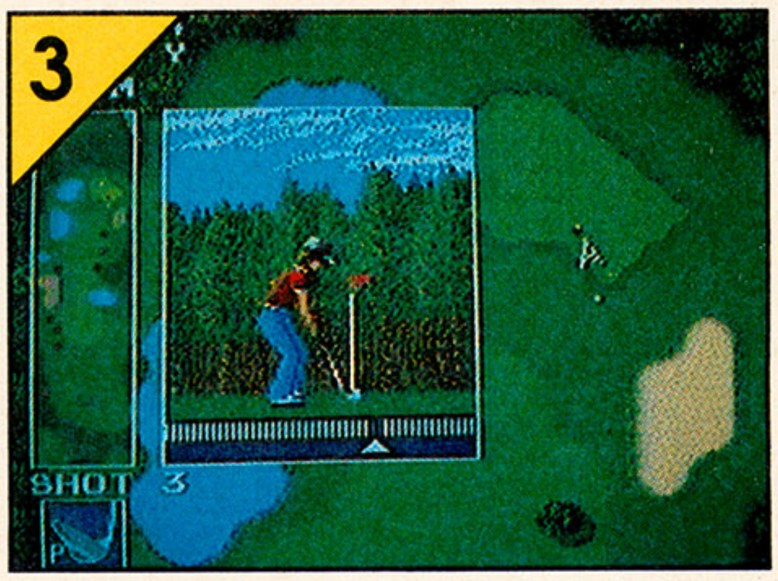
The first sports game to appear on the TurboGrafx, *Power Golf* sets a pretty high standard. Except for the limited number of golfers available (there are only three),

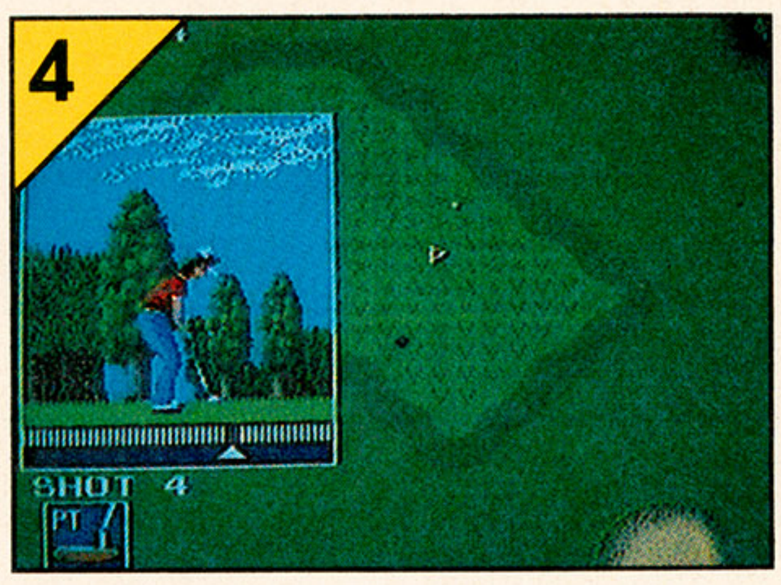
1 *Dungeon Explorer*: You stand before the king, who assigns you the task of finding the missing ORA stone.

2 *Dungeon Explorer*: Inside the first dungeon, you throw your sword through an attacking creature.

3 *Power Golf*: To make this short chip to the green, a pitching wedge is called for.

4 *Power Golf*: When putting, pay attention to the slope of the green.





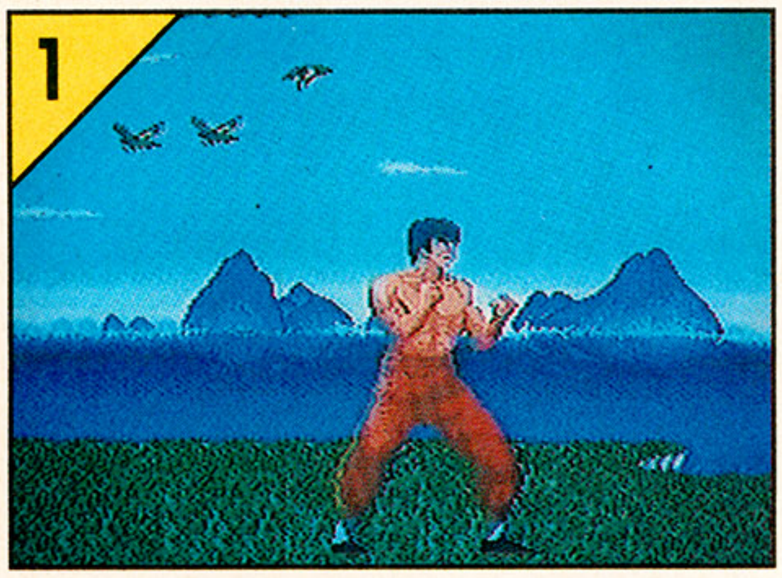
TURBO PLAYERS

1 *China Warrior*: Your warrior is poised, ready to strike. Even the butterflies are deadly in this game.

2 *China Warrior*: With only four hits left, you meet the evil one.

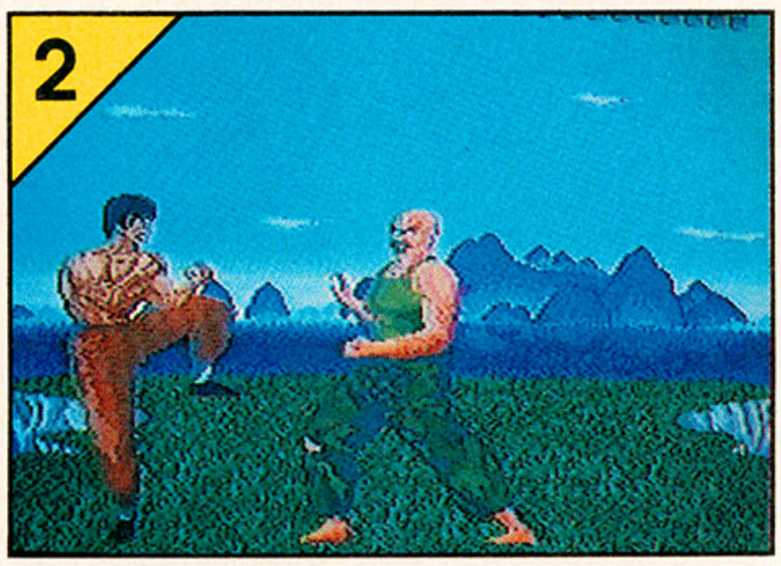
3 *Vigilante*: Early in the game, you strike out at your enemy.

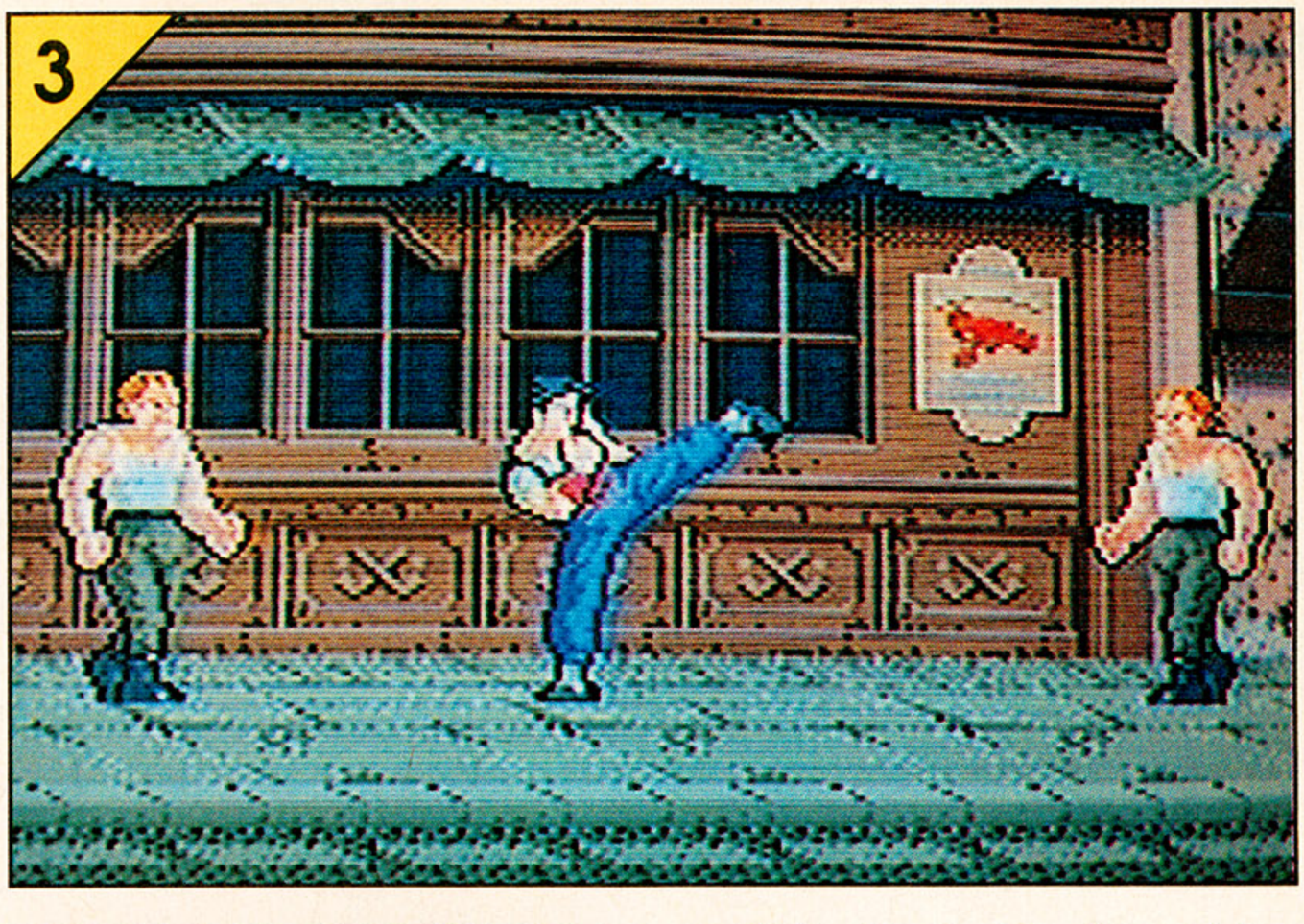
4 *Vigilante*: Swinging a chain is much more effective than punching.

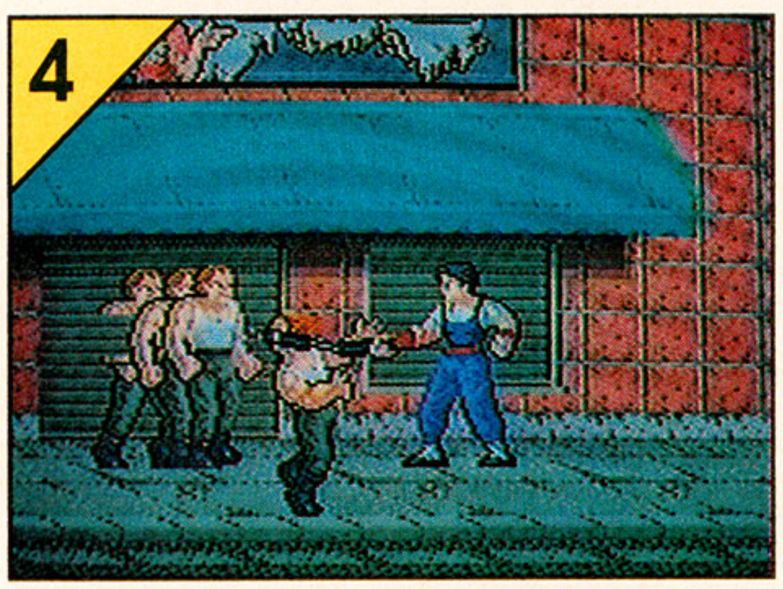


and the limited course options, *Power Golf* is one of the most enjoyable golf games I've ever played on a computer.

You can choose from Stroke Play, Match Play, or Competition Play. In Stroke Play, you are alone on the course, trying only to score well against the par of the individual holes. In Match Play, you com-







pete against either the computer or another player, and you can even try to win each other's clubs. Competition Play lets up to three players golf against each other, including players of different abilities.

You have direct control over six factors when taking a shot. First, you choose a club, which can be anything from a driver to a sand wedge. Next, you select the direction of your shot. Then it gets tough. By pressing button 1, you set the strength of the swing. Then, by pressing button 1 again, you can decide on the degree of slice or hook. When you get really good, you can use the directional pad to adjust the degree of backspin and the trajectory of the shot.

Putting is easier, requiring input for only direction and power. The greens are sloped in various directions, though, so the process is quite realistic.

If the upcoming baseball and tennis games are as good as *Power Golf*, the TurboGrafx could quickly become the best sports machine around.

Vigilante And *China Warrior*

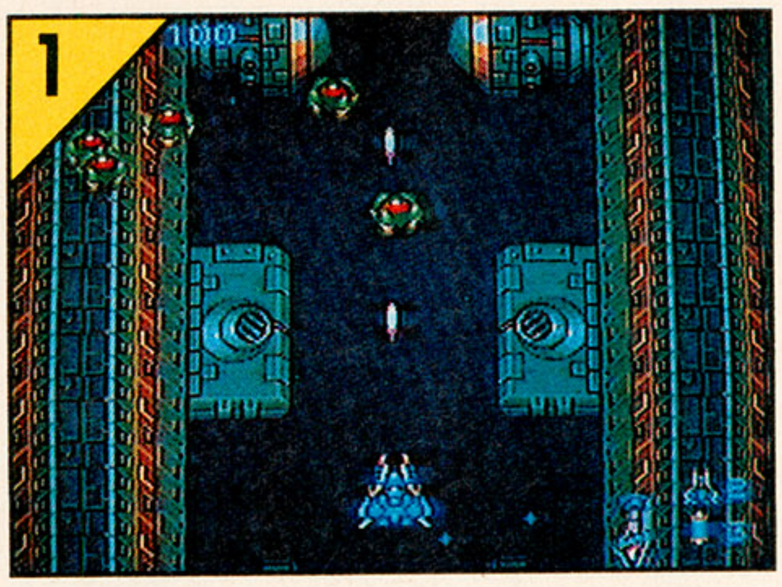
Beware: These are violent games.

Hand-to-hand combat games have always been violent, of course, but the TurboGrafx's superb graphics capabilities raise a new problem. These games may be overly graphic for some tastes.

Vigilante is the strongest in this sense. As martial arts games go, it's quite good, with very fast action that requires pinpoint control of the pad. But the graphics and sound are *so* good that the violence is vivid. The first time you attack someone with nunchucks, you can almost feel the thud of wood against your enemy's body. Then it's on to other weapons, including chains, a spiked iron ball, a crowbar, and a switchblade.

China Warrior is less extreme, since not all of your opponents are people. Your on-screen character must also battle rocks, poison butterflies, and water balls. What's potentially disturbing about this game, however, is the way in which the weapons strike your warrior, and the effect on the warrior's face as the objects bounce off his head.

TURBO PLAYERS



Violence is an integral part of many arcade-style games, especially commando and martial arts games. But the TurboGrafx's strengths, its fine sound and graphics, could make these games too violent for some players, especially young children.

Alien Crush And *Blazing Lazers*

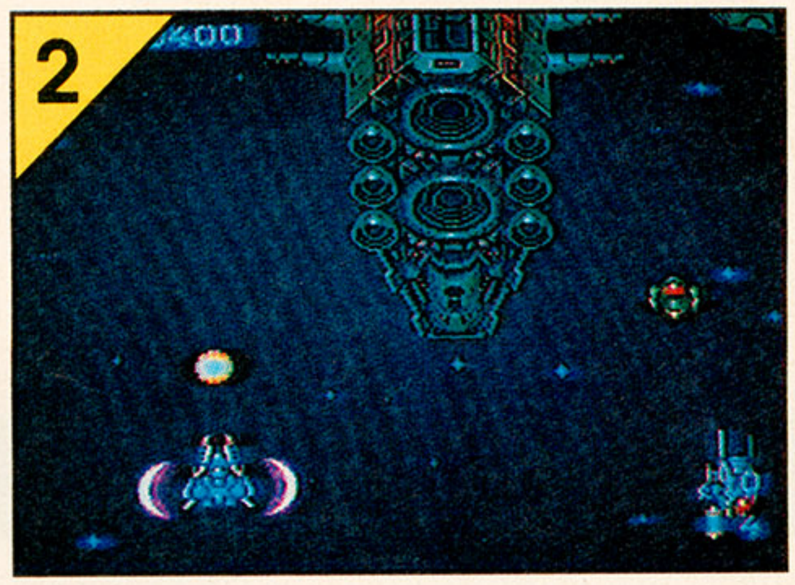
These two games have science fiction settings, and both are comparable to earlier arcade-type games. Both are graphically superb, and both contain ingenious ideas.

Blazing Lazers is an outer space shoot-em-up. You are at the controls of a Gunhed Star Fighter, and you must blast your way past the infamous Dark Squadron. The bad guys want to destroy Earth, and only you stand in their way.

You're up against an entire arsenal of enemy weapons. Mind Blowers, Bungo Boxes, Lazer Nests, Shrapnoids, Gatling Guns, Battle Tanks, and many other hazards work to make sure you fail. There are even three mystery enemies, Space Siren, Master Computer, and The Dark Emperor, to make things even more difficult.

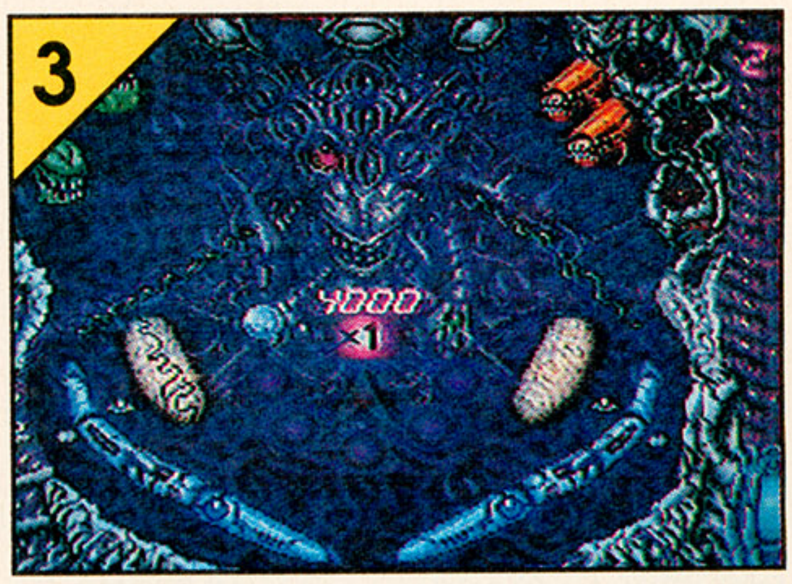
Alien Crush is best described as nightmare pinball. Every element of the pinball table is a living alien organism. As your ball bounces off bumpers and hits the aliens, it splits their brains apart; gets swallowed by monsters; and crushes eyes, bugs, and other nameless things.

The game plays at two speeds, and you'll probably find the faster speed more enjoyable. Even so, this graphically excellent (if gruesome) game suffers from being somewhat repetitive. Beyond collecting millions of points and keeping the ball in play as long as possible, there just isn't much else to do.



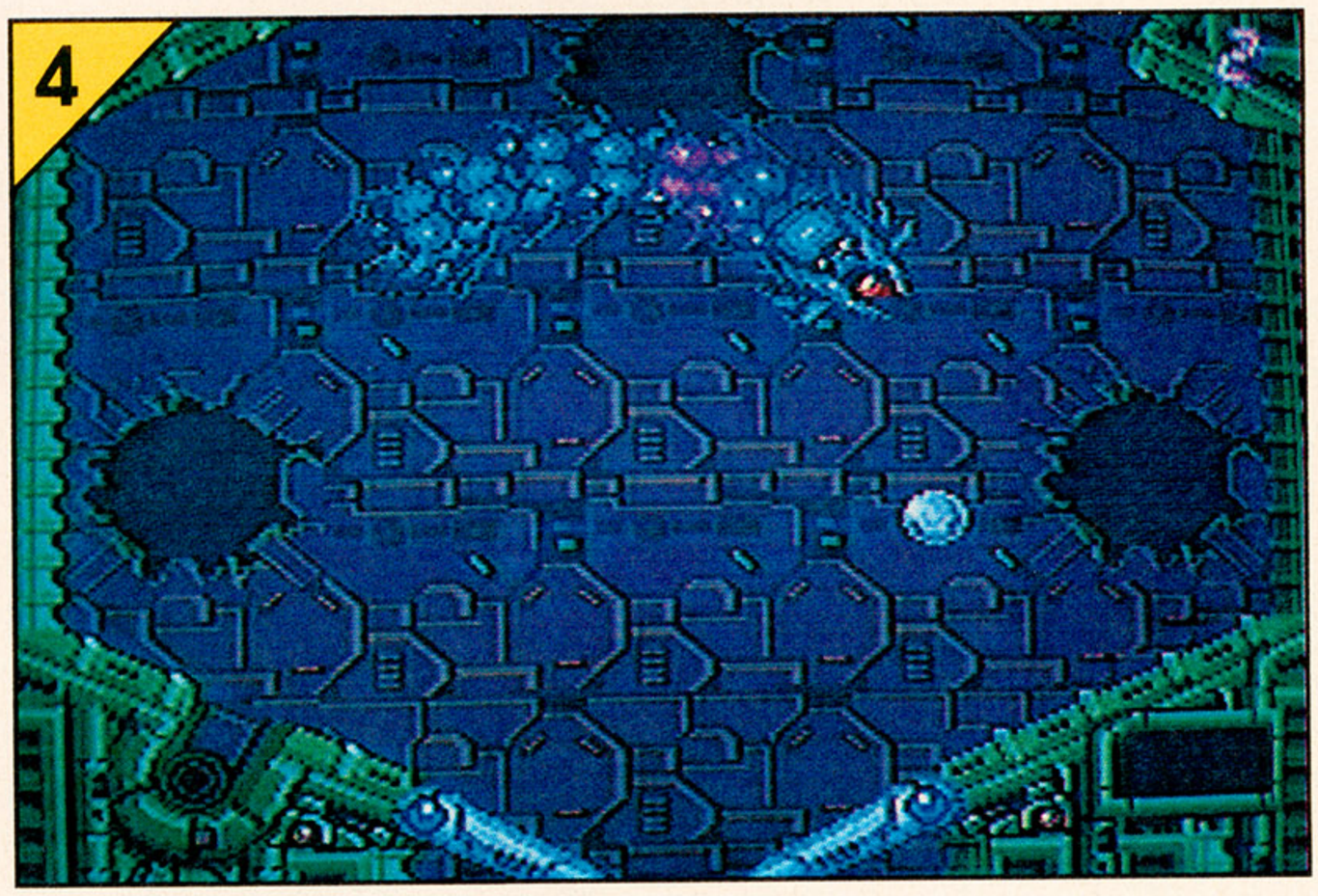
Progress Report

The TurboGrafx's first round of games shows off the machine quite well. The graphics will get better, as will the sound, but the early games are good entries in their respective fields. The TurboGrafx still lacks an absolutely first-rate game along the lines of, say,



Nintendo's *Super Mario Bros.*, but surely that won't be long in coming. Until then, these games will do just fine.

GP

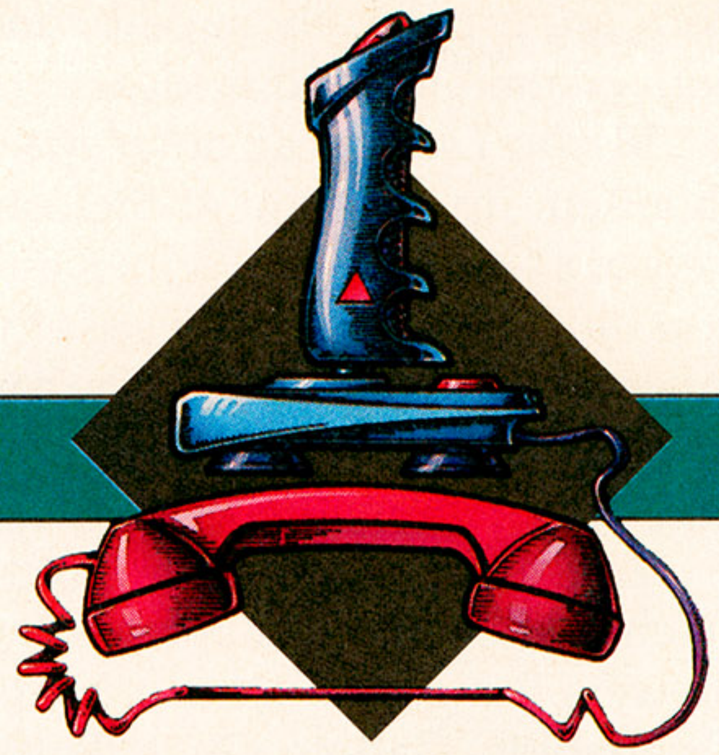


1 *Blazing Lazers*: At first you have only a single cannon to shoot with. Later, things get better.

2 *Blazing Lazers*: With several enhancements picked up along the way, your ship can penetrate deep into enemy territory.

3 *Alien Crush*: One of two main screens in this otherworldly, visually impressive pinball game.

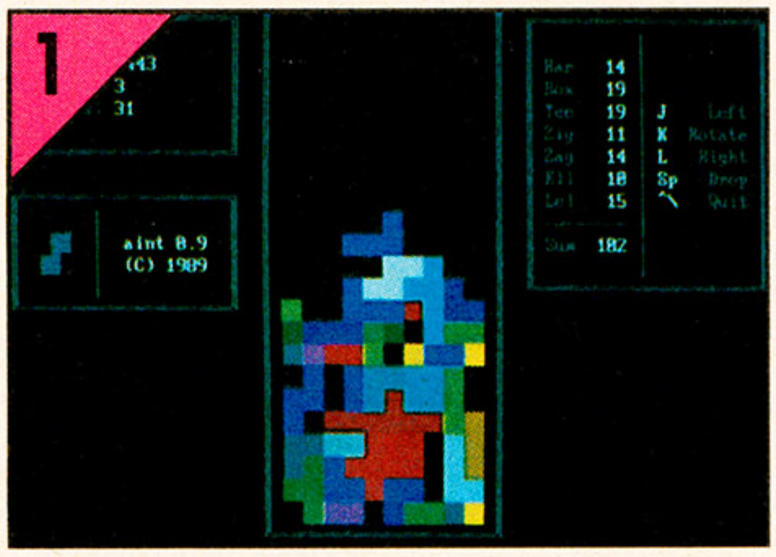
4 *Alien Crush*: When the pinball disappears inside some of the creatures, the screen changes. Here you must destroy the wormlike thing.



CHEAP THRILLS

EGAINT And Peter's Quest

Arlan R. Levitan



Clones of *Tetris* are showing up everywhere, and the best freeware versions for IBM compatibles are *AINT* and *EGAINT* by Eric Ng. *AINT* stands for "AINT Is Not Tetris," and *EGAINT* stands for "Enhanced Graphics *AINT*."

If you're at all familiar with *Tetris*, you won't have any trouble adjusting to *AINT* or *EGAINT*. The object is to maneuver falling bricks of various shapes and sizes to the bottom of a 10 x 24 grid so they stack up in solid rows. When you complete a solid, unbroken row, the bricks in that row leave the screen, and the remaining bricks sink to take their places. As play continues, the bricks fall faster and faster. The game ends when the bricks have piled up to the top of the screen, leaving no room for more.

Although *AINT* and *EGAINT* are similar, *EGAINT* has much better graphics (though not as good as *Tetris*). The falling blocks in *EGAINT* are more distinct than those in *AINT*, making the enhanced version much easier to play. And like *Tetris*, *EGAINT* has a preview mode that displays the next block to fall.

EGAINT has, however, a number of extra features that can make a round of *EGAINT* markedly different than a round of *Tetris*.

For instance, *Tetris* has seven basic shapes of falling blocks. *EGAINT* offers these "classic" shapes plus three additional sets of shapes. Some of these extra shapes are larger and more irregular, making your job much more difficult. *EGAINT* also allows you to change the appearance of the blocks.

All these options can be changed in mid-game. An on-screen help window lists all of the keyboard commands.

If *EGAINT* starts getting too easy, you can begin a game at a faster level and start with rows of randomly placed blocks already stacked at the bottom of the screen. *EGAINT* also has a tournament mode which allows multiple opponents to compete for high scores.

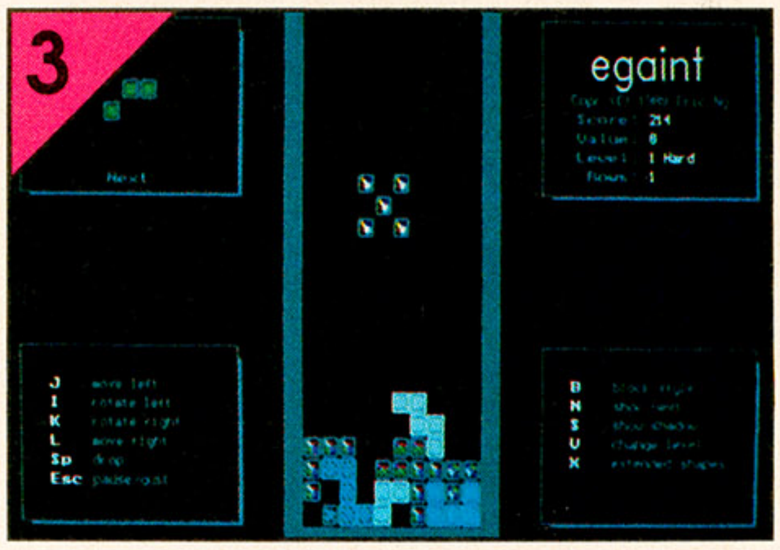
EGAINT runs on IBM, Tandy, and PC-compatible computers with EGA graphics. *AINT* runs on CGA systems. Although *AINT* doesn't have all the options of *EGAINT*, it does have a number of "cheat keys" (listed in a separate file) that even EGA owners will find amusing.

Both *EGAINT* and *AINT* are

1. *AINT* ain't *Tetris*, but it's close enough to provide a similar challenge. This is the standard version of the game.

2. *EGAINT* is the Enhanced Graphics version of *AINT*. You can play a game with the "classic" *Tetris*-style pieces shown here.

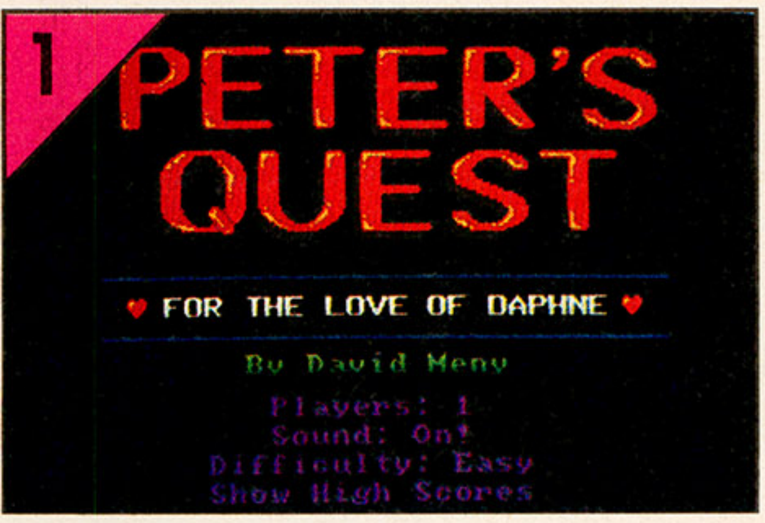
3. You can choose odd-shaped pieces in *EGAINT* that are quite difficult to fit together. The window at the upper left displays the piece that will fall next.



CHEAP THRILLS

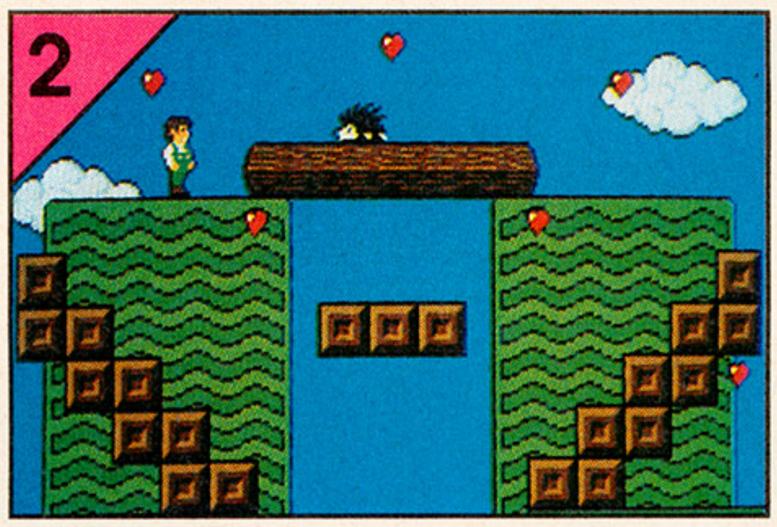
free — no shareware donation is requested. Ng says he wrote *AINT* on a bet after his college roommates dared him to write a working *Tetris* clone in 12 hours or less. Ng lost the bet; the first version of *AINT* took him a little more than 24 hours. Since then, Ng has revised the program numerous times and created the EGA version as well. (*Turbo Pascal* programmers will be pleased to find that the original source code for both programs is available, too.)

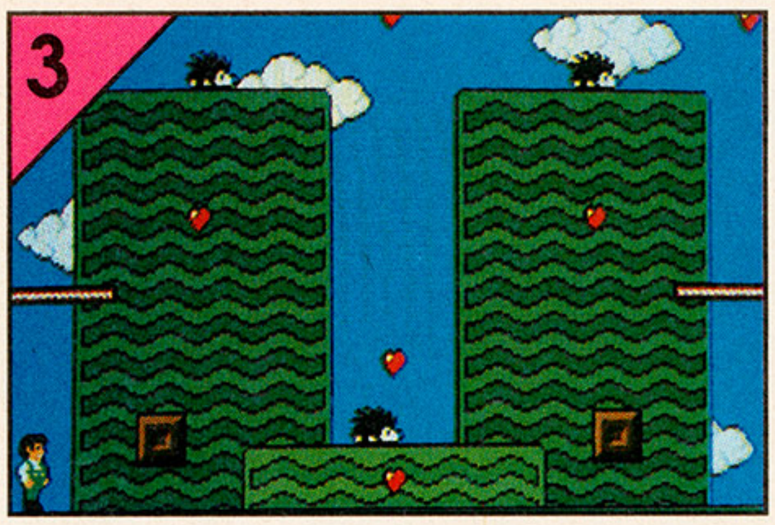
Peter's Quest For Amiga



David Meny's *Peter's Quest: For the Love of Daphne* is a good-looking and smooth-playing arcade-style game of the *Mario Bros.* persuasion. It seems that Peter's girlfriend Daphne has been kidnapped by one decidedly nasty Brutus, and the only trace of our hero's true love is a trail of hearts that Peter must collect.

Peter's Quest takes you through 20 different levels of screens composed of colored blocks, prickly porcupines, elevator platforms, and the hearts. Clearing each

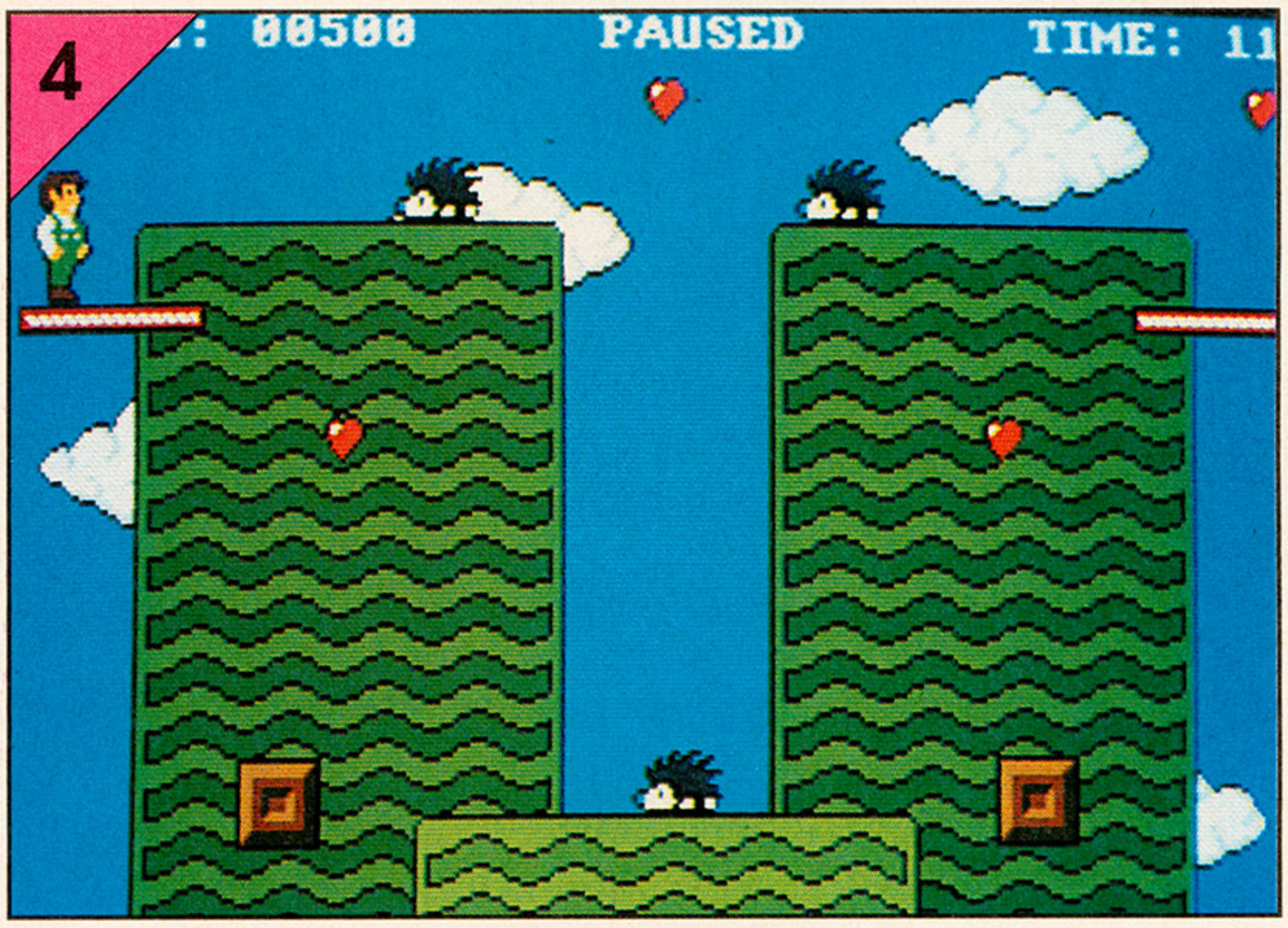




screen of hearts requires a fair amount of running and leaping, and each screen becomes progressively harder. You have a limited amount of time to complete each screen and you win bonus points for finishing a screen early. The blocks on each level can also be searched for magical objects, including the key you'll need to release Daphne from her cell on level 20 (and where you must duke it out with Brutus to end the game).

Mastering the timing of your leaps to avoid the porcupines is of utmost importance. The critters don't seem to move that quickly, but they're fairly large, and it requires almost perfect timing to clear them consistently. To make things even more difficult, the game's allotment of lives for Peter is somewhat stingy. Make two mistakes and the game is over.

With its colorful graphics, digitized sound, and challenging play, *Peter's Quest* is a showcase for the programming prowess of David Meny, the game's 17-year-old creator. A tip of the *Game Player's* hat to Dave for placing this fine Amiga program in the public domain.



1 *Peter's Quest: For the Love of Daphne* offers multiple difficulty levels and other options.

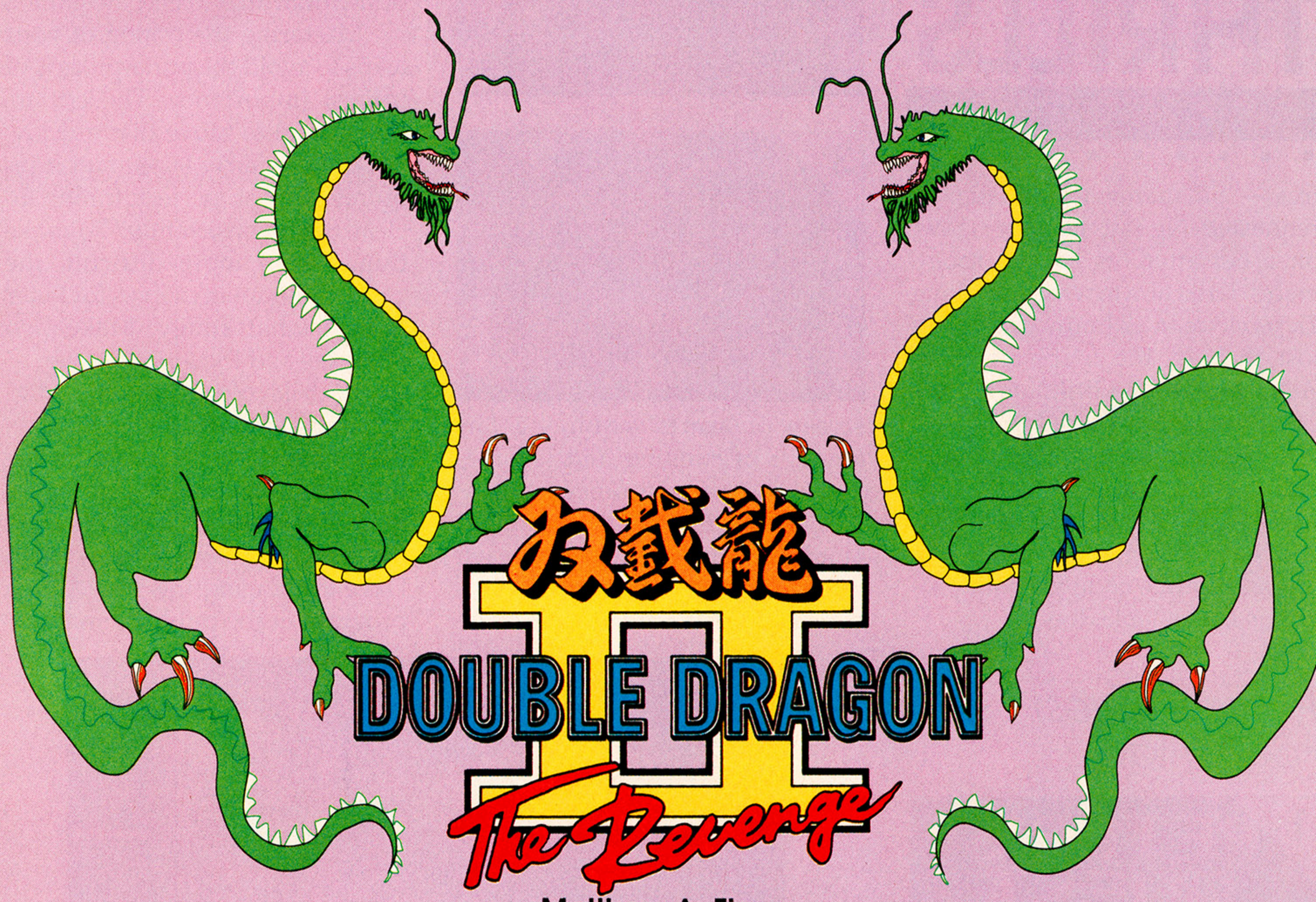
2 The object of *Peter's Quest* is to collect hearts and magical items en route to rescuing the kidnapped Daphne. Looks like our hero Peter has been raiding Mario and Luigi's closet.

3 The porcupines in *Peter's Quest* are fairly slow, but leaping over them isn't easy. One touch and you're dead.

4 Some hearts can be reached only by hitching a ride on the moving elevator platforms.

GP

A GAME PLAYER'S EXCLUSIVE!



Matthew A. Firme

Nuclear war has left New York City in anarchy. The only law is that of survival, and vicious street gangs impose their will on the people of the city through intimidation and violence. Of these gangs, the Black Shadow Warriors are the most powerful — and the most ruthless.

In a corner of the city is a neighborhood free of gangs, where honor still has a place. It is the home of Billy and Jimmy Lee and of the Double Dragon Dojo, a martial arts training center and the only real resistance to the Black Shadow Warriors' dominance. Here, the brothers managed to maintain some sense of order.

Then, one night, the Warriors attacked. When the fighting stopped, only Billy and Jimmy were left — and Billy's girlfriend, Marian, was dead. To avenge her, the two brothers follow the gang through crime-infested streets, tracking them back to their leader, the Shadow Boss.

In *Double Dragon II: The Revenge*, you can play either Billy or Jimmy on their mission of vengeance. And like the arcade game, *Double Dragon II* has a two-player cooperative mode — a feature that was missing from the earlier Nintendo version of *Double Dragon*. By playing with two people at once, you effectively double your fighting abilities and chances for success.

NINTENDO GAME of the MONTH

Acclaim Entertainment, 189 South Street, Oyster Bay, NY 11771.

Into The Turf

In mission 1, you must clear this building of Shadow Warrior gangsters. This is the best time to learn your basic fighting techniques.

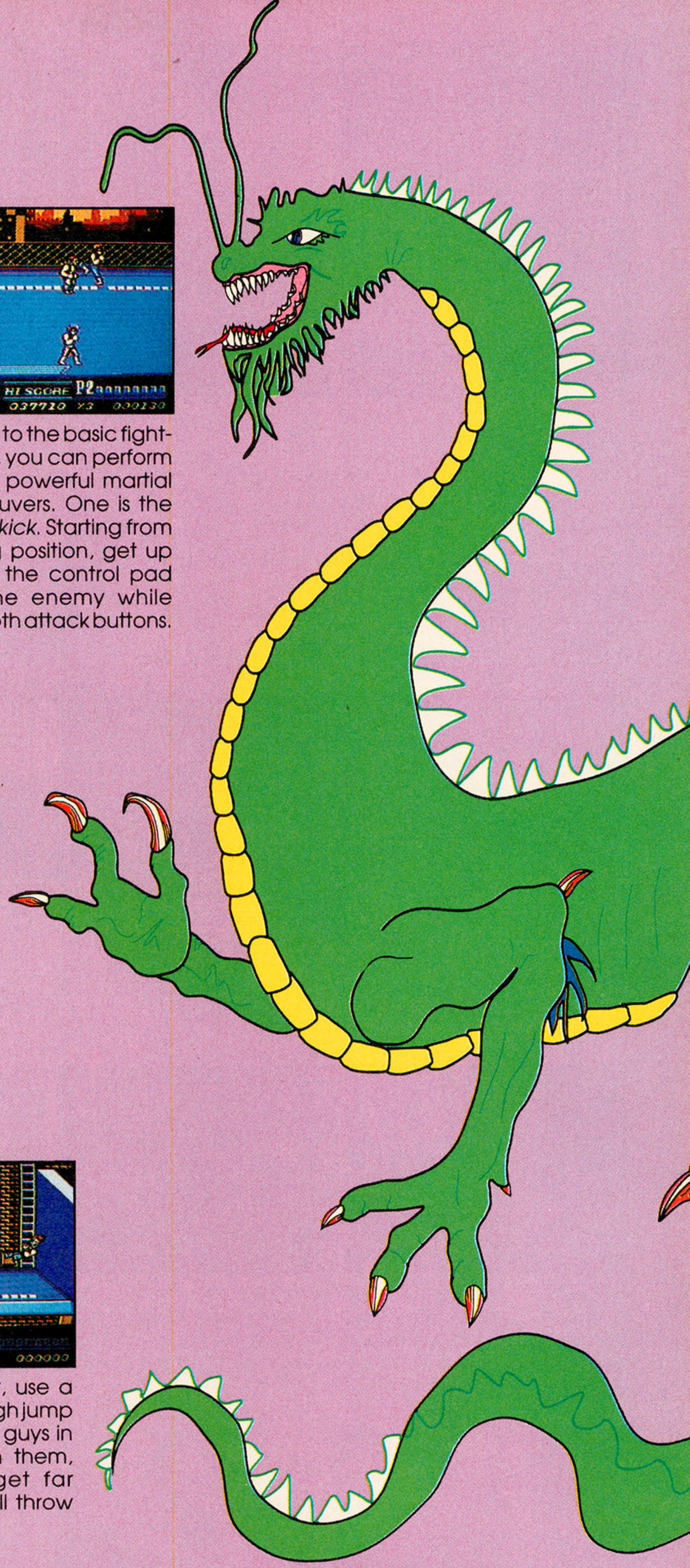
In addition to the basic fighting moves, you can perform three very powerful martial arts maneuvers. One is the *high jump kick*. Starting from a kneeling position, get up and press the control pad toward the enemy while pushing both attack buttons.

Whenever you see an enemy on a ladder, attack quickly. They can't fight back, and the fall saps their power.

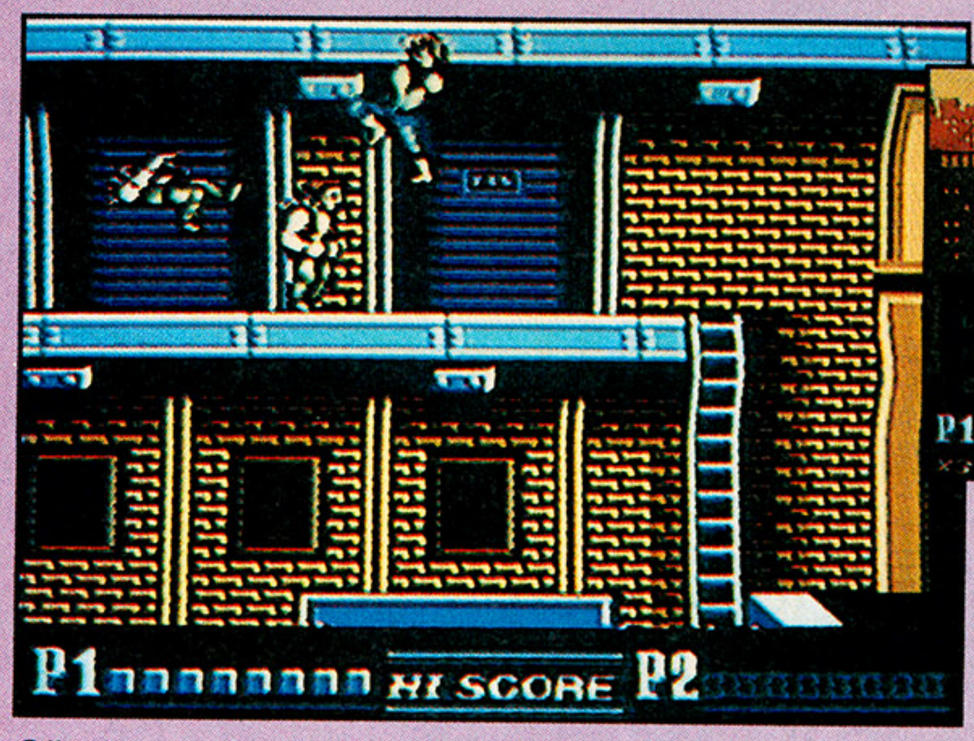
To perform the *hyper uppercut*, wait until you're just getting up from a jump or fall, then press the A or B button (depending on which direction you're facing).

Get to either side of this door once you reach the roof. Be ready to attack when the door opens, because the women you'll face have maces.

At the second door, use a hyper uppercut or high jump kick to defeat these guys in one move. Stay on them, because if they get far enough away they'll throw knives.



NINTENDO GAME of the MONTH



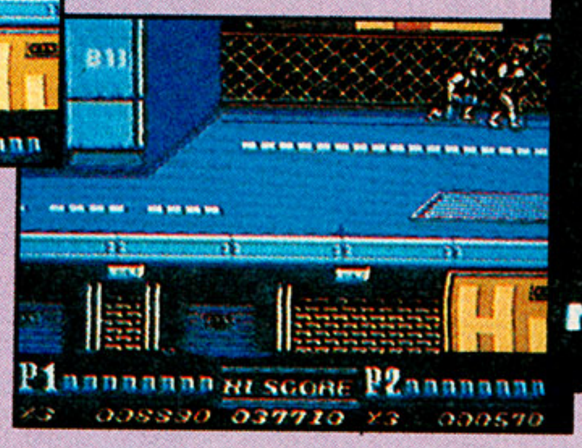
Climb up to this catwalk. Watch the edge while fighting. A fall could be deadly.

If you hit these Warriors, they'll drop their pipes, which you can use. Better yet, stay to the right and knock the Warriors off the roof.

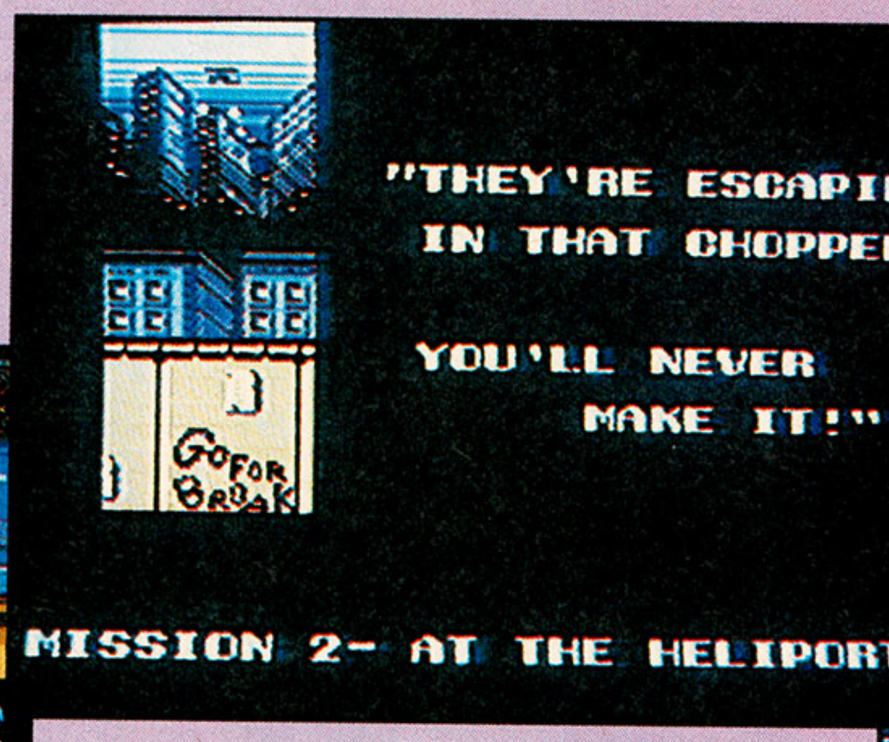
This helmeted terror is the final foe in mission 1. Don't let your guard down the first time he disappears.

If you get too close, th boss will pick you up b the throat and poun your body.

The best way to beat the boss is to keep him just off the screen to the right, attacking constantly.

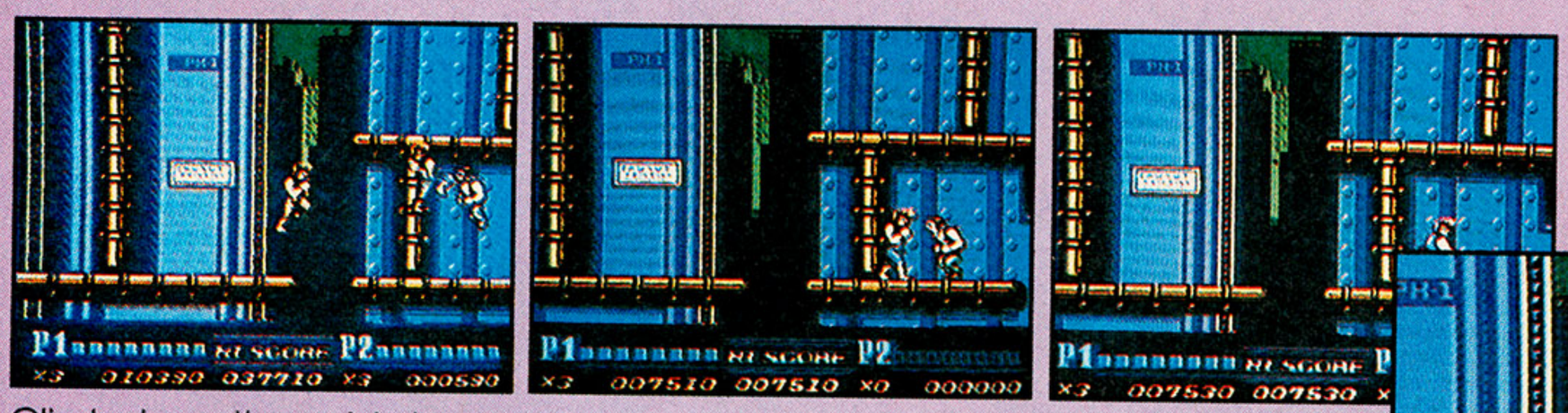


Once the boss has reappeared, keep at him. His strength will be considerably lessened, and a few more hits will finish him off.

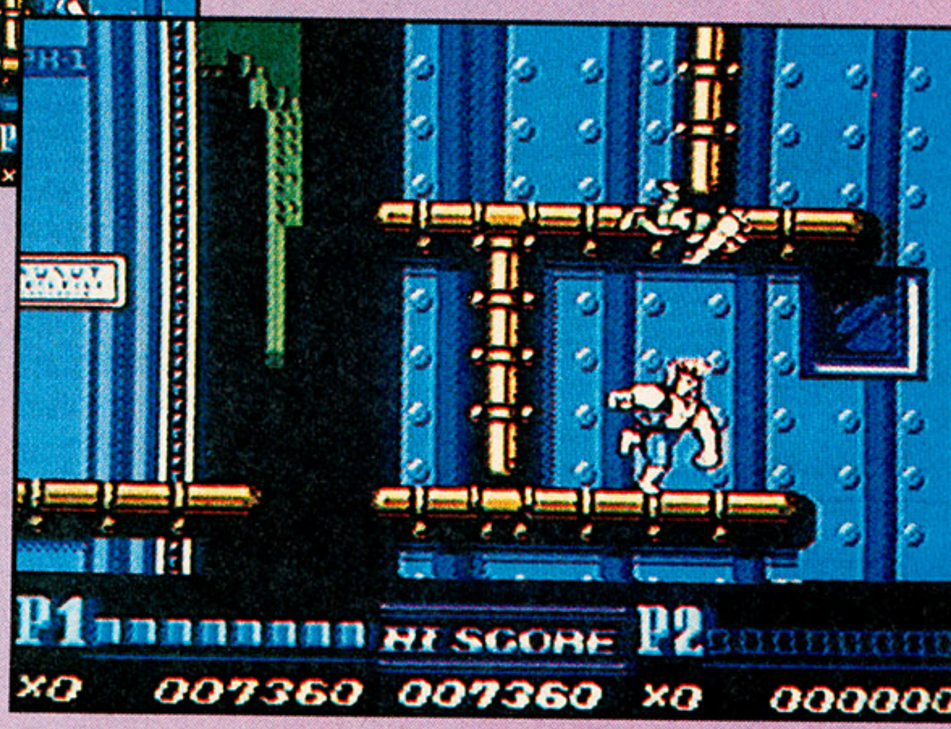


Mission 2

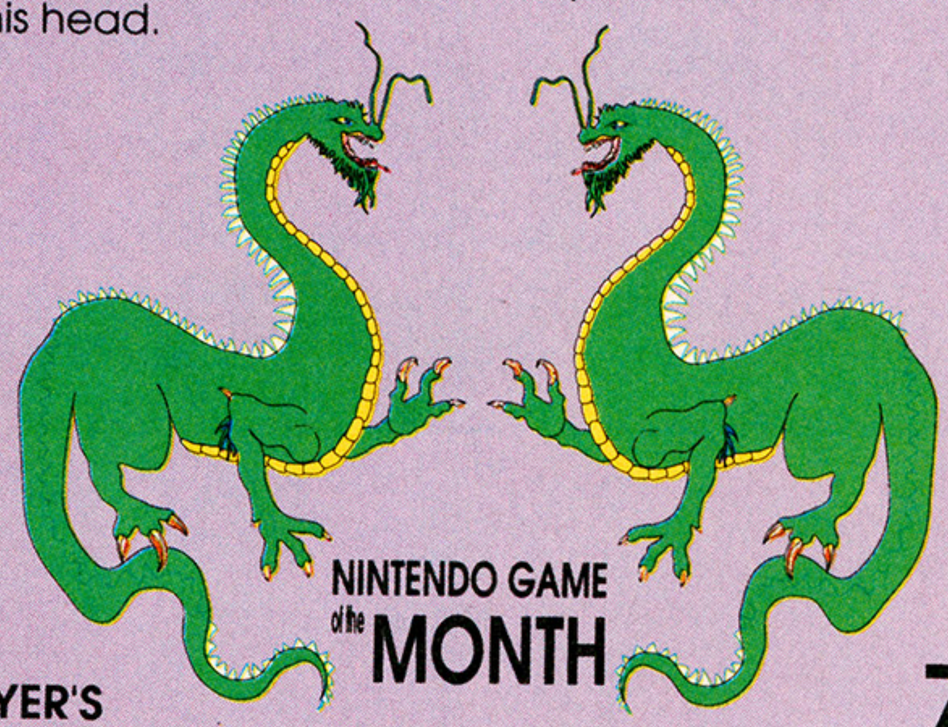
When you come up after the jump, hit these two enemies with a high jump kick. They won't be back for more.

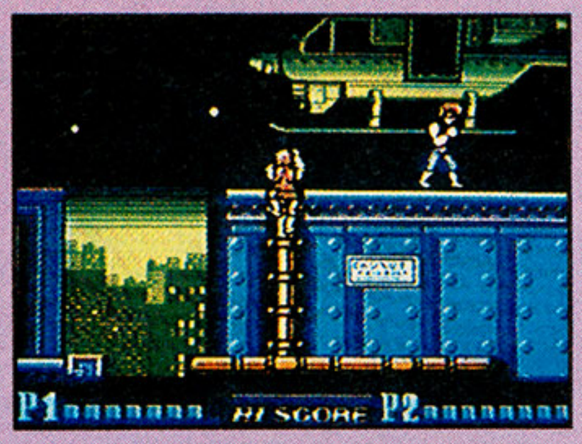


Climb down the gold pipe and jump across to the next fight. You can use one of your big moves or try one of the hair-grabbing techniques. For the latter, start by throwing several punches until the enemy drops his head and opens his mouth. Then quickly press the control pad in his direction. You'll reach out and grab his head.

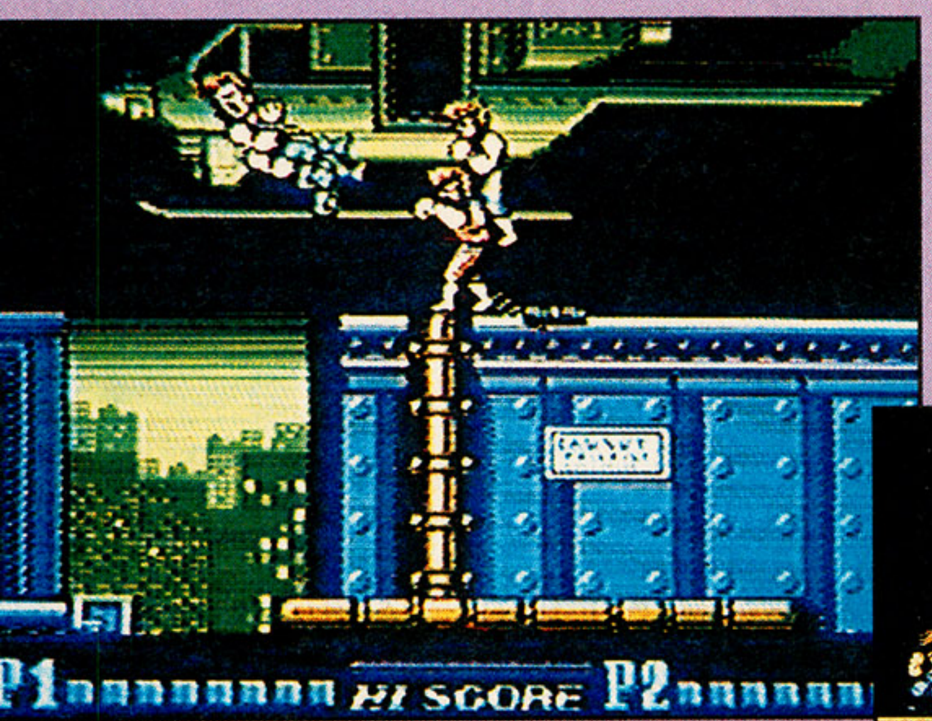


From this position you can execute four different maneuvers. To hurl the enemy over your shoulder, press the control pad in the opposite direction.

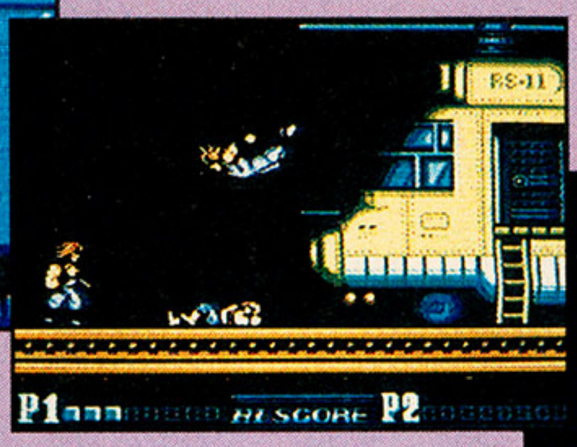




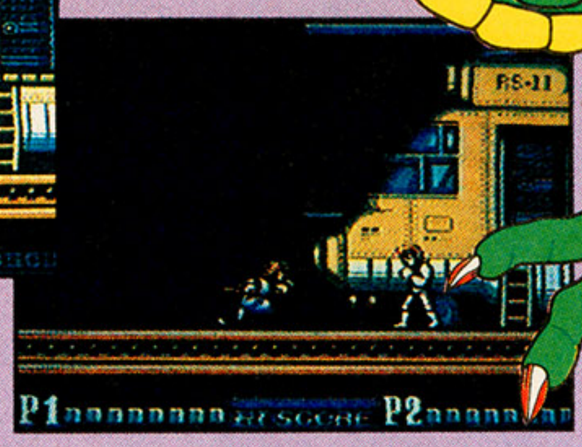
At the top of this pipe is an enemy helicopter. To avoid its machine guns, climb to the top and then back down. The helicopter will move forward, and the bullets will fly over you.



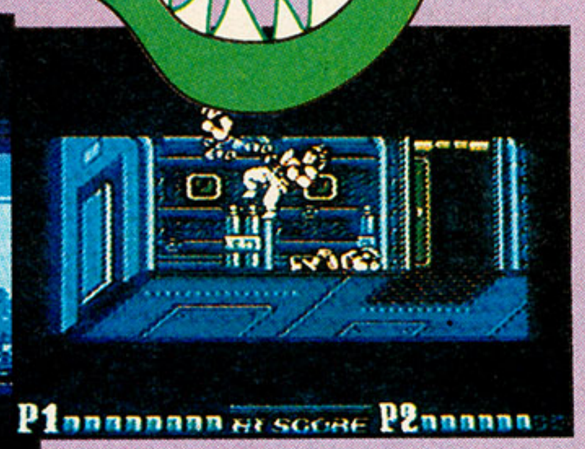
The bad guys will jump from the chopper's door. Wait to the side and then attack with punches. This way, the same move will hurt the enemies and — as they drop their hand grenades — toss the grenades safely off the building.



Among the opponents you'll face outside the second helicopter are these dangerous acrobats. They're unpredictable, and they rush in from both sides.



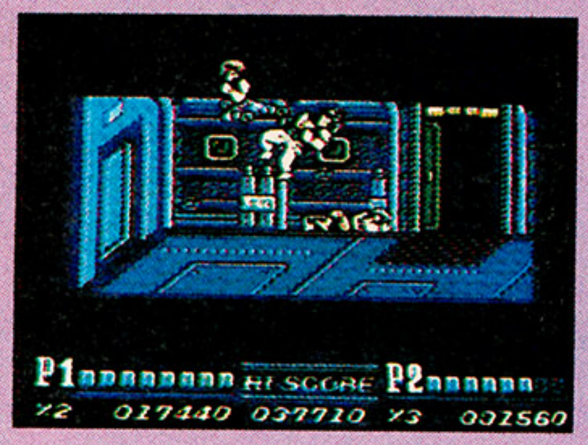
Try to keep one of the acrobats from coming on the screen. Fight continuously until he's finished.



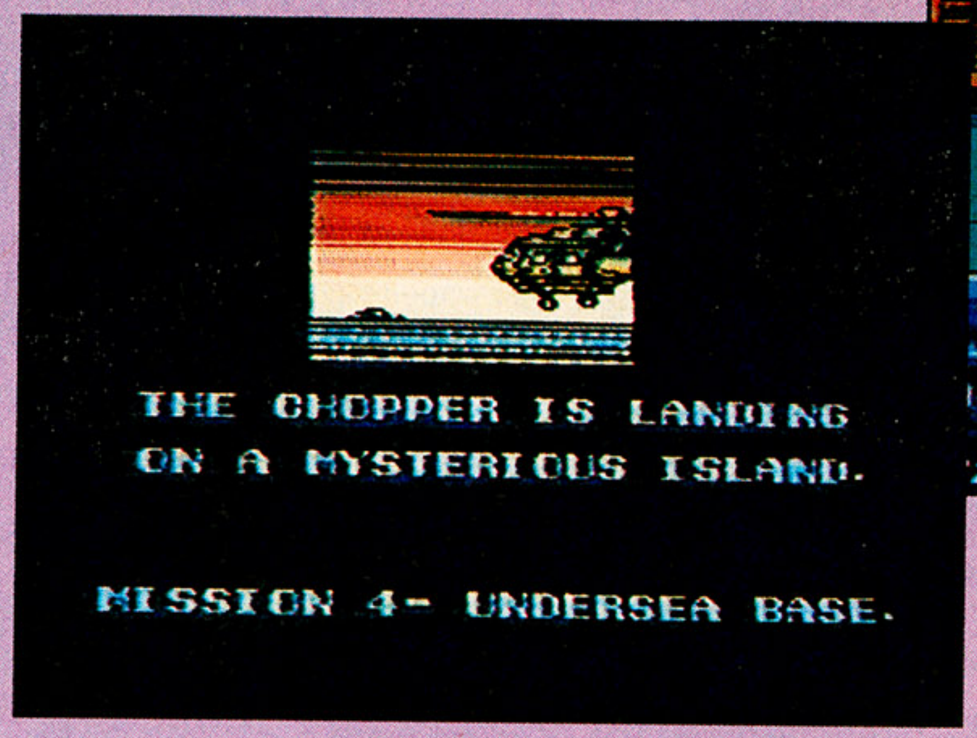
There's not much room inside the chopper to escape the enemy. Be aggressive and attack them first.

Mission 3

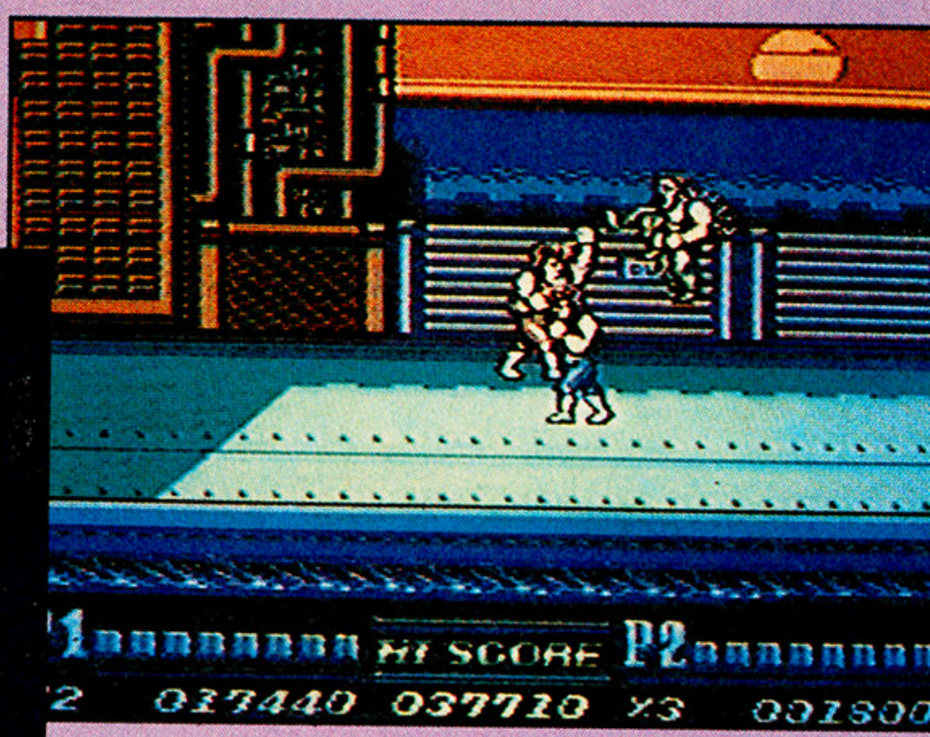
NINTENDO GAME of the MONTH



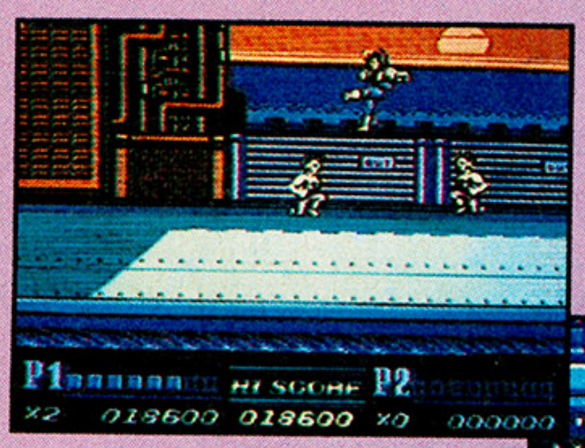
The green door will open several times, sucking anything nearby out — including you. Stay to the left, knocking enemies toward the door.



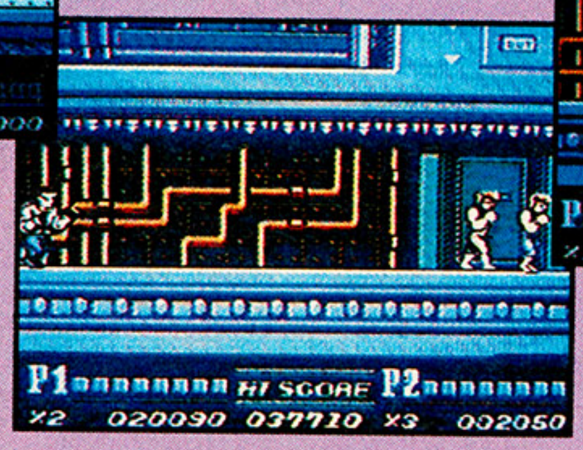
Mission 4



As you begin the fourth mission, be ready t duck. The first men you see will hurl spiked balls at you. Dodge toward the bottom o the screen to avoid being hit, then rush in Once they've thrown their weapons, these enemies are no match for Double Dragon moves.

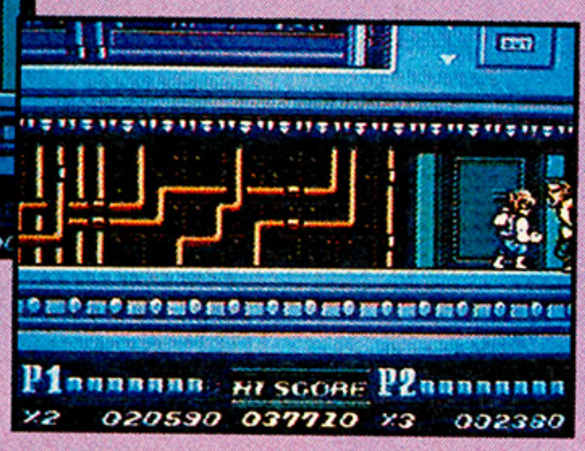


When you're attacked from both sides, try the *spinning cyclone kick*. Press A and B simultaneously, then either A or B while you're in the air. You'll have to practice to get it right, but this incredible technique will send the Shadow Warriors flying.

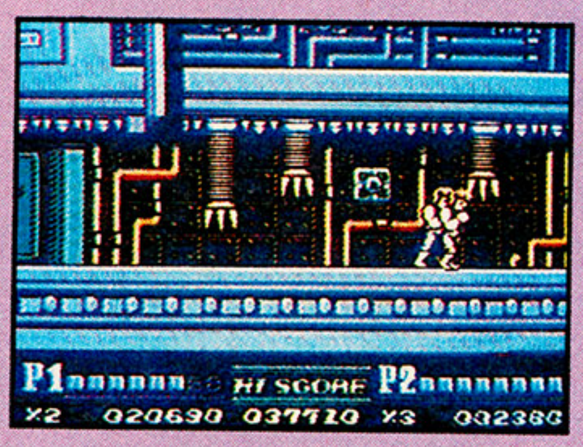


You'll be attacked immediately and from both sides. And notice the spikes along the ceiling — a jump here would be a dangerous mistake.

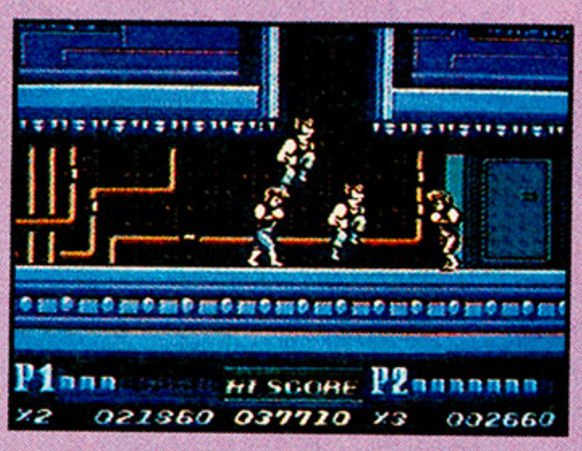
Once you've beaten several of the more familiar enemies, this huge bruiser takes over. He's as strong as he looks.



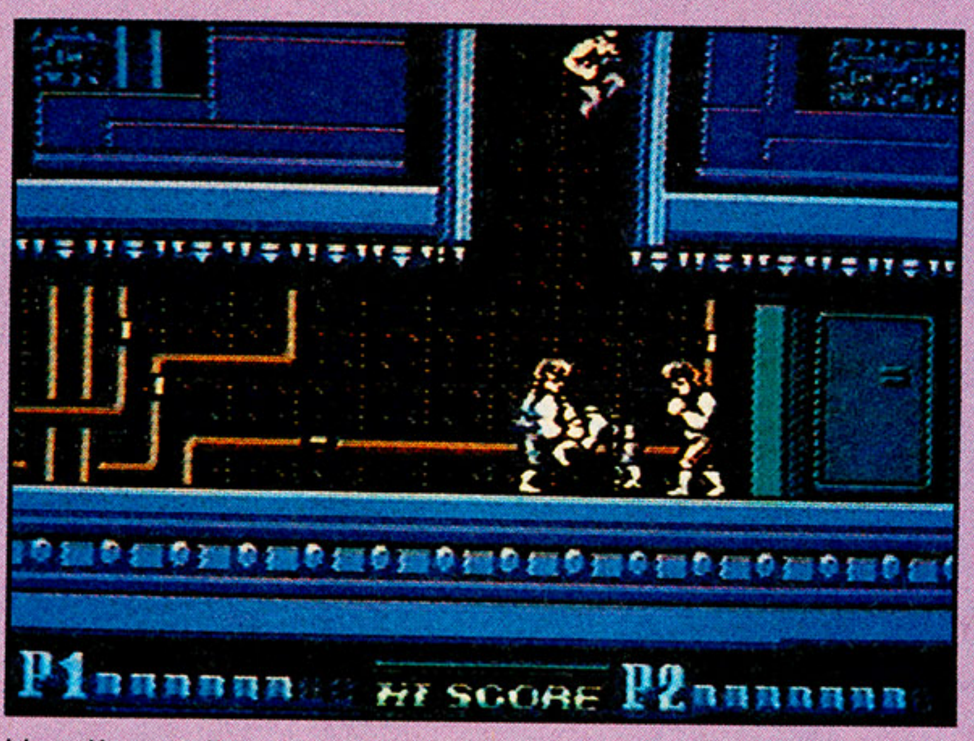
The best bet is to keep this guy at bay with a flurry of punches. If you give him room to move, he'll toss you around like a rag doll.



After defeating the big soldier, move cautiously to the right. Spiked rods will slam down from the ceiling. To pass, get as close as you can and wait for the claw to retract, then quickly duck underneath.

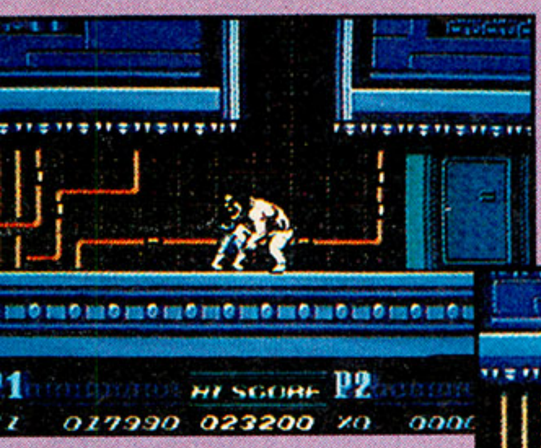


When you reach this shaft, stay to the sides. Enemy after enemy will leap down, many carrying dynamite. Attack with punches as they fall, throwing the explosives clear.

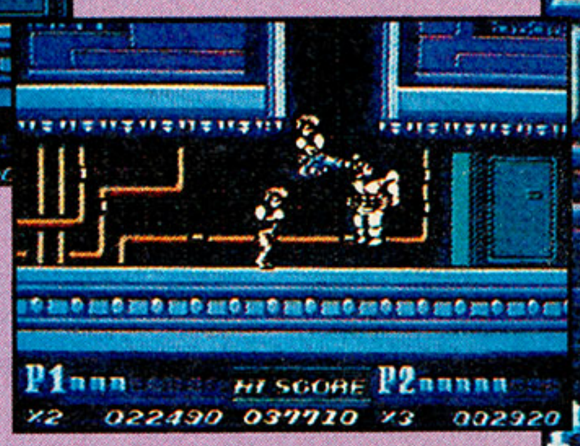


Use the spiked ceiling to your advantage. Grab the enemies and throw them against the sharp points.

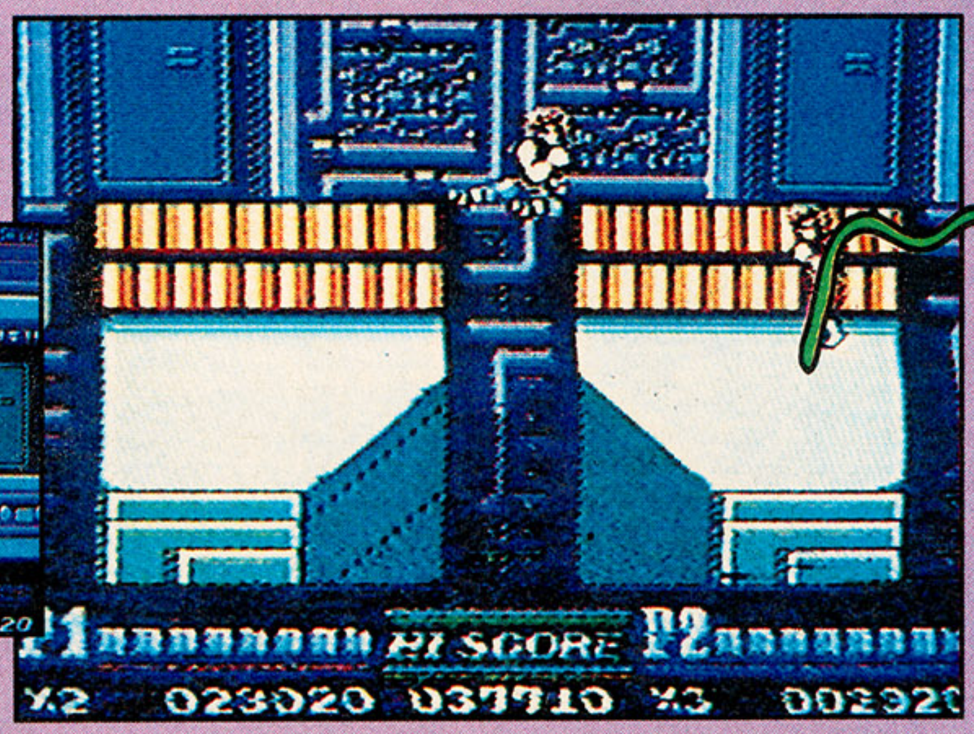
NINTENDO GAME of the MONTH



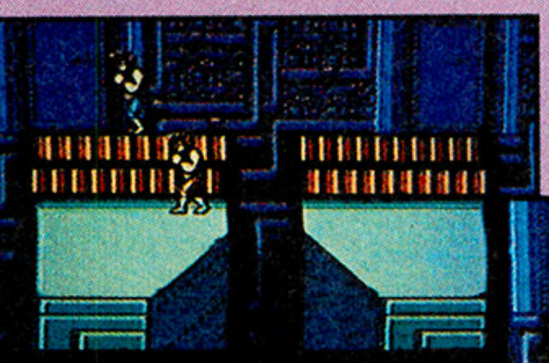
his guy's favorite tech-
ique is to seize you and
lam your body against
he low ceiling. If you let
im grab you, there's no
escape.



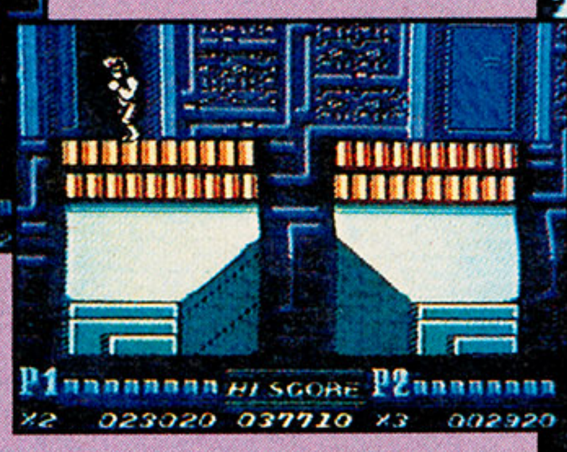
Keep out of reach and use the shaft. Here you can jump safely, so use a few high jump kicks and spinning cyclones.



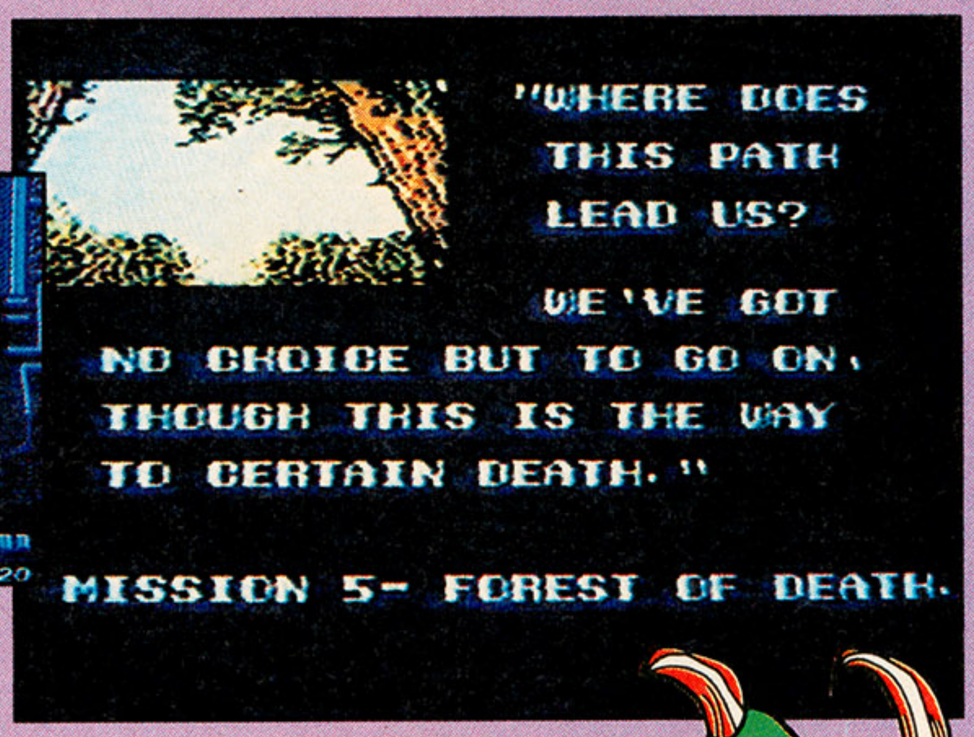
As you step through the door, you'll begin moving on these conveyor belts. The longer two conveyors move toward the center of the screen, and the shorter ones toward the edges; both lead to a long, lethal plunge. Move quickly off the belts to the platform. You'll have to jump across to the other side to get to the next level.



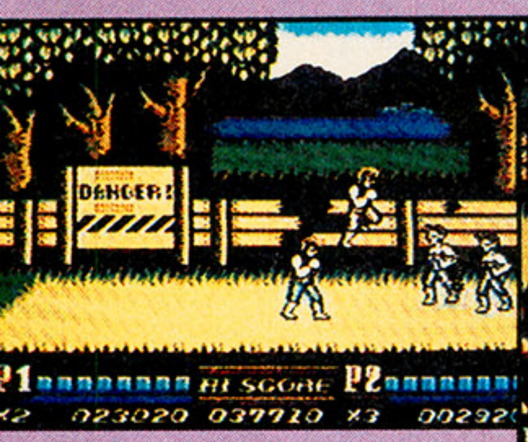
Walk in fast diagonals, constantly pressing the control pad. If you stop for even a second, you might be whisked over the edge.



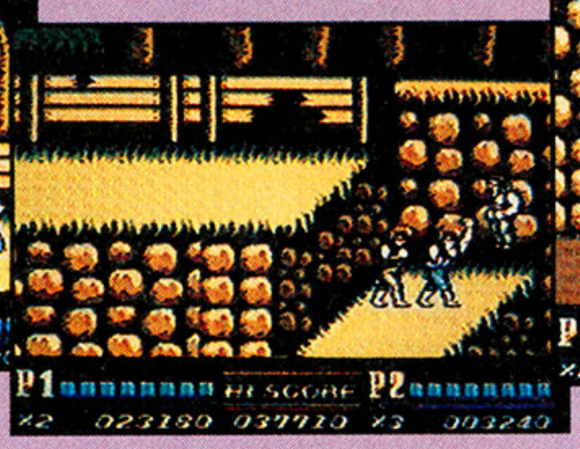
You'll have to maneuver close enough to the door to open it, then step through to the next mission.



Mission 5

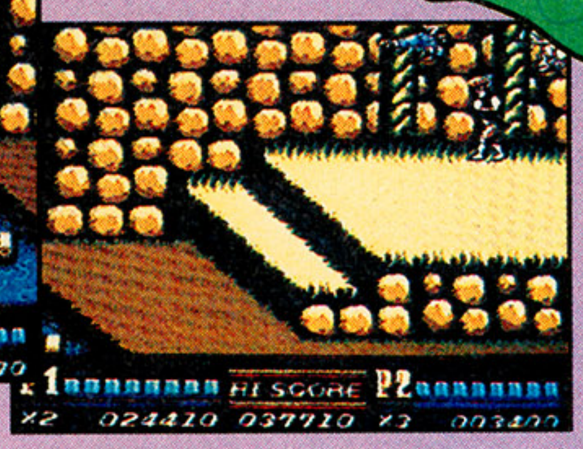


Attack with powerful moves like the high jump kick. You can't afford to lose any power here.



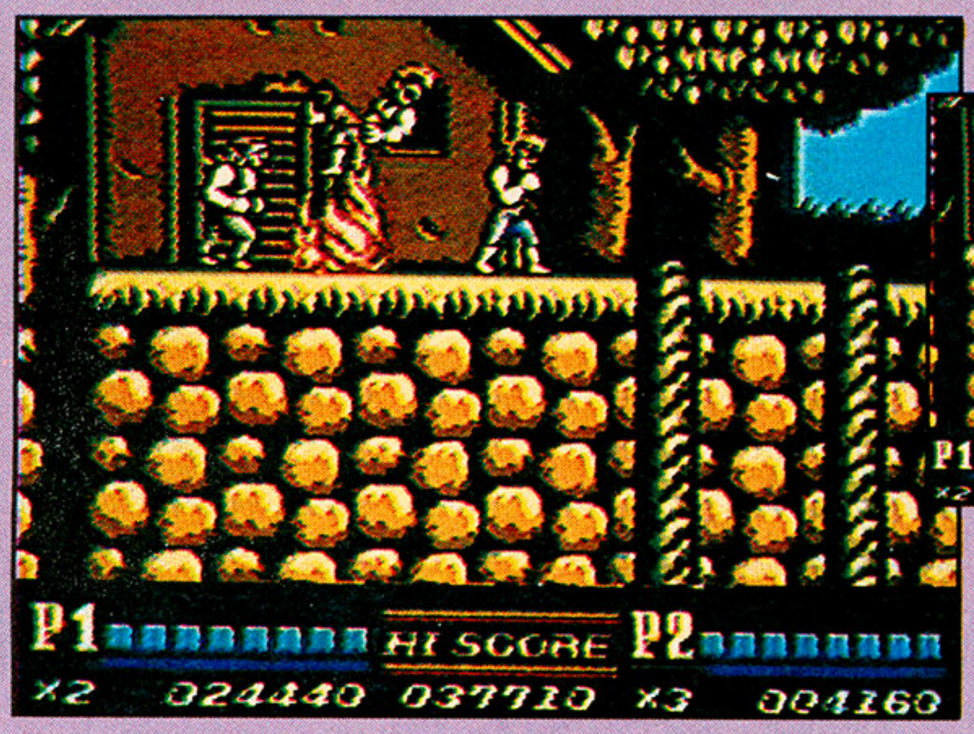
Don't risk a fight on this narrow cliff. When you land from your jump, throw a hyper uppercut.

Although they're masterful fighters, Jimmy and Billy can't swim. Try crossing at the base of the falls, where the river is narrow.

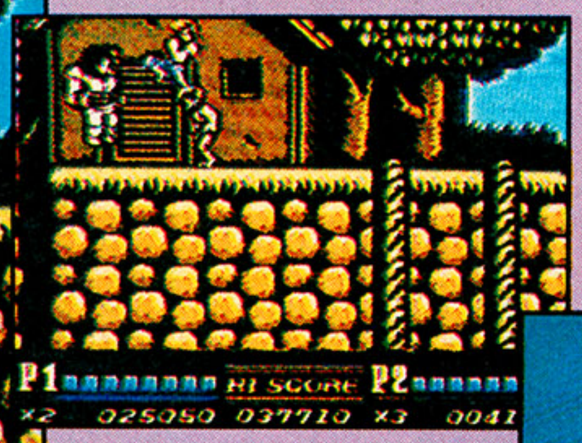


Remember the ladder trick? Knock these guys off the vines before they can attack.

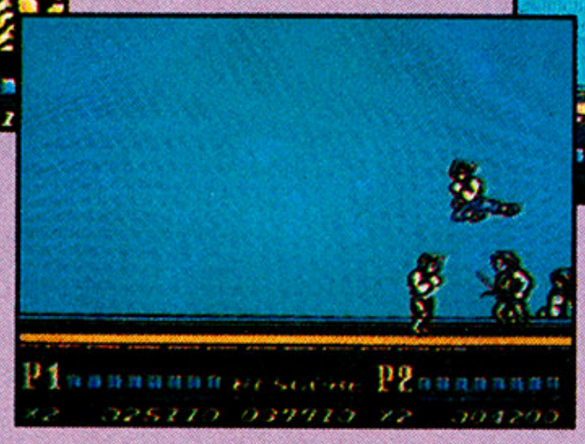
NINTENDO GAME of the MONTH



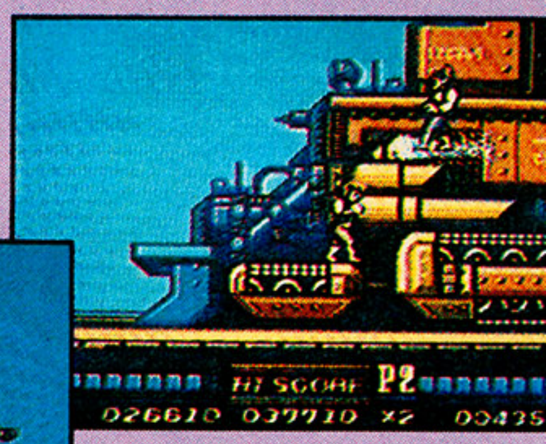
These evildoers throw dynamite. If you pick up the dynamite before it begins flashing, you can throw it right back at them. But when it flashes, watch out — you could be blown to bits.



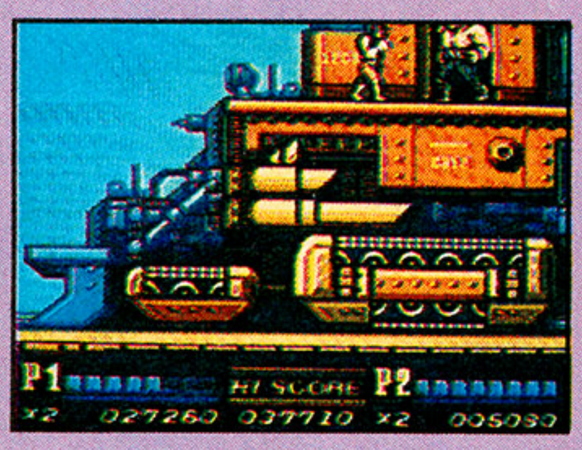
It's easy to fight this behemoth now that you've got some room. A high jump kick will knock him off the screen.

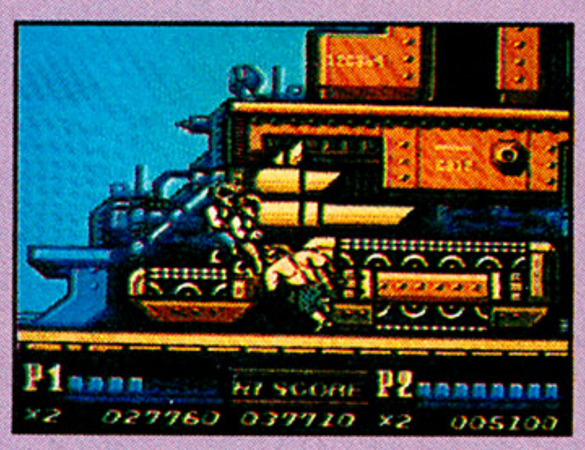


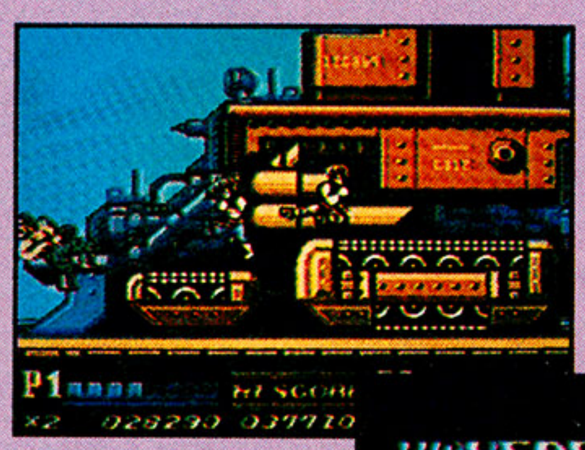
Those acrobatic fellows are back again. Once you knock them down, stay right next to them and don't let them up.



You must reach th cab of the locomotive but it won't be easy. moves slowly back an forth, and just whe you think you've a most made it, ha steam blasts you bac down.

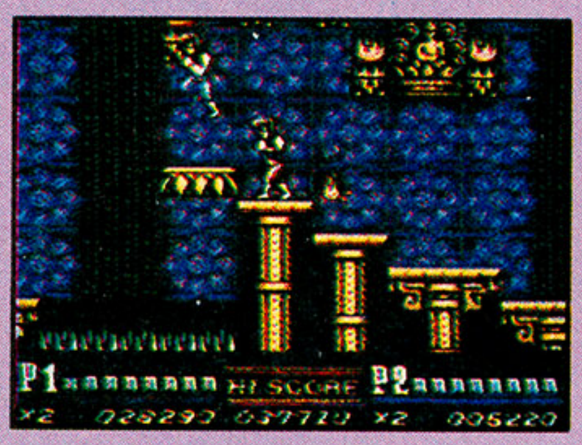


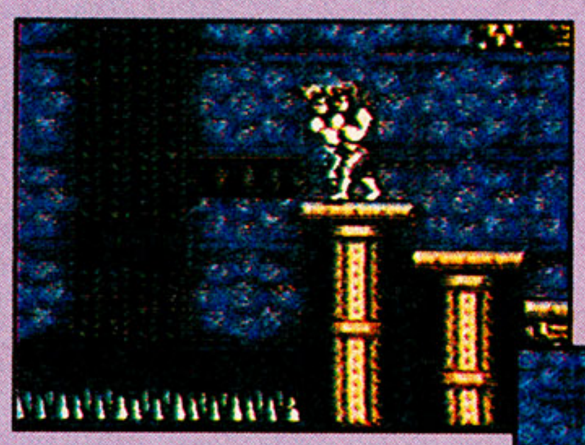




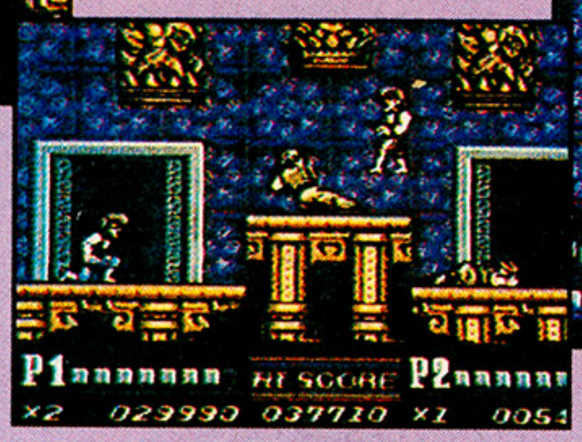
After fighting several of the train's motley crew, you'll have to take on the engineer. Watch out for his sudden shoulder blocks — they do great damage. Use jump kicks and hyper uppercuts to knock him off the track.

Mission 6

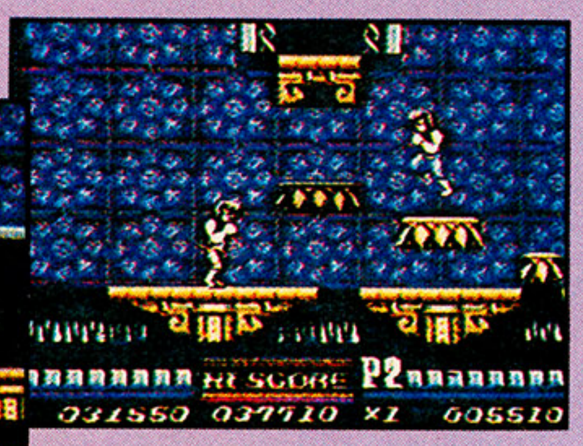




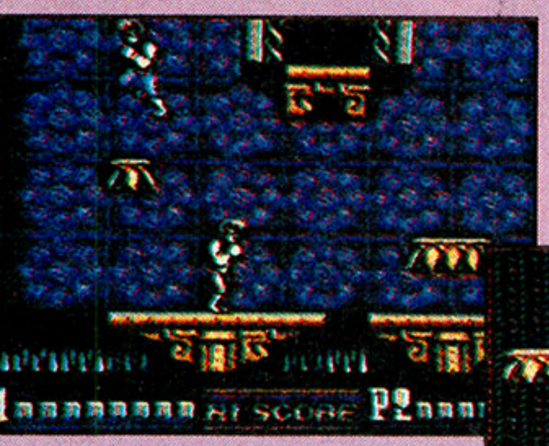
Danger is everywhere. The torches drip flaming oil, and steps appear and then disappear when you jump onto them.



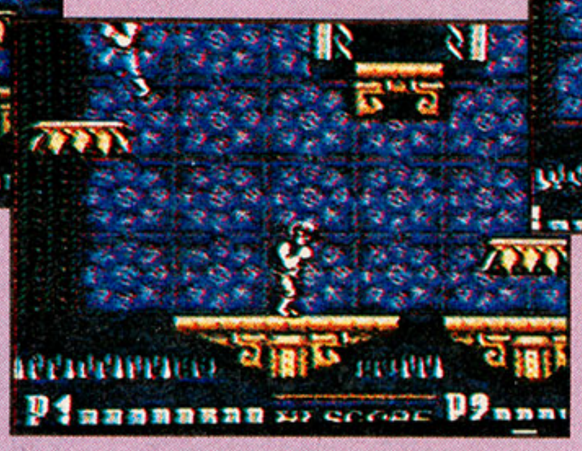
As these evil eyes look on, the battle continues. Your opponents will begin using new moves, like this low side kick. To beat them, jump as they kick and throw a hyper uppercut.



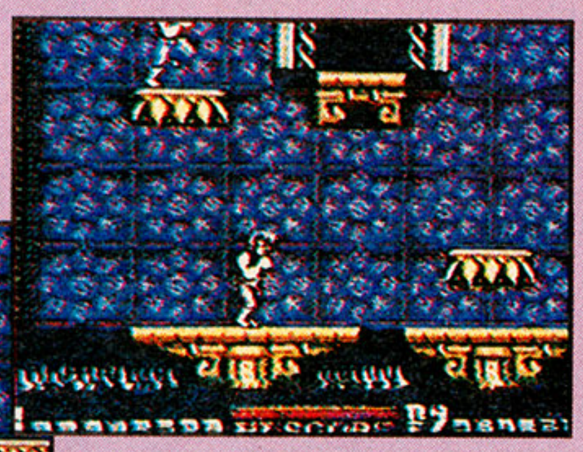
You must reach the door above to continue to the next mission, but the platforms appear and disappear as you try. To make it, you have to jump from this large, stationary step to the next one, just as it appears.



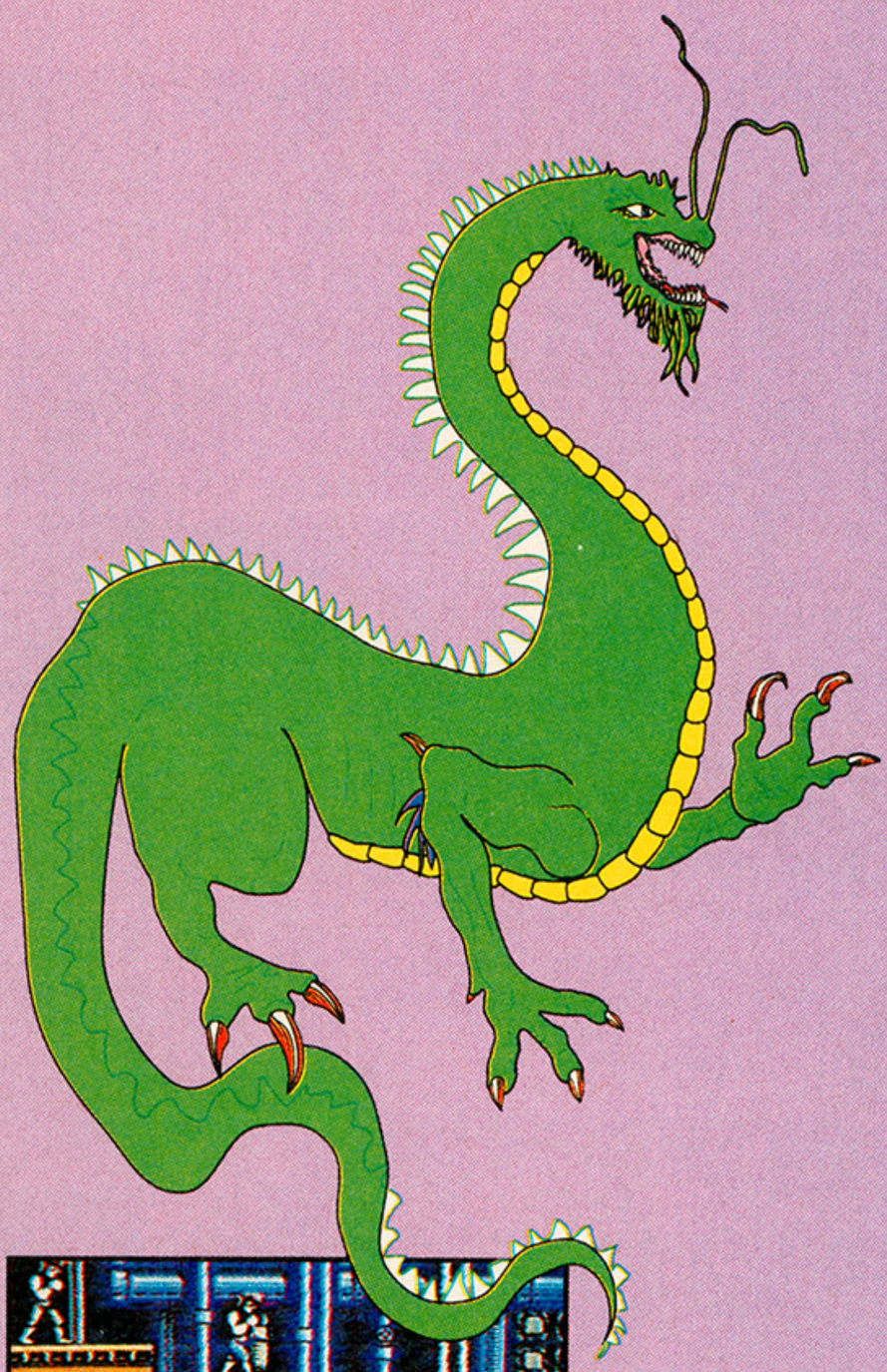
When your platform flickers, jump left again. A smaller one will materialize by the time you land.

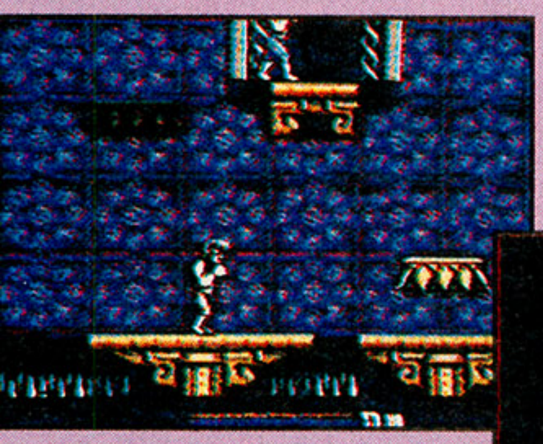


Again, as the small step flickers, jump to the left. Then quickly face to the right.

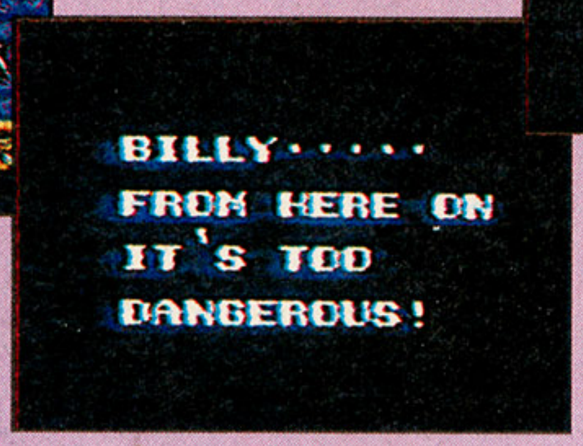


Almost there! Jump to the right as the platform you're on fades away. You'll land on this one close to the door.



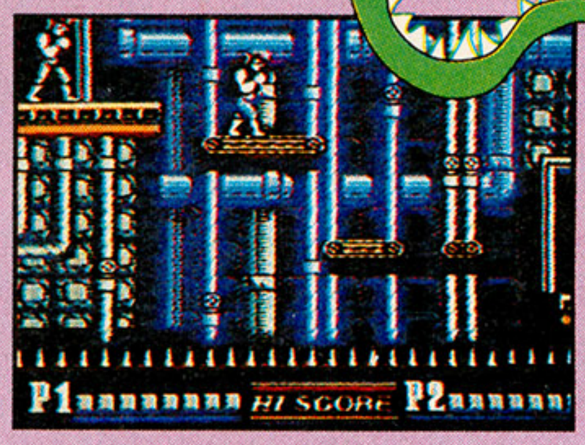


low quickly jump right, nd you'll be standing in he doorway.

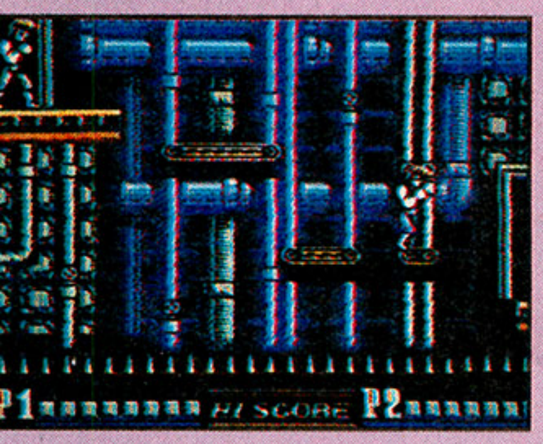


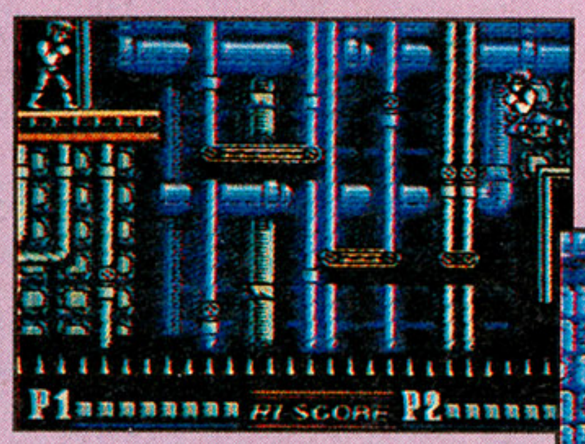
After the Mansion of Terror, Jimmy's resolve weakens.

Is Billy hearing things? On to mission 7!

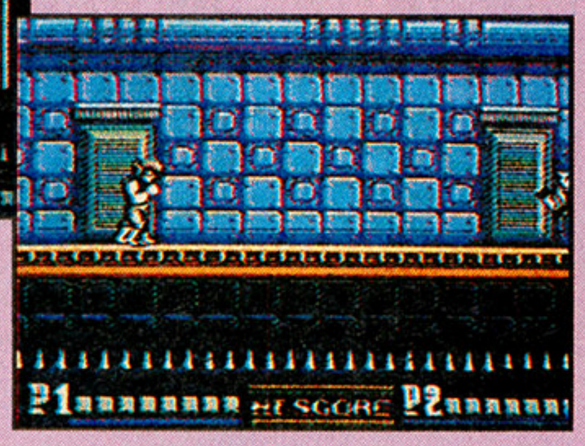


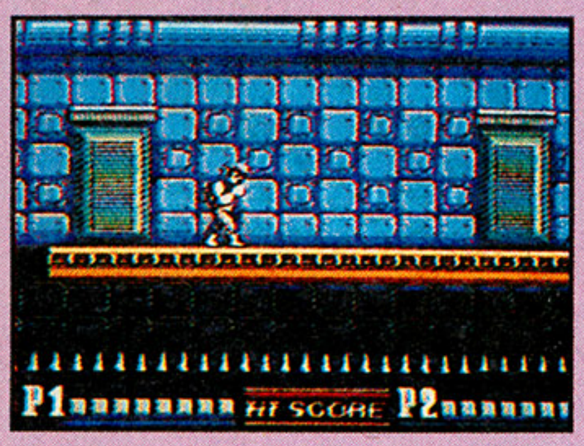
Fighting enemy soldiers is easy compared to the task of making it to the door at the right. Jump onto the first conveyor and keep moving forward! If you don't, you'll be skewered on the spikes below.



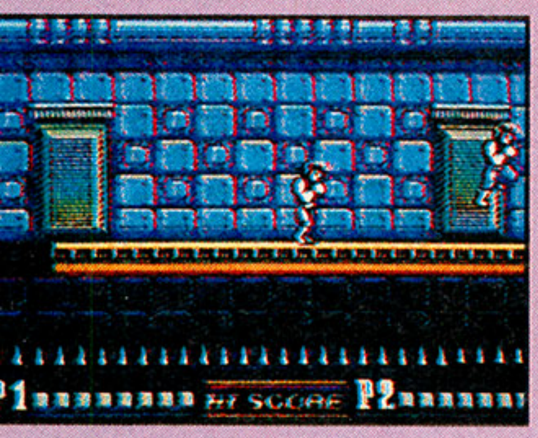


ump over the next conveyor belt to the small third one, nd immediately jump again to the doorway.

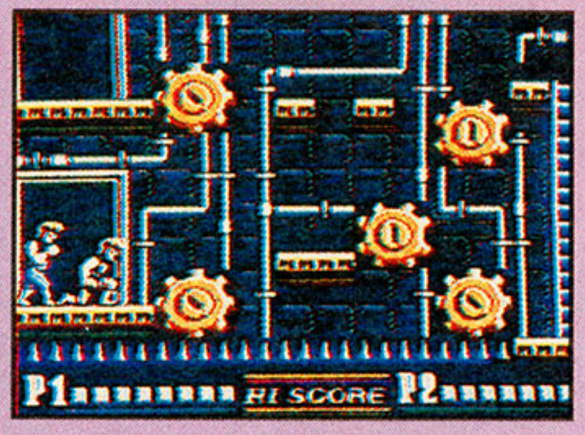




Defeat this gangster as quickly as you can. You don't have much time before the floor begins to pull back, revealing more razor-sharp spikes.

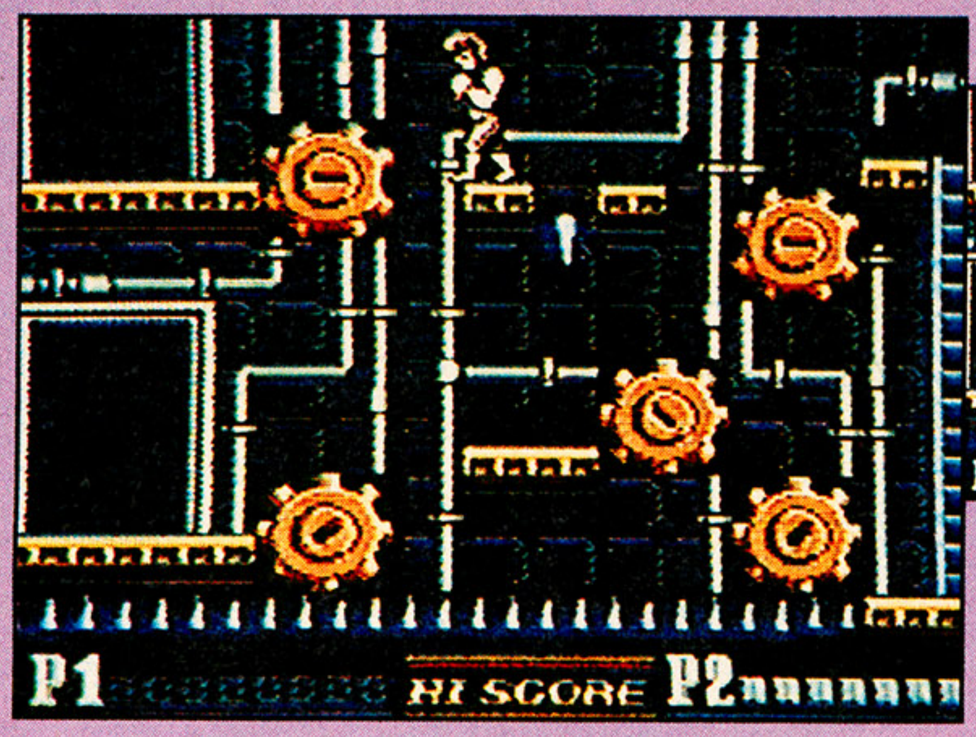


eep the masked man off he screen as you did in ission 1, striking repeatedly ntil he's finished.

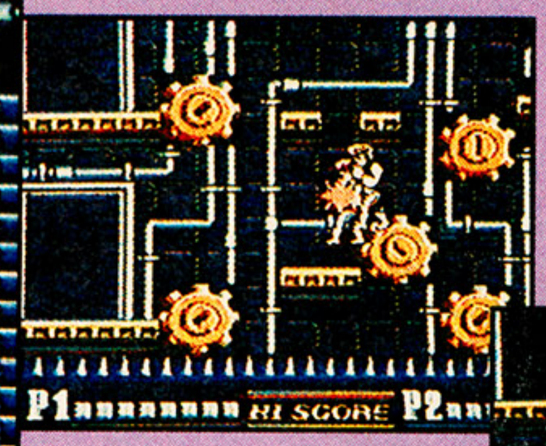


This room is perhaps the most dangerous challenge you've faced so far. You must get to the door above to continue.

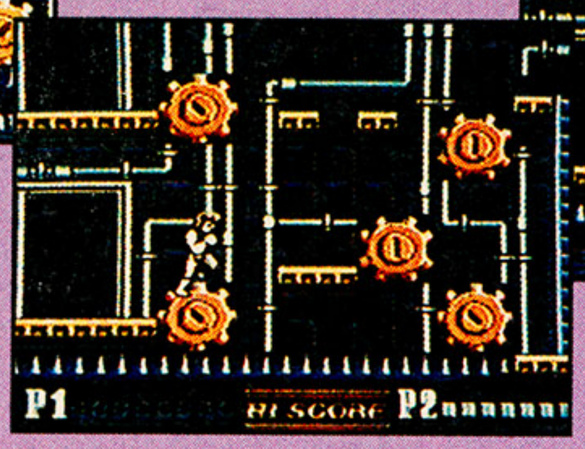
NINTENDO GAME of the MONTH



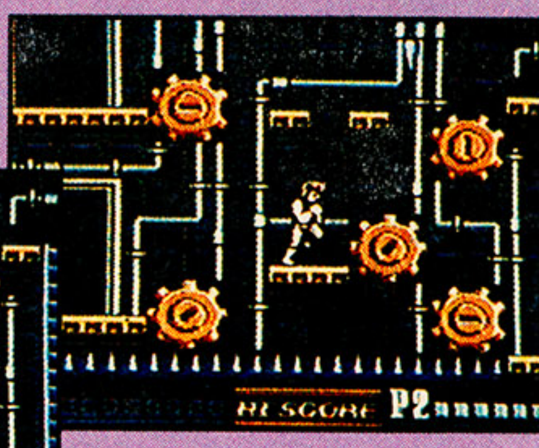
In addition to the danger of falling, you risk being hurt if a gear you're on begins to turn. But you have to walk across these gears to make it.



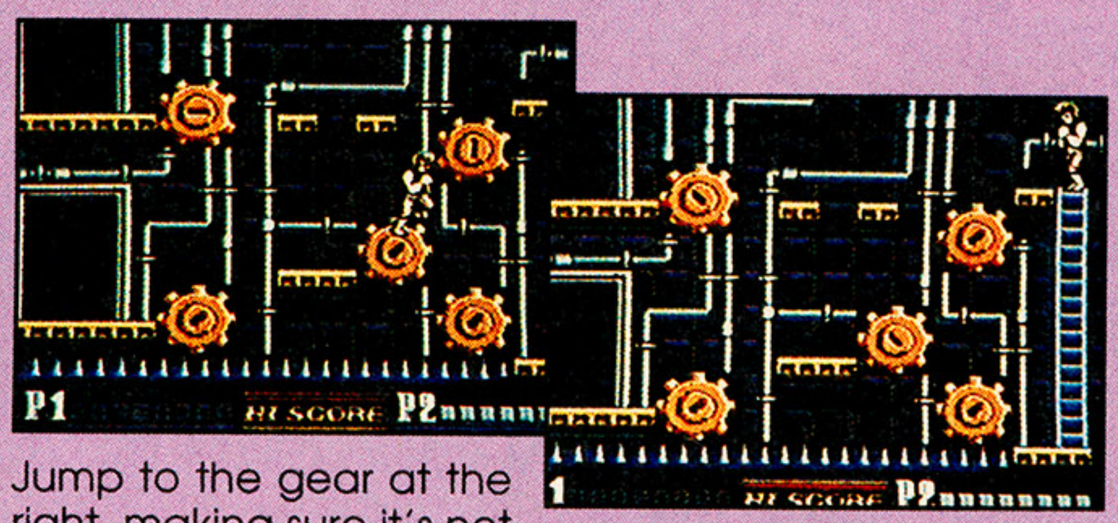
To make matters worse, the spikes below sometimes shoot upward, spearing you if you're not careful.



To make it across the room and up to the door, you'll need patience and control. Always watch the gears, timing your jumps to land when they're still. First, jump up on the first gear.

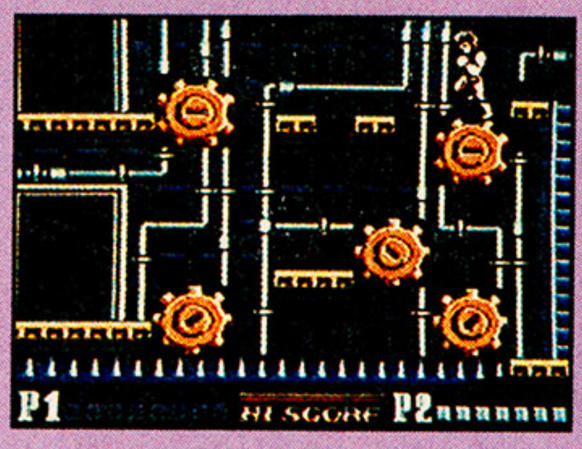


From here, you have to jump to the platform seen up and to the right. Be careful not to jump too far or fall short.

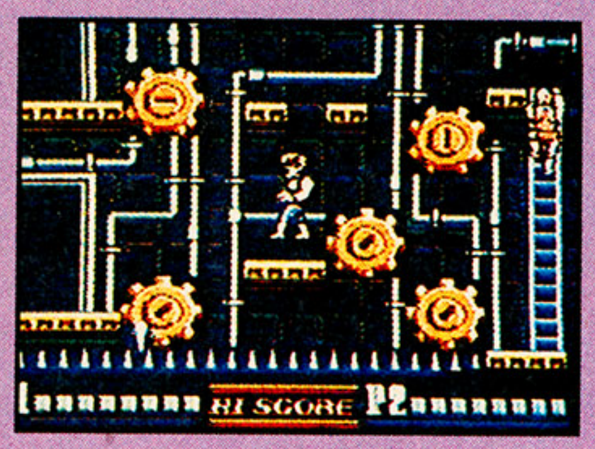


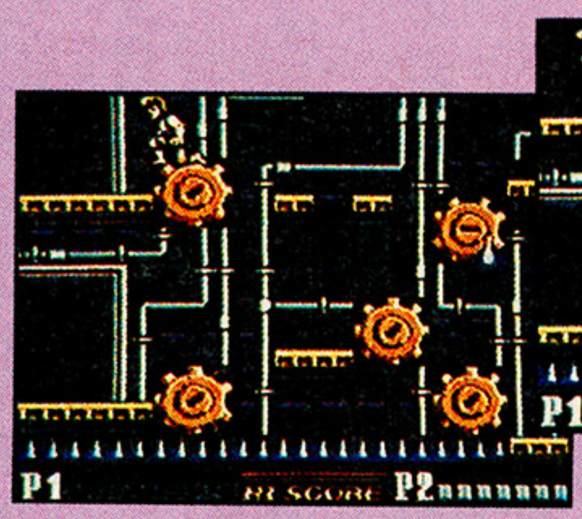
Jump to the gear at the right, making sure it's not moving.

Now, use a *jump kick* to leap *over* the gear below and onto the platform at the base of the ladder. Climb up the ladder and take a breath. You're only halfway there.



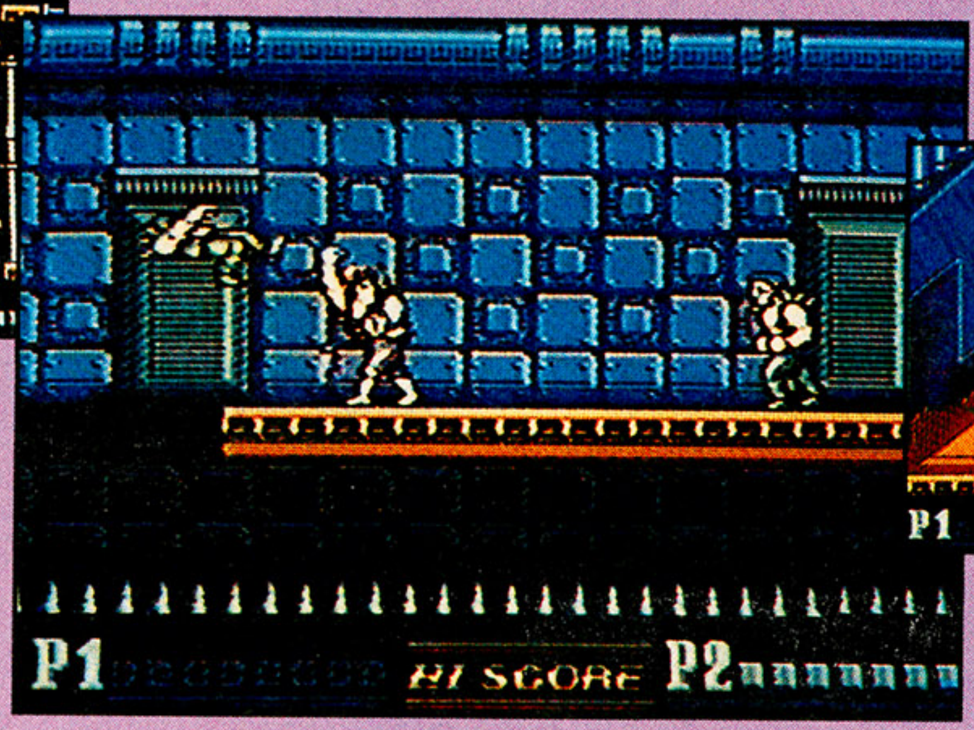
Take a short jump to the gear just ahead to your left. Then quickly use a high jump kick to leap over the first small platform to the second platform.



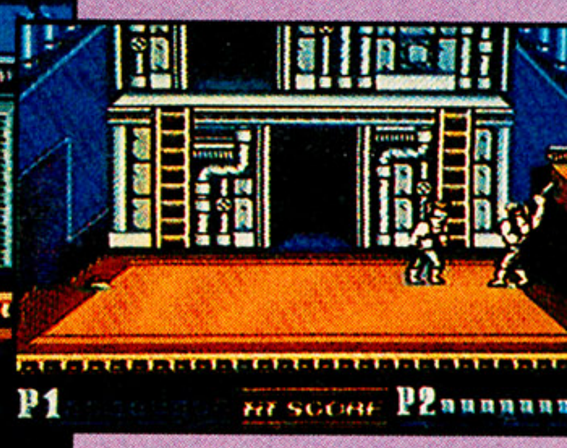


Just one more jump now, to the top of the gear at the left.

Jump off the gear to the doorway. You've made it!

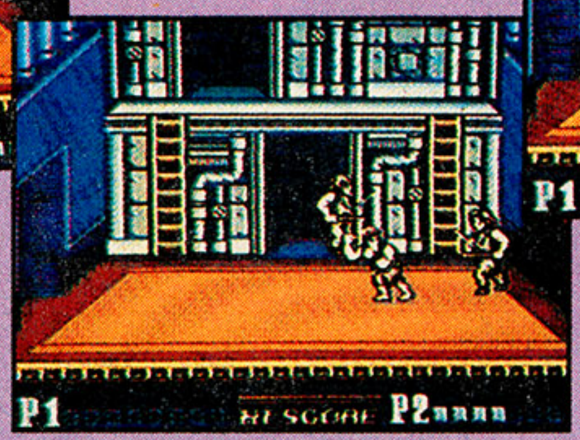


After those gears, a little fighting is almost refreshing! The floor will begin to move. Get the Warriors to your left and knock them down onto the spikes.

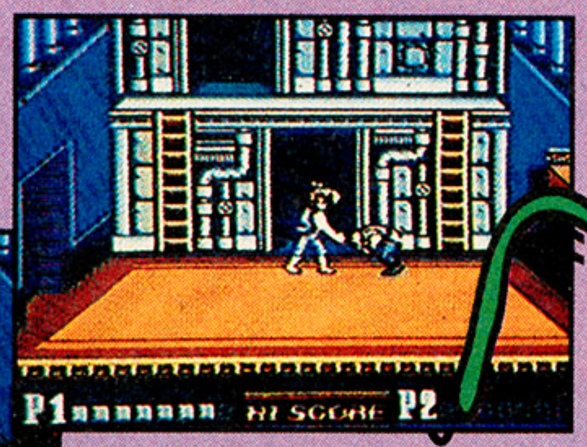


Use the knives against these foes. You don't want to risk any damage at this stage.

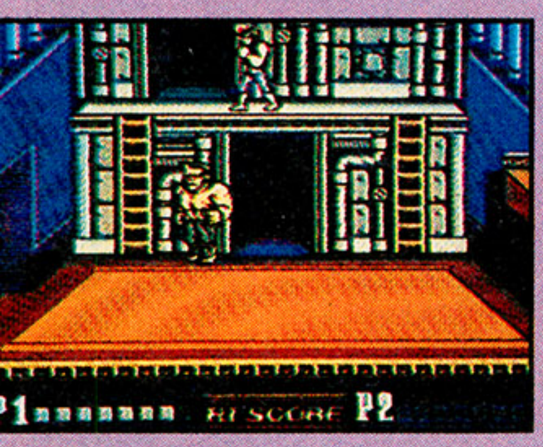
hese guys will follow ou anywhere. Climb p to the second level nd wait for them, at- acking before they an get off the ladder.

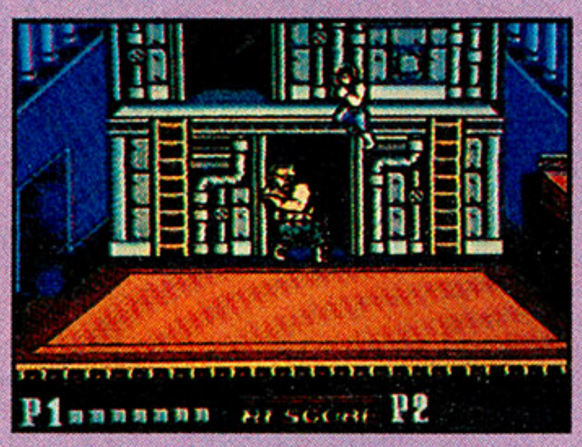


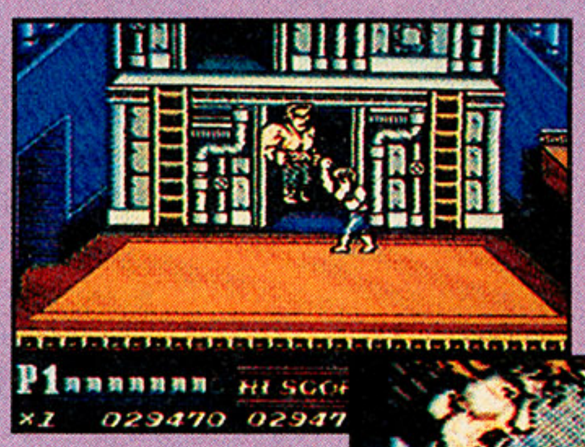
Remember, these acrobats can really jump. It's best not to try anything fancy — just keep slugging away, never giving them an opportunity to move.



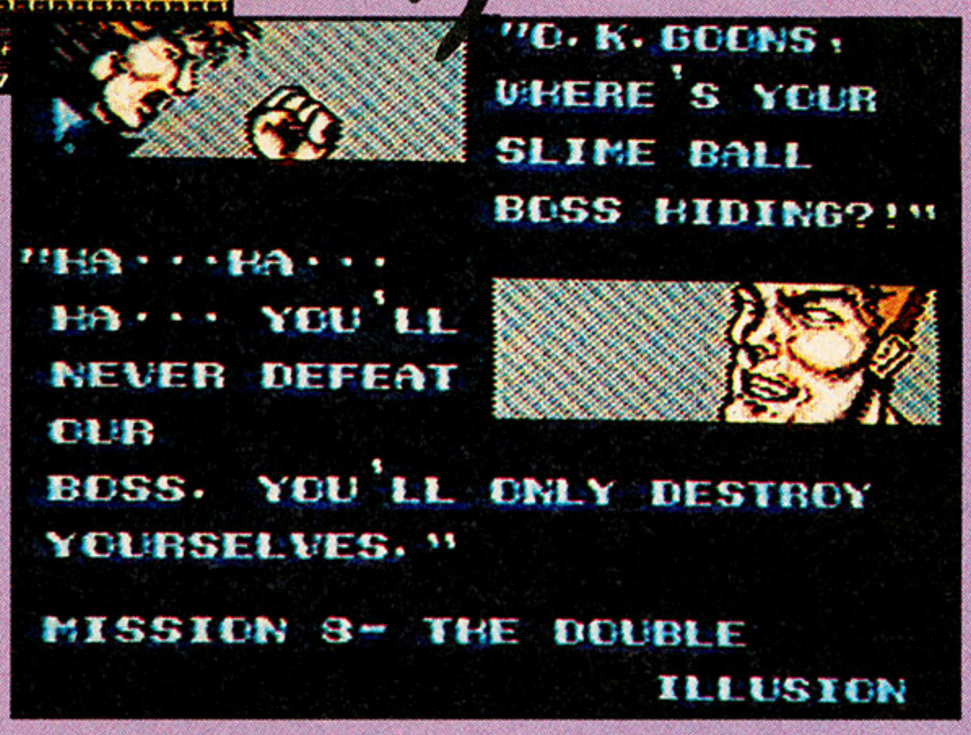
To perform the *elbow drop*, grab the enemy's head, hold the control pad downward, and press the attack button facing the enemy.



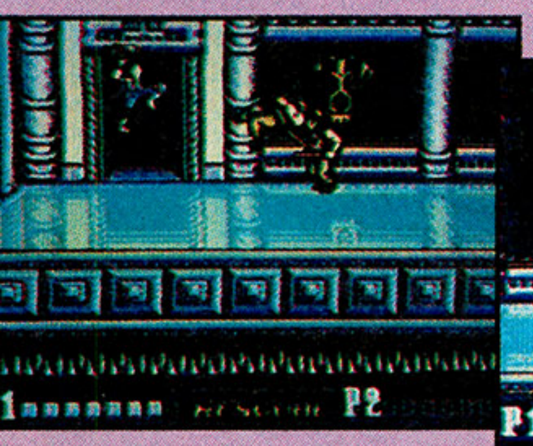




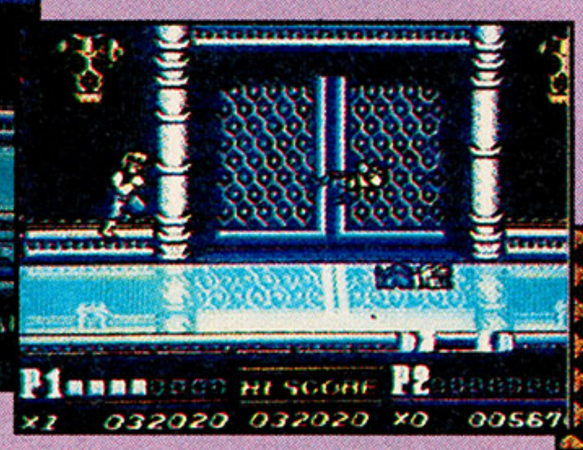
h-oh, the Big Guy is back again and madder than ever. To beat him this me, climb to the top level and stand just above him. Now jump down, anding right in front of him, and lift him off his feet with a hyper uppercut. ou'll have to do this five times in all, but you'll defeat him without suffering scratch.



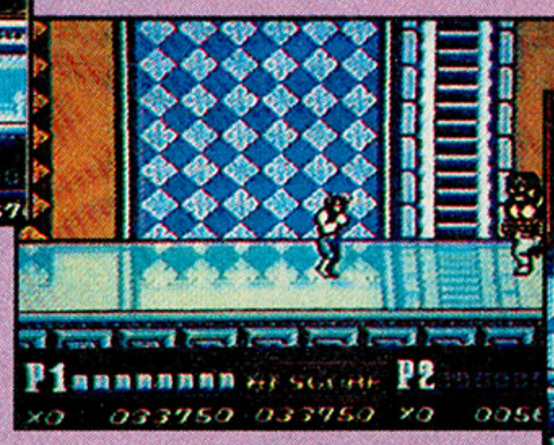
Mission 8



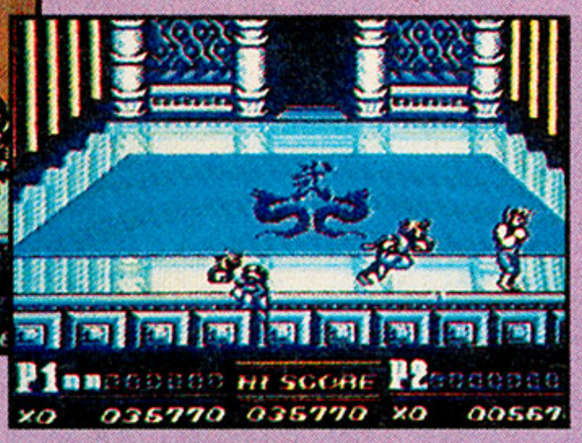
ome out fighting with he high jump kick or spin- ng cyclone.



The bad guys appear out of the blackness near this door. Wait, and finish them off quickly.



At the base of the ladder, you'll meet some familiar foes. By now you should have little trouble defeating them.



Finally, you'll face two acrobats in this chamber. Stick to the basics, dodging and staying on them when they're down. If you can lead the acrobats to the edge at the bottom of the screen, sometimes they'll fall off.

s you defeat the last acrobats and step through the door, you catch sight of familiar silhouette. You've fought so long, and you're tired. But there are too any questions now to turn back. You must go on alone, to the ninth and final vel, if you are to know the truth.

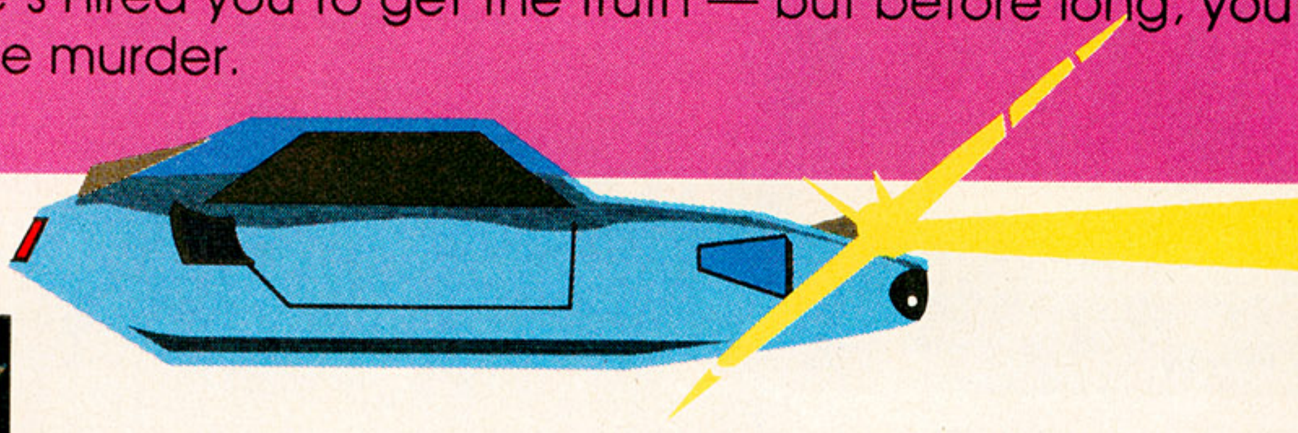
NINTENDO GAME of the MONTH

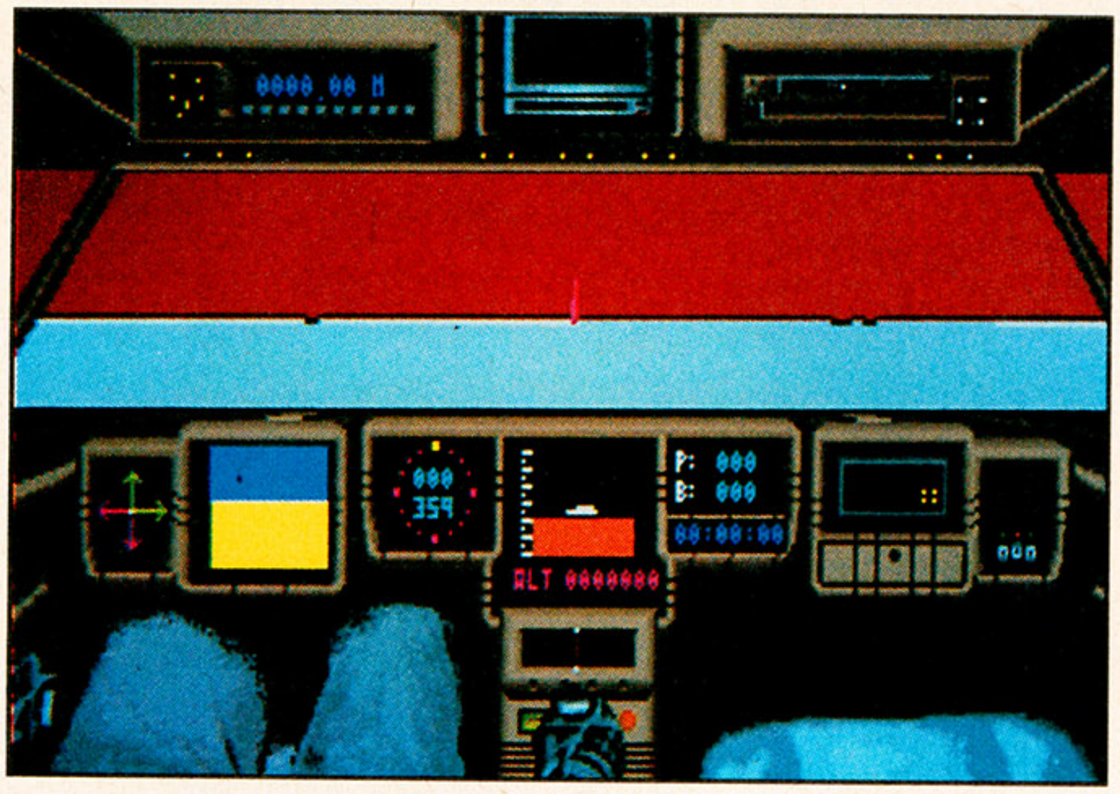
COMPUTER GAME of the MONTH

Gary Meredith

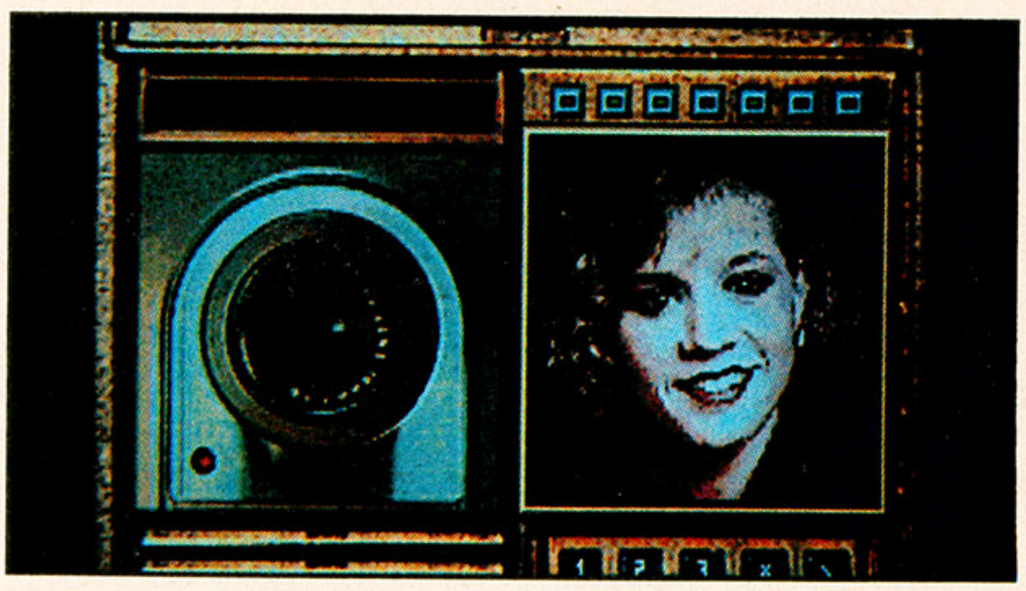
Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, or monochrome graphics; 3.5-inch disks available. Also offered for the Commodore 64.

The year is 2033, and you're Tex Murphy, a hard-boiled private eye on what could be the case of your life. A famous scientist named Carl Linsky has died, and although the police label it a suicide, the scientist's daughter is convinced otherwise. She's hired you to get the truth — but before long, you realize you're involved in more than just a simple murder.





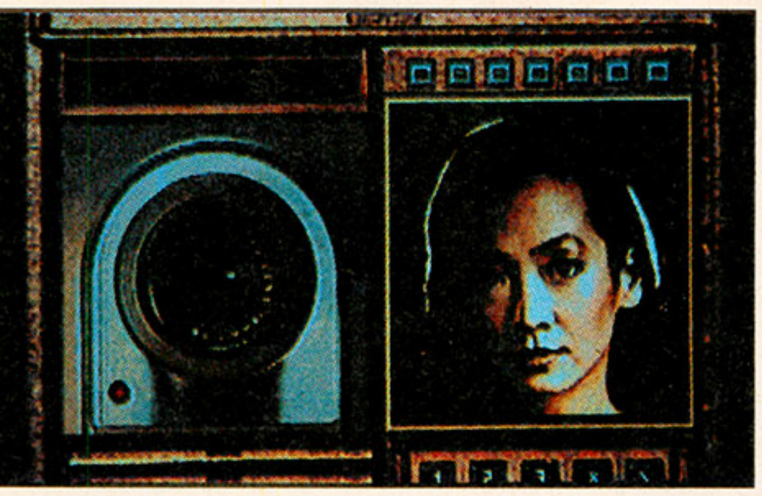
The cockpit of your Lotus Speeder will become a familiar sight in *Mean Streets*. Acquaint yourself with it right away. It can fly on autopilot, but if you have to go bounty hunting for some quick cash, you'll have to learn to fly it manually.



Vanessa, your faithful and devoted secretary, is a resource you won't want to overlook during your investigation. She can usually fax you the info you need, but if she can't...

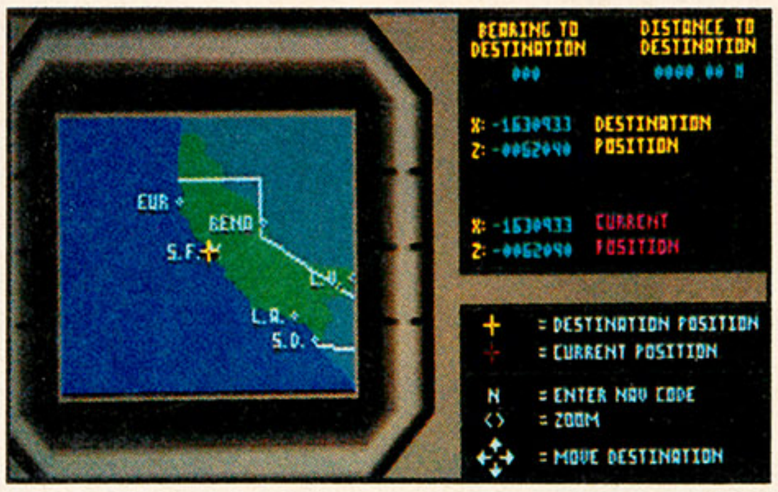
Mean Streets

Starting with some faxed info from your friendly secretary, Vanessa, you set out to track down Linsky's killer. You also want to learn the real reason behind his death and the deaths of several other renowned scientists. As usual, you encounter a twisted web of deceit, leading you from San Francisco to Los Angeles to Reno and all points between.

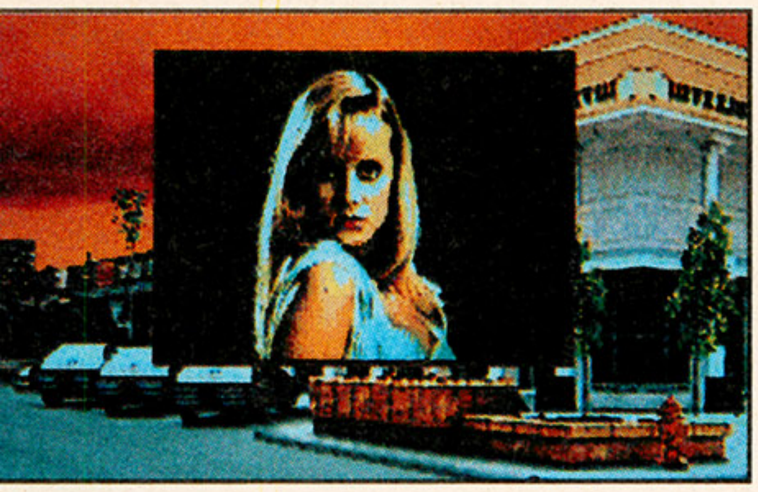


..there's always Lee Chin, mystery woman and informant. She's streetwise and full of useful hints, but be prepared to pay well for her services. She has a sharp tongue for anyone who tries to shortchange her.

A good way to start your investigation is to visit the police and your friend, Detective Steve Clements. You may have to do some begging, though, since your name isn't exactly a term of endearment around police headquarters.



Steve was more helpful than you expected, so it's back to your Speeder to follow up on his information. All NAV codes you obtain can be entered on the Navigation Console, and your Speeder will whisk you away to your destination.

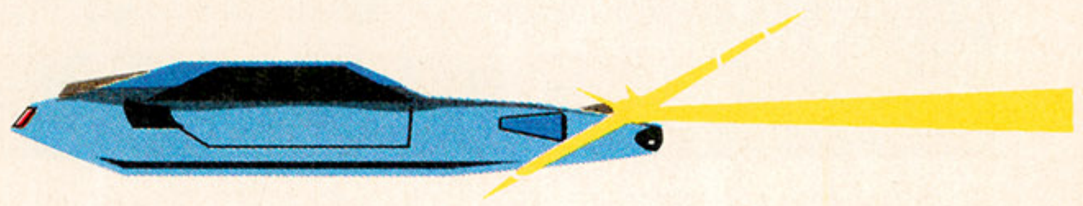


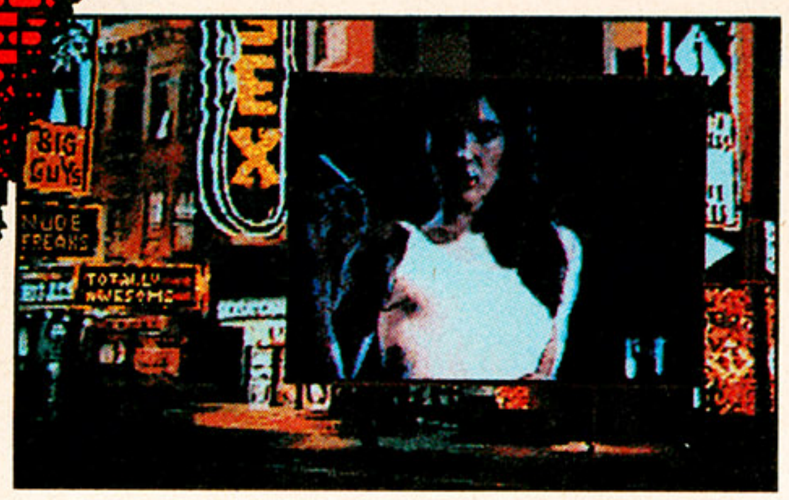
Your first meeting is with Sylvia Linsky, Carl Linsky's daughter. She seems genuinely upset by your suspicions concerning that $1,000,000 insurance policy. Or is it just a good act?

Delores Lightbody is not exactly the femme fatale you were expecting. You can't figure out why Linsky was attracted to her, unless it was gravity. Perhaps Carl's interest in Delores was a smokescreen for something more serious.

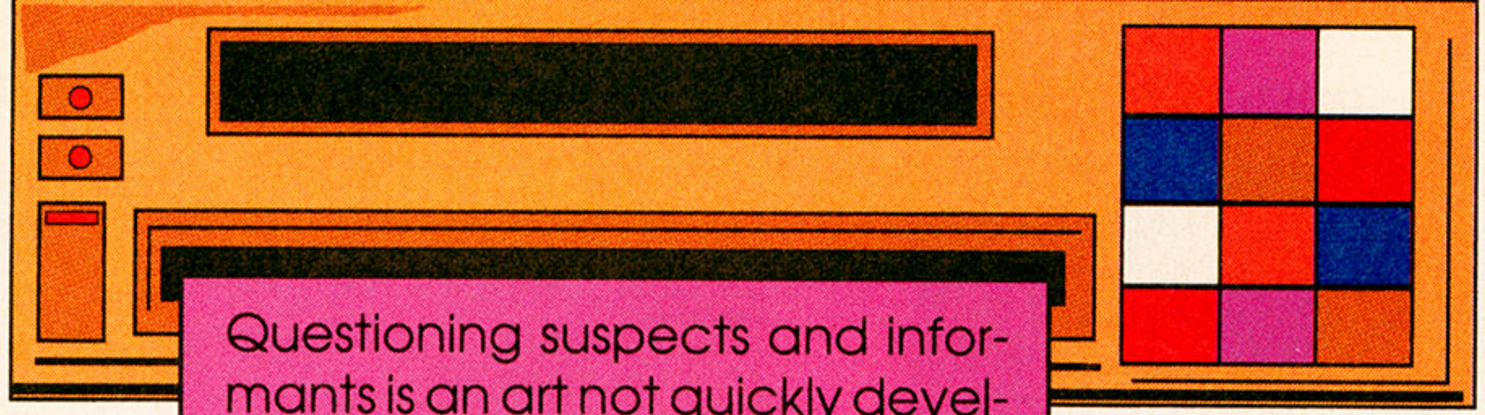
Ouch! Looks like your intimations of something more devious, and your more aggressive tack to questioning, may have dire consequences for your own family planning.

A trip to the medical examiner sheds little light on the cause of Linsky's death, but it does uncover something else of interest: Linsky recently had cranial surgery. He had no history of neural disorders, so what gives?





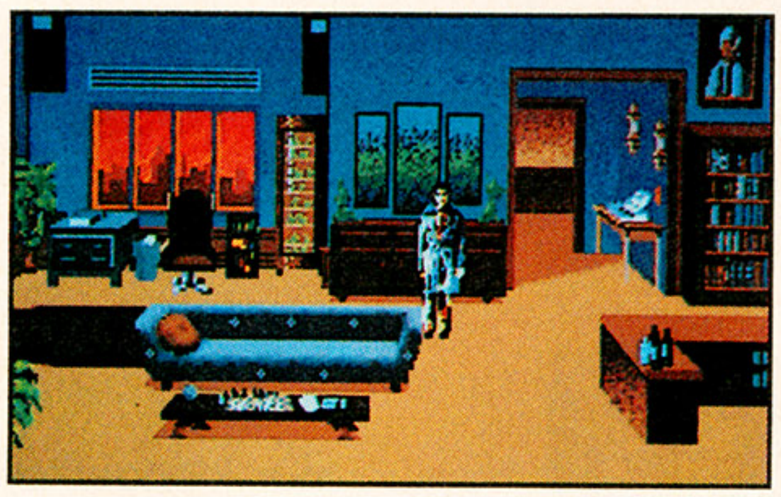
This is more like it. Sandra Larsen appears to be the kind of woman who could convince an upstanding citizen like Linsky to go wrong. In the back of your mind, though, *you're* not convinced. She may have been just an antidote to Delores Lightbody.



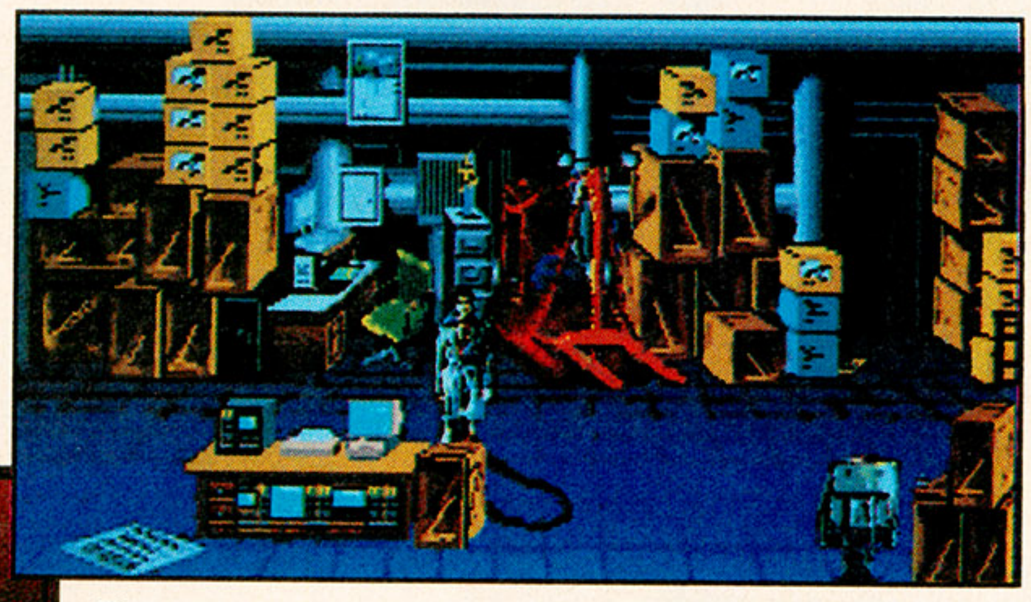
Questioning suspects and informants is an art not quickly developed. You have to know when to go easy, when to lean on someone, and when to start handing out some of your precious money as a bribe. You can't always go by a person's looks when deciding which technique to employ, but you're probably better off using force as a last resort. Taking the tough-guy route often ends with an extremely painful blow to your ego, and no information.

COMPUTER GAME of the MONTH

Mean Streets



A search of Linsky's apartment turns up a note and a chess set with one bishop missing. What could it mean? (By the way, watch out for the force field around that statue.)

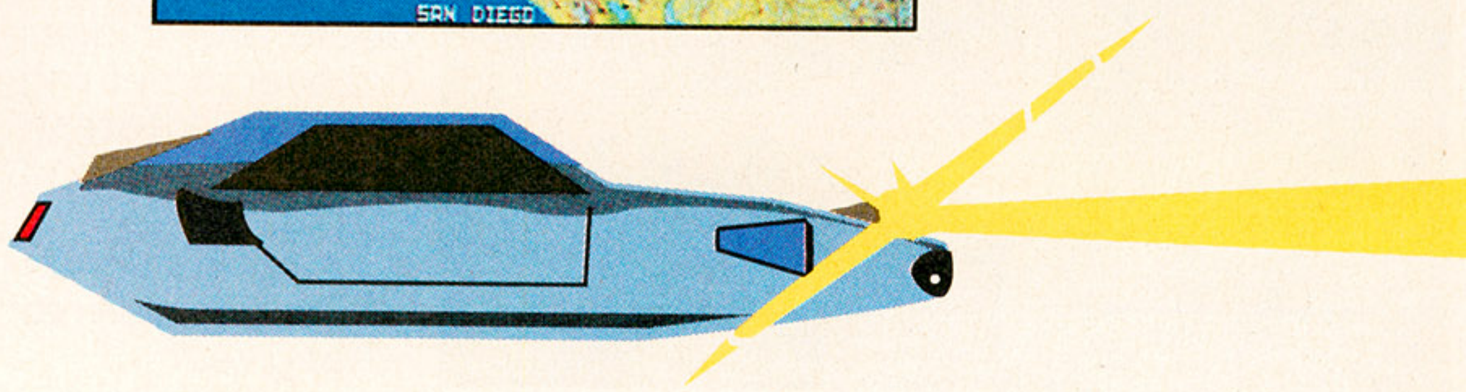


The warehouse Linsky rented might be full of clues, if you can get to them all. That list of scrambled words you found is beginning to make you feel like a pawn in someone else's game. Let's hope your investigation doesn't end in a stalemate.

Larry Hammond turns out to be pretty cooperative. You just have a hard time figuring out which head to speak to. Maybe you should follow up on that list of Gideon accounting employees.

Always be prepared for a gun battle. You don't know if it's Gideon Corp., Law and Order, or an ex-girlfriend, but someone always seems to be shooting at you.

Sonny Fletcher is the kind of P.I. that makes even you look respectable. He knows something about Linsky, and he also knows you'll pay his price to hear it. He did some work for MTC, so ask about Overlord and Tom Griffith.

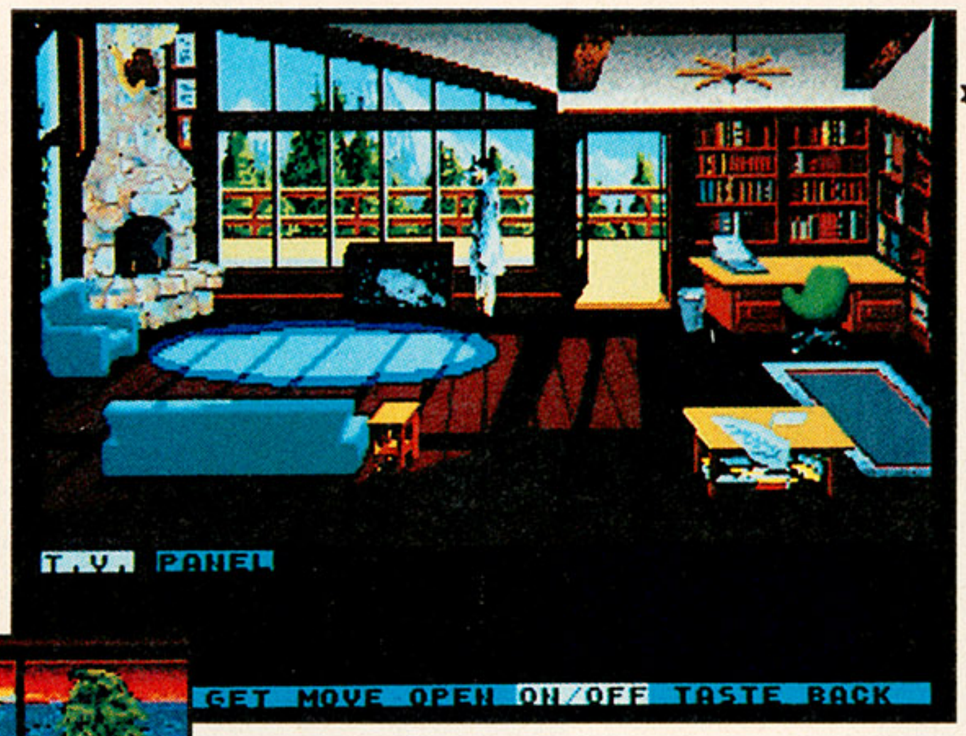


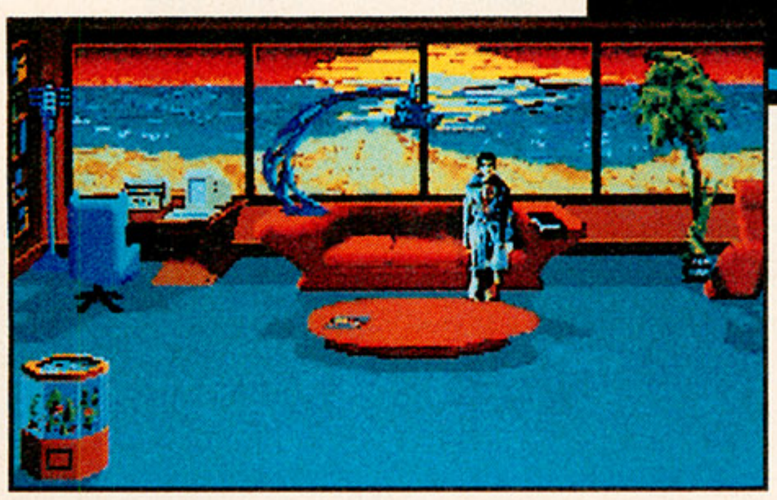
Dweeb's name was on that list you got from Larry and Darrell. He looks like a pushover, but don't try any rough stuff or you'll be saying "howdy" to the Oakland turf. He's got important information, and you'll have to pay a lot for it.

It's probably better not to make any cracks to Ron Meat about getting his glasses at a discount. He has some info for you, although you may have to come back to him later, once you've put your clues together.

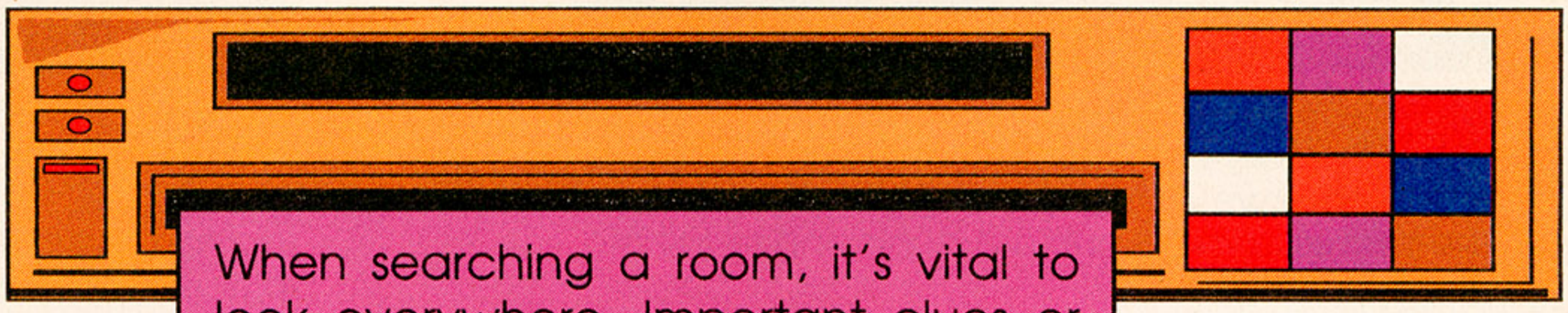
Mean Streets

Okay, admit it. You're a Trekkie, and you just saw *Star Trek XXVII: The Absolutely Last, Final, That's It We're All Too Old Frontier.* Get away from that TV and start looking for clues, taking care not to sweep anything important under the rug.

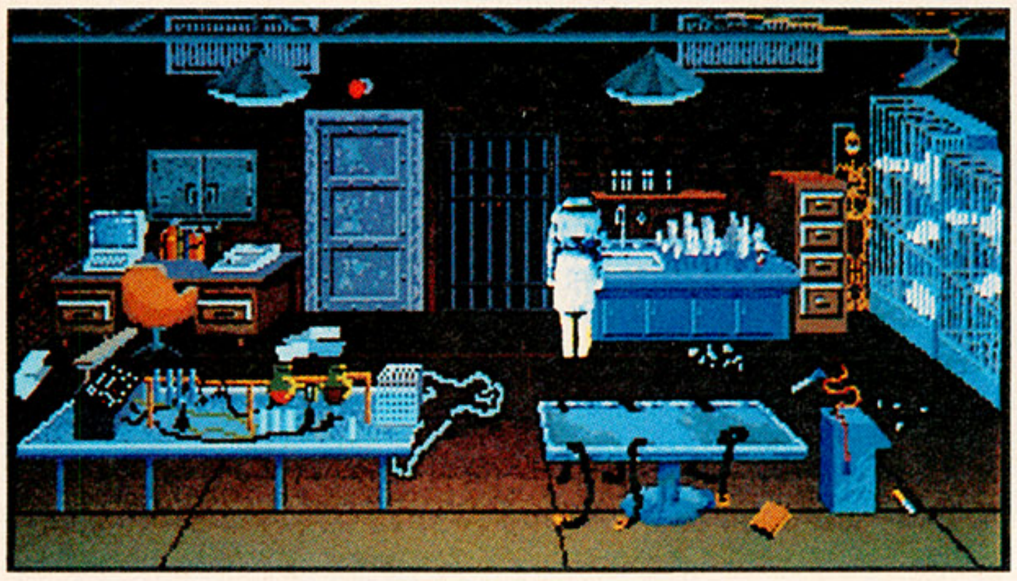




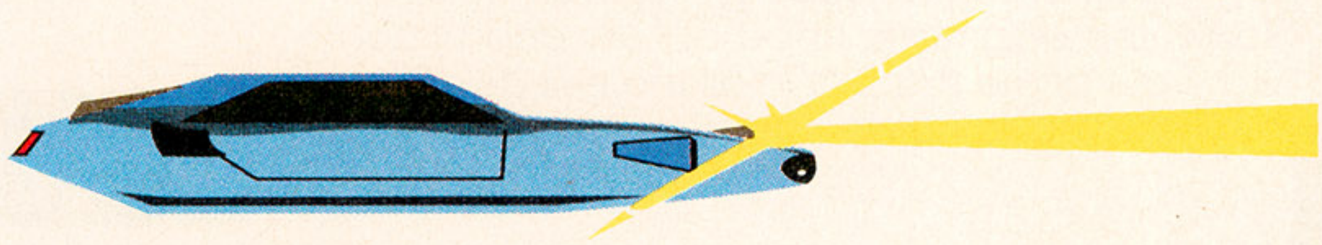
You could probably get what's in the aquarium at Ron Morgan's beach house if you could only find something besides your fingers for the piranhas to nibble on. Also, check the console on the table if you find yourself in alarming circumstances.



When searching a room, it's vital to look everywhere. Important clues or items are often hidden in very unlikely places, and it takes a bit of clever thinking to figure out just where those places are. But be careful—most locations are guarded by burglar alarms, and if you don't disarm them within a certain time period, you might be carted off to jail (or worse). And there's always the possibility that your search will uncover something deadly which will end your investigation in the blink of an eye.

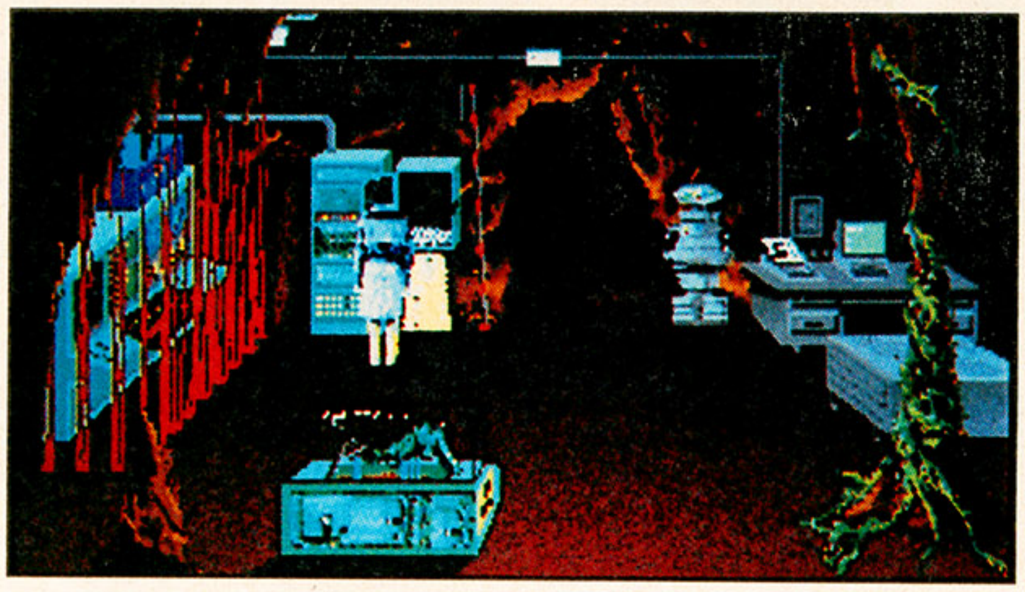


There are a lot of items and clues to pick up in this secret lab, but the biggest prize is just beyond your reach, guarded by what appears to be one of your former in-laws. Maybe you could enlist the help of another Eastern bloc citizen.

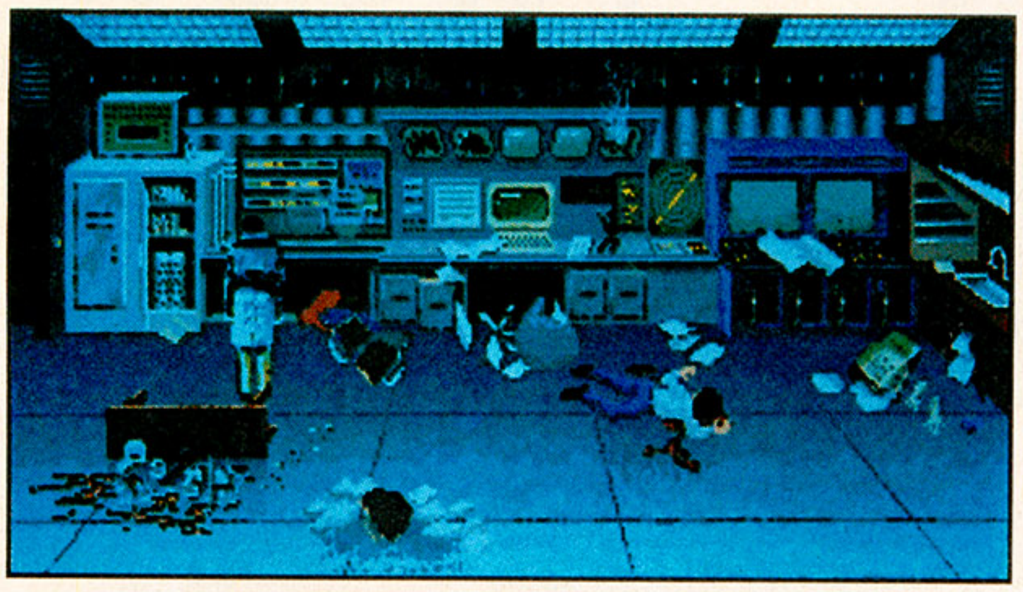


COMPUTER GAME of the MONTH

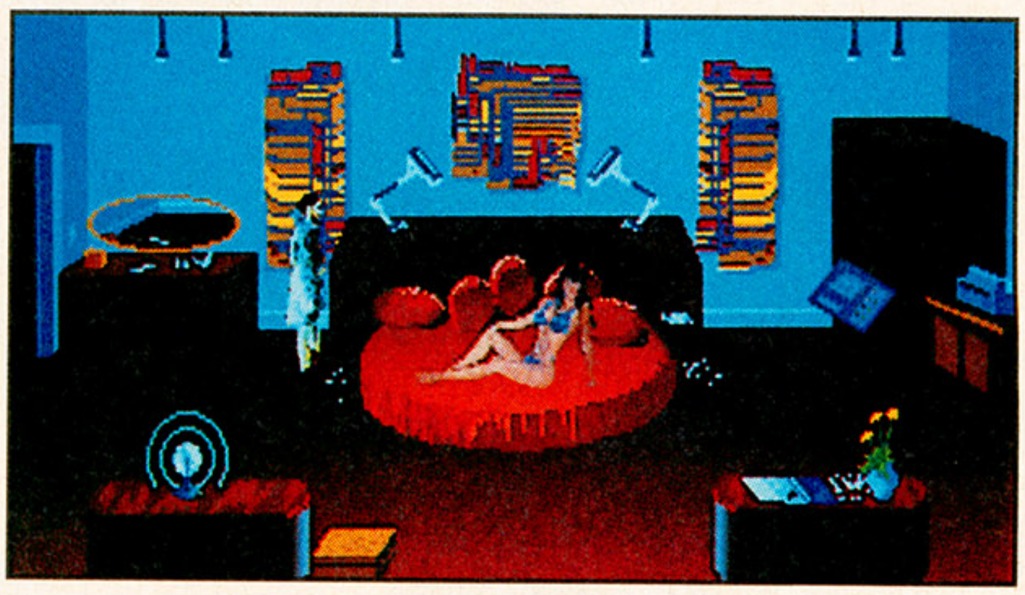
Red herrings abound in *Mean Streets*, so be prepared to venture down a lot of blind alleys. You can't afford to ignore any possible source of information. You must have all eight passcards and passwords before you can bring the evil perpetrators to justice, and since you can't be sure who has them, you must talk to everyone.



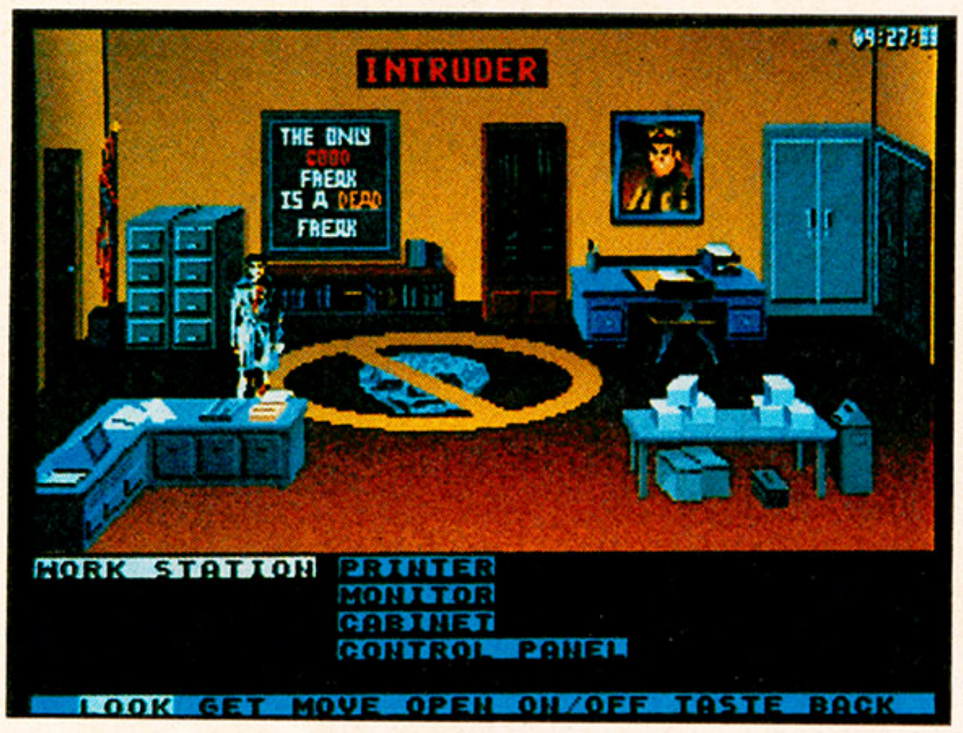
Be careful with that cabinet, or you'll be experiencing *Lost In Space* flashbacks. The experiment under the glass is also a no-no. And turning that force field off is certainly a problem in twisted logic. Hmmm...what's that leaning against the wall?



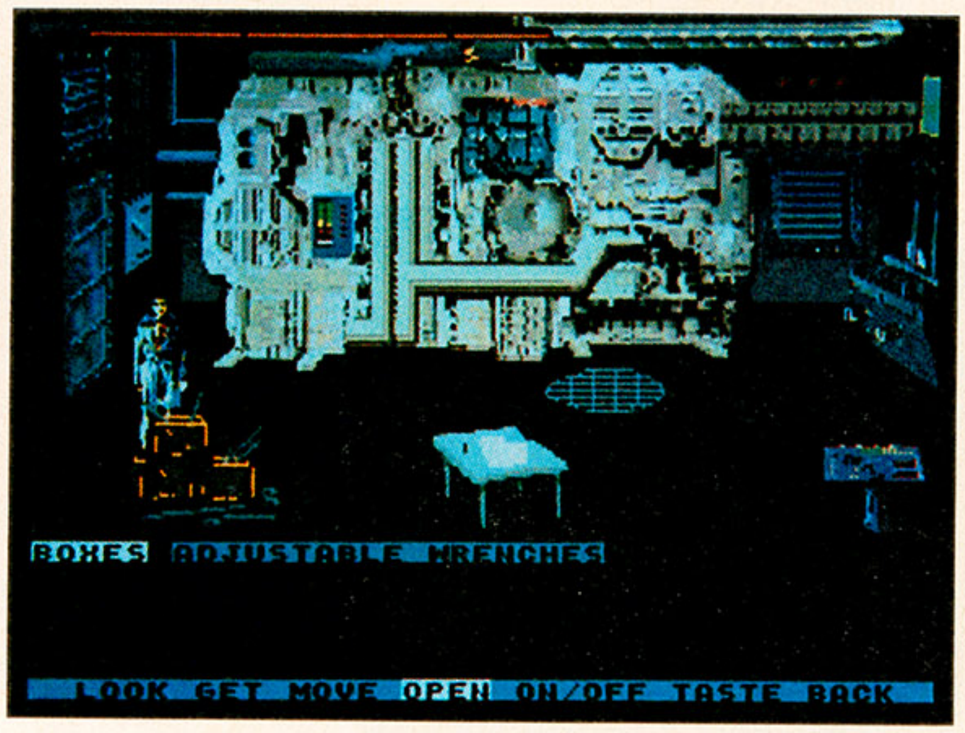
Whoever's after you must have gotten to Greg Call first. They really did a number on his lab, but fortunately, they weren't very thorough in their search. The pieces to the puzzle are beginning to fall into place.



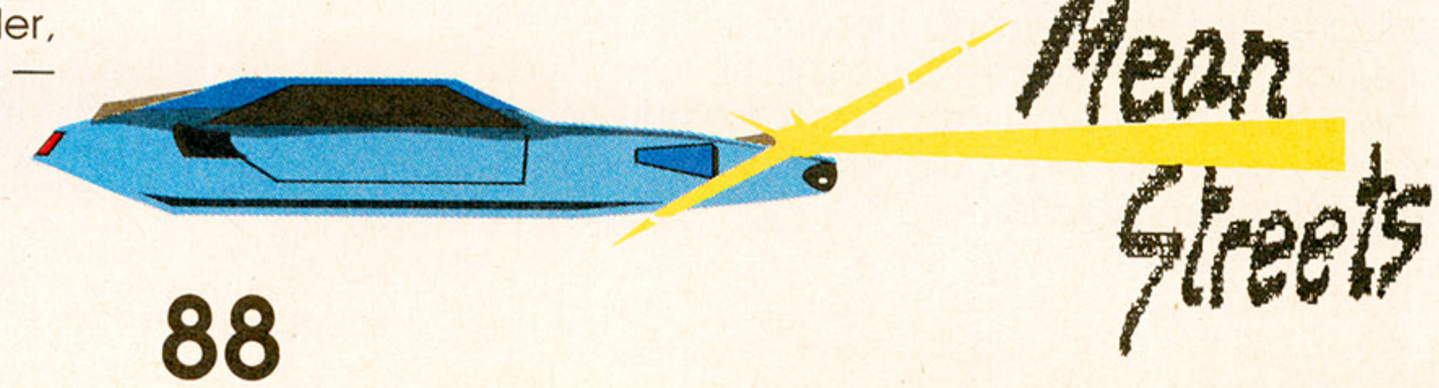
From your conversation with Lola Lovetoy, you discover that this little hideaway was used by Griffith and MTC to keep certain people out of the way during the development of Overlord. Looks like the place is well-equipped for any eventuality. Inspect the suitcase carefully.



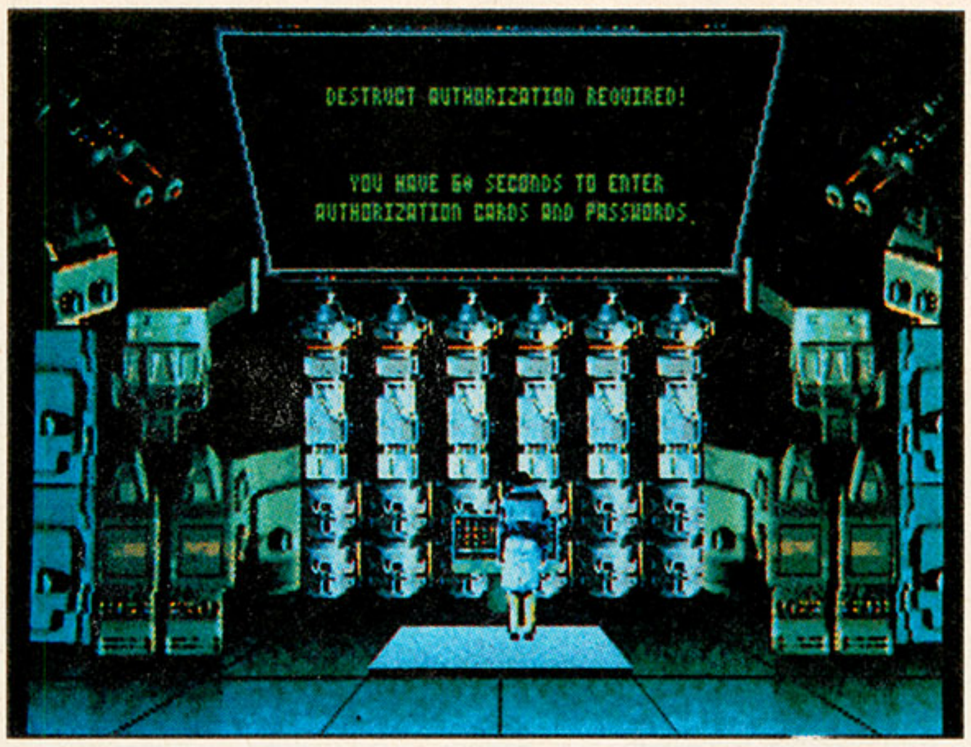
Well, you finally wangled your way into the offices of Law and Order, everyone's favorite organization of neo-Nazi storm troopers. Robert Knott, the enigmatic head of Law and Order, was your prime suspect in all the evil doings — but now you're not so sure.



You've obtained all the passcards and passwords, but it appears as though you've been a pawn in the Overlord master plan. You'll have to turn up the heat if you hope to get out of that furnace room.



Mean Streets



The Overlord computer looks daunting, but you still remember the passwords, and your captors have left the passcards where you can use them. But you'll have to be very quick to enter everything within the allotted time.

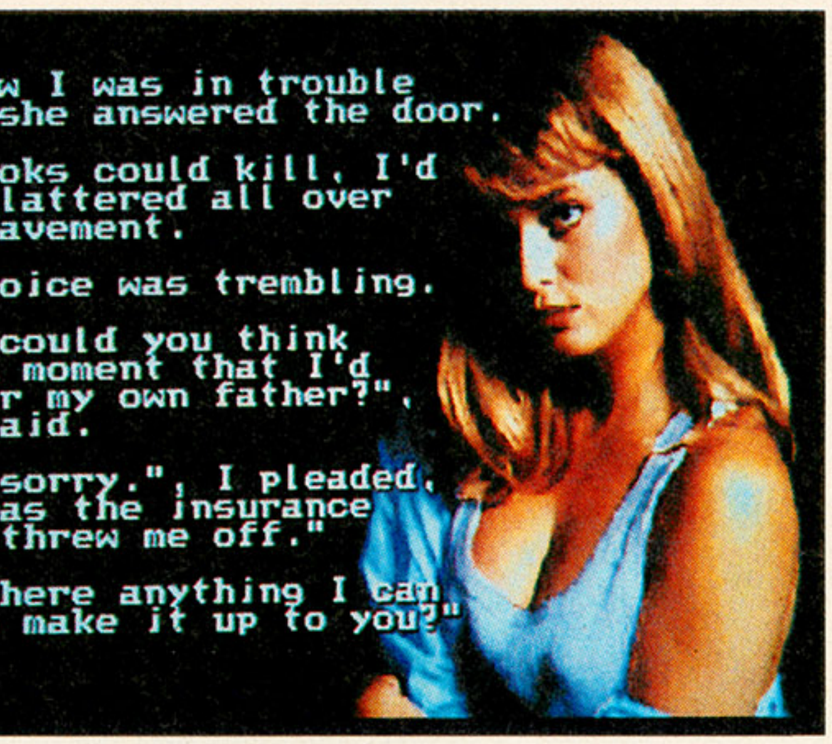
By initiating the computer core destruct sequence, you've overloaded the microwave link to the satellite, breaking the hold that Overlord had on the world. Who was ultimately behind it all? Gee, Tex, you've got to earn at least part of that big fee yourself.

San Francisco Chronicle

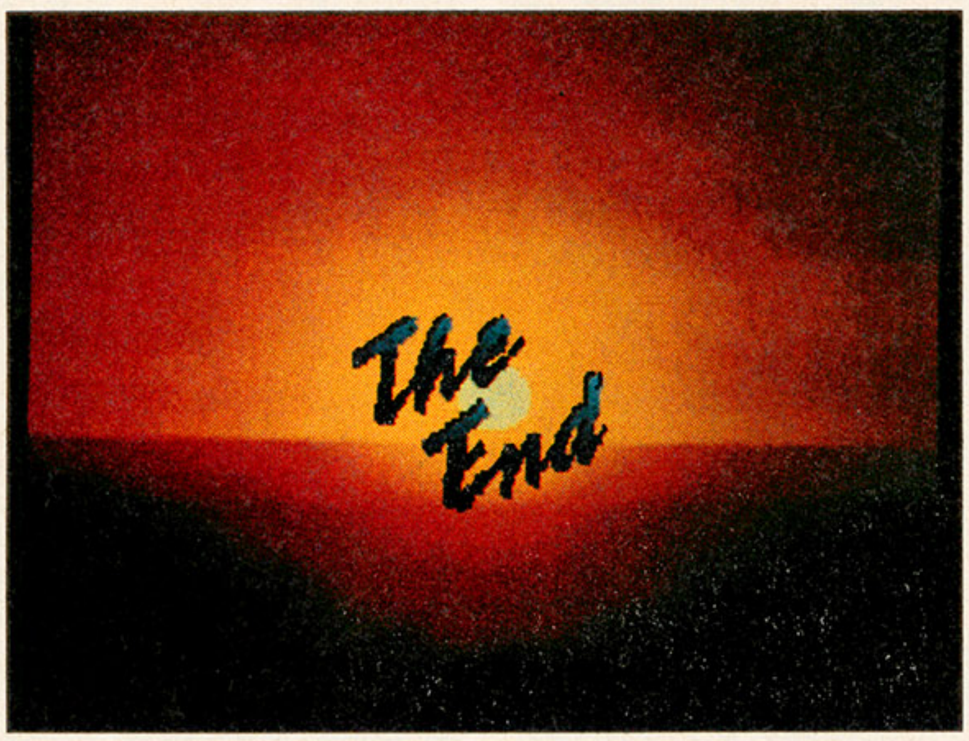
TEX SAVES WORLD

Diabolical Plot Exposed!

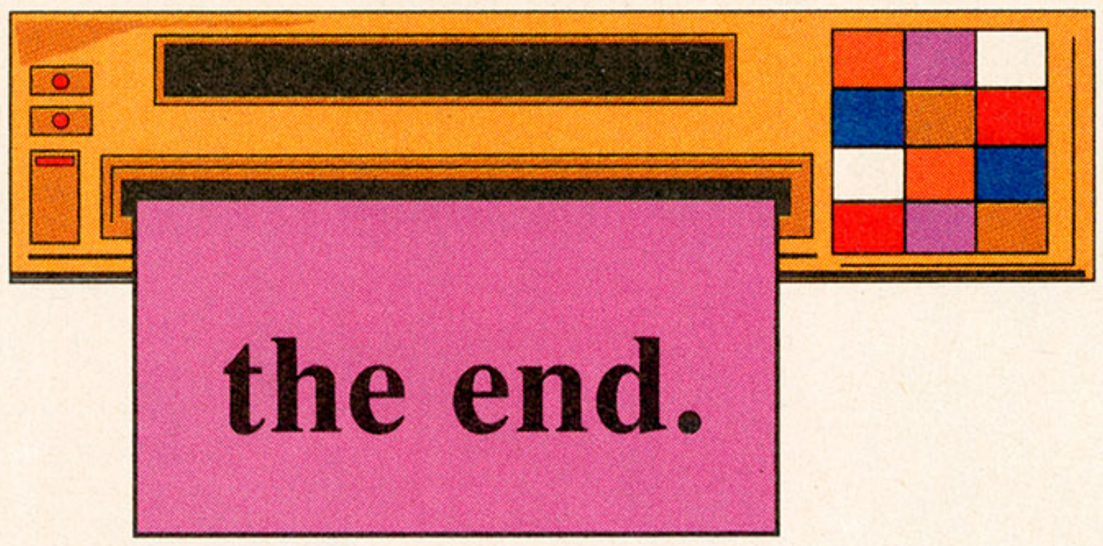
If you weren't such a humble person, such acclaim might give you a head the size of the Goodyear blimp. Good thing you can take such attention in stride. After all, you only requested a ticker-tape parade on both coasts, a White House reception, and a candy bar named after you.



There's still the matter of that false step you made with Sylvia concerning the insurance. At least you secured the $1,000,000 for her. With hat in hand, and perhaps some industrial-strength begging, you try to get back on her good side.



Although you don't recall Humphrey Bogart riding off into the sunset, you're pretty sure John Wayne had at least one sunset per year in his contract. You got the girl, the money, and the undying gratitude of humanity. Wonder what's on the agenda for next week....



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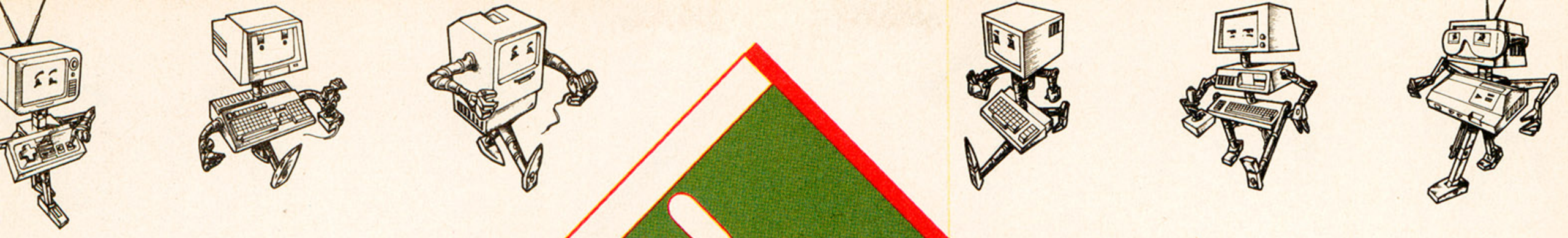
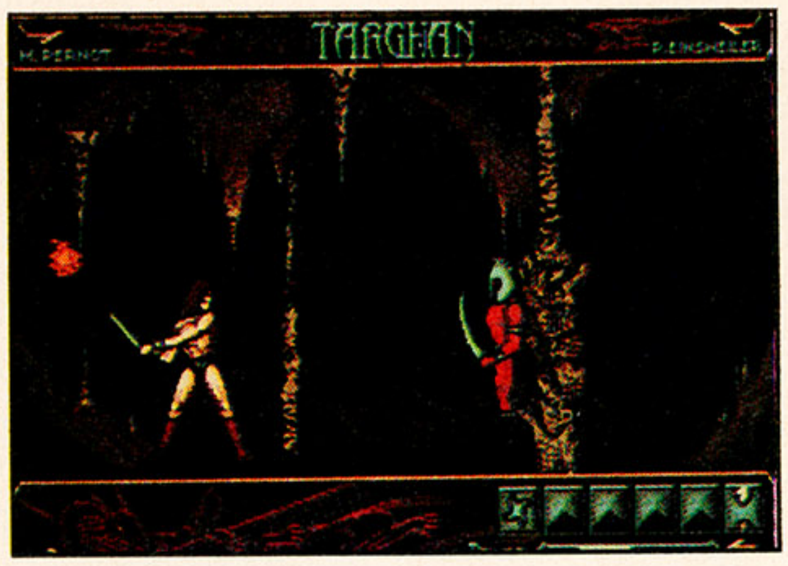


REVIEWS

TARGHAN

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; VGA, EGA, CGA, and Tandy 16-color graphics; joystick optional. Simarils Ltd., distributed by Gainstar Software, Avon House, Albany Park Industrial Estate, Camberley, Surrey, GU15 2P1, U.K.



It doesn't pay to get too aggressive with this guy. The best strategy is to wait for him to come to you.

Far from Edengarhn is the castle of the Evil One; far from your village, a lord keeps the secret; such a powerful lord that he cannot be human, a creature floating in a world that dies and grows again."

In the years since the death of your father, Tharn, and your ascendancy to Chief, those words have haunted your waking and sleeping hours. You have known for a long while that you must face the ultimate evil in the mountains of Clorg. Now your time has come.

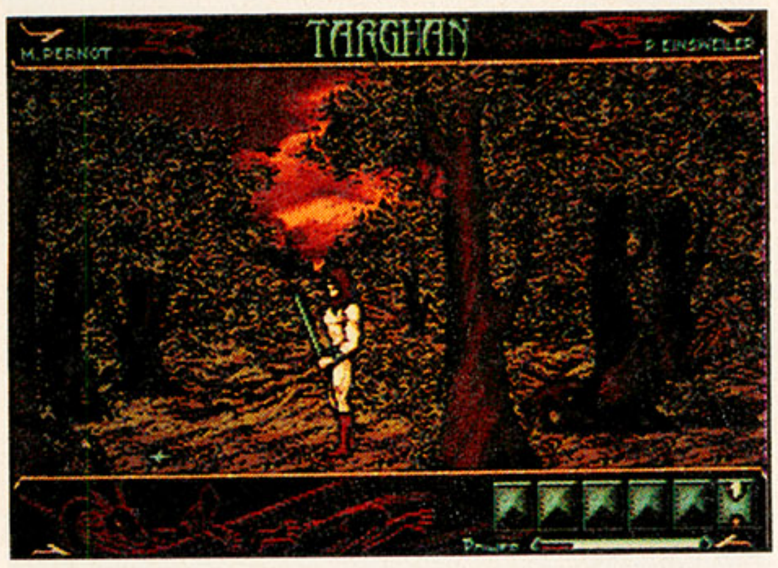
In *Targhan*, you are the noble chief, fighting your way through the forests of Luneclare to the mountains above. Your mastery as a swordsman will serve you well in the beginning, but you must acquire other weapons and magical spells if you hope to find and conquer the Evil One.

Particularly in VGA graphics (as seen in the accompanying photos), *Targhan* is a gorgeous game. Yet it comes across well in CGA graphics, too. It has a surreal gothic look, in common with other games from Europe. The fighting sequences are very smooth and controllable, something which cannot often be said of PC games with such graphic complexity.

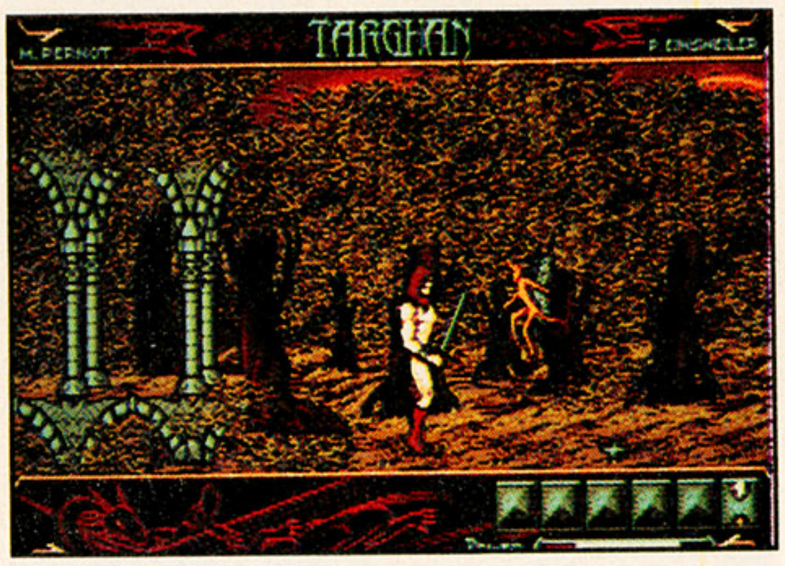
The only problem is that your opportunities for acquiring extra strength early in the game are virtually nil. Until you get into the treehouses in Luneclare, you'll have to be very careful when fighting. You can pick up some shuriken (throwing stars), but they aren't effective against every foe you meet, so you must rely primarily on swordfighting. One false step and you'll be hacked to pieces before you know what's happening. And since there are limited opportunities for saving the game, *Targhan* can be very unforgiving.

Targhan is enjoyable, and more than a few steps off the beaten path. With over 120 landscapes, 40 different characters, and excellent digitized sound effects and music, *Targhan* is a step above the usual sword-and-sorcery fare.

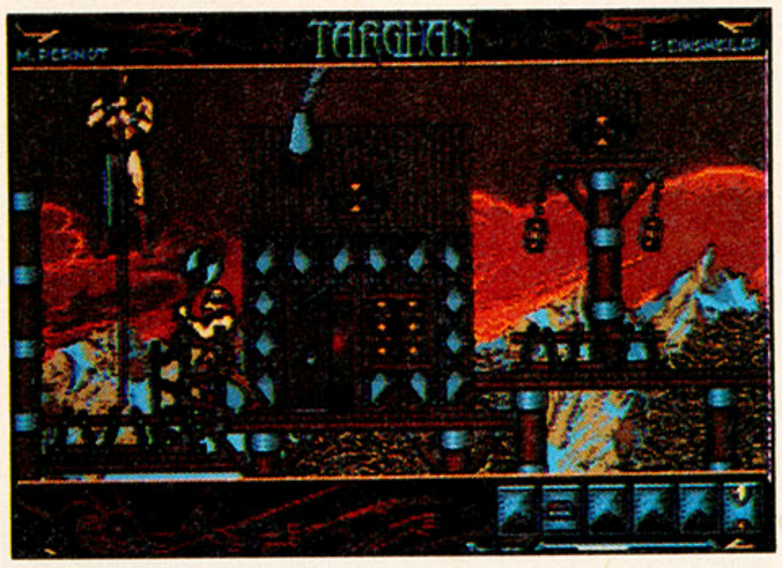
GP



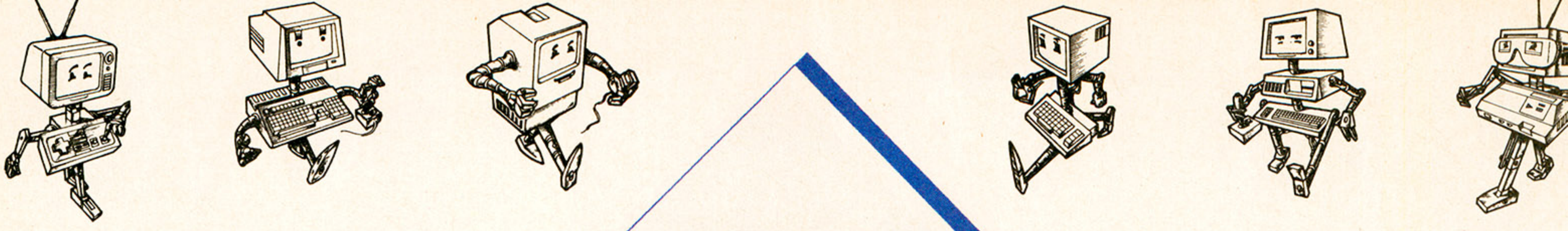
The shuriken is a handy weapon against any archery-minded Amazons you may encounter. Be sure to grab the scroll, too.



If you plan to venture underground in your quest, the friendship of this fairy will definitely be enlightening.



You'll have to be quick off the rope to engage this little fellow before he starts hacking at your kneecaps.



NINTENDO REVIEWS

RESCUE: THE EMBASSY MISSION

William R. Trotter

Version reviewed: Nintendo. Kemco-Seika, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503. Also available for the Amiga; Atari ST; and IBM, Tandy, and compatible computers under the title *Hostage*, from Mindscape, 3444 Dundee Road, Northbrook, IL 60062.

This game recreates a harrowing situation straight from today's headlines. Terrorists have seized our embassy and taken hostages...negotiations have broken down...it is time to use force.

That's where you come in. As commander of an elite strike unit, your first job is to ring the embassy with sharpshooters. This isn't easy, because the terrorists are illuminating the streets with spotlights, and any man caught in their beams dies in a shower of bullets.

Next you must drop your assault team onto the embassy roof by helicopter. Once there, your men must enter the embassy by rappelling down the wall and kicking in a window — very tricky, until you get the hang of it. Before committing your assault team, use your snipers to pick off as many terrorists as possible by shooting at their silhouettes in the windows.

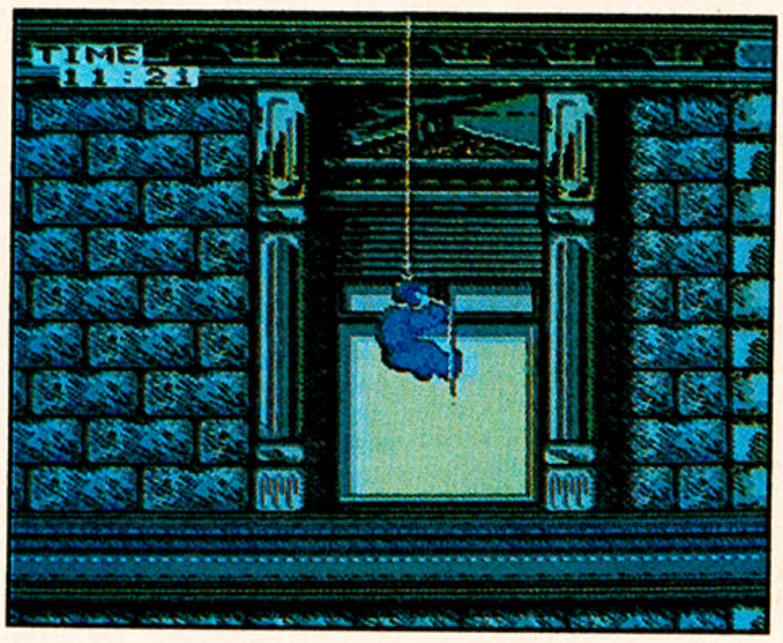
Once the battle is joined inside the embassy, the game turns into a tense room-by-room manhunt. There are five missions, each considerably more difficult than the last. The later scenarios have more terrorists with faster reflexes. Just to make things even dicier, each mission has a time limit — after which, presumably, the hostages will be killed.

Action gamers will enjoy *Rescue* because of its realism and fast pace. War gamers may enjoy it, too, as a simulation of a very specialized kind of small-unit tactics. Practically everyone will enjoy the fantasy-fulfillment that comes with clobbering the nasty terrorists. Parents, however, should know that *Rescue* depicts its violent subject matter quite realistically. Wasted terrorists collapse in pools of blood, earning this game at least a PG-13 rating.

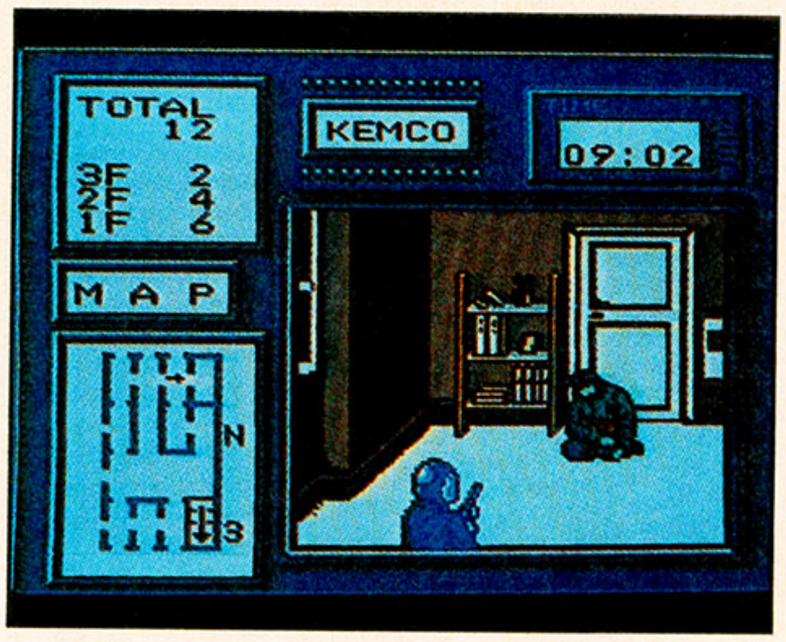
Rescue is a first-rate translation of the computer version, with good animation, crisp graphics, and even smoother game play. One may question its long-term playability (once you've mastered the five basic missions, your interest may fade), but there's no doubt that *Rescue* succeeds in re-creating a tense contemporary drama.

GP

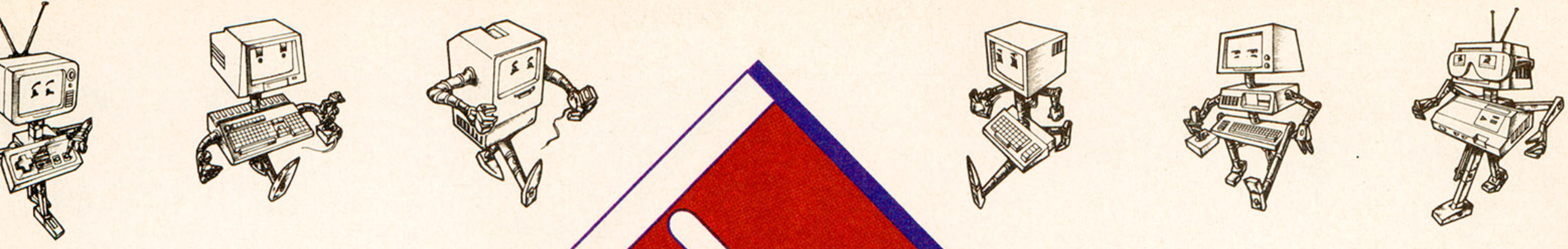
Use your snipers to take out any terrorist who shows up in front of the embassy windows.



The only way your men can get into the building is by rappelling from the roof.



You'll need quick reflexes to clean the terrorists out of each floor of the embassy.



REVIEWS

SHADOW OF THE BEAST

Arlan R. Levitan

Version reviewed: Amiga. Also planned for the Atari ST. Psygnosis, P.O. Box 483, Addison, IL 60101.

England's Psygnosis is one of a handful of software developers committed to pushing the Amiga and Atari ST to their limits. After last summer's release of *Blood Money* (see *Game Player's*, Vol. 1, No. 3), many people wondered how Psygnosis could possibly top itself.

They've done it. *Shadow of the Beast* is an astounding action-adventure game that should put everyone's doubts to rest.

This monster may be big, green, and ugly, but he's got a glass jaw.

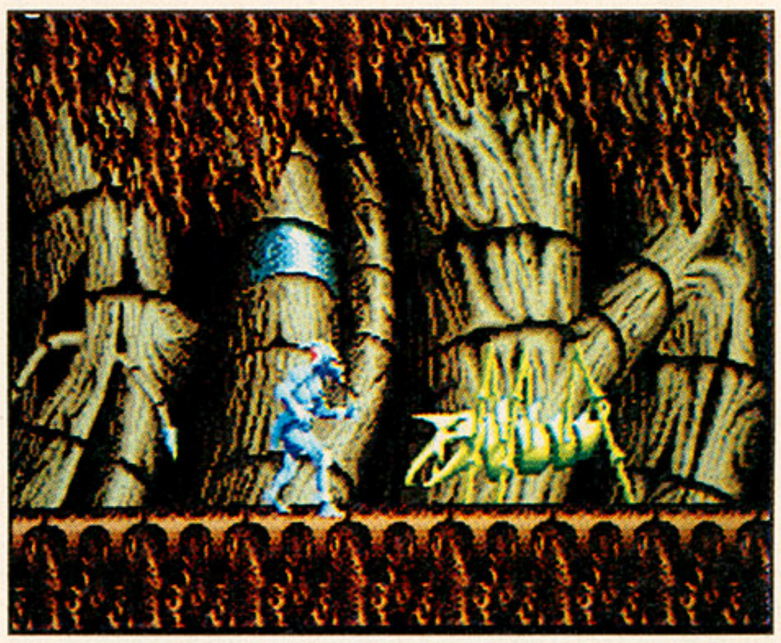
After opening the box and donning the free black t-shirt (emblazoned with Roger Dean's cover art), peruse the manual to learn the bizarre background story. It seems that for years, under the influence of drugs and hypnosis, you have served the evil Beast Lord as an executioner, messenger, and fighter. But now a traumatic incident has awakened your memory, and you seek revenge against your former master. You must fight your way through an alien world, collecting items that will ultimately help you defeat the Beast.

Forget about the story — it's the execution that sets *Shadow of the Beast* head and shoulders above all other computer games. The multilayered scrolling graphics give *Beast* a three-dimensional feel that is truly arresting.

The animation flashes by at the rate of 50 frames per second, yielding smooth, arcade-style action. And according to Psygnosis, the two game disks contain more than 350 graphics screens with 132 unique monsters. We'll have to take their word for it, though, because this game is *very* tough. (Hint: When the game begins, head to the left instead of the right.)

A stairway within this tree leads to the underground world. Don't wander much further in this forest, though, or you'll find a sinkhole.

Complementing the superb graphics is an original soundtrack of six digitized musical compositions in full stereo. Besides being enjoyable, the music also makes the lengthy pauses for disk access more bearable. It would be nice if the game could be installed on a hard disk to shorten those pauses, but it's heavily copy protected.

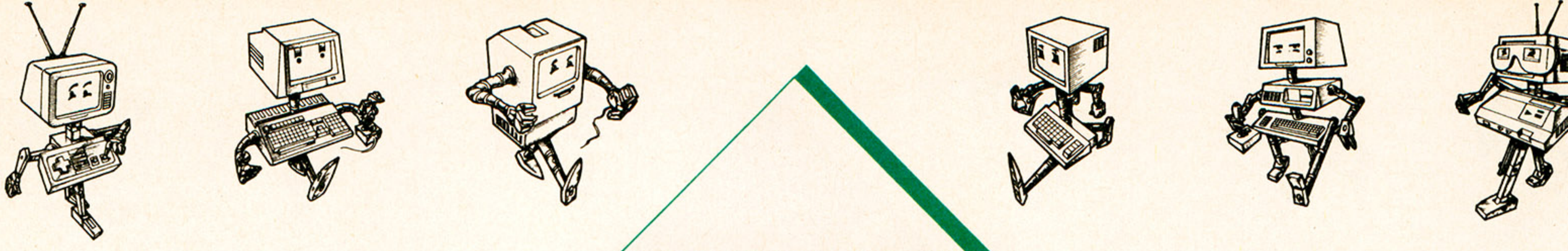


Among the many pests you'll encounter underground are giant grasshoppers. Be careful — they're hungry.

(Also, note that the instructions fail to mention that you must press the joystick button after the last title screen; otherwise, the game never loads the second disk.)

Programmers Martin Edmondson and Paul Howarth and composer David Whittaker deserve congratulations for seeing this game through nine months of tedious development. The work was well worth it. *Shadow of the Beast* casts a long shadow indeed.

GP



NINTENDO REVIEWS

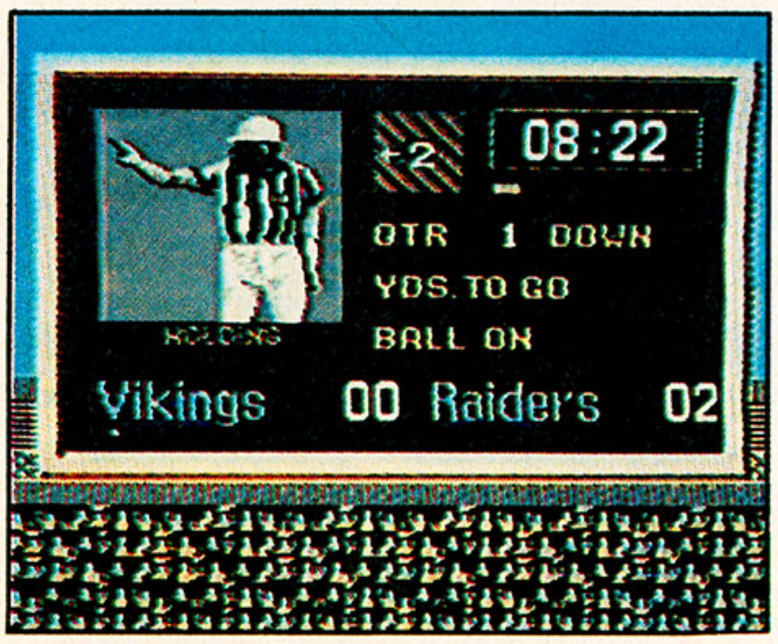
NATIONAL FOOTBALL LEAGUE

Phill Powell

Version reviewed: Nintendo. LJN Toys, 1107 Broadway, New York, NY 10010.

You're someone who takes your football seriously. As soon as the Super Bowl is over, you're checking out scouting reports for the next season. In the fall, you refuse to accept phone calls on Sunday afternoons and Monday nights. You're convinced that if the coach would accept your phone call, you could turn his losing team around. *National Football League* was created with you in mind.

But even those less obsessed with the pigskin should enjoy this Nintendo game. Since it's officially authorized by the NFL, all 28 pro



Game info and penalties are displayed on the scoreboard.

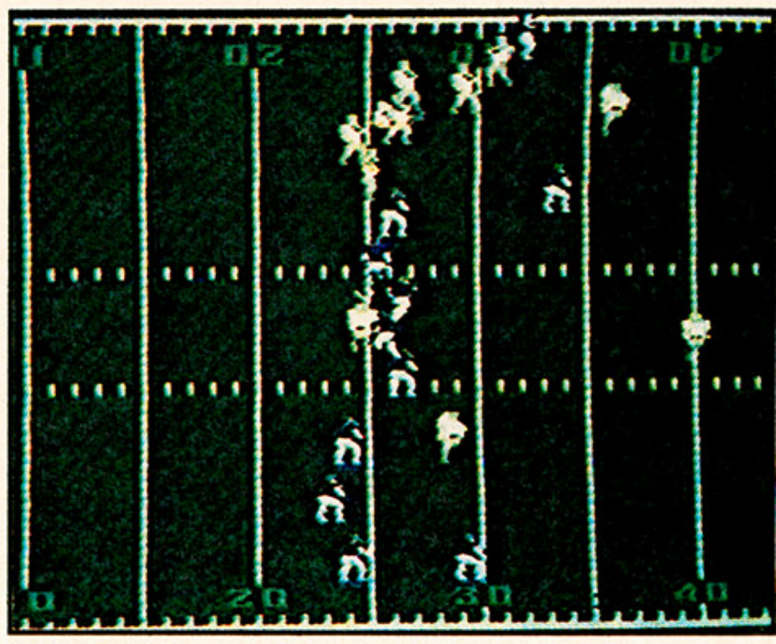
teams are at your disposal. Each player on the team you choose is assigned a letter grade that rates his performance. If you want more strength at a certain position, you can change these grades for one or two individual players. Upgrading, however, increases your chances of being penalized.

National Football League lets you play against a friend or the computer. You can compete in a series of playoff games leading to the Super Bowl, or jump straight to the championship game.

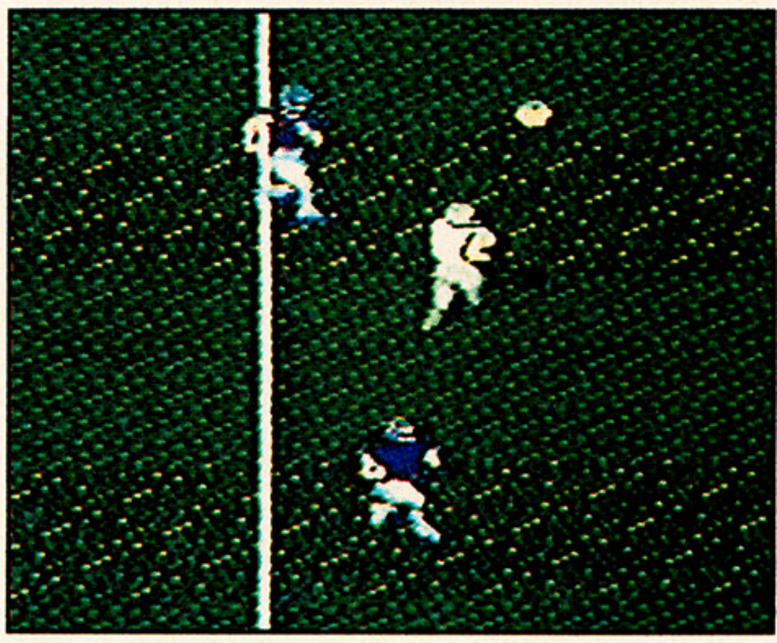
The main view consists of the 40-Yard Game Screen. It starts out looking like a chalkboard diagram, with blocks and circles representing players in the offensive and defensive formations. Just before the snap, the symbols are replaced by player figures. When a pass is attempted, the 40-Yard Screen is replaced by the 15-Yard Close-up Screen.

The playbooks for offense and defense each contain 20 different plays, all listed and explained on an enclosed chart.

National Football League's emphasis is definitely on strategy, not action. After the ball is snapped, you can just sit back and watch the play develop, much like watching a football game on TV. You do have the option of controlling an individual player — the ball carrier on offense or a tackler on defense — but the figures move very slowly.



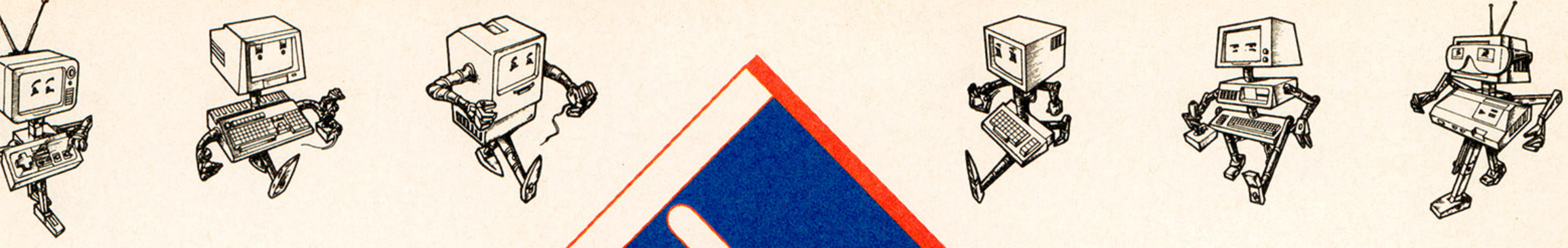
A sweep can result in big yardage gained up the sideline.



The 15-Yard Close-up Screen focuses on the receivers, the defenders, and the ball they all want.

The graphics aren't spectacular, but *National Football League* is based on realistic football. It could be just the thing if you're looking for a contest of strategy instead of reflexes.

GP



REVIEWS

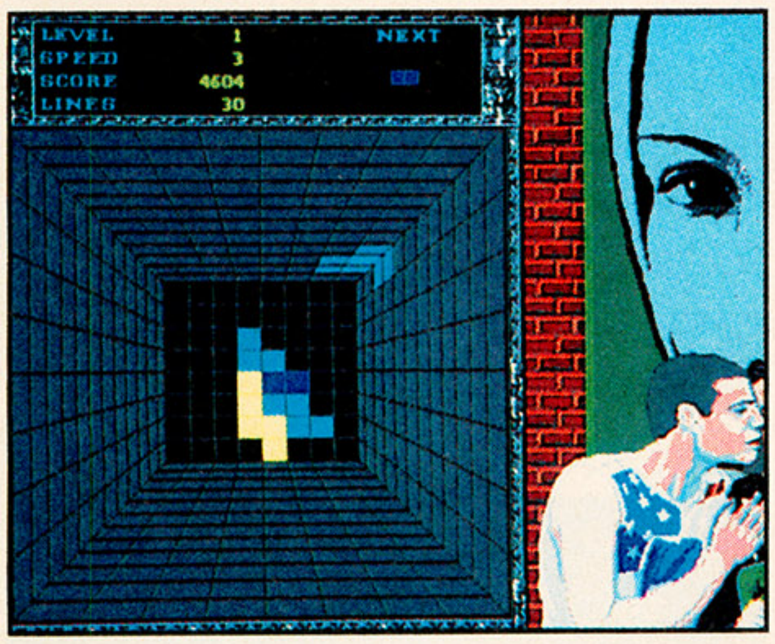
WELLTRIS

Tom R. Halfhill

Version reviewed: IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, Tandy 16-color, or monochrome graphics; 3.5- and 5.25-inch disks included. Also planned for the Macintosh.

Tetris was one of those rare games that takes minutes to learn but months to master. And that was its charm. *Tetris* was so simple, so intuitive, that you could pick it up merely by watching someone play for a few minutes — yet it was challenging enough to keep you absorbed for hours.

Some of that charm has been lost in *Welltris*, the official sequel to *Tetris*. By adding a third dimension to his basic *Tetris* concept, Soviet designer Alexey Pajitnov has unavoidably made the game more complex, and a bit more difficult to grasp.



Welltris starts out slow and easy, just like *Tetris*. The object is to fit the pieces onto the floor below to form unbroken rows.

In *Welltris*, you're staring down into a four-sided well that's remarkably similar to the pit in *Blockout*, a 3-D spin-off of *Tetris* (see *Game Player's*, Vol. 1, No. 5). But unlike *Blockout*, in which you maneuver 3-D blocks to the bottom of the well, *Welltris* is a game of mixed metaphors. The well is 3-D but the walls and blocks are 2-D.

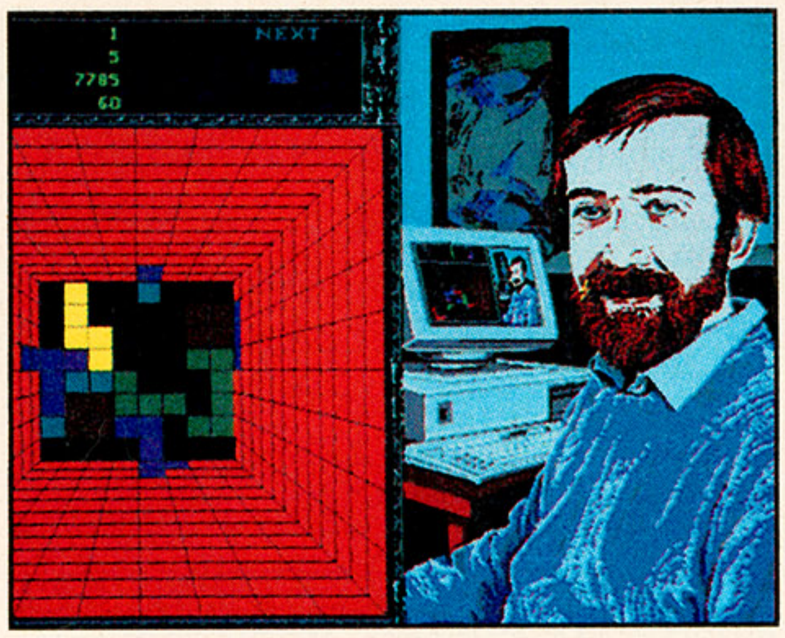
The blocks in *Welltris* are actually flat forms that slide down the walls like raindrops on a window. You can rotate them, shift them left or right on each wall, and move them from one wall to another. When a piece reaches the bottom, it slides onto the floor and keeps moving until it bumps into an opposing wall or another piece.

As in *Tetris*, the object is to complete an unbroken row of squares across the bottom. When this happens, the row disappears, other pieces slide over to take its place, and you win points. But in *Welltris*, you can complete rows either horizontally *or* vertically. And the remaining pieces slide in both directions, gravitating toward the center of the floor.

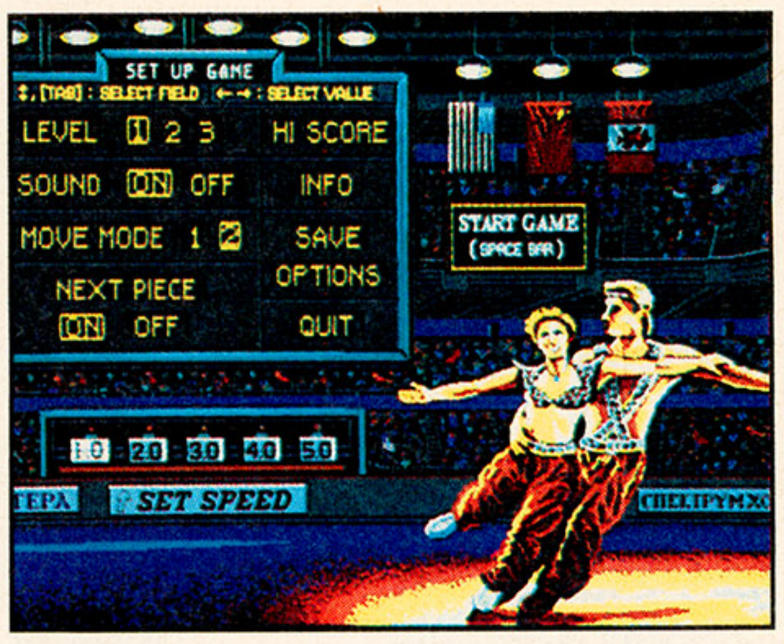
To make things even trickier, a piece that reaches the floor while folded around a corner splits into two segments, each part sliding in a perpendicular direction. And when a piece can't slide onto the floor because it's blocked by another piece, the adjoining wall is temporarily off-limits to subsequent pieces.

If all this sounds difficult to envision, it is. Fortunately, the concept works, and *Welltris* is a fascinating game that's as hard to switch off as *Tetris*. But because its spatial puzzles require more mental (and physical) effort to juggle, *Welltris* will likely find a different, more exclusive audience than its popular predecessor.

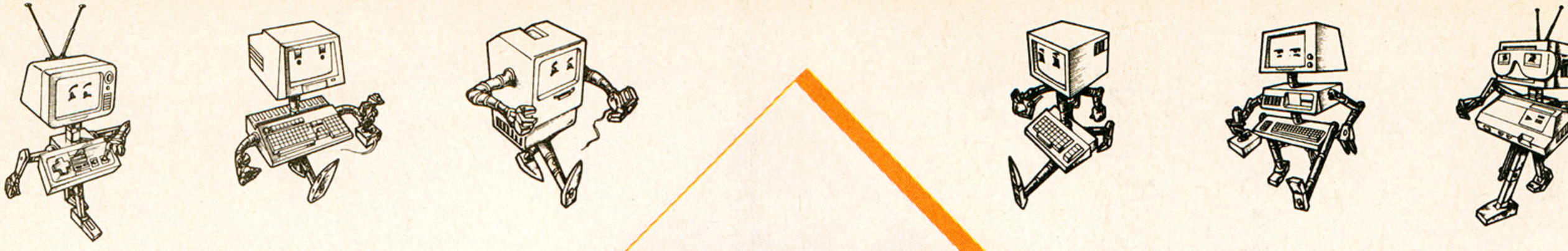
GP



When Soviet designer Alexey Pajitnov appears, get ready to surrender.



On this setup screen you can change various aspects of the game.



NINTENDO REVIEWS

WILLOW

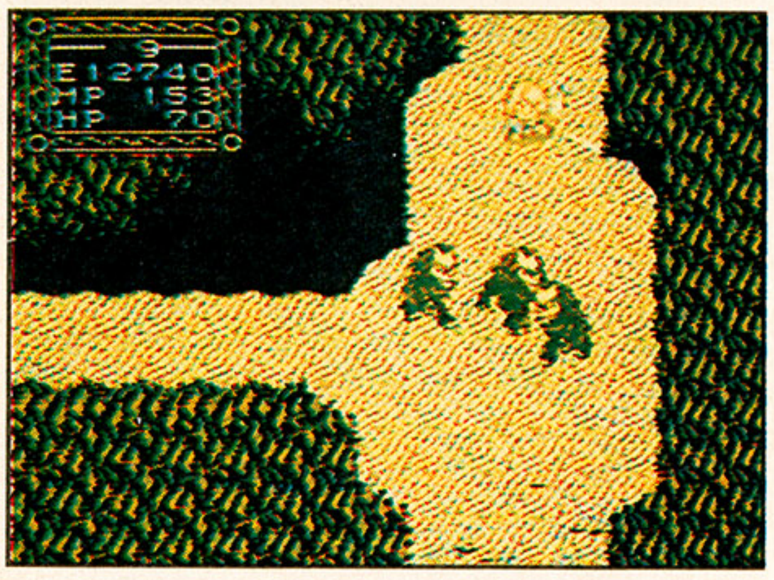
Lisa Farthing

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

Willow Ufgood was living a quiet life as a farmer in the pint-sized Nelwyn clan when he stumbled upon a very special baby. At least that's what happened in the movie. But the Nintendo version of *Willow* is only loosely based on the film and is missing a few key elements.

For instance, although Willow does embark on quite an adventure, he doesn't have to carry the baby, Elora Danan, with him. In fact, the baby makes only one brief appearance in the game. Also, Madmartigan — the shrewd and skillful swordfighter who played a major role in the film — is reduced to a bit part in the Nintendo version.

Aside from those significant differences, the videogame generally follows the plot of the movie. Willow must find the good witch, Fin Raziel, and free her from a spell cast by the evil witch, Bavmorda. As Willow, your quest



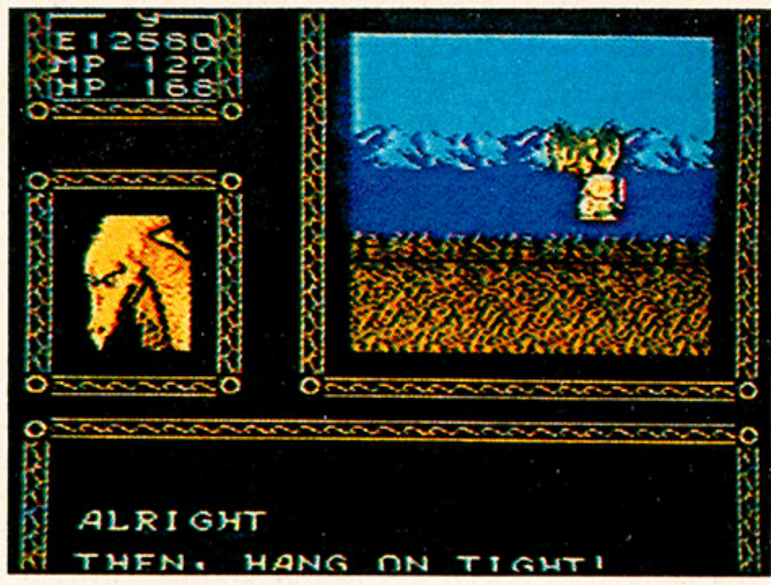
Willow encounters a forest full of enemies.

A menu screen shows the swords Willow has found.

eventually takes you to Bavmorda's castle for a final confrontation.

The journey begins in Willow's hometown, where he gets his first sword and magical item — an acorn that turns things to stone. As Willow progresses, he gains experience with the sword and can swing it faster and faster.

To advance, you must fight various creatures that lurk in the forests and mountains. Along the way, you can find treasure chests filled with magical items, shields, and swords. The people you meet



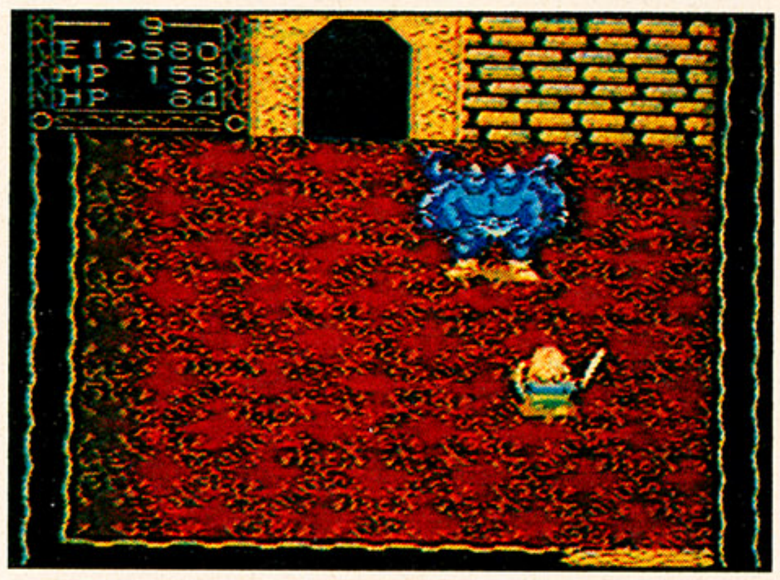
The Ocara bird that Willow saves can take him to the place of his choice.

in huts and bars offer clues and advice that are essential to your progress.

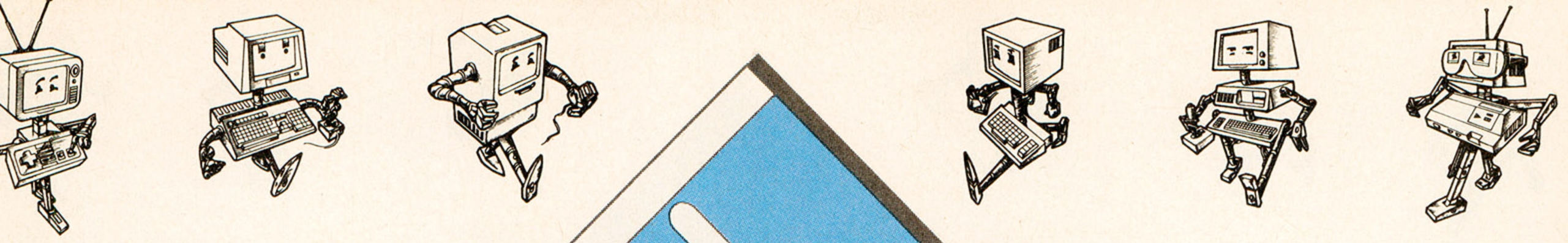
If you die, there's a password feature that lets you keep all the items you've earned and return to the last level you reached.

Willow is a very straightforward adventure game with good graphics but uninspiring scenery. Your headway will be slowed by the constant tangle of mazes you must work through, so it's a good idea to map your progress, especially in the caves. For some, the mazes may add an interesting twist, but for action lovers they only slow the pace.

GP



As Willow nears Bavmorda's castle, the creatures get heftier and more ruthless.



REVIEWS

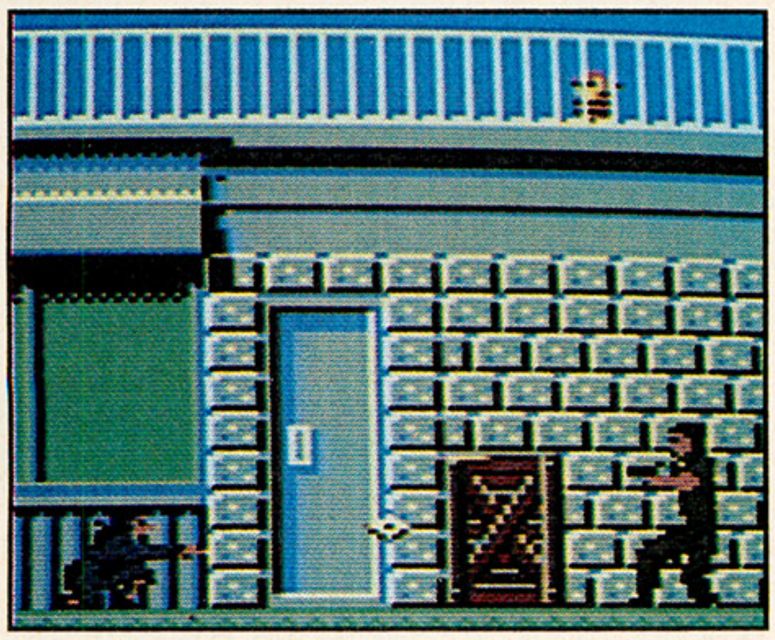
SHINOBI

Neil Randall

Version reviewed: Commodore 64. Also available for the Amiga; Atari ST; and IBM, Tandy, and compatible computers. Mindscape, 3444 Dundee Road, Northbrook, IL 60062. Sega Master System version available from Sega/Tonka, 6000 Clearwater Drive, Minnetonka, MN 55343.

Sega's *Shinobi* was a massive arcade hit, and it translated well to home videogame formats like the Sega Master System. Now there's a solid Commodore 64/128 version, too. *Shinobi* is recommended for martial arts fans only, though, because it's a nonstop fighting game from start to finish.

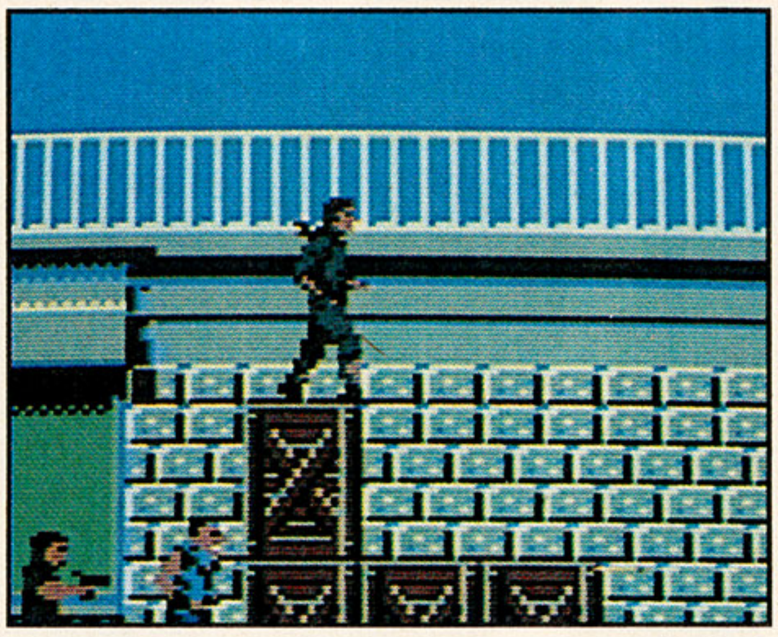
Martial arts games generally revolve around one basic theme:



Crouching low, you hurl a shuriken at an onrushing terrorist dressed in army fatigues. These guys aren't very good shots, and you can often dodge their bullets by merely hugging the ground.

You fight your way through a never-ending host of enemies, in the context of a quest. The quest usually takes a backseat to the action, and often serves primarily to justify all the fighting.

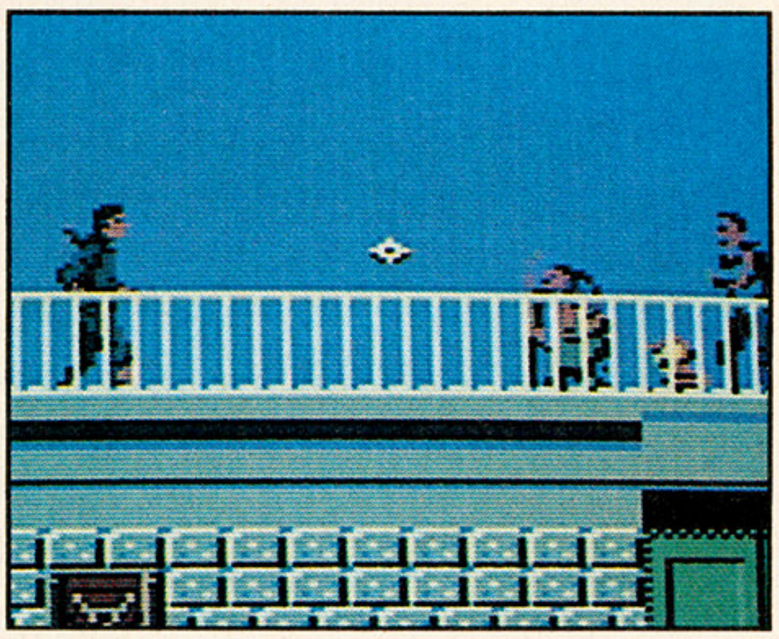
In *Shinobi*, the plot involves an uncomplicated rescue mission. It seems that the children of the world's leaders have been captured by an evil gang of terrorists, the Ring of Five. You play the role of Joe Musashi, a master ninja who's an expert at the martial art of Shinobi. Fighting alone against incredible odds, you must defeat the terrorists and set the children free.



Leaping atop a pile of crates is another way to elude the Ring of Five's henchmen. It won't confuse them for long, however, and it also exposes you to attacks from more thugs on the upper walkway.

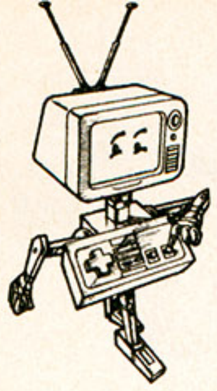
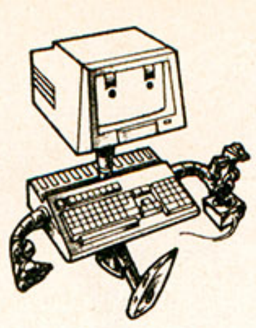
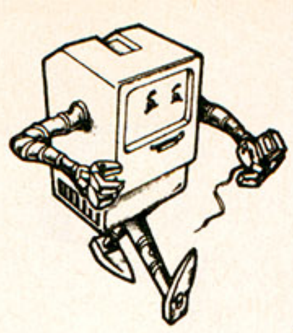
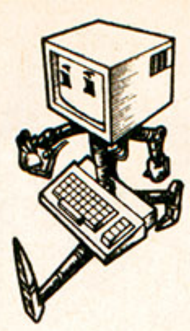
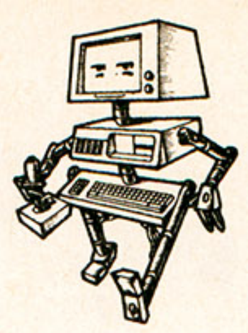
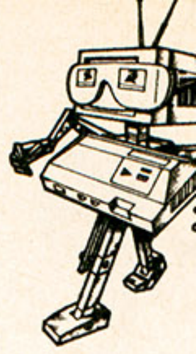
To do this, you move from screen to screen, jumping, punching, kicking, and throwing deadly shuriken to get past the relentless stream of thugs, frogmen, gunmen, ninjas, and mongos who are bent on your destruction. You'll be punched, kicked, and shot at without mercy, and you have only three lives to work your way through each mission. There are five missions in all, each with the goal of ridding the world of one of the five terrorists of the Ring.

Shinobi is not a game for those who prefer laid-back contests of thoughtful strategy. It's a full-tilt action game for those who like to battle nonstop waves of attackers on their way toward a final confrontation. Thanks to its graphics, sound effects, and joystick interface, *Shinobi* is a top example of its genre.



Keep throwing those shuriken! In *Shinobi*, you have as many of these deadly Frisbees as there are bad guys in the game — in other words, a seemingly endless number.

GP

REVIEWS

SPACE ROGUE

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory (512K for VGA); CGA, EGA, VGA, MCGA, and Tandy 16-color graphics; joystick optional but recommended. Also available for the Apple II and Commodore 64; planned for the Macintosh and Amiga. Origin Systems, P.O. Box 161750, Austin, TX 78716.

Even low rank hath its privileges. The captain usually reserves the dirtiest, most thankless tasks for you, but when he sent you out to inspect that derelict ship, he inadvertently did you a great favor.

Suddenly, space pirates appeared from nowhere and destroyed your ship, along with the captain and everyone else. That abandoned Sunracer you found was still functional, so now you get to be your own boss — a space rogue. A situation which is no picnic.

Once you've learned how to navigate your little ship, you must decide where you want to go and how to make a living. The harsh reality of space is that you need money just to protect yourself from all the others looking for money.

You can either earn your way legally or (if there's a little larceny in your heart) join up with some pirates. The main space stations in each sector are the best places for picking up info on both legal and illegal commerce. You may even come across a queen who has a quest for you to pursue.

Try to maintain good relations with as many different factions as you can. Especially if you plan to operate as a merchant. The experience you gained from your father won't help much if you manage to get on everyone's most-wanted list.

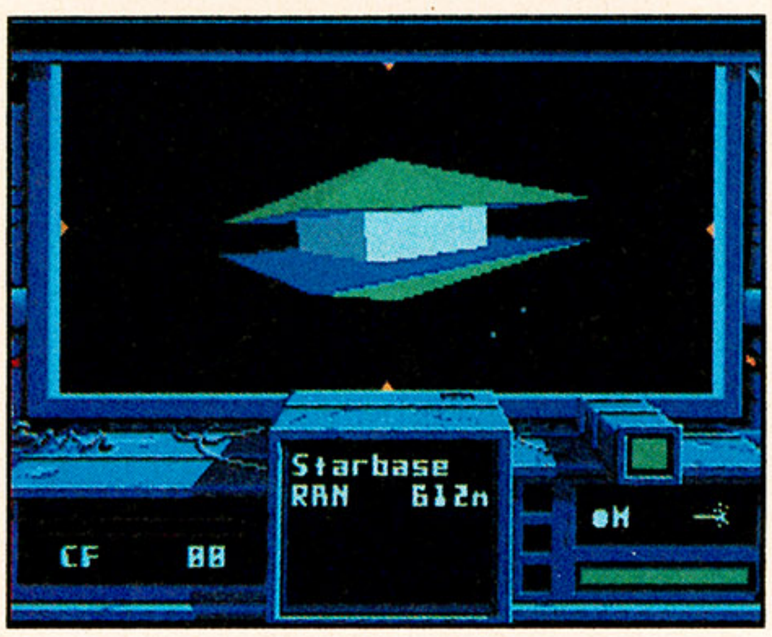
Pay close attention to the Sunracer's owner's manual. The ship has a few idiosyncrasies, but fortunately the last owner was thoughtful enough to jot down many of the oddities in the margins.

The galaxy is your oyster. Remember to stay away from major planets, though. Their gravity wells will pull you in before you know it.

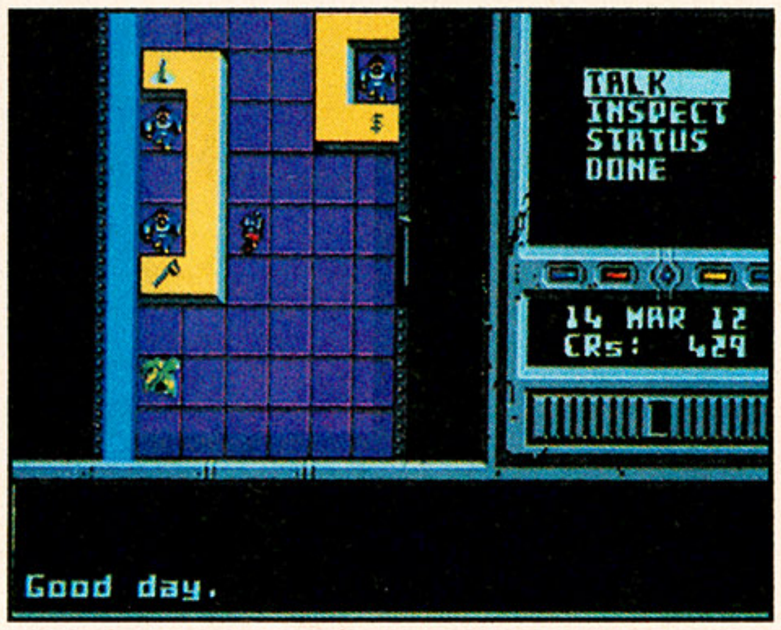
Travel from one star system to another means using wormholes. The gates to these space warps are spread throughout the galaxy. You've got to be moving fairly fast just to enter a wormhole, and if you don't maintain your speed while inside, the caustic gases will eat through your ship's hull.

Piloting the Sunracer is tough to master completely, and your dealings with aliens will be a little worse than rocky, at first. But *Space Rogue* does keep things interesting enough to make you want to persevere.

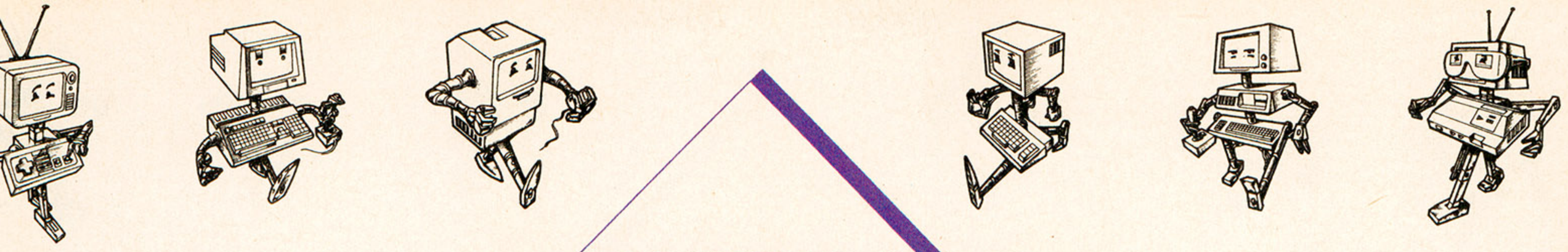
GP



The best place for information and supplies is your friendly neighborhood space station.



These guys will sell you new equipment or buy your old stuff. Keep in mind that the depreciation on Sunracer accessories is murder.



NINTENDO REVIEWS

WHO FRAMED ROGER RABBIT

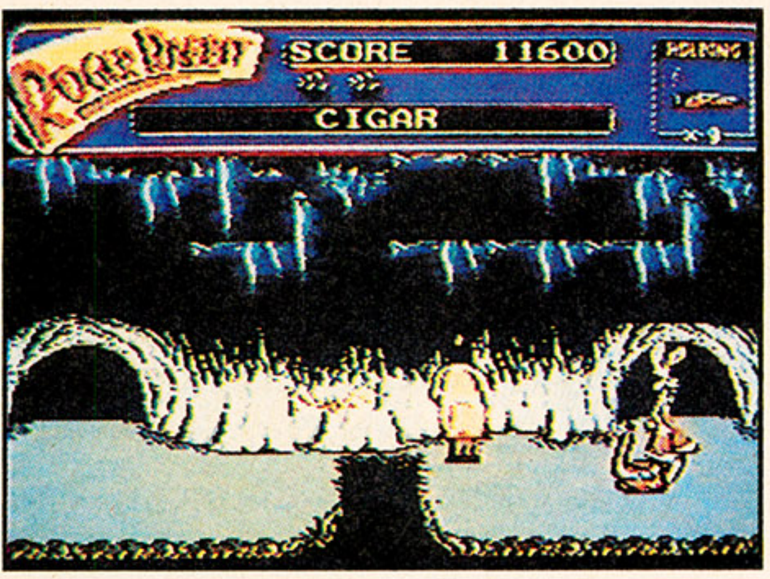
Selby Bateman
Jonathan Gagnon

Version reviewed: Nintendo. LJN Toys, 1107 Broadway, New York, NY 10010. Also available for the Commodore 64; Amiga; Apple IIGS; and IBM, Tandy, and PC-compatible computers from Buena Vista Software, 500 S. Buena Vista Street, Burbank, CA 91505.

Roger Rabbit is one of those Nintendo games that slowly but surely draws you in until — before you know it — you're hooked. A game that's part action and part detective work, *Roger Rabbit* brings to the NES many of the characters and situations that wowed movie audiences.

You're Eddie Valient, a cheap detective who's trying to clear heartbroken 'toon star Roger Rabbit of a murder charge. At the same time, you must find four pages of a missing will in order to save Toontown. As you search through downtown Los Angeles, the warehouse district, the city park, and Toontown, you must protect Roger from Judge Doom's weasels and the dreaded Dipmobile.

Roger Rabbit takes quite awhile to finish. But stick with it. As you investigate, you'll begin to understand where to look and who to avoid.



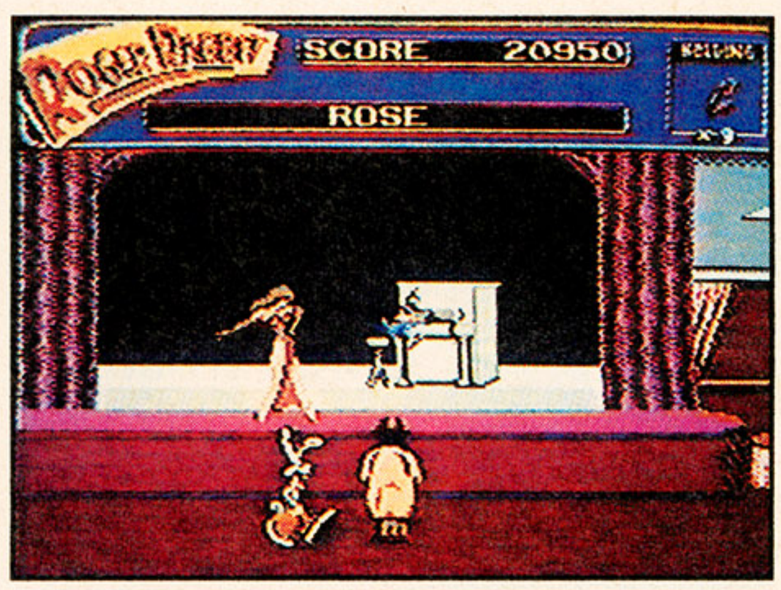
When you enter the caves, you'll need a flashlight, spring shoes, and a rattle for the rattlesnake.

Many of the situations in the game are similar to those in the movie. The dip machine sprays its deadly solvents, Jessica and Roger get tied up, Benny the Cab is there to give you a lift, and those rascally weasels are constantly searching for you and Roger.

You'll have to be ready to give the punch line to a variety of jokes Roger tells. If you don't get the right answer in time, Roger gets slammed by the weasels.

To make your job easier, here are a few things to keep in mind:

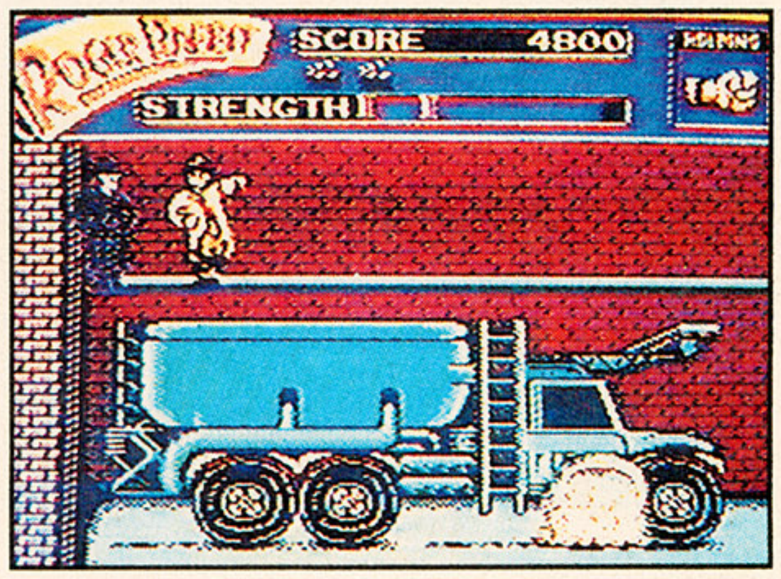
— When searching for parts of the missing will, try giving Jessica a rose and Baby Herman a cigar.



At the Ink 'n' Paint Club, give Jessica a rose in return for some information. And look for a secret phone number.

— One of the pieces of the will is hidden in the caves near the city, and another is somewhere in Toontown near Doom's warehouse.

— You'll need to find a password before you can get past the bouncer at the Ink 'n' Paint Club.

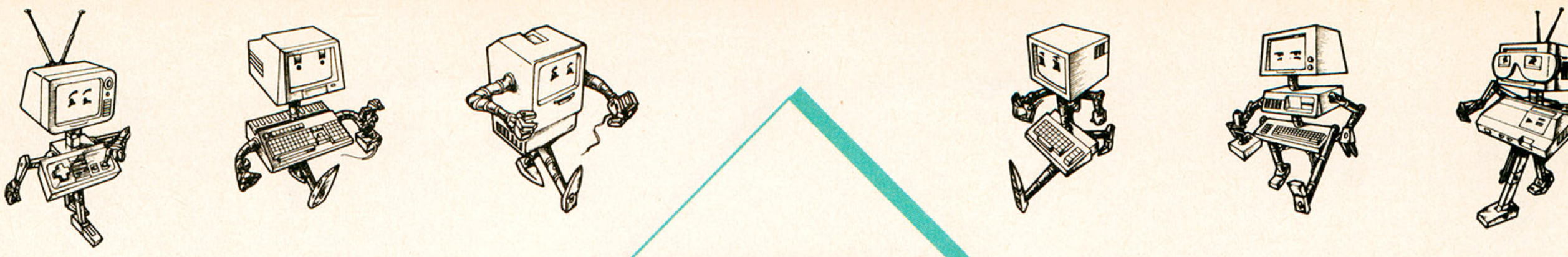


When fighting Judge Doom, force him left against the wall, then punch rapidly.

— Check the shop often. The items you can buy frequently change.

Who Framed Roger Rabbit is a game that rewards patience and good detective work more than fast fingers on the controller. But you'll have to use all these skills if you're going to defeat Judge Doom. He's just as hard to get rid of in the game as he was in the movie.

GP



SEGA REVIEWS

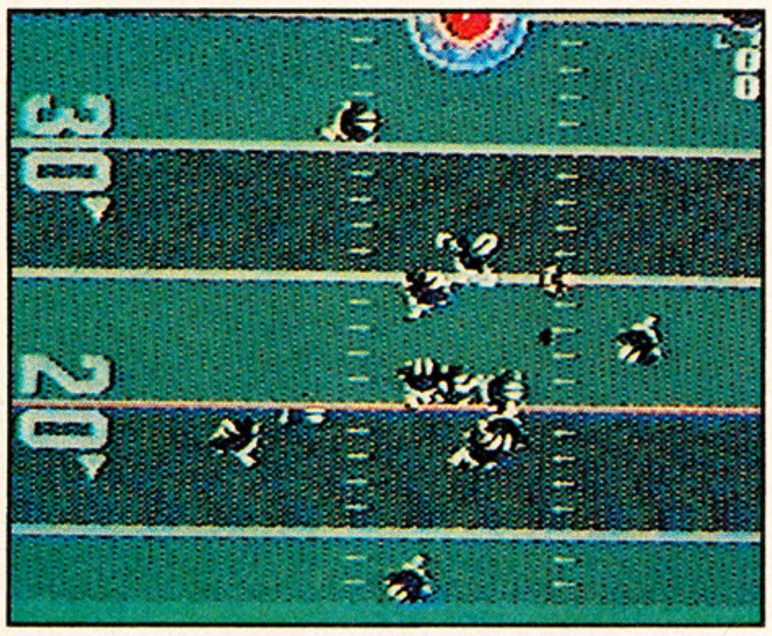
WALTER PAYTON FOOTBALL

Phill Powell

Version reviewed: Sega Master System. Sega/Tonka, 6000 Clearwater Drive, Minnetonka, MN 55343.

It's only fitting that a game named for one of football's greatest running backs should contain a lot of action. *Walter Payton Football* hits the field running and never slows down.

This is the gridiron simulation for people who don't want to spend much pregame time adjusting rosters and designing strategies. Most of the necessary setup begins and ends with plugging in the cartridge. Even would-be coaches,

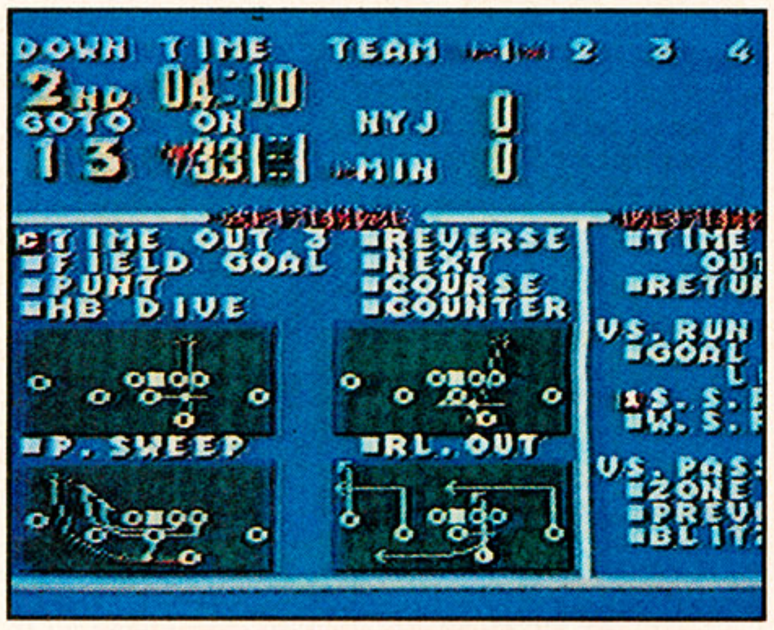


You've got a bird's-eye view of this pass play.

however, can appreciate this vastly entertaining game. Its fast pace is complemented by clean, dynamic graphics.

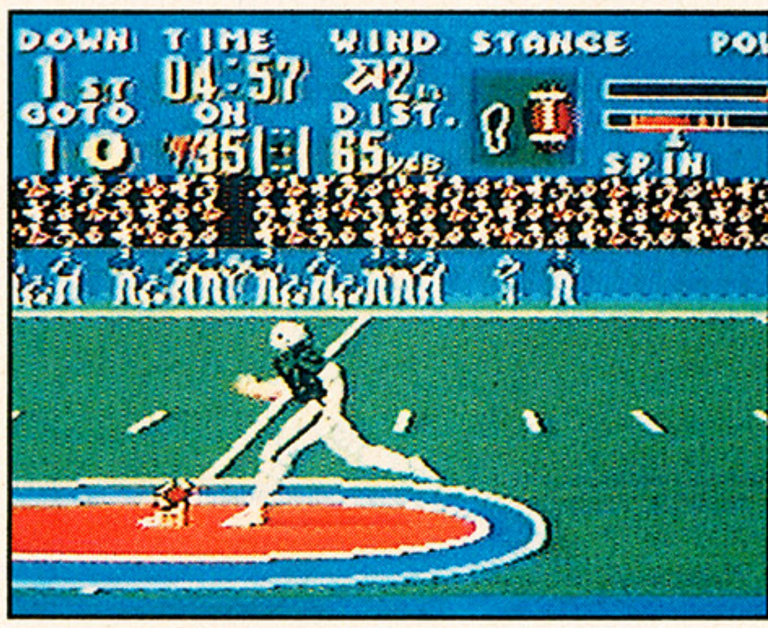
Everything's been kept simple. The few preliminary decisions there are can be made quickly. First, you can choose either a two-player game, in which you challenge another person, or the standard one-player game against the computer. Next you decide whether to play a regular-season Monday night game or a playoff contest. Each mode has its advantages. The Monday night game saves all of your statistics so you can resume the game later with a password. The playoff games lead all the way to the Super Bowl, if you can go the distance.

You can also choose between three difficulty levels, as well as 5- or 15-minute quarters. Beyond these features, though, *Walter Payton Football* is definitely a simulation that believes less is more. The playbooks are so thin (14 basic offensive plays, 7 defensive) that they're both displayed and diagrammed on the huddle screens. This means you don't have to fumble around with cumbersome charts or booklets.



Convenience is a key feature. The offensive playbook is charted on the huddle screens, along with other information.

Once the ball is snapped, the action is straightforward and seen from one clear, overhead view. Some football simulations use small player figures so they can show more of the field. *Walter Payton Football* takes the opposite approach: less field and larger players. This works out well, be-

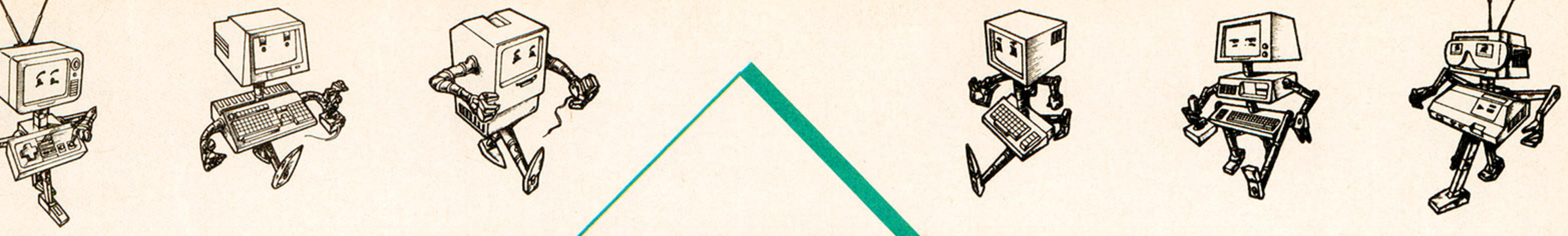


Pressing one button regulates the spin and power of all kicks.

cause the fast animation is displayed without becoming a confusing blur.

With so many football simulations becoming increasingly complex, this game provides a pleasant alternative. You won't be asked to trade players or determine the weather conditions. True to its namesake, *Walter Payton Football* takes the game's basic concept and churns out high-intensity football action.

GP



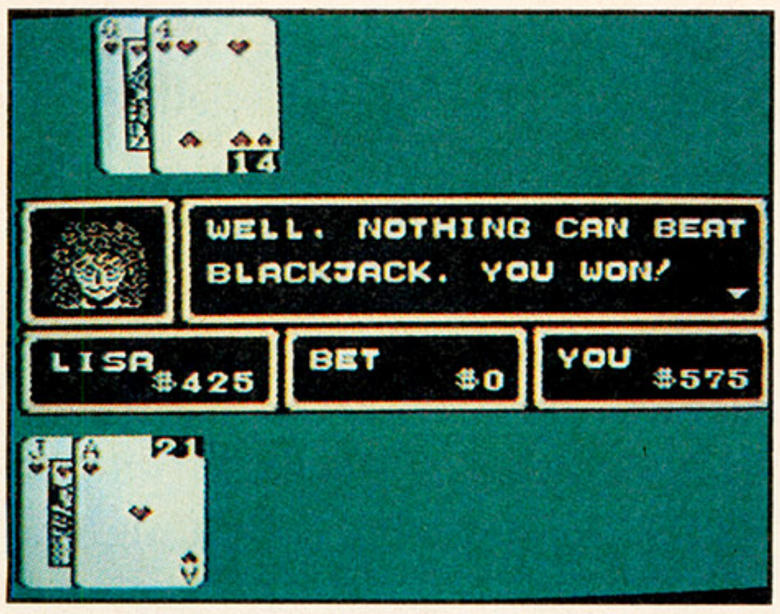
NINTENDO REVIEWS

CASINO KID

Leslie Mizell

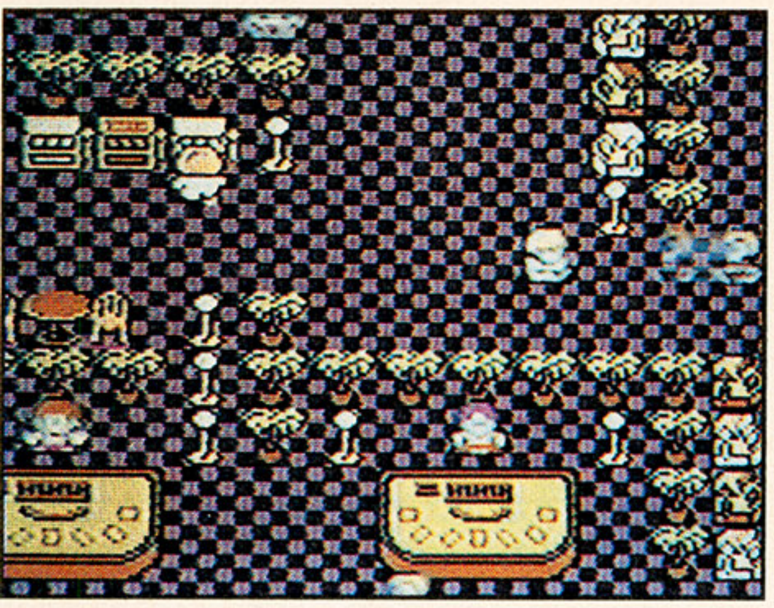
Version reviewed: Nintendo. SOFEL Corp., 1333 Ocean Avenue, Suite B, Santa Monica, CA 90401.

Remember back when your weekly allowance was a quarter and you got a nickel or dime from the tooth fairy? (Well, maybe if you're over 30.) Those days are long gone, but now you can earn a few million dollars by spending a couple of hours with *Casino Kid*. Not a bad deal.

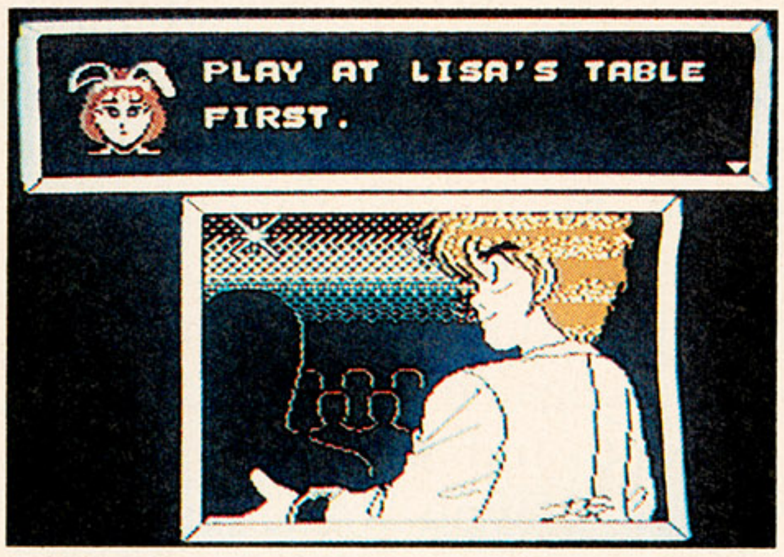


Blackjack can get tedious until you convince your opponent to bet everything on one hand.

Casino Kid is a combination quest game/gambling adventure. The hero (no heroines need apply) must contact different people in the Las Vegas-style casino until he finds someone willing to play



Question anyone walking around the casino until you find your next opponent.



The people you talk to will give advice about who you should play next.

blackjack or draw poker. Those unwilling to play give him clues about the location of other players ("Martha's on the west wall") or hints for beating the poker players ("You can't really read Jack's face").

You start the game with a mere $500, and your goal is to advance quickly through the dozen or so players until you finally beat Cindy, win a million dollars, and enter the final poker game against the Casino King.

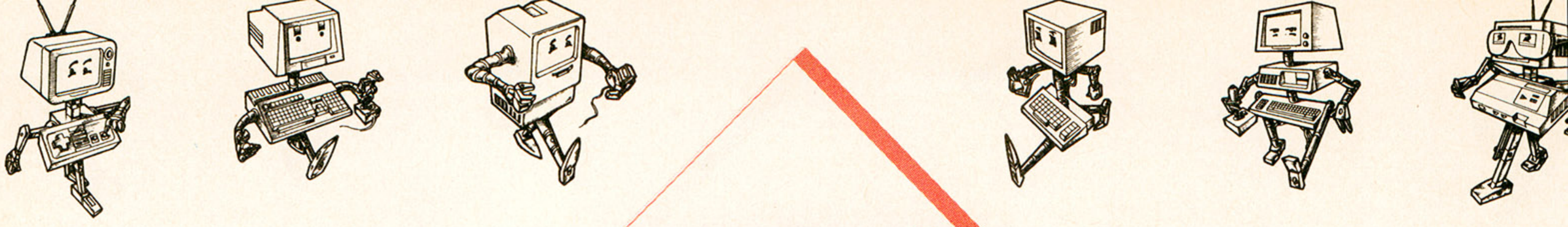
You can often tell how good your competitor's poker hand is by noticing how many cards he wants to hold.

Casino Kid is an enjoyable game. It's never terribly hard to win the competitions, and by the end of the game you'll be risking $50,000 or more on an inside straight. And even if you lose everything, you get a password (30 letters long) that allows you to reenter the game with all the money you lost.

Some people may object to certain elements and stereotypes in *Casino Kid*. Aside from its strong gambling theme, the game dresses up its female characters in Playboy-style bunny ears, and one young lovely greets our hero with "a lipstick kiss." If the game is intended for youngsters, some parents may find these features inappropriate. Yet it's questionable whether the game can hold the interest of adults for very long.

Players who like to gamble without risking their bank accounts will have fun with *Casino Kid*, though they might wish for the addition of a roulette wheel and slot machines. It's still less expensive than an airline ticket to Nevada.

GP



NEC

REVIEWS

SIDE ARMS

Matthew A. Firme

Version reviewed: NEC. Radiance Software, 11288 Ventura Blvd., Studio City, CA 91604.

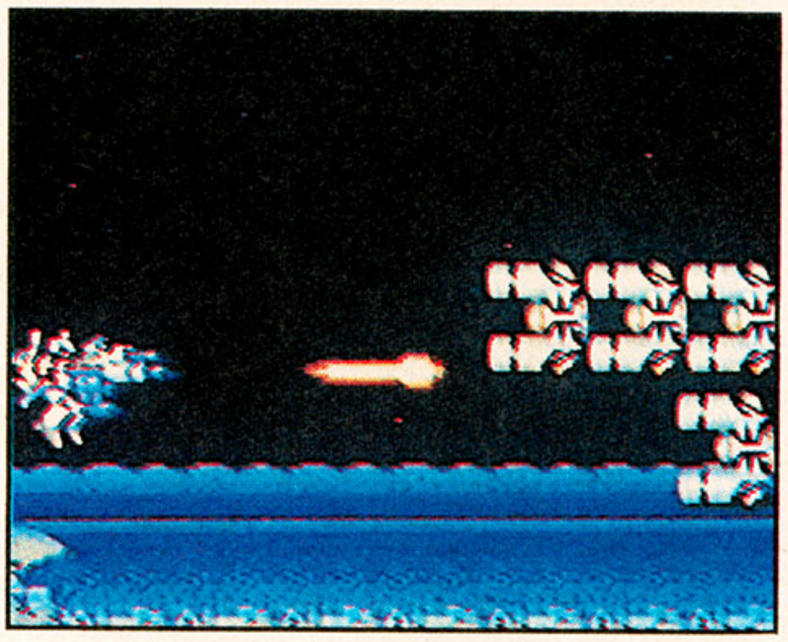
If a videogame is popular in the arcades, it's a good bet that it will be popular on home systems. In the past, though, it's been difficult to convert complex arcade hits to the less-powerful home systems without losing something in the translation. But now, thanks to 16-bit systems like the NEC TurboGrafx-16 and Sega Genesis, programmers can bring arcade quality right to your home.

The alien vessel streaks toward a helpless planet Earth. Your mission is obvious.

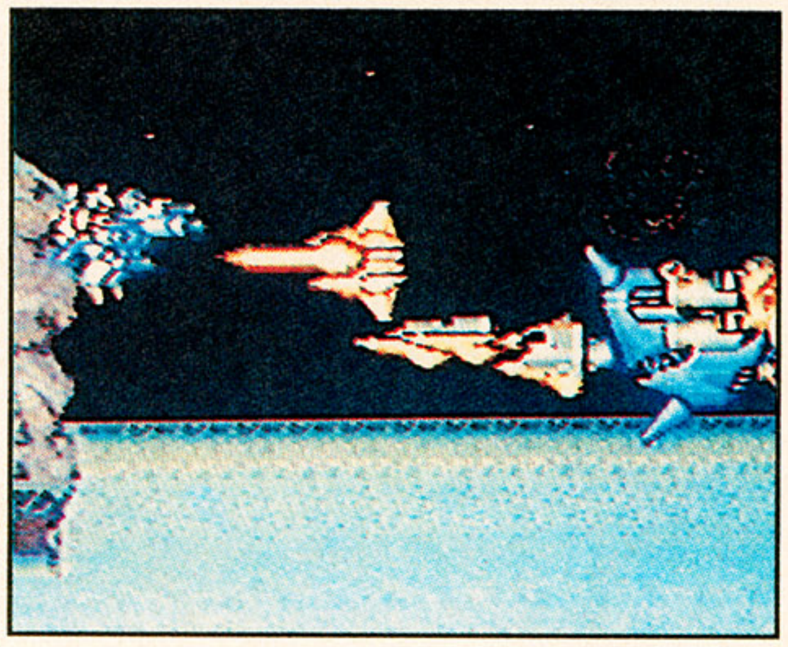
Take Radiance Software's new TurboGrafx game, *Side Arms*. A coin-op arcade hit for years, it demonstrates the potential of today's new home videogame systems. The graphics in *Side Arms* are not just arcade-quality, they're arcade-identical.

In *Side Arms*, you are Earth's last interstellar warrior, the planet's final defense against an unknown invasion force from a nearby black hole. Armed only with your government-issue side arm, you must take on the invaders, collecting new and more powerful weapons along the way.

As you move through the game's many levels, various power items appear. At first, most items and weapons appear as the familiar videogame symbol POW, suspended and glittering on the screen. If you maneuver your character over the POW symbol at this time, your speed will increase. But you can also shoot the POW. With each shot, the POW changes.



Take advantage of these linear formations. A direct hit from your Mega-Ballistic Laser will rip through the entire row.



A few laser blasts will destroy this boss, the first in your battle toward the evil leader, Nemesis 10.

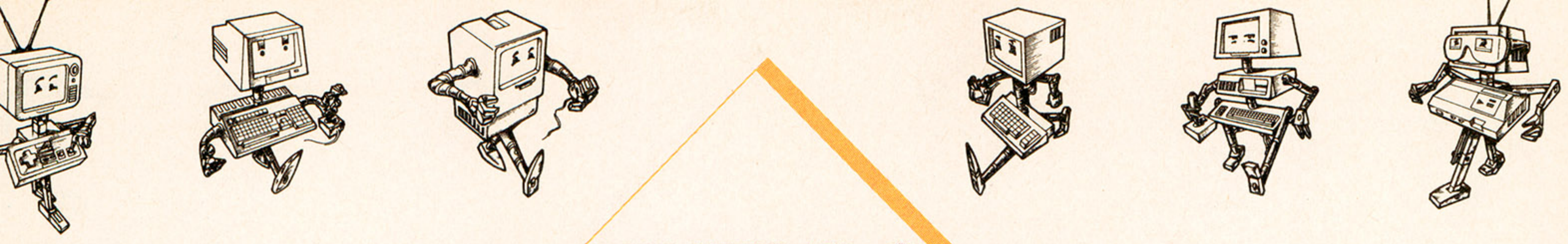
First it inverts to spell WOP, and touching it will slow you down. A second shot transforms the WOP into a shotgun, which enables you to shoot multiple projectiles. And if you shoot the shotgun symbol, you get a Mega-Ballistic Laser, powerful enough to blast through rock.

Sometimes a glowing sphere will appear instead of a POW. This is an Orbital BIT, and it will encircle your warrior and fire additional rounds. You might also pick up a Full-Auto symbol, allowing continuous fire, or a Three-Way, which spreads your weapon's fire over a much wider area.

As you collect new weapons, they don't replace your old one but rather add to your arsenal. You can select any weapon you've picked up from the Weapons Availability Menu.

Side Arms gives you a real sense of control. The range of weapons and the ability to select the right one for the job elevate *Side Arms* to new heights among shoot-em-up games. The advanced graphics don't hurt, either.

GP



NINTENDO REVIEWS

SHADOWGATE

William R. Trotter

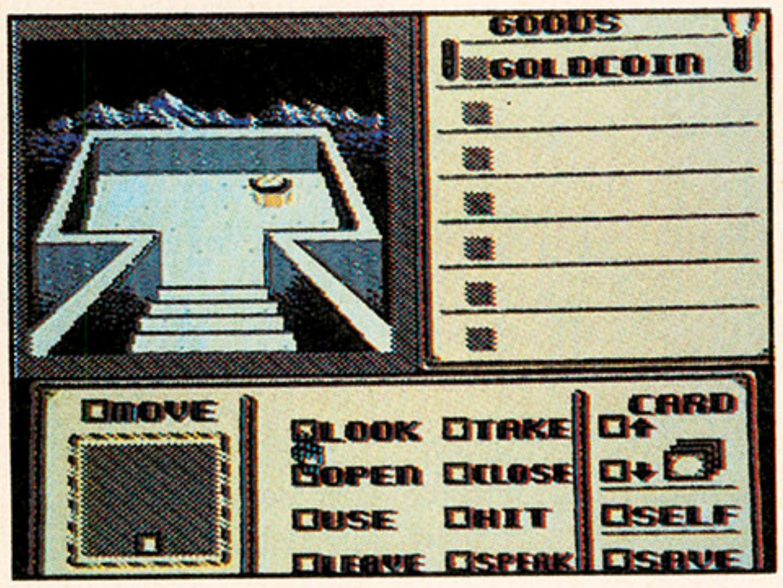
Version reviewed: Nintendo. Kemco-Seika, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503. Also available for the Macintosh; Amiga; Atari ST; Apple IIGS; and IBM, Tandy, and compatible computers, from Mindscape, 3444 Dundee Road, Northbrook, IL 60062.

When *Shadowgate* was originally released as a computer game, it quickly won a reputation as a monstrous brain twister. Each bit of progress through the dark, labyrinthine castle of Shadowgate could be won only by solving fiendish, all-but-impossible problems. Of course, there was *always* a solution, but sometimes it was baroque in its complexity or just downright strange.

In short, it was the kind of game that drives sane people to howl with frustration, shake their fists at the screen, and swear they will never, ever, turn the blasted thing on again.

And of course, 30 minutes later, those same people were back at their keyboards, eagerly trying out some new solution they'd just thought of and cheering with glee when it worked.

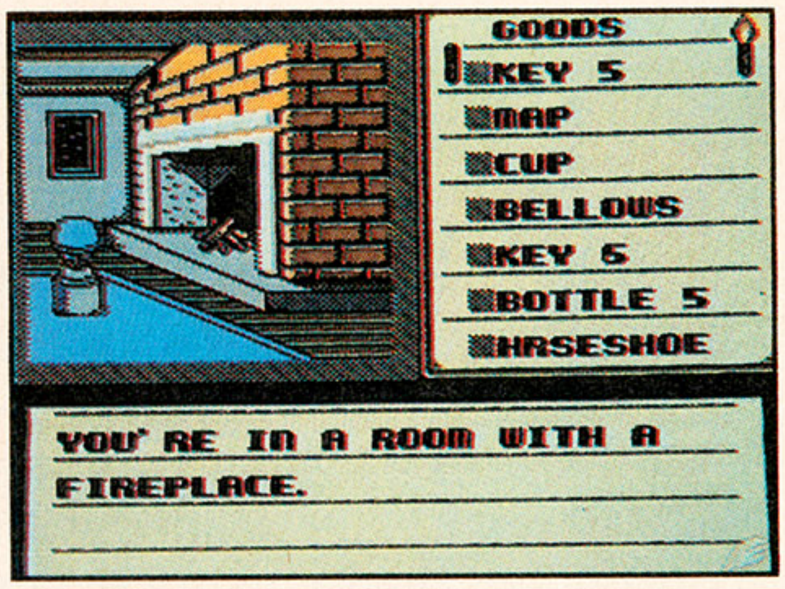
This Nintendo version preserves all of the maddening no-way-out challenges of the original computer game, but seems easier to play — probably because the Nintendo control pad is so much handier than a keyboard. Graphically, the Nintendo version is far superior to the IBM-compatible version.



Even places that look perfectly safe can be deadly traps.

In *Shadowgate*, you assume the role of a warrior-king sent by druids to explore a great castle and unlock its secrets. Your goal is to prevent the Warlock Lord from unleashing Behemoth, the ultimate evil. The castle is a maze of corridors, secret passageways, curious rooms, caves, and underground lakes. Almost every nook and cranny conceals at least one hidden lethal trap or creature.

Throughout the game you can acquire numerous items, spells, and weapons. To escape some of the traps, you'll have to use these items in very imaginative ways.

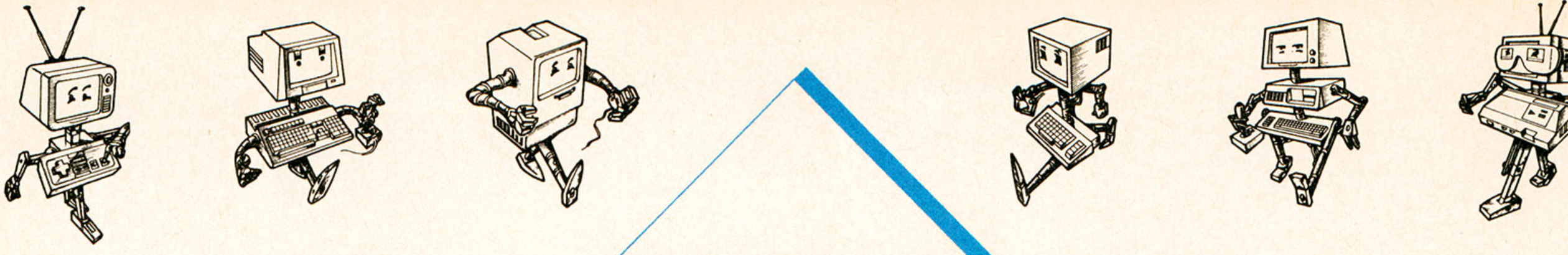


You'll acquire many items for your inventory. Try bizarre uses for some objects, like setting fire to them.

If you've never tried a game like this, *Shadowgate* is a prime specimen to experiment with. It is not, however, a game for people with a low tolerance for frustration. It doesn't cheat — no matter how utterly impossible a given situation may seem, there *is* a way out, and many people derive enormous satisfaction from solving these riddles. But even though it may drive you crazy, *Shadowgate* is truly habit-forming, and the Nintendo version looks so much better than the original PC game that it's practically a whole new experience.

GP

No matter how careful you are, you'll often meet this fellow.



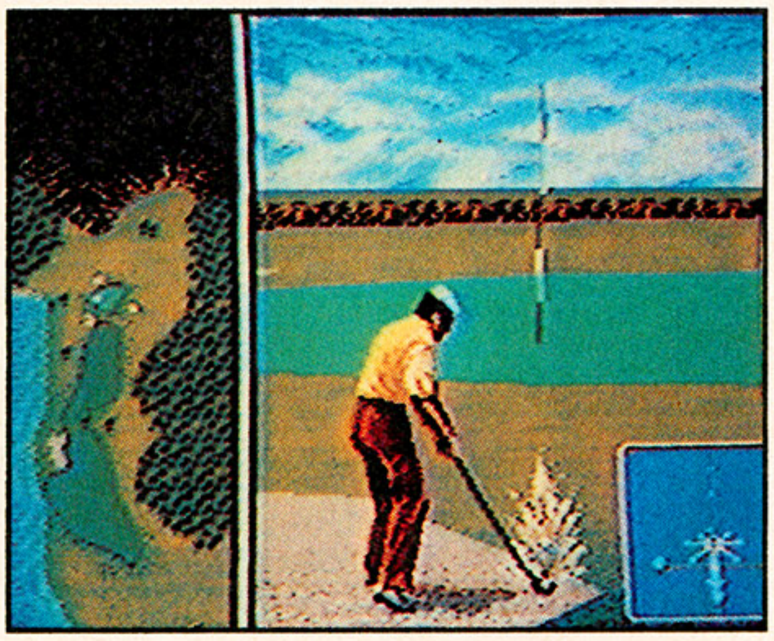
SEGA REVIEWS

ARNOLD PALMER GOLF

Phill Powell

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

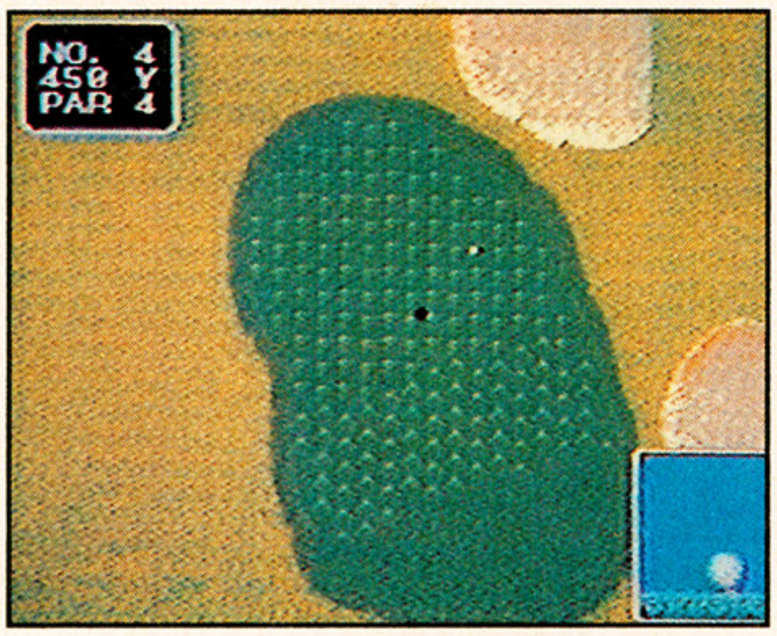
Arnold Palmer Golf excels in every area of sport simulation. Yet, for all of its features — and it's loaded with more options than a luxury sedan — it's easy to learn and can be enjoyed almost immediately. When you step onto one of its three courses (located in Japan, Great Britain, and the U.S.), you'll be greeted by astoundingly detailed 16-bit graphics that are as vivid as the holes are challenging.



Chipping out of a sand trap is easily done with the proper wedge and a good sense of timing.

Before teeing off, select between practice play, a regular match with one or two golfers, or a round of tournament action in which you take to the pro circuit with 15 formidable competitors. In addition to selecting a course, you also pick the level of play. This affects both your expertise and the amount of wisdom your caddy can offer. Next, head to the pro shop for equipment. You can carry 14 clubs from a selection of 17. All clubs are available in three styles: black carbon, glass fiber, and super ceramic.

Each stroke is preceded by a five-screen decision-making process. These screens help you analyze the distance to the hole, the type of turf on which your ball is sitting, the strength and direction of the wind, and your stance and aim. A convenient chart lists the maximum range of each of your clubs. Although it may sound as if preparing for each stroke requires a lot of study and time, the game can actually move as fast as you wish. As you grow more experienced, the entire process is usually reduced to a matter of seconds.

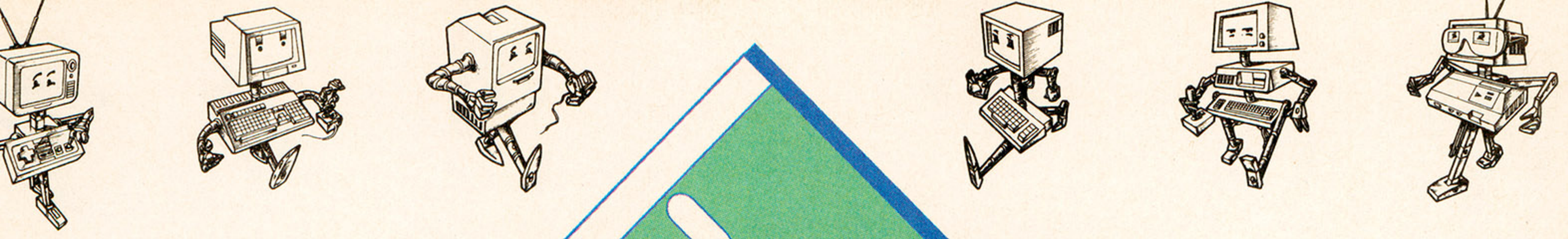


One of the instruction screens shows you the run of the green, while the inset gives a closeup view of your ball's position.

Depending on the level you choose, your caddy can advise you on what club to use, and how hard to swing it.

Arnold Palmer Golf understands that smacking a tiny white ball around some undeveloped real estate is only part of the sport. Frustration is another aspect, and one that's well simulated in this videogame. That's why, true to life, you'll find that an overly muscled putt will jump the cup, even if it's on target; a howling wind can wreak absolute havoc on a smoothly executed drive; and a wicked slice will send your shot into the woods, provoking the familiar gnashing of teeth. Just as in real golf, one swing in *Arnold Palmer Golf* can take you to the summit of victory or leave your hopes buried in the sand trap.

GP



REVIEWS

THE THIRD COURIER

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; minimum 384K memory required for EGA or CGA; 512K required for VGA. Also available for the Apple IIGS. Accolade, 550 S. Winchester Blvd., San Jose, CA, 95128.

The time: now. The place: Berlin. The situation: grave.

Top-secret NATO defense plans have been dispatched. For security's sake, three segments of the plans were entrusted to three experienced couriers. Now two of those men occupy marble mattresses in the morgue and the third has turned renegade, offering to sell the plans to the highest bidder. Unfortunately, it looks like Moscow may get to him first...unless someone tracks him down and

Mission control is the place to go when you need some medical attention, ammunition, or extra high-tech gadgets.

prevents it.

That someone is you, a master spy. Actually, you can play the part of *four* different agents during a single game, since *The Third Courier* allows you to create that many customized dossiers. Each trait you choose (sex, age, special interests, even hobbies) changes your agent's character, sometimes in fairly subtle ways whose consequences don't become apparent until you get deep into the game.

The Third Courier has plenty of atmosphere. The graphics evoke the gritty, rain-slicked look of Berlin's streets. The characters you interact with are convincing, too. Landmarks such as the Brandenburg Gate, the Charlottenburg

You've got a lead on some crucial information that might be found in this bookstore.

This odoriferous citizen may just want some spare change...or he may want to slip a knife between your ribs.

Palace, and even Checkpoint Charlie are rendered in fascinating detail.

The playing system relies on menus and is logical and easy to use. The ability to control four spies during the course of a single game is a lot of fun. The plot is convoluted enough to challenge Sherlock Holmes and violent enough for die-hard James Bond fans.

On the negative side, this game takes an unconscionably long time to get going. It is possible to waste hours of time (real time, not game time) wandering the streets picking up only one or two miserly clues. The game instructions give you very little to get started with, and some of that information seems to be a red herring.

If you can stick with *The Third Courier* long enough, its virtues become more apparent and its plot more involving. No one expects a game like this to be easy, but unless you get very lucky, it may be hours before you feel like you're getting anywhere. Many players, alas, will be turned off before they reach that point.

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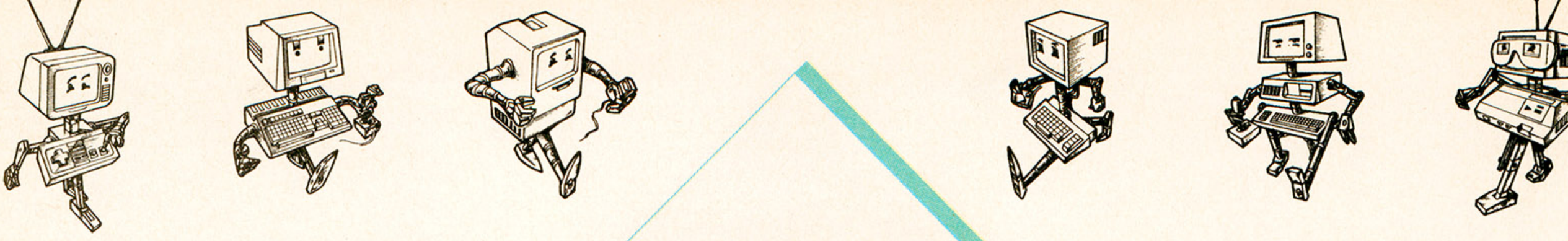


NINTENDO

REVIEWS

ROCK-N-BALL

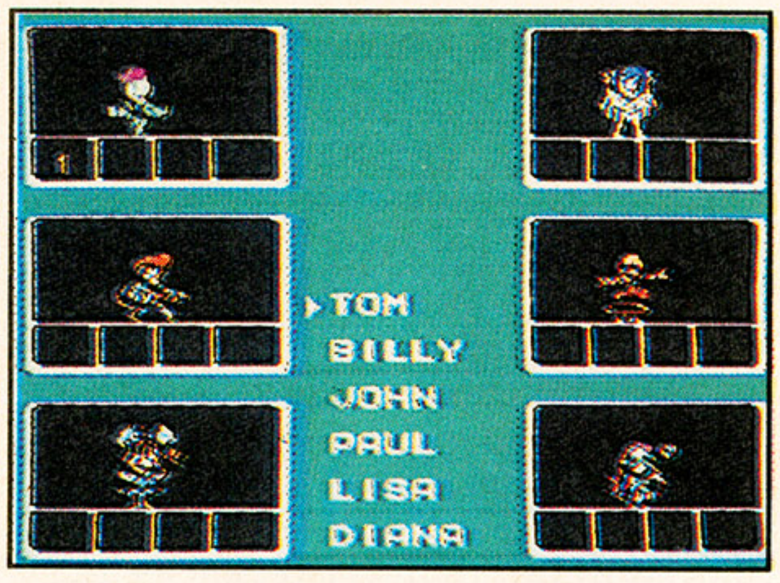
Matthew A. Firme

Version reviewed: Nintendo. NTV International, 50 Rockefeller Plaza, Suite 845, New York, NY 10020.

There's a new name in Nintendo game design: NTV International Corporation. Although NTVIC has been involved with computer software in the past, it is now producing games for Nintendo. NTVIC's first title, *Rock-n-Ball*, should win the company a good reputation among Nintendo fans.

Rock-n-Ball is based on pinball, offering seven different games on one cartridge. Each game involves a pinball-style board, silver balls, and controllable flippers, but the table's setup depends on which game variation you choose.

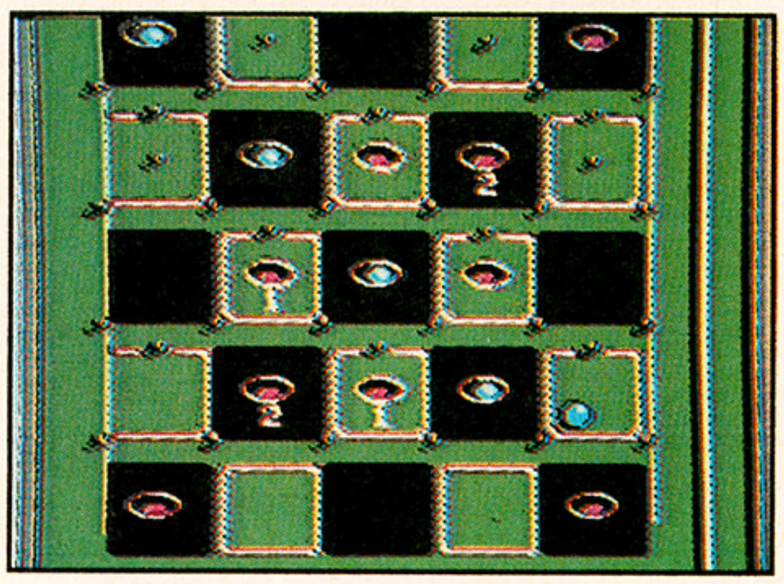
The first game, Pinball, plays just like a traditional arcade machine. You can even shake the table to alter the ball's path and earn higher scores. The ball moves at a realistic speed, and you control the power of the shooter. There are knock-down targets, warp holes, rails, and spinning targets. Up to four people can play by alternating turns.



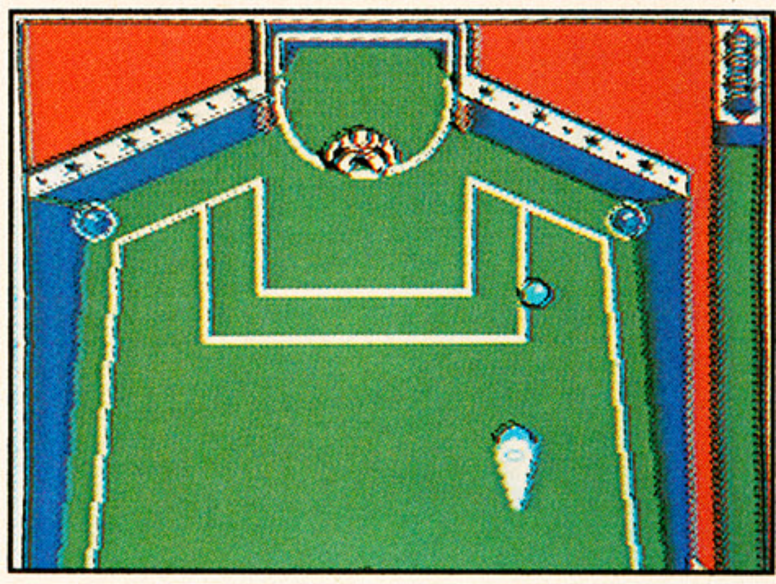
Rock-n-Ball lets you pick from six "pinball wizards," each with their own strengths and weaknesses.

In Nineball, you try to arrange the balls in rows, like bingo. As the balls roll downward, they bump against pins placed around the rows of holes. Shaking the table becomes very important in Nineball, and good flipper control can give you a second chance to sink the ball in the hole you want.

The next three games in *Rock-n-Ball* are versions of Battle Flipper, in which two players face each other across a double-sloping board. Each of the three variations — Bomber, Thunder, and Attack



In the Nineball game, you wager on your ability to score bingo-style patterns of balls.



The Soccer game combines elements of pinball and Foosball, and is a real test of your reflexes.

— requires you to smack the ball past the opponent's flippers. There are different targets in each game. Hitting them can lead to such interesting results as freezing the opponent's flippers or exploding the ball. All three are fun and competitive, and can be played against either the computer or a friend.

The last two variations are Soccer and Ice Hockey. In the Soccer game, you try to "kick" goals with your flipper, competing in matches of three to seven sets. You control the goalie and a flipper that spins either clockwise or counterclockwise. Ice Hockey is played in much the same way, but with the added speed and challenge of a slick, icy surface.

If there were nothing more to *Rock-n-Ball* than the traditional Pinball game, it would still be one of the best pinball simulations available for Nintendo. But the six additional games, as well as the realistic action and ease of play, make this first offering from NTVIC a real standout.

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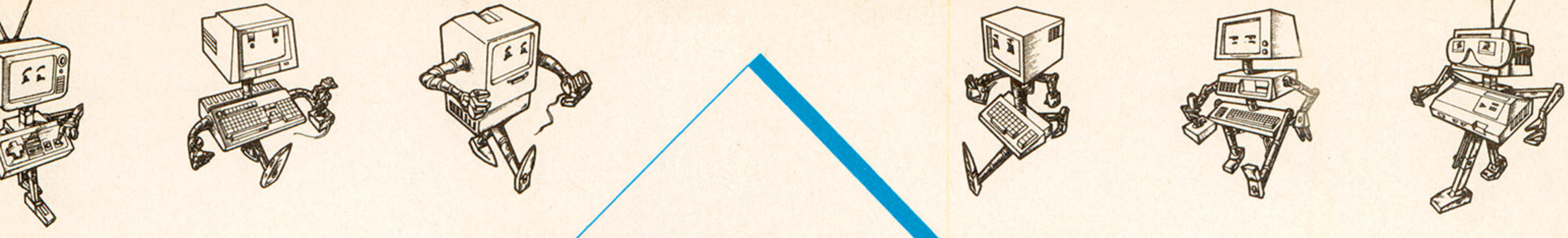


SEGA REVIEWS

RAMBO III

Tom R. Halfhill

Version reviewed: Sega Genesis. Sega of America, 573 Forbes Blvd., P.O. Box 2167, South San Francisco, CA 94080. Also available for the Amiga; Atari ST; Commodore 64; and IBM, Tandy, and compatible computers from Taito, 267 West Esplanade, North Vancouver, British Columbia, Canada V7M 1A5.

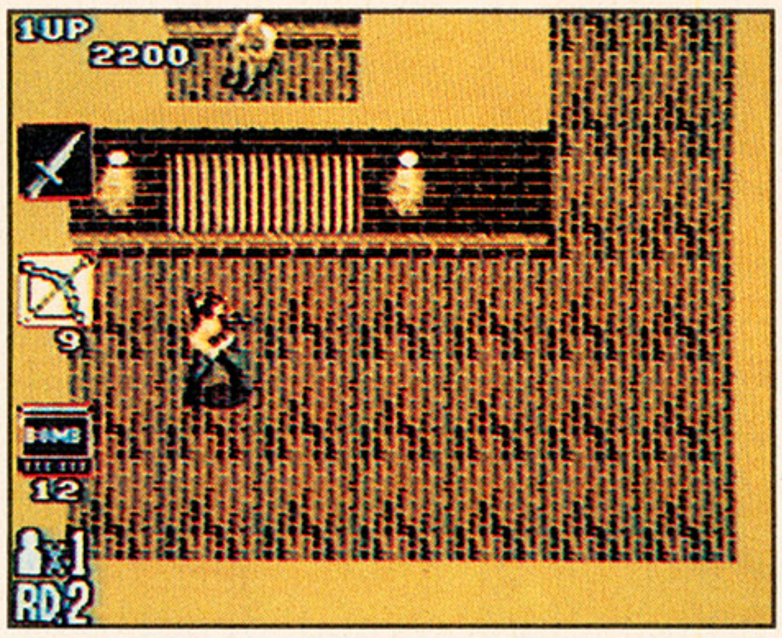
In some ways, *Rambo III* works better as a videogame than as a movie. It's hard to take seriously a film about a shirtless renegade who stages a one-man invasion of a war-torn country, casually blasts helicopter gunships out of the sky with a bow and arrow, and single-handedly defeats the most powerful army in the world. The fantastic plot seems more at home in a videogame, where impossible exploits, multiple lives,

After bombing the guard towers and destroying a pillbox, Rambo is ready to finish mission 1.

and guns that never run out of ammo are taken for granted.

That's why *Rambo III* is best approached as a cartoon. If you want a historical military simulation or strategic war game, look elsewhere. But if you want an uncomplicated shoot-em-up with outstanding action, put *Rambo III* at the top of your list.

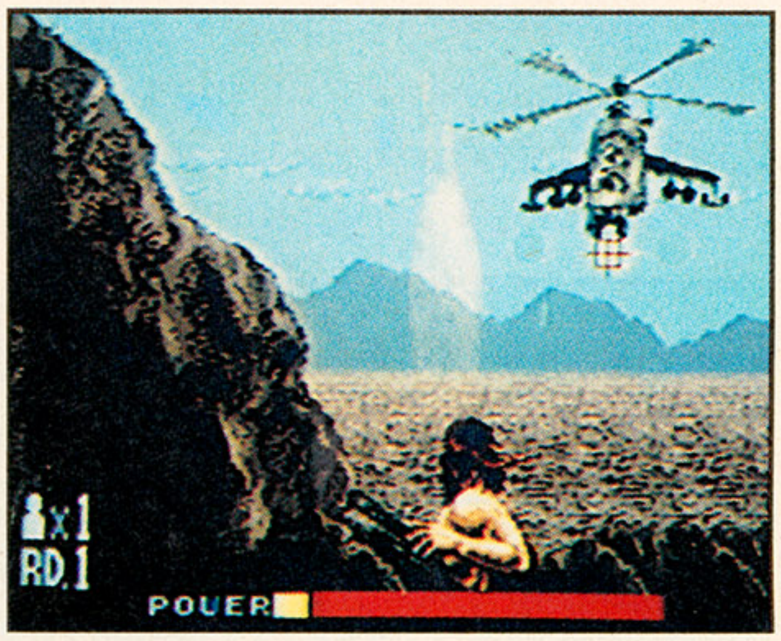
As Rambo, a battle-scarred veteran, your mission is to rescue your former commander, Colonel Trautman. The colonel is being held prisoner by well-armed forces in a hostile country. The story plays a minor role, however. The main idea is to shoot everything that moves and blow up everything that's too big to shoot.



In mission 2, Rambo's goal is to rescue the secret agent seen in the cell at top left.

Your primary weapon is a machine gun with an infinite supply of bullets. Sprayed like a garden hose, it's highly effective against the squads of enemy soldiers that relentlessly attack from every direction.

Other weapons include a knife,



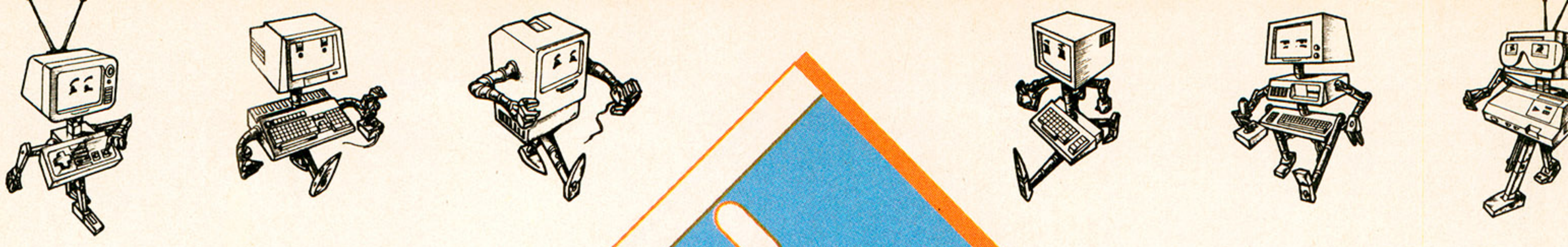
Helicopter gunships beware: Rambo's on the warpath with his fearsome bow and arrow.

a bow, and time bombs. The knife requires you to stab enemy soldiers at close range but rewards you with bonus points, bombs, and arrows. The bow shoots explosive arrows capable of wiping out a wide assortment of large enemy targets. And the time bombs are useful for demolishing guard towers and other obstructions.

Before you can rescue Trautman, you have to complete several missions. Between the missions are bonus rounds in which you try to annihilate gunships, tanks, and other imposing targets with your bow and arrow.

Rambo III deserves a resounding thumbs-up — although it'll be a sore thumb, if you play it as long as we did.

GP



REVIEWS

MICROSOFT FLIGHT SIMULATOR 4.0

Richard Mansfield

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; CGA, MCGA, EGA, VGA, or Hercules graphics; joystick or mouse optional. Microsoft, 16011 NE 36th Way, Box 97017, Redmond, WA 98073.

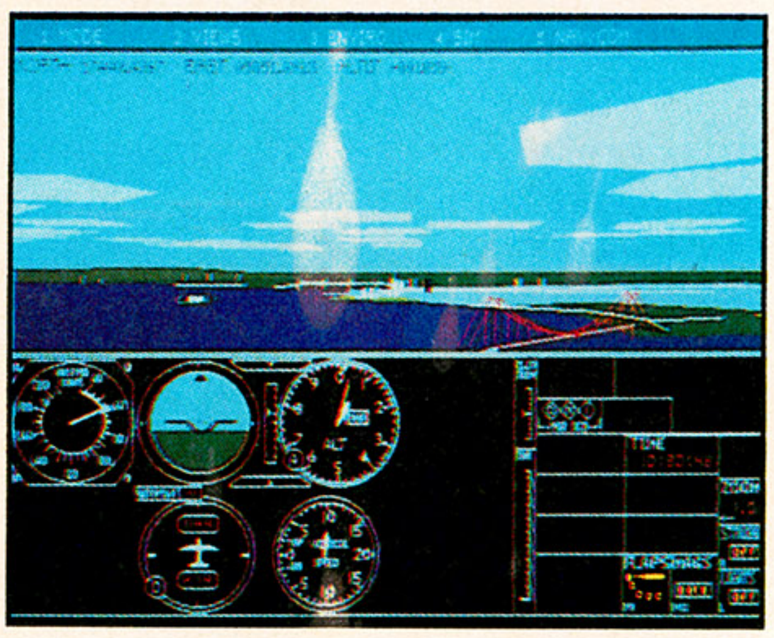
It was the first serious simulator to hit the PC market, and now Microsoft's popular, venerable *Flight Simulator* is back again with several improvements in its latest version.

Simulators (as distinct from games) can be judged on how well they imitate the real thing, as well

This player-designed Frankenstein will never get off the ground.

as how much fun they are. A simulation, after all, is supposed to recreate an experience from real life.

But one problem with airplane simulations is that flying a long distance can be wearisome, yet



Float through a quiet, beautiful sky as you glide over the Golden Gate in the sailplane.

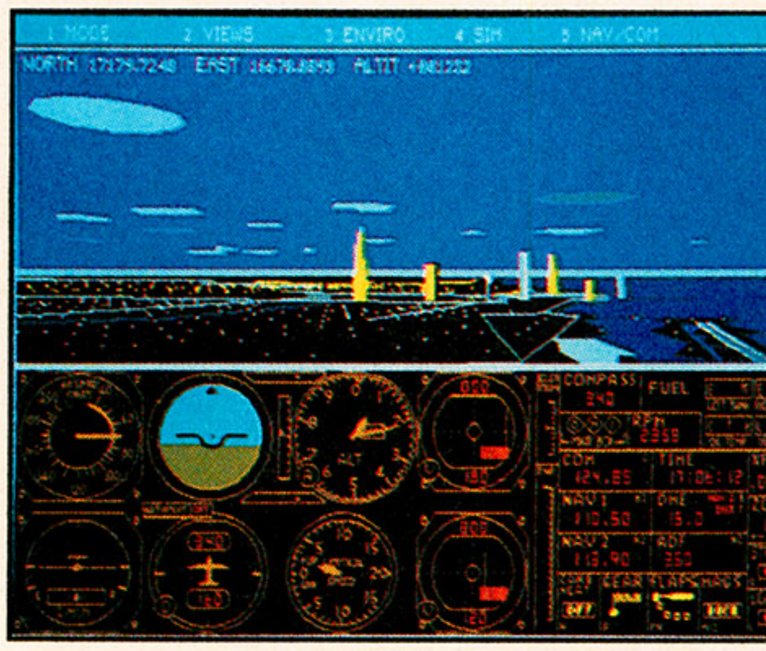
landing can be too exciting, too hard to master. Even real pilots complain that simulator landings can be tougher than real landings — primarily because you have fewer physical and visual clues about the plane's orientation.

Microsoft's simulation tackles these problems head-on. The simulation is rich with detail and version 4.0 adds such new touches as other aircraft in motion, additional scenery, and random weather patterns. All this contributes to the sometimes spectacular views for which the program is justly celebrated. Such visual detail both reduces the tedium of routine flying and gives you a greater sense of location during landings.

As for variety of craft, you can now choose between a Cessna, a business jet, a Sopwith Camel, or the new sailplane. Plus, there's a new feature with which you can design and fly your *own* planes.

Design one with huge wings, tiny swept-back elevators, and lots of thrust. Then you can put it on a runway, throttle up, and wobble along until you crash at the end of the runway (too heavy to fly). But sooner or later you'll create some viable planes, and you can add them to the ones Microsoft supplies.

All in all, this simulator is tougher to fly than some, easier



Breathtaking views of Chicago at night.

than others. For many armchair pilots it strikes just the right balance between verisimilitude and ease of flight. And, you get 118 different airports to fly to, a full set of instruments, some astounding views of familiar cities, and considerable realism in both scenery and flight control. Version 4.0 enhances *Microsoft Flight Simulator*'s reputation as one of the best flying simulators available.

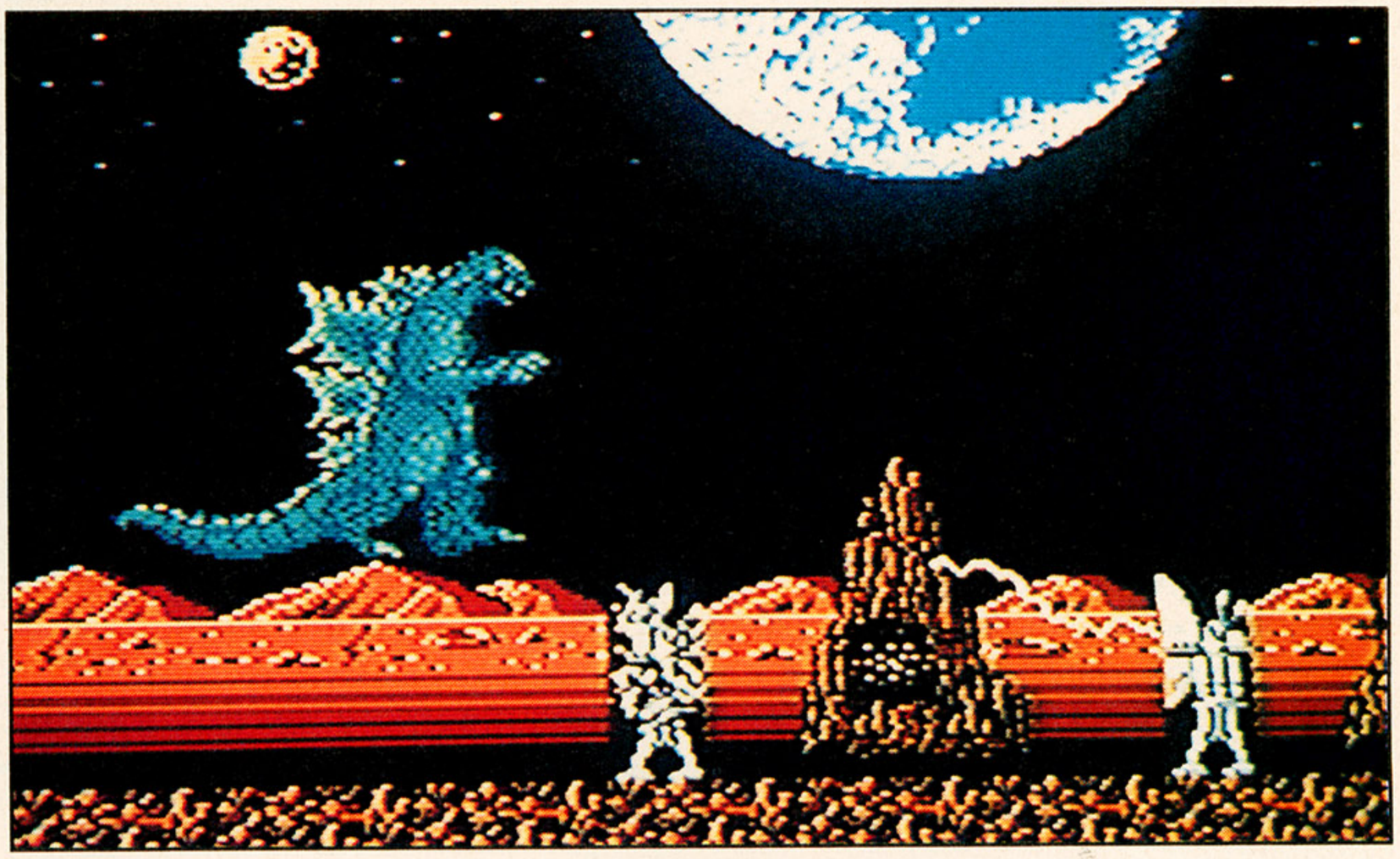
GP

AND PREVIEWS

FOUR NEW NINTENDO COMPANIES RELEASE FIRST CARTRIDGES

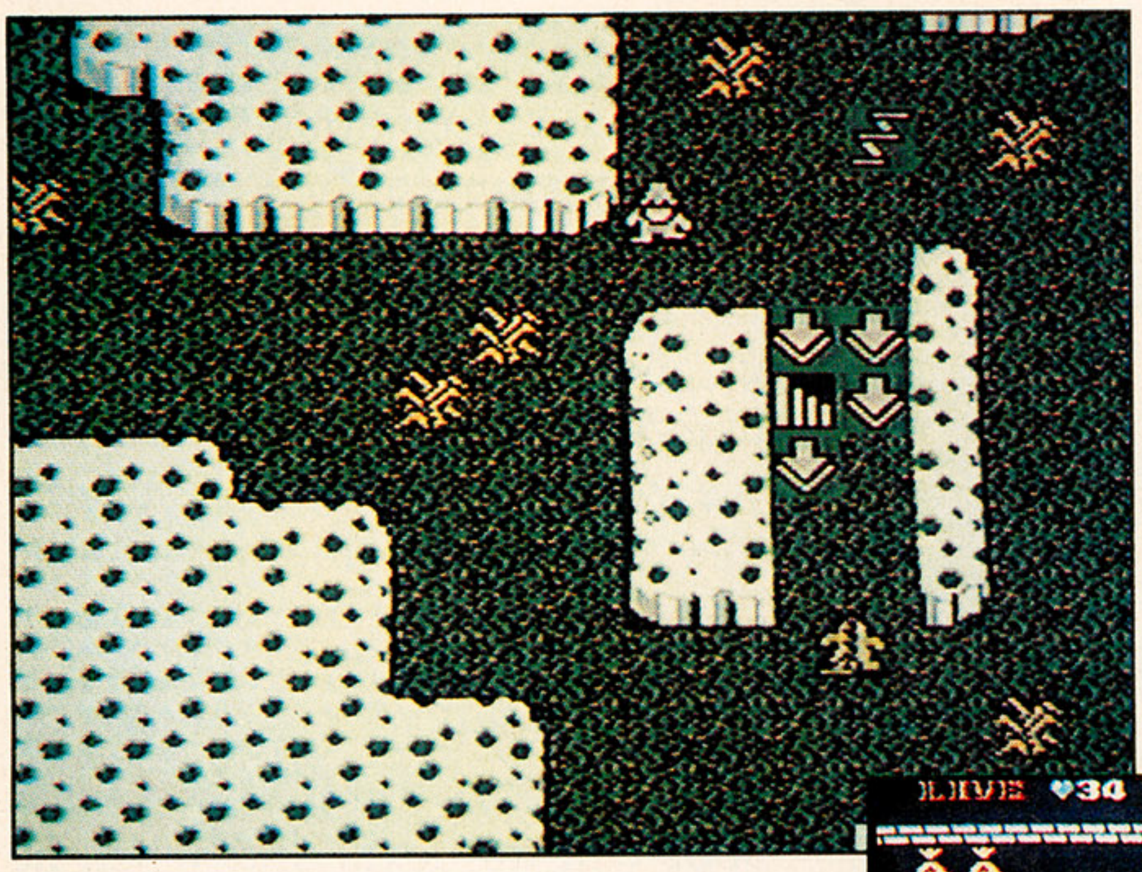
Four companies have joined the growing number of Nintendo-licensed game publishers, and their first titles are now being released.

Toho is making a strong first impression with *Godzilla: Monster of Monsters*. Invaders from Planet X have marched into the solar system, sending eight terrible monsters to attack the people of Earth. To defend itself against the alien threat, Earth sends its most powerful monsters, Godzilla and the giant Mothra. The on-screen characters are some of the largest yet seen in a Nintendo game, and the graphics are topnotch.



In *Godzilla: Monster of Monsters*, Earth's best-known overgrown lizard is the last line of defense against invading aliens.

Two of the new Nintendo licensees are releasing variations on the medieval knight theme. Square Soft is bringing out *King's Knight*, in which you must rescue the lovely Princess Claire from a dragon. You play each stage as one of four adventurers: Ray Jack the knight, Kaliva the wizard, Barusa the monster, or Toby the irrepressible thief.

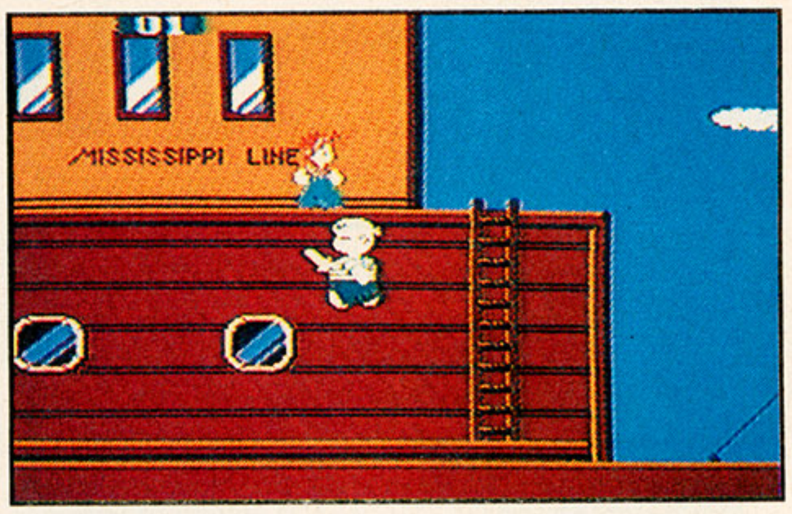


In *King's Knight*, the mighty Barusa searches for Princess Claire.

In Nexoft's first offering, *Castlequest*, another princess has been kidnapped — this time by the nefarious Mad Mizer, Dark Lord of Groken Castle. As Prince Rafael, you must find the princess, gathering keys and magical items to aid in your quest.

Each screen in *Castlequest* is a maze of treasure, monsters, and keys.

Seta USA is releasing *The Adventures of Tom Sawyer*. Join Tom, Huck, and Becky as they raft down a raging river, fight terrifying monkeys in the forests, and battle their way through Haunted Mansion and Mystery Cave.



The Adventures of Tom Sawyer: Tom runs afoul of riverboat pirates.

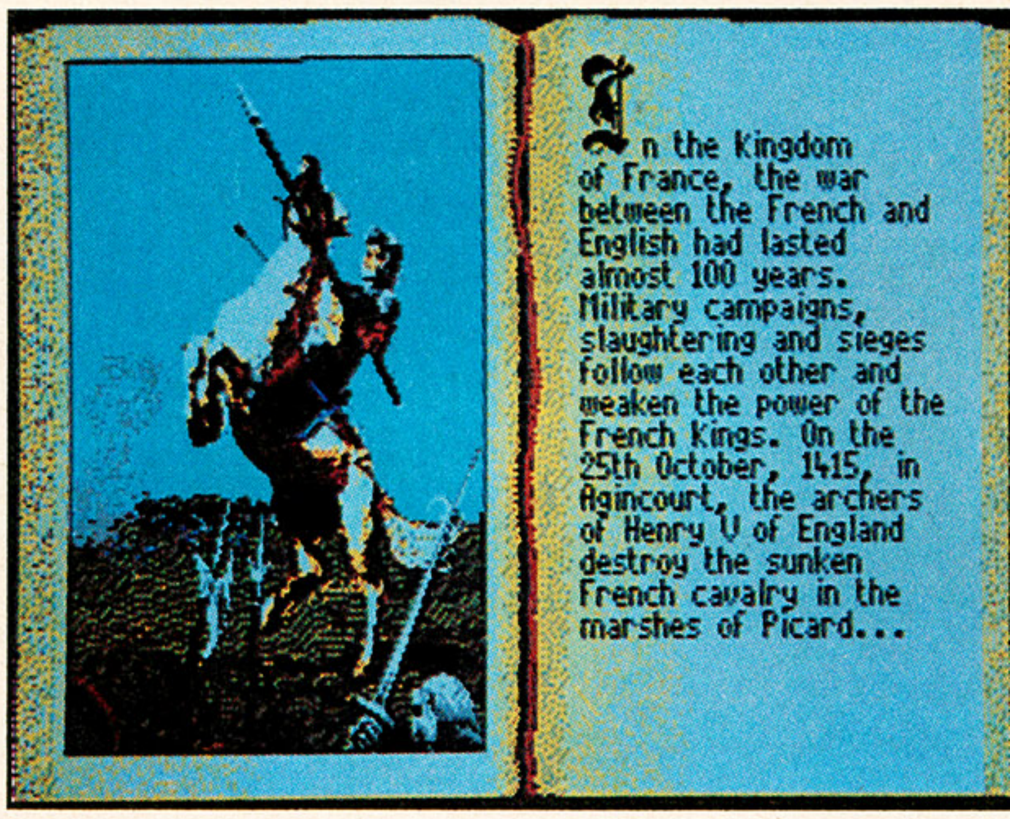
AND PREVIEWS

NEW LIFE FOR JOAN OF ARC

In its latest historical computer game, Broderbund gives you a chance to reenact the life and times of one of France's greatest heroines. *Joan of Arc: Siege & The Sword* re-creates Joan's campaign to have Charles VII crowned King of France, including her battles against the English and Burgundians.

Joan of Arc covers several decades, continuing from Joan's capture and execution by the English in 1431 until 1456. You assume the role of Charles VII, raising armies, collecting taxes, calling for arrests, and planning battles, among other options. With 31 characters, 73 historical settings, and five different action sequences, the game can be played over and over with a variety of results. It also has colorful graphics and digitized photographs for added realism.

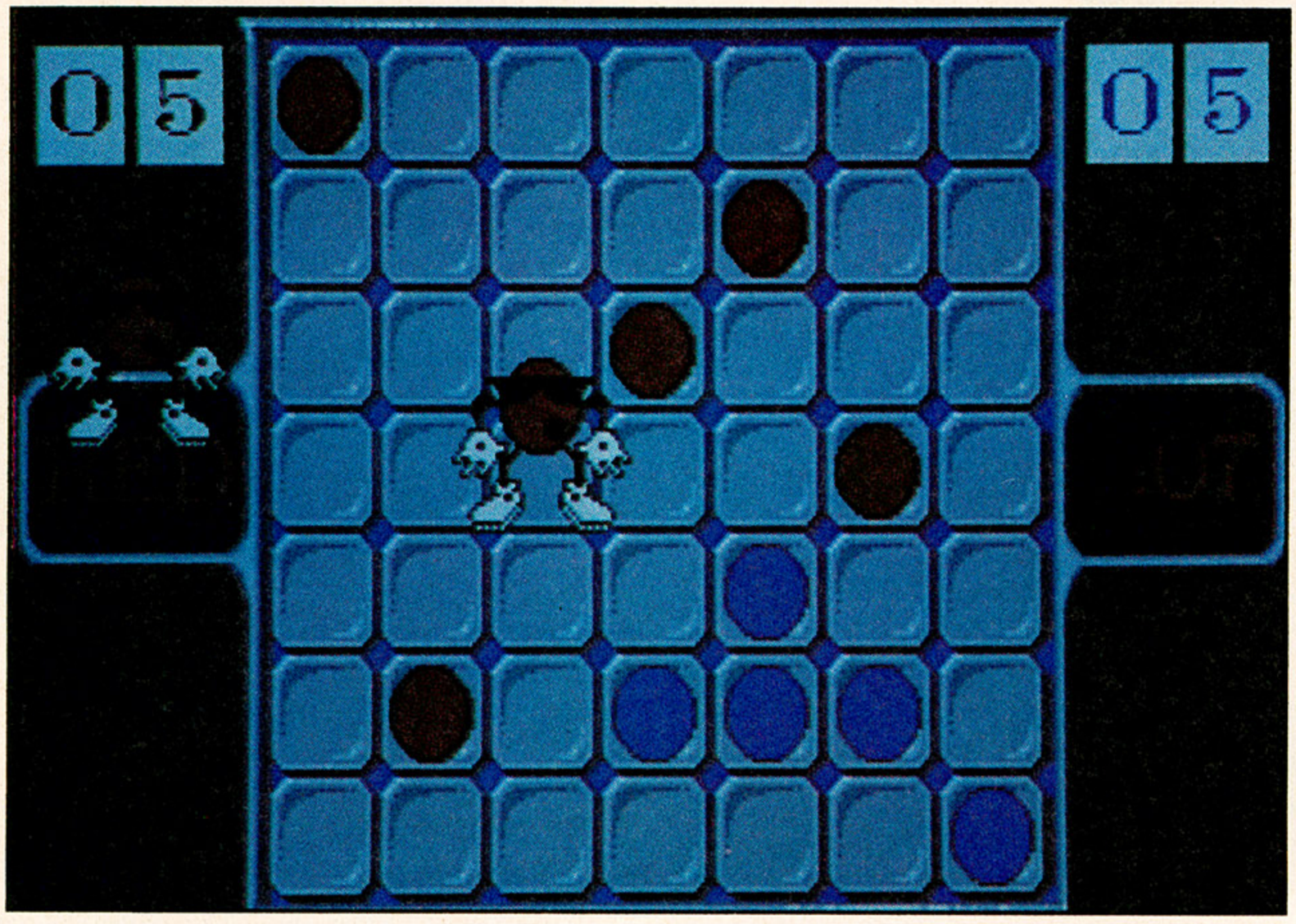
Joan of Arc: Siege & The Sword is available for the Amiga; Atari ST; and IBM, Tandy, and PC-compatible computers.



Relive an exciting chapter in French history in Broderbund's *Joan of Arc: Siege & The Sword*.

RUN, SPOT, RUN!

Spot, the animated Seven-Up character you've seen on soft drink cans and TV commercials, will soon be jumping, hopping, pole vaulting, and moon-walking his way to your computer in a new strategy game from Virgin Mastertronic.



Spot is a character of many moves in the new Virgin Mastertronic game *Spot*.

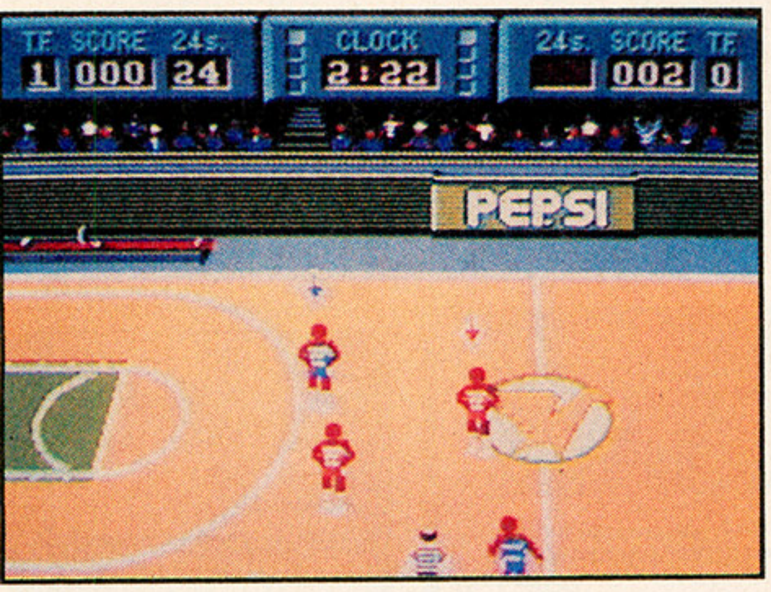
The game, called *Spot*, allows up to four players to move Spot-like game markers over a board to see who can take the most territory. Similar in some ways to the ancient oriental game of Go, *Spot* is never over until the board is completely filled.

Part of the fun is seeing what Spot will do next. And when he flips up those shades, what's underneath?

Spot is planned for release on IBM, Tandy, and PC-compatible computers at the end of January, with Amiga and Commodore 64 versions to follow later.

NINTENDO GAMES WITH COMMERCIALS

Thanks to an agreement between Tradewest and Pepsi-Cola, Tradewest's latest Nintendo release, *Magic Johnson's Fast Break*,



The Pepsi logo occupies the center court position in *Magic Johnson's Fast Break*.

will be the first videogame to contain commercials. In exchange for an unspecified promotional fee, Tradewest will prominently display the familiar Pepsi logo both as part of *Magic Johnson's Fast Break*'s title screens and on signs that appear in the background of the game.

"By joining with Pepsi in this venture," said Tradewest President Brian Cook, "we've added a new dimension of realism to the electronic basketball arena. We also have probably opened the door on a significant new advertising medium."

Pepsi also played a major role in bringing commercials to home video. Last year, it placed advertisements on the video release of the movie *Top Gun*.

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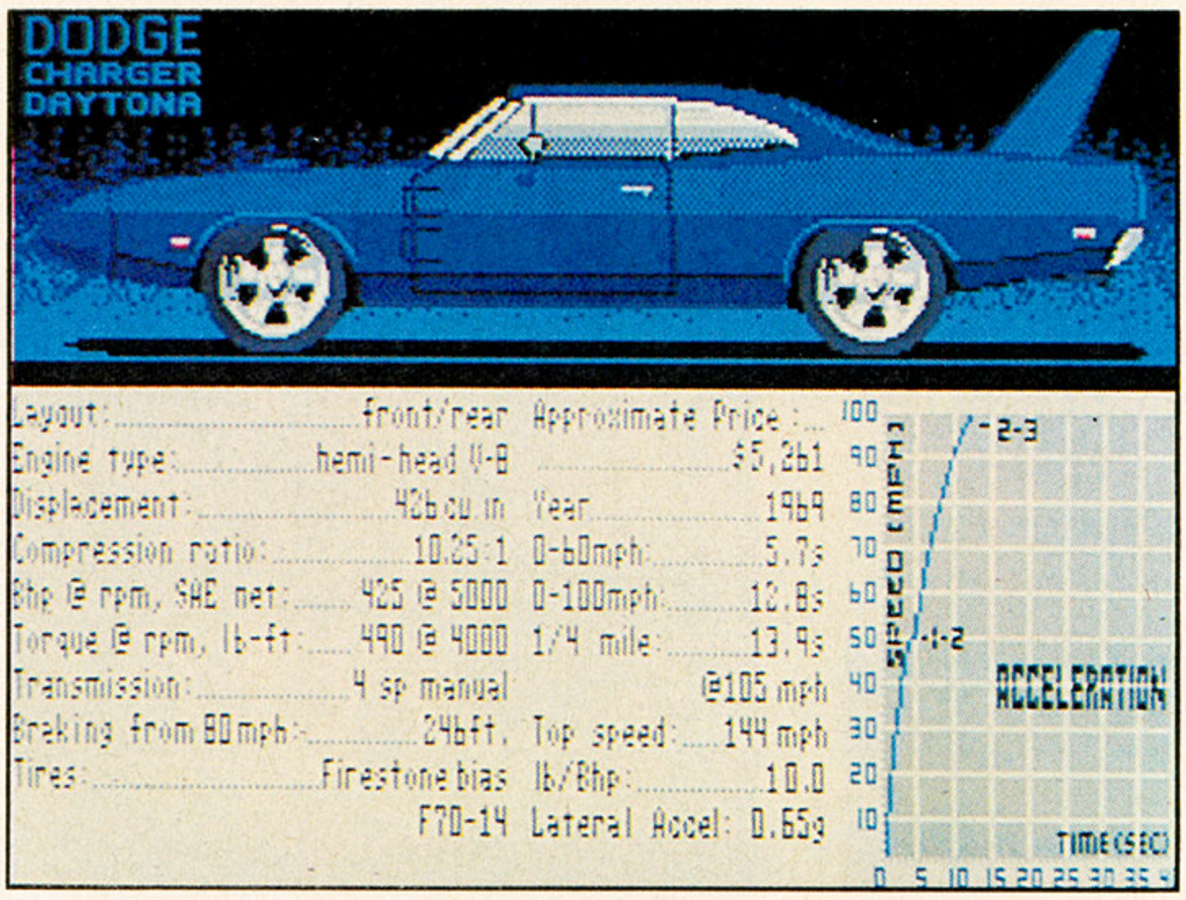
AND PREVIEWS

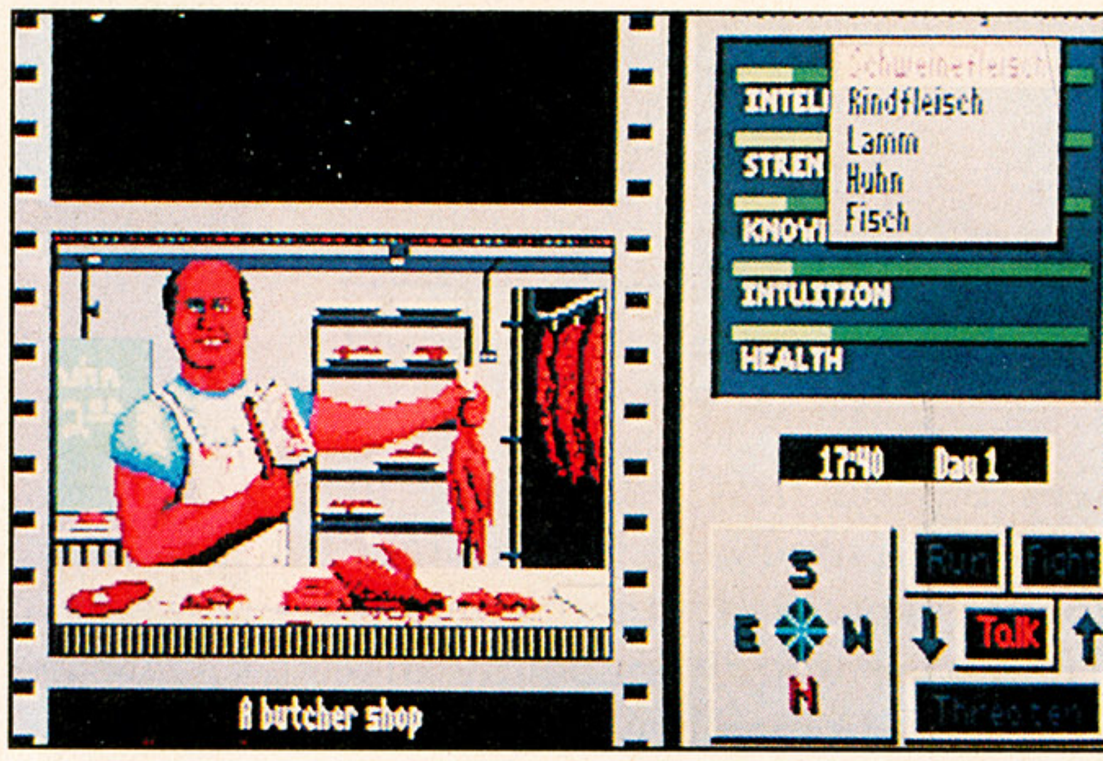
SAFE AT ANY SPEED

Remember when a V-8 wasn't just a vegetable juice? Now you can return to the 1960s, when gasoline was as plentiful as water and every speedometer went up to 120 mph. *The Muscle Cars* is Accolade's new accessory disk for *The Duel: Test Drive II*, and it lets you climb behind the wheels of five of the fastest production cars ever to roll out of Detroit.

The Muscle Cars allows you to race these American classics with any other existing car and scenery disks. The new disk includes the 1963 Corvette Stingray "Split Window" Coupe, the 1968 Shelby GT500 Cobra, the 1967 Pontiac Grand Turismo Omolgato, the 1969 COPO 9560 ZL-1 Camaro, and the 1969 Dodge Charger Daytona. *The Muscle Cars* is available for IBM, Tandy, and PC-compatibles; the Apple IIGS; Commodore 64; and Amiga.



Is any European sports car *really* a match for the muscl of the Dodge Charger Daytona?



Your chances of getting information in this East German butcher shop are probably a lot better than your chances for a big T-bone.

Another new Accolade title, *The Third Courier*, marks the company's first venture into role-playing games. Featuring a contemporary setting in East Berlin, *The Third Courier* is a game of intrigue, politics, and espionage. You play Moondancer, a secret agent searching for a NATO courier who has disappeared somewhere in East or West Berlin. You have seven days to search for the courier and the non-nuclear defense plans he was carrying, racing to solve the case before the vital intelligence falls into the wrong hands. (See review on page 105 of this issue.)

UPGRADED *JET FIGHTER* FOR PC COMPATIBLES

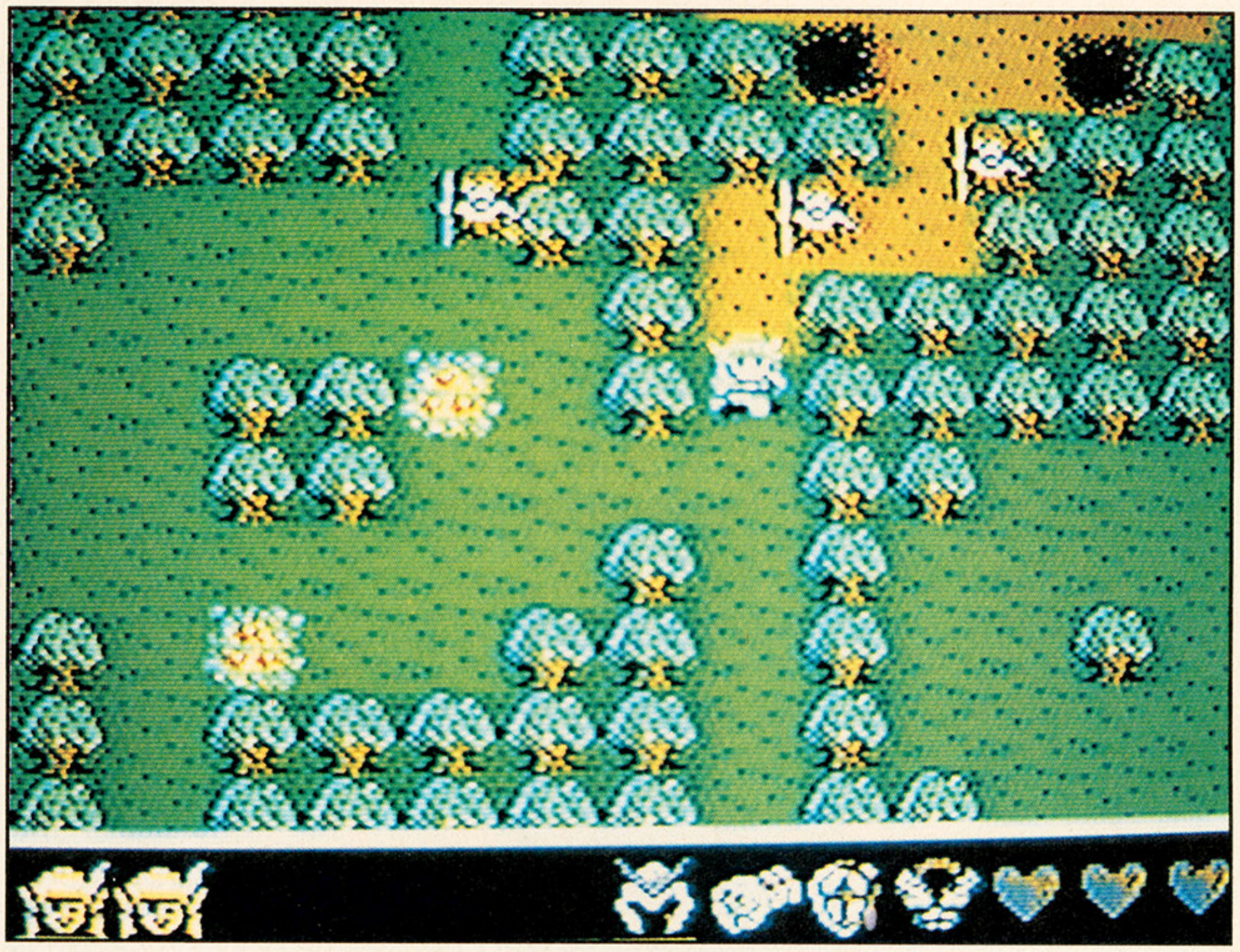
Velocity's already-popular jet combat simulator has been redesigned. *Jet Fighter: The Adventure* version 1.5 maintains the features that made the first version a success, but adds several improvements.

The new version now supports CGA graphics as well as EGA and VGA. It features easier aircraft carrier landings, with a practice mode and a new Instrument Landing System. You can even "undo" a crash landing. Pop-up menus allow in-flight program adjustments, even letting you change planes in mid-mission. Internal and external views have been improved, enhancing the sense of motion.

Jet Fighter version 1.5 also has new joystick interfacing and an expanded user's manual. The upgrade is available to original owners for $11, or $15 with the revised manual.

AND PREVIEWS

ELVES VS. THE SHOGUN FOR NINTENDO



The brave Christine faces the wilderness and ninja warriors.

Once upon a time there was a city named Arkista which represented the pinnacle of elven civilization. The elves' city was protected by a magical ring that brought peace and harmony to the land, and by two treasures, the Wealth Amulet and the Elf Mirror. But not far away there lived an evil shogun who plotted to plunge the elves into darkness and despair. One night he sent his ninja to steal the ring and treasures, and Arkista began to sink into ruin.

Arkista's Ring, a new Nintendo game from American Sammy, begins as the elves seek an army to regain their lost glory. But the only elf brave enough to volunteer is Christine, a young girl. As Christine, you set out to recover the treasures from the shogun, battling myriad creatures through maze after maze. You can pick up new weapons, potions, and experience while progressing through the game's 125 levels. You must fight a certain number of enemies to get a key, then find the exit to advance to the next level, where new challenges await.

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THE HOT 100

This list of 100 top video and computer games is updated each month. The ☆ symbol indicates recently reviewed games added to the list in this issue.

KEY TO VERSIONS: **PC** (IBM PC/XT/AT, PS/2, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **ST** (Atari ST); **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE videogame system and 8-bit computers). *The first version listed in each entry was the version reviewed.*

Adventures of Bayou Billy combines martial arts action, fast driving, and shooting. As Billy, you start your adventure down in the bayous of Louisiana. Your girlfriend Annabelle has been kidnapped by Gordon, the Gangster King of Bourbon Street, and now it's pay-back time. This game keeps you busy, but humorous touches keep you laughing as well. Konami, for NES.

Adventures of Lolo is a puzzle-solving game that rewards logic and patience. Princess Lala has been kidnapped, and it's up to Prince Lolo to save her. He can do this by clearing a seemingly endless number of rooms in the Great Devil's castle. It's an enjoyable mind-bender for both adults and children. Hal America, for NES.

☆ **All-Pro Basketball** has problems bringing the big league to the small screen. It's played in a somewhat confusing half-court style, shifting courts with each change in possession. Also, the graphics and tiny player figures do little to clarify the chaos. The closeup dunk screen, however, is beautiful and makes up for many deficiencies. Vic Tokai, for NES.

Altered Beast is an action game that makes *you* the monster. Summoned from the grave by Zeus to rescue his daughter Athena, you're a mighty warrior who can transform into various kinds of fearsome beasts. *Altered Beast* comes with every Sega Genesis and is far superior to the earlier version for the Sega Master System. It rivals the arcade version with outstanding graphics, numerous screens, fast action, and stereo sound. Sega, for Genesis, Sega.

☆ **Arkanoid II: The Revenge of Doh** is the sequel to the surprisingly popular *Arkanoid*, which was itself a resurrection of the classic *Breakout* from the early 1980s. *Arkanoid II* preserves the basic ball, brick, and paddle concept, enhancing it with even more features and a design-your-own-screen mode. It's still as addictive as ever. Taito, for PC, 64, IIGS, ST.

Baal upholds the Psygnosis reputation for graphically outstanding action games with fast and smooth animation. As the captain of the Time Warriors, an elite commando squad, you must retrieve the apocalyptic War Machine from the evil Baal. This involves running, jumping, somersaulting, climbing ladders, leaping over bombs and mines, and (of course) shooting enemies. Psygnosis, for 64, PC, Amiga, ST.

Bad Dudes is an uncomplicated kill-anything-that-moves game, with a nominal plot that involves rescuing a kidnapped president. The Nintendo version is a worthy adaptation of the arcade hit, but lacks a simultaneous two-player option. Overall, a simple and satisfying action game. Data East, for NES, PC, 64, Amiga, ST, Apple II.

Batman, The Caped Crusader has much in common with the summer's hit movie — it looks fantastic and is fun at first, but eventually falls just short of greatness. The problem is that *Batman* is a cross between a martial arts arcade game and a computer puzzle, and the sheer number of enemies you must defeat can become overwhelming. The player interface is well-designed, however, and the graphics create a good comic-book "feel." Data East, for 64, Amiga, ST, Apple II.

Bionic Commando drops you behind enemy lines to rescue Super-Joe, an ace combat soldier. Using a map of 19 areas, players must save Joe and thwart an evil plan to take over the world. Fast action, great graphics, and variety — this game has it all. Capcom, for NES.

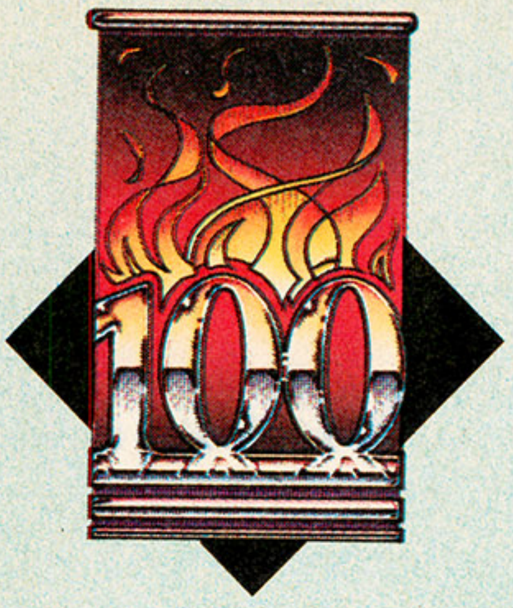
Blades of Steel is an ice hockey game that sizzles! Choose an NHL franchise and make a run for the Stanley Cup. If you push too hard, a brawl will ensue. Its playability and good graphics make this game a crowd favorite. Konami, for NES.

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

Blockout is basically a 3-D spin-off of *Tetris*. Instead of positioning two-dimensional shapes at the bottom of a flat screen, you have to steer three-dimensional blocks into the bottom of a walled pit. Since each wire-frame block can be rotated around three different axes *and* maneuvered in four lateral directions, *Blockout* is a real brain-twister that adds a whole new dimension to an old favorite. California Dreams, for PC, Mac, Amiga.

Blood Money for the Amiga may well be the best shoot-em-up computer game ever written. The lengthy introduction — with its stunning asteroid sequence and digitized stereo soundtrack — is not to be missed. Fortunately, the rest of the game lives up to these theatrics. The graphics are extremely detailed, the animation is sometimes startling (watch for the jellyfish in the undersea world), and the difficulty level is arcade-class. There's even a simultaneous two-player option. Psygnosis, for Amiga, ST, 64.

☆ **The Bugs Bunny Crazy Castle** pits Sylvester the cat, Daffy Duck, Wile E. Coyote, and Yosemite Sam against our favorite rabbit. But don't feel too sorry for Bugs. He can push large objects onto his rival cartoon critters and don boxing gloves to pop their noggins. Although *Bugs Bunny* is ideal for younger



and novice players, it lacks variety and probably won't challenge more experienced gamers. Kemco-Seika, for NES.

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

Chuck Yeager's Advanced Flight Trainer 2.0 emphasizes flight training, not combat or real-world scenery. The program, manual, and audio cassette (with Yeager's voice) help you through takeoffs, aerobatics, and landings. You can pick from 18 different aircraft (biplanes to space shuttles), compete in air races, and fly with the Thunderbirds and Blue Angels. An excellent way to earn your electronic wings. Electronic Arts, for PC.

☆ **Clash at Demonhead** features the usual save-the-world plot, complete with a kidnapped nuclear scientist and an atomic bomb to be disarmed. But it's fun, and a slightly odd sense of humor bubbles just beneath the surface. It's also frustrating at times because certain hazards demand perfect timing and creative problem-solving. Vic Tokai, for NES.

☆ **Cloud Master** will have you soaring over the Chinese countryside as a hopeful young hermit seeking to become a powerful mystic. Blocking your progress, however, are legions of peculiar enemies such as pig heads, shrimp dumplings, mushrooms, and bowls of ramen noodles. The graphics are colorful and distinctly oriental, but the action varies little. When the charm wears off, *Cloud Master* becomes tedious. Sega, for Sega.

Cosmic Osmo is the delightful sequel to *The Manhole*, a unique cartoonlike game of unstructured exploration. You don't have to kill any enemies, pursue any quests, or destroy any planets. Instead, you freely move about a topsy-turvy universe of odd places and objects, interacting with the graphically detailed environment in almost any way imaginable. It's so nonviolent that your spaceship shoots Q-Tips. Activision, for Mac.

Curse of the Azure Bonds, the sequel to *Pool of Radiance*, is an Advanced D&D adventure. It's a solid fantasy role-playing game that's definitely not for wimps. You begin with level 5 characters, and you have several new categories of monsters to overcome. In fact, combat is the heart and soul of this game. Be prepared to spend many hours fighting enemies and exploring. Recommended for experienced adventurers. SSI, for 64, PC, Apple II.

Decisive Battles of the American Civil War (Volume 2) is a well-designed strategic war game in the board game tradition. It covers the middle period of the war with such battles as Gettysburg, Chickamauga, Gaines Mills, Stones River, and Chattanooga. What makes it unique, however, is its outstanding graphics — it is the first really playable hexagon-grid war game for a personal computer. SSG, for PC, 64, Apple II, Mac.

Defender of the Crown is a graphically rich action and strategy game based on civil war in historical England. You have been chosen to lead a group of gallant Saxon knights against the Normans. The ultimate goal is the crown of England. Win, and you gain land, fortune, and your fair maiden. Amiga and PC EGA users, especially, will enjoy the many visual effects. Cinemaware, for Amiga, NES, Apple IIGS, Mac, PC, 64, ST.

Desert Commander is the most realistic war game yet seen for Nintendo. Based on the North African campaigns of World War II, it simulates air and ground warfare with emphasis on strategy, not arcade action. Despite a few flaws — limited maneuverability, mysterious casualty statistics, and occasional tolerance of absurd tactics — it's an entertaining and welcome gesture toward more sophisticated war games. Kemco-Seika, for NES.

Destroyer Escort puts you in command of a World War II warship, and your mission is to escort supply and troop ships through hostile waters. Neither an all-out shoot-em-up nor an ultra-realistic simulation, it combines elements of both genres to create an easy-to-play, entertaining military game. MicroPlay/MicroProse, for 64.

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

Dr. Chaos is a two-phase game that first requires you to explore a mazelike mansion in search of a missing invention. After finding it, you must fight your way back through the mansion to assemble pieces of a laser weapon. The first phase demands careful mapping; the second resembles a standard Nintendo shoot-em-up. If you like large, intricate puzzles, you'll find *Dr. Chaos* a most elaborate and clever game. FCI, for NES.

☆ **Dragon Warrior** is a fantasy role-playing epic that demands almost no dexterity at all. Even combat scenes require nothing more than selecting the Fight command from a menu. Instead, this game requires patience, strategic thinking, and map-making skills as you embark on a quest to free the terrorized land of Alefgard from the evil Dragonlord. It lacks certain details found in similar computer games, but is among the more sophisticated Nintendo examples of this genre. Nintendo, for NES.

DuckTales delightfully captures the spirit of Walt Disney cartoons. You guide Scrooge McDuck (with cameo appearances by other Disney characters) throughout the world on a quest for five legendary lost treasures. The amusing graphics are vintage Disney, there's no gruesome violence, and the skill level is challenging without being too difficult. Perfect for Disney fans of all ages. Capcom, for NES.

Echelon is billed as a 3-D space flight simulator, and it's a darn good one. But it's also a thoroughly engrossing adventure game in which you discover clues to a pirate base while making an archaeological survey of a planet. Thoughtful features, great graphics, and startling sound effects (for PCs) make this game a winner. Access, for PC.

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

☆ **Faxanadu** is a role-playing adventure with several quests. In addition to finding a new source of water for your hometown, you must defeat the Evil One and restore order to the World Tree — a huge place filled with villages and creatures. Although *Faxanadu* is a good game, it doesn't quite measure up to similar role-playing games now available for Nintendo. Nintendo, for NES.

☆ **Fiendish Freddy's Big Top O' Fun** is actually a collection of mini-games. Your goal is to

save a failing circus by successfully performing a series of acts ranging from trapeze tricks to the human cannonball stunt. Meanwhile, a nasty clown named Freddy tries to sabotage your efforts. Cartoonlike graphics and humor contribute to the fun, though some players may not find the game very challenging after they've mastered the simple arcade skills required. Mindscape, for PC, Amiga, ST.

Fighting Street is the first title released on compact disc for the NEC TurboGrafx-16 and special TurboGrafx-CD player. It's a martial arts action game similar to such Nintendo hits as *Double Dragon* and *Ninja Gaiden*, but with obviously superior graphics and sound. Except for its stereo soundtrack, however, it doesn't seem to make the most of the CD's vast potential. It may take awhile for game designers to catch up with this advanced technology. Capcom, for NEC.

☆ **Fire King** is SSG's first fantasy role-playing title, and it's sure to attract a whole new audience to this war-gaming company. You choose from six medieval characters, then embark on a quest to destroy an evil beast that lurks in catacombs beneath a city. *Fire King* is a very smooth game that's easy to learn and comfortable to play. SSG, for 64.

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

Goal! is a soccer game that lets you compete for the World Cup — against either the computer or a friend. Each on-screen player is ranked according to various soccer skills, and other realistic touches include fallible referees, cheering crowds, and halftime entertainment. The screen can be a bit confusing (only part of the field appears at one time), but overall this is quite an enjoyable sports simulation. Jaleco, for NES.

☆ **Golden Axe** is a strong adaptation of Sega's hit arcade game, with virtually identical graphics and game play. Your goal is revenge against the evil Death Adder, who has killed a loved one. First, however, you must fight droves of lesser enemies. You can choose from three different characters, each with unique fighting abilities, and there's a two-player mode as well. Definitely a game for action fans, not strategic thinkers. Sega, for Genesis.

Hidden Agenda is an intriguing strategy game that makes you the new presidente of Chimerica, a fictional Latin American country whose old government was recently overthrown. Your position is insecure, yet you must balance many conflicting forces and pressures while rebuilding the economy and trying to keep the peace. Revealing, educational, and fun. Springboard, for PC, Mac.

Hostage jumps right off the front page of today's newspapers. Terrorists have attacked an embassy and captured hostages. You lead a six-man commando squad to rescue the hostages and kill the terrorists. A training mission helps acquaint new players with the game. It's a realistic depiction of a familiar contemporary nightmare. Mindscape, for PC, Amiga, ST. Retitled *Rescue: The Embassy Mission* for NES, from Kemco-Seika.

Indiana Jones and the Last Crusade is a faithful adaptation of last summer's hit movie, re-creating many scenes and even some dialogue. Although Indy's quest for the Holy Grail parallels the movie plot, it also diverges in some interesting ways. An entertaining adventure with attractive graphics. Lucasfilm, for PC, Amiga, ST.

IronSword: Wizards & Warriors II is a superior sequel that picks up where the original story left off. The sinister sorcerer Malkil has returned and is spreading evil from atop IceFire Mountain. As the brave knight Kuros of Elrond, you must fight your way to the mountain and defeat Malkil. The graphics are dazzling, and the diverse challenges are the game's strong point. Acclaim, for NES.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf isn't a flashy or spectacular game, but it is a consistent and professional simulation of pro golf. One to four people can play on three different courses, including a fantasy course of Nicklaus' 18 favorite holes. You can even challenge nine different computer opponents, including Jack himself. Accolade, for Amiga, PC, 64, IIGS. Konami, for NES.

☆ **John Madden Football** is an interesting gridiron simulation that accommodates almost any level of involvement. You can grab the joystick and play it as an arcade game, or sit back and let the computer control the action. Strategically, it overpowers its competitors with a wealth of detail and statistics covering all facets of football. You can even chalkboard your own plays. Electronic Arts, for PC.

Journey is a radical but logical departure from Infocom's traditional text-only adventure games. Thanks to attractive graphics and a menu-based user interface, it's much less complex and easier to play. It also boasts some of the best interactive fiction writing ever. Though some will appreciate its lower frustration level, traditionalists may miss the mind-racking puzzles and lengthy playing time. Infocom/Mediagenic, for PC, Mac, Amiga, Apple II.

Keith Courage in Alpha Zones is the first game released for the NEC TurboGrafx-16 (it's included with every system). As Keith Courage, your mission is to save the world from alien invaders by penetrating their seven-zone world beneath the Earth's surface. The game is similar to such Nintendo titles as *Strider* and *Bionic Commando*, but with noticeably better graphics. It also gives us a peek at the promising potential of this powerful game system. NEC, for NEC.

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

Kings of the Beach: Professional Beach Volleyball is the volleyball equivalent of *Jordan Vs. Bird: One on One* in style, design, and overall excellence. Try to master the six-pack slammer, the dig, and the Kong block as you play on beach courts around the world. Electronic Arts, for PC. Konami, for NES.

☆ **The Legendary Axe** is an arcade-style game similar to Sega's *Golden Axe*. As Gogan, an axe-wielding warrior, you must fight your way toward a showdown with the evil Jagu, who has killed your friend. But you can't just chop away indiscriminately — your energy is limited, and sometimes you must rest. Lifelike animation and vivid backgrounds greatly enhance the action. NEC, for NEC.

☆ **Lords of the Rising Sun** departs from earlier Cinemaware titles by shifting the balance toward more engrossing game play. Although it's still graphically beautiful, the emphasis is on the story — a high-level power struggle in medieval Japan that's reminiscent of the board game *Risk*. Interestingly, you can either play it as a pure strategy game or participate in optional action sequences. Cinemaware, for Amiga.

☆ **The Magic of Scheherazade** is a charming game based on the 1001 tales of the Arabian nights. It's up to you — the last descendant of a great magician — to save Arabia and rescue the beautiful princess Scheherazade. Although *Magic* is perhaps the prettiest Nintendo game

we've seen, it's also one of the most time-consuming to learn. The effort is worthwhile, however, and the special effects are wondrous. Culture Brain, for NES.

Mega Man II is a sequel that surpasses the original. As Mega Man, you must defeat a mad scientist's eight powerful androids to thwart his diabolical plot to rule the world. The all-new androids are challenging opponents, and the game's other characters are cartoonlike creatures with destructive tendencies. Even the graphics are better this time around. Capcom, for NES.

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

Might and Magic II is a near-perfect example of its genre: fantasy role-playing game with strong graphics, a well-designed user interface, lengthy playing time, and numerous options. The automatic mapping is greatly appreciated, and the well-organized screen displays just about everything you need to know to play the game. New World Computing, for PC, 64, Apple II, Mac, Amiga.

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

☆ **Monster Party** lets you alternate between two characters — a small boy named Mark and a friendly dragon named Bert. Your mission is to save Bert's planet from evil creatures. As Mark, you can repel the enemies with a baseball bat, and as Bert, you can fly and shoot laser blasts. *Monster Party* is a delightfully humorous game populated with all kinds of outlandish creatures. Bandai America, for NES.

NFL Challenge emphasizes field strategy, not arcade action. When the ball is snapped, the players are represented by chalkboard-style X's and O's — simple graphics which may disappoint some gamers. But the real strength of this game is what happens *before* the ball is snapped. It takes you beneath the rough-and-tumble surface of pro football to reveal the nuances and subtleties of coaching and play-calling. XOR, for PC, Mac.

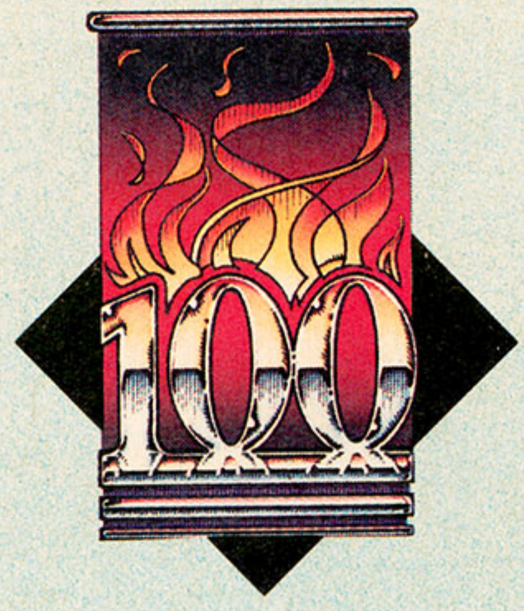
Ninja Gaiden was one of the most popular Nintendo games of 1989. Ninja Gaiden is a member of a highly trained secret police force. He can confront any evil with only his sword and Shuriken to protect him. During six rounds he meets numerous enemy attacks in 20 areas of play. Fast and furious action.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

Nobunaga's Ambition is an impressive historical simulation. It places you in 16th-century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. More than a war game, it forces you to deal with diplomacy, economics, and other factors. It has also survived the transition from PC to Nintendo particularly well. Koei, for PC, NES.

The Omnicron Conspiracy is essentially a role-playing detective game with a sci-fi twist. Your mission is to find a missing secret agent, but along the way you stumble upon a conspiracy involving Stardust, a new drug. Strong points include humor, good graphics, a clever first-person user interface, plenty of opportunity for exploration, and a cyberpunk atmosphere. Epyx, for PC.

P.O.W. is a straightforward shoot-out from the makers of *Guerrilla War*. Deep inside enemy territory, you must fight your way to the would-be perpetrators of a global economic collapse. The limited range of combat moves makes the game easy to play for novices, yet it's still challenging enough for video veterans. You'd better bring a rapid-fire controller, though. SNK, for NES.

Populous, to put it bluntly, lets you play God. As either a good or bad deity, you control the development of your chosen people on the world below. By flattening out the



mountainous terrain, you make their farms more productive, and thereby increase their population. The ultimate goal is to conquer the other god's chosen ones. An excellent and highly original strategy game for one or two players. Electronic Arts, for Amiga, ST.

Rastan, adapted from the Sega arcade game, puts you in the combat boots of a successful mercenary who's trying to rescue a king's kidnapped daughter. The colorful action takes you through jungles, castles, and enemy headquarters. The graphics are good and keep getting better, but be prepared for a difficult game. Sega, for Sega.

Red Lightning is an incredibly detailed World War III simulation that pits NATO armies against the forces of the Warsaw Pact. It encompasses virtually every aspect of modern warfare and has great graphics, but sometimes tends to bog down the player with *too much* detail. Recommended for serious war gamers who appreciate complexity. SSI, for PC, Amiga, ST.

Red Storm Rising, based on Tom Clancy's bestselling novel, is a highly realistic yet quite playable simulation of naval warfare as waged by modern nuclear submarines. You can pick from a variety of U.S. subs and weapons before embarking on several different missions against Warsaw Pact forces. Rich in detail and options, the game takes awhile to learn, but soon immerses you in the action of World War III. Microprose, for PC and 64.

☆ **Revenge of Shinobi** brings outstanding 16-bit graphics to an otherwise ordinary martial arts adventure. As Shinobi, an enraged ninja warrior, you must fight your way through a world filled with enemies. It's a typical ninja-on-the-warpath story, but the scrolling scenery and multilayered backgrounds pack a visual punch that must be seen to be believed. Sega, for Genesis.

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

Search for the Titanic is a unique simulation that casts you in the role of an oceanographer — an unlikely subject for a computer game, it would seem, but highly original. Your goal is to finance and organize an expedition to find the famous S.S. *Titanic*, sunk by an iceberg in 1912. You'll learn a lot about deep-sea exploration and have fun along the way. This game isn't for everyone, but it gets high marks for playability and authenticity. Capstone (IntraCorp), for PC, 64, Apple II.

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

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

☆ **Shoot 'Em Up Construction Kit** lets you create your own action games without programming a computer. With a series of easy-to-use editor screens, you can draw scenery, design shapes, assemble animation sequences, create sound effects, and set rules. When you're done, you can share your game with others who don't own *Shoot 'Em Up*.

It's an amazingly clever and versatile program. Avantage/Accolade, for Amiga, 64.

Silpheed is the Americanized version of the sequel to *Thexder*, which was a hit both here and in its native Japan. Unpretentious and refreshing, *Silpheed* is an unabashed space shoot-em-up with great graphics. You're in control of a futuristic fighter that's a cross between an F-14 and the *Millennium Falcon*, and there are plenty of aliens to zap. The IBM version is notable as one of the few really good shoot-em-ups available for PCs. Sierra On-Line, for PC, Amiga, ST, Mac, IIGS.

Sim City is an outstanding and original strategy game in which you manage the development of a simulated city. As "years" pass, you must deal with such problems as taxes, zoning, crime, housing, transportation, city services, commercial development, and growing population. Setbacks include natural disasters, nuclear accidents, and even monster attacks. A true standout. Maxis, for PC, Amiga, 64, Mac.

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

Space Quest III: The Pirates of Pestulon reunites you with space custodian Roger Wilco. Roger's mission is to rescue the Two Guys from Andromeda, a pair of game designers *extraordinaire*, who have been kidnapped by Elmo and his fellow pirates. Great fun, outstanding graphics — everything you've come to expect from a Sierra game. Sierra On-Line, for PC, Amiga, Mac, IIGS.

☆ **Star Saga: Two — The Clathran Menace**, like its predecessor, is a massive space opera whose story line is advanced by 50,000 paragraphs of printed text. You choose from six characters, then embark on a struggle against the Clathrans, a race of vicious invaders. You must explore, gather info, trade, and prepare for the apocalyptic final showdown. *Star Saga: Two* is bizarre, droll, and a bit darker than *Star Saga: One*, but equally outstanding. MasterPlay, for PC, II, IIGS.

Steel Thunder is a tank combat simulator that doesn't allow the complexity of simulation to obscure the fun. You can choose from four different tanks and armored vehicles, and participate in 24 realistic combat scenarios. The graphics are highly detailed — no wire-frame polygons here. It's the next best thing to starring in your own private war movie. Accolade, for PC, 64.

Storm Across Europe is a vast strategy game that covers the entire European theater during World War II. You can start in the fall of 1939, the spring of 1940, or the summers of 1941-44. One to three people can play, with the restriction that the German forces must be controlled by a human player. It's realistic, easy to play, extremely educational, and a true mental challenge. SSI, for 64, PC, Amiga.

Strider combines action with a scavenger hunt. As Hiryu, the youngest and best member of a commando group known as the Striders, you must rescue your best friend Kain, who has been kidnapped and brainwashed. To locate the enemy base, you must find five keys and six information disks hidden throughout the world. *Strider* is exciting, enjoyable, and original. Capcom, for NES.

Super Mario Bros. 2 is a super sequel to the earlier *Mario Bros.* adventures. Variously playing the roles of Mario, Luigi, Princess Toadstool, or Toad, you embark on a quest to free the land of Subcon from an evil spell. Great graphics, whimsical characters, and amusing animation deservedly make this game a hit. Nintendo, for NES.

☆ **Sword of Aragon** makes you the leader of a small army in a fallen empire. Your father, the duke, was killed by orcs, and you must wage a military campaign against the demonic hordes who now rule the land. *Aragon* combines fantasy role playing with war gaming to create a breakthrough adventure that's strong, fresh, compelling, and great fun to play. SSI, for PC, 64, Amiga.

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

Teenage Mutant Ninja Turtles is based on the popular comic book characters and TV show. You control four genetically altered turtles who live on pizza, are martial arts experts, and have their own unique skills. When their human friend April is kidnapped, you must guide the turtles to her rescue. Unlike most spin-offs of TV shows and movies, this is a first-class (though difficult) game. Ultra, for NES, PC, 64, Amiga.

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

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

Thundercade has so-so graphics and isn't particularly original — you're a hero who must single-handedly save the world from doom — but it makes up for this with exciting game play. As the driver of a special combat motorcycle, you infiltrate enemy territory in an effort to thwart a gang of atomic terrorists. The action is swift, and *Thundercade* stands out as one of the few Nintendo games with a simultaneous two-player option. American Sammy, for NES.

☆ **Total Eclipse** pits you against an ancient Egyptian curse that threatens to destroy the world during an upcoming eclipse of the sun. To avert disaster, you must destroy a pharaoh's tomb. You explore his pyramid with an interesting first-person view, but the animation tends to be slow, jerky, and frustrating. If you can adjust to these problems, *Total Eclipse* becomes good, solid fun — not a great game, but a good one. Cinemaware, for 64, PC, Amiga, ST.

Track and Field II recalls 1988's Olympic fever. Play 15 games of skill, stamina, and savvy. Challenge an opponent or the computer in pole vaulting, archery, gymnastics, fencing, swimming, and many other exciting contests. Choose any sport you want, do well, and listen to the cheering crowds. Konami, for NES.

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

Universal Military Simulator offers armchair generals the chance to re-fight actual battles as you think they *should* have been fought. You can also design your own maps and armies to stage battles in the past or the future. Additional scenario disks are released from time to time, making this a powerful

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

☆ **Universe 3** is a great improvement over its two predecessors. The whole concept has been overhauled, with much stronger graphics, a better manual, and a solid science fiction theme. The story revolves around an espionage plot which threatens galactic peace, and your mission entails a great deal of puzzle-solving. Though occasionally frustrating, overall it's an enjoyable and welcome game. Omnitrend, for PC, Amiga, ST.

☆ **Vette!** puts you behind the wheel of a Corvette as you race through the streets of San Francisco — against either a computer-driven opponent or another human player via a modem or null-modem cable. Thanks to multiple views, realistic scenery, and a variety of options, *Vette!* is an impressive and gorgeous racing game. Spectrum Holobyte, for PC.

☆ **Victory Run** is the first car racing game for the NEC TurboGrafx-16, and it features better graphics and more complex options than most similar games. The realistic control of speed, gears, and braking lends authenticity, and the need to select replacement parts before the race begins adds a touch of strategy. NEC, for NEC.

Wayne Gretzky Hockey is one of the most realistic sports simulations ever designed for personal computers. It successfully captures the fast-paced feel of NHL hockey as you control either the 1972 Montreal Canadiens or the Boston Bruins. A game as good as its namesake. Bethesda Softworks, for Amiga, PC, 64, Mac, ST.

☆ **Where in Time is Carmen Sandiego?** is the latest entry in the popular *Carmen Sandiego* series — except this sequel requires you to pursue the villainous Ms. Sandiego through *time* as well as through various countries. A wonderful game and an even better educational tool, *Where in Time?* is a thought-provoking diversion for both youngsters and adults. Broderbund, for PC.

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

Wonder Boy III: The Dragon's Trap is an excellent sequel to the earlier *Wonder Boy* adventures. It actually starts *before* the previous game leaves off by restaging your fight with the MEKA dragon. You win, but the dying dragon turns you into Lizard-Man, and you spend the rest of the game trying to restore your original form. *Wonder Boy III* is more flexible and sophisticated than its predecessors, allowing you to find your own path to victory. Sega, for Sega.

☆ **Xenophobe** matches you against hordes of hostile aliens who are invading a series of space stations. Your job is to clean them out. Armed only with your fists at first, you can pick up deadlier weapons along the way. Despite a few elements of strategy, this is largely a shoot-em-up contest. The outstanding feature is a split screen that allows two people to play cooperatively. Atari, for 7800, XE; Sunsoft, for NES.

Zak McKracken and the Alien Mindbenders allows you to become a top journalist for the *National Inquisitor*. Journey to Egypt, the Bermuda Triangle, Mars, and other exotic locales in your attempt to stop aliens from turning the population into idiots via the telephone company. Lots of puzzles and fun. Lucasfilm, for PC, Apple II, 64.

Zany Golf is a computer sports game that *doesn't* strive for realism. Instead, it creates a nine-hole miniature golf course with such improbable hazards as hamburgers that hover, fans that blow your ball off target, and fairways that flout the law of gravity. Beautifully animated graphics and a toe-tapping musical score make this a unique and entertaining sports game. Electronic Arts, for Amiga, PC, IIGS, ST.

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

GP

READERS' POLL

SEGA MASTER SYSTEM

(Alphabetical order)

Altered Beast
Double Dragon
Golvellius: Valley of Doom
Kenseiden
Miracle Warriors
Phantasy Star
Rastan
R-Type
Shinobi
Wonder Boy in Monster Land

NINTENDO

(Alphabetical order)

Blades of Steel
Castlevania
Castlevania II: Simon's Quest
Double Dragon
Gauntlet
Metal Gear
Metroid
Ninja Gaiden
Super Mario Bros. 2
Zelda II: The Adventure of Link

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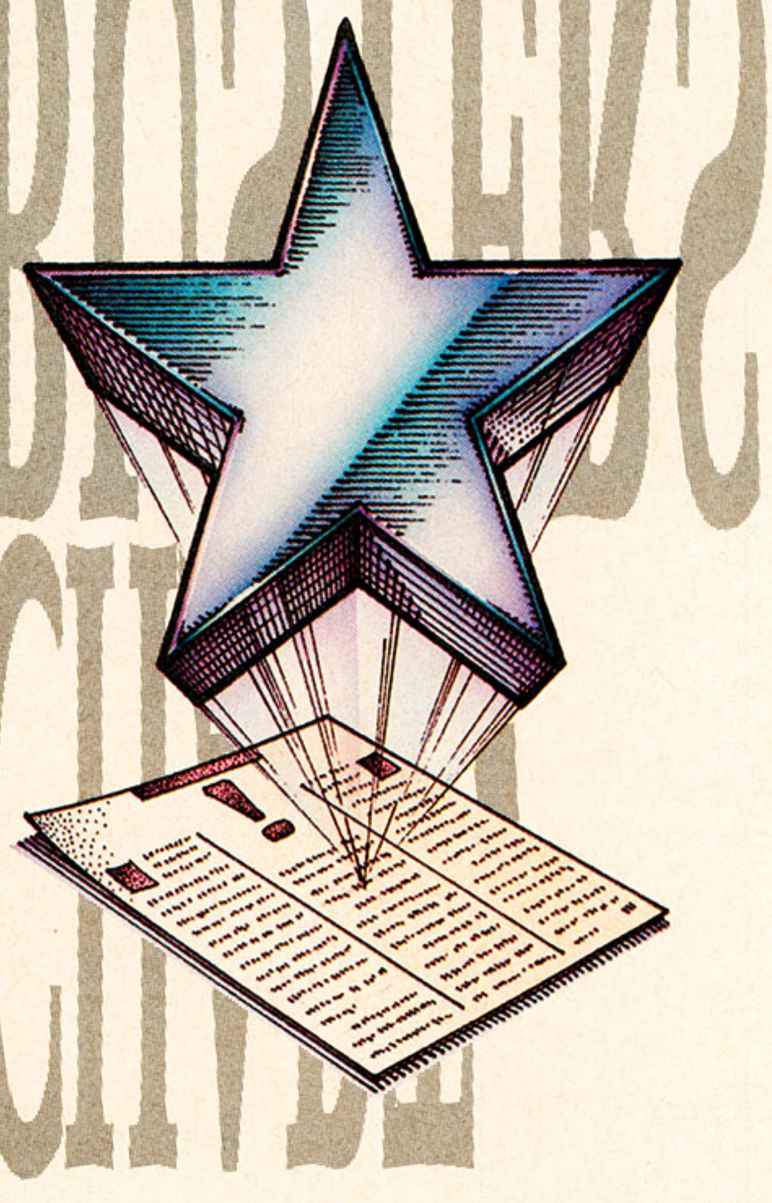

Some of the most popular computer and videogames, sampled from several current bestseller lists.

READERS' POLL: VIDEOGAME FAVORITES

Here's your chance to let other videogame players know your favorite games! Send us a card or letter listing your top Nintendo, Sega, Genesis, or NEC TurboGrafx-16 titles. Address it to Readers' Poll, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.

(See page 119 for the results of this month's Readers' Poll.)

BABBAGE'S TOP TEN

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

1. ***Microsoft Flight Simulator*** 4.0 (Microsoft)
2. ***John Madden Football*** (Electronic Arts)
3. ***Curse of the Azure Bonds*** (SSI)
4. ***Test Drive II*** (Accolade)
5. ***Sim City*** (Maxis Software)
6. ***Lakers vs. Celtics*** (Electronic Arts)
7. ***Monopoly*** (Leisure Genius)
8. ***Where in the World is Carmen Sandiego?*** (Broderbund)
9. ***Where in Time is Carmen Sandiego?*** (Broderbund)
10. ***Jack Nicklaus' Greatest 18 Holes of Golf*** (Accolade)

SOFTWARE ETC.

(Provided by the Software Etc. chain of software stores.)

1. ***Hero's Quest*** (Sierra On-Line)
2. ***Sim City*** (Maxis Software)
3. ***Microsoft Flight Simulator*** 4.0 (Microsoft)
4. ***Their Finest Hour*** (Lucasfilm)
5. ***Leisure Suit Larry III*** (Sierra On-Line)
6. ***Where in Time is Carmen Sandiego?*** (Broderbund)
7. ***John Madden Football*** (Electronic Arts)
8. ***Chessmaster 2100*** (The Software Toolworks)
9. ***M-1 Tank Platoon*** (Microprose)
10. ***Battle Chess*** (Interplay)

SPA PLATINUM

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

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Wheel of Fortune ShareData
Where in the USA is Carmen Sandiego? Broderbund
Where in the World is Carmen Sandiego? Broderbund

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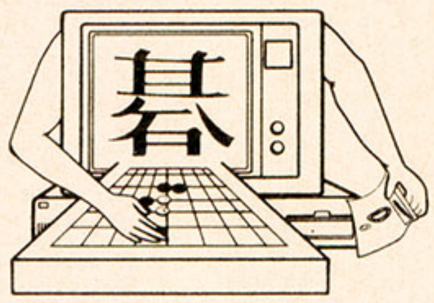

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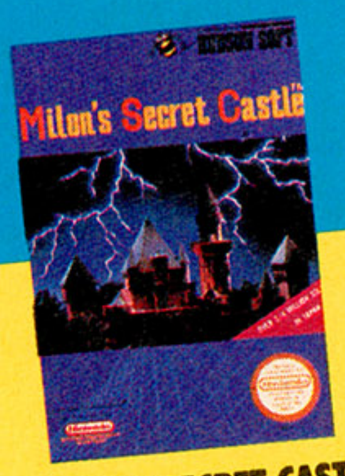

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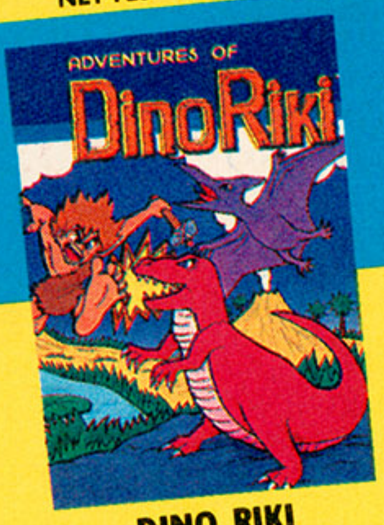

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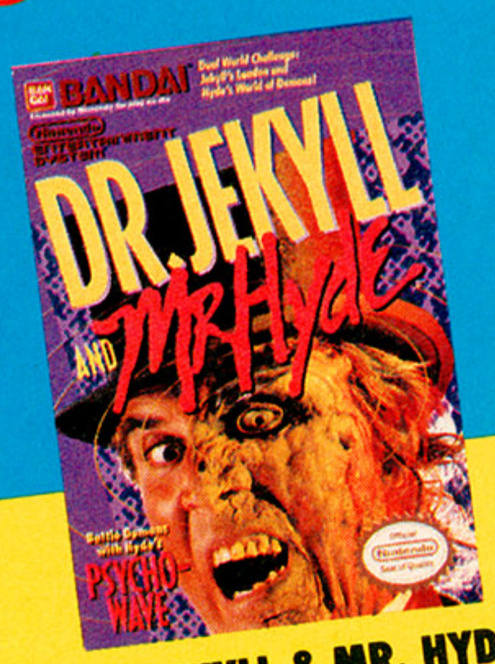

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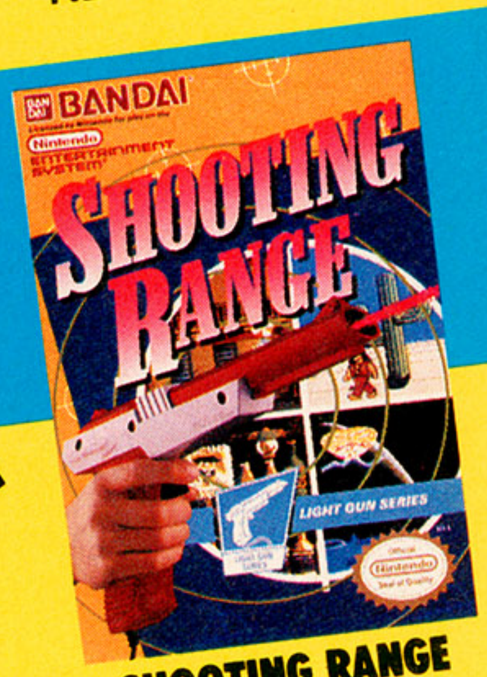

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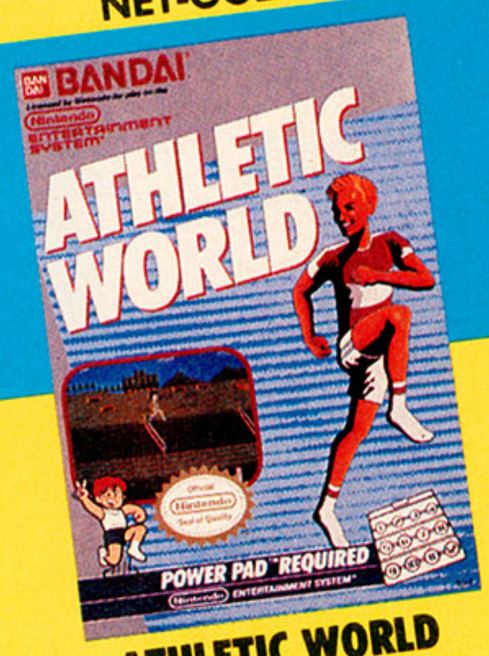

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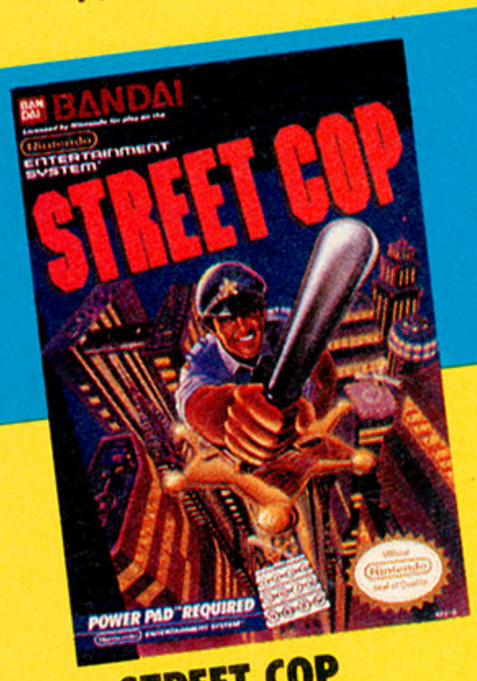

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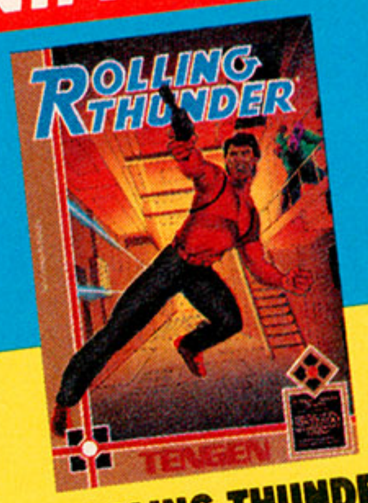

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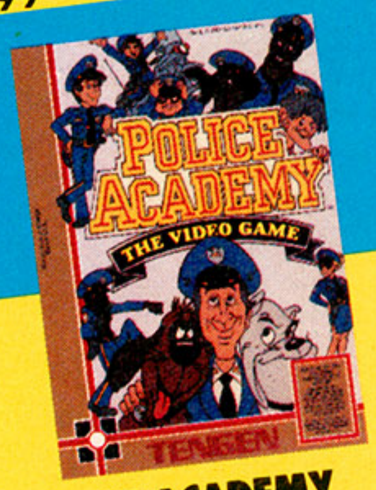

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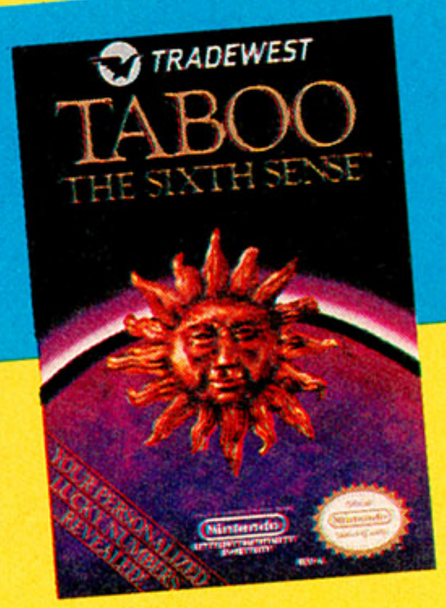

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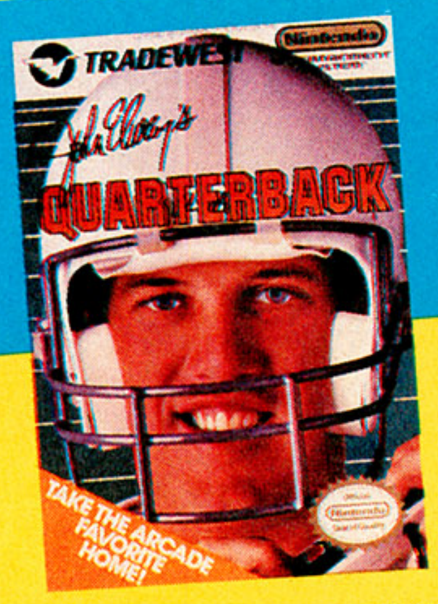

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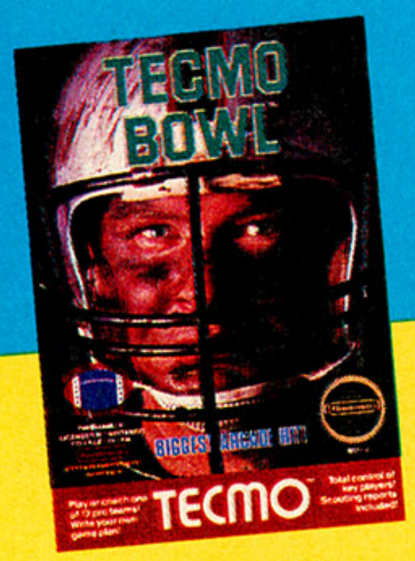

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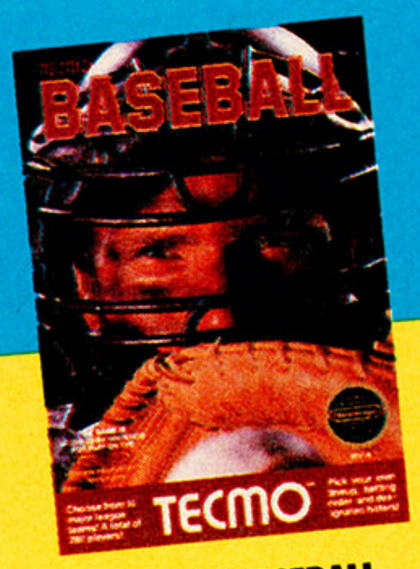

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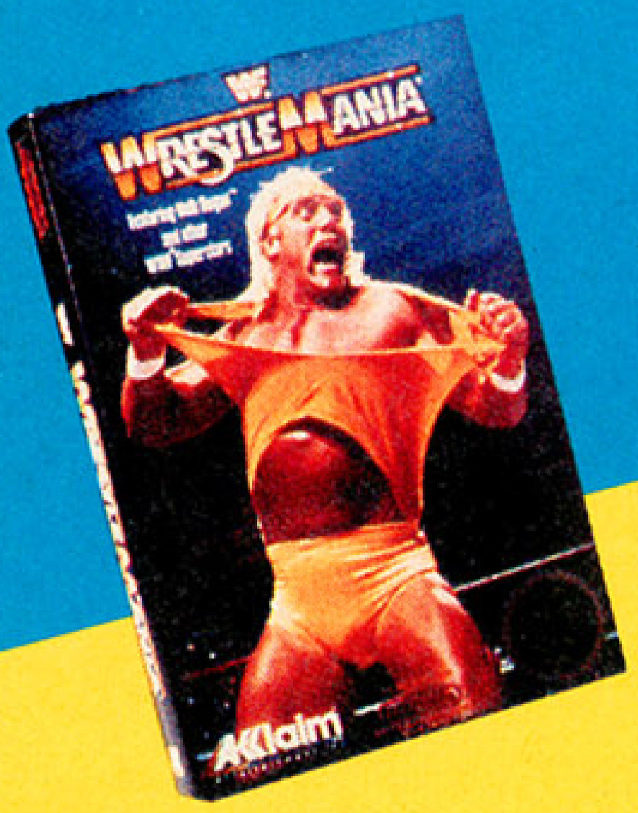

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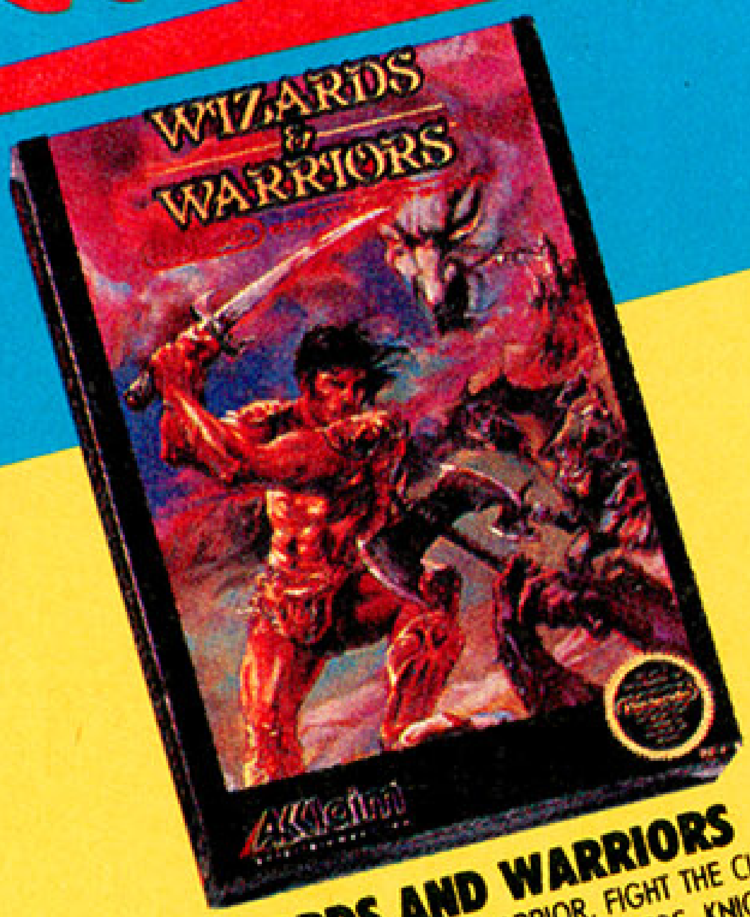

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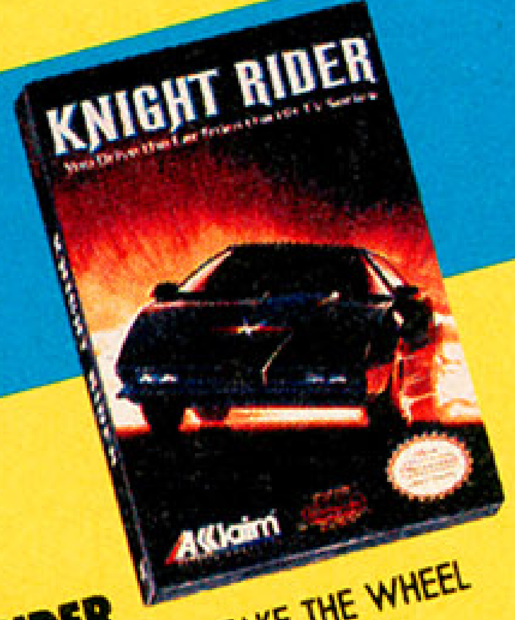

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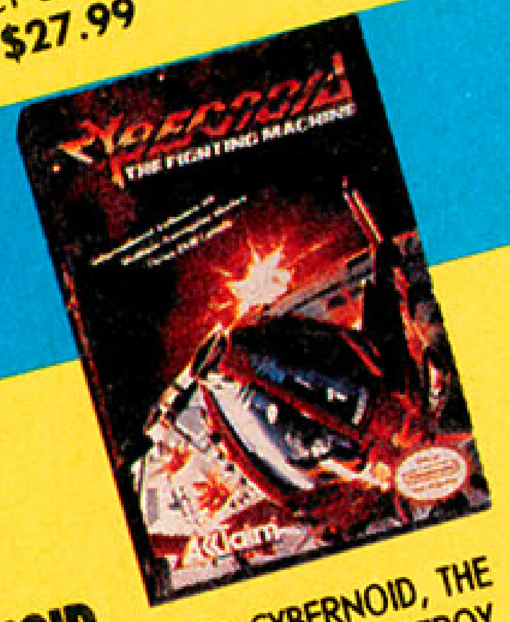

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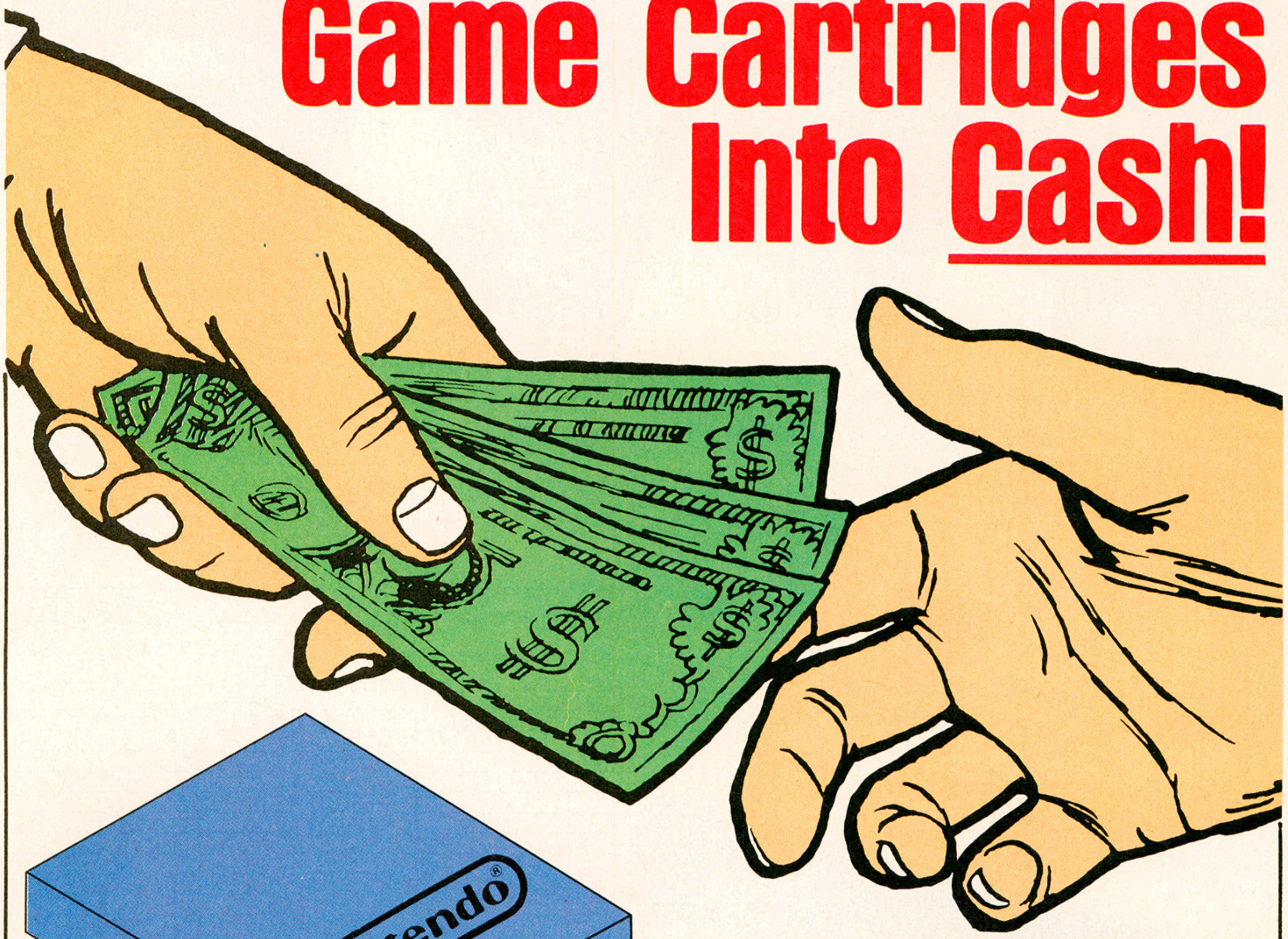

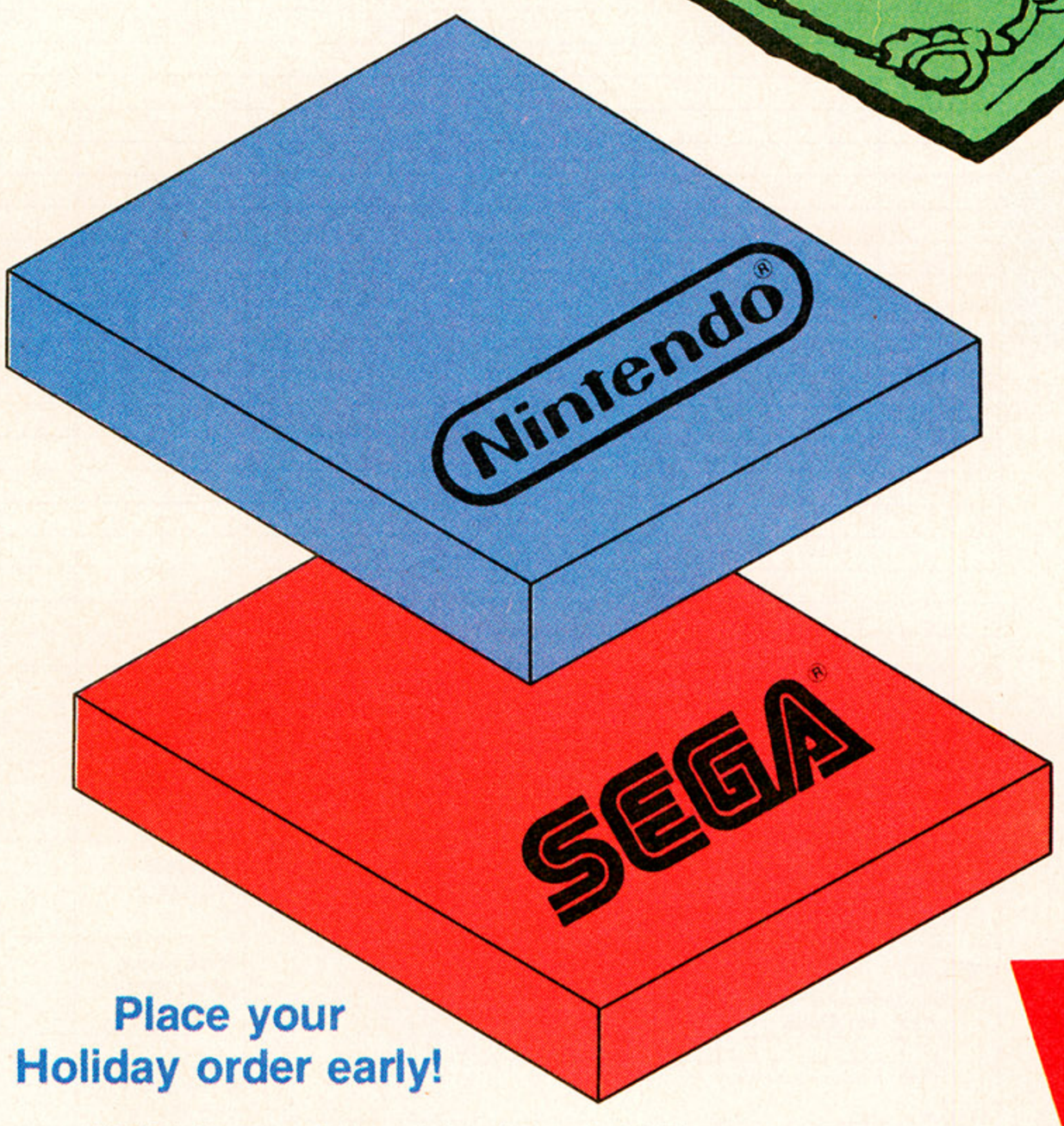

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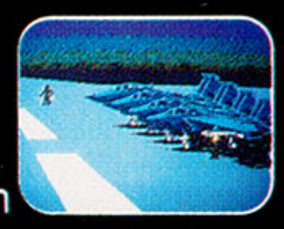

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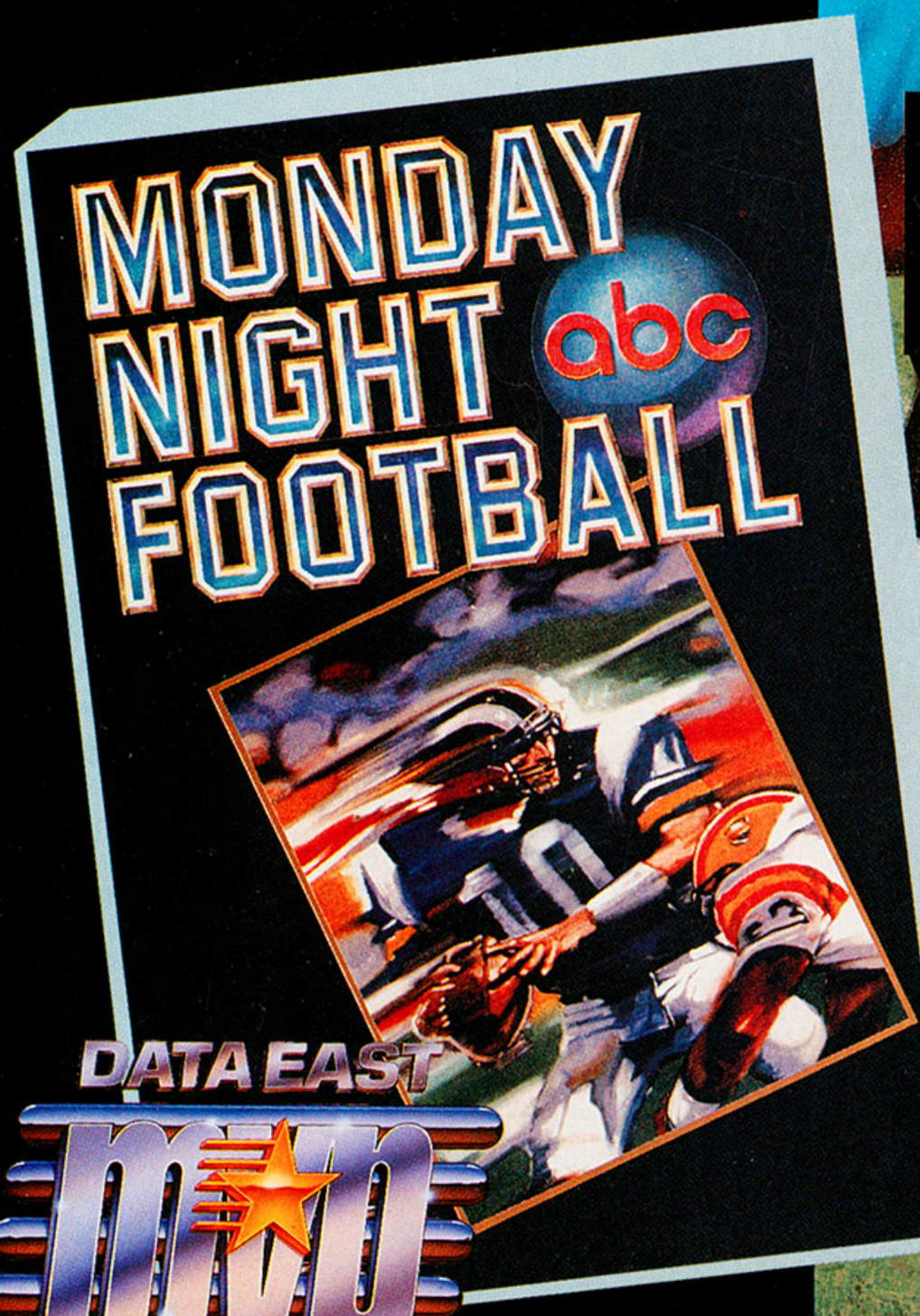

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