

NINTENDO • PC • SEGA • NEC • AMIGA • ATARI • 64

GAME

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# Player's™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

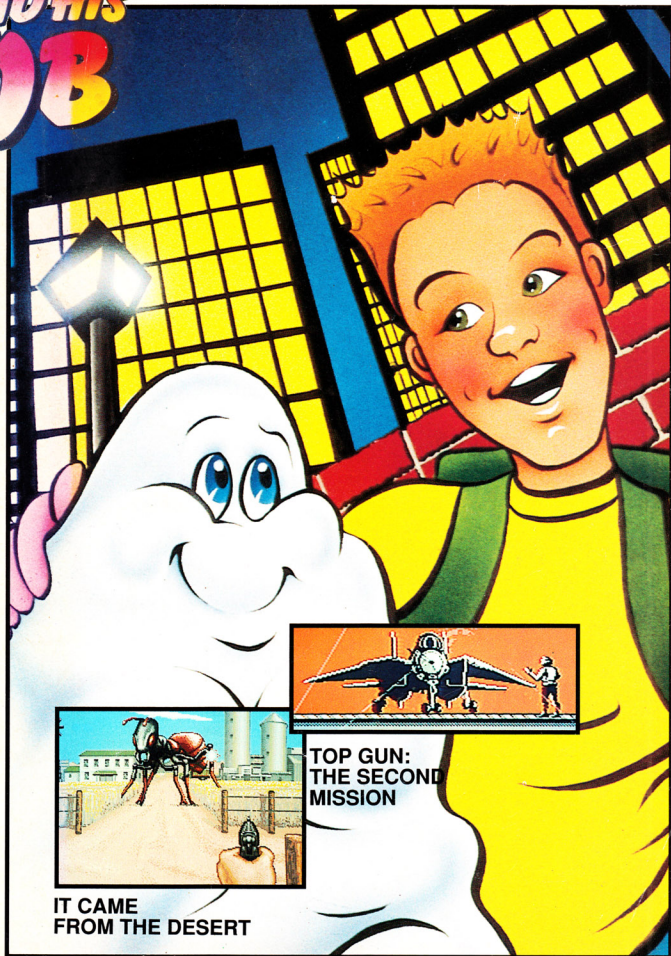
## A BOY AND HIS BLOB

POPULOUS  
DINO-RIKI  
PIPE DREAM  
VINDICATORS  
CHESSMASTER  
THE MANHOLE  
CASTLEQUEST  
MONSTER LAIR  
COBRA TRIANGLE  
BASES LOADED II  
THEIR FINEST HOUR

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GAMES FOR PC,  
NINTENDO®, SEGA,  
TURBOGRAFX-16!

March 1990



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PLAYER'S  
1ST ANNUAL  
GAME AWARDS!

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

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

PRESENTS

双龍  
DOUBLED DRAGON

# DOUBLE DRAGON

*The Revenge*

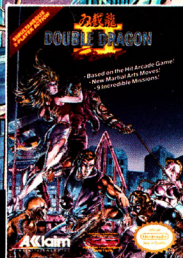


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## ARE YOU READY TO STEP INTO INDY'S SHOES?

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

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### 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.

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*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.?

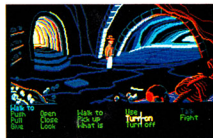
In *Indy the Graphic Adventure*, you'll find out if you can keep up with the guy with the whip and the hat. Maybe you'll make the same decisions *Indy* made in the movie. Or score higher I.Q. (*Indy Quotient*) points by finding subtle or ingenious alternatives. All the while exploring a stunning world 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 out 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.

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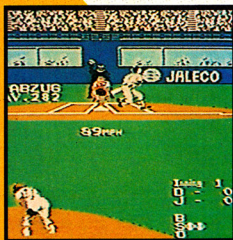


Action game available for Commodore 64, IBM, Atari ST and Amiga. Graphic Adventure available for IBM (includes AdLib™ sound card support), Amiga, and Atari ST.  
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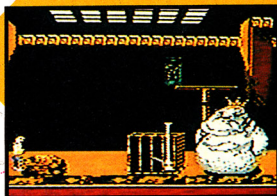
# CONTENTS



JJ and Jeff — page 61.



Bases Loaded II: Second Season — page 80.



A Boy and His Blob — page 66.



The Manhole — page 38.

- 6 The Editor's View
- 8 The Tip Sheet
- 14 Player's World
- 22 Nintendo News
- 34 Arcade Action
- 38 PC Players
- 46 Sega Players
- 56 Atari Safari
- 57 Amiga Players
- 59 Commodore Players
- 61 Turbo Players
- 64 Cheap Thrills
- 66 Nintendo Game of the Month: *A Boy and His Blob*

**74** Computer Game of the Month: *Their Finest Hour: The Battle of Britain*

**80-94** Game Reviews:

*Bases Loaded II: Second Season*  
*Alex Kidd in the Enchanted Castle*  
*Pipe Dream*  
*Vindicators*  
*Starflight 2*

*Castle Quest*  
*Phantasy Star II*  
*Top Gun: The Second Mission*  
*It Came From the Desert*  
*Monster Lair*

*Cobra Triangle*  
*Populous*  
*Adventures of Dino-Riki*  
*Gold of the Americas*  
*The Chessmaster*

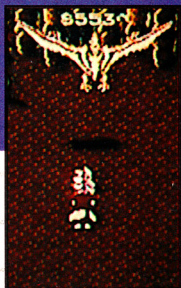
**95** News & Previews

**100** Guidepost: The Hot 100

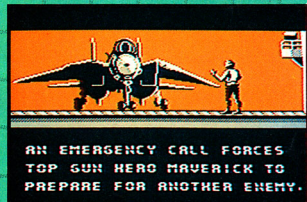
**106** Chartbusters



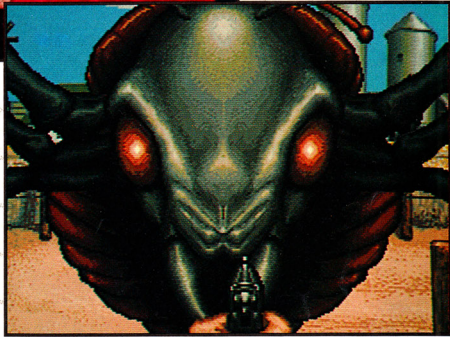
*Michael Jackson Moonwalker* — page 46.



*Adventures of Dino-Riki* — page 92.



*Top Gun: The Second Mission* — page 87.



*It Came From the Desert* — page 88.

# GAME Player's™

GAME PLAYER'S THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT  
March 1990

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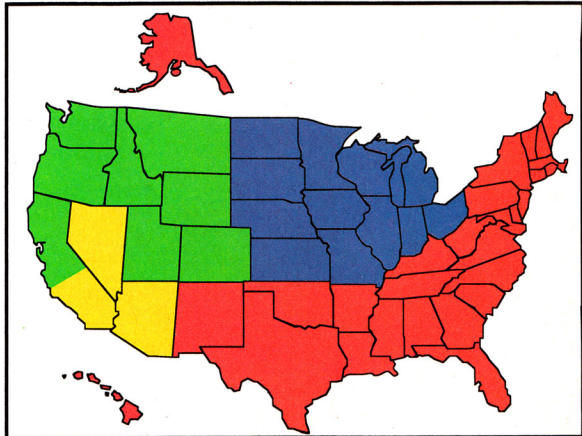
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# The EDITORS VIEW

The 1990s got off to a roaring start this January in Las Vegas. At the Consumer Electronics Show — a twice-yearly event that alternates between Las Vegas and Chicago — it was clear that electronic gaming has become the most lively area in home entertainment. A cavernous convention hall that a few years ago was the domain of satellite TV and telephones was this year dominated by videogames.

To be more specific, the hall was dominated by Nintendo, Sega, and NEC. For the past few shows, Nintendo's football-field-sized exhibit has been a regular sight at CES. But this time, Sega and NEC came to town with big-league exhibits of their own, though not quite as large as Nintendo's. Sega and NEC are working hard to prove that the Genesis and TurboGrafx-16 are serious challengers to the world's most popular videogame machine, the Nintendo Entertainment System.

To make their point, both arrived in Las Vegas with truckloads of new games. Interestingly, they're taking very different approaches. NEC is drawing upon its large library of existing games for the PC-Engine, the Japanese version of the TurboGrafx. As a result, many of NEC's new games are Americanized versions of proven Japanese hits. But although Sega is drawing upon its equally strong library of Japanese games and arcade favorites, Sega is also aggressively pursuing big-name titles and outside support from independent software companies.

Meanwhile, Nintendo isn't exactly hibernating. *Super Mario Bros. 3* is surely the most eagerly awaited videogame of the year, and we saw many other new games that were just as exciting. To learn more, check out this issue's Nintendo, NEC, Sega, Atari, and Game News & Previews columns.

As is often the case, however, the most interesting stuff at CES was hidden behind closed doors. This time, it was NEC that was guarding a secret. Although NEC was tight-lipped, sources told us that NEC is working on a new hand-held color videogame system said to be even better than the Atari Lynx.

Although details could change before the still-unnamed system is officially announced, here's what we learned. Like the Lynx, the NEC device is a battery-powered portable game system with a full-color liquid-crystal display (LCD) screen. But the similarities end there.

The NEC machine is capable of playing all game cards made for the full-size TurboGrafx. (It cannot, however, play the games through a regular TV.) It has a 2.5-inch LCD with a resolution of about 400 x 250 pixels (screen dots). That's about twice as sharp as the Lynx screen — true TV quality. But the reason for this greater resolution isn't just so the system can play standard TurboGrafx games. It can also be converted into a portable TV by adding an optional tuner module. Picture quality is said to be comparable to the Sony Watchman.

Other features: stereo sound; a headphone jack; a retractable sun shade for outdoor use; a magnifying lens for the screen; a cable that links two units together for multiplayer games; and an AC adapter. Current prototypes run about three hours on six AA batteries and are a little larger than the Game Boy, a bit smaller than the Lynx.

When will this rumored wonder be available? Our sources say by this Christmas, for around \$200.

NEC wasn't the only company with a secret at CES. We saw something else, too, something we had to promise not to write about just yet. And we aren't talking about one of those Japanese or British game systems that you'll probably never be able to buy in the U.S. This product is coming out this summer, and we think it will be a significant step toward the future of videogaming. So stay tuned to *Game Player's* — the 1990s are shaping up as a thrilling decade for home entertainment.

Tom R. Halfhill,  
Editor-in-Chief

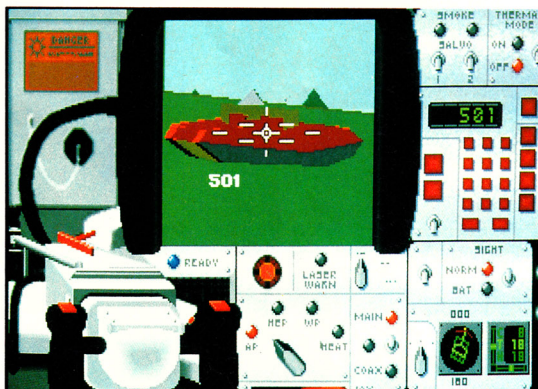
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# M1 Tank Platoon.

## Armored warfare the way it really happens.



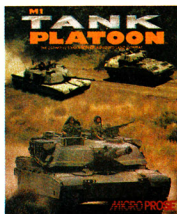
You've never known tank combat like this before.

Because no other game captures the thrills and strategy of real armored warfare like M1 TANK PLATOON. Only M1 TANK PLATOON lets you control a full platoon of four tanks, not just one. And only M1 TANK PLATOON lets you conceal your tanks behind hills, like a real commander would, using authentic rolling terrain!

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## Selecting Stages In Nintendo Karnov

Last month I made it to Ryu in the game *Karnov*, but I've gotten tired of going through all the levels. I'd like to know if there is a way to warp or pick different levels.

Arthur Powell  
California

*There is a stage select, but it won't let you keep any of your items. You'll have to start from scratch on each level. Try this: On controller 1, press the Select, A, and B buttons at the same time while pushing the directional pad to the right. Then, on controller 2, press the A button once for stage 2, twice for stage 3, and so on. It's easier to enter the code with two people — one person for each controller.*

## Mansion Maniacs

I need your help! My friend Ruben Major and I purchased *Maniac Mansion* six months ago, and we still don't know the answers to these questions.

We found a loose brick in the dungeon. What is it there for? Where is the observatory? How do you get into the nurse's room without getting caught by the nurse? On the third floor in the Green Tentacle's room there is a yellow key. What do you use it for? In the room where you get tentacle food, there is a door.



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 TipSheet, *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.

Where is the key that opens it? What is the key in the nurse's room for? Where do you get the keys for Dr. Fred's lab?

Justin Boyle  
Arizona

*First of all, the loose brick can be used by a character to escape from the dungeon — but only if two people have been caught. Have one of the kids pull the brick. The door will swing open, and the other character can escape.*

*If you pour the water from the swimming pool into the plant in the den, you'll find the observatory without any trouble. Just remember Jack and the Beanstalk. Nurse Edna loves to talk on the phone, so maybe you should arrange for her to receive a call.*

*She'll also leave you alone if she captures a kid and has to take the captive down to the dungeon.*

*The yellow key fits the trunk of Weird Edsel in the garage. The key for the door in the pantry can be found in the basement. The key in Nurse Edna's room is for the videogames. And don't waste time on the cabinets in the lab. There aren't any keys that fit the locks.*

## Hockey Tip

If anyone needs a tip on *Superstar Ice Hockey*, I have one. If you want to trade your player for a better player on another team and not give any trading points, just set the player you want to trade to zero skill and zero age. The league will let the trade take place because your player is younger than the one you're receiving. By doing this, you will get the player you want, save trading points, and make the team you traded with worse because they will have a player with zero skill on their team. This works with any player.

Tristan Robbins  
British Columbia, Canada

*Thanks for the tip.*

## Baseball Games For Sega Master

I am an avid Sega player. I currently have Sega's *Great Baseball*. Could you briefly describe

*continued on page 12*

**UNTIL NOW  
YOU NEEDED  
A COMPUTER  
TO PLAY AN  
ADVENTURE GAME  
AS ADVANCED AS  
PHANTASY STAR II.**

# NOW YOU DON'T.



Screen 1. The heroine Alis strikes at a monster seen in your dream.



Screen 2. Your party explores the inner city and discovers the Control Tower.



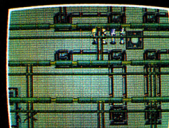
Screen 3. In shops, you buy some critical equipment you will need in your quest.



Screen 4. Carefully explore the wilderness outside the city on the planet Mota.



Screen 5. Burnwolf and Head Rot are mutant monsters you must destroy to succeed.



Screen 6. In the dungeons below the city your search is constantly beset by monsters.



Screen 7. Pug, an evil foe, keeps you from your appointed rounds and possibly success.



**Golden Axe™**



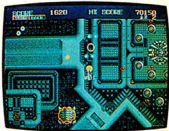
**Altered Beast™**



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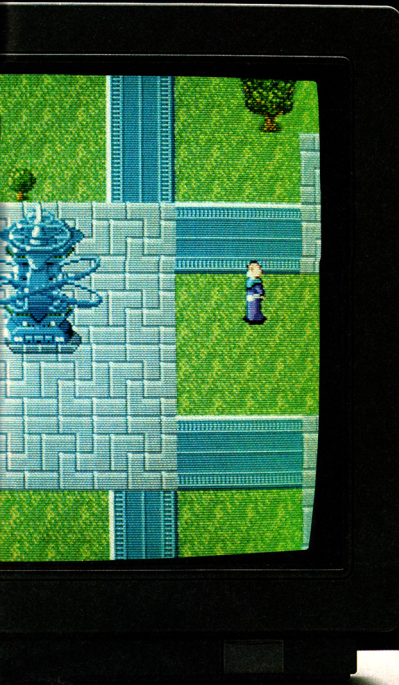


**Ghouls 'n Ghosts™**



**Rambo III®**

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Welcome to the ultimate adventure game. Phantasy Star II for the 16-bit Genesis system features the biggest memory (6 mega) videogame cartridge to date. With 19 multi-level maze dungeons and 9 separate cities to explore, you'll be glad that we've included a 110 page book filled with maps and hints to help you on your journey.

Mother Brain controls the planets, Mota and Dezo. But something has gone awry. The planets are flooding. The temperature is rising. And the cloning process is turning out mutants.

Your mission is to correct the problems. First you'll have to find the Central Tower from which the Algo Star System is controlled. You'll also visit factories, science labs and data libraries to plot your course.

Choose your partners from among Hugh, the biologist, Shir, the thief, Kain, the wrecker, and many more. Travel light—in *Knife Boots* and *Carbonsuit*. Stalk boldly into the unguarded wilds armed with magic and an amazing array of armory.

Together you fight hundreds of Biomonsters and solve twisted riddles that will hopefully lead you to your goal. Your quest may last hundreds of hours, so we've included battery memory backup so you can take a break. Then you can resume playing exactly where you left off.

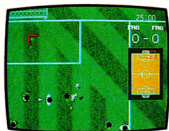
Where else can you find such excitement, but on Genesis from Sega.



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**Zoom!™**



**World Championship Soccer™**



**Super Thunder Blade™**



**Tommy Lasorda Baseball™**



**Forgotten Worlds™**



**We Bring The Arcade Experience Home.**

continued from page 8

## the differences between the new Reggie Jackson Baseball and Great Baseball?

Rick Clevenger  
Indiana

*In the opinion of our Sega game tester, Reggie Jackson Baseball is more complex and has much better graphics than Great Baseball. For example, in Reggie Jackson, you get a bird's-eye view of the ball when there's a hit. Our tester says that Reggie Jackson Baseball "is simply Great Baseball done better in every aspect."*

## Mutant Techniques

I am between eight and nine years old, and I am having trouble with Teenage Mutant Ninja Turtles on level 3, in the first building and the first sewer. The roof is close to the floor and the floors are a little too far apart to jump across. I've tried to jump below but my guy won't jump. Also, is it hard to kill Mecaturtle?

Christopher Ashford  
Oklahoma

*You were right: You have to jump from below. To do it, position your turtle below the edge of the floor above. You'll hit the edge of the floor, and your spin will ricochet you through the opening. And to defeat Mecaturtle, first wear him down with your strongest turtle. Once he turns into Robot Turtle, stand on the ledge and attack him with stars.*



## Bionic Commando Weaponry

What weapons do you need to get through area 8 in *Bionic Commando*? I've tried lots of combinations but haven't made any progress.

Jason Carter  
Minnesota

*You should take the rocket gun, the pendant, some energy pills, and the blue communicator into area 8. Work your way up and to the left, and make sure you enter all of the doors. You need to pick up two messages. Watch out for bombs! But the arsenal room will be easy. It's just like the arsenal in area 1.*

## DuckTales Tips

I have a couple of tips to help everybody in *DuckTales*.

First, in the African mines, go down all the way. When you get to the rolling rock go past it and all the way left. Now jump on all

the treasure chests, climbing all the way to the top. Then walk left and there's a room with a big treasure chest in it. In the chest is an extra life.

In the Amazon, you don't have to pay money to pass. Jump on top of one of the enemy people and then up to the vine.

Kristin Kalter  
Chicago

*Thanks for the tips, Kristin.*

## Escaping The Terminator

Concerning *Space Quest III: The Pirates of Pestulon* — on the planet Phleebutt, is it possible to avoid being caught by the bounty hunter when you come out of the souvenir shop?

Matthew Harris  
Pennsylvania

*The minute you leave the souvenir shop, the bounty hunter will catch you, then let you go. Adjust your speed control to make a fast getaway toward Mog, the mechanical man nearby. Go upstairs, position yourself by one of the two pulleys, save the game, and wait for the Terminator to approach. Get close to a pulley, but don't touch it until he's about to grab you. Then swing the pulley and knock him into the machinery below. It'll probably take a few tries to get the timing right.*

GP

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# PLAYERS



WORLD

## GAME PLAYER'S FIRST ANNUAL VIDEOGAME AND COMPUTER GAME AWARDS 1989

Here are the First Annual Videogame and Computer Game Awards announced by *Game Player's* in January at the Winter Consumer Electronics Show. Except where noted, videogame awards are based on Nintendo versions and computer game awards are based on PC versions. To be eligible, a game had to be introduced before November 1, 1989. Games introduced during the final two months of 1989 will be eligible for the 1990 Awards.

### *Game Player's* Computer Game Awards

PC Game Of The Year  
*Sim City* — Maxis Software

Best PC Sports Game  
*Lakers Versus Celtics* —  
Electronic Arts

Best PC Strategy Game  
*Pipe Dream* — Lucasfilm Games

Best PC Military Strategy Game  
*Fire Brigade* — Panther Games

Best PC Flight Simulator  
*F-19 Stealth Fighter* —  
MicroProse Software

Best PC Non-Flight Simulator  
*The Duel: Test Drive II* —  
Accolade

Best PC Fantasy  
Role-Playing Game  
*The Magic Candle* — Mindcraft

Best PC Adventure  
Role-Playing Game  
*Space Quest III* — Sierra On-Line

Best PC Science Fiction Game  
*Star Saga: Two* — Masterplay

Best PC Arcade/Action Game  
*Tongue of the Fatman* —  
Activision

Best PC VGA Graphics  
*Mean Streets* — Access Software

Best PC EGA Graphics  
*Space Quest III* — Sierra On-Line

Special PC Achievement Award  
*RealSound* — Access Software

Best Amiga Game  
*Dungeon Master* — FTL

Best Macintosh Game  
*Cosmic Osmo* — Activision

Best Commodore 64 Game  
*Neuromancer* — Interplay

### *Game Player's* Videogame Awards

Videogame Of The Year  
*Mega Man II* — Capcom

Best Sports Videogame  
*Tecmo Bowl* — Tecmo

Best Strategy Videogame  
*Nobunaga's Ambition* — Koei

Best Fantasy Role-Playing  
Videogame  
*Ultima* — FCI

Best Arcade/Action Videogame  
*Bionic Commando* — Capcom

Best Martial Arts Videogame  
*Ninja Gaiden* — Tecmo

Best 16-Bit Videogame  
*Ghouls 'n Ghosts* — Sega

Best Sega Master System Game  
*Wonder Boy III* — Sega

(List continued on page 18)



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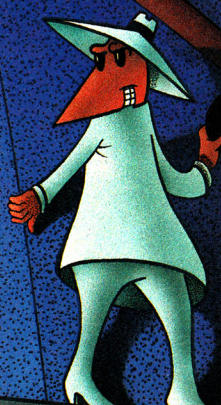
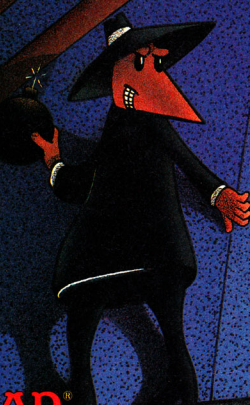
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# GAME PLAYERS

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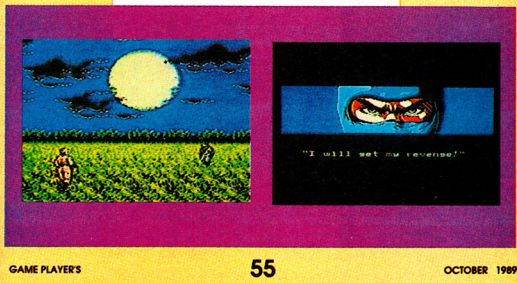
## NINTENDO® GAME of the MONTH

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.

## NINJA GAIDEN



GAME PLAYERS

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 computers 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 work-



### PC PLAYERS

#### THE TREND TOWARD BETTER GRAPHICS

##### Real World!

- 1 The new RealWorld Adventure Club Hit! (The new real-world graphics are truly realistic, vibrant and colorful.)
- 2 If you're looking for a more "interactive" game, such as the Zork series and Myst, Infocom has maintained that classic style while adding more realism to our minds, and Infocom promises to test games as interactive novels.
- 3 The battle of the... (The new real-world graphics are truly realistic, vibrant and colorful.)
- 4 The battle of the... (The new real-world graphics are truly realistic, vibrant and colorful.)

SBC concentrates on strategic war games, particularly the blood-derived from board games such as D-Day, Fearless, 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.

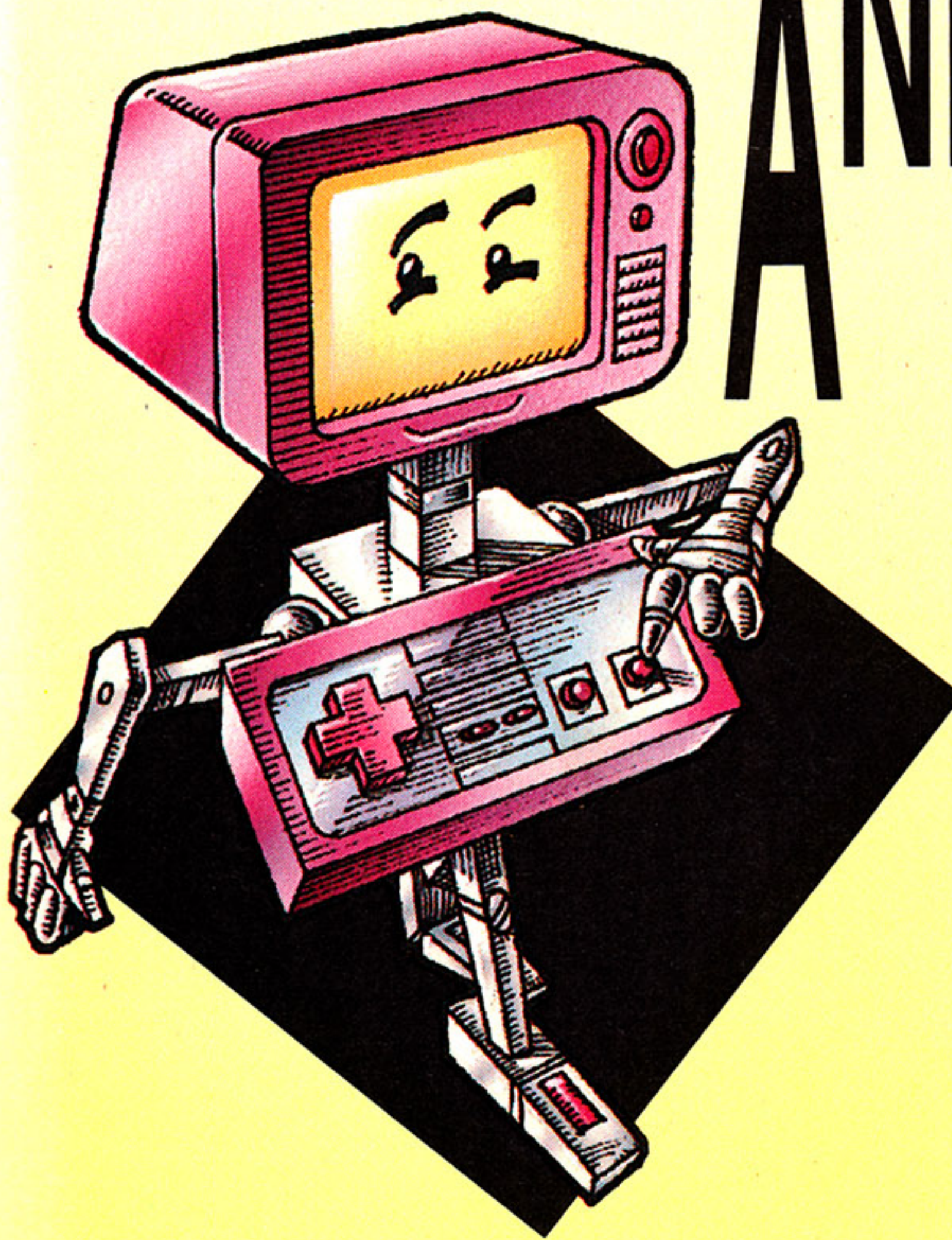
Since war games were among the first players of computer games, SBC decided to retain the format of hexagons and square markers when it adapted these board games to computers. Unfortunately, the game lost a bit in the translation, mainly because of poor graphics. Looking at a full-size, 3 x 5-foot map 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



ing hard to build more attractive graphics into their games. The two most recent computers to upgrade their graphics are Intellivision (of Midland) and Strategic Studies Concepts. Australian firms whose products are distributed in the U.S. by Electronic Arts.

Unfortunately, both companies downplayed graphics. Infocom, of course, is known for its text-only "interactive fiction" games, such as the Zork series and Myst. Infocom had maintained that classic style while adding more realism to our minds, and Infocom promises to test games as interactive novels.



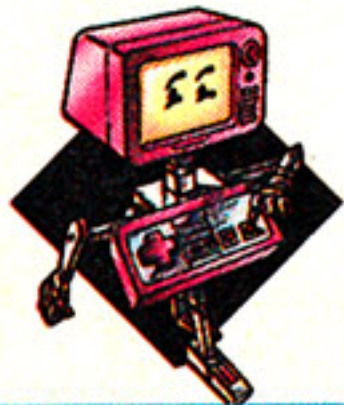
# AND THE GAME PLAYER'S GUIDES TO PC AND NINTENDO® GAMES!

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**FOR THE GREATEST SAVINGS, CHOOSE A GAME PLAYER'S COMBO SUBSCRIPTION**—Two Great Magazines at the Super-Saver Rate of up to 56% off!

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



## 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

- 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 wilyly in the *Roger Rabbit* video game 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.

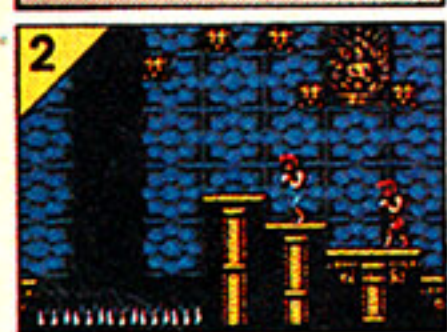
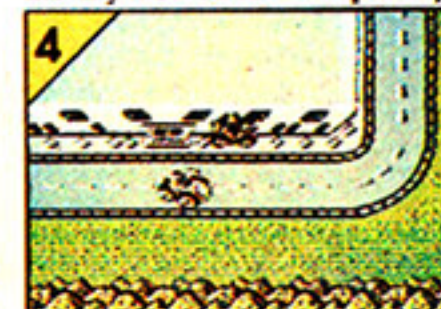
38

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



(especially when heard through the earphones).

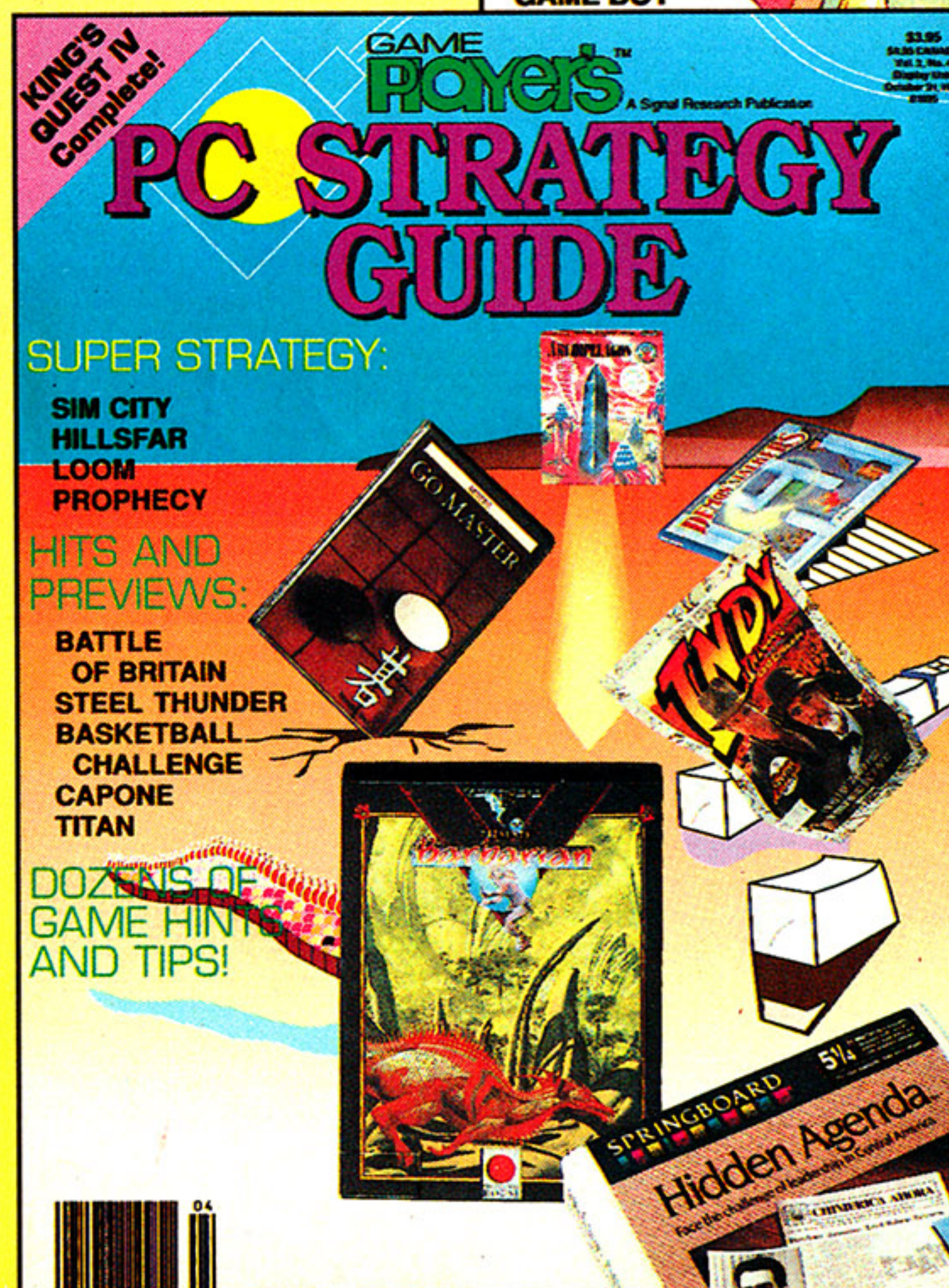
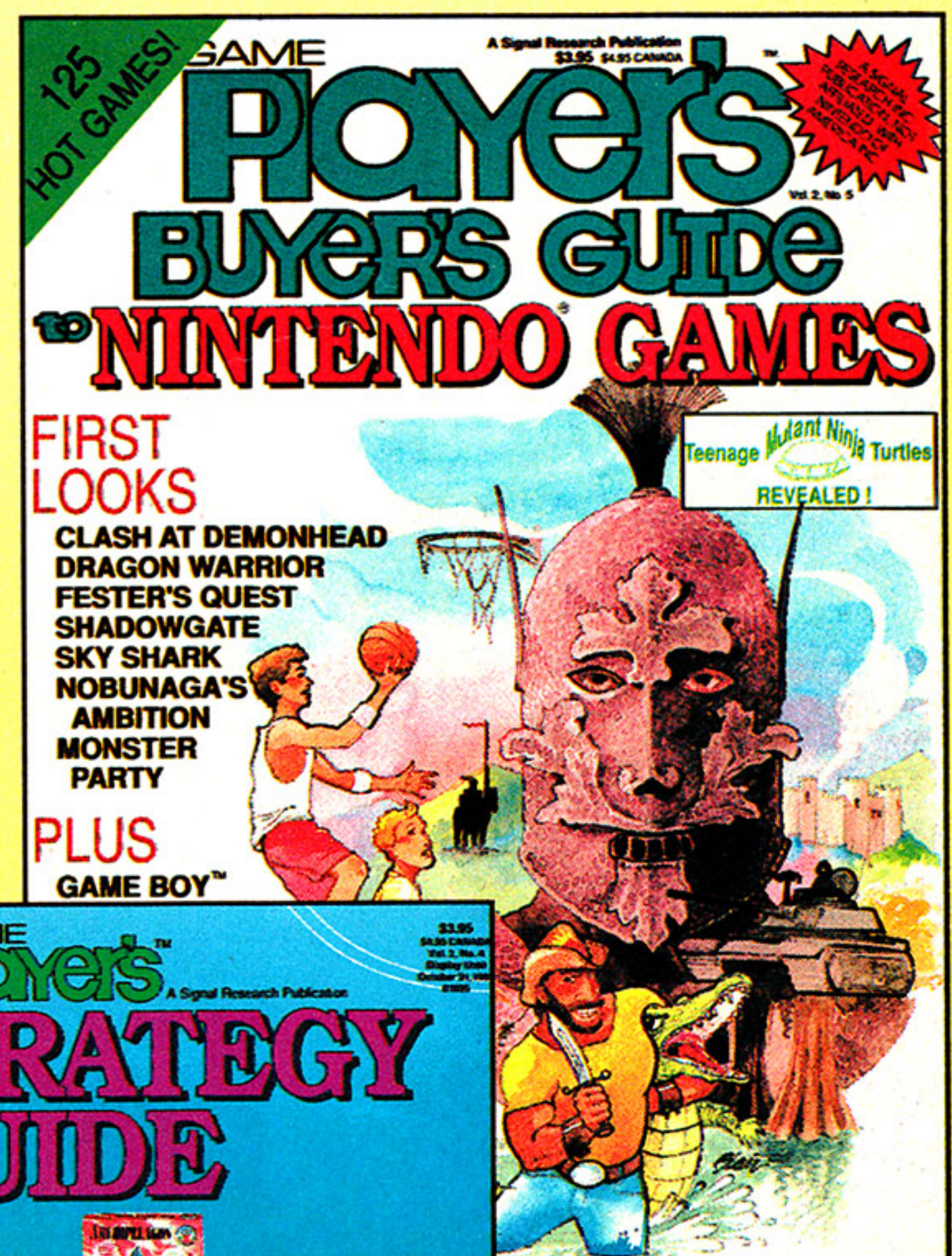
And what makes a better-stuffing stuffer than any of the new Game Boy cards released by Nintendo? *Super MarioLand* — covered in our last issue — seems to push the hand-held format to its limits. But at least four of the other new titles also fit the Game Boy as comfortably as a favorite pair of sneakers.

*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

GAME PLAYER'S

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### GAME PLAYER'S FIRST ANNUAL VIDEOGAME AND COMPUTER GAME AWARDS 1989

(List continued from page 14)

#### Special Videogame Achievement

Atari Lynx — Atari/Epyx

#### Best Computer-Conversion Videogame

*Shadowgate* — Kemco-Seika

#### Best Videogame Graphics

*The Magic of Scheherazade* —  
Culture Brain

#### Best Videogame Innovation

*Nobunaga's Ambition* — Koei

#### Best Family Game

*DuckTales* — Capcom

#### Best Game Boy Game

*Tetris* — Nintendo

### Game Player's PC Excellence Awards

#### *Archipelagos*

(Fanfare/Britannica)

#### *Chessmaster 2100*

(Software Toolworks)

#### *The Colony* (Mindscape)

#### *Curse of the Azure Bonds*

(Strategic Simulations)

#### *Echelon* (Access)

#### *The Faery Tale Adventure*

(Microillusions)

#### *Genghis Khan* (Koei)

#### *Gold Rush* (Sierra)

#### *Hardball II* (Accolade)

#### *Hidden Agenda* (Springboard)

#### *Hole-in-One Miniature Golf*

(DigiTek)

#### *Indiana Jones:*

#### *The Graphic Adventure*

(Lucasfilm)

#### *Jet Fighter: The Adventure*

(Velocity)

#### *John Madden Football*

(Electronic Arts)

#### *Kings of the Beach: Professional Beach Volleyball* (Electronic Arts)

#### *Manhunter 2: San Francisco*

(Sierra)

#### *Microsoft Flight Simulator 4.0*

(Microsoft)

#### *Nemesis: Go Master* (Toyogo)

#### *Neuromancer* (Interplay)

#### *Red Storm Rising* (MicroProse)

#### *Rommel: Battles for North Africa*

(SSG)

#### *Search for the Titanic*

(Capstone/Intracorp)

#### *Steel Thunder* (Accolade)

#### *Sword of Aragon*

(Strategic Simulations)

#### *'Vette!* (Spectrum Holobyte)

#### *Wayne Gretzky Hockey*

(Bethesda Softworks)

#### *Where in Time is*

*Carmen Sandiego?* (Broderbund)

#### *Windwalker* (Origin)

### Game Player's Videogame Excellence Awards

#### *Adventures of Lolo* (Hal America)

#### *Arnold Palmer Golf* (Sega)

#### *Bad Dudes* (Data East)

#### *Bandai Golf* (Bandai)

#### *Baseball Stars* (SNK)

#### *Bases Loaded* (Jaleco)

#### *Blades of Steel* (Konami)

#### *Blazing Lasers* (NEC)

#### *Dr. Chaos* (FCI)

#### *Dragon Warrior* (Nintendo)

#### *Golgo-13* (Vic Tokai)

#### *Legendary Axe* (NEC)

#### *Marble Madness* (Milton Bradley)

#### *Milon's Secret Castle*

(Hudson Soft)

#### *Rescue: The Embassy Mission*

(Kemco-Seika)

#### *Romance of the Three Kingdoms*

(Koei)

#### *Strider* (Capcom)

#### *Teenage Mutant Ninja Turtles*

(Ultra)

#### *The Three Stooges* (Activision)

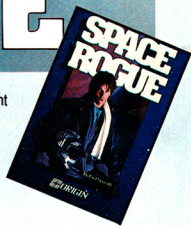
#### *Tommy Lasorda Baseball* (Sega)

#### *Where in the World is Carmen Sandiego?* (Sega)

#### *Wrestlemania* (Acclaim)



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# PLAYERS

WORLD

## FACE TO FACE ...WITH WENDY COX AND WILL NIPPER

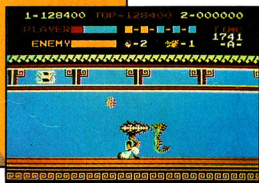
Jason R. Rich



Wendy Cox stars as one of Lassie's owners.



Will Nipper stars with Lassie in the new syndicated TV series.



Kung Fu is one of Wendy's favorite Nintendo games.

For almost 50 years, people of all ages have been following the adventures of Lassie, the world's most famous collie. Now Lassie has returned to TV in a weekly syndicated series starring 10-year-old Will Nipper and 15-year-old Wendy Cox as Lassie's owners. Will and Wendy share similar interests: They both have dogs of their own, and they both love to play Nintendo.

Will has been playing Nintendo for nearly two years. He currently has 19 games as well as a MAX controller, Zapper light gun, Power Pad, and Mattel Power Glove. "I got the Power Glove for my birthday," he said. "So far, I've played [Mike Tyson's] *Punch-Out* and *Top Gun* with it. The Glove replaces the joystick and takes some time to get used to."

His two favorite Nintendo cartridges are *Blaster Master* and *Tecmo Bowl*. "The games have excellent graphics, which is the key to a good videogame. *Punch-Out* is the game which I am the best at. I have also gotten pretty good at *Zelda II: The Adventure of Link*. I think *Tecmo Bowl* is the hardest game I've played."

Since winning her role on the new *Lassie* series, Wendy has become one of TV's hottest new teen stars. When not acting, she and her friends often challenge each other in a friendly game of Nintendo's *Tennis*. "*Tennis* is my favorite Nintendo game because I have recently begun taking tennis lessons," she said.

Wendy received her Nintendo system three years ago as a birthday present. Since then she has purchased

ten game cartridges.

"My friends and I get addicted to games and keep playing until we master them," she says. "The key is not to get stressed out when playing a videogame."

"I also like *Grand Prix* and *Kung Fu*. When I first got *Super Mario Bros.*, I played it for hours and hours without stopping. One of my friends has the Power Pad. Her mother saw us playing and started laughing at us because we were jumping all around."

Will and Wendy agree that working with Lassie is exciting because the collie has been trained to perform more than 70 tricks. When asked if they have taught Lassie to play Nintendo, Will replies, "Not yet."

GP

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There's nothing but good news for Nintendo gamers this year. Just consider these items:

- The long-awaited *Super Mario Bros. 3* will be available in March, and it looks great.

- More than 50 Game Boy titles are under development.

- Bigger and better Nintendo games — some with up to three megabits of memory per cartridge — will be introduced by the middle of the year.

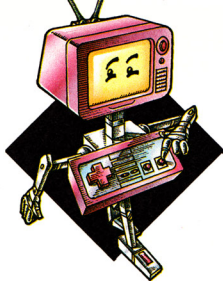
- Adults are being targeted by Nintendo game developers more than ever before.

- New four-player games and controllers are headed to store shelves.

- The first Nintendo-compatible games priced under \$20 will be released.

That's just some of the great news to come out of the recent Winter Consumer Electronics Show (CES) in Las Vegas. Once again, the huge show was a sound-and-light showcase for the power of Nintendo. With a booth almost the size of a football field, Nintendo and several dozen supporting game companies commanded much of the convention center's large West Hall to demonstrate the latest videogames for the Nintendo Entertainment System and the Game Boy.

It's clearly been another great year for Nintendo. Although Sega has introduced its 16-bit Genesis game system and NEC has brought out its TurboGrafx-16, Nintendo still rules the American videogame market. In addition to Nintendo and almost 50 licensed game developers, a few companies not licensed by Nintendo have entered the market. The biggest, Tengen, now has more than a dozen Nintendo-compatible games, such as *After Burner*, *Shinobi*, *Police Academy*, *Alien Syndrome*, *Vindicators*, and others. In all, there are



# NINTENDO NEWS

## GAMES GALORE FOR 1990!

Selby Bateman

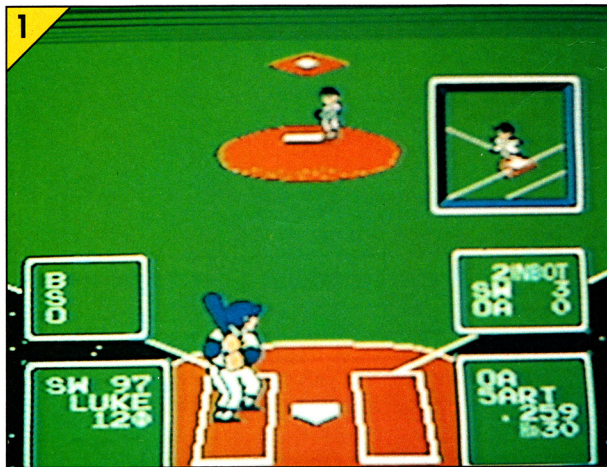
currently more than 130 games available for Nintendo.

What does all this mean for game players? It's going to be the best year yet for Nintendo games. We should see more variety, more power, and (thank goodness) fewer shortages of cartridges.

Some Japanese companies that have been developing Nintendo games behind the scenes are now entering the U.S. market as publishers. For example, Square Soft, which created the popular *Rad Racer* auto racing game for Nintendo, now has two games under the Square Soft name: *Rad Racer II* and *King's Knight*, a role-playing game. Square Soft is also bringing out a role-playing game for the Game Boy called *The Great Warrior SAGA*.

Asmik is another "new" company that's not really new to Nintendo. Asmik has produced top-selling Nintendo games in Japan, and its U.S. subsidiary is now introducing two new titles: *Top*

1 Culture Brain's *Baseball Simulator 1,000* is the newest baseball game for Nintendo.







# Suddenly... An American Tradition

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will be a MicroPlay generation.

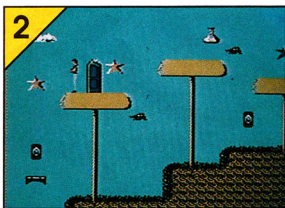
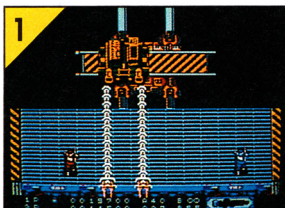
**MICROPLAY™**  
SOFTWARE



# NINTENDO NEWS

1 *Heavy Barrel* is a combat game that's one of several new Nintendo titles from Data East.

2 *Dash Galaxy in the Alien Asylum* is an interplanetary space game from Data East.



*Player's Tennis* for Nintendo and *Boomer*, a cute puzzle-solving game for the Game Boy.

We don't have room to describe *all* of the new Nintendo games coming out — there are dozens. Many are listed below, however, and additional games are covered in this issue's "Game News and Previews" section starting on page 95. We'll also be bringing you more coverage in future issues.

## Super Mario 3!

The most eagerly awaited game in all Nintendoland is *Super Mario Bros. 3* from Nintendo of America. A whopping three-megabit cartridge, *Super Mario Bros. 3* brings Mario to new worlds and bonus rounds, and gives him amazing new powers, tricks, warps, extra lives, and power suits (even a raccoon tail). Nintendo should be shipping *Super Mario Bros. 3* by the time you get this issue.

Two of the biggest recent hits in video arcades are *Double Dragon II: The Revenge* and *Narc*, and both are being introduced by Acclaim Entertainment for Nintendo systems early this year. *Double Dragon II* (our *Game Player's* Nintendo Game of the Month in Vol. 2, No. 1) shipped to stores in January, and *Narc* is scheduled to be on store shelves in April. Acclaim is also introducing *Destination Earth-Star*, an intergalactic spaceflight game; *BigFoot*, a race, chase, crash, and bash BigFoot truck game set for release this spring; and, later this year, *Total Recall*, an action game based on the Arnold Schwarzenegger science-fiction movie.

Look for Activision to introduce *Tombs & Treasure*, a decidedly different role-playing adventure; *Archon*, a game that combines combat action with chess strategy; and *Ghostbusters II*, a fast-action game much like the movie.

American Sammy has several new titles underway: an action game, *Silk Worm*; an adventure game, *Arkista's Ring*; and a racing game, *Michael Andretti's World GP*.

This year, American Technos will be selling *River City Ransom*, an action-adventure that is the company's first Nintendo title in the U.S. Arcadia Systems is entering the Nintendo market with two games this year — *Spot: The Video Game*, based on the high-stepping

Seven-Up soft drink character; and *Silver Surfer*, of comic book fame.

Bandai America hopes to have more big hits with a couple of new titles. *Gilligan's Island* is based on the popular TV show of the 1960s, and *Dinowarz* is a dinosaur action game. Bullet-Proof Software, another new Nintendo licensee, will offer *Pipe Dream*, based on the recent Lucasfilm computer game.

Broderbund's 1989 releases, *The Guardian Legend* and *Legacy of the Wizard*, will be joined by two new games: *The Battle of Olympus*, an action-adventure set in ancient Greece; and *Dusty Diamond's All-Star Softball*. Both will ship to stores early this year.

Capcom is planning a big Nintendo year with a variety of new titles: *California Raisins*, based on the TV commercials; *Adventures in the Magic Kingdom*, from the world of Disney characters; *Code Name Viper*, an action game; and several others we'll be covering soon.

One of the four (so far) companies selling nonlicensed, Nintendo-compatible games is Color Dreams. To supplement its first games introduced in late 1989, Color Dreams will be bringing out *Master Chu and the Drunkard Hu*, an adventure set in ancient China; and *P'radikus*, an outer space adventure with hundreds of worlds, space stations, and solar systems to explore.

Another company bringing out nonlicensed, Nintendo-compatible games is Sharedata. Four new titles priced under \$20 were announced, including the first Nintendo game intended strictly for adults: *Married...With Children*, based on the off-the-wall comedy show on Fox TV. Sharedata says the Nintendo-compatible version of *Married...With Children*, like the TV show, will be humorous but slightly risqué, similar to Sierra On-Line's *Leisure Suit Larry* series of computer games. Sharedata's

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# NINTENDO NEWS

1 *Phantom Fighter* from FCI is a martial arts game with both action and strategy.

2 Many Nintendo fans have been looking forward to Konami's *Top Gun: The Second Mission*.

a roller derby contest; and *Death Race*, a car racing game.

Last year, CSG Imagesoft introduced *Super Dodge Ball*. Now the company is entering 1990 with a different kind of game: *Solstice*, a colorful puzzle-solving challenge that has action and adventure, too.

Two new games from Culture Brain will be *Flying Dragon II*, a sequel to the popular martial arts adventure, and *Baseball Simulator 1.000*.

On the heels of *Robocop* and *Bad Dudes*, Data East is bringing out four new titles. The first three, available now, are *Heavy Barrel*, a strategic combat game based on the arcade hit; *Dash Galaxy in the Alien Asylum*, an interplanetary action game with hundreds of levels; and *AI Unser Jr.'s Turbo Racing*. Later in the year, Data East will introduce *Battle Chess*, a chess game that mixes strategy with colorful action.

## Not Just Kid Stuff

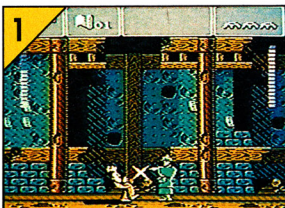
FCI's slogan for 1990 is "FCI — Not Just Kid Stuff." The company got off to a good start in 1989 with the introduction of a Nintendo

version of *Ultima*, the popular fantasy role-playing game for computers. This year, look for *Ultima II: The Quest of the Avatar* as well as the introduction of the first Advanced Dungeons & Dragons game for Nintendo, *Heroes of the Lance*. Other FCI titles include *Phantom Fighter*, a martial arts game with both action and strategy, and *World Championship Wrestling*.

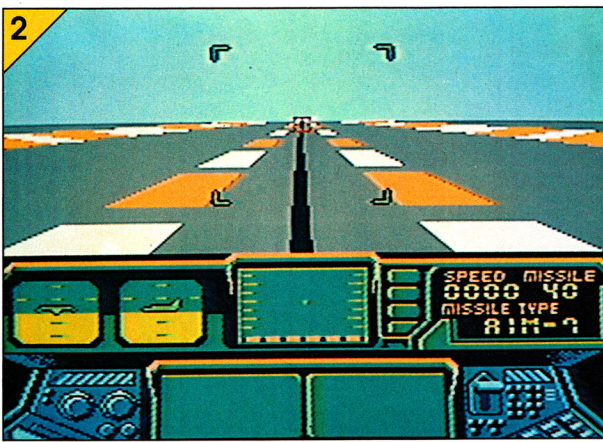
Gametek is bringing out a number of titles, some based on hit TV shows and others on Fisher-Price learning games for children three to eight years old. New this year will be *Double Dare*, *Wheel of Fortune Golden Edition*, and *Jeopardy! 25th Anniversary Edition*. For youngsters, Gametek will introduce Fisher-Price *I Can Remember* and Fisher-Price *Perfect Fit*. Other Fisher-Price titles will be announced later.

HAL America introduced the charming and addictive *Adventures of Lolo* in 1989, along with several other titles. The company is now bringing out *Vegas Dream*, a casino game with blackjack, roulette, slot machines, and keno. Later in 1990, HAL America will introduce *Adventures of Lolo II*, with plenty of additional puzzle rooms to conquer.

Early this year, Hi-Tech Expressions brought out *The Chessmaster*, a terrific chess game for Nintendo (see our review on page 94). Now the company is bringing out a variety of Nintendo titles, including *War in Middle Earth*, a role-playing game based on the J.R.R. Tolkien trilogy; MTV's *Remote Control*, based on the hit MTV game show; *Fun House*, patterned after the popular children's TV show; and *The Hunt for the Red October*, adapted from the best-selling novel by Tom Clancy and movie starring Sean Connery. Hi-Tech Expressions will be introducing more titles later this year.



three other titles are *Chiller*, the first multiplayer shooting game that works with either two light guns, two controllers, or a light gun and a controller; *Rollergames*,

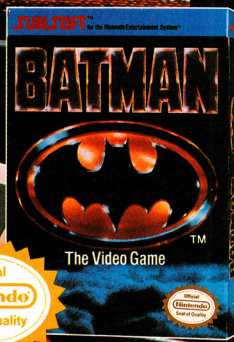


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# NINTENDO NEWS

- 1 *King's Knight* is a new action-adventure title from Square Soft.
- 2 Tradewest is introducing *Magic Johnson's Fast Break* for Nintendo.

Hot on the heels of *Adventures of Dino-Riki* (reviewed on page 92 of this issue), Hudson Soft USA will be introducing a few new Nintendo titles this year, including *Xexyz*, a 12-stage space game; *Princess Tomato in the Salad Kingdom* (a fantasy adventure in which all the characters are vegetables!); and a third game tentatively titled *Hudson's Space Adventure*.

Headlining the Jaleco USA games for 1990 are *Bases Loaded II: Second Season* (see our review on



page 80); *Astyanax*, an action-strategy game with vertical and horizontal scrolling; *Taro's Quest*, a fantasy game somewhat like *Dragon Warrior*; *Pinball Quest*, a combination pinball and role-playing game; and *Maniac Mansion*, a wacky role-player based on the popular Lucasfilm computer game.

## New Top Gun Action

Konami and sister company Ultra have a variety of new Nintendo titles headed our way, including the long-awaited *Top Gun: The Second Mission* (see our review on page 87); *Jack Nicklaus' 18 Greatest Holes of Major Championship Golf*, which was a big hit on personal computers; *Super C*, a sequel to the fast-action combat game, *Contra*; and *Bill Elliott's NASCAR Challenge*, a stock car racing game with first-person perspectives. Ultra is introducing two new titles: *Snake's Revenge*, a follow-up to the popular military game, *Metal Gear*; and *Mission Impossible*, a high-stakes action-adventure.

Two new games from LJN promise to take advantage of high name recognition: *A Nightmare on Elm Street*, based on the popular series of horror flicks; and *Pictionary*, a family game patterned after the TV show. Other games from LJN for 1990 are *Back to the Future II*, based on the movie; and *The Punisher*, starring the Marvel



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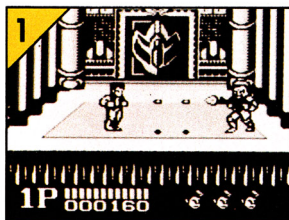
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# NINTENDO NEWS

1 The super-hit *Double Dragon* will be coming to Nintendo's Game Boy soon.



Comics character.

Mattel has announced a game for 1990 that's designed to make the most of the Power Glove. *Super Glove Ball* is a three-dimensional handball game that has to be seen to be believed. Great graphics and the Power Glove put you in the middle of the action.

The first two *Ikari Warriors* games were big hits, and SNK's *Ikari Warriors III — The Rescue* promises to be another bestseller. Other new SNK titles include *Little League Baseball: Championship Series*, *Mechanized Attack*, and *Cryslatis*.

Another eagerly awaited game for Nintendo is *Batman*, an action game from SunSoft that's based on the hit movie of 1989. Also, look for SunSoft to introduce *Super Spy Hunter* later this year, a sequel to the original *Spy Hunter* driving and shooting game.

One of the most interesting

games at CES was *Low G Man (The Low Gravity Man)*, a terrific-looking but still-unfinished action game from Taxan. What caught our attention were the gigantic level bosses — some of them are three screens tall! Taxan is also introducing *Burai Fighter*, another action game.

In addition to the Tengen titles mentioned above, look for *Xybots*, a translation of the arcade hit that features mazelike combat action; *Ms. Pac-Man*, another arcade adaptation; *R.B.I. Baseball 2*, an updated version of the popular baseball game; *Licence To Kill*, an action game based on last year's James Bond movie; and *Fantasy Zone*, an outer space fantasy adventure. Later this year, Tengen will introduce *Skull & Crossbones*, a pirate adventure; and *Hard Drivin'*, a racing game based on the phenomenal arcade hit.

Tradewest will be introducing *Iron Man Stewart's Super Off-Road*, a wild driving game for up to four players; and *Magic Johnson's Fast Break*, a fast and furious basketball game.

## Game Boy Avalanche

Nintendo of America is predicting that during 1990 it will sell more than five million Game Boys and 20 million Game Boy cartridges. More than 50 companies have already signed up to produce Game Boy software, so there shouldn't be a shortage of games to choose from. New titles are being announced almost every day. Here's a brief list of some of the earliest titles; we'll have more coverage in future issues.

Acclaim Entertainment: *Kwirk*, a puzzle game; *Wizards & Warriors X: Fortress of Fear*, further Kuros adventures; and *WWF Superstars*, a professional wrestling game.

Activision: *Malibu Beach Volleyball*.

Asmik: *Boomer*, a puzzle-solving game.

Bandai America: *Hyper Lode Runner*, an action game adapted from the classic computer game.

CSG Imagesoft: *Soccer Mania*.  
Electro Brain: *Fist of the North Star*, based on the Nintendo game.

FCI: *Boxxle*, a challenging puzzle game.

Gametek: *Wheel of Fortune*, based on the TV show.

HAL America: *Revenge of the Gator*, a pinball game, and *Shanghai*, the classic Chinese mahjongg game.

Jaleco: *Bases Loaded GB*, a baseball game similar to the Nintendo hit.

Kemco-Seika: *Bugs Bunny's Crazy Castle*, based on the Nintendo action game.

Konami: *The Castlevania Adventure*, adapted from the popular Nintendo game; and *NFL Football*.

Meldac of America: *Heiankyo Alien*, a Japanese maze-adventure.

Mindscape: *Paperboy*, adapted from the arcade and Nintendo hit.

Nexoft: *Ishido: The Way of Stones*, an ancient Chinese strategy game; and *Penguin Wars*, an action game.

NTVIC: *Power Mission*, a naval warfare game.

Romstar: *World Bowling*.

Seta USA: *QBillion*, a puzzle game.

Square Soft: *The Great Warrior SAGA*, a role-playing adventure.

SunSoft: *Navy Blue*.

Taito: *Flipull*.

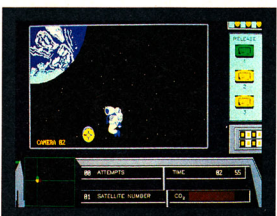
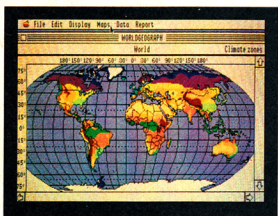
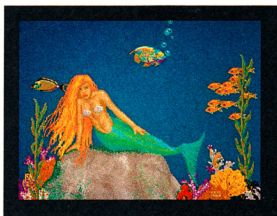
Tradewest: *Double Dragon*, based on the hit Nintendo game.

Ultra: *Motocross Maniacs*, a motorcycle racing game; and *Nemesis*, an outer space shoot-em-up.

GP



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# FOR KIDS!

**Q**uestion: After a hard day of saving the world from destruction, what does the typical hero do to unwind? Answer: Ride an anti-gravity cycle through 23 levels of futuristic highways and tubular tunnels at speeds of over 900 miles per hour.

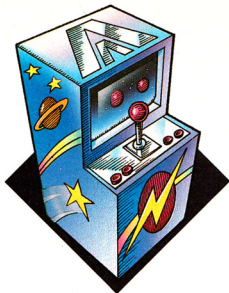
Oh, don't worry, there's still plenty of shooting — but this time it's not a matter of life and death. Atari's *S.T.U.N. Runner* is a game of speed! As a *S.T.U.N.* (Speed Tunnel Underground Network) Runner, your goal is to travel as fast as possible and complete each race within the allotted time. Naturally, it's not as easy as it sounds. You're racing against the clock, and numerous enemies conspire to prevent you from winning.

You begin by selecting a starting level: Novice (track 1), Intermediate (track 6), or Advanced (track 11). When you climb onto your vehicle, a protective outer shell is bolted around you. The control yoke allows you to steer left and right. Up and down movement aims the roof-mounted laser, and your itchy trigger finger fires it. You don't directly control your speed in *S.T.U.N. Runner* — you must take the path of least resistance to keep from slowing down.

Next, your on-board computer displays the track, its name, some vague advice, and a key detailing the track types: wide and narrow flats, tunnels, and areas still under construction. Then a pleasant female voice wishes you good luck and the race is on.

Track 1 is called Cake Walk, and it simply allows you to familiarize yourself with the controls. Cake Walk has red stars on the surface of the track to show you the best path.

You start on a short stretch of wide, flat track leading to a circu-



## ARCADE ACTION

### *S.T.U.N. Runner*

Scott Wolf

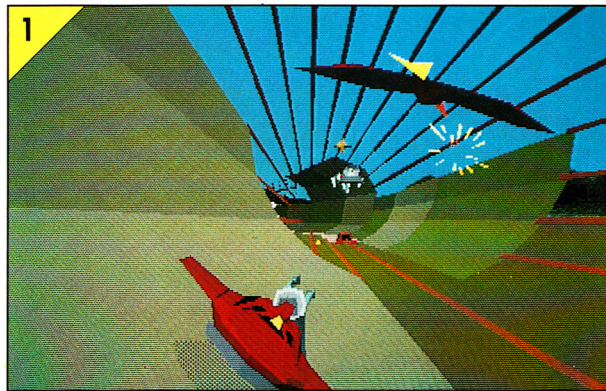
lar gate. The gate opens like an iris, and soon you're rocketing through a winding tunnel. Follow the red stars on the ground and walls to achieve the best time. A buzzer sounds when your time is almost

up, but you should find yourself gliding into the station with no problems. That lovely voice chimes, "You have completed level 1," and you'll receive a set of out-board shields.

Track 2 — Boost Boulevard — introduces you to Boost Pads. You'd better learn to use them if you want to finish the higher levels in *S.T.U.N. Runner*. When you drive over the glowing rectangular Boost Pads, you get an exhilarating burst of hyperspeed and a temporary shield of invincibility. The sound effect when this happens says it all: *Yeeheoooo!*

The third track is Blood Alley, and it begins introducing you to the more formidable opponents lurking in *S.T.U.N. Runner* — in this case, the indestructible Armored Android Drone. Indestructible, that is, except when hit by a Shock Wave. You can pick up the Shock Waves at strategic points along the course and also when you complete a level with the required number of collected stars.

**1** Hurting through these tunnels at speeds of 900 miles an hour or more is almost the easy part of *S.T.U.N. Runner*. By the time you reach this track (level 10), you'll find yourself running into heavy opposition from enemy Bots.



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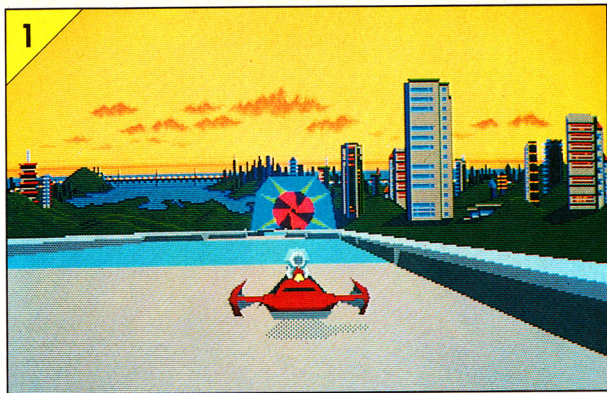
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# ARCADE ACTION

**1** After you emerge from the tunnels, a city looms up ahead. The circular gate directly in front of your antigravity cycle opens like an iris to let you pass.

**2** When the going gets tough, the tough fire their roof-mounted lasers. Sometimes the best way to make progress in *S.T.U.N. Runner* is to simply blast your way through the hostile rush-hour traffic.



Fire a Shock Wave when you find yourself running out of time and are surrounded by enemies. The Shock Wave blasts off ahead of you, disrupting the molecular structure of everything in its path.

Other enemies you can look forward to meeting are the OrnoBot, which flies ahead of you, dropping blue oil slicks; the HoverBot, a mechanized kamikaze; and, of course, the ChopperBot, which lowers the maddening AttackBots onto the track. These purple punks suddenly slam on their brakes, causing you to collide with them and spin out. (Fortunately, *S.T.U.N. Runner* has a continue feature that lets you drop in a coin and pick up where you left off.)

Special Challenge Waves give you the opportunity to increase your score by collecting as many stars or hitting as many Boost Pads as possible, without the hindrance of other traffic. The Kill Challenge, on the other hand, rewards a high Botty count.

Of the 23 levels in *S.T.U.N. Runner*, my two favorites are track 6 (Outer Drive) and track 7 (Ramp-

Alot). On the Outer Drive, you find yourself hurtling through a transparent, wire-frame tunnel. Outside you can see the universe, complete with stars and galactic spirals. And the Ramp-Alot track is practically wall-to-wall ramps that propel you high into the air with breathtaking changes of perspective.

*S.T.U.N. Runner* has shortcuts, too. Near the beginning of level 9, for instance, there's a warp that transports you straight to the finish line of level 13.

Finally, there's The Ultimate Challenge. This level throws eve-

rything at you on a track that zigzags and zags like an electrocardiogram. Deep into this level you'll start passing under billboards that display names from the high-score table. And waiting for you at the finish line is a fabulous woman who'll hop onto your cycle for a ride. Just snap on your shields and pretty soon you're flying into the wind as fireworks fill the sky.

GP

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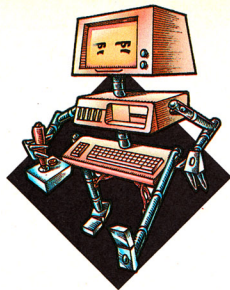
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While the quality of graphics and sound continues to improve in the world of computer games, the games themselves show less and less innovation. Great sports games like *Earl Weaver Baseball* or *Lakers versus Celtics* are really enhancements of



can be traced through *Wizardry* to the 12-year-old *Dungeons and Dragons*. And so on.

Computer games need a shot in the arm. We need innovation, new genres, fresh ideas. The 1980s, after all, are over.

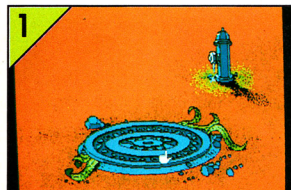
Fortunately, there are some innovative games coming out that suggest what's to come in the 1990s. As *games*, they may have a somewhat limited playing life. But as *ideas* — as gaming concepts — they deserve close attention.

## PC PLAYERS

### INTO THE 1990S: TWO NEW GENRES

Neil Randall

and football games written for the Atari 2600, the Mattel Intellivision, and the Apple II. The design of most fantasy role-playing games



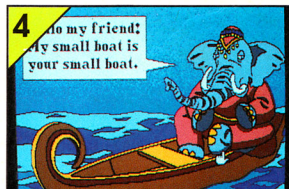
much older game concepts, as are superb role-playing adventures like *Ultima V* and *Curse of the Azure Bonds*. Arcade games like *Arkanoid II* and *Barbarian*, though well executed, continue to retread old concepts. Flight games such as *Their Finest Hour: The Battle of Britain* and *Blue Angels* are also variations of older designs, and driving games like *Test Drive* and *Vette* are interesting descendants of Atari's ancient *Pole Position*.

This is not to denigrate the advances these games have made. Today's computer games are more colorful, frequently faster, and almost always more playable than their predecessors, and they definitely boast more detail. The variety of games available today is simply astounding.

But innovative new genres are few and far between. The fundamental play of most sports games can be traced to the early baseball

### The Manhole

One of the most unusual games seen in a long time comes to the PC-compatible world from the Macintosh, where it attracted considerable attention as the first commercial *HyperCard* game and one of the first games ever available on CD-ROM. PC users don't have *HyperCard*, of course, so Activision's challenge was to create a user interface that would be



1 As *The Manhole* begins, the hand points to a manhole cover. A plant waits to burst forth, while a fire hydrant drips in the background.

2 At the top of the plant, a hole in the sky leads toward the stars. Click on the stars to find out where you'll be taken next.

3 This castle is actually a chess piece, the rook on a board of kings and queens.

4 The elephant is your friend. Enter his boat, and he'll chauffeur you wherever you want to go.

equally slick and easy to learn. In the PC version of *The Manhole*, they've done it.

To play *The Manhole*, you need a mouse. But you don't need it to pull down menus or manipulate windows. Once the game loads (there are no setup screens and no



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# PC PLAYERS

copy protection), you simply use the mouse to point the on-screen arrow wherever you want and then click the mouse button. In most cases, the scene will change to something new.

In other words, you don't fool around with cursor keys, keyboard

**1** The walrus's home is tilting a bit, but that's OK. Most things in this game are somewhat askew. Why not check out the roll-top desk?

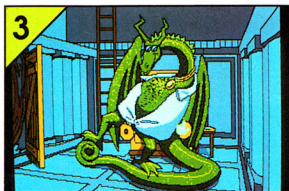
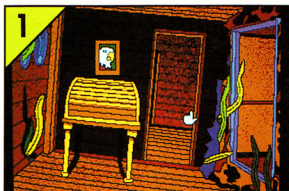
**2** If you click on the picture of the mountains, you'll get an opportunity to enter the picture. Go ahead, do it.

**3** This fierce-looking beast purports to be a deadly dragon. Actually he's a high-tech enthusiast. Check out the table behind him.

**4** Give the pool half a chance, and the water will disappear. There are steps leading down which will take you somewhere else.

commands, or anything else. The only time you need to touch the keyboard is when you press Esc, which takes you to a screen that allows you (by using the mouse) to turn the sound and music on or off, to save the game on disk, or to exit the game to DOS. That's it.

As far as the game itself goes, it will probably appeal to everyone initially. After several plays, however, it will most likely hold its appeal primarily with children. *The Manhole* is very much an *Alice in Wonderland* kind of game in which you visit strange locations and meet even stranger creatures. A walrus, a rabbit, a dragon: All will



talk to you and some will even help you. There isn't a real plot to concern yourself with (although the dragon's lair supplies a couple of subplots). You don't have to fight anybody, and you're not forced to move in particular directions. Just click on the scene and you'll find yourself in a new location. Once there, explore to your

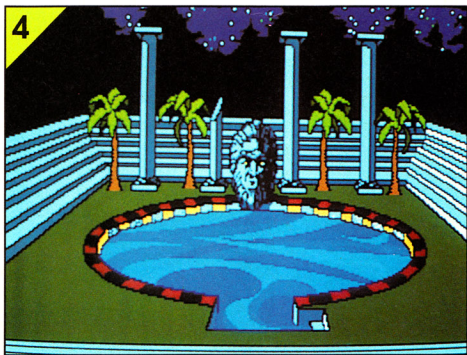
heart's content.

*The Manhole* is really a game of exploration. Enter the walrus's study, for example, and you'll see a roll-top desk. Click on the desk, and the screen zooms in on it. Click on the roll-top, and it opens to reveal a notepad, a telephone, pens, and some drawers. You can click on the drawers to open them and see what's inside. You can click on the notepad to read what's there. You can click on the telephone to call Activision (too bad there's not a real modem hookup). And when you click on the pen, jets of ink spurt toward you.

But that's okay, because this whole game is cartoonlike. Fish swim by and produce bubbles. Tortoises swim away, speaking in French, and produce more bubbles. Seahorses produce bubbles. And colorful bubbles at that.

If you see a painting on a wall, click on it and see what happens. If you see a light beside the castle, click there as well. Inside the dragon's lair is some electronic equipment; why not click on it, too? And on and on, until you've gone everywhere there is to go. (Don't forget floors and ceilings.)

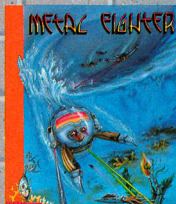
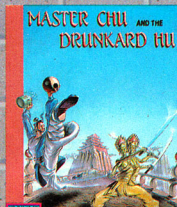
*The Manhole* works with most popular sound boards, including the Ad-Lib, Creative Music, Roland MT-32, and Tandy Dac. With



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# PC PLAYERS

these boards, you'll hear background music during some of the scenes, and the characters will speak in digitized voices. It's all part of the experience.

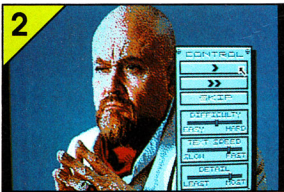
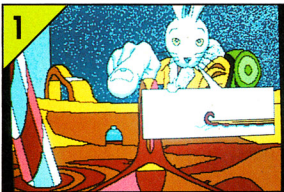
The game has limited play

**1** The rabbit notices a tiny boat in his teacup. Of course, the boat is you. Why not head through the little opening?

**2** At the beginning of *David Wolf: Secret Agent*, the evil Vasto plots Wolf's destruction. The innovative VCR interface is at the right, accessible by pressing Esc.

**3** The screen credits are very movie-like. These characters are real people, hired by Dynamix to act the roles of their counterparts.

**4** Wolf is about to show Fenton a James-Bond-style flippancy. Wolf's first test is coming soon as he pilots the hang glider into action.



value, though, because eventually you run out of new things to explore. Mostly this is a limitation of the medium — only so much data fits on a floppy disk. As this new genre of entertainment software expands, its worlds will expand as well, and so will the player's options. But *The Manhole* gets things started with an absolutely wonderful children's adventure, and one of the only truly intuitive interfaces in all of computer gaming.

## David Wolf: Secret Agent

Dynamix is a new company that has set its sights on redefining electronic entertainment. We've heard that before, of course; but the approach they're taking might well succeed. What they've done with *David Wolf: Secret Agent*, quite simply, is to move the experience of computer gaming closer to the experience of watching TV.

One of the greatest appeals of computer and videogames is that the action takes place not on a static playing board on your dining room table, but rather on your television or computer monitor. For the past 30 years television has almost completely dominated home entertainment, so this appeal is quite logical. But electronic

games rarely exploit one powerful aspect of television: it is often a social activity (albeit a passive one). Families frequently watch *The Cosby Show* and *Cheers* together; people play *Super Mario Bros.* and *Microsoft Flight Simulator* by themselves.

*David Wolf: Secret Agent* tries to change the solitary focus of electronic games. The game opens like a movie or TV show, with credits, names and portraits of the actors and actresses, and theme music. From there the game proceeds to an introductory sequence in which secret agent David Wolf discusses recent events. As in a James Bond movie, Wolf gets a new toy to play with (a hang glider) and immediately puts it into action.

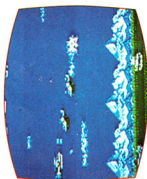
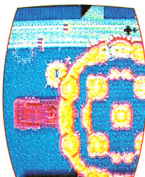
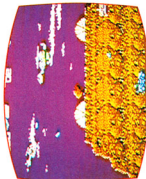
Only at this point, with Wolf flying the hang glider, do you enter the game. You take Wolf's role, controlling the glider and firing its weapons against an enemy attack. When the attack is over — usually very quickly — the "movie" re-



# 2 GREAT ARCADE HITS

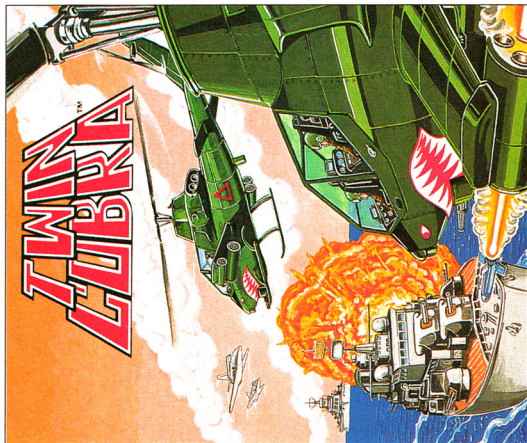
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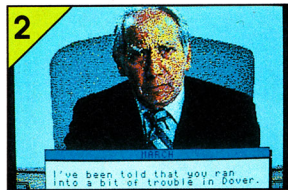
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sumes. You don't regain control over Wolf's actions until he leaves the hospital and becomes involved in a car chase.

Of course, this unusual approach creates its own problems. For the most part, the movie plot is considerably more interesting than the action sequences. Graphically, the game is very appealing. Even the EGA version (a VGA version will follow soon) uses digitized



photographs of real actors. The movie scenes aren't animated (due to memory and storage constraints) and the sound is limited (due to hardware constraints), but the game does away with the computerish graphics found in most games. Let's not forget that some people (as my wife and parents keep reminding me) find computer graphics unappealing. The only time they sit up and take notice is when the graphics approach the quality of television.

# PC PLAYERS

**1** The henchman Boor gloats at Wolf's defeat. Of course, it's too early in the movie for Wolf to die, so next we head to a hospital scene.

**2** March, who is Wolf's boss and the leader of Peregrine, begins to detail Wolf's dangerous mission.

**3** The lovely O'Neil, Wolf's assistant and love interest, waits to pilot the stealth fighter away from the Viper hideout.

**4** Wolf jumps from the plane, diving toward a Viper agent who has the only parachute in sight. If Wolf defeats the agent, he can use the parachute to land atop the truck.

Computer gamers, on the other hand, who presumably find computer graphics acceptable, may decide that *David Wolf: Secret Agent* imitates television a little too closely. You enter the story to operate the hang glider during an attack; to drive the car during several chases (you drop oil and fire missiles); to parachute onto a moving truck (and have a Bond-style fight in the air); and to fly a stealth jet out of the enemy hangar

into several dangerous situations. That's all you do. The rest of the movie plays itself out according to how well you've done, which means that either the stealth fighter is stolen or you succeed in preventing it.

Like *The Manhole*, therefore, *David Wolf: Secret Agent* has somewhat limited play value. The action sequences could be much better, and there could be more of them. But remember that this is only the beginning of what could be a significant new genre. Think of technologies like CD-ROM, with its huge storage capacity, and think of the computers we'll be seeing in the 1990s, with their advanced graphics capabilities, fast processors, and huge memories. Obviously, there is much potential here.

Perhaps the most intriguing part is that eventually other people could enjoy watching someone else playing such a game. It has a plot, it has characters, and it develops like a movie. Spectators have a reason to care if you succeed or not. In almost every other electronic game, you alone care what happens.

*The Manhole* and *David Wolf: Secret Agent* are both courageous ventures. Activision and Dynamix have invested their efforts not in today's computer game market, but rather in the future of computer entertainment.

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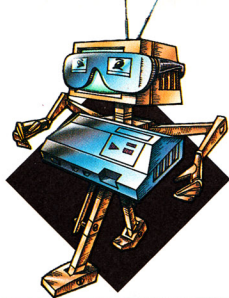


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Sega's been busy. For the last few months, Sega of America has been quietly negotiating a slew of licensing deals with movie studios, cartoon illustrators, computer software publishers, and even rock stars.

The impressive results were on display at the recent Winter Consumer Electronics Show (CES) in Las Vegas. Sega announced 13 new games for the Genesis and six new titles for the Master System. In addition, a dozen independent game companies — including some of the biggest names in computer entertainment software — have agreed to produce their own games for the Genesis. So far



## SEGA PLAYERS

### New Games For Genesis, Master System

Tom R. Halfhill

you switch any of its three control buttons into rapid-fire mode. Watch for it this spring.

The new Genesis games announced by Sega include *Michael Jackson Moonwalker*, *Super Basketball*, *E Swat*, *Cyberball*, *Ghostbusters*, *Herzog Zwei*, *Dick*

1 Sega's new Arcade Power Stick is an alternative to the standard Genesis controller.

2 *Michael Jackson Moonwalker* seems destined to become the hottest title for the Genesis. Sega will also release an arcade version.

3 Playing the role of Michael Jackson, you dance your way through *Moonwalker* as if you were in an MTV video.

*Tracy*, *Spider-Man*, *Fantasia*, *Super Monaco Grand Prix*, *Crackdown*, *TeleGenesis Battling Worlds*, and *TeleGenesis Cyberball*. Definite Genesis titles announced by independent companies include *Tongue of the Fatman*, *Hard Yardage*, *Target Earth*, *Shove It!* — *The Warehouse Game*, *California Games II*, *688 Attack Sub*, *F-15 Strike Eagle II*, 'Vette!, *Abrams Battle Tank*, *Insector-X*, *Ka-ge-ki*, *Super Hydlide*, *Thunder Force IV*, *Hard Drivin'*, *Skull & Crossbones*, *RoadBlasters*, *Paperboy*, *Atomic Robo-Kid*, *Task Force Carrier*, and *Phelios*.

For the Master System, Sega



announced *Basketball Nightmare*, *Slap Shoot*, *Golfmania*, *Assault City*, *Psycho Fox*, and *Shinobi Kidd*.

Sega says most of these Genesis and Master System games will be available by this summer, and the rest (plus additional titles yet to be announced) will be released later this year.

### Do The Moonwalk

Which Sega game attracted the most attention at CES? It was inevitable — *Michael Jackson Moonwalker*.

According to Sega spokesmen, Michael Jackson first approached them back in 1988 with the idea of creating a videogame that would capture the essence of his music videos and stage performances. It seems that Jackson is a fan of Sega arcade games and has his own collection of arcade machines.

Rather than merely lending his name to the product, Jackson actu-



these companies have announced 20 definite titles, plus a few probables. Altogether, that adds up to a flood of more than 30 new Genesis cartridges, and many of them appear to be sure-fire hits.

Sega also introduced a new accessory for the Genesis, the Arcade Power Stick. This plug-in joystick is a substitute for the standard Genesis controller pad, and Sega says it's built to the same rugged standards as the control sticks on Sega arcade machines. The Arcade Power Stick also lets







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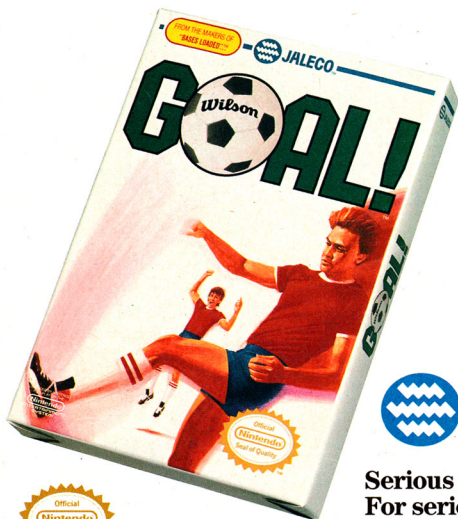
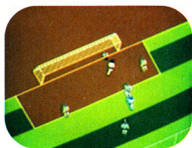
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# SEGA PLAYERS

**1** It turns out that Michael Jackson is a closet Sega fan. He even has his own collection of Sega arcade machines.

**2** *Super Basketball* for the Genesis features full-court action and closeup views of slam dunks.

**3** *Cyberball* brings the arcade game of robotic football home to the Genesis. Sega also announced a version for the TeleGenesis modem.

ally participated in the design of *Michael Jackson Moonwalker*. The game is based partly on his *Moonwalker* film and "Smooth Criminal" hit video. In fact, the game's highly detailed animation was adapted from actual film footage of Jackson's distinctive dance moves. The soundtrack features several of his hit songs, including "Beat It," "Bad," and "Dirty Diana."

The game itself is an action-oriented adventure in which you play the role of — who else? — Michael Jackson. You're on a mission to save the good children of the world, who have all been kidnapped by your arch-enemy, Mr. Big, and his henchmen. Although you're endowed with special powers (such as the ability to transform yourself into a giant robot), much of the game resembles an MTV video in which you dance your way past the enemy thugs. You can perform such famous Jacksonian dance steps as the heel spin, the lean, and, of course, the moonwalk. As you bounce up and down stairways, hop onto pool



tables, and leap tall furniture at a single bound, you unleash kicks in all directions, sending the bad guys flying. You can even hurl your hat across the screen like a boomerang. In some scenes the bad guys get caught up in the excitement and actually dance themselves, Rockette-style.

Sega says *Michael Jackson Moonwalker* will be released this fall for both the Genesis and coin-op arcades. Although a videogame based on Michael Jackson's dancing might seem outlandish to some, it's almost certain to tempt millions of his fans to try at least one heel spin or moonwalk.

## Movie Madness

If the thought of playing Michael Jackson spins your head instead of your heels, how would you like to be Spider-Man? Or Dick Tracy? Or Mickey Mouse? Or a Ghostbuster?

You'll get a chance to play these characters in a series of upcoming Genesis games based on famous movies and cartoon heroes. Work-

ing versions of the games weren't ready in time for CES, but we did see some preliminary screens from *Spider-Man*. As fluffy clouds floated over a bird's-eye view of a city, Spidey was swinging from building to building on his webs. It's scheduled for release late this year.

*Ghostbusters* is based on the hit movies in which a team of oddballs start a spirit extermination service. Equipped with bizarre electronic gadgets and a converted Cadillac ambulance, they careen around the city ridding buildings of troublesome spooks. Sega says the Genesis version will be much like the hit computer game of the mid-1980s. Watch for it in May.

*Dick Tracy* is based on the movie starring Warren Beatty and Madonna which is scheduled for release this summer (although the Genesis version won't be ready until later in the year). If the Genesis game has as much action and as many oddball characters as the movie previews we've seen, *Dick*



# SEGA PLAYERS

Tracy could be this year's *Batman*.

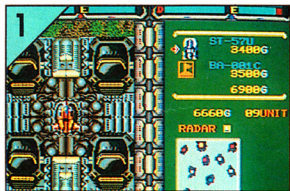
The award for the most unusual film adaptation goes to *Fantasia*, which is based on the Disney movie first released in 1940. Can a 50-year-old film featuring Mickey Mouse, an ornery sorcerer, and a classical music soundtrack be transformed into an entertaining videogame? We'll find out late this year when Sega releases the Genesis version.

## Arcade Action

Sega's remaining games for the Genesis are either adapted from or patterned after arcade games, with heavy emphasis on action.

*Super Basketball* is a full-court sports simulation that's as graphically attractive as *Fast Break* in the arcades. The screen automatically switches to a closeup of the goal when you move in for a slam dunk. It's scheduled for release in April.

*Cyberball* is a fast-moving ar-



cade conversion that depicts the football of the future. Human players have been replaced by robots, and the pigskin is an energy ball that explodes if you don't score before time runs out. Be ready for it this summer.

*Crackdown* is another conversion of a well-known arcade game. An army of high-powered robots — the Artificial Living Creatures — has attacked the human race. Your job is to infiltrate the enemy installations and place a time bomb on each level. Sega says *Crackdown* should be finished in July.

Another title slated for release in July is *E Swat*, a horizontally scrolling arcade game that bears some similarities to *Robocop*. In March, Sega plans to bring out *Herzog Zwei*, a shoot-em-up that combines air combat with ground warfare as you struggle for control of an alien-infested planet. And in June, you can look forward to *Super Monaco Grand Prix*, a car racing game that looks like it'll give *Out Run* and *Pole Position* a run for the money.

Sega was also showing two more special games for its TeleGenesis modem accessory: *TeleGenesis Cyberball* and *TeleGenesis Battling Worlds*. Like *TeleGenesis Baseball*, the first game announced in this series, they allow you to play against another person by connecting your Genesis system to a phone line.

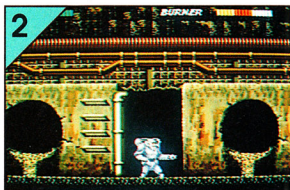
There is conflicting information, however, about when the TeleGenesis modem and games will be released. The official statement is that the TeleGenesis will debut this spring. Other sources, however, caution that we won't see anything before late 1990 at the earliest. There is some feeling at Sega that the U.S. market isn't quite ready for this accessory, although the Japanese market is apparently more receptive. In Japan, Sega already has a cartridge called *Mega Answer* that allows users to access banking and other financial services from their homes. The *Mega Answer* probably won't be seen in the U.S. before 1991.

## Third-Party Games

For a home videogame system or computer to be really successful, it traditionally needs to attract software from so-called "third-party" companies that are independent from the hardware manufacturer. For example, the vast majority of Nintendo games are not actually created by Nintendo: They're produced by more than 50 independent software companies. Over the past several months, Sega has been working hard to get third-party companies interested in the Genesis, and the effort is paying off.

There are now 12 software companies preparing new Genesis games, and some of these companies are among the biggest names in the business. They include Activision, Electronic Arts, Epyx, MicroProse, Sphere (the parent firm of Spectrum Holobyte), Tengen (a subsidiary of Atari Games), Dreamworks, Hot-B, Seismic, TechnoSoft, Namco, and Treco (a subsidiary of American Sammy, which makes Nintendo games).

Treco was the first third-party company to officially announce a game for the Genesis (see our special Sega Genesis Buyer's Guide in *Game Player's*, Vol. 2, No. 2). The game is *Atomic Robo-Kid*, and it's an action-packed translation of a Japanese arcade shooter. (Inciden-



1 *Herzog Zwei* for the Genesis combines shoot-em-up action with military tactics.

2 *E Swat* is a horizontally scrolling Genesis game that's somewhat similar to *Robocop*.



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# SEGA PLAYERS

**1** In *Psycho Fox* for the Master System, you can transform yourself into a fox, tiger, monkey, or pink hippo.

**2** *Slap Shoot* is a new sports simulation for the Master System.

tally, another software developer is bringing out a version of *Atomic Robo-Kid* for the NEC TurboGrafx-16, so it'll be interesting to compare the two games side-by-side when they're finished.) After *Atomic Robo-Kid* debuts this spring, Treco is planning to introduce *Task Force Carrier* (a naval combat game), an original role-playing game, and possibly another shoot-em-up.

Activision's upcoming titles for the Genesis are *Tongue of the Fatman* and *Hard Yardage*. The first is a martial arts fight-em-out that pits you against some extremely strange characters — such as the Fatman, who attacks you by thrusting a giant tongue from his stomach. Activision says the Genesis version of *Fatman* will be more action-oriented than the computer version. *Hard Yardage* is a football game that's still early in development, but it, too, emphasizes action.

Electronic Arts, one of the largest publishers of computer games, is converting two of its hottest titles for the Genesis: *688 Attack Sub* (a World War II submarine simulation in the Pacific) and *Abrams Battle Tank* (a modern ground-combat simulation featuring the U.S.



Army's M1 tank). Both games combine elements of action, strategy, and simulation.

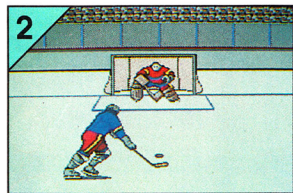
Epyx, a major computer game publisher for the past decade, was recently hit hard by financial troubles and layoffs. The company is rebuilding, however, and plans to continue developing and publishing games for a variety of systems, including the Genesis and the Atari Lynx (which it invented). Epyx's first title for the Genesis will be *California Games II*, based on the extremely popular computer game. It's really several games in one as you compete in such events as surfing, skateboarding, BMX biking, and footbagging. Other Epyx computer titles, including *Winter Games* and *Summer Games* (based on Olympic sports), are scheduled to follow.

MicroProse, best known for computer simulations such as *F-19 Stealth Fighter* and *Red Storm Rising*, is bringing one of its most popular flight simulators to the Genesis. The computer version of *F-15 Strike Eagle* is being revamped and retitled as *F-15 Strike Eagle II*, and should be released later this year. Although the emphasis will be on air combat instead of flight simulation, it could be the first real flight game for the Genesis.

Another computer game translation is *'Vette!* from Sphere. It's a

car racing game in which you drive a Corvette through the streets of San Francisco. If the Genesis version preserves the features of the computer version, you'll be able to drive your 'Vette just about anywhere in the city while viewing actual scenery of famous buildings and landmarks. Sphere is also said to be working on a Genesis version of *Falcon*, an F-16 air combat game, but nothing official has been announced.

Tengen, well known for its arcade games and Nintendo titles, is coming out with four Genesis cartridges: *Hard Drivin'*, *RoadBlasters*, *Paperboy*, and *Skull & Crossbones*. Nearly everyone will recognize *Hard Drivin'* — it's based on the exciting car racing game that's been a hit in the arcades for the past several months. Doing justice to this game will be quite a challenge, even for the 16-bit Genesis. *RoadBlasters* and *Paperboy* are additional arcade favorites that are also available for Nintendo. And *Skull & Crossbones* is a pirate





# SEGA PLAYERS

- 1 *Golfmania* for the Master System has excellent graphics and various views of the course.
- 2 *Assault City* is a Light Phaser game for the Master System.
- 3 *Shinobi Kidd* combines elements from two favorite Master System games — *Shinobi* and *Alex Kidd*. Can you picture Alex as a ninja?

game in which you try to recover your stolen treasure from an evil wizard.

Dreamworks, a new company founded by executives from Tonka and Mattel, is preparing two Genesis cartridges. *Target Earth*, scheduled for release in May, is a space shoot-em-up in which you must defend Earth against armies of alien invaders. *Shove It!* — *The Warehouse Game* is a brain twister in which you must rearrange crates in a warehouse in order to advance to the next level. It's due in March. We've played both games, and they're both pretty tough.

Hot-B, which also makes arcade games and Nintendo cartridges, is bringing out *Insector-X* and *Ka-ge-ki* for the Genesis. Both are translations of Japanese arcade hits. *Insector-X* is a colorful shoot-em-up placed in the Insect World, which is ruled by creatures that are part insect and part machine. This game should be ready in May. *Ka-ge-ki* is a cartoonlike martial arts game that pits you against nine bosses and their minions. Watch for it in July.

TechnoSoft is introducing

*Thunder Force IV* for the Genesis. (What happened to *Thunder Force III*? No one seems to know.) We played this game for awhile, and it's a dynamite space shooter. One level has a background screen unlike anything we've ever seen before in a home videogame — wavy patterns of smeared colors, like a TV set gone haywire.

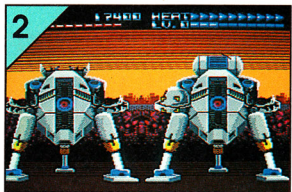
Seismic has announced *Super Hydlide*, a role-playing game that's said to go far beyond the version of *Hydlide* available for Nintendo. It should be ready sometime in the first half of this year.

Finally, Namco is coming out with *Phelios*, a fast-paced shooter that looks something like *Legendary Wings* for Nintendo. You soar over the landscapes of a fantasy world while doing battle with flying formations of weird creatures.

## Master System

There's both good news and bad news for Master System fans. The good news: Sega is cutting the price of the console to bring it under \$70 retail, and most Master System cartridges will now be priced at less than \$30. The bad news: It's obvious that Sega is now putting almost all of its effort behind the Genesis. Although Sega announced 12 "new" Master System games at CES, half of them were announced six months ago at the last show. And very little information was available on the six genuinely new games.

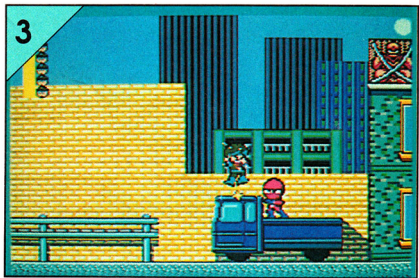
Briefly, *Psycho Fox* is an action game in which you can transform yourself into a fox, tiger, monkey, or pink hippopotamus. *Basketball Nightmare* is a sports simulation



with otherworldly graphics. *Slap Shoot* is a hockey game that includes closeup views of the goal. *Golfmania* is an overhead-view golfing game that has a battery-backup feature so you can save your games. *Assault City* is a shooting game that requires the Sega Light Phaser. And *Shinobi Kidd* is a martial arts game that combines characters from two Master System favorites — *Shinobi* and *Alex Kidd*. Alex plays a ninja who takes on the bullies of the world.

Although Sega says it will continue to release new games for the Master System, the slow trickle of software will probably drive the most fervent gamers to other systems.

GP

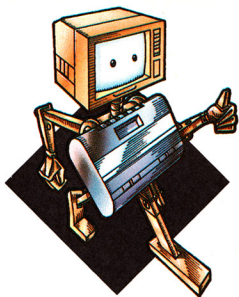


**W**anta Lynx? Atari says you won't have to wait much longer.

Atari has announced that the hand-held color videogame system will begin appearing in stores nationwide in February. Although the Lynx first went on sale last November, distribution has been restricted to the New York City area because of the limited number of units available. Atari says it is now overcoming production problems and will soon be manufacturing the Lynx in sufficient quantities to meet demand across the U.S.

Assuming Atari has the hardware problems licked, what about software? At the recent Winter Consumer Electronics Show, Atari announced two new games for the Lynx and an agreement that could help expand the Lynx's library to 25 titles by the end of the year.

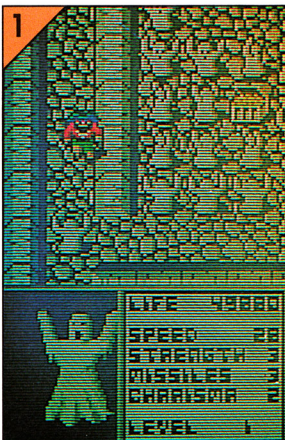
The agreement allows Atari to adapt any arcade titles from Atari Games (a separate company) for the Lynx and 7800. Although Atari won't necessarily convert all Atari Games titles, we'll probably see adaptations of the biggest hits,



# ATARI SAFARI

## New Games For Lynx And 7800

Tom R. Halfhill



**1** *Gauntlet: The Third Encounter* for the Lynx is the first home videogame we've seen that has a vertically oriented screen.

**2** The Lynx version of *Rampage* will allow up to four players.

such as *Hard Drivin'*, *Cyberball*, *Xybots*, *Rolling Thunder*, *Paperboy*, *Road Blasters*, *Road Runner*, *Final Lap*, and the *Sprint* series. Atari says the games will begin appearing this year.

The two newest games for the Lynx are *Gauntlet: The Third Encounter* and *Chip's Challenge*, both developed for Atari by Epyx. *Gauntlet*, an action-adventure

game, not only preserves the excitement of the arcade version, but also adds some extra features. For example, you can now choose from eight characters instead of four, and as many as four people can play simultaneously by interconnecting their Lynxes. *Gauntlet* is so true to the arcade version that you play it by holding the Lynx vertically, not horizontally — the first time we've ever seen this in a home videogame.

In *Chip's Challenge*, you play a kid named Chip who's trying to join the Bitbusters Computer Club



so he can hang out with the girl of his dreams, Melinda the Mental Marvel. But first you must solve a series of puzzles, all of which involve collecting a certain number of computer chips while avoiding hazards. The first level is fairly easy, but the game gradually gets more difficult — and there are 144 levels. After spending some time with *Chip's Challenge*, we suspect it could become to the Lynx what *Tetris* is to the Game Boy.

Later this year, Atari plans to introduce a four-player *Rampage* (an action game in which you play a monster who tears up cities) and a special version of *Xenophobe* (an action game in which you must exterminate aliens on a series of space stations). *Xenophobe* will even include features that the original programmer had to leave out of the arcade version. If Atari can stick to its schedule, 1990 looks like an exciting year for game players on the go.

GP

At this time of year, with basketball teams still hard at work, it's not surprising to see a game like *Magic Johnson's Basketball* appear. This Melbourne House release is said to be an exact duplicate of the *Fast Break* arcade game — also not surprising, since the coin-op machine actually contains an Amiga.

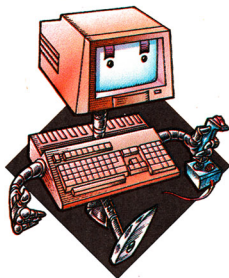
*Magic Johnson* is a fast-action, full-court, two-on-two simulation. The horizontally scrolling screen offers a side view of the court with excellent graphics and animation. The two-on-two format is a good compromise that allows for some passing and play-making yet doesn't get you confused about which player you're currently controlling.

On offense, you can pass, shoot, and move your player in eight directions. On defense, you can move your player, switch control to your other player, try to block a shot, attempt to steal the ball, or foul the ball carrier.

Game options allow one player to challenge computer opponents at varying skill levels or two players to compete against each other. In the one-player game, if you're successful, you'll play a half-court, one-on-one match against Magic himself.

The action in *Magic Johnson* is very fast, requiring both skill and strategy to stay ahead of the competition. Little touches like a shattering backboard and on-court referees add realism.

Still, there are some problems

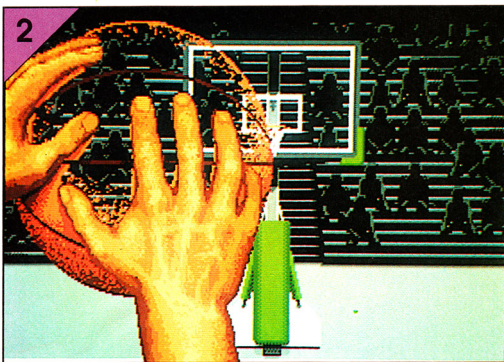


## AMIGA PLAYERS

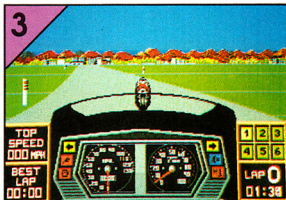
### BASKETBALL AND BIKERS

Sheldon Leemon

with *Magic Johnson's Basketball*. Even though the game requires a megabyte of memory, it still pauses frequently to load data from disk. And some of these pauses actually freeze the action for a second or two in mid-play — especially if you're not running *Magic Johnson*



from a hard disk. Also, the constant crowd noise sounds more like the repetitive drone of factory machinery, and there's no option



**1** *Magic Johnson Basketball*: The animation and horizontal scrolling are very fast, except when interrupted by disk accesses.

**2** *Magic Johnson Basketball*: When you're fouled, the screen switches to this close-up view so you can attempt a foul shot.

**3** *Pocket Rockets*: The road course simulates a road race, but you're the only motorcycle on the track.

**4** *Pocket Rockets*: The drag strip is even simpler than the road course — just accelerate and shift gears.

# AMIGA PLAYERS

to turn it off.

In short, *Magic Johnson* is a good arcade simulation of full-court basketball, but it isn't the stellar performer its namesake would suggest.

## Bikers Galore

Capcom's *Pocket Rockets*, Data East's *Super Hang-On*, and Accolade's *The Cycles* all came out at about the same time, as if on cue. These three motorcycle games demonstrate just how different three treatments of the same subject can be.

*Pocket Rockets* and *The Cycles* are supposed to be motorcycle simulations in that they allow you to ride different cycles with different power and handling characteristics. *Pocket Rockets*,

however, is almost all simulation and no game. You choose one of four 600cc sport bikes (Suzuki Katana, Kawasaki Ninja, Yamaha FZR, or Honda Hurricane) and race against the clock, either on a road course or a drag strip. Since there are no other cycles racing against you in the road race, all you've got to do is stay on the course, shift gears, and brake and accelerate at the proper times. On the drag strip there's even less to do — just shift gears. There are no predetermined goals, other than to beat your own best time. There's only one road course, and the graphics are competent but unexciting. All in all, *Pocket Rockets* isn't likely to hold the interest of anyone but a real motorcycle buff.

*The Cycles*, on the other hand, is a simulation that doesn't forget the game. It has 15 authentic race courses modeled after actual tracks. You can practice a single course, race a single course, or drive the entire circuit. (Thanks to a save-game option, though, you don't have to finish all 15 races in a single sitting.)

You also get to choose between 125cc, 250cc, and 500cc bikes and five difficulty levels. At the beginner level, your gear shifting is automatic, you can't spin out or damage your cycle very easily, and your opponents aren't too tough.

At the higher levels, you've got to watch out for both your bike and your opponents. There are nine different opponents in each class, with varying skills and strategies.

The scenery in *The Cycles* is both varied and realistic. The race display gives you all the information you need — front view, rear-view mirror, overhead view, position, laps, and timings. *The Cycles* should be a hit with everyone, whether you've ever been near a real motorcycle or not.



Unlike the other two games, *Super Hang-On* doesn't pretend to simulate actual motorcycle racing. It merely attempts to duplicate the thrills and action of its arcade namesake, and it succeeds admirably. There's no selecting bikes or shifting gears in this game — just accelerate, steer, and try to hang on. Not only must you navigate the courses quickly to beat the clock, but you've also got to watch out for other cycles, because collisions slow you down. The graphics are great and the action is fast, making *Super Hang-On* a real winner.



1 *The Cycles*: You can choose between 125cc, 250cc, and 500cc sport bikes, as well as five difficulty levels.

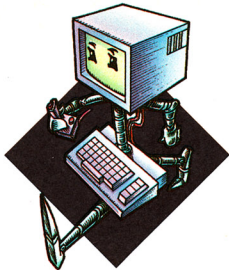
2 *The Cycles*: The scenery is quite realistic, with lots of on-screen information. Note the rear-view mirror at the top.

3 *Super Hang-On*: The Amiga version succeeds in capturing the fun and excitement of Sega's arcade game.

4 *Super Hang-On*: Here's what happens if you're not very super at hanging on.

GP

**F**ired by rage, Savage plunges into an orgy of violence, wielding his trusty battle axe in a manic fighting frenzy, dispatching all who stand in his way. Ahead of him awaits a labyrinth of dank and gloomy dungeons concealing a myriad of demons and ghouls, all ready to put a bloody end to his attempt to escape. The battle-crazed Savage will have to use all his skill and experience as a master of hand-to-hand combat to overcome this, the ultimate challenge."



## COMMODORE PLAYERS

### Shifting The Point Of View

Neil Randall



So begins the extremely brief instruction manual for *Savage*, Firebird's latest entry in the barbarian-conquers-the-dungeon category of fantasy gaming. *Savage* is hardly a unique game, of course, but that doesn't keep it from being enjoyable. As long as a game offers *something* new, it can be every bit as fun as a wholly original game—maybe even more.

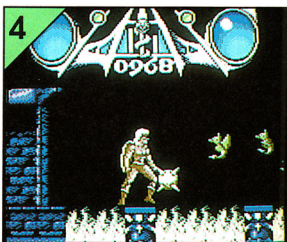
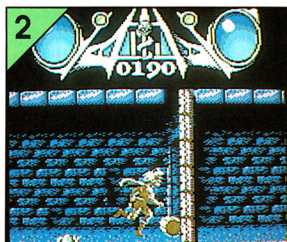
What makes *Savage* fascinating is its change in points of view. The game starts with the hero, Savage, on the screen, and you must guide him through the dungeons with their legions of monsters, past the evil Guardian of each dungeon, and out to Death Valley. But once you reach the valley, the point of view shifts. Now you see the action through the hero's eyes as he searches for monsters and obstacles.

After completing the Death Valley quest, Savage returns to the

castle and the point of view shifts once more. This time, Savage sends his loyal eagle to do his fighting for him, and you see the eagle, rather than Savage, on the screen.

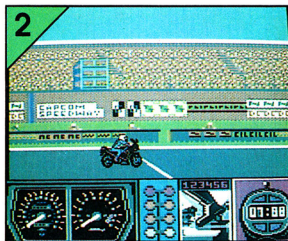
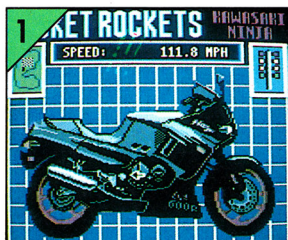
The changes in viewpoint, rather than the battle systems or

- 1 In *Savage*, this monster waits to toss lightning bolts at our running hero. Try to find an advanced weapon before taking him on.
- 2 Savage will trip over this barrel if he doesn't jump. But if you fire at the barrel, you'll get a healing potion.
- 3 To defeat this enemy, you must vanquish each of its three sections in turn. Your reward will be a very strong weapon.
- 4 Savage waits atop a pillar, preparing to leap across the fiery pool. If he dies, he'll reappear and be temporarily invulnerable.



the variety of monsters, make *Savage* a worthwhile game. Yes, there are potions to drink, weapons to collect, flames to leap over, and all manner of creatures to destroy, but these things are common to many games. *Savage*, however, lets you view the game in three separate ways. As a result, it is not only more challenging, but also much more interesting.

Of course, you still have to like fantasy games to enjoy *Savage*. But if sales figures are any indication, gamers definitely enjoy these adventures, and *Savage* has enough nice touches to set it apart from the crowd.



## Pocket Rockets

With the release of Accolade's *The Cycles* and Capcom's *Pocket Rockets*, would-be motorcycle racers suddenly have a choice of ways to indulge their fantasies.

*Pocket Rockets* offers you four bikes in the 600cc class: the Suzuki Katana, the Kawasaki Ninja, the Yamaha FZR, and the Honda Hurricane. Each bike has its own characteristics, and each can be entered in either a road race or a drag race.

The distinction between road racing and drag racing is one of the major attractions of this game. Each type of racing features a different point of view. In the road race, you watch the action from behind your cycle as it zooms along the closed-loop track. In the drag race, you watch the action—much as a spectator does—from the side of the straight track. The difference is striking.

Your controls in the road race operate easily and effectively. To accelerate, you push up on the joystick. To shift gears (each bike has six), you press the button while

# COMMODORE PLAYERS

accelerating. Downshift by pulling back on the joystick and pressing the button. To lean left, you push left, and to lean right, you push right. The race begins when you first push forward on the joystick. The main challenge is negotiating the turns as fast as possible before hitting the straightaways.

In the drag race there is no turning, of course. This race simply pits you and your bike against a stopwatch. Your goal is to race along a straight length of track to a finish line in the shortest possible time. You rev your engine while waiting for the green light, then kick into first gear and take off. After that, it's merely a matter of shifting gears at the right times.

*Pocket Rockets* is simple, and its effectiveness lies in that simplicity. The game is ideal for quick play

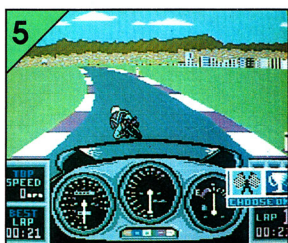
**1** *Pocket Rockets* gives you a choice of four different racing bikes. Each handles somewhat differently, so try to practice with each one.

**2** You begin the drag race on the track, revving your engine. The tricks are to shift gears at the right times and to use your speed wisely.

**3** As the road race begins, your view shifts to directly behind your bike. Shift through all the gears and pay strict attention to road signs.

**4** The cyclist leans into a curve. If you're going too fast, you'll spin off the track and end up lying on the grass.

**5** On this sharp curve the racer's knee almost touches the track. You'd better touchdown here before losing control.



with a group of friends. Each person takes a different bike and everyone tries to reach the finish line first. Solitaire play, however, suffers from this simplicity. With no other bikes on the course to race against and only one course to choose from, your only competition is the stopwatch, and the race pales after awhile.

Fortunately, *Pocket Rockets* is fairly realistic. If you wander off the track into the grass during the road race, you're sure to spill. And if you over-rev your engine during the drag race, you'll pop a wheelie and fall off. These kinds of features give *Pocket Rockets* the extra bit of complexity it needs.

GP

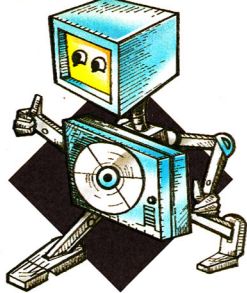
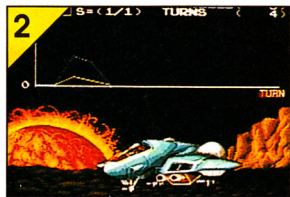
There was plenty of activity at the NEC booth during the Winter Consumer Electronics Show held in Las Vegas this January. More than 20 new games for the TurboGrafx-16 were being shown, in addition to a number of recently released titles. Altogether, NEC expects to have 30 games available for the TurboGrafx by mid-April.

NEC was also keeping a big secret at CES: a new hand-held color game system that can play all TurboGrafx game cards! Although NEC wouldn't even admit that this exciting machine exists, we uncovered most of the vital details from other sources. To find out more, see "The Editor's View" column in this issue of *Game Player's*.



Other than this new development, the most interesting TurboGrafx news at CES was NEC's announcement of new CD-ROM games for the TurboGrafx. Because of the vast storage capacity of a CD (more than 2,000 times as much as a typical game cartridge!), there's room for high fidelity sound, more detailed graphics, and more complex game play.

NEC's first two CD titles, *Fighting Street* and *Monster Lair*, barely



## TURBO PLAYERS

### New Games For 1990

Noreen Lovoi

scratched the surface of these capabilities. But in Las Vegas, NEC announced a new game that should really take advantage of the CD format: Cinemaware's *It Came From the Desert*. Based on the 1950s movie *Them* — a science-fiction thriller about giant ants — *It Came From the Desert* is already available for the Amiga and will soon be released for IBM compatibles. (See review on page 88 in this issue.) But the TurboGrafx-CD version will go far beyond the computer versions.

Instead of relying exclusively on conventional computer graphics, NEC is producing *It Came From the Desert* almost like a movie. Live actors and actresses are videotaped, and their digitized images are merged with videotaped background scenes and conventional graphics. In addition, the CD game

features real sound — tape-recorded lines of dialogue spoken by human voices that will be digitized and included on the CD. In Las Vegas, we had the opportunity to witness and even participate in this fascinating process.

The game itself is a role-playing adventure placed in the desert town of Lizard Breath. Your task is to convince the townsfolk that giant ants (genetically altered by atomic testing) are threatening to destroy the town and its inhabitants. With two interwoven scripts

**1** In *Bonk's Adventure*, our hero, Bonk (seen here atop the monster), literally uses his head to fight his way through a hostile prehistoric world.

**2** *Military Madness* combines air and ground combat on an alien planet.

**3** *Takin' It to the Hoop* is a basketball simulation with great closeups of slam dunks.

and multiple story lines, the game can vary each time you play. *It Came From the Desert* should be available on CD this fall.

Two other CD titles are *Lords of the Rising Sun* and *Ancient Ys Vanished*. The first is a role-playing game based on 12th-century Japanese military history. (For a re-



view of the Amiga version, see the "Amiga Players" column in *Game Player's*, Vol. 1, No. 6.) *Lords of the Rising Sun* is scheduled for release this summer. *Ancient Ys Vanished* is a mazelike role-playing game that features numerous game screens, weapons, and spells. The

- 1 *Cratermaze* is reminiscent of *Pac-Man*, except that your main weapon against pursuing enemies is the ability to make craters.
- 2 *Deep Blue* is an underwater action game.

sound in both of these CD games is extraordinary.

NEC predicts there will be 20 CD titles for the TurboGrafx in the U.S. by Christmas. To get a clue about what's coming, here's a brief list of new CD games in Japan: *Bikkuri-man Daijikai*; *Gambler*; *Tengai-Makyo*; *Cobra*; *Ys I* and *Ys II*; *Valis II*; *Super-Albatross*; *Legend of Mirror Country*; *Romrom Stadium*; *Cosmic Fantasy*; and *Red Alert*. At least some of these CD games are likely to appear in the U.S., though perhaps under different titles.

## New Game Cards

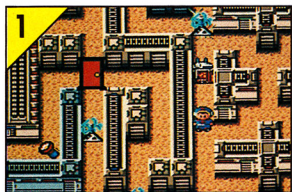
Although the CD games represent an exciting new genre that no other game machine can boast of, there were some great-looking new card-based games exhibited at CES, too. Most are scheduled for release during the first half of this year. In fact, some should be available in stores by the time you read this.

The lineup includes *Bonk's Adventure*, *Ordyne*, *Military Madness*, *Double Dungeon*, *Takin' It to the Hoop*, *Cratermaze*, *Deep Blue*, *JJ and Jeff*, *King of Casino*, *Neutopia*, *TV Sports Football*, *Atomic Robo-Kid*, *Sindibad*, *Gempei Tohmaden*, *Cyber Core*, *Super Volleyball*, *Paranoia*, *Bloody Wolf*, *Tiger Road*, *P-47*, *R-Type*, *Fantasy Zone*, *World Court Tennis*, and *Moto Roader*. Let's take a quick look at these new games.

*Bonk's Adventure* is a clever and thoroughly addictive game with cartoonlike graphics. Bonk, a cave-man, uses his head (literally) to fight his way through a prehistoric world on a mission to save the Princess Za from the evil King Drool. He needs lots of fruits and

# TURBO PLAYERS

vegetables to keep up his strength, but once in awhile he devours a piece of meat and turns into a rampaging madman. The game's five levels are filled with swamps, pterodactyls, giant amphibians, and even a sequence inside a dinosaur's stomach.



In *Ordyne*, you must shoot your way through seven fast-paced levels to rescue a damsel in distress and save the universe. There are 12 power-ups for speed, strength, and special space guns. You'll need them all, especially on the seventh level when you confront the heinous Kubota, leader of the evil outer-space pack.

*Military Madness* is a 32-level game you can play against a friend or the TurboGrafx. It's an unusual military strategy game in which the most powerful nations are battling for control of the moon. An on-screen manual you can call up at any time helps you plan and execute strategic moves.

*Double Dungeon* is a role-playing game for one or two players. The split-screen views and corridor perspectives give it a fresh and interesting look.

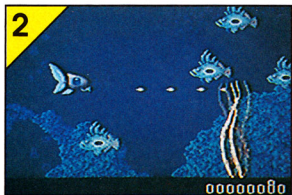
*Takin' It to the Hoop* is a basketball game with particularly spec-

tacular slam dunk screens, fast-break action, and big characters.

*Cratermaze* is an action-oriented maze game with 60 different screens that take you from primitive to futuristic settings. In actual play, it's similar to *Pac-Man* as you scurry through the maze collecting treasure. But instead of eating *Pac-Man* power pills to turn the tables on your pursuers, in *Cratermaze* you have an even more surprising weapon: craters. When an enemy approaches, you just dig a crater and watch him fall to his finish.

*Deep Blue* is a classic shooting game with beautiful and unusual underwater graphics. There are four levels of mutant sea creatures to confront with your A.N.G.E.L. Fish Attack Sub.

Try to imagine Laurel and Hardy on the *A-Team* and you'll get the basic idea behind *JJ and Jeff*. The facial expressions on these two offbeat detectives are half the fun of the game. There are six levels to investigate, and each level contains



hidden bonuses, secret screens, and invisible surprises. Even the weapons are imaginative.

*King of Casino* is a gambling game that includes poker, blackjack, roulette, and slot machines, and the game can accommodate up to five players using the TurboTap accessory.

In the fantasy role-playing category is *Neutopia*, where your quest is to find the magic medallions and rescue the princess. There are four stages with 150 different screens and plenty of dungeons,



# TURBO PLAYERS

monsters, and spells.

Due this fall is *TV Sports Football*, which allows as many as five players when used with a TurboTap. *TV Sports Football* is being developed for NEC by Cinemaware, the same company behind *It Came From the Desert*. But *TV Sports Football* is a very different kind of game. It's based on a computer game, and Cinemaware says it will have faster arcade-style action and a quicker response time than the PC version. *TV Sports Football* simulates not only the game, but also a live TV broadcast of a pro football contest. For example, there's an announcer who introduces the game and gives a commentary at halftime, and players who shout in clear, digitized sound. The game even pauses for commercials.

The playing field in *TV Sports Football* is viewed from a three-dimensional perspective, and the graphics are lively and realistic. Individual statistics rate the players in terms of ball handling ability, speed, strength, and overall agility. *TV Sports Football* offers a full season of game play with eight teams, two leagues, a ten-game schedule, and a championship trophy.

## TurboGrafx Vs. Genesis

If you're arguing with somebody — even yourself — about whether or not the TurboGrafx is better than the Sega Genesis, one new game

1 *It and Jeff* is an amusing action game about a pair of stumblebum detectives.

2 *World Court Tennis* allows as many as four people to play when used with a TurboTap.

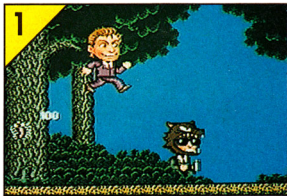
that's coming out may help settle the question.

The game? *Atomic Robo-Kid*. It is being adapted from a popular arcade game in Japan, and a different developer is also bringing it out for the Genesis. A side-by-side comparison could reveal a lot about the relative strengths of each system.

*Atomic Robo-Kid* is a fast-action shoot-em-up with 25 levels. As the Atomic Robo-Kid, a synthetic soldier, you must save mankind from the powerful mutant life forms that have seized control of Earth. Fortunately, scientists have endowed you with nuclear energy, lasers, and missiles.

*Sindibad* is a role-playing game based on the classic tales of the Arabian nights. There will be 15 towns and four dungeons to work your way through.

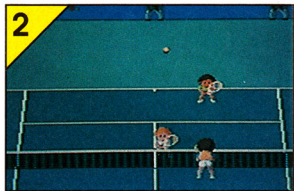
*Genpei Tohmaden* is an impressive-looking action game with 48 stages, split-screen scrolling, and an Oriental flavor. *Cyber Core* is a futuristic-looking shooter with eight levels of action. *Super Volleyball* is a multiplayer sports simulation with a side view of the action. The realistic volleyball sounds add to the fun. *Paranoia* is a shooting game with some clever, surrealist graphics and five levels of play.



*Bloody Wolf* is an eight-level arcade-style game in which you become a commando who's trying to rescue hostages. As in *Rambo*, there's lots of fighting and shooting.

*Tiger Road* is an arcade adaptation with five levels and 255 different screens. The game features both vertical and horizontal scrolling with plenty of martial arts action. *P-47* is a World War II air combat game in which you fly an American P-47 Thunderbolt fighter. It has eight levels of play.

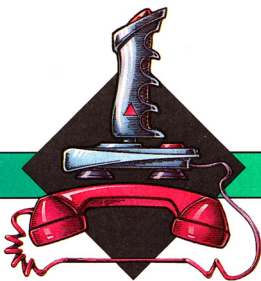
Other TurboGrafx titles include *R-Type* (an amalgamation of the *R-Type I* and *R-Type II* games released in Japan); *Fantasy Zone*, an arcade



shooter for one or two players; *World Court Tennis*, which allows up to four players using a TurboTap; and *Moto Roader*, a driving game for one to five players in which you can customize your cars.

Like Sega, NEC is trying to drum up outside support for its game system. One of the first independent companies to announce titles for the TurboGrafx was Tengen, well known for its arcade games and Nintendo-compatible cartridges. Tengen's first titles for the TurboGrafx will be *Xybots*, based on the arcade game of maze warfare; and *R.B.I. Baseball 2*, an improved version of the Nintendo-compatible baseball game.

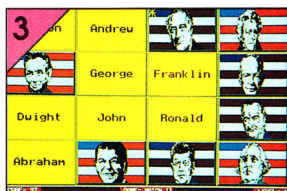
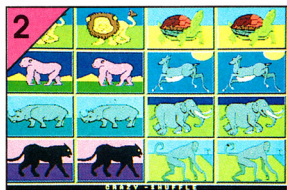
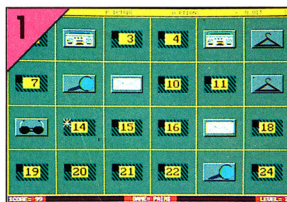
GP



# CHEAP THRILLS

## CRAZY SHUFFLE AND FEEDING FRENZY

Arlan R. Levitan



Do you keep forgetting where you left the car keys, your glasses, or the baby? If so, your computer can help whip those stagnant brain cells back into shape. *Crazy Shuffle*, a shareware game from Alive Software, brings the classic game of *Concentration* to IBM PCs, Tandys, and compatibles.

*Crazy Shuffle* runs on just about any kind of display adapter that has graphics capability, but it looks best when used with an EGA or VGA graphics card and display.

Though *Crazy Shuffle* is faithful to the old card-based version of *Concentration*, it adds enough

- 1 *Crazy Shuffle* for PCs is patterned after the classic *Concentration*. The novice level is a good place to start.
- 2 Younger children will find *Crazy Shuffle* easy to play if you select these animal shapes.
- 3 Another card set for kids allows them to match the names and faces of well-known U.S. presidents.
- 4 Adults will find the master level a challenge. Cards can be selected with either the keyboard or a mouse.

twists and extra features to hold the attention of youngsters and grownups alike. The object of the



basic game is to flip over the face-down cards two at a time in an attempt to find matched pairs. Your score starts at 100 points and decreases as time and possible matches pass you by. If you tire of matching pairs, you can match triplets, or you can match words with their corresponding pictures.

*Crazy Shuffle* includes several different card sets. Students can match cards of famous presidents. Younger players will like the card set of colorful, cartoonlike jungle animals. Adults seeking a satisfying challenge can try the objects card set, which has five levels of difficulty.

To suit the memory skills of different players, you can adjust the amount of time nonmatching cards remain face up before being flipped down again. You can select the cards with the keyboard or a mouse, and the game's sound effects can be turned on or off at will.

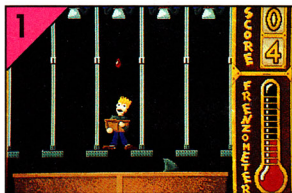
All in all, *Crazy Shuffle* is a well polished and engaging diversion that can sharpen your mental acuity as it entertains. If you decide to register the program for the suggested \$20 fee, the authors will send you the latest version, a disk with 264 additional cards, and a

# CHEAP THRILLS

disk of other shareware programs. According to the authors, future versions of *Crazy Shuffle* will allow multiple players and will be compatible with 256-color VGA/MCGA graphics modes. Write to Alive Software at P.O. Box 4004, Santa Clara, CA 95054.

## Feeding Frenzy For Amiga

Common wisdom has it that someone has to invest hundreds of hours of intense effort plus a heavy dose of programming finesse to produce an attractive-looking, graphics-oriented game with smooth

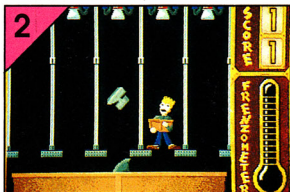


animation and impressive sound.

Amiga owners, however, can take advantage of a number of shortcuts. One is a program called *The Director* from the Right Answers Group. *The Director* is primarily intended for producing flashy computer-based slide-show presentations with animation and sound, but it's also gaining popularity among Amiga shareware authors. For example, one of last summer's most popular shareware games was a three-disk version of *Star Trek* created with *The Director*. Best of all, you don't need a copy

of *The Director* to enjoy the programs produced with it. Right Answers Group allows authors to freely distribute a playback-only version called *The Projector*.

This month's Amiga game, *Feeding Frenzy*, was produced by Peter Gage of Cornerstone Software using *The Director*. Although at first glance the game's nonsensical premise doesn't seem to be for the squeamish, the sardonically humorous instructions (not to mention the game itself) will soon put you at ease.



*Feeding Frenzy* is really a very simple game. Your character is standing on a row of platforms suspended above a tank in which a shark swims back and forth. Above the platforms at the top of the screen are nozzles that randomly release drops of, uh, hemoglobin. Your job is to catch the drops in a bucket before they land in the shark tank. You score one point for every drop you catch. The number of drops you've missed is measured by the Frenz-O-Meter, a thermometer-like instrument that indicates the shark's degree of agitation.

**1** The object is simple: Using the bucket in your arms, catch the falling drops before they land in the water tank and provoke the shark into a feeding frenzy.

**2** If an anvil falls, jump out of the way quickly! Otherwise it'll bonk you on the head and knock you into the shark tank.

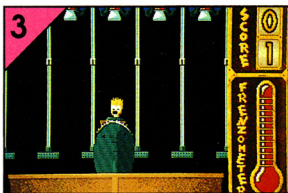
**3** Uh-oh—the Frenz-O-Meter boiled over. You're shark food now, Bub.

Just to confuse you, heavy iron anvils and flopping fish occasionally fall from the nozzles instead of drops. Both objects should be avoided. Getting in the way of an anvil knocks you out cold and plops you into the shark tank, instantly ending the game. Catching a fish won't do you any harm, but it's better to let the shark have it, because it lowers the Frenz-O-Meter by a notch.

If you can score 99 points without letting the Frenz-O-Meter boil over, you win the game. But if the Frenz-O-Meter hits maximum, the shark loses his cool, leaps out of the tank, and dispatches you with an amusing sound effect straight out of *Jaws*.

Expert players can shift into high gear by changing the difficulty level from Easy to Hard. (We never got that good.)

*Feeding Frenzy* may not have a lot of depth, but don't let that fool you. Like many other simple games, it will probably have you muttering "just one more time" more often than a first glance might suggest.



Although *Feeding Frenzy* is free, the author says a \$5 contribution will bring you his next game, *Catacomb*. For a contribution of \$10 or more, he'll send you *The Director* script for *Feeding Frenzy*. Write to Peter Gage at 12827 E. 27th Street, Spokane, WA 99216.

GP

# A BOY AND HIS BLOB

Gary Meredith

NINTENDO GAME  
of the  
MONTH



**B**

lobert — or Blob, as he prefers to be called — is a friendly alien who has come to Earth seeking help. Blob wants you to help him overthrow an evil king who has imposed a marshmallow-and-chocolate diet on the people of his home planet, Blobolonia.

*A Boy and His Blob* takes you on an exciting journey, first through the mazellike caverns beneath a city on Earth, and then through the alien landscapes of Blobolonia. Two main weapons will help you battle the minions of the evil Blobolonian king: the vitamins you acquire on Earth, and Blob's unique ability to change into various objects when fed certain jellybeans. Eventually, if you're successful, you'll bring good nutrition back to Blobolonia.

Absolute Entertainment, 251 Rock Road, P.O. Box 116, Glen Rock, NJ 07452.



This could be the beginning of a great friendship. While there may be some doubt in your mind about the horrors of a marshmallow-and-chocolate regimen, you agree to help Blob restore a well-balanced diet to Blobolonia.



That manhole looks like a good place to start your adventure, but it isn't. Although it eventually figures into your plans, look for another path to take.



Although Blob is usually right behind you, make sure he's always nearby, because you're lost without him. It's a good idea to give him a whistle prior to venturing into any uncharted areas.



Normally you wouldn't be caught dead in the subway at night. You do, however, have a hunch that somewhere down here you'll find something that will help you later.



After some experimenting, you find that the punch jellybeans turn Blob into a hole that's perfect for taking shortcuts between subway floors.



Hole placement becomes more critical later on, but for now, just about anywhere is OK.



When you whistle for Blob to revert to his normal form, be sure to get out of the way. If you're standing directly beneath the hole when it drops, it will remain a hole, and you'll fall through to the next level—which could be fatal.



After munching on a licorice jellybean, Blob thoughtfully provides the ladder you need to reach the treasure. (Isn't it funny how no one noticed this loot in the subway before?)



From now on, it's very important where you put the hole.



Must be your lucky day—you've found a second treasure. And to think that before this, you'd never even found a dime on the sidewalk. Getting by that subway serpent could be a problem, though.



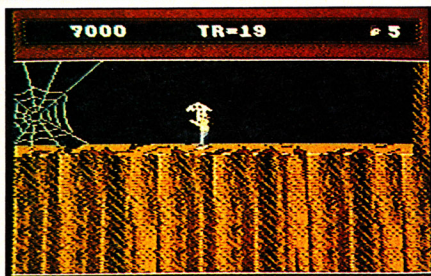
Even though you can't kill the serpent, you can outmaneuver it. Time your move so you can run under the serpent when it's at the top of its arc. Don't forget to grab the treasure while you're at it.



Be careful when gauging your jumps. A jump like this will do you no harm, but if you try to leap more than a screen and a half, you'll lose a life. If you're not sure what awaits you, tossing a jellybean will allow you to see a short distance ahead.

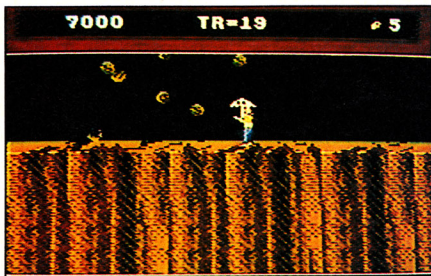
# A BOY AND HIS BLOB

NINTENDO GAME  
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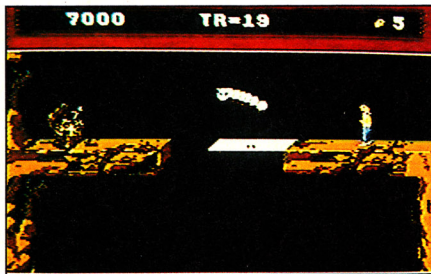
## VANILLA - UMBRELLA

The umbrella was a big help on that long drop, but it probably won't be much use against that rather imposing spider web. A better solution might involve a rise in the local temperature.



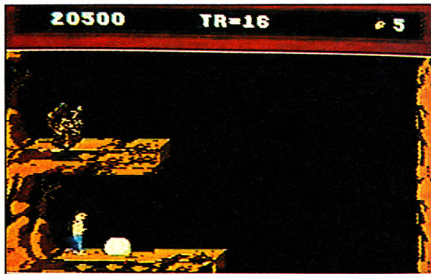
## VANILLA - UMBRELLA

Using the umbrella is a good way to get past these falling rocks. A word of warning, though — don't walk through the shower too fast, or you may run into rocks that have already passed the edge of the umbrella.






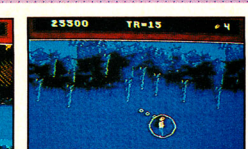
## STRAWBERRY - BRIDGE

A strawberry jellybean and good timing will allow you to pass safely by this serpent and on to the treasure. The caverns below the subway have numerous passages where an enterprising lad can pick up a little pocket change.







## 68 LICORICE JELLYBEANS

The obvious way to get that treasure is to use the ladder, but afterward you might try another hole. Jumping from this ledge is not in your best interests.

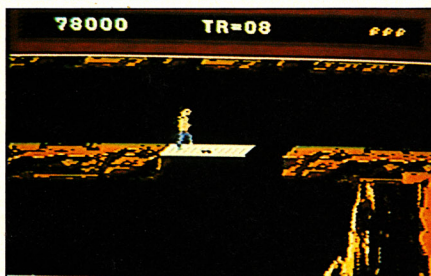
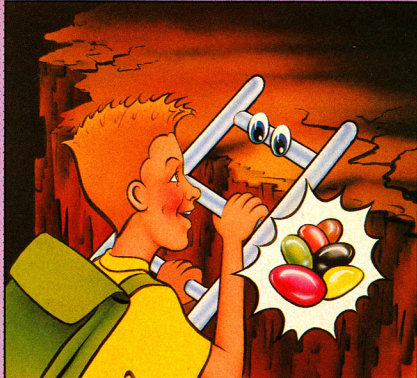
 <p>25500 TR-15 # 3</p> <p>67 LICORICE JELLYBEANS</p> <p>There are two choices here, and both lead to treasure. If you take the path to the next cliff, you'll find yourself at a dead end, but it won't be a problem to double back.</p>	 <p>25500 TR-15 # 3</p> <p>COLA = BUBBLE</p> <p>One of those cola jellybeans would really hit the spot right about now. If you're standing next to Blob you'll be engulfed by the bubble, so you can ride gently downward to your next destination.</p>	 <p>25500 TR-15 # 3</p> <p>COLA = BUBBLE</p> <p>Once in the bubble, your best bet is to steer left and pass under the opposite cliff. The bubble tends to drift, so be careful not to touch anything sharp, or your descent will be a bit faster than you anticipated.</p>	 <p>25500 TR-15 # 4</p> <p>COLA = BUBBLE</p> <p>It's probably obvious that those stalactites are not there for your benefit. Be sure to steer clear of them, unless you like to breathe water.</p>
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 <p>25500 TR-15 # 4</p> <p>COLA = BUBBLE</p> <p>Since diamonds are formed by tremendous heat and pressure, you're not quite sure how these jewels developed in this watery vault. Don't ponder long — just grab them and get out as soon as possible.</p>	 <p>70500 TR-09 # 1</p> <p>COLA = BUBBLE</p> <p>This treasure looks quite tempting, but unless you have a rock-steady hand, you should probably pass it by. Maneuvering the bubble through the stalagmites to get a few more dollars isn't worth the lives you'll probably lose.</p>	 <p>78000 TR-08 ###</p> <p>COLA = BUBBLE</p> <p>Once you're through the channel, park the bubble against the edge of the cave wall. You should end up on dry land, with Blob beside you. If you whistle while still in the bubble, you'll be gulping water.</p>	 <p>78000 TR-08 ###</p> <p>LICORICE = LADDER</p> <p>When you think you've gone down as far as you can go, it's time to start heading back up to the surface. You won't be going back the way you came, so there should be more goodies to find.</p>
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 <p>78000 TR-08 ###</p> <p>STRAWBERRY = BRIDGE</p> <p>The subway serpents still manage to make a nuisance of themselves. You have to position Blob just right to place him near enough to the chasm without getting yourself killed by the serpent.</p>	 <p>78000 TR-08 ###</p> <p>TANGERINE = TRAMPOLINE</p> <p>Positioning is important here so you won't bounce into a solid rock ceiling. A little experimentation will help you find the right spot with a minimum number of concussions.</p>	 <p>78000 TR-08 ###</p> <p>TANGERINE = TRAMPOLINE</p> <p>Timing is critical at this point if you don't want to suffer major lumps on your head. The direction you go depends on where you place the trampoline. Since you're closer to the left ledge, go left for now, then try using a ketchup jellybean. Blob won't eat them, but for some reason known only to him, they do make him come running (or bouncing) in a hurry.</p>	 <p>78000 TR-08 ###</p> <p>5 KETCHUP JELLYBEANS</p>
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# A BOY AND HIS BLOB

NINTENDO GAME  
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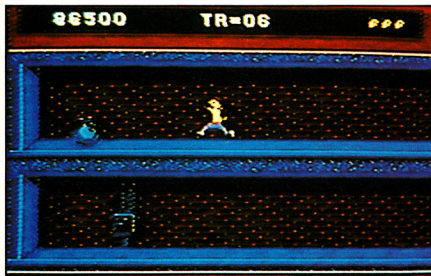
## STRAWBERRY = BRIDGE

There's nothing for you to find to the left, so go ahead and make another bridge to the other side. Remember, not all passageways lead to treasure, but you should try as many passages as possible.



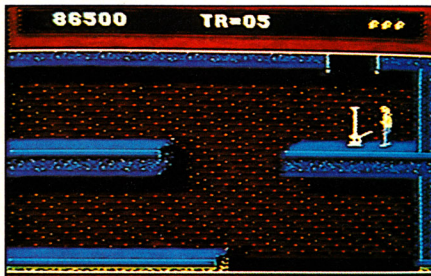
## TANGERINE = TRAMPOLINE

There are still a few more treasures to pick up on your way back to the surface. Whenever you come to a vertical passage, use the trampoline to do some exploring. After all, in this game, diamonds are a Blob's best friend.



## LICORICE = LADDER

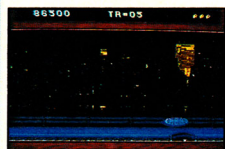
Back in the subway, be sure to check all the tunnels again for any treasures you may have missed. You definitely won't want to pass by this bag, since it contains some new and different jellybeans that you're sure to need on Blobolonia.



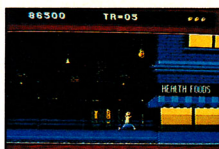
## APPLE = JACK

An apple jellybean fed to Blob in just the right place should provide you with a way out of the subway. Just look for a break in the ceiling.





If you've found the right spot, Blob should be able to turn that manhole cover into a flying disc. Once the disc has taken flight (it should be good for a few UFO sightings!), it's time for another licorice jellybean.



When you're back on the surface, take a left and run a couple of blocks to the neighborhood all-night health food store. You couldn't get in before, but now they'll welcome you with open arms (and cash register).



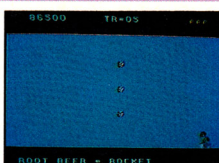
Depending on how much loot you found on your subterranean jaunt, the store will sell you one of its many vitamin assortments. If you don't have enough vitamin C, you'll have to go back for more treasure.



Satisfied that you are now nutritionally sound, you use your only root beer jellybean to transform Blob into a rocket for the ride to Blobolonia.



Space... the final frontier... somehow, you thought it would be different. Aside from the fact that you have no space-suit, though, your trip through the cosmos is fun and thankfully uneventful.



When you finally enter the atmosphere of Blobolonia, watch for floating peppermints and try to remember their locations. Otherwise, just enjoy the scenery.



Gee, Toto, Blobolonia looks a lot like Kansas. So far, everything seems normal — but if you see just one witch or munchkin, you're out of there.



Do you remember where those stratospheric peppermints are located? If you counted the number of frames between the mints and your landing, it should be just a matter of placing the trampoline.



It's not even autumn, but already things are falling from the trees. While your first reaction might be to turn Blob into a vitamin blaster, it's better to save your ammo and just dodge these marshmallows.



The sweets fall in changing patterns. Good timing is all you need to get through this barrage, but be forewarned that more dangerous perils await you.



Now is the time to transform Blob into the vitamin blaster and start plugging away. Trust us — you *don't* want these cherries to hit the ground. The vitamin C capsules have the best trajectory for this stage.



With only a quick glance to see if Orville Redenbacher is running things around here, you run through the popcorn with the same technique used for evading the marshmallows. You may find the kernels a bit more creative in their patterns, though.





TANGERINE = TRAMPOLINE

Somewhere above the entrance of this cave lurks a few more mints. If you find your life count getting low, you may want to take advantage of the rejuvenation powers of peppermint. Collect five, and you get an extra life.



30 TANGERINE JELLYBEANS

These choppers look pretty solid for a civilization that's being force-fed sweets. While thinking about the astronomical cost of braces for these molars, you should time your passage by observing the chomping pattern.



22 UZANIZA C

Are you missing a few coat hangers from your closet? It appears that many of them have migrated to Blobolonia. Keep shooting at them until they're all destroyed, then use a strawberry jellybean to bridge the chasm. The tension in the air tells you that you're not far from your destiny. (Isn't that the theme from *Mission: Impossible* playing in the background?)

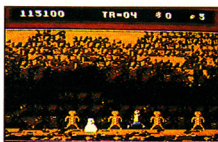


STRAWBERRY = BRIDGE



TANGERINE = TRAMPOLINE

Inside these caverns are a number of places where a guy can pick up a peppermint or two. You never know when an extra life will come in handy.



7 COCONUT JELLYBEANS

Sure, you've been dying to try out those coconut jellybeans, but this is not the time or place. While it's logical to assume that the gingerbread men might try to stop you, they won't, so ignore them.



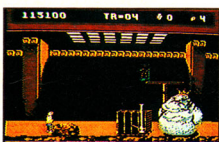
LIME = KEY

Aren't you glad you saved that lime jellybean? Without it, you couldn't have turned Blob into the key you need.



COLA = BUBBLE

The king appears to be a pretty hefty fellow, which is what you'd expect, considering his eating habits. If you think that feeding Blob a cola jellybean is a good idea, you're wrong.



APPLE = JACK

What you really want to do, after you've picked yourself up off the floor, is toss Blob an apple jellybean. Don't worry about getting him into position — he'll go to the right place once he swallows the candy.



APPLE = JACK

The Jack should topple the platform holding the jar of vitamins. Once the king receives his recommended daily allowance, he'll start to see the world in a whole new light.



12 APPLE JELLYBEANS

The Blobolonian media flash the news of your triumph and hail the return of a balanced diet to the Blobolonian people. Once again, they're free to eat spinach and liver. (You risked your life for this? Why didn't they call Popeye instead?)



=== GAME OVER ===

A grand ceremony celebrates your victory over the once evil but now good and healthy king. All of Blobolonia turns out to see you off. Now, just click your heels together and repeat: "There's no place like home, there's no place like home...."

# COMPUTER GAME

of the  
MONTH

William R. Trotter

Version reviewed: IBM PC, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, or VGA graphics; joystick or mouse optional but recommended; Ad-Lib sound card optional. Lucasfilm, P.O. Box 2009, San Rafael, CA 94912.



## THEIR FINEST HOUR



Weymouth

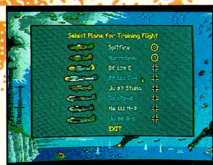
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THE BATTLE OF BRITAIN

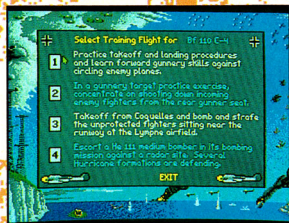
**R**oll your Hurricane to port — ease off the stick as the big, black Heinkel H-111 wallows into your sights — ignore the stream of tracers zipping past your windscreen as the dorsal gunner opens fire — aim for the starboard engine — *now!*

Your eight wing-mounted Brownings hammer out a two-second burst — chunks of metal tear off from the Heinkel's engine cowling as your tracers sparkle and dance across his wing — flames and oily smoke gush from the wounded Junkers engine — the Heinkel drops away fast, trailing smoke — and in your rear-view mirror you see parachutes blossom against the September sky. Score one more for old Blighty!

"Never climb, never dive, just turn." That was Spitfire ace Peter Townshend's advice on how to dogfight a Messerschmitt Bf-109. In *Their Finest Hour: The Battle of Britain*, Lucasfilm's crackling simulation of history's greatest air battle, you can find out whether Townshend was right. (He was.) You can also find out if the Luftwaffe could have altered history by winning this closely fought campaign. (Indeed it could have, but only by following its original, professional strategy of bombing Royal Air Force bases and radar stations, and ignoring Goering's orders to bomb London instead.)



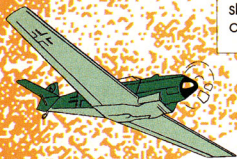
You can fly eight different types of aircraft, German or British. Each type fought in the real Battle of Britain.



Each training mission hones your skill in at least one important facet of flight or aerial combat.



Before each flight, you must "tune your radio" — a code-wheel form of copy protection that would be less obnoxious if it were required only once per playing session.

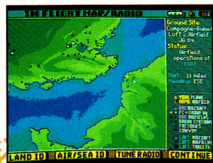


**Y**ou can, in fact, refight the entire Battle of Britain from either side. In this mode, the outcome of one battle has an effect on subsequent engagements. Or, if you prefer, you can fly a wide variety of individual missions in eight different aircraft, British or German.

If you choose to fly a German bomber, you can switch from position to position (pilot, bombardier, or any one of the gunners) and take over that crew member's functions from the computer. This feature is especially useful to the German side. Maybe it was luck, but when we took control of the MG-15s from the computerized gunners, a lot more Spitfires went spiraling into the English Channel.



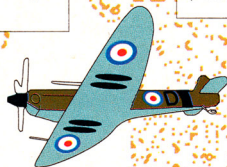
Each plane's cockpit layout is clearly explained in the manual, and the controls are very similar in each type of fighter or bomber.



Use the in-flight map for navigation and to update your information on the location of friendly or enemy flights.

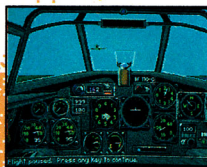
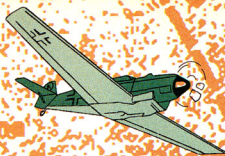


A single keystroke moves you from the pilot's seat to any of the gunners' positions.



# COMPUTER GAME

of the  
MONTH



Enemy planes may appear very suddenly over the English Channel, no matter which side you're playing.



It's very satisfying to see your tracers connect with an evasive enemy plane.



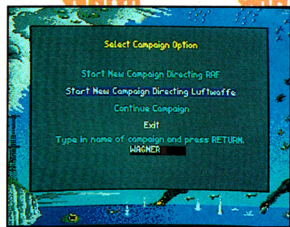
If you climb too steeply into the sun, your plane might stall. Drop your nose to recover, or you'll lose power and possibly crash.



The combat camera lets you replay bombing runs or dogfights from any point of view you choose.



Press Q to abort or end a mission. Over the Channel, you may be rescued. Over enemy territory, you'll become a prisoner.



Relive history by selecting the campaign scenario. Don't be surprised if you find it more fun to play the Luftwaffe instead of the RAF.

**L**ucasfilm's game designers obviously realized that some of the most exciting action film to come out of World War II was the gunsight camera footage taken from warplanes. Drawing on Lucasfilm's vast archival library of these films (assembled by George Lucas when he was planning the battle scenes for *Star Wars*), the game designers have faithfully re-created the look of real aerial combat, circa 1940.

Tracers, flak, bomb explosions, battle damage, terrain, and even bomb splashes near warships are all crisply modeled. And although the limited resolution of computer graphics makes it hard to distinguish between a Spitfire and a Bf-109 at long range, rest assured that the same problem plagued pilots on both sides during the actual Battle of Britain.

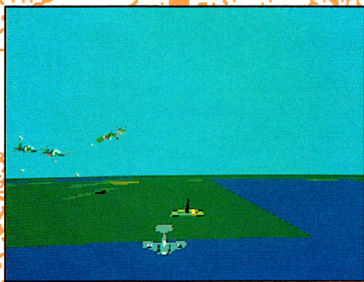


# COMPUTER GAME

of the  
MONTH



Using the combat camera replay, you can even watch yourself get shot down.



When the computer tells you to bail out, quickly push J (for "jump") before you lose control of the plane.



When attacking bombers, try to approach with the sun behind your back. This will blind the enemy gunners.

**A**lthough *Their Finest Hour* is a vast game, it's seductively easy to get started, thanks to Lucasfilm's magnificent manual. This book is 200 pages long, lavishly illustrated, beautifully organized, and sturdily ring-bound. Authors Victor Cross and Lawrence Holland deserve credit for presenting a wealth of fascinating historical and technical data in clear, graceful prose. Even dedicated history buffs will find photos they've never seen before. In short, this is not just a manual of game rules, but a full-fledged reference book on the Battle of Britain.

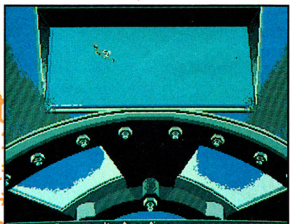
E N G L I S H C H A N N E L



Remember that debris from an exploding aircraft can be as dangerous to fly through as enemy flak.



In dogfights, the British pilots should take advantage of their aircraft's tighter turning radius.



Check your rear-view mirror periodically. If you see this, better take prompt evasive action.





**E**very aspect of *Their Finest Hour* reveals equal concern for thoroughness, clarity, and handsome presentation. The game is exciting and illuminating, and it creates a sometimes spooky sensation of actually being there. If you are at all interested in this critical period of history, you will find *Their Finest Hour* worth every cent of its price and more.

GP



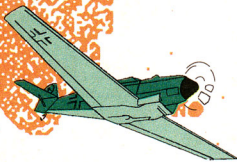
Formation flying is often the key to success. As in real life, it requires practice.



Press B to get behind the bombardier's sights.



Follow your stick of bombs down to the target with the "free" camera position.

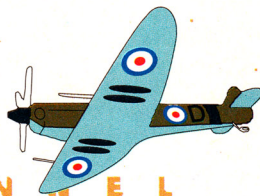


Wa



Scratch one RAF radar station!

Wight

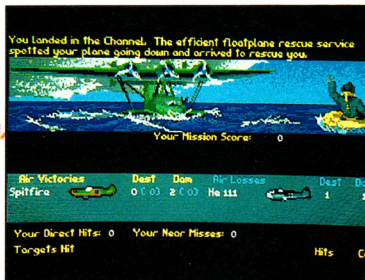


N E L



What every gunner likes to see: an enemy parachute. (Be sporting and don't shoot him.)

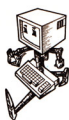
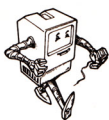
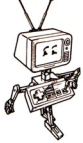
VII (Adv



If you crash in the Channel, you'll find that the Luftwaffe air-sea rescue is very efficient — much more so than the British.

THEIR FINEST HOUR  
THE BATTLE OF BRITAIN

M I L E S



# NINTENDO REVIEWS

It's the bottom of the ninth and you're ahead by a run. You're struggling for that last out — the one that'll send you to the Series.

Your pitcher has played a good game, but he's losing his touch. He has allowed the last two batters to take first and second, and now Bergen — the league's leading home run hitter — is at the plate. You look over your two relief men. Statistically, Gerald looks like the better pitcher. But his physical, intellectual, and

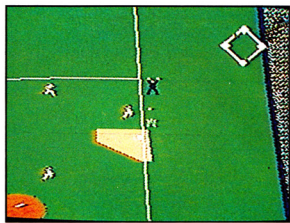
## BASES LOADED II: SECOND SEASON

Matthew A. Firme

Version reviewed: Nintendo. Jaleco U.S.A., 5617 W. Howard Street, Niles, IL 60648.

sensitivity biorhythms are way down today. And while Nolan's statistics aren't as good, he's peaking intellectually, so his curve ball should be in top form. What do you do?

Those are the kind of decisions you face in *Bases Loaded II: Second Season*, Jaleco's follow-up to the hit game *Bases Loaded*. The most unusual new feature is a system of biorhythms for the players. These influence each player's performance, simulating the kinds of slumps and hot streaks that happen in real baseball. Although these game-to-game variations won't greatly affect a hitter's average, they often do make the difference between winning and losing.

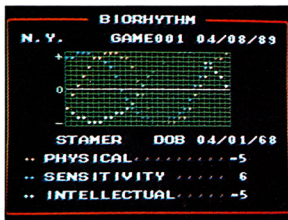


The outfielding screen can be hard to get used to. The players are tiny, and the perspective changes depending on where the ball is hit.

Another departure in *Bases Loaded II* is the view of the outfield. Depending on which side of the field the ball goes toward when it's hit, the overhead view is sometimes seen from the right side of the park and sometimes from the left. This makes it more difficult to get the hang of fielding the ball, and your outfielders are so small on the screen that it can be difficult to position them.

In most other respects, *Bases Loaded II* is similar to other baseball games for Nintendo. You can play a 130-game season in a league of two divisions with six teams per division. You can substitute players, shuffle your lineup, and put in pinch hitters. Nearly all of the features that make baseball work so well as a videogame are present in *Bases Loaded II*.

The biorhythms are the obvious innovation, though. Once you get used to the 1970s concept of charting these rhythms (you almost expect the players to be wearing mood rings, too), it definitely adds realism to your team's performance.

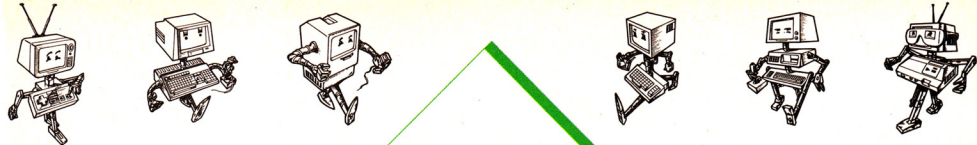


Stamer's physical and intellectual biorhythms are low today, so you might want to use another player for crucial plays.



You'll need plenty of practice — both batting and pitching — to get your team to the World Series.

GP

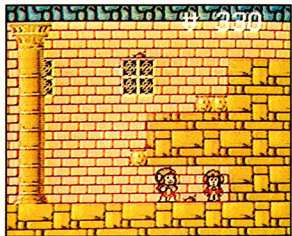


# A

lex Kidd, now starring in his fourth game, is a small boy whose adventures are even bigger than his

trademark ears.

True, Alex is no ninja, nor is he a fierce fighter or gunslinger. Yet his three Sega Master System adventures have been as challenging as any experienced by his more violent videogame cousins. And in his first Genesis game, *Alex Kidd in the Enchanted Castle*, he carries



Beneath the busy streets of Rookie Town, Alex finds an extra life. Extra lives are hidden inside black chests — but so are bombs!

that tradition.

This time Alex sets out across the planet Paperrock in search of his father, who has been missing for many years. Rumor has it that his father is being held captive in some remote castle. The quest begins in Rookie Town, where Alex can win such useful items as helicopters, motorbikes, and cloaks of invincibility. But to win these things, he must first pay a nonre-

# SEGA

## REVIEWS

### ALEX KIDD IN THE ENCHANTED CASTLE

Matthew A. Firme

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

fundable fee and then beat the merchant at a game of paper-rock-scissors. It may not be the most equitable arrangement, but Alex can always decline if he chooses.

The enemies Alex encounters appear to be anything but dangerous. Even such normally frighten-



The wily Gorilla challenges Alex. If Alex wins, he'll get this fabulous new motorcoter. If he loses, he's out 50 yen.

ing creatures as scorpions and octopi are depicted in a good-natured, almost cuddly style. But don't be fooled by their appearance, or by the gentle tone of the entire game—just journey through 11 different stages, from prairies to the depths of the sea, through forests, deserts, and pyramids. The



Despite the appearance of the dreaded Prairie Dog, scourge of the plains, Alex bravely chooses to forge ahead.

Genesis graphics will delight everyone.

Alex Kidd's childlike world is much gentler than those found in many other videogames, where criminals and monsters lurk at every scroll of the screen. Alex battles prairie dogs, turtles, and giant angel fish. He defeats bosses by playing paper-rock-scissors — not by blowing them up or beheading them. And although he faces danger time and again, it's the danger of running into a mouse or a monkey, not of being beaten and knifed by a ninja.

GP



## PIPE DREAM

Arlan R. Levitan

Version reviewed: IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, MCGA, VGA, Tandy 16-color, or monochrome graphics; joystick or mouse optional but recommended. Also available for the Macintosh, Amiga, Atari ST, and Commodore 64. Lucasfilm, P.O. Box 2009, San Rafael, CA 94912.

pipe available for play appear in a dispenser to the left of the grid and must be played in order.

Pipes can be placed on a square through which the flooz has not already flowed or that is not blocked by an obstacle. You can place a pipe on top of previously laid empty pipes, but this costs you 50 points and precious time, because it takes a few seconds to demolish the old pipes.

On the easier levels of *Pipe Dream* you can choose from seven basic pipe shapes. As the difficulty level increases, additional pieces become available. Careful planning is a must, because you can't rotate the pieces before placing them. Fortunately, there's a train-

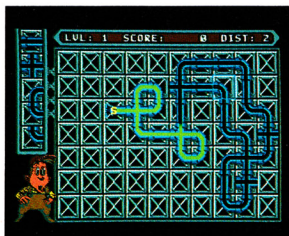
ing mode that allows you to practice your "pipe perception."

In the basic one-plumber game, the next five pieces to be played are always visible in the dispenser. In the expert one-plumber game, there are two dispensers from which to choose. In two-player mode, each dispenser is assigned to a different plumber. What makes the two-player mode interesting is that it encourages cooperation instead of competition.

To finish a level, you must get the flooz to flow through a pipeline of the minimum required length. You get 50 points for each

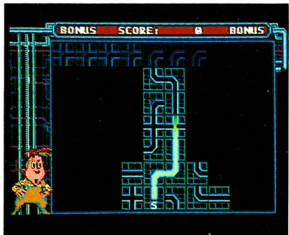
**P**ipe Dream is an appealing strategy game that offers an interesting combination of logical challenges and fast, non-violent action.

You play the game on a 7 x 10 grid of squares. Each of *Pipe Dream's* 36 levels has a starter pipe from which a liquid

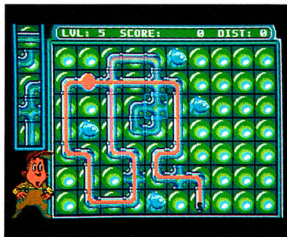


One key to *Pipe Dream* is to plan ahead and leave gaps until the right pipe can be placed.

called flooz begins flowing shortly after the round begins. You must build the longest possible network of pipes before the flooz reaches the end of the pipeline. Pieces of



During a bonus round, lay as much pipe as possible before time runs out.

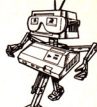
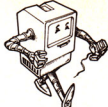
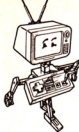


On the higher levels, reservoirs begin to appear.

piece in the pipeline. But each additional piece is worth twice as many points.

Whether you're a child of the Sixties who wants to go with the flow, a modern yupster aspiring to be well connected, or just someone who's looking for something different, *Pipe Dream* will plumb the depths of your puzzle-solving abilities.

GP



# NINTENDO NINTENDO

## REVIEWS

# VINDICATORS

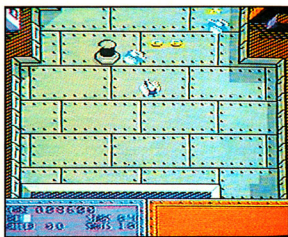
Tom R. Halfhill

Version reviewed: Nintendo.  
Tengen, 1901 McCarthy Blvd., Suite  
210, Milpitas, CA 95035.

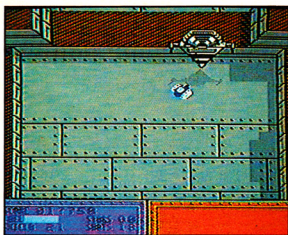
If you've enjoyed Atari's *Vindicators* in the arcade original, you probably won't be disappointed with the Nintendo-compatible version from

Tengen. It's a faithful translation of the arcade original, with similar graphics and game play. It even has a two-player mode that lets a second person join a game in progress.

*Vindicators* departs somewhat



Your path is blocked by two enemy tanks and a pillbox. Are they worth destroying, or should you make a mad dash for the pair of fuel tokens they're guarding?



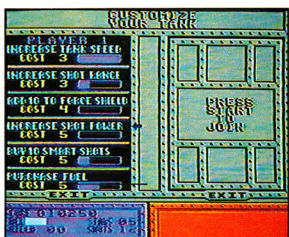
This boss machine is hard to defeat. Try moving beneath it and unleashing a barrage of bombs.

items are worth finding and picking up.

*Vindicators* also lets you customize your tank. At the end of each level you can buy more speed and shield strength; more power and range for your cannon; and more advanced weapons, such as smart bombs. There's only one catch: You must pay for your purchases with stars collected during your forays through the space station. Of course, the more time you spend collecting stars, the more fuel you burn, and the more you expose yourself to enemy fire.

from older tank games such as *Battle Zone* and *Combat*. Instead of simulating conventional warfare, *Vindicators* takes place on a series of futuristic space stations. Your mission is to fight your way through several levels on each station before advancing to the next enemy stronghold.

Blocking your way are large numbers of enemy tanks, pillboxes, and land mines. Although they aren't major obstacles, they do wear you down, and it soon becomes clear that the key to winning *Vindicators* is not destruction, but conservation. Your tank carries only a limited amount of fuel, and when it runs out, the tank blows up. Although you can collect more fuel, you always seem to run dry at the most inconvenient moments. The game constantly forces you to decide whether certain enemies are worth chasing down and destroying, and whether certain bonus

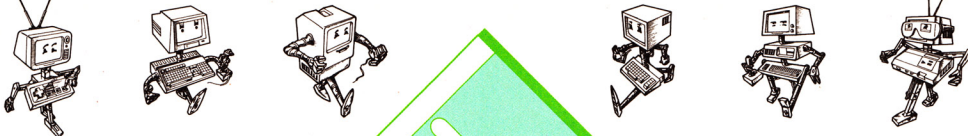


Between levels you can customize your tank — if you can afford it.

The only significant element *Vindicators* has lost in its translation from the arcades is its easy-to-use controls. The arcade version has two tread-control handles with triggers. The Nintendo directional pad is not as intuitive, and it takes awhile to get used to pushing up to go forward (no matter which direction your tank is facing).

*Vindicators* is not the fastest action game around. But it does give you time to think, and that's welcome in an action game that demands a little thinking.

GP



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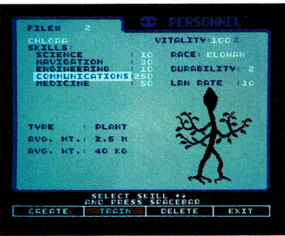
rthissafe! At least, that's what you thought when you saved the planet from certain destruction by supernova in the original *Starflight*. But then the vile Spemin, a race of evil aliens, developed technology that was light-years ahead of the rest of the galaxy. Now, in *Starflight 2*,



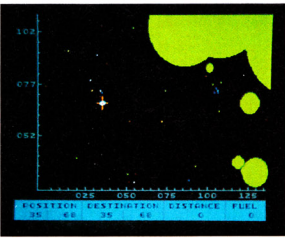
## STARFLIGHT 2

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, Tandy 16-color, or Hercules monochrome graphics. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



Spend wisely on your crew's training and don't skimp on the communications officer. A good comm officer is a must for dealing with aliens.



To avoid wasting precious shyneum, always consult your trusty star map when traveling. Watch out for the fluxes, because they can wreak havoc with your navigation console.

those slimeballs are threatening to subjugate all of creation, including you.

Your mission is to get your hands on the Spemin's new technologies and find a way of acquiring more shyneum. What's shyneum? It seems that Arth's former source of energy, endurium, has been banned, since it causes those pesky supernovas. Shyneum is the new and improved energy source, but it's a lot tougher to find, so you'd better get cracking.

Of course, you are still on the lookout for new planets to colonize, but that's a bit tougher, too. It seems that while the galaxy was worrying so much about solar destruction and the like, a few more species moved into the neighborhood, so there won't be nearly as many uninhabited planets for the

Federation to snap up. *Starflight 2* continues in much the same vein as its predecessor, with a few refinements. There are some new aliens to encounter, and now you can view them in VGA graphics. There aren't as many planets to visit, but there's a lot more to see on the ones that do exist. Trade has become more complicated — you can no longer just make a quick stop at your home spaceport to dump your goods. Now you'll have to do most of your dealing with alien traders, who are idiosyncratic, at best. Prices and demand may fluctuate with no discernible logic. And some races, such as the Tandelou Eshvey, mix their religion with everything else and expect you to



You've got three different views of the surrounding planetary terrain, so it should be easy to pinpoint any valuable minerals or artifacts and find (or avoid) any natives.

do the same. Whether or not you've played *Starflight*, *Starflight 2* is an enjoyable adventure and is richer in detail than many other games. A lot of thought has gone into *Starflight 2*, and a lot of thought will go into playing it.





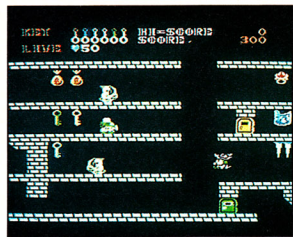
**T**

he Mad Mizer has kidnapped the beautiful Princess Margarita and spirited her away to the foreboding Groken Castle.

The whole land is

in mourning at the loss of its princess — and in terror at the thought of the Mad Mizer running rampant. In *Castlequest*, you are the brave Prince Rafael who is sent to rescue Margarita from the deadly and mysterious Groken Castle.

And the castle is indeed mysterious. In its 100 rooms you'll find enough tricks and traps to bedevil ten noble princes. The mazelike aspect of the game alone can have you pulling your hair out. But each room also has many other ways to drive you crazy. You'll encounter numerous obstacles, conveyor belts, keys that are just out of your reach, deep pools of water, and deadly power beams. Then there are the wizards, bishops, and attack cats that also make your life miserable.



Be sure to grab all the keys you can — but remember that there are only a limited number, so use them wisely.

NINTENDO  
WORLD

REVIEWS

## CASTLEQUEST

Gary Meredith

Version reviewed: Nintendo. Nexoft, 3868 Carson Street, Torrance, CA 90503.

Of course, there are certain objects that can help you, if you can figure out the best way to use them. *Castlequest* requires a great deal of ingenuity, as well as the ability to think things through to logical conclusions.

In one room, for example, you must figure out how to move and stack blocks in a precise order so you can reach a key and then a door above the key. Another room contains deadly needles you must



Elevators and lifting platforms abound inside the castle, but be careful, because they can easily crush you.



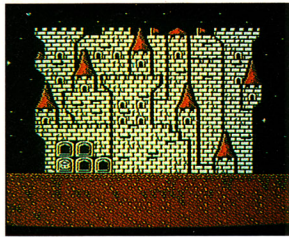
Skillful handling of the jar on the platform will help you crush the bishop. You'll also have to figure out how to stack those blocks when you come through this room again.

avoid, and a third chamber is filled with conveyor belts moving in different directions.

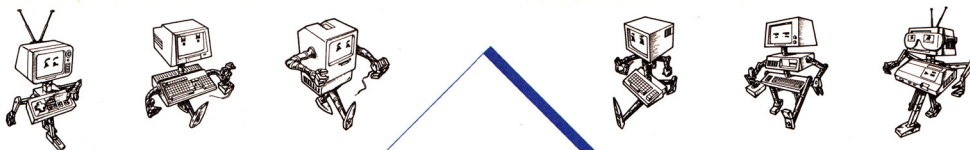
Because there's no save-game feature, getting through *Castlequest* in a single sitting can be difficult and frustrating. You start with 50 lives, and you can acquire more by picking up bottles of life elixir, but with all the traps and obstacles, lives can go pretty quickly.

Still, *Castlequest* is a fascinating game — especially for those tired of shooting or slashing their way through the more action-oriented adventures.

GP



Acquiring a map is important, since it lets you see where you've been and where you must go.



# SEGA

## REVIEWS

### PHANTASY STAR II

Matthew A. Firme  
Chris Slate

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

climate control and terraforming have helped make it the agricultural center of Algol.

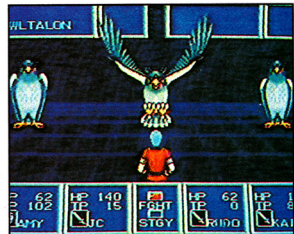
Coordinating the Algol civilization is a massive computer, the Mother Brain. For centuries the Mother Brain has controlled almost every aspect of life. But as the game begins, something seems to



On the ice planet Dezo, you'll have to explore vast chasms and uncharted wilderness.

be going wrong.

As the lead character you are awakened by recurring nightmares — fans of the first game will recognize the dream as the conclusion of *Phantasy Star*, as Alis engages in combat with the evil Dark Falz. But why should someone a thousand years later dream such a



Build the strength of your characters before attempting to battle the powerful biomonsters of Dezo.

dream?

Sensing that something is wrong, you report to your commander. He orders you to find a recording device at the biosystems lab — but this is only the beginning. As you carry out this task, more mysteries arise. Why has the lab been producing fierce monsters that threaten the people of Mota? And why are the dams of Mota locked, depriving the planet of desperately needed water?

With games like *Miracle Warriors* and *Phantasy Star*, Sega established itself as the leader in role-playing adventures for home video game systems. With *Phantasy Star II*, Sega has renewed that leadership with a very impressive title for its growing Genesis library.

GP

**P**hantasy Star II is a sequel in the best sense of the word — more of a good thing. Some videogame sequels unintentionally lose the winning formula that made the first game a hit. But *Phantasy Star II* delivers all the fun and challenge of the original *Phantasy Star* for the Sega Master System, plus the added depth and complexity that the 16-bit Genesis system can offer.

*Phantasy Star II* picks up the



Your adventure begins in the capital of the planet Mota. Question all the citizens and get to know the various shops in the city.

story one thousand years after the time of *Phantasy Star*, when Alis defeated Dark Falz to save the Algol star system. Since then, many things have changed. The three planets of Algol are now linked by extensive transportation networks and share a common culture. The names of the planets have been shortened over time; Motavia — a great desert in *Phantasy Star* — is now known simply as Mota, and





NINTENDO  
NINTENDO

REVIEWS

## TOP GUN: THE SECOND MISSION

Gary Meredith

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

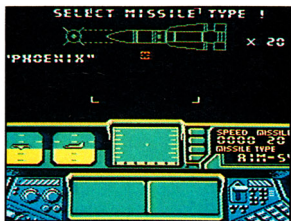
and they're mostly for the better. The graphics are improved, and control over your plane is much easier and more realistic. You can now roll the F-14 Tomcat, which is a big help when avoiding the numerous air-to-air missiles you'll find heading your way.

On the control panel, the most conspicuous change is the elimination of the fuel gauge. We're not sure why it's gone, but at least that's one less thing to worry about as you haul your 37-ton bird through the skies.

The biggest change in *Top Gun: The Second Mission*, though, is the fighter school. In the original *Top Gun*, the combat missions were everything. This time, by attending fighter school, you can compete against the other hot pilots vying for the coveted Top Gun

It seems a guy like Maverick just can't stay out of trouble. He's back again in *Top Gun: The Second Mission*, picking up exactly where he left off. Well, maybe not *exactly* where he left off. Because of certain disciplinary problems, he must go back to square one—warrant officer—to earn his Top Gun rating once again.

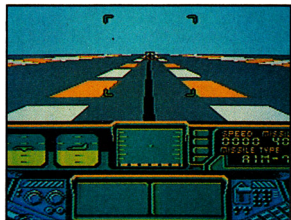
There are actually two ways to play *Top Gun: The Second Mission*. If you feel you need the practice, you can work your way up through



Weapon selection is critical. The Phoenix missile is more accurate and has greater range, but you can't carry as many of them as you can the Sparrows or Sidewinders.

the ranks at the U.S. Navy's famous Top Gun fighter school. If, however, you're ready for serious action, you can go ahead and tackle the most dangerous assignments. Of course, these assignments aren't practice runs, but real missions against the most advanced fighters, bombers, and surface ships the enemy can throw at you.

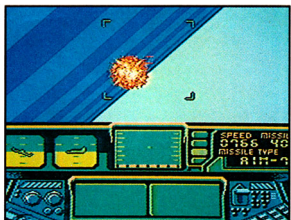
Konami has made several changes from the original *Top Gun*,



A good way to conserve your missiles is to remember that the first few fighters you encounter on a mission won't be carrying missiles of their own, so you can dispatch them with your guns.

honor. It's a tough competition, but if you can get off the first shot, you have a great chance of moving up.

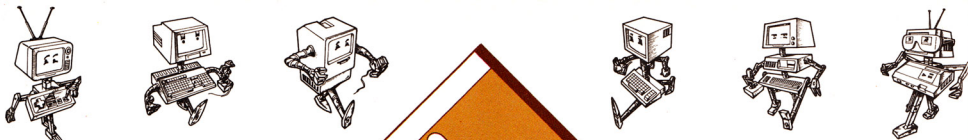
Unless you plan to become a naval aviator sometime soon, *Top Gun: The Second Mission* may be your best bet for getting behind the stick of a Tomcat. Although



Sure, you've just splashed that MiG, but keep your eyes on the radar screen. The closer you get to your primary target, the more enemy fighters you're likely to come up against.

this game is not a full-featured simulation of the Navy's top dog-fighter, it certainly has all the action you'll want.

GP



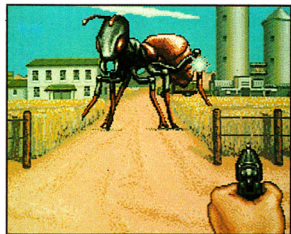
## IT CAME FROM THE DESERT

William R. Trotter

Version reviewed: Amiga; one megabyte RAM required; also available for IBM PC and compatibles; hard drive/RAM installable; joystick required; from Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362.

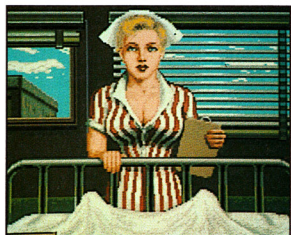
devise a strategy for saving the town; and finally, do battle with the critters, using everything from your personal sidearm to the tanks and howitzers of the local National Guard unit.

All those great cliches from the giant-bug movies are worked into the game: a crotchety (but lovable, and probably doomed) old prospector and his mule; a disheveled and desirable woman who shows up at your cabin looking for shelter; obtuse hayseeds; the skeptical National Guard officer; the sympathetic university scientist; even a jalopy full of local drugstore cowboys who keep running you off the road in games of chicken.



The ants, you'll discover, are just about impervious to small arms fire.

Cinemaware's unsurpassed graphics really capture the ambience not only of the movie genre, but also of the time and place. In addition to the basic man-vs.-bug plot are interesting sub-plots involving land scams, romantic rivalries, even a desert cult.



In this game, being wounded has its compensations. The hospital in Lizard Breath is well equipped.

If the graphics are delightful, sometimes spectacular, their impact is greatly enhanced by an original score that is sublimely creepy and evocative. *It Came From The Desert* is simply a joy.

GP

# T

he title screen of Cinemaware's new "interactive movie" perfectly evokes the delectably menacing mood of the late-1950s

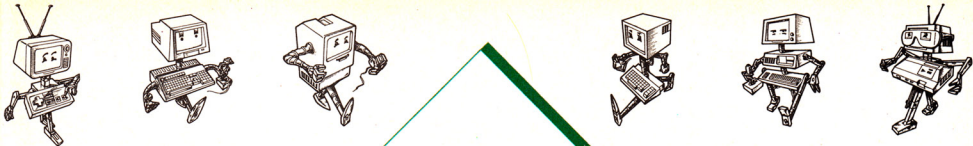
"giant bug" films which inspired the game: lurid purple-and-crimson clouds above the desert...a jack rabbit leaps behind a cactus...the stillness shatters when a "meteor" suddenly arcs down, lands behind an old volcano, explodes with a disturbingly A-bomb-like cloud of fire...the music swells ominously



The general, of course, won't be inclined to believe any wild stories about giant bugs.

as the credits loom out of the sapphire sands: *IT CAME FROM THE DESERT!*

Based primarily on the 1954 classic giant-ant movie *THEM!*, *I.C.F.T.D.* plops you down in the fly-blown desert town of Lizard Breath, in the role of a solitary (but handsome) geologist. You are given 15 days in which to: discover the giant ants; convince the skeptical locals that they're about to be turned into hexapod snacks;



# NEC REVIEWS

## MONSTER LAIR

Neil Randall

Version reviewed: NEC TurboGrafx-16; TurboGrafx-CD player required; TurboTap optional. NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.

**M**onster Lair is the second NEC TurboGrafx-16 game (after *Fighting Street*) to be released in compact disc format.

The game fits squarely into the walk-along-a-variety-of-backgrounds-and-defeat-a-series-of-inventive-monsters category, but has some appealing features that set it apart from the many similar



A walrus fires balls at Adam, our hero, in the action scene on level one. Adam's weapon, for the next few seconds, is a shuriken-like spiral.

games.

*Monster Lair* has 14 levels, each of which contains an action scene and a shooting scene. In the action scene, you can move left or right, jump, and fire weapons at monsters. In the shooting scene, the jump button is disabled.

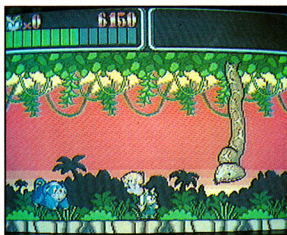
At the end of each action scene, you enter a dragon-shaped gate. From there you proceed to the shooting scene, where a huge monster waits. Once past the

durability).

Each time you fall through a hole, tumble into the water, or fall off your mount, you lose one of your three lives. You also lose vitality as time passes or when you're attacked by an enemy. Food helps you regain vitality, and some food yields more vitality if you shoot it before picking it up. Also, you can gain extra lives by scoring enough points.

*Monster Lair* is a fast and colorful game that's even more fun when played by two people (the multiple-player mode requires a TurboTap accessory). And because the game is on CD, the stereo soundtrack is superb. *Monster Lair* has enough charm to last through many playings.

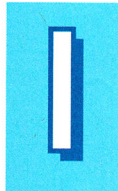
GP



After freeing the girl from her bubble-like cage, Adam touches her to gain strength. But an ape is sneaking up behind him while an enormous serpent waits ahead.



In level one's shooting scene, the uroconda throws scales that turn into deadly fish. To defeat the monster, keep shooting at its head.



If you're looking for a game that will help you learn the basics of boating safety and etiquette, *Cobra Triangle* is probably not a good choice. But if it's

guerrilla warfare at sea you're after — complete with guns, missiles, and plenty of action — then climb aboard the Cobra.

*Cobra Triangle* is something like a demolition derby for boats. You must race through a variety of courses, avoiding such hazards as whirlpools, sea monsters, and gun turrets (not to mention your fellow racers) while you try for the best finish time. In some stages there are even more challenges in store, like trying to round up floating mines before they explode, or guarding innocent swimmers from kidnapping. As you race along, be careful of anything that might damage your boat — but don't be too cautious, or time will expire. Either way, you're sunk.

# NINTENDO NINTENDO

## REVIEWS

### COBRA TRIANGLE

Matthew A. Firme

Version reviewed: Nintendo. Nintendo of America, Inc., 4820 150th Ave. NE, P.O. Box 957, Redmond, WA 98052.

To help you get to the finish line in time, and in one piece, your Cobra-class speed boat is equipped with such features as a high-speed racing engine, an on-board gun with unlimited ammo, and even a helicopter blade for flying from one water course to another. In addition to this standard option package, you can earn special

power-up items to give you even more of a fighting chance. Picking up enough of the numbered pods causes certain display items to flash their availability. Once activated, they will allow you to fire missiles, increase your speed, or activate a forcefield to help you through the really tough courses.

The graphics in *Cobra Triangle* are very good, and the action is fast and challenging. Handling the boat as you race along is a bit difficult at first, mainly because the game does such an accurate job of simulating the feel of a boat in water. After all, there's a big difference between steering a car, all four wheels firmly gripping the road, and steering a boat. So don't expect to be able to swerve around obstacles at the last minute as you might in a car racing game. But once you get the feel of the Cobra boat, you'll appreciate the added realism. And if you don't want a challenge, you probably won't want *Cobra Triangle*. This game is no cakewalk.

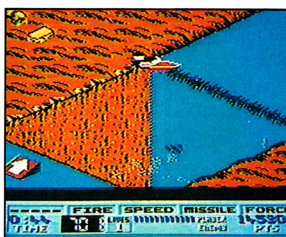
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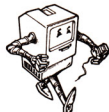
Don't just let the other guys pass you, shoot them! You can bet they'd do the same and probably will before you're done.



Poor bathers, how could they have known that this tranquil swimming hole would soon become a war zone?



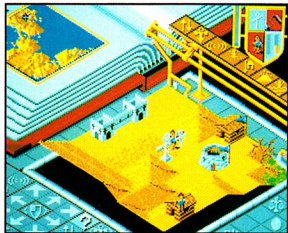
You'll need a burst of turbo speed to get across the roaring falls. There are a lot of wrecked boats in this chasm.



# P

opulous gives you the powers of a god. You hold dominion over hundreds of possible worlds, ranging from icy tundra to fertile grasslands.

Each world is inhabited by two kinds of people: Good and Evil. You are the god of the Good people, and through divine manipulation



The page at the top of the screen shows your entire world, with a three-dimensional closeup below.

you foster their cultural, technological, and economic growth. Your goal is simple: to become powerful enough to overcome the Evil god and sweep the world of his people.

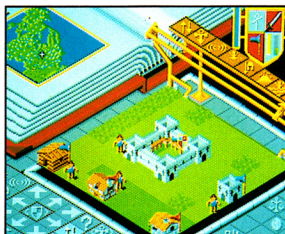
When the game begins, your people are poor and primitive, living in crude huts with barely enough farmland to support themselves. Their success, and your power as a deity, depend on the amount of manna (crops) your people can produce. By lowering and raising sections of the landscape, you can create more arable flatland. Then you can command



## POPULOUS

Matthew A. Firme

Version reviewed: IBM, Tandy, and compatibles; CGA, EGA, or VGA graphics (VGA shown); 512K minimum memory (384K in CGA); mouse or joystick optional, mouse recommended. Also available for the Amiga. Bullfrog Productions/Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



As your people grow in numbers and advance in technology, they build increasingly sophisticated structures.

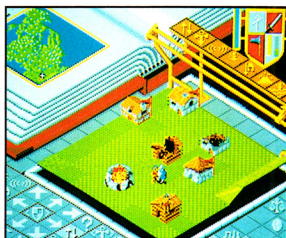
your people to start planting crops and building settlements.

Meanwhile, your foe—the Evil god—is working to improve the lot of his people, too. (The Evil god, usually controlled by the computer, can also be a second player, but only via a modem or null-modem hookup.) As your people

toil to better themselves, so do the Evil ones. To limit the Evil peoples' growth and protect your own subjects, you have several options. You can call forth an earthquake, aiming its epicenter at the heart of the greatest Evil city. Or you can try a cataclysmic flood, wiping out entire continents. Of course, the Evil deity can do the same.

Virtually all actions in *Populous* are selected by pointing a hand cursor at the appropriate icon. Although the game can be played with the keyboard or a joystick, neither works anywhere near as well as a mouse.

It will take a few defeats at the



There can be but one winner in this struggle between Good and Evil.

hands of Evil to get the hang of the many options and strategies in *Populous*. Experience is the only way to learn, especially since the instructions are definitely the game's weak point. But *Populous* is an exceptional game, and you'll soon find yourself completely absorbed in the drama of your people's lives and the fate of their worlds. Be warned, though—*Populous* is absolutely addictive.

GP



# NINTENDO NINTENDO

## REVIEWS

### ADVENTURES OF DINO-RIKI

Gary Meredith

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

levolent monsters. If you fail, man will never progress beyond the Paleolithic Age, and the world will never come to know such wonders as skateboards, Nintendo, and pizza-eating mutant turtles.

You start the game armed with nothing but a few pitiful stones. But thanks to evolution, you quickly progress to more powerful weapons, such as axes, torches, and boomerangs. Additional items give you extraordinary powers. Soon you'll be able to run more quickly, fly through the air, or even transform yourself into the formidable ancient warrior, Macho-Riki.

All this comes in handy, because the dino bosses you go up against are not exactly pushovers. There are five of them, and each has its own unique way of dispatching anyone foolish enough to lay down a challenge.

Of course, you can't just waltz up to the big guys and start fighting. First you'll have to battle your way through a nightmare menagerie of lesser monsters, eventually earning the chance to get fatally beaked by an irate pteranodon.

There are also a number of "natural" disasters to contend with. In the swamps, you'll encounter lily pads that tend to disappear just as you step on them, and hidden pits of quicksand that suddenly appear with the same deadly timing.

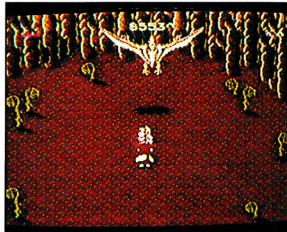
In a land before recorded time — or at least just prior to the founding of Bedrock — there lived a young lad named Dino-Riki. In those days humans didn't rule the Earth, but were subjects of a race of powerful dinosaur-like creatures. In *Adventures of Dino-Riki*, your task is to liberate humanity from these ma-



Don't believe for one second that the other side of the lake is just a few hops across these lily pads. The pads will disappear without warning.



You can finally give up your rocks, now that evolution has provided you with a boomerang. But can you get it to come back to you?

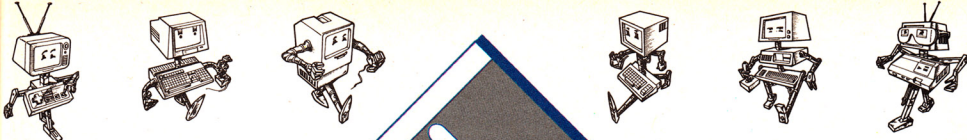


Were pteranodons plant-eaters or meat-eaters? From the way this one's looking at you, he probably isn't thinking of starting his meal with a salad.

And, of course, the stages get progressively tougher — not that there isn't enough action to keep you busy from the very beginning. In this game, there's definitely no rest for the weary.

*Adventures of Dino-Riki* won't be mistaken for an educational program on prehistory. But it does provide nonstop action and excitement, spiced with a touch of humor.

GP



**D**o you have enough salt-water in your veins for a daring voyage to the edge of the known world — a dangerous journey in search of gold and new territory for king and country in a ship little larger than a dinghy?



## GOLD OF THE AMERICAS

Selby Bateman

an excellent introduction for new strategy gamers who want a nonthreatening taste of adventure without being overwhelmed by masses of details, a complex player interface, or a glacial pace.

*Gold of the Americas* lets you control the entire game by using an easy-to-master menu system. One to four players can cycle from move to move quite easily. The game offers multiple levels of difficulty (novice, normal, and expert); historical and random scenarios; a 30-move playing limit; and a map of the New World that's reminiscent of the board game *Risk*.

The emphasis is on colonizing rather than exploration. Players must juggle their treasuries and secret funds in order to afford armies, colonists, warships, merchant vessels, and privateers.

Experienced strategy game



The Spanish Crown doesn't mind demanding outrageous taxes right from the start.



Your colony in Venezuela has been wiped out by an uprising among the Guajiro natives.

As Portugal and Spain begin celebrating the 500th anniversaries of their explorations of the New World, we can pay tribute to those brave explorers by re-creating their exploits in SSG's new *Gold of the Americas*.

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, or Hercules monochrome graphics. Also available for the Amiga. Strategic Studies Group (SSG), 1747 Orleans Court, Walnut Creek, CA 94598. Distributed by Electronic Arts.

Columbus "discovered" the New World when he arrived at San Salvador in 1492, and Portugal's Pedro Alvares Cabral reached Brazil in 1500. What began in the 15th century as a tentative trickle of exploration soon mushroomed throughout the 16th century into a free-for-all of conquest. England, France, Portugal, and Spain sought to find, exploit, and finally colonize all of the rich lands they continued to stumble upon.

*Gold of the Americas* offers armchair seafarers the chance to carve their own initials into the New World, leading expeditions for any of those four nations. It's



Your explorer, Manuel, and five armies have invaded and taken the English colony of Mato Grosso.

players may find the options somewhat limited. On the other hand, *Gold of the Americas* is one of the easier historical strategy games to get started with, and it should provide a lot of fun for beginning and intermediate gamers.

GP



i-Tech Expressions has released a Nintendo version of one of the best and most popular chess

games ever developed for personal computers — *The Chessmaster*. The Software Toolworks released the computer versions (*Chessmaster 2000* and *Chessmaster 2100*), and Hi-Tech Expressions' Nintendo version is an excellent translation.

Not only is *The Chessmaster* the first chess game for Nintendo, but it's also so good that any future Nintendo chess games will have to go a long way to equal its power, ease of use, and variety of options.

Whether you're a beginning or experienced chess player, you'll find a lot to like in *The Chessmaster*. The controls are simple to use and easy to remember. *The Chessmaster's* board alternates with an on-screen menu system that allows you to select from a wealth of options.



Moving pieces on the main game screen is as easy as picking them up and putting them down with the hand icon.

# NINTENDO REVIEWS

## THE CHESSMASTER

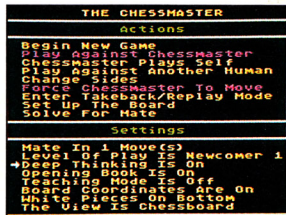
Selby Bateman

Version reviewed: Nintendo. Hi-Tech Expressions, 584 Broadway, New York, NY 10012. Also available as *Chessmaster 2000* or *Chessmaster 2100* for IBM, Tandy, and compatible computers; the Amiga; and Atari ST. The Software Toolworks, 19808 Nordhoff Place, Chatsworth, CA 91311.



The War Room screen shows a smaller view of the board plus a move list, the captured pieces, and even hints, if you wish.

There are a number of other options as well, including 16 different levels of play ranging from Newcomer to Infinite; an opening book of 150,000 positions; board



This menu screen shows some of the many options available in *The Chessmaster*.

coordinates for easy identification of each square; and two different views of the chessboard. One view shows the board and pieces. The alternate view, called The War Room, shows a smaller version of the board as well as a move list, the captured pieces, and the program's "thinking" in progress.

Although *The Chessmaster* is not primarily intended to be an instructional program, it has several features that make it an ideal first computer chess game for beginners — children and adults alike. For example, there's a Teaching Mode that shows all legal moves for any piece you select.

Experienced players will find that *The Chessmaster* accurately includes all of the fine points of chess, such as pawn promotion, castling, capturing *en passant*, and similar features.

In short, *The Chessmaster* is a superb addition to any Nintendo collection and is an excellent example of the new wave of more sophisticated and thoughtful games for the Nintendo Entertainment System.

GP



## A N D P R E V I E W S

### NEW NINTENDO GAMES

The recent Winter Consumer Electronics Show proved to be a bonanza of new Nintendo games. With titles ranging from arcade favorites to adaptations of hit TV shows and movies, 1990 appears to be a game player's dream come true.

Here are some of the new titles you can look forward to playing this year. For even more new games, be sure to read this issue's "Nintendo News" column.

Hot-B USA, a relatively new name in Nintendo games, will add a second title to its Nintendo lineup with *Shingen*. Hot-B's first title, *The Black Bass*, re-creates all the challenge and excitement of competition bass fishing.

IREM America has been involved in Nintendo indirectly until now by licensing its video and arcade games through such companies as Nintendo of America, Data East, and Taito. Now deciding to market games themselves, IREM has become a licensee of both NES and Game Boy cartridges. IREM's first two Nintendo games are *Image Fight*, a spaceship shoot-em-up, and *Kickle Cubicle*, a puzzle-solving maze and action game for players between 5 and 12 years of age.

With such well-received games as *Shadowgate* and *Spy vs. Spy* already available, Kemco-Seika announced four new titles for 1990. *Snoopy* is a sports contest for the younger set, featuring that lovable beagle Snoopy and his brother Spike. *Rescue: The Embassy Mission*

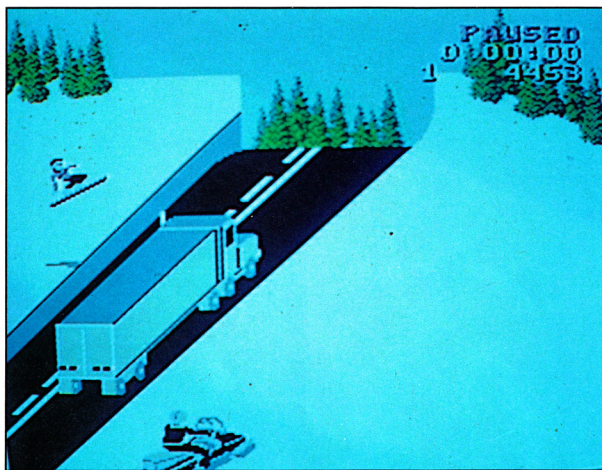


The original Road Warrior takes to the wasteland in Mindscape's *Mad Max*.



Recognize this character from the movie, *Mad Max Beyond Thunderdome*? He also makes an appearance in Mindscape's Nintendo version of *Mad Max*.

## A N D P R E V I E W S



For snowboarding action, try leaping the semi truck in *Heavy Shreddin'* from Parker Brothers.

and *Rocket Ranger* are both adaptations of popular action-adventure games for personal computers, while *Bugs Bunny II* picks up where last year's *Bugs Bunny's Crazy Castle* left off.

In 1989, Koei made a strong impression with two complex strategy games adapted from their home computer versions, *Nobunaga's Ambition* and *Romance of the Three Kingdoms*. Koei's next title, *Genghis Khan* — another computer game adaptation — should reaffirm the company's strong reputation for bringing alternative games to Nintendo players.

Matchbox Toys plans to introduce three games this year. *Web World* is an arcade adventure, while *Urban Convoy* and *Monster Truck Rodeo* feature two extremes of truck driving action.

The four new games announced by Milton Bradley will double their Nintendo offerings. The publisher of such hits as *California Games* and *Marble Madness* will present *Abadox*, *Captain Skyhawk*, *Cabal*, and *Time Lord*.

Mindscape has several titles for 1990. Three of them should be available when you read this: *Road-Blasters*, a car racing game in which you clear a path through traffic by shooting at your opponents; *720*, a skateboarding game; and *Infiltrator*, a combat game in which you fly a helicopter on several air-ground missions. Upcoming titles include *M.U.L.E.*, a four-player strategy game that was a hit on home computers in the early 1980s; *Mad Max*, based on the movies that starred Mel Gibson as a post-Armageddon renegade; *Dirty*

*Harry*, adapted from the movies that starred Clint Eastwood as a trigger-happy cop; *Bruce Lee Lives*, based on the martial arts movies and the computer game by The Software Toolworks; *Gauntlet II*, converted from the arcade favorite; and *Days of Thunder*, based on an upcoming movie starring Tom Cruise as a stock car driver.

NTV International released its first Nintendo game (*Rock-n-Ball*) only a few months ago. Now, in addition to working on cards for the Game Boy, NTVIC has announced *Isolated Warrior*, a Nintendo game in which you must save the world from aliens threatening to absorb the cities.

Nexoft's only Nintendo game in 1989 was *Castle Quest*. But in 1990, the company is expanding its presence in the Nintendo market. In addition to producing two new games, *Wizardry* and *Faria*, Nexoft will be introducing a carrying case and game cards for the Game Boy; an infrared Nintendo light gun and controller; and even a line of Mario Bros. and Teenage Mutant Ninja Turtles greeting cards.

From Parker Brothers, watch for another monster truck title, *Monster Truck Rally*, and a new sports game, *World Trophy Soccer*. A third game, *Heavy Shreddin'*, is a racing game on snowboards and snowmobiles.

For the thrills of tournament bowling, look for Romstar's *Championship Bowling*. Another new Romstar title is *Rally Bike*.

Joining Seta USA's initial Nintendo game (*Adventures of Tom Sawyer*) is *Castle of Dragon*. Your

## A N D P R E V I E W S

task is to battle through the castle of Darklarza, seeking weapons and magic to help you to free the Princess Amoreena.

The new Nintendo game from Sofel, makers of last year's *Casino Kid*, is *Wall Street Kid*. The objective is the same: become the wealthiest kid in town.

Taito will be very active in Nintendo during the coming year, with at least four and possibly as many as six new games. *The Wrath of the Black Manta* is incurred when drugs threaten a group of kidnapped kids. *Dungeon Magic* is a role-playing game, while *Demon Sword* is a *Castlevania*-style battle for power, magic, and victory over evil. *Target: Renegade*, a sequel to the earlier Nintendo hit *Renegade*, is a martial arts game. And finally, though specific release dates aren't known, Taito has plans for two other titles: *Indiana Jones and the Last Crusade*, based on last summer's hit movie, and *Chase H.Q.*, a high-speed race game in which you pursue criminals in high-performance cars across the U.S.

Tecmo, known for the hits



The fate of an ancient kingdom is in the hands of a modern boy in Vic Tokai's *Kid Kool*.

*Ninja Gaiden* and Tecmo Bowl, plans to release *Tecmo World Wrestling*, another entry in the very popular lineup of wrestling games.

From Toho, makers of *Godzilla: Monster of Monsters*, look for action under the big top in 1990's *Circus Caper*.

Finally, Vic Tokai will release four new titles in the coming year.

*The MAFAT Conspiracy* is another adventure with Golgo 13, world-renowned super-agent. In *Terra Cresta*, you'll lead an aerial attack against enemy forces. *Kid Kool* is a youngster pulled back in time by a sorcerer to help save a kingdom. And *Conflict* is a strategic war game that emphasizes thinking over reflexes.

## ULTIMA'S SECOND DECADE

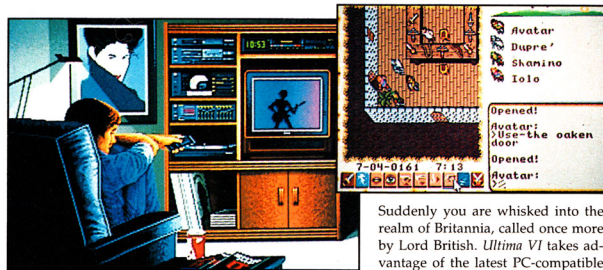
One decade ago, Richard Garriott's *Ultima* was one of the first role-playing games written for personal computers. It also proved to be one of the most successful, spawning four sequels and, in 1983, a new software company — Origin Systems.

As popular as ever, the *Ultima* series now enters its second decade with *Ultima VI: The False Prophet*. This latest adventure returns to the world of Britannia, where a race of gargoyles threaten the peace of the kingdom. To defeat the Gargish invaders, you

must first learn their legends and culture. As the quest progresses, the knowledge you gain takes a surprising turn, leading to an understanding of this strange race and the means to forever end the strife between the human and gargoyle races.

## A N D P R E V I E W S

*Ultima VI* is the first of the *Ultima* series written and designed entirely for IBM-compatible computers instead of the Apple II. *Ultima VI* is designed to make the best use of the PC's VGA/MCGA color and graphics capabilities, as well as optional sound boards.



As *Ultima VI* begins, you're sitting peacefully in your living room, enjoying your state-of-the-art entertainment system.

Suddenly you are whisked into the realm of Britannia, called once more by Lord British. *Ultima VI* takes advantage of the latest PC-compatible graphics technology.

## CHAMPIONS ROLE-PLAYING GAMES COMING FOR PCs

Miles Computing has secured rights to the best-selling *Champions* series of superhero role-playing games and will convert them to run on PC-compatible computers. The licensing agreement is with Hero Games, the company which publishes the *Champions* role-playing books and games. More than 300,000 copies of the board games have already been sold.

## CHALLENGE THE RED BARON

*Wings*, a new computer game from Cinemaware, allows you to fly more than 300 missions as a pilot in World War I. *Wings* is based on actual air battles and even keeps a historically accurate journal of your adventures. The game's opening screens trace the evolution of manned flight starting with the Wright brothers' first 1903 flight at Kitty Hawk, N.C.

## CRIME WAVE COMING

If you liked Access Software's *Mean Streets*, take a look at *Crime Wave*. Access is applying its digitized video and RealSound technologies to the arcade genre, producing a fast-paced, smooth, and detailed action game. The story begins as the president's daughter is kidnapped by a crime boss, and it's your job to find her — and bring her back alive.



In an attempt to flee her captives in *Crime Wave*, the First Daughter sees too much of the operation.



Scenes like this one are used throughout *Crime Wave* to advance the story and add realism.

## A N D P R E V I E W S

### THE FRENCH CONNECTION

Ubi Soft, a French software publisher, is releasing four computer games in the U.S. this year. All will be available for the Amiga and PC compatibles through Electronic Arts.

*B.A.T.: Bureau of Astral Troubleshooters* is a role-playing game set in the 22nd century. After many power struggles, a stable government has been installed on Earth and the B.A.T. must work to preserve peace. *B.A.T.* features de-

tailed graphics, spaceflight simulation, and an enormous range of locations and characters.

In *Iron Lord*, an action game, you play the son of a great king. When you return home after a five-year crusade in the holy lands, you find that your father has been overthrown by your evil uncle, and the new government is repressive and tyrannical. *Iron Lord* follows your attempts to dethrone your uncle and regain your birthright.

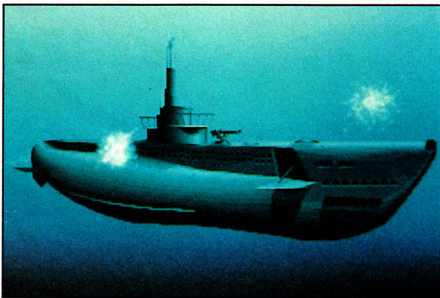
*Skate Wars* is an action game that combines the speed of hockey, the skill of soccer, and the deadly violence of *Rollerball*. This futuristic sports game lets you choose players, view statistics, and de-

velop strategies just like a conventional baseball or football simulator. But when your players take the field, they begin tripping, kicking, and hurling spiked balls at the opposing players.

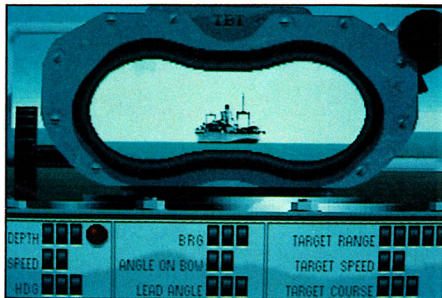
Ubi Soft's *Unreal* is an action game with complex, detailed artwork. Set on the planet Unreal, a wicked guardian tries to marry a beautiful woman against her will. Her friend Artaban, aided by a copper dragon, comes to her aid. One French reviewer wrote that *Unreal's* graphics are even better than those in *Shadow of the Beast*, the impressive Amiga game from Psygnosis.

### SILENT SERVICE II ON THE WAY

MicroProse is working on a sequel to its best-selling submarine warfare game, *Silent Service*. Few details have been released, but *Silent Service II* will take full advantage of VGA graphics and will also work with EGA and CGA graphics. The original *Silent Service* was a major hit and has been converted to run on most personal computers as well as the Nintendo Entertainment System.



*Silent Service II*, MicroProse's sequel to *Silent Service*, looks like a scene from a movie.



The view from the periscope in *Silent Service II*.

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.*

✱ **Action Stations!** Is the brainchild of a U.S. Navy commander who wrote the game in his spare time and markets it from his apartment. It's an amazingly detailed and accurate simulation of World War II-era naval warfare with sparse graphics but white-knuckled realism. Recommended for those who value authenticity over flashy animation. Conflict Analytics, for PC.

**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 Tom Sawyer** has familiar characters, at least. As Tom (or Huckleberry Finn in the two-player mode), you embark on a quest to rescue the pigtailed Becky Thatcher from the evil Injun Joe. Crisp graphics and good game play make the game entertaining and fun. But the giant apes, airships, flying fish, pianhas, and other bizarre twists will probably have Mark Twain spinning in his grave.

Seta USA, 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 without standing graphics, numerous screens, fast action, and stereo sound. Sega, for Genesis. Sega.

**Arnold Palmer Golf** is an excellent simulation that's loaded with more options than a luxury sedan. Yet it's easy to learn and very enjoyable. You can choose from three courses, 17 clubs, and a variety of stances. Everything from the wind to the type of turf affects your shots. Your

caddy even offers advice. You can play a match with one or two golfers, or a whole tournament. Sega, for Genesis.

✱ **Aussie Games** is a collection of six different sports purportedly popular in Australia: the Belly Whack (who can make the biggest splash?), boomerang throw, beach football, Dry River Race (carrying a boat), Beer Shoot (blasting bottles from a jeep), and marlin fishing. It's a charming assortment of offbeat diversions. Mindscape, for 64.

✱ **Bad Street Brawler** is a martial arts epic that pits you against gangs of punks and an assortment of odd characters, such as Attila the Honey. Almost a parody, *Brawler* doesn't take itself too seriously and emphasizes fun over realism and violence. But the humor has trouble overcoming the repetitive action and unchanging patterns. Mattel, for NES.

**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.

**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 levels are arcade-class. There's even a simultaneous two-player option. Psychosis, for Amiga, ST, 64.

**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.

**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.

**Cosmic Osmo** is the delight-



## THE HOT 100



two-player mode, just like the arcade version. Acclaim, 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 Aelfgard 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.

☆ **Dungeon Explorer** is a straightforward fantasy adventure that requires you to find clues, collect objects, fight enemies, cast spells, and accomplish a quest for your king. Although it's not original and is rather combat-intensive, it's otherwise well executed, fun, and addictive. And with a TurboTap, up to five people can play at once. NEC, for NEC.

**Faery Tale Adventure** was introduced for the Amiga nearly three years ago and is now available for PCs. It's a welcome addition. Unlike most other fantasy games, you embark on your quest alone and with only minimal help from magic. There are no experience levels to achieve, no hordes of monsters to battle, and no multi-level dungeons to conquer — just an intriguing and graphically beautiful world to explore. MicroIllusions, for PC, Amiga.

**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.

**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.

☆ **Final Lap Twin** is a fast-action car racing game that contains a surprise — a role-playing adventure centered around competitive racing. Although you can play *Final Lap* as a regular racing game (with two players, using a TurboTap), the role-playing section adds some strategy and variety. NEC, for NEC.

**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. Koel, 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.

☆ **Godzilla: Monster of Mon-**

sters isn't the scourge of Tokyo in this interesting game, but rather the hero of mankind. As Godzilla (or Mothra, his mothlike colleague), you must defend Earth by defeating a variety of invading space monsters. Though the action sometimes drags a bit, Godzilla fans probably won't mind, and the graphics are exceptional. Toho, 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 hordes 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.

☆ **Hardball II** preserves the original *Hardball*'s strong points and adds numerous improvements: new views, new teams, a custom team editor, league play, your choice of ballparks, more realistic base running, and overall better game play. Coupled with exceptional graphics, all this makes *Hardball II* one of the most enjoyable baseball games available. Accolade, for PC.

**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.

**King's Quest** brings one of the most popular graphics adventure games ever written for PC-compatible computers to the Sega Master System. The computer version of *King's Quest* spawned a whole series of sequels, and the Sega version preserves much of the challenge and sense of adventure of the original. *Sega/Tonka*, for Sega.

**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 court 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. Life-like animation and vivid backgrounds greatly enhance the action. *NEC*, for NEC.

☆ **M1 Tank Platoon** differs from other tank simulations by letting you control entire units within a total battlefield environment. On top of that, this immense program offers more than 100 possible commands. An extraordinarily flexible playing system, smooth animation, and handsome graphics. *M1* is an outstanding product in a crowded field. *MicroProse*, for PC, Amiga, 64.

**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.

☆ **Manhunter 2: San Francisco**, the sequel to *Manhunter: New York*, continues the story of the mysterious alien Orbs who want to enslave humanity and lay waste to Earth. This time they're experimenting with a genetic fusion of humans and rodents. Although at times frustratingly difficult and gory, *Manhunter 2* is a fascinating arcade-adventure game that will keep you spellbound. *Sierra*, for PC, Amiga, Mac, ST, IIGS.

**Mean Streets** is a futuristic detective thriller that casts you as Tex Murphy, a hard-

boiled private eye who's investigating the mysterious death of a famous scientist. In the process, you encounter numerous suspects, informants, and colorful characters. Interesting puzzles, a good sense of humor, and attractive graphics (particularly in VGA) make this game a winner. *Access*, for PC and 64.

**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.

**Microsoft Flight Simulator 4.0** offers more scenery, better graphics, self-starting random weather patterns, and the ability to design your own aircraft. With 118 airports, full instrumentation, astounding views of familiar cities, and unsurpassed realism, version 4.0 upholds the strong reputation of its best-selling predecessors. *Microsoft*, for PC.

**Might and Magic II** is a near-perfect example of its genre: a 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.

**National Football League** is for mature gridiron fans. If they choose players, modify their abilities, select plays, and challenge either the computer or another person. You can watch the plays unfold

automatically or take control yourself, but the animation is slow and the graphics unspectacular. Definitely for strategic thinkers, not action gamers. *LJN Toys*, 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** promises to become one of the most popular Nintendo games of 1989. *Ninja Gaiden* is a member of a highly trained secret police force. He can confront any evil with only his sword and shuriken to protect him. During six rounds he meets numerous enemy attacks in 20 areas of play. Fast and furious action. *Tecmo*, for NES.

**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.

☆ **Omni-Play Horse Racing** emphasizes the handicapping and betting over the actual racing. In fact, you can skip the race altogether and go straight to the results. A wealth of statistics on both the horses and the jockeys, plus numerous betting options, make this the most detailed horse racing game available. *SportTime/Broderbund*, for Amiga, PC, 64.

☆ **Pac-Land** frees the yellow chomper from his mazes and transports him to a fantasy world where he can run and jump like Mario and Luigi. If you can steer Pac-Man past the cartoonlike creatures and other obstacles, there's a fairy



princess to rescue. Despite such flaws as repetitive music, lackluster graphics, and clumsy controls, *Pac-Land* is undeniably addictive. NEC, for NEC.

**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.

☆ **Pro Tennis Tour** is the most realistic tennis game you'll find. After honing your skills in practice mode, you can compete against computer opponents in four world-class tournaments. Excellent graphics, realistic animation, outstanding (though hard to master) joystick controls, and numerous options set this game apart from all challengers. Ubi Soft/Electronic Arts, for Amiga, PC, ST.

**Rambo III** works better as a videogame than as a movie, because Rambo's impossible exploits and unlimited-fire weapons seem more cartoonlike than real. If you want an accurate military simulation, forget *Rambo III*. But if you want an uncomplicated shoot-em-up with nonstop action, *Rambo III* is just what the Italian Stallion ordered. Sega, for Genesis; Taito, for PC, Amiga, ST, 64.

**Red Storm Rising**, based on Tom Clancy's best-selling 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.

**Rescue: The Embassy Mission** puts you in charge of an elite commando unit which must

recapture an embassy held by terrorists. The trick is to plan and carry out your assault without harming the innocent hostages. Crisp graphics, realistic animation, and exciting action make *Rescue* a first-class translation of the computer game, but the violence gets gory at times. Kemco-Seika, for NES; released as *Hostage* by Mindscape, for PC, Amiga, ST.

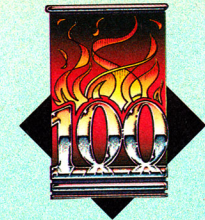
**Revenge of Shinobi** brings outstanding 16-bit graphics to an otherwise ordinary martial arts adventure. As Shinobi, an enraged ninja warrior, you must fight your way through a world filled with enemies. It's a typical ninja-on-the-warpath story, but the scrolling scenery and multilayered backgrounds pack a visual punch that must be seen to be believed. Sega, for Genesis.

☆ **Robocop** is based on the hit movie in which a severely wounded cop is rebuilt as a nearly invincible cyborg. His mission: to rid Detroit of bad guys. As Robocop, you do battle with the nasties and gradually uncover a terrible secret about your past. This is one of those games that works better on Nintendo than on computers. Data East, for NES, PC, Amiga, ST, 64.

**Rock-n-Ball** is seven different pinball games on a single cartridge. There's everything from traditional pinball to three versions of Battle Flipper, in which two players face off across a double-sloping board. Altogether, it's one of the best pinball simulations available for Nintendo. NTV, for NES.

**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.

☆ **Rolling Thunder** is a shoot-to-kill secret agent adventure with a science fiction twist. You must fight your way past insidious hordes of aliens, thugs, and ninjas to rescue a policewoman and foil a plot



to conquer the world. Excellent graphics, furious action, and a clever array of enemies set it apart from most other games. Tengen, for NES.

☆ **Romance of the Three Kingdoms** is a masterful exercise in Far Eastern political intrigue. Set in second-century China, it casts you as a warlord struggling for power against rival warlords after the fall of a dynasty. One to eight people can play, and the emphasis is definitely on thought and strategy. A worthy follow-up to *Nobunaga's Ambition*. Koei, for NES, PC, Amiga.

**Rommel: Battles for North Africa** boasts the same improved graphics found in SSG's *Decisive Battles of the American Civil War* (Volume 2). Various scenarios take you through all the major battles and even some that never happened (like the German Invasion of Malta). And SSG's fast-moving battlefront system makes this game a pleasure to play. SSG, for PC.

**Shadow of the Beast** is an astounding action game with the best multilevel scrolling graphics ever seen in a computer game. As you move past alien landscapes both above and below the surface, the scrolling foregrounds and backgrounds lend an eerie three-dimensional feel. With more than 350 screens and 132 unique monsters, *Shadow* is the game by which others will be measured for some time to come. Psygnosis, for Amiga.

**Shadowgate** is a monstrous brain-twister that surpasses the computer version with better graphics and easier controls. You play a warrior-king who is sent by druids to explore a great castle and prevent the warlock lord from unleashing Behemoth, the ultimate evil. The castle is a

maze of passages, secret rooms, and lethal traps. A fantastic game, but not recommended for those with a low tolerance for frustration. Kemco-Seika, for NES; Mindscape, for PC, Mac, Amiga, ST, IIGS.

**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; Hal America, for Game Boy.

**Shufflepuck Cafe** is a refreshing respite from difficult simulators and complicated quest adventures. It's basically air hockey, but with a twist. Your opponents are fellow patrons in a futuristic cafe reminiscent of the bar scene in *Star Wars*. Can you beat these aliens and weirdos at their favorite game? Probably not, but it's fun trying. Broderbund, for Amiga, Mac.

**Side Arms** is a space shoot-em-up that closely matches the graphics of the arcade version. As Earth's last interstellar warrior, you must repel an invasion force while collecting better weapons. New weapons don't replace old ones but rather add to your arsenal. Picking the right weapon for the job adds an element of strategy. Radiana, for NEC.

**SimCity** 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.

☆ **Space Harrier** is the TurboGrafx-16 version of Sega's hit arcade game. After strapping on a jet-pack, you fly over simulated 3-D terrain

and do battle with numerous monsters and alien machines. Though not as graphically impressive as *Space Harrier II* for the Genesis, in terms of game play it's a winner. NEC, for NEC.

**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.

**Space Rogue** is an interesting adventure placed in a universe of space pirates, merchants of legal and illegal wares, space stations, and "wormholes" that are gateways to faraway locations. The main objective is to squeak out a living while maintaining friendly relations with the numerous characters and factions you'll encounter. Origin Systems, for PC, 64, Apple II.

☆ **SpellCaster** combines horizontally scrolling action sequences with role-playing adventure interludes. As Kane, an oriental warrior adept at magic, you must discover who is attacking the mountain temples of your order. The magic spells add much to the game and the graphics are top-notch, but neither the action nor the role playing really stands out. Sega/Tonka, for Sega.

**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, dull, and a bit darker than *Star Saga: One*, but equally outstanding. MasterPlay, for PC, II, IIGS.

☆ **Stealth ATF** is a jet-fighter shoot-em-up that puts you in the cockpit of a top-secret stealth plane. Armed with

rapid-fire guns and guided missiles, you embark on a series of missions against enemy targets. The graphics are only fair, but the flying controls are smoother and less frustrating than those in some similar games. Activision, for NES.

**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 summer 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. Various 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.

**Targhan** is a gorgeous European import with surreal, Gothic graphics that look nearly as good in CGA as in

VGA mode. It's basically an action game with lots of swordfighting and magic, but smooth animation and excellent digitized sound effects raise it a step above the usual sword-and-sorcery fare. Simarils (distributed by Gainstar), for PC.

**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.

☆ **Their Finest Hour: The Battle of Britain** is a lavish historical simulation of Nazi Germany's attempt to bomb Great Britain into submission during World War II. You can fly any of the major German or British aircraft and restage single missions or whole campaigns. Top-notch animation and careful attention to detail create an uncanny illusion of reality. Lucasfilm, for PC, Amiga, ST.

**The Third Courier** is a cloak-and-dagger adventure placed in present-day Berlin. As a master spy, your mission is to recover some missing NATO defense plans. You can



customize the character of your agent and play four different characters concurrently. A logical playing system and realistic atmosphere make the game fun to play, but getting started is very difficult and may stump some players. Accolade, for PC, IIGS.

**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 Poloi* and *Punch Drunks*. Lotsa nyucks. Cinemaware, for PC, Apple II, 64; Activision, for NES.

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

**Ultima V** is the latest in a deservedly popular series of fantasy role-playing games. Its alternate-universe, Tolkienian 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.

**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. Omnirend, 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.

**Walter Payton Football** is a fast-paced game for those who prefer action over tedious strategic decisions. After selecting the basic mode (one- or two-player), difficulty level, and time limit, all you do is pick a play (14 offensive, 7 defensive). The action unfolds from an overhead view with large players and fast animation. Simple, but intensive. Sega/Tonka, for Sega.

☆ **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 PC, Amiga, 64, Mac, ST.

**Welltris** is the official sequel to *Tetris*, created by the same Soviet designer. The object this time is to steer shapes into the bottom of a three-dimensional well to form unbroken rows on the floor. Although *Welltris* is as transfixing as *Tetris*, its spatial concepts are more difficult to grasp, robbing it of some of the charm of its successful predecessor. Spectrum Holobyte, for PC.

**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.

**Who Framed Roger Rabbit** recreates many of the charming characters and scenes that wowed movie audiences in 1988. As Eddie Valiant, a cheap private eye, you must clear Roger Rabbit of a murder charge and find a missing will to save Toontown. Patience and good detective work are rewarded more than fast fingers. LJN Toys, for NES; Buena Vista, for PC, 64, Amiga, IIGS.

**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. 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.

**Zelda II: The Adventure 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. Nintendo of America, for NES.

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## 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.

## BABBAGE'S TOP TEN

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

1. *Where in Time is Carmen Sandiego?*  
(Broderbund)
2. *Where in the World is Carmen Sandiego?*  
(Broderbund)
3. *Leisure Suit Larry III*  
(Sierra)
4. *John Madden Football*  
(Electronic Arts)
5. *Where in the USA is Carmen Sandiego?*  
(Broderbund)
6. *The Duel: Test Drive II*  
(Accolade)
7. *Flight Simulator 4.0*  
(Microsoft)
8. *Monopoly*  
(Leisure Genius)
9. *Hero's Quest*  
(Sierra)
10. *Sim City*  
(Maxis)

## Readers' Poll: Nintendo

(Alphabetical order)

*Blades of Steel*  
*Blaster Master*  
*Castlevania II: Simon's Quest*  
*Double Dragon*  
*Gauntlet*  
*Metal Gear*  
*Ninja Gaiden*  
*Super Mario Bros. 2*  
*Teenage Mutant Ninja Turtles*  
*Zelda II: The Adventure of Link*

## Readers' Poll: Sega

(Alphabetical order)

*Altered Beast*  
*Double Dragon*  
*Ghouls 'n Ghosts* (Genesis)  
*Miracle Warriors*  
*Phantasy Star*  
*Rastan*  
*R-Type*  
*Shinobi*  
*Space Harrier II* (Genesis)  
*Wonder Boy in Monster Land*

## 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.)

*Jeopardy* ShareData  
*Karate Champ* Data East  
*Wheel of Fortune*  
ShareData  
*Where in the USA is Carmen Sandiego?*  
Broderbund  
*Where in the World is Carmen Sandiego?*  
Broderbund

# NATIONAL ADVERTISER'S INDEX

## ADVERTISER PAGE

Acclaim	FC, IBC
American Sammy	43
American Technos	5
Color Dreams	41
CSG	37
CSI/Gamemasters	111
Data East	BC
Funco	107
Gamemania	108-109
HAL America	39
Jaleco	48-49
Kemco-Seika	15, 25, 35, 45
Lucasfilm	1
Mattel	52-53
MicroProse	7, 23
Origin Systems	19
Play It Again	112
Postcraft	105
Sega Genesis	9, 10-11
SPA	31
Sunsoft	27
Tengen	21
Vic Tokai	13, 29
<i>Game Player's</i>	
— <i>Game Player's</i>	
subscriptions:	16-17
— <i>Game Player's</i>	
<i>Sports for Kids</i> :	32-33
— <i>Game Player's</i>	
Pro-Tip Hotline:	47

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TITLE OF GAME	WE YOU	WE SELL	WE SELL	WE YOU	WE SELL	WE SELL
1000s Fight	110	119	105	Donkey Kong Jr	12	24
1942	10	17	10	Dry Ky Jr Math	18	36
1943	12	23	16	Donkey Kong 3	13	26
720 Degrees	18	34	24	Donkey Kg Cls	13	26
Adv. Bayou Billy	18	34	24	Double Dragon 16	12	24
Adventure Island	15	28	22	Double Dragon II	27	48
Adv. of Iolo	12	27	16	Double Drabble	10	22
Adv. Tom Sawyer	18	34	24	Dragon Power	13	24
Aigina Propth	18	34	24	Dragon Warrior	18	34
Air Fortress	16	34	24	Duck Hunt	10	29
Airwolf	14	28	18	Duck Tales	20	38
Alien Syndrome	16	34	24	Elec. Action	20	39
All Pro Baseball	18	34	24	Empire City	16	34
Alpha Mission	10	19	19	Extrabike	10	19
Amogon	14	28	18	Extracade	10	19
Anticipation	10	25	15	Extracade II	10	19
Advanced wizard	40	75	75	Fantasy	10	19
Arkanoid	(NEW) \$19			Fester Quest	18	34
(control only)	16	29	19	Fighting Golf LT	12	28
Athletic World	10	27	16	Flt North Star	16	32
Baby Boomer	18	34	24	Flying Dragon I	20	39
Back to Future	18	34	24	Freedom Force	10	22
Bad Dudes	20	36	30	Friday the 13th	10	22
Bad Str Brawl	10	39	39	Galaga	10	22
Balloon Fight	20	39	39	Galaxian	10	22
Baseball	10	19	19	Garfield	10	24
Baseball Stars	20	38	38	Genghis Khan	26	48
Basesloaded	12	25	25	Ghosts & Goblins	10	19
Boshi Bazook	20	37	37	Ghost Busters	16	34
Castles of Nip	18	34	24	Goal	18	34
Black Commands	14	28	18	Godzilla	19	38
Black Boss	18	34	24	Golf	10	19
Black Tiger	22	39	39	Golf Pebble Bch	12	24
Blades of Steel	14	26	16	Go! Go! 13	12	24
Blister Master	15	28	18	Goonsies II	10	22
Bomber Man	14	28	18	Gothic	10	19
Breakthru	15	29	19	Grand Prix	16	27
Bubble Bobble	16	32	32	Guardian Legend	16	32
Bugs Bunny	18	32	26	Guerilla War	16	29
Bump and Jump	18	32	26	Gum Shoe	14	28
Burner Time	10	19	19	Gunsnake	10	19
Calif. Games	15	29	19	Gyrfalcon	12	22
Captain Comic	13	29	19	Heavy Barrel	18	28
Caracross	10	27	17	Hector Vector	18	28
Casino Kid	18	34	24	Hogans Alley	10	19
Castlequest	18	36	26	Hollywood Spps.	15	29
Castlevania	16	32	26	Hoops	15	29
Castlevania II	24	34	24	Hydride	16	29
Chester Field	30	55	55	Ice Climber	18	36
Chubby Chub	30	55	55	Ice Hockey	10	19
City Connection	14	24	14	Ikaru Warriors	10	19
Club Demarek	10	19	19	Ikaru Warriors II	10	19
Clu Clu Land	20	39	29	Indiana Jones	14	28
Cobra Command	12	28	18	Iron Sword	26	48
Cobra Triangle	18	33	23	Iron Tank	10	19
Commando	10	19	19	Jackal	10	19
Contra	10	22	12	Jaws	10	19
Dr. Chao	16	29	19	Jeopardy	16	29
Dr. Jekyll/Hide	10	19	19	Jeopardy Jr	18	34
Dance Arcade	10	19	19	John E. Orback	16	29
Deadly Demons	10	22	12	Jordan vs. Bird	18	33
Defender II	10	19	19	Joust	10	19
Desert Commando	18	34	24	Karate Champ	10	21
Defender/Crown	20	34	24	Karate Kid	10	19
Dino Riki	18	34	24	Karnov	10	24
Donkey Kong	12	24	12	Kid Icarus	25	45
				Kid Koal	18	36
				Kid Niki	18	36
				King Knight	16	32
				King Kong	10	19
				Kung Fu	20	32
				Kung Fu Heroes	13	26
				Legacy/Wizard	14	28
				Legend of Kage	10	19
				Legendary Wings	10	19
				Life Force	10	19
				Lode Runner	20	38
				Lunar Pool	20	38
				Mad Racer	10	24
				Magi Shazrad	18	28
				Magnum	\$10	\$19
				Maj Ig Baseball	10	23
				Marble Madness	18	34
				Mappy Land	12	25
				Mario Bros.	25	48
				Mario's Sinen	20	35
				Mega Man	25	48
				Mega Man II	18	33
				Metal Gear	10	19
				Metroid	18	34
				Mickey Mouse	12	26
				Mighty Bink Jack	20	38
				Millegade	11	23
				Mission XZ	16	28
				Monster Party	18	34
				Muscle	16	31
				Mystery Quest	14	28
				Nail Football	18	34
				Nightmare Est 31	32	50
				Ninja Kid	16	31
				Ninja Turtles	16	27
				Nobu's Ambition	20	38
				Operation Wolf	14	27
				Orhella	10	19
				PDW	18	34
				Pacman	10	19
				Paper Boy	16	29
				Password	18	28
				Pebble	19	19
				Pistoloon	10	19
				Pigeon	20	38
				Pro-Am Racing	10	19
				Pro Wrestling I	14	26
				Pro Wrestling II	14	26
				Q-Bert	10	19
				Rocket Attack	14	27
				Rod Racer	16	28
				Road Bungi. Bay	10	19
				Rambo	10	19
				Rampage	16	28
				RBI Baseball	10	24
				Renegade	12	25
				Ring King	16	29
				Road Runner	18	29
				Robo Cop	21	32
				Robo Warriors	15	27
				Robo Rabbit	20	36
				Rollerball	24	34
				Rolling Thunder	16	31
				Romance/3	26	48
				Rygar	10	19
				Secret Castle	16	34
				Sesame Str 123	10	22
				Sesame Str ABC	10	22
				Shindai 'N Attack	10	19
				Shooting Range	10	19
				Side Pocket	50	95
				Slide Or Die	11	22
				Sky Kid	20	38
				Sky Shark	18	34
				Solam	16	31
				Soccer	20	38
				Solomons Key	20	39
				Speed Runners	10	19
				Spelunker	16	31
				Spy Hunter	10	19
				Spy vs Spy	10	24
				Spoon	26	48
				Stadium Events	10	19
				Star Force	10	19
				Star Force II	20	32
				Star Soldier	14	28
				Star Spiker	10	19
				Strider	18	36
				Super Dodge Ball	18	34
				Superman	16	31
				Super Mario I	10	19
				Super Mario II	20	36
				Super Pitfall	18	34
				Super Sprint	16	31
				Super Star	16	27
				Super Star Force	16	27
				Super Xevious	16	27
				Tabo 4th Sense	10	19
				Tag Team Wrestl	16	31
				Tecmo Baseball	16	28
				Tecmo Bowl	20	38
				Tennis	10	19
				Terminator	18	34
				Terra Cresta	18	32
				Tetris (Floppy)	20	49
				Thunderblade	14	25
				Thundercade	16	27
				Tiger Hell	10	19
				Titan Warrior	19	29
				TNT (Turtle)	20	38
				Top Gun	10	19
				Totally Accurate	20	39
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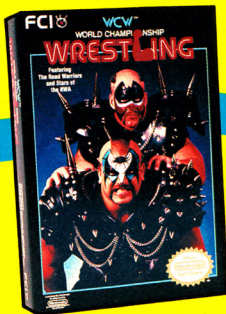
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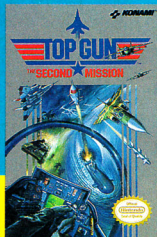
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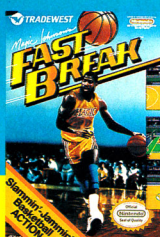
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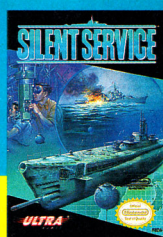
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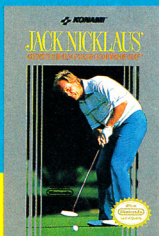
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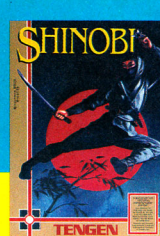
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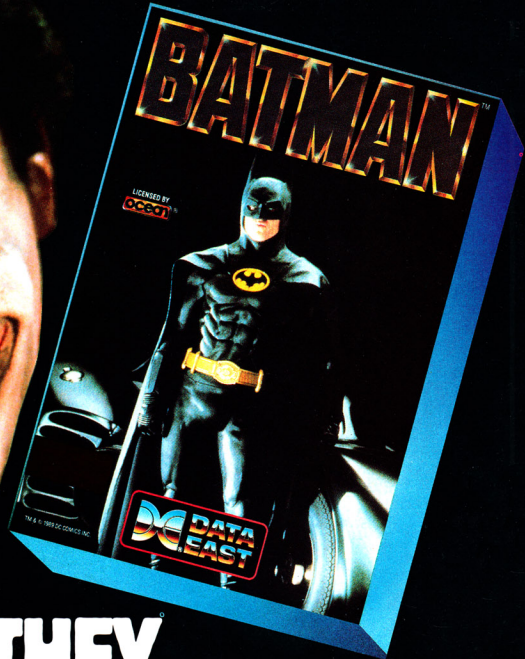


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