

NINTENDO • SEGA • NEC • ATARI • IBM • APPLE • COMMODORE • AMIGA

FDC 50080

Video Games & Computer Entertainment

U.S.A. \$3.50
Canada \$3.95
U.K. £2.50

July 1991

THE 1991
A.C.M.E.
SHOW—PREVIEW
THE LATEST IN
COIN-OPS

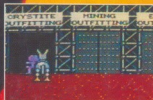
PLAYBALL!—1991
BASEBALL
SOFTWARE
ROUNDUP

MAPS
AND TIPS:

Taxan's
G.I. Joe,
Part I



Mindscape's
M.U.L.E.



G.I. JOE

THE OFFICIAL G.I. JOE MAGAZINE



Computer-Game Strategies for
Warlords and Silent Service II

BASE WARS. IT GIVES NEW MEANING TO SLUG FEST.



In the 24th Century, baseball legends are made, not born. Because this is Ultra's® Cyber Stadium Series — Base Wars™ for your NES.™ And baseball's high priced heroes have been replaced with hulking mechanical he-men resembling humans, half-ton tanks and unidentified fielding objects. And they're programmed to pound, punch and blast it out for base possession.

Fortunately, you can cash in your Cyber League winnings for parts, repairs and a wild assortment of metal shearing weapons. And if the battles get too brutal, just save the teams and stats for another day.

So choose your bionic ball clubs, set the robot rosters, and go circuit to circuit in single games or a tortuous 10 game pennant chase. See if you can survive America's favorite basetime.



"HE'S GOT A CANNON FOR AN ARM"

- Control the speed, direction and path of every pitch, including the flashy Ultra-Fastball.

• Strategically adjust the pitcher's and batter's position.

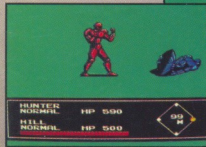
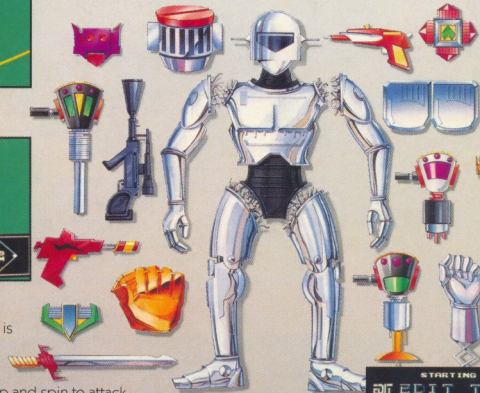
ALL THE SIGHTS, SOUNDS AND STRATEGY OF BASEBALL

- It's all here—pitching, hitting, fielding, running, and catching. Just be sure to duck when the shrapnel flies.
 - Awesome selection of music and super sound effects.
- You'll feel like you're right inside Cyber Stadium.



TAKE ME OUT AT THE BRAWL GAME

- Getting around the bases is brutal because if you want one you'll have to fight for it. No force outs!
- Beat, cut, thrust, kick, jump and spin to attack.
- Engage the special combination attack sequence.
- If your all important Hit Points reaches zero your cyborg will explode in a cloud of nuts and bolts. Three blown cyborgs and you're out.



SHOP TILL YOU DROP A BUNDLE

- Remy the Riveter will wait on you in the Parts Shop.
- Use your Cyber League cash winnings to buy parts, repairs and weapons.
- Choose from 22 different protective and offensive items including iron gloves, hyper engines, laser swords and more.



UP-TO-DATE DATA AT YOUR FINGER TIPS

- Review any robot's current equipment.
- Four different models of mechanical maulers, each with specialized circuitry for playing a specific position.



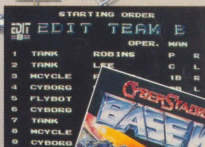
YOUR TEAMS ARE AT YOUR COMMAND

- Name your own teams and robots,

set the line-up, assign field positions, even determine which robots are right-handers and southpaws.

- Challenge a friend or take on the NES itself.
- Battery back-up lets

you save all the teams and key stats.



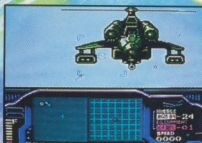
ULTRA[®]
GAMES



HIT 'EM HIGH.

Konami® unleashes a combination all-out aerial assault and gut churning ground blitz for your NES.™ Its name: Laser Invasion.™ The target: Sheik Toxic Moron and his earth shattering TechnoScorch Missiles.

You'll pilot the Laser Invasion Helijet, an air slicing armor plated powerhouse ready to fire your choice of weapons. You must bank, dive and hover, employing advanced combat techniques against unrelenting waves of airborne enemies.



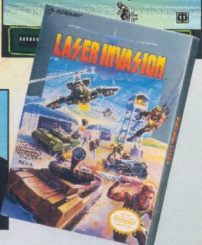
Then land your bird of prey and charge the Sand Storm Command Center, home of the 3-D Confusion Maze. To get there, pounce on divisions of Pharaoh Phantom tanks, chiller choppers, and an army of grenade throwing, machine gun toting terrors.

Between battles, your life hinges on your own tactical decisions. Gather enough skin saving objects,

ammo and intelligence and you'll penetrate the Sheik's fortress of doom. But there won't be much time to do your dirty work. So let the invasion begin.

And now zap \$10 off LaserScope™ Voice Command Optical Targeting Headset with a rebate offer inside every Laser Invasion package.

 **KONAMI**®



Konami® is a registered trademark of Konami Industry Co., Ltd. Laser Invasion™ and LaserScope™ are trademarks of Konami Inc., Nintendo® Nintendo Entertainment System™ and NES™ are trademarks of Nintendo of America Inc. Rebate requires proof of purchase of LaserScope. © 1991 Konami Inc. All Rights Reserved.

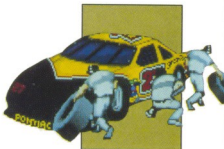
HIT 'EM LOW.

CIRCLE #102 ON READER SERVICE CARD.

Cover: Taxan's *G.I. Joe* (for the NES) brings the real American hero to the video-game screen. In Part 1 of our player's guide, on page 52, we'll help you get the *G.I. Joe* Team through the first three levels.

Cover Art: Jim Auckland

CONTENTS



JULY 1991



FEATURES

25

VG&E'S GAME LINE

Don't let the video-game world's latest happenings pass you by! Call VG&E's Games Line, (900) 45-GAMES, for all the up-to-the-minute news, games, Easter eggs and more!

52

G.I. JOE PLAYER'S GUIDE, PART I

by Donn Nauert

Join the G.I. Joe Team with our video-game savant and rid the world of the Cobra organization. © 1991 Hasbro, Inc.

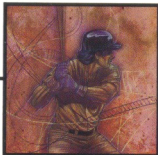
All Rights Reserved. G.I. Joe, the logo, Cobra, all character, group and vehicle names, and their distinctive likenesses are trademarks of Hasbro, Inc., used with permission.

68

M.U.L.E. PLAYER'S GUIDE

by Clayton Walnum

Clay teaches a quick lesson in galactic economics and shows us how to become interplanetary entrepreneurs in this strategy game for the NES.



76

PLAYBALL!

by Bill Kunkel and Arnie Katz

It has been another great year for electronic baseball games. Join us as we take a look at the year's best offerings of the digital diamond and help you select the right game for you.



DEPARTMENTS

EDITOR'S LETTER 6
CRASH & BOOM 10
READER MAIL 10
TIP SHEET 14
YEA & MAY 18
NEWS BITS 20
EASTER EGG HUNT 30
DESTINATION ARCADIA 60
ADVERTISER INDEX 88
GAMING ON THE GO 98
INSIDE GAMING 102
GAME DOCTOR 104



REVIEWS

34

VIDEO-GAME REVIEWS

King's Bounty, Bill Elliott's NASCAR Challenge, Centurion, 688 Attack Sub, High Speed, J.B. Harold Murder Club, Stormlord and Monopoly.



84

COMPUTER-GAME REVIEWS

Zellard, The Dream Team: 3 on 3 Challenge, Bill Elliott's NASCAR Challenge, Wonderland, Hard Nova, Red Baron and Full Metal Planet.



108

COMPUTER-GAME STRATEGIES

by Frank Tetro, Jr., and Ed Dille

Our computer tour guides take us on a medieval romp in Warriors and a WWII undersea adventure in Silent Service II.

VideoGames & Computer Entertainment*

Published by L.F.P. Inc.

Executive Editor
ANDY EDDY

Art Director
MARINE NAYLOR

Associate Editors
DONN NAUERT
MICHAEL DAVILA

Assistant Art Director
CATHERINE RUNDLE DUNN
Computer Entertainment Editor
ARNIE KATZ

Computer Entertainment Associate Editor
BILL KUNDEL

News Editor
JOYCE WORLEY

Contributing Editor
CLAYTON WALNUM

Copy Chief
KIM TURNER

Copy Editor
NORMA EDWARDS

Editorial Assistants
TAMMIE CUSHMAN
MAGGIE DEVCICH

Computer Graphics Department
DAVID BUCHANAN

QUITA SAXON
LARRY GANNON

Vice-President, Production
DONNA HAHNER

Production Coordinator
GREGORY ROSATI

Production Assistant
BRIAN MCGINNIS

Research
DAVID MOSKOWITZ

National Advertising Manager
JAY EISENBERG

JE PUBLISHER'S REPRESENTATIVES

Address all inquiries:

1150 West Olympic Blvd., Suite 600
Los Angeles, CA 90004

(213) 479-6844

Fax: (213) 479-3290

For advertising inquiries only:

(800) 678-9321

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
BRIAN SPIELVOGEL

Vice-President, Sales and Marketing
JIM GUSTAFSON

Corporate Advertising Director
DEBBY EDEN

Vice-President, Client Relations
VINCE DELMONTE

Subscriptions Director
IRENE GRADSTEIN

For subscription information call

(818) 760-8983.

Editorial Offices

9171 Wilshire Blvd., Suite 300

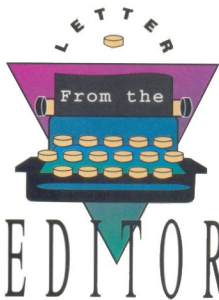
Beverly Hills, CA 90210

(213) 858-7155

Fax: (213) 274-7865

ABC membership applied for.

This magazine is biodegradable.
Please recycle.



Have all of you taken note of the same trend that I have? What I'm referring to is the subtle shift in the influences on current video games.

In the current generation of games, which started with Nintendo's release of the NES, most games are what we have termed the "scroll-boss" type of game, where you move vertically or horizontally until you meet the main boss character for that level, and face progressive difficulty to the end. Until recently, there haven't been too many deviations from the formula. The key in the last sentence is "until recently."

During the making of last month's "Under the Hood of the Super Famicom" article, it caught my eye that FTL's *Dungeon Master* would be released for the SF later this year. It hit me that we're seeing an encouraging break from the trend I mentioned. Now computer games are starting to cross back into the cartridge market as influences, rather than the other way around. Electronic Arts' entry into the video-game market, as we noted in the August 1990 VIDEOGAMES & COMPUTER ENTERTAINMENT, sparked a welcome change in that variations from the scroll-boss theme would appear on game consoles. Games like *Populous*, *PGA Golf* and *688 Attack Sub* (originally an EA game, but released by Sega for the Genesis; see the review in this month's Video-Game Reviews)

are good examples of the direction this is going. Sixteen-bit technology is begging to take on more intricate and/or elaborate challenges in game design, programming and animation.

That doesn't mean the 8-bit platforms will be neglected during this occurrence. For example, the popular *SimCity*, originally created by Maxis Software for various computers, has been picked up by Nintendo for release on the NES. *Pirates*, a PC game from MicroProse, will also appear on the NES, thanks to Ultra. Games like *Pipe Dream* and *Maniac Mansion* are already out, and *Bullet Proof* will be bringing *Face Ball 2000* later this year, which is a reworking of Hybrid Arts' *MidiMaze* for the Atari ST.

We have word from various sources that many Japanese software companies are turning to American computer-game manufacturers for fresh concepts, which should provide a new infusion of game concepts to the fully capable "next generation" game systems. After all, American gamers have slightly diverse tastes from their Japanese counterparts.

From our vantage point, we're happy to be offering the best of all aspects of electronic entertainment in VG&CE, so you'll be an informed buyer when a disk game becomes a cartridge, or vice versa. Thanks again for picking us up.

—Andy Eddy, Executive Editor



ADVENTURE INTO A LIVING UNIVERSE!



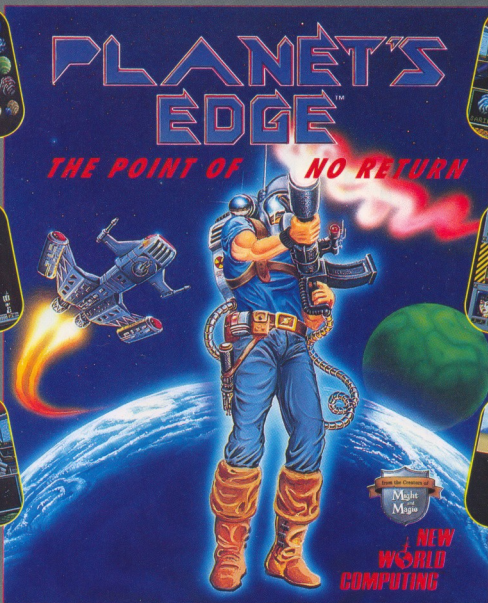
DISCOVER



DESIGN



CHALLENGE



INTERACT



SOLVE



ENJOY

Help solve the mystery of the vanished planet Earth...

You and your comrades will follow a path of clues across the adventure-filled cosmos on a quest to return the Earth to its own space-time continuum. Buckle up, lay in your course and hang on...you've just crossed over the *PLANET'S EDGE!*

Learn more about Planet's Edge...

Available at your local retailer or direct from New World at 1-800-325-8898 (U.S. and Canada) or at 1-818-999-0607.

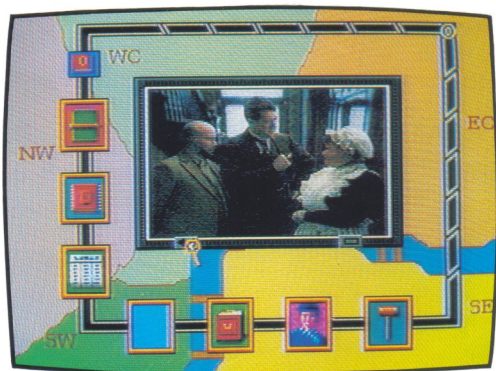
© copyright 1991 Planet's Edge is a trademark of New World Computing, Inc.
New World Computing is a trademark of New World Computing, Inc.
IBM screens shown, actual screens may vary.

- ★ SPACE COMBAT SIMULATION!
- ★ ROLEPLAYING ADVENTURE!
- ★ HOTTEST GRAPHICS & SOUND!

**NEW
WORLD
COMPUTING**

P.O. Box 4302, Hollywood, CA. 90078
CIRCLE #103 ON READER SERVICE CARD.

ANNOUNCING
SOMETHING NEVER
BEFORE SEEN
IN A
VIDEO
GAME. VIDEO.



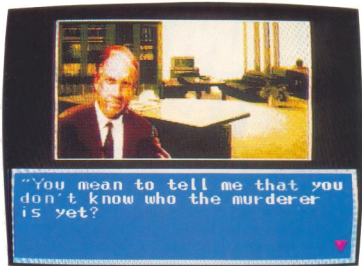
Holmes and Watson question the maid. Will she come clean?

For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them.

In **Sherlock Holmes, Consulting Detective**, you question suspects and search for clues to three bewildering



You'd look silly too if you had just seen an ant the size of a nuclear reactor.



This murder is so shocking that even your host is losing sleep. Not to mention his hair.

desert town of Lovelock. So get into the next generation of video games. Only on the TurboGrafx-CD system. And remember. If you're not playing real live action video, you're just playing games.

more memory than a standard cartridge game.



A TurboGrafx-CD holds 4400 megabits of information. That's more than 2000 times more memory than a standard cartridge game.



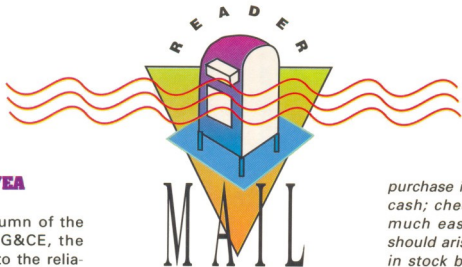
mysteries. In **J. B. Harold Murder Club**, you try to unravel a hard-boiled murder in a world of dark secrets and deception. And in **It Came From The Desert**, you've got to stop giant radioactive ants from annihilating the small



**TURBO
16
GRAFX**
NEC

©1991 NEC Technologies, Inc. For information on these games, call the TurboTeam at: 1-800-FUN-TG16. The first 30 seconds are free, 99¢ per minute thereafter, maximum \$5 per call. Get your parents' permission first. J. B. Harold Murder Club is a trademark of NEC Technologies. ©1990 Hudson Soft. Sherlock Holmes Consulting Detective is a trademark of GDM Simulations, Inc. ©1991 GDM Simulations, Inc. It Came from the Desert is a trademark of Cinemasoft®. ©1991 Cinemasoft®.

CIRCLE #104 ON READER SERVICE CARD.



MAIL-ORDER YEA

Dear VG&CE:

In the *Yea & Nay* column of the March 1991 issue of VG&CE, the question was raised as to the reliability of video-game dealers who advertise in your magazine. As I regularly use three of those companies, I wanted to take a few minutes to put in my two cents worth.

The first company I used was Ultimate Game Club (UGC). I ordered a Mega Drive game, *Batman*, and then had to wait two months for them to ship it. It seems they did not really have it in stock when they took my order. When they finally got the game in, I received it two days later. Since then, I have been very careful to order games only when I know that they are in stock. The five or six times I have ordered from them since, I have received prompt service and the quickest delivery of any company I have used so far. They almost always have new games in stock and must have a good supply of used games to fill my orders so quickly.

The next company I used was Play It Again. They almost always have the lowest prices on used games, and offer quick turnaround time on their orders. Since they do not accept credit card orders, their service is not as fast as UGC, but it is still fast. My one complaint is that in the six times I have ordered, I have only once received my first choice of games (they force you to list alternates, and I almost always have to settle for one), leading to a sometimes unpleasant experience, even though their flyers frequently boast of their good selection. Overall, though, I have been pleased with their service.

The last company I used was BRE Software. Even though its regular

prices are sometimes the highest, I have never had to settle for a game I didn't want. I tried twice to get *Monster Lair* for the TG-CD from Play It Again, and both times I had to settle for alternates. The first time I called BRE, the game was in stock. The order then got lost, resulting in several calls to BRE. I had to call my credit card company to put a hold on the charge until the problem was finally resolved. Since then, I have enjoyed good service and have always gotten the game I wanted. My only complaint is that they take far and away the longest to ship games out. Even using a credit card, I still have to wait at least ten working days (two weeks in "real time") before receiving my order. This long waiting period is unreasonable in this day and age.

Still, I am glad that all these companies exist and recommend them to anyone. They all have their own little quirks, and they all charge way too much for postage and handling, but they provide a valuable service to gamers, and I look forward to dealing with them all in the future.

—Gary O'Neal
Murfreesboro, Tennessee

Thanks for your informative letter, Gary. This proves what we've been saying all along, both in the magazine and on the various online services where the subject has come up: Mail-order buying is much different than walking into a store, and it comes with its own set of warnings and recommendations to follow. As we noted previously, you should always make note of when a

purchase is made, and never pay in cash; checks and credit cards are much easier to track if a dispute should arise. Verify that a product is in stock before you buy, so you'll have an idea of when it will arrive.

Also, be aware that there's some danger in ordering import games, because the instructions and screen text are usually in Japanese, making games harder to play. We've received some reports of counterfeit carts on the market. (We'll be running an article on imports in a future issue.) The rule is "Buyer Beware."

Finally, we are setting up a dialogue with all mail-order companies that advertise in VG&CE, so that we may better moderate problems that our readers come up with. We don't have a lot of control over the actions of our advertisers, but we will try to assist in rectifying any problems that occur. If you have a complaint or bad experience with an advertiser, don't hesitate to write us. We'll do our best to help.



READER NAY

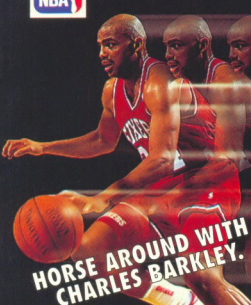
Dear VG&CE:

How about a Nay to Electronic Arts for packaging its Genesis games in those frustrating cardboard boxes? Mine have decomposed practically from normal wear and tear. Why didn't it put the games in plastic cases like all the other companies? Besides, after the

Letters to be considered for publication should be addressed to *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.



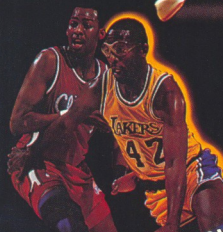
THE NBA'S JAMMIN' ON GAME BOY!



HORSE AROUND WITH CHARLES BARKLEY.



GO ONE-ON-ONE WITH ISIAH THOMAS!

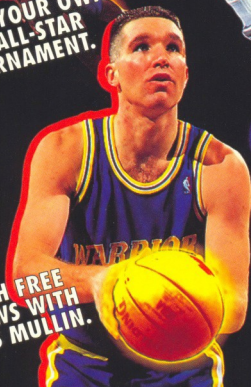


SHOOT OUT WITH PATRICK EWING.

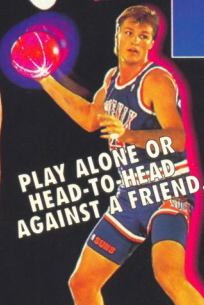
STAR IN YOUR OWN NBA ALL-STAR TOURNAMENT.



MATCH FREE THROWS WITH CHRIS MULLIN.



PLAY ALONE OR HEAD-TO-HEAD AGAINST A FRIEND.



Take the NBA® All-Star Challenge™ on Game Boy™



Hooked on Pro Basketball? Your best shot is LJN™'s NBA

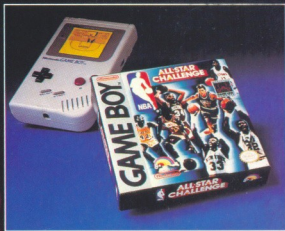
All-Star Challenge™ for Game Boy™ with 27 (not a misprint) of the NBA's greatest stars (one from every team) in five action-packed events.



This is Game Boy™ action for real basketball fans...the players look real...their moves look real, the sounds are real. So, what are you waiting for? The 24-second



clock is running and the action's FAN-TASTIC!



LICENSED BY
Nintendo



All NBA and Team insignias depicted are the property of the respective teams and NBA Properties, Inc. and may not be reproduced without written consent of NBA Properties, Inc. Nintendo, Game Boy™ and the official seals are trademarks of Nintendo of America, Inc. LJN and NBA All-Star Challenge™ are trademarks of LJN, Ltd. © 1991 LJN Ltd.

CIRCLE #105 ON READER SERVICE CARD.

boxes are torn up and unusable, what do we do with the cartridges? They'll get dust and dirt in them, which can damage our decks. Great games, EA, but bad marketing.

—Jonathan Burr
Mt. Laurel, New Jersey

I would guess that enough of you gave a similar message, because Electronic Arts has told us that it will be packaging all future Genesis cartridges in plastic cases. Currently, EA is switching over from cardboard boxes (for example, of two games that were released at the same time, PGA Golf was in plastic, while James Pond was in cardboard). The last cardboard-packaged game will be Blockout, which may be out in stores by the time you read this.

DISNEY YEA

Dear VG&CE:

First of all, I'd like to say that I love your magazine. I've only bought one issue, but I love it.

I own a Sega Genesis, and it seems as if Sega is too interested in the graphics of their games instead of the quality of them. I'm not complaining; in fact, I think it's great to have such good graphics. It just seems like a lot of the NES games are more fun, even though they don't have such hot graphics.

Personally, I'm a big fan of the Disney games that both [Nintendo licensees] and Sega have come out with. Do you know of any more Disney games that might be coming out for the Genesis?

—Justin Sober
Oklahoma City, Oklahoma

The only other Disney license that Sega has announced for the Genesis is Fantasia, which is due out in July; and there is at least one more in the works. You can bet that there will be more Disney-related games; in fact, you might want to check out the growing line of com-

puter games that Walt Disney Software is bringing out. Among them are games based on Dick Tracy and Arachnophobia. Given its successful movies—both under the Disney and Touchstone labels—and the fact that many games are being based on movies, you'll no doubt see more Disney-licensed titles in the future.



PRICE NAY

Dear VG&CE:

I would like to know something. Why are prices on games going up? A good game two years ago would cost \$30 or \$40. Now a good game—some bad games too—is almost \$50.

“The Ace”
Lexington, South Carolina

It's a fact of life, prices go up. Compare with your parents what things cost when they were your age. The answers may surprise you.

The main factor in current video-game cost is the added memory size, which requires more—and more expensive—chips. Finally, the time and number of people it takes to develop a game must be considered—costs that get passed on to buyers in the final cartridge price. It's hard to compare a game like Phantasy Star II or Y's—Books I and II to any of the Mario games for the NES.

ODYSSEY YEA...AND NAY

Dear VG&CE:

I recently played a old video-game system called the Odyssey. Has anyone ever heard of one? I would like information on where to purchase software for it.

—Brandon Lysne
John Day, Oregon

The Magnavox Odyssey is quite the “antique,” if you can consider the '70s and '80s a source of

antiques. Unfortunately, cartridges for systems of this era are quite hard to find. You could post a classified ad requesting people to look in their closets for Odyssey software. Also, the Game Doctor often gives attention to dealers who market “classic” software.

We hope we've helped you enjoy the products of the first generation of video gaming.

REVIEW YEA...AND NAY

Dear VG&CE:

First of all, I would like to say that of all the gaming magazines out there, yours is my favorite. I especially like your *Easter Egg Hunt* and *Video-Game Reviews*. That is, except for one thing. I think that you should add more categories in your reviews. Your present three don't cover everything. Originality, difficulty and enjoyability are just a few suggestions. Please consider these and other ideas in your reviews.

—Craig Boyko
St. Brieux, Saskatchewan, Canada

Thanks for your letter, Craig. We welcome compliments as well as criticisms. We hope that this will help us make VIDEOGAMES & COMPUTER ENTERTAINMENT better and more satisfying for our readers. We hope to evolve this information into other video-game publications we may take on. Keep your eyes on us!

When we added the review rating system, we felt we had to keep it concise, allowing the reader to scan for a quick bite of what the game offers. The explanation that follows will hopefully expand on how those ratings were arrived at.

Originality is a hard one, and one that may not really enter the equation. Super Mario Bros. 3 isn't very original, but is the biggest-selling NES game. Enjoyability pretty much follows the intended definition of the “Playability” rating we use now. Difficulty can be a hard one to gauge, but it's a good suggestion, and we'll consider it for the future. ♣

QuickShot[®]

by Bondwell

FOR YOUR BEST SHOT!



PYTHON 1 - QS 130F
BioGrip control and deluxe digital response plus high-speed auto-fire and dual triggers. Compatible with most video game systems.*

MAVERICK - QS 128F
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.*

STARFIGHTER - QS 127
Far and away the most versatile remote controller, effective at 20 feet, compatible with most video game systems.*

PYTHON 3 - QS 135
Precision performance for Sega GENESIS 16-bit video game systems.

APACHE - QS 131
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.

FLIGHTGRIP - QS 129F
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.*

INSIST ON QUICKSHOT... THE GENUINE PIECE

by Bondwell.

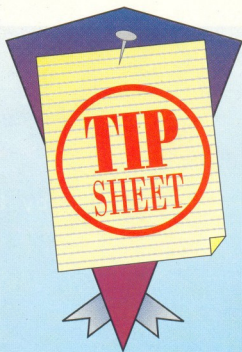
QuickShot[®]
25,000,000
JOYSTICKS SOLD WORLDWIDE

Available at most major department stores and computer dealers.

*Sega, Atari, Commodore, MSX and Amstrad

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed *Tip Sheet* to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or, "I've looked everywhere, but I can't find the blue vase." So if you're having a problem on a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to

VG&CE,
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA
90210
Attn: *Tip Sheet*



by **Donn Nauert**

I bought the old game *Gauntlet* for the NES and am wondering, is there a way to start on a level past Room 79?
—Mike Beatrice
St. John, Indiana

Sorry, John—the highest room you can start on is 79. Here are some codes that will start you there, as well as the combination code for Room 100.

Valkyrie—43C-BBI-HYZ

Elf—43C-BBI-HYY

Wizard—43C-BBI-HZY

Warrior—43C-BBI-HZZ

The combination is XRTW98Y7



Remember that you will need the golden pick in order to find the mystical armor in *Ultima Exodus*.

To find the mystical armor, you'll need the golden pick, which is located in the first treasure chest on the left, in the guild shop, which in turn is located in the town Dawn (whew!). Once you have that, get in a ship and go to the small two-spaced island located to the northeast of Exadus' Castle (the island with the snake at the entrance). When you get there, it looks like you'll be all set.

I received the Nintendo game *Ultima Exodus* as a gift. I have a problem: Where can I find the mystical armor? I have everything else, and all I need is the armor. Help me, please.

—Paul Woodward
Detroit, Michigan

I was playing Williams' *Smash TV*, and on the maps I noticed some inaccessible rooms, which have been rumored to contain super power-ups that are required to survive in the more difficult rounds. Then there are the keys that I have no clues as to how they're used. You would think all you would have to do is walk into the "closed doors" with your keys to gain access to these mysterious rooms, but that's not it. Any help would be greatly appreciated.

—Marion Davies
Mare Island, California

My friend and I have been hopelessly addicted to Williams' *Smash TV* coin-op for several weeks now. We have to know how many areas there are and what the keys are used for. Any other advice would be helpful.

—Greg Cymbalist
Portage la Prairie, Manitoba, Canada


Your main objective in *Smash TV* is to get into the pleasure domes—rooms that feature stunning graphics but are not just bonus rooms (these are the mystery rooms you refer to). Groups of keys that appear in prize rooms are bonus keys for extra points. They are not for opening any doors. The keys that will gain you access to the pleasure domes are the keys that you find by themselves. You need 15 of these keys. When you have collected all 15 "real" keys—provided you can stay alive that long—the door at the bottom of your current arena will open. Exit the arena through that door. You will then enter into the pleasure domes.

"These Guys Think Gaiares Is Awesome."



Jamie Banker
Professional Gamer

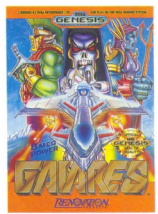
"I Happen To Agree."

There you have it. The critics agree that Gaiares is one of the hottest games around. In fact, once Dr. Dave of GAMEPRO Magazine got his hands on the 8 meg fighting power of Gaiares, he gave it a perfect  score, and stated, "Novice space jockey's need not apply". Then came Electronic gaming Monthly magazine.

They were so impressed with Gaiares, they couldn't put it down. They said "Games just don't get any better than this. Gaiares is Phenomenal! 8 Meg of incredible graphics put it in a league all its own. If you thought the lava in the TF-3 was intense, wait till you see the hyperspace scene!"



So now that you know what the pro's think, go experience the awesome Gaiares for yourself. And watch out for the bosses.



RENOVATION
PRODUCTS™

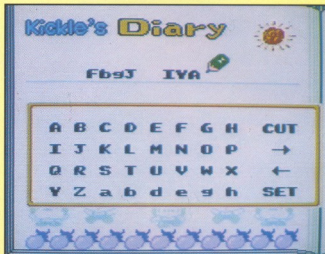
987 University Avenue, Suite 10
Los Gatos, CA 95030 (408) 395-8375

In the game *Kickle Cubicle*, I have only three more worlds to go, but I can't get past this one screen. The code for the world I'm on is XMeWbJCE. If you could help me past the screen or give me a code to start on a world past this one, I would be very grateful.

—Gayle Culp
Shamokin,
Pennsylvania

The first thing you'll want to do is get the ice cream and replace it with one of the blocks. By sending ice cubes through the hammers, you want your screen to look like that of the photo on the top right. Now remove the block and send the ice cube directly above Kickle (see the photo) around the hammers. Quickly move to the next ice cube, and send that one through as well. If you were quick enough, one of the ice cubes will get knocked into the water, allowing you to save the people.

Try entering the code FbgJ IYA for a special game.



You'll have to replace the ice cream with one of the blocks in *Kickle Cubicle*.

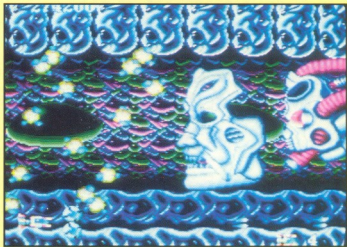
I'm having trouble with the game *Psychosis* for the TG-16. I can't kill Ugar because I have no shields left. It gets blown away during the fourth end boss and fifth cause. How do I manage to get through the fifth cause without continuing?

—Andre Girgis
North Gower, Ontario, Canada

If you can make it to the fourth boss with some shields, then try to stay in the upper quarter of the screen. This depends on how much firepower you have, of course. The less you have, the lower you'll have to move down to hit the end boss in the head.

To get through the fifth cause, you'll need to master getting past the snakelike creatures that shoot laser beams at you vertically. Try staying as far forward on the screen as you feel safe in doing. As these creatures come on-screen, move even with each one and blast away. Remember, where there is one creature, there will be more to come along that same line. It would also be better to stay on one line of fire when there are more than one row of these creatures on the screen. If this happens, stay with your original line of fire and slowly move back (to the left) until you have plenty of room to move forward, then quickly pass them.

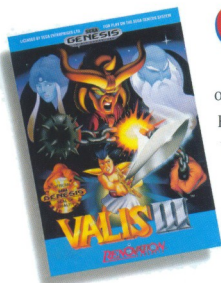
Once you make it to Ugar, the giant mask will start toward you, and there will be a lot of little bugs weaving up and down the screen. You can get into a position at the bottom of the screen where these bugs won't hit you. Once they're gone and the mask has moved back, move up and fire. Once you have destroyed the mask, you'll have to battle the second portion of Ugar. The bugs will still come out, only this time their pattern will change. Simply dodge them and blast away at the top part of the final end boss.



Battling Ugar in *Psychosis* isn't easy, but fancy footwork and a quick finger will help.

Dare to wield the sword of Valis!

8 MEG POWER



Okay, so the real world isn't so bad. But Dreamland and the Dark World are absolutely killer! And you're part of it.

You become Yuko Ahsa, and you get transported to the otherworld to defend Dreamland against attack from the Dark King Games. Only by wielding the powerful Sword of Valis can Yuko and her twin sister, Valna, defeat Games' evil hordes.

Characters like Queen Valna, Cham, and the evil Garther make this dramatic action game unlike any other.

Valis III. A game so realistic you'll have trouble separating fantasy from reality.

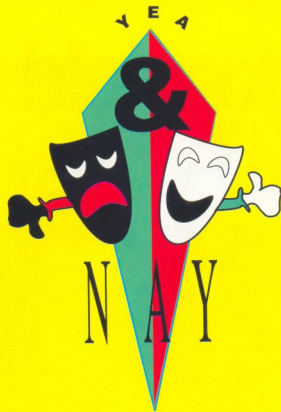


RENOVATION
PRODUCTS

987 UNIVERSITY AVE., SUITE 10, LOS GATOS, CA 95030 408/395-8375



Yea & Nay is an inside look at the high and low points in the electronic-game industry. It's an opportunity for the companies that decide what games we'll be playing to be patted on the back or slammed to the mat for what they do. If you want to give credit where credit is due—whether the company belongs in the Hall of Fame or Hall of Shame—send your opinions to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, Attn: Yea & Nay. Let's hear how you feel!



NAY

A big nay to the Federal Trade Commission (FTC) for allowing Nintendo to buy out of a price-fixing suit. From the details we have received, Nintendo was being investigated by the FTC for threatening retailers with slower deliveries if prices of the NES console were lowered, which allowed Nintendo to keep the NES price at a higher level. By paying its way out of the suit, Nintendo gets away with claiming it isn't guilty of the crime—which would likely have some effect on its defense in other lawsuits—and actually doesn't lose that much in the "deal."

We're sure the first question that'll pop into your mind is, "If Nintendo had to pay, doesn't that mean something in the way of a victory?" Well, not from our view. Though Nintendo has to pay damages to a few of the states that brought the suit through the FTC—a measly couple of million dollars, which is a drop in the bucket for the company, when you consider that *Super Mario Bros. 3* alone resulted in sales of over \$400 million—the main payment in the settlement, \$25 million, goes to consumers. Before you jump for joy, you should know that it's in the form of five million \$5 coupons, good for the purchase of, you guessed it, NES game carts. It looks like this "settlement" will result in Nintendo making some more money for its "crime." Nice punishment.

What if you've sold your NES? What if you don't want to buy any more NES carts at this point? Seems like the FTC doesn't see any problems with that. This is another tough break for the little people, and a little slap on the wrist for the "Big N."

YEA



It's been noted before that NEC would be releasing more CDs this year for the TurboGrafx-CD Player—perhaps as much as 50% of its 1991 releases.

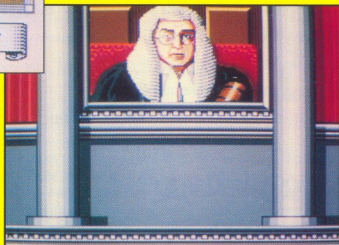
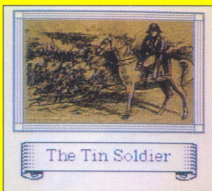
As a little bit of good news, we're starting to see the truth in that statement, with such recent games as *Sherlock Holmes Consulting Detective* and *J.B. Harold*. These two games also show how video games—especially those on CD—are becoming more sophisticated, and quite different from the standard scroll-boss genre of game that permeates the market.



"I'm Fred Robbins. After my brother died, his wife Janet went to stay with her parents. I'm house sitting for her."

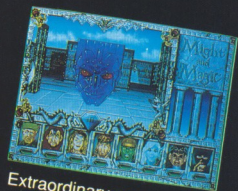


"Any new leads? Show me what you've found."

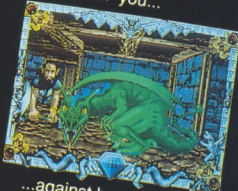


Might and Magic® III

Marking 5 years
Over
500,000
Might & Magic's
Sold Worldwide
Join the
Might & Magic series



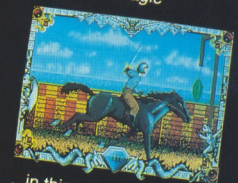
Extraordinary personalities
will join with you...



...against hundreds of
imaginative creatures



...as you discover the
wonder of magic



...in this world of fantasy
sights & sounds !

Isles
of
Terra



Feel the Power. Experience the Magic.

- ★ A swashbuckling adventure that will keep you riveted for hours!
- ★ Mesmerizing graphics created by the industry's top animators.
- ★ Stunning music, sound fx and speech adding a "3rd dimension" of play!
- ★ Easy to start playing, instantly absorbing, addictively challenging.
- ★ NOTE: Former experience with previous Might & Magic's *is not required.*

Available at your local software retailer or direct from New World at **1-800-325-8898**
(or, 1-818-999-0607 outside U.S.) • P.O. Box 4302 Hollywood, CA 90078-4302

copyright © 1991 Might & Magic is a registered trademark of New World Computing, Inc. • IBM screens shown. Actual screens may vary.
Distributed in the U.S. by Electronic Arts Distribution.

CIRCLE #109 ON READER SERVICE CARD.

NEW
WORLD
COMPUTING™

Nintendo Wins Injunction

An independent cartridge manufacturer took a body blow in the courts when Nintendo was granted a preliminary injunction against Atari Games Corporation and Tengen, Inc. Under terms of the injunction, the manufacturer is prohibited from marketing games for play on the Nintendo Entertainment System. At stake are any unauthorized games developed using Nintendo's copyrighted 10NES program.

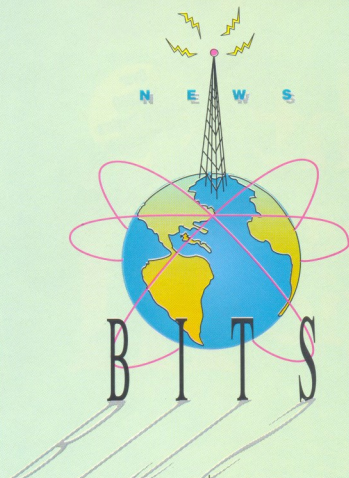
Nintendo and Atari have been involved in litigation for over two years. Nintendo—always aggressive in copyright suits—claimed Atari infringed on their patent by manufacturing unauthorized NES cartridges for sale under the Tengen trademark. The terms of the injunction required Atari to halt further marketing or distribution and recall any existing infringing products already on retailers' shelves.

A spokesman on behalf of Atari Games Corp. and Tengen said an appeal is presently in the works.

Creativity Programs Focus on Kids

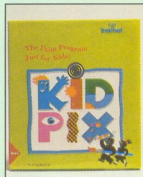
Software especially for kids is coming into its own. A trio of entertainments for the younger set provide techniques from more complicated programs, which have been simplified for less sophisticated computerists.

Craig Hickman's *Kid Pix* (Brøderbund, Macintosh) was specially designed for children. Along with the normal drawing and painting apparatus, it has child-pleasing audio (every brush and tool has its own sound), wacky paint brushes (leaky pen, echoes, splatter, etc.)

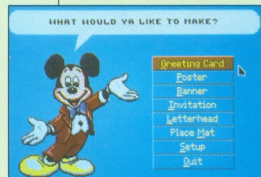


and over 100 "rubber stamp" images to manipulate. The entire drawing area stays visible on-screen, along with the tools and options, so kids don't have to consult menus. Letters and numbers speak their own names, in English or Spanish, making *Kid Pix* a good teacher. The program, originally created by Hickman for his own child, requires no reading and is so easy to use even parents can skip the well-written manual.

Disney's *Mickey & Minnie's FunTime Print Kit* (IBM PC) may drift out of the child's disk box into mom's. It's that useful. It's an extra-easy-to-use construction set to make greeting cards, posters, banners, invitations and letterheads. It comes loaded with scads of mouse art, a good selection of borders and six type fonts in a variety of sizes. Projects can be previewed on-screen and then printed or saved to disk.



Dick Tracy Crimestoppers Print Kit (Disney for the C-64, IBM PC) features images of characters from the Dick Tracy crime files, along with other crime-fighting art. They can be assembled, with the on-disk collection of type styles, borders and for-



mats, into banners, cards, place mats, invitations and wanted posters. In addition, it makes *Crimestopper* rap sheets and (with a pair of scissors) police badges, face masks and two-way wrist radios in three sizes.

SPA Presents Annual Awards

The Software Publishers Association presented its annual awards at a black-tie ceremony in San Francisco. The big winner this year in the consumer division was *GeoWorks Ensemble* (GeoWorks). The program took honors in four categories, including Best New Use of a Computer, Best Consumer Program, Best Personal Productivity/Creativity Program and the Critic's Choice Award for Best Consumer Program.

Entertainment programs winning top awards were:

Best Action/Adventure Program—*Faces... Tris III* (Spectrum HoloByte)

Best Fantasy Role-Playing/Adventure Program—*King's Quest V* (Sierra On-Line)

Best Simulation Program—*SimEarth* (Maxis)

Best Sports Program—*Links* (Access)

Best Strategy Program—*Railroad Tycoon* (MicroProse)

In addition, the SPA presented a Lifetime Achievement Award to Steve Wozniak, cofounder of Apple, for his contributions to the growth and development of the PC software industry.

Pinball Rides Harley

Bally/Midway landed an exclusive Harley-Davidson license that promises pinballers the ride

ADVENTURE ISLAND II™



More Fun in the Sun with Adventure Island II™

Break out the sunscreen and take off for Adventure Island II.™

That Evil Witch Doctor's at it again. He's grabbed your latest honey and *dares* you to do something about it. ☐ But this is no day at the beach. You've gotta fight your way past EIGHT treacherous islands! Including a Dinosaur Kingdom with some of the creepiest critters ever to slither across a video screen. Volcanoes. Avalanches. Giant Scorpions. Killer Cobras. We're talkin' one tough Witch Doctor here! And the action really heats up with a new vertical/horizontal scroll. Plus, stage select lets you control play. ☐ ADVENTURE ISLAND II. A sure-fire scorcher! Look for it wherever you buy the best video games.



HUDSON GROUP
HUDSON SOFT™

Hudson Soft USA, Inc.
400 Oyster Point Blvd., Suite 515
South San Francisco, CA 94080



of their lives. Original Harley-Davidson art and logos enhance the cabinet, and music adds ambience. The play simulates a ten-city run from Los Angeles to Laconia, New Hampshire, on one of Harley-Davidson's best, the custom Softail Springer. The pinball machine simulates the rumble and roar with special effects such as "shaker motor" action. Spell Harley-Davidson and score five-million points, or cruise the speed-trap kick-out hole for major bonus multipliers, mega points or maybe just a speeding ticket.

Game Sales Rise in 1990

Sales of entertainment software for home computers climbed 13.1% to \$355.5 million for the 1990 calendar year. The 1989 total was \$314.4 million. These figures reflect retail transactions and are based on data collected by the Software Publishers Association from its members.

The percentage increase was much lower than for computer software as a whole (26.2%), but it was a welcome reversal from the previous year. Slack demand and excess inventory seriously depressed 1989 volume.

The continued erosion of the eight-bit game market cut into overall sales in 1990. Entertainment software for the older systems dropped almost 30%.

By contrast, IBM PC and Macintosh games out-performed non-entertainment products for the respective systems.



the companies terminated the merger discussions, citing disagreements regarding management structure of the consolidated company. Ken Williams, Sierra's CEO, said, "I am disappointed with this turn of events.... We continue to hold Brøderbund in the highest regard."

Doug Carlston, CEO for Brøderbund, agreed: "I'm also very disappointed. Sierra is one of the finest publishers of consumer software in the country."

Publisher Offers Free Upgrade Software

Symtus, Ltd., announced that it has significantly upgraded their recent game release, *Cybergenic Ranger: Secret of the Seventh Planet*. According to the publisher, the improvements, many of which were suggested by game users, make the game much better.

The revised disk now supports Sound Blaster and Ad Lib sound cards, offers optional joystick support and features easier loading routines. In addition, it comes with a complete hint guide and game overview. According to Steve Bonillas, mar-

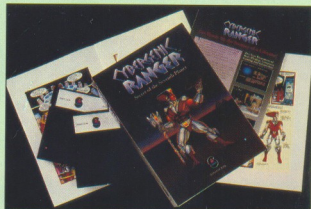
keting director for Symtus, the game now has quicker keyboard reaction and an increase in speed.

Sierra, Brøderbund Abandon Merger

Two of America's most prestigious software publishers announced plans to unite, then in a dramatic turn, revealed that their merger plans are now off.

Sierra On-Line and Brøderbund Software signed a Letter of Intent to merge on March 8 and announced plans to rename the consolidated company Sierra-Brøderbund, Inc. Later that month, the companies terminated the merger discussions, citing disagreements regarding management structure of the consolidated company. Ken Williams, Sierra's CEO, said, "I am disappointed with this turn of events.... We continue to hold Brøderbund in the highest regard."

Doug Carlston, CEO for Brøderbund, agreed: "I'm also very disappointed. Sierra is one of the finest publishers of consumer software in the country."



keting director for Symtus, the game now has quicker keyboard reaction and an increase in speed.

Gamers who purchased *Cybergenic Ranger: Secret of the Seventh Planet* can receive the update by calling (800) 255-2374.

Guide Packs Info and Stats for MicroLeagueurs

Bantam Books has published a 512-page *MicroLeague Baseball Official Field Guide* filled with insights, strategy and statistics for the 400,000 players of *MicroLeague Baseball*, *MicroLeague Baseball II* and *MicroLeague Baseball: The Manager's Challenge*. Included with the book is a special version of *MicroLeague Baseball: The Manager's Challenge* with six teams ready for play. It carries a suggested retail price of \$26.95.

The guide has ratings for teams and players available on disks produced by MLSA, the publisher of the *MicroLeague* family of computer games. The disk included with the book is for the IBM PC, though editions of the complete stat simulation are also offered for Amiga, Atari ST, Commodore 64 and Macintosh.

Other features of this weighty compendium include an inside look at the design of the games, tips for applying baseball strategy to the computer screens and notes on the franchise history series of data disks.

Game Boy Cleanup

Nintendo's Game Boy is often a dirty boy, because it's used outside and passed from hand to hand. Game

Kleen's latest entry into the clean crowd is a one-unit answer to Game Boy house-keeping. One side of Model 400 has a replaceable pad to clean carts, and the other side cleans the

machine. The kit comes with one Game Boy cleaning unit; one half-ounce bottle of game cleaning solution; four changeable pads and reusable packaging.

The Game Kleen Game Boy cleaner retails for \$12.95 and is available now.

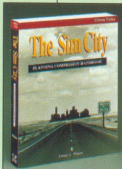
Game Kleen also manufactures cartridge-cleaning kits for use on the NES, Atari Lynx, Genesis and TurboGrafx-16.

Urban Renewal for SimCity

The SimCity Planning Commission Handbook, by Johnny L. Wilson (McGraw Hill, \$14.95), will help enhance and enlarge on *SimCity* (Maxis Software). It contains information, strategies, aids, tips and suggestions for additional ways to use the award-winning program.

The author details real-life urban problems, then suggests ways to accomplish solutions using inner city models erected with the *SimCity* program. *The SimCity Planning Commission Handbook* explains the history and development of cities and also teaches the icon and menu functions of the game.

The SimCity Planning Commission Handbook sells for \$14.95 at most major book stores and is available from the Maxis' distributor Brøderbund Software.



BEGIN A FANTASTIC NEW QUEST!

**GATEWAY
TO THE SAVAGE
FRONTIER: Volume 1**
in a completely new
AD&D® computer
fantasy role-
playing
epic!

**A grand adventure
is unfolding in the
mysterious Savage
Frontier!**

Enter the foreboding lands of an area never before explored in a computer fantasy role-playing game: the Savage Frontier! Sail the Trackless Sea, conquer the heights of the Lost Peaks, brave the ruins of Ascore, guardian of the Great Desert, visit magical Silvermoon and much more! Your quest: halt the murderous conspiracy of dark invaders from afar. Success will be yours only if you can uncover ancient mystical items of power to destroy the malignant invasion!

Based on an enhanced version of the award-winning game system used in *Pool of Radiance*, *Curse of the Azure Bonds* and *Secret of the Silver Blades*, *Gateway to the Savage Frontier* gives you the freedom to make the story happen the way you want it to! Plus, an all-new wilderness style adds new exploration and excitement to all of your outdoor adventure!

How can you resist?
The Savage Frontier awaits!

SSI



TSR, Inc.

STRATEGIC SIMULATIONS, INC.®

Advanced
Dungeons & Dragons®
COMPUTER PRODUCT

FORGOTTEN REALMS

IBM VGA
COMPATIBLE!

AMIGA

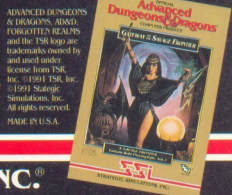
COMING SOON:
C-64/128

CLUE
BOOK
AVAILABLE!

TO ORDER: VISA/MC:
call 1-800-245-4525
(in USA & Canada).

BY MAIL: send check or
money order to Electronic
Arts, P.O. Box 7550, San
Mateo, CA 94405.

To receive SSI's complete
product catalog, send \$1.00 to:
SSI, 675 Almanor Ave., Suite 201,
Sunnyvale, CA 94086.



IBM VGA DISPLAY

IBM VGA DISPLAY

ADVANCED DUNGEONS
& DRAGONS, AD&D,
FORGOTTEN REALMS,
and the TSR logo are
trademarks owned by
and used under
license from TSR,
Inc. © 1991 SSI, Inc.
SSI, Strategic
Simulations, Inc.
All rights reserved.
MADE IN U.S.A.

Top Coin-Ops of March 1991

Figures courtesy of *Replay* magazine, based on an earnings-opinion poll of operators.

Best Upright Videos

1. *Race Drivin'* by Atari
2. *Hard Drivin'* by Atari
3. *Pit-Fighter* by Atari
4. *Galaxy Force* by Sega
5. *Space Gun* by Taito
6. *Rampart* by Atari
7. *G-Loc* by Sega
8. *TMNT (Turtles)* by Konami
9. *Cyberball 2072+* by Atari
10. *Final Lap* by Atari

Best Coin-Op Software

1. *High Impact* by Williams
2. *Final Fight* by Capcom
3. *Raiden* by Fabtek
4. *Blood Brothers* by Fabtek
5. *Cyberlip* by SNK
6. *Carrier Air Wing* by Capcom
7. *Ninja Combat* by SNK
8. *Magic Sword* by Capcom
9. *Hit the Ice* by Williams
10. *Violence Fight* by Taito

Best New Videos

1. *Mad Dog McCree* by American Laser Games
2. *GP Rider* by Sega
3. *F-15* by MicroProse
4. *Laser Ghost* by Sega
5. *Cisco Heat* by Jaleco

Top 10 IBM PC, Video Games for February 1991

The Software Publishers Association has expanded their "hits list" for February, which now tracks sales for IBM PC computer games and for video games, based on analysis of sales by leading retailers Bababags, Softwarehouse, Waldensoft and Electronics Boutique.

Sierra's *King's Quest V* continued to top the computer list. On the video-game list, Konami's *Teenage Mutant Ninja Turtles* was the best seller, closely followed by *The Simpsons* (Acclaim), which bounded to the runner-up spot in its first month on the chart.

Top 10 IBM PC Games for February 1991

This Last	Mo. Mo. Title	Publisher
1	1 <i>King's Quest V</i>	Sierra On-Line

2	9 <i>SimEarth</i>	Maxis
3	2 <i>Red Baron</i>	Sierra On-Line
4	10 <i>F-19 Stealth Fighter</i>	MicroProse
5	5 <i>Wing Commander</i>	Origin
6	4 <i>Flight Simulator 4.0</i>	Microsoft
7	7 <i>SimCity</i>	Maxis
8	* <i>F-15 Strike Eagle II</i>	MicroProse
9	8 <i>Entertainment Pack/Windows 3.0</i>	Microsoft
10	11 <i>Where in the World Is Carmen Sandiego</i>	Broderbund

* First month in the Top 10.

Top 10 Video Games for February 1991

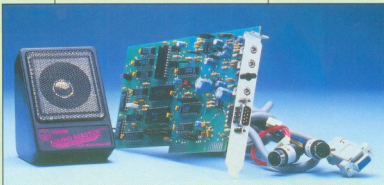
This Last	Mo. Mo. Title	Pub/System
1	3 <i>T.M.N.T.</i>	Konami/NES
2	* <i>The Simpsons</i>	Acclaim/NES
3	9 <i>Super Mario Land</i>	Nintendo/GB
4	2 <i>Super Mario Bros. 3</i>	Nintendo/NES
5	* <i>Tacma Bowl</i>	Tecmo/NES
6	10 <i>J. Madden Football</i>	EA/Genesis
7	* <i>Double Dragon III</i>	Nintendo/NES
8	13 <i>Tetris</i>	Nintendo/NES
9	12 <i>Mickey Mouse</i>	Sega/Genesis
10	1 <i>Joe Montana Football</i>	Sega/Genesis

* First month in the Top 10.

New Sounds for PCs

Covox introduced a new sound board for personal computers that is designed to be compatible with Ad Lib. In addition, the Sound Master II works with most third-party software designed to operate with the Speech Thing, Voice Master and Midi Maestro.

The Sound Master II has a high sampling rate DMA digitizer, 100% MIDI compatible interface, internal speaker sup-



port and voice recognition. It comes with MIDI cables, speaker, digital graphics-based sound editor, recording and playback software, music composing program and voice-

recognition demonstration software. Optional accessories include a voice master key with 1,024-word voice recognition software for adding voice commands to existing DOS applications, MIDI Maestro software and a speech file building utility.

The Covox Sound Master II retails for \$229.95.

Accolade Unveils Ballistic Video Games

Accolade Software introduced a new brand name and made their long-awaited entrance into the video-game market. The company



Boris Vallejo, a well-known science fiction/fantasy illustrator. A special offer to consumers lands them color posters of the cover art.

Hardball, based on Accolade's top-selling baseball simulation, said to be the industry's first eight-megabit sport video game, retails for \$59.95. *Star Control*,

plans to market 16-bit video game products under the moniker Ballistic. Initially the new line will be for Sega Genesis and NEC TurboGrafx-16 machines, but Accolade expects to expand the line to the Super NES as soon as that machine becomes available.

Ballistic is positioned as "the hot brand for serious video gamers—serious meaning people who consider electronic gaming a primary form of entertainment." Company spokesmen promise

superior, state-of-the-art, premium-priced games with maximum play value for veteran gamers.

Packaging will showcase world-class artists. The first two products, *Star Control* and *HardBall* feature paintings by



an award-winner in its computer format and the first 12-megabit video game, retails for \$69.95. Other titles under development for summer release under the Ballistic brand are *Onslaught* and *Turrican*.

Book Reveals "Secrets of the Games"

Nintendo Game Secrets by Rusel De Maria (Prima Publishing, \$9.95, 359 pages) extends the "Secrets of the Games" series to the NES and gives extensive strategy hints for 20 popular NES cartridges and short tips on dozens more. The write-ups contain line drawings of on-screen situations to illustrate gaming techniques and complete explanations with details on how to improve scores.

HEAR HOT TIPS FROM VG&CE EDITORS

VideoGames & Computer Entertainment
Introduces

THE GAMES LINE

Preview
Upcoming
Issues

1-(900) 45-GAMES
1-(900) 454-2637

\$1.49/minute
Under 18: Be Sure to Get
Your Parents'
Permission

Dare to Take Our
Tel-Adventure Game
Challenge and Win
Exciting Prizes

NEWS BITS:
Up-to-the-Minute
Information

Leave Hot Tips for
Fellow Game
Players

WIN

- 1 Preview the Upcoming Issue of VG&CE
- 2 Hear the Latest News Bits
- 3 Listen to VG&CE Easter Eggs
- 4 Leave a Message or Suggestion for VG&CE
- 5 Leave Messages for Fellow Game Players
- 6 Vote on Hot Game Topics
- 7 Play Our Tel-Adventure Game Challenge

WIN

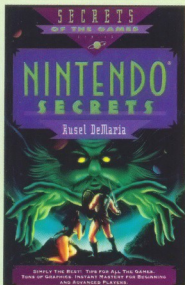
CALL NOW!!

1-(900) 45-GAMES
1-(900) 454-2637

\$1.49/minute Under 18: Be Sure to Get Your Parents' Permission

OFFICIAL TRIVIA RULES

This trivia game is a game of skill that requires knowledge of computer and video games. This trivia quiz is active 24 hours every day—seven days a week. This offer is void in any state where prizes are prohibited by law. Persons under 18 years of age must get parents' permission prior to calling the 900 number within the United States. Any agents, officers, employees or family members of National Telemedia or Almarc Productions are not eligible. The purchase from National Telemedia is not required to participate in this trivia quiz. All federal, state and local laws apply. All tax liabilities are the sole responsibility of winners. Winners will be limited to two per household per month. Players waive any and all rights or claims for the quiz if a question or answer is ambiguous. This offer may be canceled at any time without prior notification. By playing this trivia quiz, all callers agree to the rules and regulations contained herein and will be bound by same. Decisions of National Telemedia are final. National Telemedia and Almarc Productions are not responsible for any problems that arise from telephone connections or operating failures in connections with participation in this trivia quiz. A list of winners may be obtained each month by sending a self-addressed stamped envelope to National Telemedia/VG&CE Trivia Quiz, 20740 Roscoe Blvd., Canoga Park, CA 91306.



The book opens with a basic strategy guide for gamers to provide overall help and suggestions for better play. Then Russel discusses each game individually, describing the plot, the goal, scoring techniques, the controls, weapons and powers and of course, the enemies.

Finally, Russel gives strategy information, both general and specific, for each level of play. There's also a chapter containing previews of soon-to-be-released games, as well as a special section for parents.

Nintendo Game Secrets is the third book in the "Secrets of the Games" series. Earlier books include *Sega Genesis Secrets* and *TurboGrafx-16 & TurboExpress Secrets*.

Future books planned for release later this year are *The Harpoon Battle Book*, a guide to *SimEarth* and a volume covering three Lucasfilm games, *The Battle of Britain*, *Secret Weapons of the Luftwaffe* and *Battle-Hawks*.

Game Developers Name Award Winners

Approximately 550 people attended the Fifth Computer Game Developers Conference in San Jose, California, in mid-March, making this the largest gathering of the group to date. This year the conference was expanded to a three-day schedule that included 55 lectures, panels and debates that featured leaders of the electronic-gaming industry.

In addition, for the first time, the conference played host to a Software Tools & Products Exposition, making it pos-

sible for developers and publishers to examine productivity tools that are helpful in game creation.

The group honored the best achievements in game development at an awards banquet. Nominations were not limited to titles produced during the past year, but were meant to honor the best work in the history of computer games.

Here are the award winners that were selected by conference attendees.

- Best Game Play—*The Secret of Monkey Island* (Lucasfilm)
- Best Technical Achievement in a Computer Game—*Wing Commander* (Origin)
- Best Interface Design in a Computer Game—*Loom* (Lucasfilm)
- Most Socially Responsible Computer Game—*SimEarth* (Maxis)
- Best Visual Presentation in a Computer Game—*Wing Commander* (Origin)
- Best Audio Presentation in a Computer Game—*Wing Commander* (Origin)
- Most Innovative Game—*SimCity* (Maxis)
- Best Producer—Greg Hammond (Lucasfilm)

Late-Breaking TurboGrafx-16 Pricing Changes

At press time, VG&CE received word that the TurboGrafx-16 would be getting a pricing overhaul. By the time you read this, the base system—which includes the TG-16 console, a TurboPad controller and a TurboChip of *Keith Courage in Alpha Zones* for a price of \$159—would now have a price tag of \$99.99. This is similar to Nintendo's strategy in 1987, when it lowered the price from approximately \$140 to \$80 for the base system.

NEC will also be introducing a "Bonk SuperSet" for \$149.99, which will offer the base package in addition to a copy of *Bonk's Adventure*, an extra TurboPad and a TurboTap.

Finally, the cost of a TurboGrafx-CD Player will also be reduced to make the compact-disc peripheral more accessible. The price of the TG-

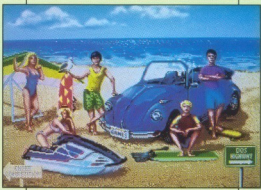
CD has been reduced to \$299 from its previous \$399.

Add-Ons, Sequels and Enhancements

Several companies introduced new disks that add-on or enhance earlier releases. In addition, the flow of sequels continues unabated.

Access Software announced a new championship course disk for use with *Links*. The *Firestone Country Club South Course* adds a spectacular new site to this state-of-the-art golf game. *Firestone*, one of the stops on the PGA Tour and home of the NEC World Series of Golf, was photographed in late October to provide a stunning autumnal backdrop for golfers.

The latest game in the *Advanced Dungeons & Dragons* series from SSI is cur-



rently available. *Eye of the Beholder* uses a new graphic perspective and introduces a new series, "The Legend Series" of AD&D roleplaying games. The new game system, with 3-D graphics and enhanced sound, uses first-person viewpoint and mouse support and is the first game to use the AD&D 2nd Edition rules.

Also from SSI is *Death Knights of Krynn*, another AD&D fantasy role-player. This one, the sequel to *Champions of Krynn*, allows the import of characters and their items and money into the new program from the original game.

California Games II (Epyx) continues the *Games* tradition, with better graphics, hotter action and lots more fun in the California sun. Games include bodyboarding, skateboarding, snowboarding, jet surfing and hang gliding. This one is the best so far

in what's always an excellent series.

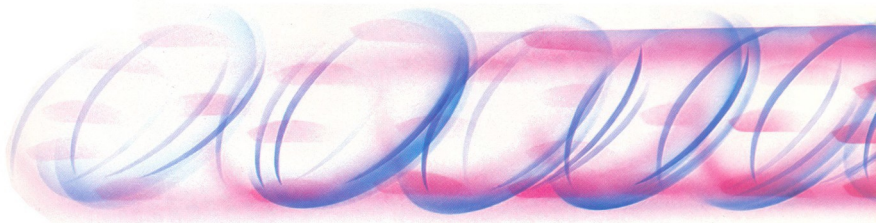
Sierra's *Space Quest IV, Roger Wilco* and the *Time Rippers* has over 100 hand-painted, digitized backgrounds, video-assisted animation and a fully orchestrated soundtrack. It's an icon-driven adventure (no typing required) designed by the popular *Toucan Guys* From Andromeda, Mark Crowe and Scott Murphy.

Street Rod 2 (California Dreams) is an expanded racing game and construction set that blends both bit-mapped and vector graphics. It's set in the summer of 1969 and provides the

player with all kinds of customizing options to utilize the 25 cars and over 60 spare parts on the disk.

RoboCop 2 (Data East) is reported to have higher quality graphics and faster game play than the original. It's based in the future, in Old Detroit, where the hero has to overcome death traps and evil robots. 🤖

**GET
READY
FOR THE
SONIC
BOOM.**





IT'S STARTED. SONIC THE HEDGEHOG

Think fast. C'mon faster. What happens when a not-so-common hedgehog reaches supersonic speeds? A **Sonic boom**, of course. And you'd better get ready for it. Because here comes Sonic The Hedgehog! He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not



GENESIS™ IS OUT. AND NO ONE CAN STOP HIM.

afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he *was* here.

Sega, Genesis and Sonic The Hedgehog are trademarks of Sega of America, Inc. © 1991 Sega of America, Inc., P.O. Box 2167, South San Francisco, CA 94080.

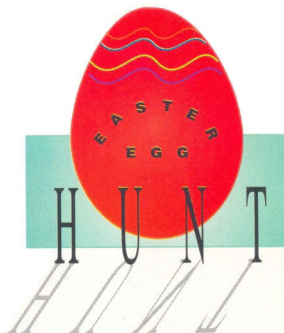
SEGA
GENESIS™

CIRCLE #111 ON READER SERVICE CARD.



Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper, and send them to VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN: Easter Egg Hunt. The author of each new tip we use will receive \$10. Write neatly and be sure to include your name and address!



Here's a key to the abbreviations:

U = Up
D = Down
L = Left
R = Right
A = "A" button
B = "B" button
C = "C" button



Super C

(KONAMI FOR THE NES)



Bill Alvord of Wellsville, New York, has found a way to start a new game with your previous score and either the standard three men or the number of men you had left. Do

these during the title screen after you have finished (defeated the final end boss) the game. To start with three men and your previous score, press A, B, START. To start with your previous score and men press B, A, START.

Great find, Bill. Thanks.

Ms. Pac-Man

(ATARI FOR THE LYNX)



Matthew Kennedy of Clifton Park, New York, has found a great egg for this Lynx game. First press PAUSE during the game, and then press Button A twice, OPTION 1, Button A twice, Button B and, finally, OPTION 1. If you entered the code correctly, a lightning bolt will appear at the top of the screen next to your score. Now when you press Button B during game play, you'll be able to tear around the screen at lightning speed. You can do this as many times as you'd like, although only one lightning bolt will appear at a time. Thanks, Matthew.

AeroBlaster

(NEC FOR THE TG-16)



To get an extra-credit mode, during the title screen, press R, SELECT, R, SELECT, R, SELECT. Press U or D to select the number of continues, from zero to nine. For a sound test, press SELECT one more time at the end.



Devil's Crush

(NEC FOR THE TG-16)



Here are two ways to get different-colored balls and bonuses:

- For the blue ball, just complete any one of the bonus stages.
- For the pink ball, send the ball through the tower after you have destroyed all but one of the tower guards.
- When putting the ball in play, if you can make it into the crown without touching the slime roulette, you'll receive a 2,000,000-point bonus.



continued on page 32

Play Beetlejuice,™ Beetlejuice, Beetlejuice

on your NES, NES, NES.®



Licensed by Nintendo
for play on the
Nintendo
ENTERTAINMENT
SYSTEM™



It's show time—
courtesy of
Me—the "Ghost
with the most!"



How'd you
like to help
me scare
those city

folks out of your house
and *their* wits?

We'll soar through 8
horrific levels (you're

gonna love the
Afterlife Waiting
Room) taking on
Killer Giant Beetles, Legs
Without
Heads



and other
gruesome
creatures. One wrong
step... and you're food for
the Sand Worm.

Here's a tip: Buy scares
from the Recently
Deceased Information
Booth, they're your best
weapons. So, join
me in the Neither-
world... and make



my
millennium!

Beetlejuice™ & ©1991 The Geffen Film Company. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LIN® is a registered trademark of LIN Ltd. ©1991 LIN Ltd. All rights reserved.

CIRCLE #105 ON READER SERVICE CARD.



SUPER VOLLEYBALL

(NEC FOR THE TG-16)
(VIDEO SYSTEMS FOR THE GENESIS)



Rhon Manlapaz of Glendale, California, has sent us a way to perform some serves not mentioned in the instruction manual. (These can be performed on both versions of the game.) Thanks for the great Easter eggs, Rhon.

- To perform a lightning serve, press and hold U and II, then press I to toss the ball in the air. Now press and hold D and II, then press I to hit the ball when it turns red.

- To serve the ball to the baseline, press and hold L and II, then press I to toss the ball in the air. Now press and hold both R and II, then press I to hit the ball when it turns red. To serve the ball just off the ten-foot line, press and hold L and II, then press I to toss the ball in the air. Continue to hold the buttons down, and then press I again to hit the ball when it turns red.

- To perform the same serves (except the lightning serve) as jump serves, press and hold R and II instead of pressing and holding L and II.

- To get the super spike, press and hold U, I and II as your player is about to receive the ball. Then press and hold D, I and II as your setter is about to touch the ball. If this is done correctly, the spiker will be glowing when he spikes the ball. The opposing player that is hit will be rendered helpless for a few seconds.



Lynn Falmet of Elemendorf AFB, Alaska, also sent in these codes for the Genesis version of *Super Volleyball* only. The codes are for the U.S.A. team and will lead you to the championship match against Russia. Thanks for the eggs, Lynn.

- China—HLXL
- Japan—RLVLK
- Italy—RMXRU
- France—RUFOR
- Holland—RSAAV
- Brazil—RQVAZ
- Russia—RP.VE



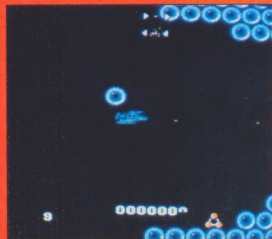
Tiger Road

(NEC FOR THE TG-16)
(TURBOTAP REQUIRED)



To get a debug mode for this game (which includes a level select, invincibility and weapon select), during the title screen, press and hold Button I and press U on Controller 2.

For a level select, during the title screen, press R, SELECT, R, SELECT, SELECT, then Button I ten times, SELECT, SELECT and RUN for Phase 2. Enter the same code except press Button I 11 times for Phase 3, 12 times for Phase 4, and so on.



Destination: Earthstar

(ACCLAIM FOR THE NES)



Timothy White of Duncan, Oklahoma, has found a few Easter eggs for this NES game. To execute the following tricks, you must use Controller 2.

First, start the game as usual, and as the Star System appears, on Controller 2 press and hold D, SELECT, and then press the B button three times. Now release D only, and you should hear a "chime." This primary code will allow you to do the following:

- To make complete repairs in flight, without a base or planet (Star-System Mode), or to power up to nine ships (Enemy Base Mode), on Controller 2, press L, SELECT and B simultaneously.

- To skip Star Systems and enemy bases and ultimately see the end screen, on Controller 2, press R, START and A at the same time to execute each advance.

Thanks for the great finds, Timothy.

BLOBERT IS BACK!

DAVID CRANE'S THE

RESCUE

OF PRINCESS

BLOBETTE™

New For
GAME BOY

That's right, jelly bean-loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the duo's exploits take them to the Royal Castle of Blobolonia™,

STARRING



on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret

rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret: With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Approval!



Licensed by

Nintendo

Published by Absolute Entertainment, Inc., 251 Rock Road, P.O. Box 116, Glen Rock, NJ 07452. Distributed by Electro Brain Corp. The Rescue of Princess Blobette and A Boy and His Blob are trademarks of Absolute Entertainment, Inc. All rights reserved. Absolute Entertainment™ is a registered trademark of Absolute Entertainment, Inc. All rights reserved. Nintendo, Game Boy and the Official Seal are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. © 1991 Absolute Entertainment, Inc. All rights reserved.

CIRCLE #112 ON READER SERVICE CARD.

VIDEO GAMES REVIEWS

King's Bounty

ELECTRONIC ARTS

For the Sega Genesis (NA)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

In *King's Bounty*, a new role-playing game for the Sega Genesis, you get to play hero in a quest to restore the Scepter of Order to a dying king and so defeat the evil Arch Dragonbreath. The story goes that after hiding the scepter, Arch shredded the map leading to its location and gave one piece to each of his 16 nobles. Now it is your task to find and defeat the nobles in order to recover all pieces of the map. Each noble is garrisoned inside his own castle, and only the strongest armies can breach their gates and defeat the fighters within.

Searching for the 16 nobles, you'll discover treasure boxes loaded with precious items, including gold for buying armies and supplies, mineral deposits that raise your weekly salary, increased spell power and maps to help you locate other continents. You'll also uncover special artifacts, including the Amulet of Augmentation, which increases your spell power; the Anchor of Admiralty, which lowers the rental price on boats; the Book of Necros, which increases your spell memory; the Crown of Command, which increases your leadership rating; and many others.

As you explore, the current continent's map is filled in, marking the areas you've been through while providing hints of where to

King's Bounty is a role-playing game with many twists to keep the action interesting.



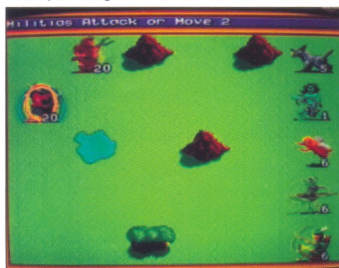
look next. You can travel by land, by water (if you've rented a boat) and by air (if your army is solely composed of flying creatures). Some areas can be reached only by using the appropriate form of travel.

No matter what form of travel you choose, sooner or later (probably sooner) you'll run into one of the many armies of dangerous creatures that roam the continents. You then enter the combat mode, in which you and your enemy's armies take turns moving and attacking. Unlike many role-playing games, in which your party consists of only one to four members, in

King's Bounty your soldiers may number in the hundreds. Even with such huge armies, the combat system works quickly and smoothly.

Once you locate a noble's castle, you must lay siege to it, which means purchasing siege weapons and then defeating the occupants of the castle. When you capture a noble, you also capture one piece of the map that leads to the Scepter of Order. When you capture all 16 pieces, you can go find the scepter. Or, if you prefer, you can guess at some of the puzzle pieces, trying to find the scepter before capturing all of the nobles.

King's Bounty is a decidedly different sort of role-playing game. Its unusual money system based on a weekly salary, its self-mapping features, the contract-based bounty system and the large armies yield a game with a lot of depth. However, unlike many role-playing games, this one is more a treasure hunt than an unfolding story.



TRAX



Zaniest bunch of enemies ever! And they said it could only happen on big screen! It's a head-to-head battle through the Grasslands, the Desert Base, and the Cave Base on your way to the Capitol City and the Master Tank Maker himself!

- Four big levels in the Main Game, twelve different layouts in the Multi Game, each with a different terrain and cast of unusual opponents.
- Continue feature and varied sound track for hours of fun.
- Handicap feature in Multi Play mode even out the competition.
- Fun graphics and exciting game play.

Lots of play options!

1. Single play action against Akurda and his entire Clown Force.
2. One-on-one play against a friend using a Game Link cable.
3. Head-to-head against your Game Boy and its own group of tanks.
4. Up to four players in direct competition using the Nintendo Four Player Adapter.

So grab your Game Boy and make TRAX!

Licensed by

Nintendo

HAI
HAL AMERICA INC.
The Funatic Specialists



Still, fans of role-playing games are sure to enjoy *King's Bounty*. It's fresh and original enough to provide hours of discovery and challenging enough to inspire even expert adventurers. Recommended.

—Clayton Walnum

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 572-ARTS

Bill Elliott's NASCAR Challenge

KONAMI

For the Nintendo Entertainment
System (\$53.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

After reviewing other games that were endorsed by one celebrity or another, I was thinking, *Oh no, not another one*. This one surprised me by actually remembering that it takes more than a name to sell a game in today's market. For those of you that thought the *Rad Racer* games were the ultimate in driving simulations, take another look.

Just about anything a racing fan could want is in this game: three skill levels; four tracks; three different cars; one engine for qualifying and another for the actual race; manual or automatic transmission; an adjustable spoiler; and you can even adjust your car's tire size and gear ratio in an attempt to fine-tune your car for each track.

First things first, however. You can race either a single race on one of the four tracks (Daytona, Talladega, Sears Point and Watkins Glen), take on all four twice in the Championship Season or simply take a few practice spins around the track to find the optimum racing setup for each track (definitely advisable).

The different skill levels allow you to gradually increase your skill and increase your opponents' skill as you improve. At the novice level, your opponents aren't as fast as you and you can't crash. As a rookie, the other guys are a bit faster, and you aren't invincible any longer. At the pro level, watch out! These guys are going for it all—racing full speed for that checkered flag. If you take on the championship season, you do so at the pro level only, however.

The three cars you may choose from are a Pontiac Grand Prix, Ford Thunder-

bird or Chevrolet Lumina. There isn't any difference between the cars at the outset—their performance depends entirely upon your driving ability. To adjust your car, take it to the garage. There you can change any of the aforementioned features of the car in preparation for the track.

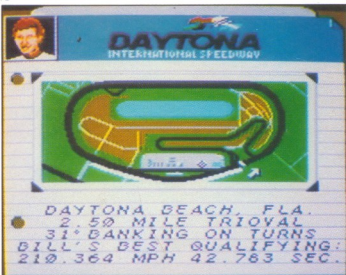
Once you have your car set up and are ready to hit the asphalt, you may choose to race two qualifying laps or to simply be placed in the middle of the pack. A good starting position will definitely affect your chances of winning the race, especially if you choose a shorter race.

You've got that monster fine-tuned and are on the track. "Gentlemen, start your engines!" Now is where your shade-tree mechanics find out how you did when you tuned your car. If you set your tire size incorrectly, you may spin out in a tight turn, which will put you out of the race. If your gear ratio is off, you won't be able to keep up with the other cars and will

fall behind quickly.

Also, whether the race is ten miles or 500, keep an eye on those gauges. When fuel runs low or your car starts to break down, it's time to hit the pits. If you ignore the gauges, you guessed it—you're out. When you slow down, careful with that shifter! Try jumping from fourth gear to first too quickly, and you can kiss that engine goodbye, along with the race. If you make it into the pits successfully, there is a timer running. You only have 20 seconds to get your repairs or fueling done before you lose position on the track. Take more than two minutes, and you are out completely!

Really, just about anything you could want has been included in *NASCAR Challenge*. If you are used to the jerky scrolling when taking corners in other games of this type, you are in for a surprise—the graphics and scrolling are very smooth. Handling the car and shifting gears aren't a problem either. After each race, the position and times and those of the 15 other cars you race against are shown. If you are racing in the season mode, a points total is based upon your position, number of leading laps and whoever has the most leading laps. If you can't complete the season, a password (can't really call it a "word," because it's 35 characters long) is provided to let you continue later.



Racing fans will be pleased by the smooth-scrolling fast action of Bill Elliott's *NASCAR Challenge*.

REMOVE
THIS PAGE
AND
CHART
YOUR
PROGRESS.

Nintendo® and
Nintendo Entertainment
System™ are registered
trademarks of Nintendo
of America, Inc.

Nintendo, Game Boy
and the official seal
are trademarks of
Nintendo of America,
Inc.

Super Spy Hunter™ is
Spy Hunter II™
distribution.

© 1987 licensed from
Midway Manufacturing
Company.

TM & © 1991 Warner
Bros. Inc. All rights
reserved.

TM & © 1991 DC Comics,
Inc.
© 1991 Sun Corporation
of America

JOIN The
Club

The Sunsoft Blasters™ Club is your ticket
to the main. Get a 1 year membership
3 issues of the Sunsoft Blasters™ magazine
and receive a special prize in the monthly
and Blasters club. (just \$5)

Name _____ Age _____

Address _____

City _____

Date _____ ZIP _____

Mail this form with a check to:

Sunsoft Blasters Club

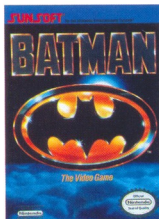
31165

Cypress, CA 92620

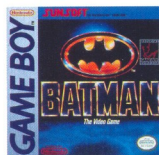
Please allow 4-6 weeks for delivery.



HIGH
SCORE _____



HIGH
SCORE _____



HIGH
SCORE _____

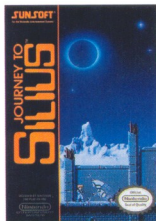


LICENSED BY
Nintendo

CAN YOU BEAT THE BEST



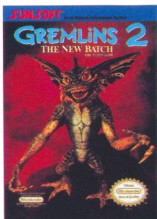
HIGH
SCORE _____



HIGH
SCORE _____



HIGH
SCORE _____



HIGH
SCORE _____

SUNSOFT.®
ARE YOU
GOOD ENOUGH?™

Bill Elliott's NASCAR Challenge lives up to its title, providing authentic and detailed racing action. Definitely a must-have for racing fans.

—Brent Walker

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4570
(708) 215-5100

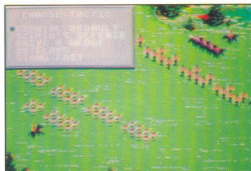
Centurion

ELECTRONIC ARTS

For the Sega Genesis (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Electronic Arts is turning out to be the redemption of sophisticated and eclectic Genesis owners. While other publishers spend most of their energy churning out side-scrolling shooters or Mario-style slug-fests, EA seems to be producing a line that spans strategy, arcade, sports, martial arts and the totally unclassifiable. *Centurion* is yet another of its meticulous PC-to-Genesis conversions, and it's a real smorgasbord of a game: an overall flavor of strategy/wargaming with a lot of arcade sequences, superb graphics and sound effects on the side.



Rise from lowly legionnaire
to ruler of Europe in
Centurion.

The game is one long, towering task of conquest: You must rise from the lowly rank of legionnaire in the province of Italia to become ruler of all of Europe, including portions of Asia and Africa. This is liable to take many hours. While the game lacks a battery backup, EA has included a password feature to preserve your progress in the game. (It's a big password, but Rome wasn't built in a day.)

Conquest is only part of the equation. You can't expect your armies to do their best if they're taxed beyond reason, bored or otherwise demoralized. You'll spend a lot of time and money just trying to keep all your subjects happy: holding gladiator fights and chariot races, throwing Christians to the lions or participating in any of several bloody extravaganzas. This is where much of the fun arcade play comes to bear. Holding these events calls for many talents (the coin of the realm), so when money is scarce, you may find yourself having to plunder recent conquests and play pure strategy for a while to line your coffers.

It's impossible to please everybody all the time—particularly those you've subjugated by invading their province and declaring yourself their ruler. So aside from issues of taxation and entertainment, the game mainly consists of pitting your

LINKS™ ACTUALLY

With 104 yards left to the pin, a slight northwest cross wind and an intimidating bunker to your right, your body is tired but your mental game is as sharp as it's ever been. So, what's your next move?

The golf fanatics at Access Software have made available the ultimate, most authentic

golf experience possible. And it's called LINKS.

LINKS combines 256 color, VGA graphics* with patented RealSound® and incredibly accurate renderings of championship courses,* including Torrey Pines in San Diego. Nothing else except LINKS offers

*256 color VGA graphics are required to play.

legions or fleets against those of rebellious citizens, invading armies or neighboring provinces.

The battles give you a chance to try out your war-gaming strategy. No hexes here; each side is given a representative number of troops and you decide how best to deploy your side: flanking maneuvers, frontal assaults, wedges and other formations. You can also change tactics in the midst of battle, but this rarely seems to affect the outcome. In fact, the overriding factor in all these battles is numbers. Whoever has the most men wins...independent of battle strategy. The outcome didn't always make sense to me. I had enemy generals waving a white flag within moments of the start of the battle, but his troops never retreated. Eventually, my own general ended up surrendering too—and I lost the battle.

Many of the graphics are lush, digitized pieces of art, very atmospheric and highly detailed. They're the same as the graphics of the IBM VGA version, so the use of color and shading is excellent. Actually, a TV is hardly capable of doing these visuals justice. However, during battle sequences on both land and sea, the scale of the on-screen objects is quite small, so those parts of the game are graphically unimpressive. The sound effects are great. You'll actually hear the whinny of horses (which is nearly constant and almost



annoying in battle), the trumpeting of elephants, the clang of swords, the rumble of hoofbeats and more.

If you're seriously into war-gaming, *Centurion* may be a little too thin for your tastes. Likewise the arcade-style play, since you may have long stretches without such game play. But if you're up for a little of this and a little of that, *Centurion* offers a satisfying menu.

—Josh Mandel

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 572-ARTS

688 Attack Sub

SEGA

For the Sega Genesis (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

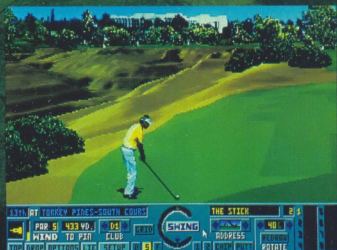
688 Attack Sub is a submarine warfare simulator that combines enough of the tactical elements of actual submarine warfare with a simplified control scheme to provide gamers with a very entertaining gaming experience.

In *688 Attack Sub*, you can command either an American Los Angeles-class sub-

PUTS YOU THERE

you this level of golfing experience.

Put yourself there with LINKS. Call your shots and strengthen your mental game. Phone Access at 1-800-800-4880 or contact your local software Pro Shop. Access software unconditionally guarantees your purchase satisfaction or your money back.



Phone Access at 1-800-800-4880

ACCESS
SOFTWARE CORPORATION

Real Sound[®]
Supports All
Major Sound Boards

*Other championship courses are now available.

CIRCLE #114 ON READER SERVICE CARD.

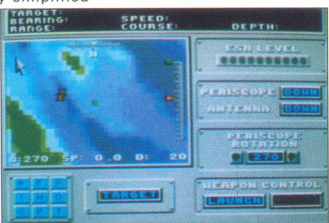
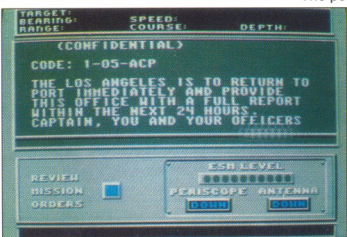
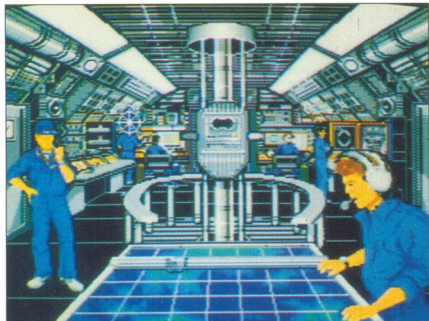
marine or a Soviet Alfa-class sub. Learning to control the submarines is straightforward: A main screen shows the conning tower (control room) of the submarine. Various stations for issuing commands are available, and you can choose the station you need by moving the cursor to a particular station, then pressing the fire button.

The cursor changes shape to indicate which station is selected—for example, it becomes a spark when you select the radio room and a torpedo when you select the weapons station. Other areas include navigation, the periscope, helm, damage control and sonar.

When you select a control station, the screen changes to a secondary screen that shows the details of that station. For example, the helm displays the engine controls, depth controls and the autopilot. Most of the stations also show a map and a number pad for issuing commands. Issuing commands is a matter of placing the cursor on the appropriate button and pressing fire. Of course, the fact that the controls on the Russian sub are identified in Cyrillic complicates things somewhat!

Controlling the *688 Attack Sub* simulation has been considerably simplified compared to real life. For one thing, you can pinpoint targets on the map, then set a "way point" from the navigation screen and have the autopilot guide you there (you still control depth and speed). Multiple way points can be set so that the sub follows a predetermined course while you concentrate on other things. Just be careful not to dive too close to the bottom of the ocean. To help you stay up-to-date with the state of your sub, all the screens that have maps also feature a "head-up display" (HUD) much like a fighter plane. This shows your depth, heading and speed.

Another simplification is that you can pick targets with your cursor as they appear on the map, and launch torpedoes (or missiles in some scenarios) at them right away. When a target is identified, it shows up on the



Travel the deep sea in command of a powerful machine in *688 Attack Sub*.

map as a letter (rather than just an "x"), and acquiring the item as a target identifies it in the target area at the top of the window. The sonar is quite capable—you have passive listening devices, active (ping) sonar and can even tow a cable of microphones to increase sensitivity and range. The more of your tools you use, the better the chance of getting an ID on your targets. Unfortunately, the more sonar you use, the better the chance that the enemy will detect you and counterattack.

The periscope is the most general-purpose station, enabling you to see your targets (if you are at periscope depth), switch to the map and acquire targets and even launch a torpedo or missile at the target. The graphics of the enemy ships blowing up and sinking are pretty good, just don't get carried away watching the carnage because someone might sneak up on you.

Overall, *688's* graphics are only fair, not at all up to the abilities of the Genesis. The sound, though it features digitized voices, is also mediocre and has quite a lot of static. All of this is unimportant, however, because not only is *688* very playable, but you can adjust the difficulty level in several ways so that it is not overwhelming to a beginner. The game includes ten different scenarios, and in most of them you can play either the American or the Russian side (with differing objectives, naturally). The scenarios range from anti-submarine warfare to full-fledged attacks on enemy convoys. Your complement of weapons varies for each mission—you even have Tomahawk cruise missiles on one mission. Overall, the game is challenging and highly recommended to enthusiasts of submarine simulations.

—David Plotkin

Sega of America
573 Forbes Blvd.
South San Francisco, CA 94080
(415) 742-9300

High Speed TRADEWEST

For the Nintendo Entertainment System (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

"Dispatch, this is 504...suspect ran a red light, over!"

CHIPS & BITS • CALL 802-767-3033

SEGA GENESIS		GENESIS SHOOTERS		GENESIS SPORTS		TG16 SHOOTERS		TG16 CD GAMES	
GENESIS System	\$179	Alter Burner 2	\$42	Arnold Palmer Golf	\$46	Aero Blasters	\$49	Fighting Street	\$47
Arcade Power Stick	\$43	Air Buster	\$43	Badokan	\$46	Blazing Lasers	\$37	Final Zone 2	\$47
Control Pad	\$20	Arrow Flash	\$44	Buster Douglas Boxing	\$42	Cyber Core	\$47	It Came from Desert	\$47
GENESIS ROLE PLAYING		Battle Squadron	\$42	Cyberball	\$42	Deep Blue	\$29	Jack Nicklaus Golf	\$44
Dando	\$49	Burning Force	\$29	Hardball	\$46	Dragon Spirit	\$37	JB Harold	\$47
Faery Tale Adventure	\$46			Jesse The Body Ventura	\$46			Last Alert	\$47
Fatal Labyrinth	\$36	This is the best Baseball game yet for GENESIS. The best graphics and the best game play.		Joe Montana Football	\$42	Complete control over realistic players, over 100 plays, 17 teams, audibles, weather, zoom windows.		Magical Dinosaurs	\$47
King's Bounty	\$46	HARDBALL	\$46	Lakers vs Celtics	\$46	MADDEN FOOTBALL		Monster Lair	\$47
Might & Magic 2	\$59	Crossfire	\$59	NHL Hockey	\$42	Galaga '90	\$29	Pharaoh Holmes	\$47
Phantasy Star 2	\$59	Death Duel	\$59	PGA Tour Golf	\$53	Galaxy '92	\$29	Vallis 2	\$47
Phantasy Star 3	\$59	Dynamite Duke	\$42	Powerball	\$45	Ordyne	\$37	Yo Bro	\$47
Super Hydride	\$47	Elemental Master	\$56	RBI 3	\$49	Psychosis	\$39	Y's Book I & II	\$47
Sword of Vermillion	\$59	Fire Shark	\$43	Super Volleyball	\$35	R - Type	\$56	GAME GEAR	
GENESIS ADVENTURE		Forgotten World	\$48	Soccer	\$35	Space Harrier	\$47	Game Gear	\$149
Alex Kidd Castle	\$35	Gaiares	\$56	Tommy Lasorda Baseball	\$52	Super Star Soldier	\$39	TV Tuner	\$89
Alien Storm	\$42	Hellfire	\$43	Zany Golf	\$29	Fantasy Zone		AC Adaptor	\$12
Arcus Odyssey	\$56	Insector X	\$44	688 Attack Sub	\$59	Galaga '90	\$29	Battery Pack	\$27
Atomic Robo Kid	\$49	Musha	\$49	Abrams Battle Tank	\$49	Ordyne	\$37	Car Adaptor	\$12
Bean Ball Benny	\$42	Phelios	\$29	Air Diver	\$44	Psychosis	\$39	Carrying Case	\$15
Bimini Run	\$42	Raiden Trid	\$42	GENESIS SIMULATION		R - Type	\$56	Deluxe Carrying Case	\$25
Crack Down	\$44	Road Blasters	\$44	888 Attack Sub	\$59	Space Harrier	\$47	Deer to Gear Cable	\$11
Dark Castle	\$46	Sagaia	\$43	Star Control	\$38	Super Star Soldier	\$39	Gear for Crystal	\$29
		Space Harrier 2	\$42	3D Star map, multiple ship types, inertia, gravity, and great graphics.	\$37	Super Star Soldier	\$39		
This 8 Meg shooter is awesome, with loads of powerups, full screen bosses, 7 levels and great music.		Space Invaders	\$42	STAR CONTROL	\$56	Battle Royal	\$47	Real teams & real players who make real moves. 5 on 5 play. Shoot, pass, make substitutions.	
GAIARES	\$56	Super Thunder Blade	\$37	STAR CONTROL	\$56	Jack Nicklaus Golf	\$44	LAZERS VS CELTICS	
Tick Tracy	\$42	Test Force Harrier Ex	\$42	Star Control	\$56	Power Golf	\$47	GAIARES	\$46
E-SWA	\$42	Thunder Force 2	\$49	Star Control	\$56	Sonic Spike	\$37	GAIARES	\$46
Fantasia	\$44	Thunder Force 3	\$49	Star Control	\$56	Super Volleyball	\$39	GAIARES	\$46
Final Zone	\$42	Truxton	\$37	Star Control	\$56	World Class Baseball	\$29	GAIARES	\$46
Gain Ground	\$42			Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Ghostbusters	\$42	This 8 Meg adventure has cool graphics, good control, music, & cinema displays.		Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Ghouls 'N Ghosts	\$48	VALLIS 3	\$56	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Golden Axe	\$52	Whip Rush	\$34	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Grenada	\$44	Wings of War	\$46	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
James Pond	\$39	GENESIS STRATEGY		Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Mickey Mouse	\$42	Berlin Wall	\$39	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Mystic Defender	\$48	Blockout	\$36	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Onslaught	\$43	Centurion/Defender of Rome	\$39	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Rambo 3	\$45	Columns	\$29	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Rastan Saga 2	\$42	Herzog Zwei	\$39	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Revenge of Shinobi	\$52	Inshido	\$43	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Shadow Blasters	\$44	Junction	\$38	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Shadow Dancer	\$42	Klax	\$43	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Sonic the Hedgehog	\$49	KLAX	\$44	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Spiderman	\$45	Mis Pac Man	\$35	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Stormlord	\$49	Populous	\$42	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Strider	\$56	Shove It	\$37	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
		Star Control	\$37	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
This 8 Meg roleplaying game yet, 14 towns, 14 dungeons, 30 spells, 12 weapons, & 20 special items.		Warrior of Rome	\$59	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
SWORD OF VERMILLION	\$56	Zoom	\$30	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
GENESIS KICK & PUNCH				Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Swamp Thing	\$45	DJ Boy	\$49	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Swamp Thing 2	\$45	Kageki	\$42	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Target Earth	\$47	Last Battle	\$37	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Techno Cop	\$47	Moonwalker	\$42	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Vallis 3	\$56	Pit Fighter	\$49	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Wardner	\$46	Slaughter Sport	\$46	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
		Chew Man Fu	\$49	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Most items shipped same day. Cartridge Shipping UPS Ground \$3.5 / Order: PO Box, APO, FPO \$4 / Order: 2 Business Day Air \$5 / Order: Air Mail to Europe \$12 Minimum		Kageki	\$42	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Air Mail to Canada \$6 / Order: HI, AK, PR Surface \$6 / Order: HI, AK, PR 2 Day \$10 / Order: Call for hardware shipping rates.		Last Battle	\$37	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Advertised prices are for new cartridges. Used software traded at \$25 to \$40 less than new price. No cash paid, store credit only. Used software sold at \$10 to \$25 less than new price.		Moonwalker	\$42	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
VISA & MC accepted. CODs \$4. Personal checks held 4 weeks. Money Orders treated as cash.		Pit Fighter	\$49	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46
Shipping times not guaranteed. No returns accepted. Everything is subject to change.		Slaughter Sport	\$46	Star Control	\$56	World Court Tennis	\$29	GAIARES	\$46

504, this is dispatch...apprehend him."

This exchange should sound very familiar to pinball players. Yes, this game is actually based upon the William's pinball machine of the same name.

High Speed was (and remains) a popular and successful pinball in its coin-op incarnation. While there have been a smattering of video-pinball games both for arcade and home, this is the second actual conversion that I know of from an arcade to a home version—the first being Nintendo's *Pinbot* (also by Williams). Tradewest has included all of the features from the original and has thrown in a few additional challenges and bonus screens to make it more interesting.

The basic premise is the same: As the driver of a red Ferrari, you've got your friendly law-enforcement officers hot on your tail for zipping through a red light. Your object is, simply enough, to escape, which in *High Speed* means that you must shoot your ball up a playfield ramp twice after completing three banks of targets three times each.

Once you have managed to escape, it's time to go for the jackpot. After your getaway, two more balls are brought into play. To score the jackpot, you must have at least two of the three balls still on the playfield, then shoot one of them up the ramp. The jackpot score starts at 250,000 and increases whenever you are in a multiball play mode.

Two "highway" lanes are present, one on each side of the playfield. Their value will increase with each successful trip around the playfield through the lanes. Along with increasing point values, they will light your ball kicker's.

Sounds like the same old pinball that you are familiar with so far, right? Well, to complicate matters further, a few more obstacles have been added. There are acid patches that glimmer on the surface of the playfield. If your ball lingers in one too long, it will dissolve. A more harmless water puddle will simply slow your ball down, making some shots more difficult. Obviously, these effects aren't possible on a "standard" pinball table.

Some of these things go right after the heart of your game—the flippers! Rust balls will dissolve your flipper mounting, causing your flipper to drop off the screen. (Ever tried playing pinball with only one functional flipper?) Heli-bombs don't waste time with the mountings, they just drop in and explode your flipper, leaving a worthless stub!

Bonus icons appear that will either give you more points (money bags) or set you up for one of two different bonus areas. If you collect either three safes or three heli-

Based on the pinball game of the same name, *High Speed* features great graphics that add to the video-pinball experience.



copters, a large safe or a flying helicopter with a dangling rope will appear. Shoot your ball(s) into them to enter the bonus area.

If you enter the safe, a pachinko-type playfield will appear. You must land one ball in each cup that appears before you either run out of time or out of balls. If you're successful, you will be returned to the regular playfield after receiving a bonus.

If you enter the helicopter area, a small racetrack appears on-screen, and you must use your flippers to try and either hit your car to make it go faster or hit the other three cars to slow them down. Again, a bonus is awarded depending upon how quickly you finish the round.

Once you complete two pachinko levels successfully, or come in second place or better in three races, a fireworks display will appear and one of several special features will be presented.

Another ball-kicker, an extra ball or lightning bombs (which may be used to destroy some of those flipper and ball-munching adversaries that I mentioned earlier) are just some of the features that can be activated by shooting the ball into the saucer.

If you think that pinball can't possibly work on the NES, you must take a look at this game. The graphics are excellent, much better than I expected. Game play is smooth, and it actually has the pinball feel to it—the ball responds as you'd expect generally—and you can nudge the playfield when the ball is about to drain. Also, up to four players may participate.

My only criticism is of the additional obstacles. Most of them get in the way, but aren't really insurmountable. One item really drove me crazy, however. A floating tumbleweed will grab your ball repeatedly and drag it down between your flippers. You must shake the playfield several times to get the ball loose, and after the third or fourth time, the game usually tilts. All of the obstacles may be destroyed by slamming a ball into them, but this guy just keeps coming out! I think having just the normal pinball version without the extras would have boosted the appeal of this game for me.

Criticisms aside, if you are a pinball fan, this is the best pinball for the NES to date, much better than Nintendo's original pinball. Take it for a spin, and see what you think!

—B. W.

Tradewest
2400 S. Highway 75
Corsicana, TX 75110
(903) 874-2683



Fist of the North Star™

TO BIG BRAWLS FOR THE KING OF THE UNIVERSE!

NORMAL MODE: Challenge the computer!

VS. MODE: Go head-to-head with a friend
and create an invincible "dream team"
of warriors, each with a special power!

PRESENTED BY



ELECTRO BRAIN

This game pack for use with the Game Boy
Compact Video Game System.

 Toei Animation Co., Ltd.

TM & © BROSION - TETSUO HARA / SHUEISHA - FUJI TV - TOEI ANIMATION 1990
TOEI ANIMATION - SHOEI SYSTEM 1990 PRESENTED BY ELECTRO BRAIN CORP.
NINTENDO® GAME BOY™ THE NINTENDO OFFICIAL SEALS ARE TRADEMARKS
OF NINTENDO OF AMERICA INC.

CIRCLE #116 ON READER SERVICE CARD



LICENSED BY

Nintendo



J.B. Harold Murder Club

NEC
For the TurboGrafx-16 (\$61.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

"No, I...I didn't kill him. I had no reason to kill him. Sure, I was jealous of the other women, but I loved him. I couldn't have killed him," Janet sang out in the interrogation room.

"Oh yeah, well what about the insurance policy that was taken out just days ago? That sounds like a good motive to me!" he drilled back.

J.B. Harold Murder Club, by NEC, is an intriguing story of passion and murder. Bill Robbins is a well-known womanizer and overall bad guy who just happens to fall on a knife—a couple of times. Not to say he wasn't well-liked by some, because he was. It just seems there were more people complaining about the guy.

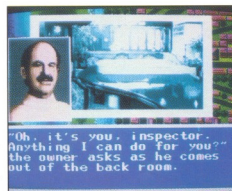
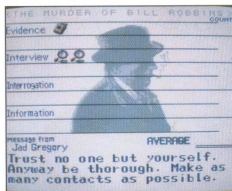
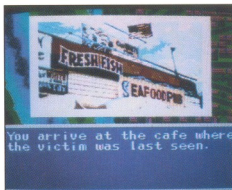
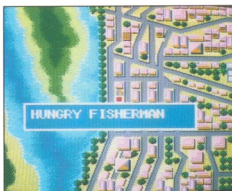
A horrible crime has taken place in the sleepy little town of Liberty. The game is laid out over a grid map that shows various locations like Bill Robbins' home, where you'll meet his brother, Fred. Fred loved Bill, although they didn't get along all the time—or so says Sara Shields, the piano player over at the Hungry Fisherman. Let's not forget the security guard, Morton Bradley, at Houlington College. After all, he did find poor Bill in the car. Then there's Simon Randle, the local doctor, who examined the body.

Your job as J.B. Harold, master detective, is to figure out the who, what, where and whys of the case. That's not going to be easy. There are about 15 people in the game that you can question or talk to in order to get clues. Of those 15, ten are suspects in the murder.

During the course of the game, you will have to ask the right person the right question at the right time to get the right response and be able to proceed in the game. This means you'll also need an endless amount of patience and time; a constant string of returning to people and rechecking scenes to see if a clue pops up. It can be frustrating at times, but you'll endure. After all, you are J.B. Harold, master detective.

Miss a person or clue or forget to ask that important question and you could be in for a long, sleepless night. Then again, you might ask yourself, *Just how important is that clue? Is this a red herring? Am I going in the right direction?* Well, there's only one way to find out. Get that arrest warrant. If you've found enough evidence, the prosecutor might give it to you.

If you decide to take a break, you can select "Investigative Rest." In this mode



Mystery lovers rejoice. J.B. Harold Murder Club is logical, straightforward and fun to play.

you can also select the language (English or Japanese) you want to hear the voices or read the text in, or you can choose silence to avoid the narratives and speed the game up.

Once you have everyone in the interrogation room, you might want to select the voice to hear the great dialog. There are also charts that will show you the various places you'll have to go in order to gather enough evidence and conduct the interviews required to solve the mystery.

Besides the grid map, the game is presented in the form of still photos. If you meet someone, a portrait appears accompanied by that person's voice. There are well over 50 different still photos used in the game—all crisp and clean—that really set the mood for the murder case. Although the voices are done well, and some are funny, they do get a little old after the first 30 hours of play. (You will want them on during the interrogations.)

There is one negative that I must address. During the game play you will come across an unsolved rape. I don't think this is a subject that the American public is comfortable with in a video game, even though it's not dealt with graphically or simply put in as a publicity stunt. The word "rape" could have been replaced with "robbery," and the integrity of the game would still be intact. If you can get by that point, then you're going to find one of the smoothest flowing storylines ever created for a video game, with so many twists and turns it'll make your head spin. Everything is so well connected, there is no situation so obscure that after you finish the game you'll ask why it was there.

Few games in the video game market are so outstanding that they would prompt you to buy a particular system—the *Super Mario Bros.* series for the NES, the *Thunder Force* and *Phantasy Star* lines for the Genesis or *Bonk's Adventure* for the TG-16 come to mind. I think you can safely add *J.B. Harold Murder Club* to that list of games.

—Donn Nauert

NEC Technologies
1255 Michael Drive
Wood Dale, IL 60191
(708) 860-9500

Stormlord

RAZORSOFT

For the Sega Genesis (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

After the disappointment of RazorSoft's dismal *TechnoCop*, I wasn't looking for-

DEAD HEAT SCRAMBLE

*The road is rough and
the turns are slick!
Survival of the fittest is
the golden rule in
Dead Heat Scramble!*

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the
other player!



LICENSED BY
Nintendo



© 1995 COPPA SYSTEM © 1996 NINTENDO OF AMERICA, INC. © 1996 ELECTRO BRAIN CORP. DEAD HEAT SCRAMBLE, ELECTRO BRAIN CORP. AND THE ELECTRO BRAIN LOGO ARE TRADEMARKS OF ELECTRO BRAIN CORP. NINTENDO GAME BOY AND THE NINTENDO OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. NISSAN TRADEMARK AND VEHICLE DESIGN CREDIT BY HEMPHISON IN NISSAN MOTOR CORPORATION IN USA. NISSAN DOES NOT CONDONE UNSAFE DRIVING.

ELECTRO BRAIN

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84102

This game pack for use with the Game Boy
Compact Video Game System.

CIRCLE #117 ON READER SERVICE CARD

ERIC VAN DER PALLEN

ward to *Stormlord*. After all, it's a rare thing for a video-game publisher to take criticism to heart and change its ways. But *Stormlord* is a real pleasure, outperforming *Ghouls 'n' Ghosts* (the closest match to *Stormlord* in construction) in many areas.

Born of lightning, you are the Stormlord, summoned to the Enchanted Realm to rescue the imprisoned Princesses. The elfin Princesses have been enclosed in floating spheres by the Crone, a gal after Mizrabel's own heart. The spheres have been placed behind locked oak doors at the bottoms of pits and traps and suspended above the Earth in chained platforms and other similarly inaccessible and hostile locations. With your inexhaustible supply of knives and magic fire bolts, you do battle with countless otherworldly creatures: dragons, wizards, man-eating plants, ghouls, skeletons, hellhounds and all the familiar icons of fantasy fiction.

What does *Stormlord* do that the others don't? It breaks with convention. Gone are the predictable big bosses at the end of each level. Gone, too, is the unimaginative linear game play, wherein life is a perpetual right-to-left scroll. Beating *Stormlord* requires you to think creatively, jumping from one area to another with the help of a willing eagle. Gone is the simplistic "kill 'em all" psychology; in this game, the real trick is in either avoiding the nasties or maneuvering found objects so as to distract them. Of course, it's necessary to commit a good deal of mayhem, blasting those adversaries you can't handle any other way, but cleverness is the key to progress. Lastly, gone are the two-dozen continues that allow you to complete the entire game the first time you power it up. No matter what, you'll never get more than two continues, so there's no way in the world you'll finish this game in one night.

To add to the challenge, there's a timer ticking away in the background. A window displays a sun, which eventually scrolls to a crescent moon, signalling the end of your life. I often found that working at top speed and knowing exactly what I had to do (and in what order) for each level, there was still barely enough time to accomplish it all. So your progress will be slow, since you have two tasks to work on simultaneously: finding the methods for overcoming obstacles and finding the most efficient order to do them in.

The graphics are a far cry from *TechnoCop's* amateurish scrawl. The characters and backgrounds resemble Boris Vallejo's

Stormlord is not your run-of-the-mill scrolling kill-everything-in-your-path fantasy.



lush Conan paintings—much like the graphics of *Golden Axe*, only darker and more foreboding. The animation is smooth and realistic; at times it's downright spectacular, such as when you're resurrected in a whip crack of lightning and thunder. Stormy weather is a recurring theme in *Stormlord*; there's barely a scene where you can't see realistic flashes of lightning off among the clouds. The only thing I missed was the parallax scrolling of other Genesis games.

Razorsoft seems to do music and sound effects very well, and *Stormlord* will not damage that reputation one bit. The digitized thunder, moans, creaks, caws and flaps are all first-rate, and the music, while less funky than that in *Ghouls 'n' Ghosts*, is still cool.

What's missing from *Stormlord*? Not much. The game play's complex and interesting, the action is nonstop, the sounds and images are excellent and the game is obviously different enough from any competition to not come across as one of those "me-too" games we see so many of. Congratulations to RazorSoft for putting some desperately needed variety in the Genesis lineup.

—J. M.

RazorSoft
7416 N. Broadway, Suite A
Oklahoma City, OK 73116
(405) 843-3505

Monopoly

PARKER BROTHERS

For the Nintendo Entertainment System (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Anyone for a *quick* game of *Monopoly*? I know what you're thinking; there is no such thing. Your typical board-game version can take several hours to complete, even with just two or three people. This NES version speeds things up, however, without losing any of the excitement or strategy involved.

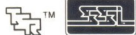
This game has been around for over 55 years, so I will take for granted that the majority of you people are somewhat familiar with the game and its basic concept: "to become the wealthiest player by buying, renting and selling property."

The rules that this

OFFICIAL
**Advanced
Dungeons & Dragons®**
VIDEO GAME

HEROES OF THE LANCE

Licensed by Nintendo
for play on the



©1988, 1990 TSR, Inc. ©1988, 1990 Strategic Simulations, Inc. © Pony Canyon, Inc. Presented by FCI. All rights reserved. **ADVANCED DUNGEONS & DRAGONS**, **AD&D**, **DRAGONLANCE**, and the TSR logo are trademarks owned by TSR, Inc., Lake Geneva, WI, USA and used under license from Strategic Simulations, Inc., Sunnyvale, CA, USA. Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. FCI is a registered trademark of Fujisanki Communications International, Inc., 150 East 52 Street, NY, NY 10022. Consumer Information (708) 968 0425

The Biggest News in the History of Krynn! **Heroes of the Lance Is Here!** The first official **ADVANCED DUNGEONS AND DRAGONS®** game for Nintendo!

Big news for AD&D® gamers! Now you can play the first Official **ADVANCED DUNGEONS & DRAGONS®** action game made for the Nintendo Entertainment System!® *Heroes of the Lance* is a challenging action-adventure game based on the popular *Dragons of Despair* **DRAGONLANCE®** module. The player takes control of eight fighting fantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters, in their quest for the precious Disks of Mishakal. Decide the fate of the world of Krynn. Vanquish the ancient black dragon Khisanth or be doomed to failure! Look for the Official **ADVANCED DUNGEONS & DRAGONS®** trademark to be sure you're getting the only authorized AD&D® Nintendo products. Get *Heroes of the Lance*, the newest fast-action game from FCI.



- Action-packed animation graphics
- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

FCI 
Not Just Kid Stuff

version is governed by are based upon the traditional and internationally accepted standards, with a few tournament options thrown in. I know that many people will miss having a pile of money sitting in "Free Parking"—me for one—but, unfortunately, it's not an option here.

If you need brushing up on the rules, don't worry. A 35-page manual accompanies the cartridge and gives you all the basics, if not the strategy, needed to play the game.

What makes this version so much more enjoyable and quicker to play is the fact that the computer takes care of all the boring details—rolling the dice, moving your icons and all the banking and other mundane details that normally need attending to. This lets everyone playing (from two to eight people, human or computer) concentrate on strategy, and not on whether or not the \$500 bill that mysteriously appeared in somebody's lap was stolen.

Only one person really needs to handle the controller. Just hit a button to roll, pull up a menu or choose to do anything from view a player's assets, offer a trade or buy and sell properties/houses, etc. It may take a little time to get used to jumping around through the menus, but they aren't really that complex.

While each person's assets may be viewed on-screen, cut-out property cards are provided to avoid having to constantly check the menu. Chance and Community Chest cards are displayed and even animated somewhat along with appropriate sound effects. Hear the roar of a train when you take a ride on the Reading! See and hear the police officer grab you by the cuff and take you to jail!

Just about everything has been animated to some extent. A large arm comes out and actually rolls the dice. As your player piece reaches the last square of a roll, that section is enlarged and you actually see your icon pulling in to the square. If a property goes on the auction block, an auctioneer stands at a podium and swings his gavel until the property is taken and announces the sale with a resounding "SOLD!"

There are several ways to play a game: a timer may be used to keep each player's



Monopoly lovers will want to add Monopoly, the video game, to their collection.

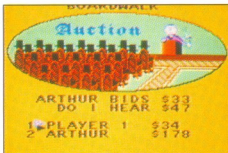
turn short, or unlimited time may be allowed. A game editor is available to let you customize the setup for each player, including cash, property, houses and hotels. Since there isn't a "save" feature, the editor is the only way to restart a game that wasn't completed.

There are eight different preconfigured games for four players that can be brought up instantly, and each is slanted toward a different aspect of the game. "Trader's Delight," for example, has all the property divided somewhat evenly between the players, with no one having a majority of any property or a monopoly. "Short and Sweet" gives every player a maxed-out monopoly—either hotels or four houses on everything.

If you like the board game, you will *absolutely* want this cart. The graphics are more than adequate for a board-game translation, and the game is easy to handle and move around in. A nice upbeat soundtrack blends in nicely with the action to provide a very nice package all around.

—B. W.

Parker Brothers
50 Dunham Road
Beverly, MA 01915
(508) 927-7600



Buy 2-Get 1 FREE!

Selected Games

TRADE IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS
& SAVE \$5 - \$100.00 FOR EACH ONE WE NEED!

New & Used Video Games & Systems

Mega Drive • Nintendo • Genesis • Sega • Game Boy • Turbo Graphics
Neo Geo • Lynx • Japanese Games & Systems

Radio Controlled Vehicles & Models
Skateboards • Clothing • Sneakers


HO RC HOBBIES

VIDEO GAME TRADE-IN CENTER

982 Monroe Ave. • Rochester, N.Y. 14620

(716) 244-8321

CIRCLE #119 ON READER SERVICE CARD



FALCON 3.0

THE ONLY SIMULATION BETTER THAN THIS ONE IS STILL CLASSIFIED

The bogey came out of nowhere. You see him just off your tail. The adrenalin hits you like a fist. You call your wingman: "Viper One, I've got a bandit on my six. This is not good..."

The original Falcon™ F-16 Fighter Simulation was acclaimed for its realism. Now, Falcon 3.0™ takes this authenticity to the edge. The flight models are real. The terrain is real. The radar and weapons systems are real. And the threats are real. No phony weapons or magic bullets here... just the best civilian F-16 simulation available. You don't just play Falcon 3.0, you strap yourself in and get ready for battle.

You go to afterburner and your Falcon jumps, slamming you back in the seat. The MiG 29 has just reached missile range... There! He's fired, the deadly rocket screams toward you, seeing nothing but the heat of your exhaust. Without thinking, you drop a series of flares hoping to confuse it, and yank back on the stick... 50 degrees... 80... over the top... your Head Up display shows you're pulling 9g's...

With Falcon 3.0, you lead your own squadron of pilots. Your missions are straight from today's headlines: Panama, Iraq, or some other international hot spot. The mountains, valleys, and rivers you fly over conform precisely to military maps of the areas.

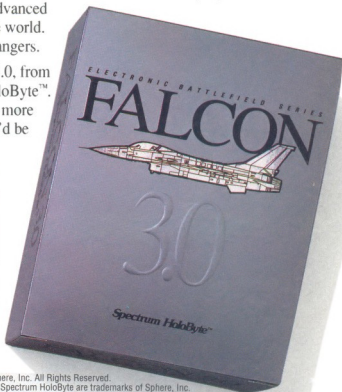


**You and your wingman
begin the attack, deep
behind enemy lines.**

... Nearly blacked out, you ease forward on the stick. The g's drop, and you can see again. There he is! You're on HIS six now. This is going to be sweet. As you get tone you know he's yours.

True to the General Dynamics F-16 Falcon, Falcon 3.0 gives you all the exhilaration of flying one of the most advanced fighters in the world. And all the dangers.

Falcon 3.0, from Spectrum HoloByte™. If it were any more authentic, we'd be in trouble.



Falcon 3.0 © 1990 Sphere, Inc. All Rights Reserved.
Falcon 3.0, Falcon and Spectrum HoloByte are trademarks of Sphere, Inc.
Available for IBM AT, PS/2 and compatibles

Spectrum HoloByte™

A Division of Sphere, Inc.
2061 Challenger Drive, Alameda, CA 94501, (415) 522-0107

STORM!



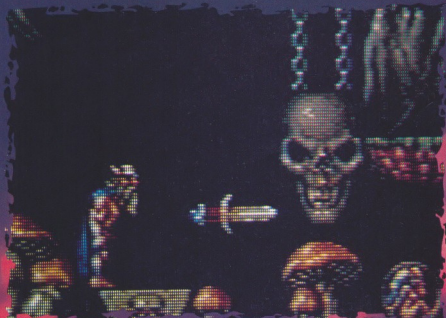
Razor
Soft™

WORD

TM



"Spent hours searching for magical treasures . . . even longer trying to use them."
—Trey Green, Game Reviewer



"Battled awesome monsters!" —Aaron Van Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!"

—Barrett Ryals, Game Tester

THRILL TO...

Beautiful, Entombed Princesses.

CHILL TO...

Psychotic, Death-Dealing Sorcerers.

SPILL TO...

Deranged, Draconian Firedogs.

RUN LIKE H...
FROM...

Hideous, Head-Stomping
Hopgoblins.

**4 Megabit
16 Bit Graphics**

Licensed For Play On



This Game Has Not Yet Been Rated.

GI Joe, the logo, Cobra, all character, group and vehicle names, and their distinctive likenesses are trademarks of Hasbro, Inc., used with permission.



General Tips

There are only three helpful tips of any real use to suggest:

- When one of your team members is about to die, switch to another team member. Do not let a team member die if you can help it, because his weapon-power level will go down.
- Try to get all your characters' weapon-power levels to maximum. When the character you're using is maxed out and you come to another power-up, switch to a lower-level character, and build his power up. Running around with all five characters at their peak will obviously make the game a little easier.
- Check every inch of the sections. There's no telling when you'll find a secret passage that will lead to a Cobra Pogo, Cobra Interrogator or a Cobra Buzz Boar.

A PLAYER'S GUIDE TO

GI JOE

A REAL AMERICAN HERO™

PART I

by Donn Nauert

You're part of the famed G.I. Joe Team, and you have only one thing on your mind: to rid the world of the Cobra organization. Yessir, they're up to their old tricks, terrorizing peace-loving people. It won't be easy to make it through the six levels of defense Cobra has created, so General Hawk has set up teams of three and picked the first team member for you in each level. Each team member—there are five: Duke, Rock & Roll, Captain Grid-Iron, Blizzard and Snake Eyes—has his own characteristics, which range from uses of high-tech weapons to specializing in hand-to-hand combat.

Each level in the game is split into three sections. In the first section you must fight your way to the base. The second section features the base (and a maze of corridors) that you must blow up using bombs, and the third section is where you escape from the base.

Amazon Jungle Base Level 1-1

Most of the power-up items, like this pistol, can be found hidden high in the trees. The two characters that are sure to reach them are Duke and Snake Eyes.



Snake Eyes is the only one who can reach this one.

These guys will jump into the path of your character as you approach. It will take two shots to defeat them.



Obviously, you want to get these two items before you battle the Cobra Condor Z-25.

Level 1-2

In the mission zone, always be on the lookout for hidden passages—they're right under your feet when you start. Simply jump and fire downward to knock the rock away, then hold down and press the "A" button to fall through the floor.

Locate the checkpoints and place a bomb on them to blow the place. To get out, you must place a bomb on all the checkpoints in the section. The number of bombs that must be set is indicated in the bottom right-hand corner (two in this case), and the number of bombs that have been set are also indicated.

Don't forget to fall through the floor here and get some hidden power-up items.



It's important to explore throughout the section, especially in the beginning, so that you can build your characters' abilities by finding ammo, pistols and extra K-Rations (life).

This is the exit to battle Raptor. You can't enter until all bombs have been set.

Level 1-2 End Boss Raptor



Raptor and his fine-feathered friend will hover above you.

They're just waiting for the right time to attack...



...and pounce on top of you! Keep shooting at all times, and when Raptor's friend stops chasing you, he'll sail high in the sky and try to land on top of you. The key is to wait a few seconds after he has flown up above the top of the screen, then move into an open area. Be careful not to fall in the gaps in the rocks—it can prove deadly.

Whenever you reach some water like this, be on the lookout for Hydroviper.

As the wild boar approaches, it will jump toward your character when it gets close.



Level 1-1 End Boss Cobra Condor Z-25



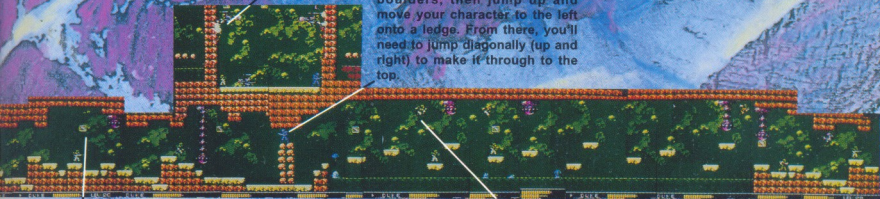
The Cobra Condor Z-25 will approach from the left and fire the missiles, which are easy to avoid, at your character. Using Duke's wide-spread shot, you can stay in the right-hand corner and fire. Once the main portion of the craft is destroyed, the second half or rear of the plane will attack.

Once the rear of the plane starts toward you, switch to Snake Eyes—that is, if he's in your party—because he is the only one that can successfully jump over the craft without damage. But if you don't have him in your group, don't worry about it—you'll want to switch back to Duke anyway. If you have used Duke for the entire section, then his weapon will be powerful enough to destroy the craft before it makes it across the other side (when it moves from the right to the left side). If not, it'll take just a little longer to defeat the second portion of the Cobra Condor Z-25.

Level 1-3

Once you have the Cobra Interrogator, go up to the top and get the items.

There's a hidden passageway in the rock. Shoot the top two boulders, then jump up and move your character to the left onto a ledge. From there, you'll need to jump diagonally (up and right) to make it through to the top.



Although they give you plenty of room to the left, there's nothing there. Keep moving to the right.

This section of Level 1-3 is made easier if you have the Cobra Interrogator. Either way, you'll want to stay as close to the ledges as possible, and watch out for a Hydroviper.



Level 1-3 Boss Range Viper

Once Range Viper lands—or stops—he'll lob missiles at you. Again, if you have a character with some power, you can move to an open area and blast him.

Once you get on the screen, you'll find Range Viper hovering in the top right-hand corner. By using someone like Duke (with a wide-range shot), you can get some good hits before Range Viper moves.

Antarctica Base Level 2-1

Missiles like this one will rain down on you from start to finish.



Blizzard has been picked to lead this mission by General Hawk. The guys on the jet-propelled sleigh will attack when they are even with your character. If you use a character with a strong punch, you can defeat them easily.

Remember to check everywhere, especially here, for hidden passages and items.

These guys will shoot two rockets, then pause. This is your chance to wipe them out—it'll take two hits to defeat each one.

Level 2-2

Using the Cobra Interrogator, shoot away the walls to find some hidden items.

To reach the checkpoint to the right, you'll have to enter the secret entryway located here.

Here's another hidden chamber that contains some useful items.



You can fall through the floor here and get the Cobra Interrogator.

Jump and shoot down to destroy the wall and get this Cobra Interrogator, if you need it.

There's a secret entrance here that will allow you to jump all the way back up through the column. You can find two other entrances also.

Level 2-2 End Boss Buzz Boar



The three Buzz Boars circle around the room. Use someone who has some power in his shots and can jump fairly high: Duke or maybe Snake Eyes would be good. Keep shooting and jump over the Buzz Boars when you need to.



Shoot the danger sign at the top to reveal a hidden Cobra Buzz Boar.

Level 2-1 End Boss Cobra Sea Ray



The weapon to use for this end boss is the hand grenade, and the character that can throw grenades the fastest, especially with auto-fire, is Snake Eyes.

Chances are you just might need this extra life.

Level 2-3

This is a very short level, and if you get the Cobra Buzz Boar to the left, it can be easier. The Cobra Buzz Boar can also be used to get the items that are in out-of-the-way places.

Take your time through this level, and you might make it to the end in the Cobra Buzz Boar. Be sure to keep track of how many hits you can take before the Cobra Buzz Boar is destroyed. Make sure that when it's destroyed, you're over a ledge.



Level 2-3 End Boss Metalhead

When Metalhead appears on the screen—he'll blast through the wall on the right—he will immediately start throwing missiles into the wall and ground, which slings rocks into the air.

You can shoot or punch all the rocks that might hit you. Metalhead will also jump to where you are once he's fired a missile. He's tough to avoid, but the key is to have a character that can jump fairly high and blast the rocks—and Metalhead—every chance you get.

Level 3-1 Super Computer Base

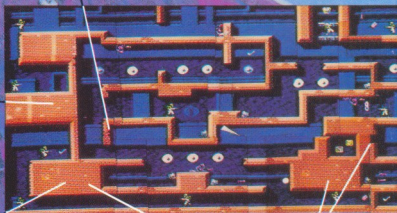
This level is fairly easy and a good place to build your powers. Just make sure you get the enemy soldiers as they appear on screen.

A secret passageway is located here.

A secret passageway is located here.

Level 3-2

Using the Cobra Interrogator (located on the left) will make it easier to get by the enemy here. (The bad guy will fall from the ceiling and land right at the edge of the ledge.) You can also use Blizzard, since his shots can go through walls and other obstacles.



A secret passageway is located here.

Level 3-3

To successfully drop down to the ledge below, hold the directional pad to the right as you fall.



The eagles will attack in masses.

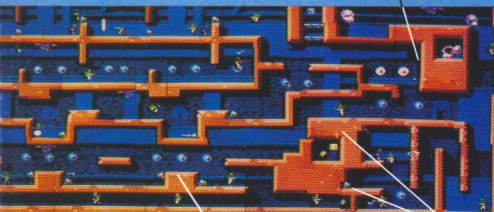
Jump up into the secret passageway to get onto the ledge above and retrieve the Cobra Pogo.

Level 3-1 End Boss Cobra Fang



Again, use a character that can throw grenades quickly—Snake Eyes, for example.

This is the largest area of the game so far. From the ledge below, you'll have to jump into this corner to enter the room with the Cobra Interrogator. This level will also let you practice your wall climbing.



Anywhere there is a wall-rocket launcher, there's the potential to get a lot of extra items.

A secret passageway is located here.

If you have the bulletproof vest found earlier in the section, you can basically run through the section, make it to this point and still get all the items.



Level 3-2 End Boss A.I. Computer



Shoot the "eye" that appears in the center of the computer to destroy it, but watch out for the claw that will reach out and grab you. Try to stay on the far pillar to the left.



When the computer makes its charge, drop down to the wall, and hang there until after the claw reaches out (once the computer has gone by), then continue firing.

Level 3-3 End Boss Overlord & Dictator



Once the vehicle appears, it'll begin to shoot missiles at you.



After a few volleys of missiles, the top portion will detach and fly toward you. If you jump to the air, you can lift it into attacking at a higher point, then duck and avoid it.



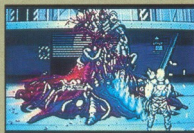
When the top portion leaves the screen to the left, the bottom portion will move in and join it. Try to jump so that you can avoid the vehicle entirely—timing is critical here. If you have a character like Snake Eyes, who can easily jump over the vehicle, or Rock & Roll, who's equipped with a powerful weapon, then you'll find this end boss easy to defeat.

The last three A.C.M.E. (American Coin Machine Exposition) shows have taken place in three different cities. In 1990, the show traveled from Chicago to New Orleans. This year the show moved west to the lights, glitz and glamour of Las Vegas.

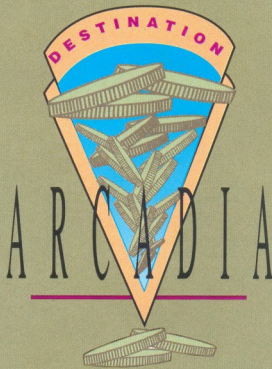
Although there were some outstanding games and new technologies introduced to the video-game industry, most companies felt compelled to show games that had previously been shown a year earlier in New Orleans. For that reason, we thought we'd stick to the highlights, like Sega's new hologram game *Time Traveler*.

American Sammy

Spinal Breakers—After nuclear explosions change the hildroids, a work



In *Spinal Breakers*, gamers must defeat an army of mutated robots that are scheming to alter history.



THE
1991
A.C.M.E.
SHOW
in
Las Vegas

BY DONN NAUERT

force created by humans, into monstrous killing machines, the humans flee to nearby stars to escape the slaughters. That is until one day, when brave soldier Captain Waffle returns to Earth before the hildroids can complete their plan to destroy the human race.

American Technos

WrestleFest—A follow-up to its popular *WWF Wrestling*, up to four players can select from some of the most recognized wrestlers of the World Wrestling Federation and compete in single, tag team and "battle royale" matches.

Atari

Batman—The Caped Crusader finally makes it to the arcades as he battles the Joker and his goons. The game features digitized photos and a real music soundtrack, along with some of Batman's wonderful toys.

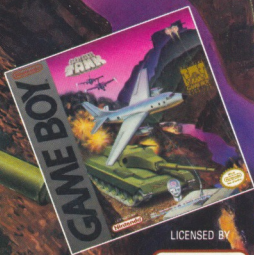


Batman, a classic confrontation of good versus evil, is now available as a coin-op game.

GO! GO! TANK



*Fulfill your mission
in helping the tank
reach its goal. It's
non-stop scrambling
fun with the most
unique game ever.
Go! Go! Tank!*



LICENSED BY

Nintendo



Tool Animation Co., Ltd.

© 1991 ELECTRO BRAIN CORP. ALL RIGHTS
RESERVED. "GO! GO! TANK" AND "GO! GO!
TANK" SYSTEM, "GO! GO! TANK" THE ELECTRO BRAIN
LOGO AND "ELECTRO BRAIN CORP." ARE
TRADEMARKS OF ELECTRO BRAIN CORP. "GO!
GO! TANK" IS A TRADEMARK OF THE INTERNATIONAL
LETO NINTENDO GAMEBOY GAMEBOY AND THE
NINTENDO OFFICIAL SEAL AND TRADEMARKS OF
NINTENDO OF AMERICA, INC.

ELECTRO BRAIN

572 EAST 300 SOUTH STREET SUITE 200 DENV, CO 80102

This game pak for use with the Game Boy
Compact Video Game System.

CIRCLE #122 ON READER SERVICE CARD



Atari's *Batman* contains all the standard Bat-amenities, including the Batmobile and Batwing.

Bally/Midway

Harley-Davidson—To honor the classic American dream machine, the Harley-Davidson Softail Custom, Bally/Midway has created a back-to-basics pinball table. Travel from Los Angeles, California, to Laconia, New Hampshire, hitting the drop targets to spell H-A-R-L-E-Y and D-A-V-I-D-S-O-N and increase the bonus points. Be careful—if you travel too fast, you could get a warning or even a speeding ticket that might cost you points. The game also features a progressive jackpot that will have your flippers flapping.



Bally/Midway's *Harley-Davidson* incorporates a shaker motor in its design to simulate the roar and rumble of a motorcycle.

Capcom

Street Fighter II—This update to the original *Street Fighter* offers new opponents in new countries, as well as new offensive and defensive moves.

Data East

Caveman Ninja—Your cave babe has been abducted, and it's up to you to save the day. Battle your way through various jungles fighting beasts, pterodactyls and other dinosaurs as you try to rescue your sweetheart.



In *Caveman Ninja* you get to save your cave babe by battling dinosaurs and pterodactyls.

Checkpoint—This racing pinball machine features a few firsts, such as the first dot-matrix display on the back-glass for scoring and various animations. In addition, the player can select the type of music—from rock, country and classical—to listen to during play. The Lasermatic Speed Detection system will tell you exactly how fast the ball is traveling on the playfield, which may help you get other bonuses.

Gottlieb

Cactus Jack's—Featuring a wild "Banjo Light Show" and some of the best country-rock in pinball.



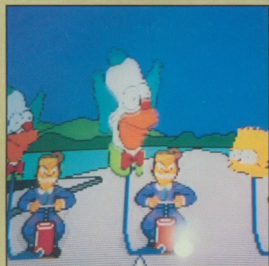
Cactus Jack, by Gottlieb, is a country-rock themed pinball machine, complete with ramps, light shows and multiball options.

Irem

Gunforce—In this game, the largest arsenal of weapons ever assembled is used in a last-ditch effort to save the world from alien invaders.

Konami

The Simpsons—Maggie mistakenly uses a valuable diamond as a pacifier, then is kidnapped by the gang of crooks that originally nabbed it in a jewelry-store robbery. Gamers can select one of the four remaining family members and set out to save her from the gang of thugs.



The Simpsons, by Konami, allows up to four individuals to play simultaneously.

ARMADA 2525™

by R. T. Smith

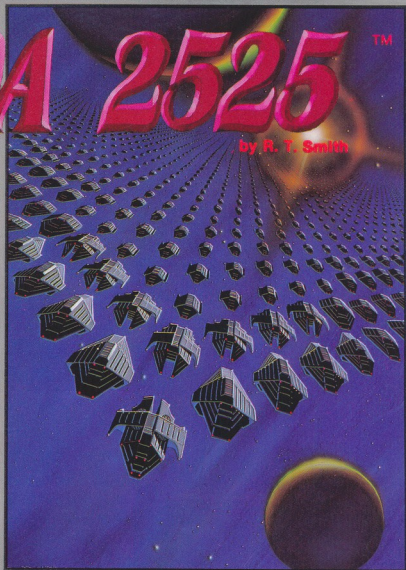
ARMADA 2525 pits you against up to five opponents in an interstellar battle of strategy.

Controlling one race on a single planet, players expand their power base by battling enemies in space, establishing colonies, conquering planets, increasing production capacity, and developing new technology.

Your challenge is to balance all of these factors together in a winning strategy.

THE BATTLE OF GALACTIC EMPIRES

MS DOS - June, '91
requires EGA, MCGA, or VGA
Supports AdLib and mouse



NEW & EXCITING
GAMES FROM

interstel
corporation

PO Box 57825
Webster, TX 77598
(713) 946-7676

AVAILABLE AT YOUR
LOCAL RETAILER OR
CALL 1-800-245-4525



Utah Beach

By Atomic Games



THE BATTLE FOR CHERBOURG

It is June 5th, 1944. You are in command of U. S. VII Corps at Utah Beach. Your objective is to link up with U. S. V Corps at Omaha Beach and capture Cherbourg.

It is June 5th, 1944. You are in command of LXXXIV Corps. The Americans have landed at Utah Beach. Your objective is to drive the enemy back into the sea.

Macintosh version-Requires 1 MbRAM for monochrome or 2MbRAM for color.
IBM version available by Christmas.

interstel
corporation



Players must rescue Maggie from a gang of diamond thieves in *The Simpsons*.

Midway

Strikeforce—Giant Saurian lizardmen from the mega-star Apocalypse have overrun the human colonies in the New Earth Solar System. It's up to you and the rest of the ground-based marine infantry to use the latest in high-tech weaponry to save the captive humans.

MicroProse

B.O.T.S.S.—These letters stand for Battle of the Solar System in the latest of MicroProse's power-packed arcade games, in which you man a warbot in an attempt to liberate six planets from alien invaders. You old timers—in video games that is—will see this as an update to *Battlezone*.



Strikeforce features bidirectional horizontal scrolling and two-player simultaneous play.

Tecmo

Strike Gunner (or *S.T.G.*)— This game teams an unknown alien form with the invaders of the mysterious "5" nation as they attempt to take over



Sega

Clutch Hitter—Licensed by Major League Baseball, *Clutch Hitter* makes all your baseball fantasies come true as you get the chance to hit off Nolan Ryan, strike out Cecil Fielder and throw out Bo Jackson (who is obviously in pre-injury condition).

Time Traveler—In this adventure, the first hologram game, you play Marshal Gram, the game's hero, who must de-

Sega's *Time Traveler* uses a laser disc optical system to produce its 3-D holographic images.



WANTED



A few good thieves, healers, warriors and spell casters to join our hardy band of adventurers on the GENie (sm) service. Must be devious and daring, cunning and courageous. Ready to slay dragons or raise flagons. And able to emerge from perilous encounters in the darkest tavern or wood with both your person and your reputation intact.

Sign Up Now

If you're ready for adventure on Gemstone or any of our other twelve exciting multi-player games, sign up for GENie today. Here's how.

1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud.
2. Dial toll free—1-800-638-8369. Upon connection, enter HHH.
3. At the U#=prompt enter XTX99477,GAMES then press RETURN.
4. Have a major credit card or your checking account number ready.

For more information in the U.S. or Canada
call 1-800-638-9636.



We bring good things to life.

Taito

Football Champ—Don't let the name fool you—this is a soccer game. It features varied offensive and defensive formations, a 3-D-like zoom-up feature and, when the referee is on the screen, you can be called for rough play.

Growl—Here's a nice storyline twist: You have to fight off an evil band of animal poachers that are bent on destroying precious animal species. Use deadly punches and kicks to fight your way through the seven rounds to the enemy's hideout.

The Ninja Kids—Using two game units (using Taito's arcade networking process first demonstrated on *Cadash*), up to four players can select one of the four Ninja Puppets. With a revival of demons, the town has become a no-man's-land where ruffians, reggae punks and evil ninjas have taken the citizens hostage. It's up to—who else?—the Ninja Kids to rescue them.

Williams

The Machine: Bride of Pin Bot—This is action-filled sequel. Sending the ball up the shuttle ramp will activate a different feature of *Pin Bot*'s bride. First, it's her voice, then her eyes and so on, leading to the biggest bonus shot ever, worth one billion points! 🎮



Strike Gunner, by Tecmo, is a 21st-century space adventure in which you defend the Earth against an invading alien force.



Gameers can choose a team from a list of eight different countries and select the superstar for that team in Taito's *Football Champ*.

Earth. Suddenly, the alien form becomes a turncoat and begins attacking the S nation. The Earth's military forces then are forced to join those of the S nation in order to develop the last fighter S.T.G and start "Project Earth." The project may be the last chance they have to save the planet from destruction.



Growl, by Taito, contains a unique theme in which the gamer is cast as an animal preservationist, fighting poachers that are threatening a species with extinction.



In *The Machine Bride of Pin Bot*, by Williams, you activate different components of the bride by scoring the different bonus bumpers.

CALL SCI, THE AWESOME VIDEO GAME STORE FIRST!!

Introducing the SCI Video Game Service, bringing you the best video games from Japan! SCI has the games you want at a price that won't send you into orbit. SCI is a large importer of video games from Japan, working to bring you high-quality products months before they arrive on store shelves (if they arrive at all!) Check out our lists of games and you'll agree that SCI is the only place to turn to for your Japanese games and systems!



Yes, you can play Mega Drive Games on your Genesis 24.99

1-816-741-8522

Call today for the lowest prices on Japanese video games compatible with the Sega Mega Drive, Sega Genesis, NEC PC Engine, SNK Neo-Geo, Nintendo Super Famicom as well as a wide selection of American games! If we do not have the game you want in stock, You get **\$10.00 OFF OF THE RETAIL PRICE!** If you preorder on the day you call.

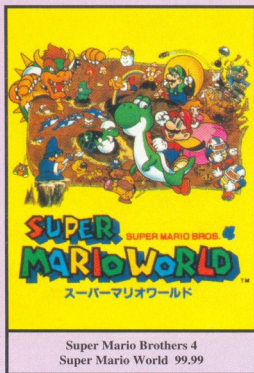
IN STOCK NOW AND SOON TO BE RELEASED IMPORTS!!!

MEGA DRIVE TITLES

Gynoug	Shooter	79.99
AeroBlaster	Shooter	79.99
Midnight Resistance	Shooter	79.99
Ka-Ge-Ki	Action	74.99
Kyukyoku Tiger	Shooter	74.99
Crackdown	Maze	79.99
Monster Lair	Shooter	64.99
Heavy Unit	Shooter	69.99
Darius II	Shooter	79.99
Gaiars	Shooter	79.99
Magical Hat	Shooter	64.99
Rainbow Island	Action	69.99
Rastan Saga II	Action	74.99
Hell Fire	Shooter	49.99
Shiten Myooh	Action	54.99
Columns	Puzzle	39.99
Whip Rush	Shooter	49.99
Curse	Shooter	69.99
Elemental Master	Shooter	79.99
Ringside Angel	Wrestling	74.99
Phelios	Shooter	39.99
Shadow Dancer	Action	49.99
Klax	Puzzle	39.99
Afterburner II	Shooter	39.99
Dynamite Duke	Shooter	39.99
DJ Boy	Action	69.99
Fatman	Action	69.99
Arrow Flash	Shooter	69.99
Granada	Shooter	39.99
Burning Force	Shooter	39.99
Star Cruiser	Shooter	74.99
Musha Aliste	Shooter	74.99

SUPER FAMICOM GAMES

Mario World	Action	99.99
Populous	Action	99.99
F-Zero Racing	Action	99.99
Actraiser	Action	99.99
Bombuzal	Puzzle	99.99



Super Mario Brothers 4

Super Mario World 99.99

SUPER FAMICOM COMING SOON

Hole In One	Sports	99.99
Jerry Bean	Action	99.99
Drakken	RPG	99.99
Area 88	Action	99.99
Zelda 3	RPG	99.99
Big Run	Action	99.99

NEO GEO GAMES

NAM 1975	Action	199.99
Magician Lord	Action	199.99
Baseball Stars	Action	199.99
Ninja Combat	Action	199.99
Top Players Golf	Sports	199.99
Joy Joy Kid	Puzzle	199.99
League Bowling	Sports	199.99
Super Spy	Action	199.99
Cyber-Lip	Action	199.99
Riding Hero	Sports	199.99
Blues Journey		199.99
Neo Geo Gold System		649.99
Neo Geo Silver System		449.99
Neo Geo Controller		55.99
Neo Geo Save Card		35.99

PC ENGINE CD-ROMS

Golden Axe	Action	79.99
Where world Carme	RPG	74.99
Valius 3	Action	79.99
J.B. Harold murder	RPG	79.99
Super Military	Simul	79.99
Super Darius	Shooter	74.99
Legion	Shooter	74.99
Sidearms Special	Shooter	74.99
Avenger	Shooter	79.99
Vastel	Action	79.99
Y's Wanderer	RPG	79.99
Oedo 808	Action	79.99

MEGA DRIVE GAMES COMING SOON

Wrestleball	Action	74.99
Devil Hunter Yoko	Action	74.99
Valius 3	Shooter	74.99
Power Drift	Action	74.99
Shining Darkness	RPG	79.99

Gradius 3	Shooter	99.99
Sim City	Simul.	99.99
Final Flight	Action	99.99
Super Deformer	RPG	99.99

PLEASE NOTE: We will accept COD orders-call for details. All orders in stock are shipped within 48 hours. Call for postage rates on orders for accessories, systems and larger orders. All Missouri orders must pay 6.225% sales tax. Any refunds or exchanges are subject to a 15.00 restocking fee. We reserve the right to change policies, prices or specials at any time without prior notice. No refunds. Credits or exchanges without prior authorization. All defective games can be exchanged for the same game only. We make no guarantees for product performance. Once your order is placed, it cannot be changed without authorization. All games you wish to reserve must be paid in advance. Sega, Sega Genesis, Sega Mega Drive, NEC TurboGrafx, PC Engine, GameBoy and Nintendo are registered trademarks and are not related to us nor are we endorsed by them. We are not responsible for typographical errors. Due to the verification process, some orders may take longer. Unavailability of product or other things are beyond our control. * 1990 by SCI-The Awesome Video Game Store!



Auckland



ILLUSTRATION BY JIM AUCKLAND

THE COLONIZATION CLINIC

A
PLAYER'S
GUIDE
TO

M.U.L.E.

ONCE IN A GREAT WHILE, A GAME COMES along that manages to be both entertaining and educational. To attain such lofty goals, a game must be so captivating and addicting that the education is invisible to the player. The player must experience "painless learning." This level of software engineering is rare, requiring more ingenuity than most software developers are willing to expend.

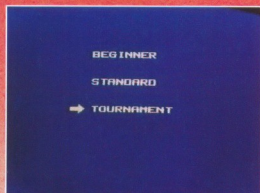
Years ago, a game called *M.U.L.E.* was released for Atari computer systems, and it was one of a handful of games that attained those aforementioned lofty goals. Now *M.U.L.E.* is available for the Nintendo Entertainment System, and if you like strategy games, and don't mind a little education (it doesn't hurt much, honest), this is one game worthy of your hard-earned greenbacks.

M.U.L.E. is really more a simulation than a game. You and three other colonists (there are always four players, but they may be any combination of human and computer) are dumped on a barren planet named Irata (that's "Atari" backwards). You must work together to create a viable colony, one that will not only support its citizens, but also attract other people to the planet.

Although you and the other colonists must work together to ensure the survival of the colony, there are plenty of opportunities to turn a profit, and that, of course, leads to competition. This balancing act between cooperation and competition is one of the things that gives *M.U.L.E.* its depth. *M.U.L.E.* is a space-colonization simulation that concentrates on economics. All the rules of supply and demand are in effect. While the winner is the person with the highest assets at the end of the game, nobody wins if the colony fails.

In the following pages, all you interplanetary entrepreneurs will get a quick lesson in galactic economics. Don't be surprised if you learn something about earthly economics too.

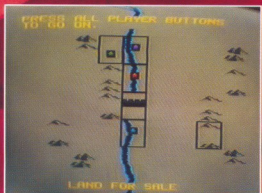
BY CLAYTON WALNUM



When first starting out, learn the game with the beginner mode. However, for the greatest gaming depth, you'll want to play the tournament level as soon as you can.



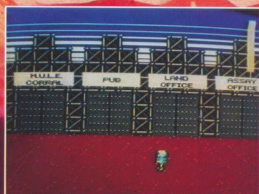
The flapper is the easiest character to play. The human is the hardest. All the other characters are equally matched.



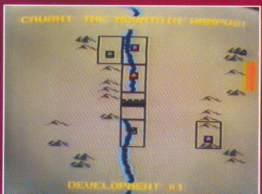
When land goes up for sale early in the game, it is extremely valuable, since you have many turns left in which to develop it and make a profit. Toward the end of the game, new plots are worth little more than their purchase price. They won't have time to earn much profit.



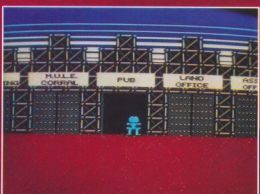
Early in the game, a bid of \$700 or \$800 is not unreasonable for a plot of land.



When it's your turn, don't waste time. The clock is ticking, and you have a lot of choices. Plan your move in advance so you know exactly what you're going to do.



After you've done everything you need to do, you might find that wampus hunting is more financially rewarding than just returning to the pub for your bonus.



When you return to the pub, you get a bonus based on your remaining time.



Oh, no! The store is on fire! When the store burns this early in the game, forget about competing with the other players and instead work together to survive. The colony must replace all its resources. Due to the rarity of all resources after a fire, which creates an increased demand, prices are likely to soar.



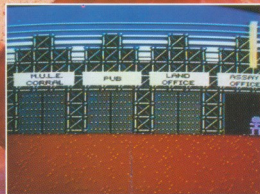
Immediately after the fire, the store is still buying food for only 15 money units, but this will quickly change as players become desperate for food.



In fact since the store has no food to sell, players with extra food can charge virtually any price they like. This player is selling at 44, but he might be wiser to back off and wait to see how much the other players are willing to pay. By stepping back, he will turn off his selling price and the word "sell" will appear above his head, like the seller on the right. Now when the other players keep running forward, the bidding price gets higher and higher.



Unfortunately, random factors can destroy even the most carefully laid plans. Radiation has caused this MULLI to go crazy and run off the board, reducing the colony's food production by a whopping 25%. Ouch!



Cryslite is a great money-maker, but it's costly (in terms of time) to locate. You must go to the assay office for sampling equipment, go out to your land (or any plot, actually) to get the sample, then return the sample to the office. If you find a cryslite deposit, other cryslite may be nearby. For example, a plot or two of medium cryslite is usually next to a plot with high cryslite.



This player found low cryslite on his plot. Still, it might produce enough cryslite to be profitable.



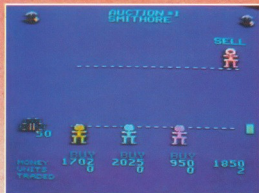
The shortage of smiths has now forced the price from 50 up to 183. If you bought smiths at the low price of 50, you can now make a tidy profit.



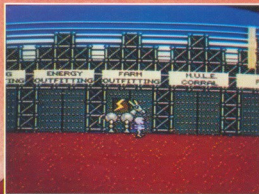
Wow! The food shortage is becoming serious. The price has now risen to an insane 130, and the store still has no supply, since the colony has been immediately using all the food it produces. Someone better increase his food production and do it now!



Still no food to sell to the store. The colony is using it as fast as it can be produced. No sellers, no auction.



Because the store has burned, the price of smithore will almost certainly go way up. Right now, you can still buy at 50. If someone will sell to you, you can buy the smithore and hold onto it until the price goes up, then sell it at a profit. Of course, while you're holding onto the supply of smithore, new MULEs can't be made. Is making a profit on smithore worth making a shortage of MULEs? Maybe...or maybe not.



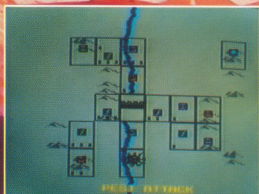
In the case of a shortage, you might consider reconfiguring a MULE for a different kind of production. This player has decided to stop making energy and outfit for food. Anticipating the needs of your colony is a good way to get rich.



Outfitting a MULE for crystals is expensive, but even with low crystals on his plot, this player decides to take the risk. In a stable market—that is, a market with no shortages of essentials like food, energy and smithore—crystals commands the highest price.



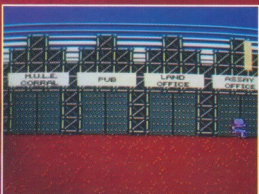
Uh-oh. Low smithore production is causing a shortage of MULEs. The price of a MULE is rising in response to increased demand. Maybe the player who decided to mine crystals should have mined smithore instead.



This colony is sure having a lot of bad luck. This time, a predator has destroyed 25% of its food production. Due to the burning of the store and these random food losses, the price of food will be ridiculously high.



The colony's condition has reached an all-time low. All the MULEs are gone. How can you produce badly needed supplies with no MULEs? It's going to be a long, hard climb back to viability. Didn't I say that disasters make working together more important than making a profit? These players should have listened.



Well, since there are no more MULEs, this player might as well use some land and look for crystals. He might also outfit some of his MULEs for production of needed goods.



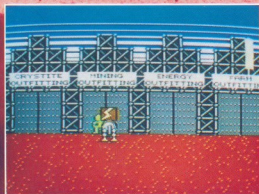
With no MULEs in the store and mining producing insufficient smithore, the price of smithore is insurmountable. Now players can produce a commodity the colony needs and make an impressive profit at the same time.



Here we are, halfway through the game and more land is being auctioned off. Normally, there'd still be plenty of time to turn a profit if someone bought the land, but remember that there are no MULES left. If a player buys this land, he might not be able to put it into production for quite a while. And he sure doesn't want to buy it at the current bid of 700.



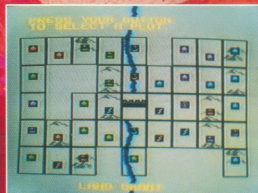
Now that smithere production has gone up a bit, MULES are starting to reappear in the store. Still, with four players and many undeveloped plots, two MULES will supply only one player for one turn. Everyone else will have to wait.



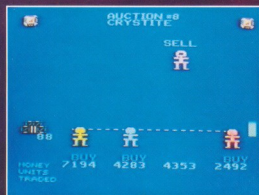
...MULES for mining.



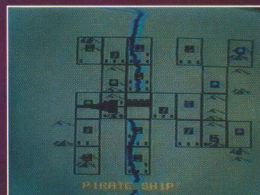
Crystite for 136 is a good price. Sell it before a pirate ship arrives and takes it all away.



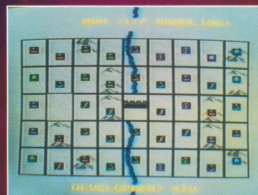
As the game progresses, fewer and fewer plots of land are available. Players must be fast on the trigger to get the plots they want—or even get a plot at all.



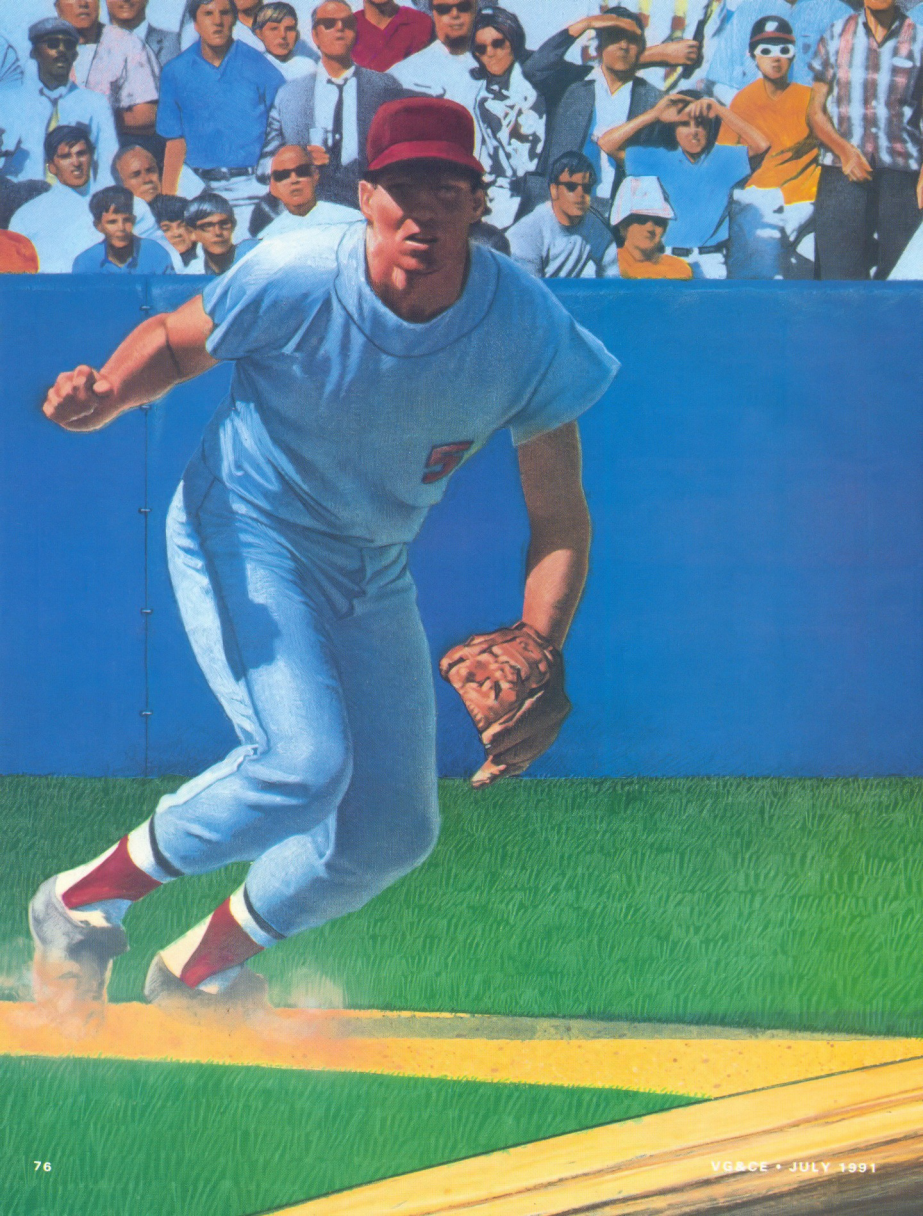
A price of 88 is too low for selling crystite. Maybe a player will buy some in anticipation of a price increase.



Of course, the way things are going, as soon as anyone buys up a supply of crystite, the pirates will come along and take it.



Now that these colonists have got MULES to work with, they can develop their properties, keeping in mind such factors as economies of scale, learning curve theory of production and diminishing returns. [Check your game manual for definitions of these production principles.]



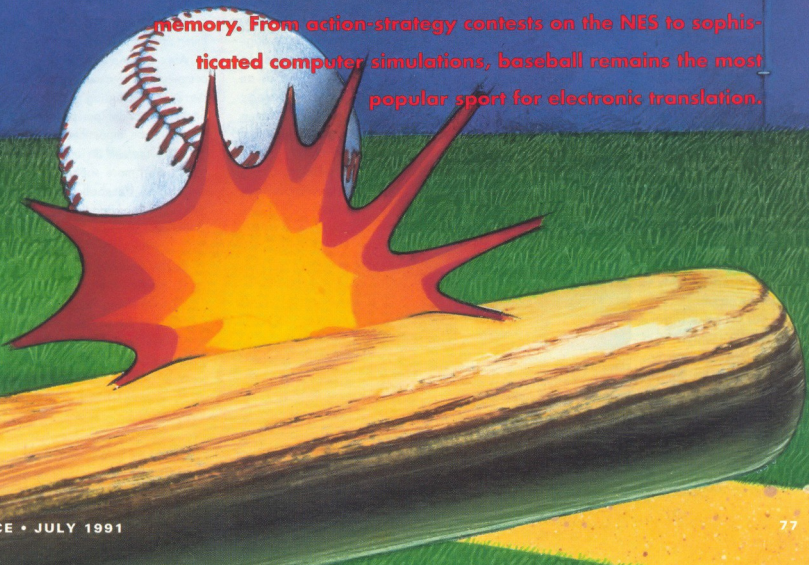


By Bill Kunkel and Arnie Katz

A ROUNDUP OF BASEBALL SOFTWARE
CIRCA
1991

PLAYBALL!

It has been another great year for electronic baseball games. Statistical integrity, phenomenal graphics and at-the-ballpark sound effects are just some of the ingredients that made this year's electronic baseball diamond the brightest in memory. From action-strategy contests on the NES to sophisticated computer simulations, baseball remains the most popular sport for electronic translation.



air, allowing the gamer to move easily through play thanks to an improved menu-driven selection system.

TV Sports: Baseball, a game we've mentioned in our previous two annual baseball roundups, has yet to make its appearance, and in the light of Cinemaware's financial difficulties, it is unlikely to be released under that name. The original development group for this project, Don Daglow's Beyond Software, ran into time problems getting the product finished. Certain conflicts with Cinemaware eventually led to the game being taken in-house and redeveloped from scratch. The Daglow version of the game, meanwhile, is currently tied up in litigation.

The second attempt was spearheaded by Cinemaware president Bob Jacob, but before it could be released, Cinemaware suffered a major financial crisis. The company is now in no position to release new products. As a result, a tentative deal was struck between Cinemaware and Data East, though Data East is unlikely to release it under the TV Sports label. An educated guess would be that it will appear under the Bo Jackson name, since Data East has a deal with Bo. Then again, Bo may not be playing baseball much longer, in which case...who knows?

The *TV Sports: Baseball* title will appear, however, but only in TurboGrafx-16 format (see 16-Bit Baseball). Confused yet?

Baseball on the NES

As usual, the video-game scene is a hotbed of hardball activity, with no fewer than 11 new simulations. Tengen's extremely popular *RBI Baseball* for the NES produced not one but two sequels since last July's VG&CE baseball roundup!

RBI Baseball 2 includes all 26 major league teams, real player stats and an instant-

replay feature, while *RBI Baseball 3* promises even greater realism and graphics—though recent court action may prevent it from ever being released.

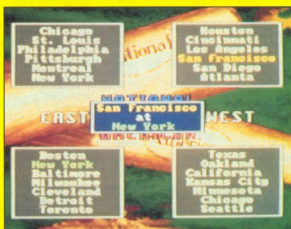
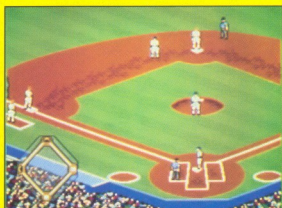
Another sequel to a popular NES game is Jaleco's *Bases Loaded II: Second Season*, which adds special animations and hot graphics to its already solid stat base. Infielders diving for ground balls and outfielders crashing into walls are among the special sequences added to this outstanding sequel.

Among the strategic additions are conditioning charts for each player, along with one of the sillier ideas in the history of baseball simulations: player biorhythms! The biorhythms are used with the conditioning charts to theoretically simulate slumps and streaks. This is, of course, based on a logical fallacy; if a player's performance is based on an accurate statistical model, the normal laws of probability will already produce streaks and slumps. But then, video-game baseball is seldom on the cutting edge of sabremetric science (the study of baseball statistics and what they mean).

One of the more unique entries to the baseball scene this year is Bandai's *Legends of the Game*, which allows game players to manage a gallery of superstars from various periods of baseball history.

Another offbeat entry at the opposite end of the time spectrum is *Little League Baseball Championship Series* (SNK), which allows users to create their own squads, supplying ratings for batting, fielding, running and pitching. The game, the first endorsed by the Little League of America, uses multiple camera angles to display the action.

Baseball meets science fiction in *Basewars* (Ultra). In the 24th century, the national pastime is played by robots, much as cyborgs supplanted humans on the gridiron in Tengen's



Accolade's Hardball, the first eight-megabit sports video game, comes with all standard amenities including digitized speech and sound.

Legends of the Game (Bandai for the NES)

Potentially one of the most interesting new baseball games around. Gamers are the managers, and players include many hall of famers from various historical eras. This three-meg game also uses Nintendo's MMC3 chip to enhance its visuals.

Bad News Baseball (Tecmo for the NES)

This intentionally cartoonish one- or two-player game employs a variety of slick visual gimmicks—close-ups, multiple angles, etc. The game includes 24 teams and 18 different pitchers!

Bo Jackson Baseball (Data East for the NES)

Multiple player perspectives, large on-screen characters, batting stance and swing strength are among the features boasted by this new entry from Data East. Does Bo know video games? What do you think?

RBI Baseball 3 (Tengen for the Genesis)

The only baseball video game licensed by the Major League Baseball Players' Association comes to the Genesis. All 26 Major League teams use actual names and stats of the players in this action-strategy simulation.

Hardball (Accolade for the Genesis) A solid version of the computer smash, with the emphasis on pitching vs. hitting. The first eight-megabit sports simulation on any video game system.

Baseball Stars (SNK for the Neo•Geo) The world's most expensive video-game system offers players one heck of a baseball game. Twenty teams compete in a visually stunning, multicamera simulation with full announcing voice-overs in this Neo•Geo version of SNK's NES baseball game.

Basewars (Ultra for the NES) *CyberBow* goes to the baseball diamond. This futuristic (24th century) hardball simulation gives us baseball as played by robots. There's one- or two-player (simultaneous) action, and the cartridge includes a battery backup to allow teams and stats to be saved.

Little League Baseball Championship Series (SNK for the NES) The first baseball game endorsed by the Little League of America, this game offers users the opportunity to construct

8
MEGA-BIT
MEMORY

SEGA
GENESIS
16-BIT CARTRIDGE

OFFICIAL
SEGA
GENESIS
SEAL OF
QUALITY

A NEW DOOR OPENS THE WORLD OF REAL-TIME COMBAT.

Place: The Mediterranean Sea
Time: The Golden Age of the Roman Empire

Encamped in the harbor town of Sardinia on the island of Crete is the illustrious Julius Caesar, and his army is now, off in the distance, a fleet approaches this peninsula.

This warfare system offers real-time simulation with four scenarios: defensive battle, sea-battle, land battle, and fortress battle.

Finish one scenario, and you're positioned perfectly to start the next... and to meet some of the most beautiful women in the known world.

Test your wits against one of the greatest military leaders of all time... can you duplicate the invincible strategy of Julius Caesar?



Soldiers: "Victory to Caesar!"



Soldier: "Caesar, you made it through unharmed!"



THIS GAME IS LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA GENESIS SYSTEM.

WARRIOR™ OF ROME



COMING SOON!

LICENSEE
InterNet
CO., Ltd.
8F MIDORI-KAMI BLD. 510, W15 CHUO-KU,
834-0100, HOKKAIDO, 064 JAPAN TEL.011(5)61-1370



DISTRIBUTOR
Bignet U.S.A., INC.
388 MARKET STREET SUITE 500 RAIN BEAN, CALIF. 94011
TEL. (415) 970-8838

AVAILABLE MAY 1991

CIRCLE #125 ON READER SERVICE CARD

Cyberbowl. *BaseWars* permits one- or two-player simultaneous action and also provides a battery back-up system that allows teams and results to be saved.

Bo Jackson Baseball (Data East) is unique mostly because of its use of large on-screen characters and the integration of batting stance and swing strength into the game's strategic underpinning. Multiple camera angles add to the visual appeal, but Bo's suddenly uncertain status as a baseball superstar could hurt this interesting entry's chances in the baseball market.

Fans looking for a somewhat more whimsical approach might want to scope out *Bad News Baseball* from Tecmo. *Bad News Baseball's* cartoonlike graphics give the game an amusing ambience, but the sophisticated use of special camera techniques provide the game with a welcome baseball credibility.



Bases Loaded II: Second Season, by Jaleco, combines special animations and graphics with a solid statistical base.

16-Bit Baseball

Companies have been rushing to add viable baseball games to their software catalogs for 16-bit and higher video game systems. So far, the results have been extremely promising.

SNK is producing a Genesis version of its *RBI Baseball 3*. The company bills this as the only baseball video game licensed by the Major League Baseball Player's Association. All 26 major league teams are included along with the actual players' names and statistics.

Accolade, meanwhile, started its Ballistic Software line of "premium video games" with

their own teams, rating-by-rating (batting, fielding, running and pitching). It features multiple camera angles.

GAME BOY

Bases Loaded (Jaleco) Excellent hardball adaptation for the Game Boy features multiple perspectives and scrolling.

Baseball (Nintendo) Solid if uninspired baseball contest for the Game Boy.

Extra Bases (Ban Dai) Game Boy version of Namco's solid arcade-style baseball game.

HANDBELDS & STAND-ALONES

Baseball 4 (Entex Select-A-Game) Primitive (c. 1982) cartridge for Entex's programmable tabletop Select-A-Game System. A color overlay was used to create the backgrounds on the 1.5" x 3" screen. Extensive pitch selection is available.

World Championship Baseball (Mattel) Slick one- or two-player handheld from 1982. Very sophisticated for its time, with features like pitchers tiring, lineup selection, etc. The three-color vacuum fluorescent display showed the diamond from the first base side.

Head-to-Head Baseball (Coleco) One- or two-player LED (light emitting diodes)—the blinking light system favored in early handhelds which was soon replaced by LCD (liquid crystal display)—technology. Primitive, but not without entertainment value, even today.

BB-10 Baseball GAME/CALCULATOR/CLOCK (Casio) Wafer-thin combination clock, calculator and LCD baseball game. The display screen (1.25" x 2") showed both the field and an unusual combination side-view/top-down pitcher vs. hitter display. The pitcher tossed the ball, as seen from a side view, but by the time it reached the plate, the game was seen in over-head perspective (c. 1983).

Bottom of the Ninth (Konami) Hot new baseball handheld offers gamers a behind-the-plate perspective, left- or right-handed hitting, four-pitch selection and one- or two-player options. Attractive plastic casing.

COMPUTER BASEBALL

Earl Weaver Baseball II (Electronic Arts)

Ed Dombrower (creator of several baseball simulations, from *Major League Baseball* for the Intellivision to the original *Earl Weaver Baseball*) took everything he knows about baseball and the art of reproducing that sport electronically and turned out this masterpiece. *Earl Weaver II* addresses the weaknesses of the original (it's much easier to get into) and adds several key innovations (unlimited camera angles) to produce the ultimate in baseball realism.

COMPUTER STAT-REPLAY

MicroLeague Baseball: The Manager's Challenge (MicroLeague Sports Association) The most sophisticated statistical simulation yet from MLSA. The initial release will be in IBM PC format.

Fantom Manager (Fantom Manager) New stat simulation. The game features complete major league rosters, stat compiler, mail league play and a GM program.

OTHER BASEBALL VIDEO GAMES

Our list wouldn't be complete without games from last year's Baseballography. For a detailed description of the following games, consult the July '90 issue of VG&CE.

VIDEO GAME BASEBALL TITLES

Baseball (Magnavox for the Odyssey[®])

Baseball Simulator 1.000 (Culture Brain for the NES)

Baseball Stars (SNK for the NES)

Bases Loaded (Jaleco for the NES)

Great Baseball (Sega for the SMS)

Home Run (Atari for the Atari 2600)

Interactive Major League Baseball (JUN for the Intellivision)

Major League All Star Baseball (Mattel for the Intellivision)

Major League Baseball (Mattel for the Intellivision)

Major League Baseball (Nintendo for the NES)

THE GAME COUNSELOR

We buy and sell Nintendo, Genesis, and Turbo Grafz

NINTENDO

	WE BUY	WE SELL	USED	WE BUY	WE SELL	USED
A BOY AND HIS BLOOD	8.00	10.00	7.00	HYDLIDE	5.00	10.00
ABANDON	7.00	10.00	7.00	KARATE CHAMP	6.00	12.00
ADVENTURE OF BAYOU BILL	5.00	10.00	7.00	LEGENDARY WINGS	5.00	10.00
AIR FORTRESS	7.00	14.00	7.00	LITTLE PEOPLE BOWLING	10.00	20.00
ALLEN SYMPHONIE	10.00	20.00	7.00	MECHANIZED ATTACK	12.00	24.00
ASTARIAL	7.00	14.00	7.00	MEGAMAN III	20.00	35.00
AUTO DUES	10.00	20.00	7.00	MELBEE	4.00	9.00
BASES LOADED II	12.00	24.00	7.00	MEYDID	5.00	10.00
BATHAN	10.00	20.00	7.00	MUFFY ADVENTURE	10.00	20.00
BATTLE OF OLYMPUS	10.00	20.00	7.00	NARC	12.00	24.00
BLOOMING COMMAND	5.00	10.00	7.00	NINJA GAIDEN	7.00	14.00
BLOCK BASH	20.00	35.00	7.00	NINJA GAIDEN II	12.00	24.00
CAPTAIN COMIC	5.00	10.00	7.00	PHANTOM FIGHTER	12.00	24.00
CASTLEVANIA III	15.00	30.00	7.00	PRO WRESTLING	5.00	10.00
CHALLENGE OF DRAGON	5.00	10.00	7.00	PUNCH OUT	5.00	10.00
CHIP & DALE RANGERS	12.00	21.00	7.00	RAD RACER II	10.00	20.00
CLASSIC CONCENTRATION	10.00	20.00	7.00	RESCUE-EMBASSY MISSION	7.00	14.00
CLEOPATRA	10.00	20.00	7.00	RING KING	7.00	14.00
CODE NAME: VIPER	12.00	21.00	7.00	ROADBLASTERS	7.00	14.00
COLE	4.00	8.00	7.00	SHADOWGATE	7.00	14.00
CYBERNOID	5.00	10.00	7.00	SHINOBI	10.00	20.00
DEADLY TOWERS	4.00	8.00	7.00	SILENT SERVICE	8.00	16.00
DESSERT COMMANDER	9.00	18.00	7.00	SIMPSONS	15.00	30.00
DICK TRACY	10.00	20.00	7.00	SKATE OR DIE	5.00	10.00
DOUBLE DRAGON III	20.00	35.00	7.00	STEALTH ATF	8.00	16.00
DR. MARIO	10.00	20.00	7.00	SUPER MARIO BROTHERS 3	20.00	35.00
DRAGON WARRIOR	5.00	10.00	7.00	TNT	12.00	24.00
DRAGON WARRIOR II	15.00	30.00	7.00	TNT II	10.00	20.00
DYNOWAR	10.00	20.00	7.00	TAG TEAM WRESTLING	8.00	12.00
ECLIPSE BEAK	5.00	10.00	7.00	ULTIMA II	15.00	30.00
GANGETT II	10.00	20.00	7.00	UNION TURBO RACING	10.00	20.00
GROBUSTERS	5.00	10.00	7.00	WIZARDS & WARRIORS	5.00	10.00
GROBUSTERS II	8.00	16.00	7.00	WRESTLING OF BLACK HARTA	8.00	14.00
HUNT FOR RED OCTOBER	10.00	20.00	7.00	WRESTLMANIA	7.00	14.00

TURBO GRAFX

	WE BUY	WE SELL	USED	WE BUY	WE SELL	USED
ALLEN CRUSH	15.00	29.00	7.00	MAG DINOSAUR TOUR (CD)	10.00	40.00
BATTLE PALACE	15.00	29.00	7.00	MIGROPS	15.00	30.00
BLAZING LAZERS	15.00	29.00	7.00	MILITARY MADNESS	16.00	32.00
BLOODY WOLF	49.00	35.00	7.00	MONSTER LAIR (CD)	15.00	30.00
BOW & ARROW ADVENTURE	10.00	20.00	7.00	MOTO BIKING	15.00	30.00
BOX BOY	10.00	20.00	7.00	NEUTROPIA	15.00	25.00
BRANDAM	20.00	37.00	7.00	NETO	10.00	20.00
CAMP CALIFORNIA	15.00	30.00	7.00	ORVINE	15.00	30.00
CHEW-MAN-FU	18.00	36.00	7.00	PAQLAND	12.00	24.00
CHINA WARRIOR	15.00	30.00	7.00	POWER GOLF	14.00	28.00
CRATER MAZE	15.00	30.00	7.00	PSYCOYS	15.00	30.00
CYBERCORE	17.00	30.00	7.00	R-TYPE	18.00	35.00
DEVIL'S CRUSH	20.00	36.00	7.00	SHANGHAI	15.00	30.00
DEEP BLUE	16.00	30.00	7.00	SIDE ARMS	17.00	30.00
DUNGEONS	20.00	40.00	7.00	SHOGUN SPIKE	15.00	30.00
DOUBLE DUNGEON	15.00	30.00	7.00	SPACE HARRIER	20.00	35.00
DRAGON'S CURSE	18.00	35.00	7.00	SPATLER HOUSE	22.00	38.00
DREAM SPIRIT	10.00	21.00	7.00	STARBUCKS ATTACK	18.00	35.00
DROP OFF	19.00	34.00	7.00	SUPER STAR SOLDIER	20.00	40.00
DUNGEON EXPLORER	10.00	20.00	7.00	SUPER VOLLEYBALL	18.00	36.00
GALAGA 90	12.00	24.00	7.00	TAKING IT TO THE HOOPS	15.00	30.00
FANTASY ZONE	15.00	30.00	7.00	TIGAR ROAD	19.00	35.00
FIGHTING STREET (CD)	14.00	28.00	7.00	TIMESBALL	18.00	35.00
FINAL PAL TWIN	20.00	40.00	7.00	TV FOOTBALL	24.00	40.00
FINAL ZONE II (CD)	20.00	39.00	7.00	VALIS II (CD)	20.00	40.00
J.J. AND JEFF	12.00	24.00	7.00	VEGETA	18.00	35.00
JACK NICKLAUS GOLF	20.00	40.00	7.00	VICTORY RUN	10.00	20.00
KING OF CASINO	15.00	30.00	7.00	VIGILANTE	10.00	20.00
KLAX	15.00	30.00	7.00	WORLD CLASS BASEBALL	15.00	30.00
LAST ALERT (CD)	20.00	40.00	7.00	WORLD COURT TENNIS	15.00	30.00
LEGENDARY AXE	20.00	40.00	7.00	Y'S (CD GAME)	17.00	30.00
LEGENDARY AXE II	22.00	39.00	7.00			

TO SELL GAMES:

Deduct \$2.00 for each missing box, \$1.00 for each missing instruction. Games that require maps and hint books must be bought together. Please call for current prices. Prices subject to change without notice.

TO BUY GAMES:

Send check or money order for **THE GAME COUNSELOR**, 18530 Hatteras St. #223, Tarzana, CA 91356. Add \$4.00 for shipping and handling and \$.50 for each game. California add 7% sales tax. All games subject to availability with a 90 day warranty. We reserve the right to refuse any purchase or sale.

FOR ORDERS CALL: (818) 609-1141

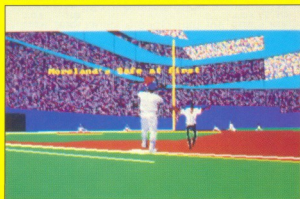
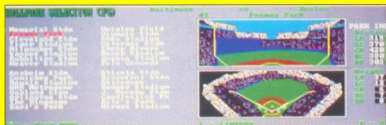
BUSINESS HOURS 10a.m. to 5p.m. PACIFIC TIME

GAME BOY

	WE BUY	WE SELL	USED	WE BUY	WE SELL	USED
ALLEYWAY	8.00	16.00	7.00	ALLEYWAY	8.00	16.00
ARAZON'S LAIR	13.00	22.00	7.00	ARAZON'S LAIR	13.00	22.00
ARABELL	11.00	19.00	7.00	ARABELL	11.00	19.00
BASES LOADED	11.00	19.00	7.00	BASES LOADED	11.00	19.00
BATMAN	12.00	20.00	7.00	BATMAN	12.00	20.00
BOOMERS ADVENTURE	10.00	19.00	7.00	BOOMERS ADVENTURE	10.00	19.00
BOSSLE	9.00	18.00	7.00	BOSSLE	9.00	18.00
BOWLING	9.00	18.00	7.00	BOWLING	9.00	18.00
BUG'S CRAZY CASTLE	11.00	20.00	7.00	BUG'S CRAZY CASTLE	11.00	20.00
CASTLEVANIA	14.00	24.00	7.00	CASTLEVANIA	14.00	24.00
CAT TRAP	13.00	21.00	7.00	CAT TRAP	13.00	21.00
CHESS MASTERS	12.00	22.00	7.00	CHESS MASTERS	12.00	22.00
CHINA GOURMET PARADISE	11.00	20.00	7.00	CHINA GOURMET PARADISE	11.00	20.00
COSMO TANN	11.00	22.00	7.00	COSMO TANN	11.00	22.00
DAEMONIA OPUS	11.00	22.00	7.00	DAEMONIA OPUS	11.00	22.00
DAYS OF THUNDER	11.00	22.00	7.00	DAYS OF THUNDER	11.00	22.00
DEAD HEAD SCRAMBLE	15.00	22.00	7.00	DEAD HEAD SCRAMBLE	15.00	22.00
DEKTRITY	11.00	22.00	7.00	DEKTRITY	11.00	22.00
DOUBLE DRAGON	12.00	21.00	7.00	DOUBLE DRAGON	12.00	21.00
DR. MARIO	11.00	22.00	7.00	DR. MARIO	11.00	22.00
FINAL FANTASY LEGEND	11.00	22.00	7.00	FINAL FANTASY LEGEND	11.00	22.00
FIST OF NORTH STAR	10.00	20.00	7.00	FIST OF NORTH STAR	10.00	20.00
FILIPPO	9.00	18.00	7.00	FILIPPO	9.00	18.00
FORTRESS OF FEAR	11.00	22.00	7.00	FORTRESS OF FEAR	11.00	22.00
GARGOYLES QUEST	10.00	20.00	7.00	GARGOYLES QUEST	10.00	20.00
GOZILLA	7.00	14.00	7.00	GOZILLA	7.00	14.00
GOLF	8.00	16.00	7.00	GOLF	8.00	16.00
HAL WRESTLING	11.00	22.00	7.00	HAL WRESTLING	11.00	22.00
HELL ATTACK	7.00	14.00	7.00	HELL ATTACK	7.00	14.00
HIT. WT. CHP. BOX	11.00	22.00	7.00	HIT. WT. CHP. BOX	11.00	22.00
HELKANO ALIEN	9.00	18.00	7.00	HELKANO ALIEN	9.00	18.00
HYPER LODE RUNNER	10.00	20.00	7.00	HYPER LODE RUNNER	10.00	20.00
ISHI BOY	7.00	14.00	7.00	ISHI BOY	7.00	14.00
KWIK	9.00	18.00	7.00	KWIK	9.00	18.00
LADY IN CHASS	11.00	22.00	7.00	LADY IN CHASS	11.00	22.00
LOOPZ	11.00	22.00	7.00	LOOPZ	11.00	22.00
MERCENARY FORCE	12.00	22.00	7.00	MERCENARY FORCE	12.00	22.00
HYPOCYCLOS RANACE	7.00	15.00	7.00	HYPOCYCLOS RANACE	7.00	15.00
KNIGHT STAR	12.00	21.00	7.00	KNIGHT STAR	12.00	21.00
KNESIS	9.00	18.00	7.00	KNESIS	9.00	18.00
KOOL & SOUTH	11.00	22.00	7.00	KOOL & SOUTH	11.00	22.00
NINJA BOY	11.00	22.00	7.00	NINJA BOY	11.00	22.00
NOBLE & SOUTH	12.00	22.00	7.00	NOBLE & SOUTH	12.00	22.00
PAPERBOY	11.00	22.00	7.00	PAPERBOY	11.00	22.00
PENGUIN WARS	7.00	14.00	7.00	PENGUIN WARS	7.00	14.00
PIF	11.00	22.00	7.00	PIF	11.00	22.00
POWER RACER	11.00	22.00	7.00	POWER RACER	11.00	22.00
Q BILLION	9.00	18.00	7.00	Q BILLION	9.00	18.00
QUANTUM STAR	11.00	22.00	7.00	QUANTUM STAR	11.00	22.00
RIX	7.00	14.00	7.00	RIX	7.00	14.00
REVENGE OF THE GATOR	9.00	18.00	7.00	REVENGE OF THE GATOR	9.00	18.00
ROBO COP	11.00	22.00	7.00	ROBO COP	11.00	22.00
ROUNDER WARS	11.00	22.00	7.00	ROUNDER WARS	11.00	22.00
SELECTION	12.00	22.00	7.00	SELECTION	12.00	22.00
SHANGHAI	11.00	22.00	7.00	SHANGHAI	11.00	22.00
SKATE DIE	12.00	22.00	7.00	SKATE DIE	12.00	22.00
SNOOPY'S MAGIC SHOW	11.00	22.00	7.00	SNOOPY'S MAGIC SHOW	11.00	22.00
SOCCER MANIA	11.00	22.00	7.00	SOCCER MANIA	11.00	22.00
SOLAR STRIKE	9.00	18.00	7.00	SOLAR STRIKE	9.00	18.00
SPACE INVADERS	7.00	14.00	7.00	SPACE INVADERS	7.00	14.00
SPIDERMAN	11.00	22.00	7.00	SPIDERMAN	11.00	22.00
STREET FIGHTER 2010	7.00	14.00	7.00	STREET FIGHTER 2010	7.00	14.00
SUPER MARIO LAND	7.00	14.00	7.00	SUPER MARIO LAND	7.00	14.00
TASMANIA STORY	12.00	22.00	7.00	TASMANIA STORY	12.00	22.00
TEENAGE NINJA TURTLES	11.00	22.00	7.00	TEENAGE NINJA TURTLES	11.00	22.00
THE BEE	5.00	15.00	7.00	THE BEE	5.00	15.00
VALLEYBALL	11.00	22.00	7.00	VALLEYBALL	11.00	22.00
WARRIORS OF FORTUNE	5.00	12.00	7.00	WARRIORS OF FORTUNE	5.00	12.00
WRESTLING	7.00	14.00	7.00	WRESTLING	7.00	14.00
WORLD BOWLING	11.00	22.00	7.00	WORLD BOWLING	11.00	22.00
WORLD BOXING	9.00	18.00	7.00	WORLD BOXING	9.00	18.00

GENESIS

	WE BUY	WE SELL	USED	WE BUY	WE SELL	USED
AERO BLASTER	20.00	40.00	7.00	AERO BLASTER	20.00	40.00
AFTER BURNER II	18.00	35.00	7.00	AFTER BURNER II	18.00	35.00
AIR DIVER	15.00	30.00	7.00	AIR		



Hardball for the Sega Genesis as one of its first releases. The first eight-megabit sports video game offers all the standard amenities along with fully digitized speech and sound (veteran umpire Eddie Montague's voice calls each pitch and play), leadoffs, steals, pickoffs, pitchouts and even a batting cage pregame-practice option.

Twenty-six teams are available, representing all the major league cities (but not the actual teams or players). Players are rated according to the following criteria: position, left/right/switch hitter, batting average, home runs, stolen bases and for pitchers, earned run average. Pitcher stats also display his record of wins, losses and saves. Managers can even shift the infield and outfield players.

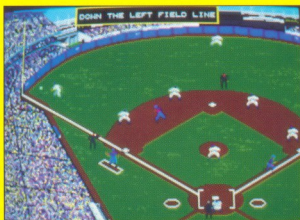
Pitchers have an incredibly varied selection: change-up, off-speed, curveball, fastball, blazing fastball, screwball, sinker, slider and

the ever-popular "fat pitch."

Hardball has the added bonus of incorporating a password system, which allows games to be finished at a later date.

The TurboGrafx-16 will also be adding a hot new hardball entry to its game catalog with the scheduled arrival of Cinemaware's troubled TV Sports: Baseball. This is the video game version of the game that Bob Jacobs designed and produced.

Trumping all the competing baseball video games out there, at least in terms of available memory, is SNK's *Baseball Stars* for its state-of-the-art Neo-Geo. Twenty available teams compete against one



Top and middle: *Earl Weaver Baseball II*, by Electronic Arts, has a new streamlined user interface and a superior stat-replay mode. **Above:** *MicroLeague Baseball: The Manager's Challenge* contains an expanded player database. **Below:** *SNK's Baseball Stars* for the Neo-Geo.

another in this visually stunning, multi-camera presentation, which comes complete with play-by-play voice-overs throughout the course of the game.

In

Summary

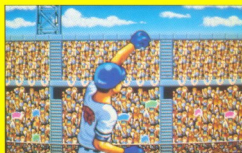
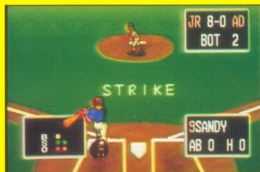
Baseball games continue to flood the electronic gaming market, filtering down now even to the handheld systems (see the "Game Boy" and "Handhelds and Stand-Alones" sections of the Baseballography). The incredible number of electronic baseball simulations currently available staggers the imagination and stands as an awesome testimony to the enduring popularity of this sport.

So, until next year's guide to the latest in baseballware, check out our updated Baseballography, keep your glove oiled, your spikes clean and your joystick supple. Then play ball! 🧤

- RBI Baseball** (Tengen for the NES)
- Realsports Baseball** (Atari for the Atari 2600/5200)
- Reggie Jackson Baseball** (Sega for the SMS)
- Super Action Baseball** (Coleco for the ColecoVision)
- Super Challenge Baseball** (Mattel/M-Network for the Atari 2600)
- Tommy Lasorda Baseball** (Sega for the Genesis)
- Tornado Baseball** (Bally for the Bally Home Arcade)
- World Class Baseball** (NEC for the TurboGrafx-16)

COMPUTER GAME BASEBALL TITLES

- APBA Major League Player's Baseball** (APBA/Random House)
- Championship Baseball** (Gamestar)
- Championship MicroLeague Baseball** (MLSA)
- Computer Baseball** (SSI)
- Earl Weaver Baseball/Earl Weaver Baseball II** (Electronic Arts)
- Full Count Baseball** (Lance Haffner)
- Hardball/Hardball II** (Accolade)
- Major League Manager** (UBX)
- MicroLeague Baseball/MicroLeague Baseball II** (MLSA)
- Orel Hersher's Strike Zone** (Mastertronic)
- Pete Rose Pennant Fever** (Gamestar)
- Pro-Baseball Manager** (Avalon-Hill)
- Pure-Stat Baseball** (Software Simulations)
- Radio Baseball** (Electronic Arts)
- Slugger** (Mastertronic)
- Sporting News Baseball** (Epyx)
- StarLeague Baseball** (Gamestar)
- Statis Pro Major League Baseball** (Avalon-Hill)
- Strat-O-Matic Baseball** (Strat-O-Matic)
- World Series Baseball** (DataMost)



THE ILLUMINATOR™

A GAME BOY™ LIGHT ACCESSORY

See your GAME BOY™
In a Whole New Light



THE ILLUMINATOR™ is a trademark of Greer & Associates Inc. Nintendo® GAME BOY™ and Official Seals are trademarks of Nintendo of America Inc. ©1990 Greer and Associates Inc. Greer & Associates • Hayward, CA 94544 • (800) 426-5767

Available at:

Toys 'R' Us
Sears, Roebuck & Co.
Macy's
Lionel Leisure

Software Etc.
Child World
FAO Schwarz
The Good Guys



COMPUTER GAME REVIEWS

Zeliard

GAME ARTS

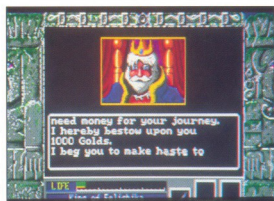
Version: IBM PC (\$34.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The original Japanese version of *Zeliard* dates back to 1987, and there has been no shortage of similar action-adventures on our shores since that time. Here's the familiar story line: An evil force attacked the land of Zeliard over 2,000 years ago, populating it with all manner of monsters. A wise king defeated and imprisoned the evil force, known as Jashiin, but now, like all healthy evil forces, it's back! For its first trick, it has turned the beautiful Princess Felicia to stone! This information is communicated, by the way, in not one but two canned introductory sequences, the second of which seemed to take several hours to wade through.

Now it's up to the player to journey to the city limits of Muralla Town, the game's starting point, and enter the caverns where Jashiin and his monstrous minions lie in wait. On the way to the caverns, of course, the adventurer stops at the usual assortment of shops (weapons, magic, etc.) and purchases the standard starter set of dungeon-questing equipment. He also talks with the locals in the hope of learning something of value, but some of the townspeople are already under Jashiin's spell, so not everything they say can be believed.

The King bestows 1,000 gold pieces on the adventurer if he visits the castle before heading out, which is enough to finance the first expedition. The King, of course, hopes that the adventurer will find something in the underworld that will return Princess Felicia to flesh and blood. Additional gold is earned by killing monsters in the caverns



Game Arts' Zeliard may not be innovative, but its solid journeyman effort will appeal to fans of the action-adventure genre.

and capturing their almas—alma is the Spanish word for soul—which, for some unfathomable reason, the Zeliard bank is willing to exchange for gold.

Once the player-character reaches the caverns of Malicia, the game becomes a Nintendo-style side-scroller with all the standard jumping, climbing and sword swinging. The multilevel caverns are displayed from a side view, as is the player-character, with both vertical and horizontal scrolling. After completing the search of the caverns, the player-character advances through several new towns and caverns, acquiring magic potions and items, superior weapons, a more durable shield and armor.

The graphics, while not state-of-the-art by any means, are comfortable and attractive, while the Ad Lib music and sound effects are superb. The side-view action is displayed in a framed screen surrounded by a carved stone frame with a small data window beneath it. Data shown includes the player-character's life line, current location, gold being carried, almas collected, current weapon and icons representing shield and armor type.

Zeliard is not especially innovative or original in either concept or execution, but it is a solid, journeyman effort that will surely appeal to fans of this genre.

—Bill Kunkel

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
(209) 683-8989

The Dream Team: 3 on 3 Challenge

DATA EAST MVP SPORTS

Versions: Commodore 64 (\$39.95),
IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Park Place is arguably the hottest development group in the electronic sports-

continued on page 90

Specials this month:

- (Expires 7/30/91)
1. Buy 2 Genesis Games & get 1 used Sega Master System game FREE!
 2. Buy 2 Mega Drive games & get 1 FREE!
 3. Buy 3 new Turbo Graf games and get 1 used game free!
 4. Buy 3 new Nintendo games and get 1 used game free!

* From a select group of titles call your salesperson.

The Ultimate Game Club has brought you quality product found nowhere else at prices that can't be beat. The Ultimate Game Club has kept our company above the rest by:

1. Stocking more merchandise than all other mail order companies put together.
2. Getting the games before anyone else & shipping them to you overnight.
3. Matching the competitors prices by beating them with quality service and facts, not lies about new product & release dates.
4. We're direct with every U.S. Game Manufacturer unlike other companies. Call Sega, NEC and find out yourself.
5. We're larger than all the other mail order companies combined. We have over 30 employees and 100,000 customers!
6. We're one of the top 20 retailers of video games in the country along with Sears, Toys R Us, Kay Bee Toys, Electronics Boutique and other top quality retailers.
7. Buy with confidence knowing you will get the right product you ordered and on time.
8. We're the only company who buy and sell American & Japanese games- both new and used, who warranty all products we sell for 90 days, who warranty products we design for life!

Call 1-900-TIP-LINE For Tips, Release Dates, Strategies, New Products, FREE Membership, Trade in Values and the most up to date info on Every System!

Genesis
Genesis System 179.99
Call for games from \$19.99 and up.

Sega 8-Bit
Call for over 100 games- new and used from \$9.99 and up.

Turbo Graf
Turbo Graf System 149.99
CD Rom System 379.99
Turbo Express 349.99
TV Tuner 109.99
Call for new and used games from \$19.99 and up.

Mega Drive Games
Mega Drive System 189.99
Call for games from \$39.99 & up!

Neo Geo
All games & systems are warranted by us for 90 days from your date of purchase.
Neo Geo Silver 449.99
Neo Geo Gold 649.99
Choice of Nam 75,
Baseball Stars Pro
Magician Lord.
Comes with 2 Controllers.
Call for 15 games from \$179.99 and up.

PC Engine Games
PC Engine Converter 79.99
Play PC Engine games on your Turbo Graf System. Free with 5 PC Engine games!
Call for over 100 games from \$39.99 and up.

Japanese/American CD Games
Japanese CDs play in English but are made in Japan. All games are guaranteed to work on your Turbo Graf CD system.
Call for over 20 games from \$39.99 and up.

Super Graf
System Only 349.99
System & Battle Ace 379.99
Save \$49.99!
Call for games from \$79.99 and up.

Super Famcom
System \$299.99 when you buy 5 games!
Save \$\$\$\$\$\$\$\$!
Call for over 20 games from \$79.99 and up.

The Ultimate Game Club
1481 Boston Post Road
Old Saybrook, CT. 06475

Lynx
Lynx System 99.99
Lynx System Deluxe 149.99
Comes w/
California Games,
AC Adapter.
Call for over 40 games from \$19.99 and up.

Gameboy
Call for over 100 games from \$9.99 and up.

Nintendo
Call for over 400 games from \$9.99 and up.

We also carry every accessory for every system listed.

1-800-BUY-AT-GAME-CLUB
Customer Service:
(203) 388-6366

Ultimate Game Club

Has a New 800 Number, New Management, New Specials and new policies.

To order call:

1-800-BUY-AT-GAME-CLUB

(1-800-289-2842) Or 1-203-388-6741

Or Fax your order: 1-203-388-0084

9. We sell the UGC Authorized Mega Drive & PC Engine converter designed exclusively for UGC and guaranteed for life! Only \$29.99 for the Mega Drive converter which allows you to play Mega Drive games on your Genesis & \$79.99 for the PC Engine converter which allows you to play PC Engine games on your Turbo Graf or Express. Guaranteed for a lifetime. If it ever becomes defective send it back with \$5 for return postage and we'll ship you another one Free! These are not cheap imitations that only work with some games or some systems -ours do, for a lifetime!

10. We accept MC/Visa, Discover, American Express, Checks & Money orders!

11. We guarantee if your order is over \$50 you won't pay more for UPS Ground or US Mail shipping than your local state sales tax.

12. If your order is over \$200 you get Free shipping and a free Ultimate Hint Book!

13. If you love video games and order over \$200 per month you become a preferred member with a free Silver Card Membership allowing you a special savings of up to 20% off our already low prices on games, systems and accessories. Call or

write for a free membership application. Call 1-203-388-6741.

14. If you really love video games or have a lot of friends that you buy together with or if you own a business and you order over \$500 at a time per month you qualify for a Gold Card Membership allowing you special services and discounts up to 30% off our already low prices. Call or write for a free membership application at 1-203-395-0851 and ask for DDI! If you write send it Attention: DDI.

15. If you ever see a better price on anything we sell advertised anywhere else in the USA we will beat the price by \$1 or 10% (whichever is less) if they have it in stock.

16. You never need to buy anything anywhere else. We carry it all at the lowest possible price. And if you don't get the product you order in 30 days you have the right to cancel your order and get a prompt refund!

17. If there is ever a problem you can call or fax our customer service Dept. Call 1-203-388-6366. Fax 1-203-388-0084.

18. Soon we'll have a store near you to further enhance the satisfaction and ease of being an Ultimate Game Club Member. For franchise info (Serious inquires only) write Ultimate Game Club, Franchise Information, PO Box 360, Old Saybrook, CT. 06475.

Prices and policies subject to change without notice. Not responsible for typos. 1491 Boston Post Rd, Old Saybrook, CT. 06475. Some of the items in this ad may not be in stock at time of printing. Pre-orders must be paid in advance. All orders can be canceled or refunded only if you have not received the item you ordered within 30 days. This ad supersedes all previous ads and catalogs. For other policies write to the above address. We issue credit only for used merchandise. You must write before you trade in games. We will then mail you the latest price quote with an expiration date. We will not accept games without this quote. Do NOT mail checks or place orders without calling first! Call for prices & policies before ordering. Ad expires 7/30/91.

ADVERTISER INDEX

Advertiser	Page #	RSC #
Access Software	38-39	114
Atari	Insert	146
Bignet USA, Inc.	81	125
Bondwell	13	106
Chips and Bits	41	115
Data East	BC	143
Electro Brain	33,43,	112,116,
	45,61	117,122
FCI	47	118
Fun Co.	79,105	124,134
GamesExpress/Intermark	107	140
GEnie	65	144
Greer and Associates	85	127
HAL America	35	113
Home Entertainment Direct	105	135
HO/RC Hobbies	48	119
Hudson Soft	21	110
Interstel Corp.	63	145
Konami	IFC-4	101,102
LJN	11, 31	105
NEC Technologies	8-9	104

Advertiser	Page #	RSC #
New England Services	87	128
New World Computing	7,19	103,109
Origin Systems	93	129
Play It Again	97	130
RazorSoft	50-51	121
Renovation Products	15,17	107,108
Sage's Creations	110	141
SCI	67	123
Sega	27-29	111
Spectrum HoloByte	49	120
Strategic Simulations	23	—
Sunsoft	37	—
Supremacy	107	138
Taito	99	131
Telegames	101	132
The Game Counselor	83	126
Tradewest	IBC	142
Ultimate Game Club	107	137
Video Game Headquarters	107	139
Video Game Warehouse	101	133

TELL THEM YOU SAW THEIR AD IN VG&CE!

READER SERVICE INFORMATION / AD INDEX

FREE INFORMATION

This is a free reader service card. Tear it out and keep it with you as you go through this issue. You'll see a reader service number accompanying most products reviewed or advertised. If you want free information on any of these, simply circle the corresponding numbers on the card and mail it in.

Subscribe Now!



Only \$2.00 an issue!

12 Issues Only \$23.95

No matter the game, we bring you the game plan! From game reviews to technical reports, we break through the hype to bring you the real story.

Fill out the coupon below. Enjoy the benefits and savings of receiving the world's best video game magazine. Subscribe and save over \$18 off the cover price today!

VG & CE, P.O. BOX 16927, N. HOLLYWOOD, CA 91615

YES! Sign me up for 12 issues for only \$23.95—I'll save over \$18 off the cover price!

PAYMENT ENCLOSED CHARGE MY VISA MC

_____ EXP. _____ SIGNATURE _____

NAME _____

ADDRESS _____

CITY/STATE/ZIP _____

MONEY BACK ON UNUSED SUBSCRIPTIONS IF NOT SATISFIED. Foreign add \$10 per year. Make checks payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT! OFFER EXPIRES SEPTEMBER 25, 1991 CLTA

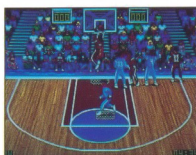
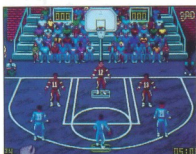
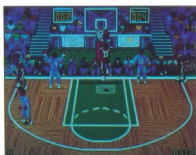
simulation business today, thanks to computer games like *Monday Night Football* (Data East MVP Sports) and the brilliant *John Madden Football* for the Sega Genesis. As a result, expectations were high for *The Dream Team*, a half-court basketball simulation starring James Worthy, Patrick Ewing and Dominique Wilkins. The reality, however, is quite a serious disappointment.

The bad omens were out early on this project. Joe Dumars, who is hardly a household name, stepped in as a last-second replacement for James Worthy. James was deemed "un-Worthy" of appearing in the game after he was busted in Los Angeles on a morals charge just prior to *The Dream Team's* scheduled release. The result is a three-player Dream Team that no one, with the possible exception of Joe Dumars, ever thought, much less dreamed, about.

As a roundball simulation, *The Dream Team* is a simple half-court contest strongly reminiscent of *One on One* (Electronic Arts). Users practice and play one-on-one, two-on-two or three-on-three with one or two gamers. In the three-on-three mode, two players either compete or play in tandem against the computer. There is also a tournament format, an eight-team, single-elimination affair in which teams are randomly matched. Gamers can opt for winners or losers outs, set the time (five-, ten- or 15-minute quarters) and even change the computer-assigned team members by going to a roster screen. Each player is rated in eight skill areas (field goal, free throw and three-point shot percentages; assists, steals, blocked shots, rebounds and personal fouls per-game averages).

A half-court contest looks pretty thin in this era of vertically and horizontally scrolling, full court basketball games. What's worse, the player-characters are drawn large, making three-on-three play confusing at times, and impenetrable at others. When six players get together in the key, for example, it's nearly impossible to pick up on such subtleties as who has possession. Six large characters just don't fit on this court and, in certain situations, even the two-on-two mode presents problems. This is not to say that the court isn't beautifully drawn or that the players aren't skillfully animated; it's just that they are simply too big for this stage.

As far as play goes, the gamer can shoot or pass on offense and attempt to



The Dream Team: 3 on 3 Challenge is a simple half-court contest strongly reminiscent of One on One.

block shots on defense. Shots are taken using a tiny bar gauge as a visual aid, with the optimal shooting time signified by the red line hitting the top of the gauge. The movement control is sluggish on 286 machines, however, one never gets the feeling of being truly in control of these players.

The program also does a poor job of individualizing its stars. Since shot success is based more on the skill of the gamer than on the shooting ability of the player being simulated (as it was in *One on One*), only the computer-controlled players perform like their models, and even they fail to exhibit individual play styles.

The Dream Team is a collection of graphic displays and play mechanics from other basketball games that never gel. The sound effects are so annoying that the PC's internal speaker is preferable to the Ad Lib setting. For example, the bouncing of the ball is represented by a continual dull thudding, which could eventually lead to user madness.

Designer Scott Orr, the dean of action-strategy sports simulations, produced a more satisfying roundball recreation over half a decade ago with *GBA Basketball: Two-on-Two*, and this game doesn't come within three-point distance of state-of-the-art contests like *TV Sports: Basketball* (Cinemaware) and *Lakers Vs. Celtics* (Electronic Arts).

—B. K.

Data East USA, Inc.
1850 Little Orchard St.
San Jose, CA 95125
(408) 286-7074

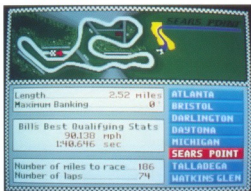
Bill Elliott's NASCAR Challenge

KONAMI

Versions: Amiga (\$49.95), IBM PC (\$49.95), Macintosh (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

NASCAR Challenge follows a long line of racing games throughout video- and computer-gaming history.



When a celebrity commits talent and reputation to the design of a game, the result should be a product with heightened realism, reflecting the true spirit of that field. *Bill Elliott's NASCAR Challenge* delivers on that promise. The stock racing simulation closely approximates the sport, thanks to Elliott's direct participation in the

design and his personal notes throughout the manual. *NASCAR Challenge* is fun to play, and captures the feeling of stock car racing.

NASCAR Challenge follows a long line of racing games throughout video- and computer-gaming history. The earliest racing games (like *Pole Position*, *Night Driver* and *Indy 500*) are worlds away from modern games like *NASCAR Challenge*. The program brings computer stock car racing into the '90s through bit-mapped graphics and great sound effects. The easy-to-use interface offers the feel of skidding, acceleration and crashes.

The player has a choice of three cars (Thunderbird, Lumina or Grand Prix) and eight tracks, two of which are road tracks. Manual and automatic transmissions are available for each car, and the player can fine-tune the vehicle by adjusting the top-gear ratio and spoiler angle or staggering the tires, all in the interest of better performance on a specific track.

NASCAR Challenge was cosigned by Bill Elliott and Distinctive Software, Inc. (DSI), makers of *Test Drive*, *Test Drive II: The Duel* and *Stunts*. To drive the car, the player uses a joystick or keyboard to move the steering wheel back and forth. A dot on the wheel guides the player's movements, just as in previous DSI games. It is easy to drive the cars in *NASCAR Challenge*, but yet there is a real test of skill to perform well, because a car's characteristics really do impact handling by the player.

The pit stop sequence is especially nice, because the animated crew works at the speed of real mechanics, and any extra time spent in the pit does affect the player's standing in the race.

The neatest feature of *NASCAR Challenge* is the VCR interface. It allows the gamer to view the race from any of five different perspectives, in addition to the driver's seat of any of the cars. The player can replay the last 20 seconds of the race at



The neatest feature of NASCAR Challenge is the ability to view the race from any of five different perspectives using the VCR interface.



Based on a venerable classic, Wonderland features excellent graphics, interesting puzzles and a well-developed user interface.

any time and from a variety of different camera positions and magnifications. Also, the user can check out a crash from the viewpoint of any car on the track, or from a helicopter overhead.

The game lends itself to several playing modes. The driver can attempt to qualify for a better position for each race or start toward the back of the pack, play a single race or try to make it through an entire championship season on the eight tracks.

The graphics are very nice, considering all the different view angles involved. Both bit-mapped and polygon graphics are used when viewing cars. The dashboard is well laid out, and the player can turn the driver's head to look to either side, as well as turn a rearview mirror on or off. The sounds in *NASCAR Challenge* capture the excitement of the sport and support most of the sound boards available.

Konami is currently holding a *NASCAR Challenge* contest that will end in November 1991. A high-score finalist will win a trip to the 1992 Daytona 500 and get to meet with Bill Elliott. A grand-prize winner will win a 1992 Ford Thunderbird. So get moving folks, and take *Bill Elliott's NASCAR Challenge!*

—Russ Ceccola

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089
(708) 215-5100

Wonderland

VIRGIN MASTERTONIC

Versions: Amiga (\$59.99), Atari ST (\$59.99), IBM PC (\$59.99)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Take on the role of Alice in Wonderland as she attempts to dream her way through Lewis Carroll's bizarre imagination. This latest electronic adventure based on the venerable classic features excellent graphics, interesting puzzles and one of the finest user interfaces I've ever seen to enhance play.

In fact, the user interface is the first thing to catch your eye. It consists of multiple windows for compass, inventory, graphics, map, text and "what's in the room." Any or all of these windows can be opened at any time. Players will probably opt to use only one or two at a time, since

having them all visible simultaneously provides lots of information but makes for a crowded screen. The easiest way to manipulate the windows is with a mouse, although the keyboard can be used.

The graphics window provides a first-person view of the current environment as seen through Alice's eyes, and a click produces descriptions of each item. The compass window is especially usable, since only valid exits from the current room can be selected. It's also a quick-travel asset, since clicking on a compass point moves Alice in that direction.

The map window shows the rooms already visited, relieving the chore of mapping Alice's travels. A nice touch lets the gamer return to any spot by clicking on that room.

Windowed icons make object manipulation very easy. Just click on an object in the "what's in the room" window, and drag it to the inventory window—Alice will carry that object. Pull-down menus of verbs and nouns limit the selections to what is possible, eliminating the guesswork. The noun menu provides a list of objects, then a submenu for each object provides the valid choices of verbs.

Roland MT-32, Ad Lib and Sound Blaster sound boards are supported, and my Game Blaster worked fine. *Wonderland* boasts superb graphics and a musical sound track of remarkable clarity. The parser is quite advanced, making text entry less of a chore. It understands compound commands (get the jewel and put it in the bag) and can ask questions for clarification. Unlike other games of this genre, however, answers can be limited to the minimum information necessary.

The puzzles may prove too much for a novice, but they are not particularly hard for an experienced adventurer. Fortunately, a well-defined help function provides increasing levels of hints. There is quite a lot of humor built into *Wonderland's* responses—the designers anticipated some pretty outrageous requests.

Wonderland is an enjoyable, imaginative visit to Carroll's world and definitely the most successful game to date based on the book. The designers brought new life to Alice's adventure in this electronic media, and in so doing, they advanced the state of gaming art by a significant degree. No one

Hard Nova's richness of detail makes it worth the time it takes to learn its complex control system.



who loved the original should miss this lively reenactment.

—David Plotkin

Virgin Mastertronic, Inc.
18001 Cowan St., Suite A
Irvine, CA 92714
(714) 833-8710

Hard Nova

ELECTRONIC ARTS

Version: IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Computer science-fiction games must be very hard to do. Few releases can be classified as truly great. Yet, whatever problems some of its predecessors may have had, one game is bucking the trend. Building on their previous work, the team that produced *Earth Orbit Station* and *Sentinel Worlds I* has created a sci-fi game that's sure to find fans in the computer-gaming field.

In *Hard Nova* players assume the role of either Nova (female) or Stark (male). The gender difference doesn't play too much of a part in the game, since each is a hard-bitten mercenary in a distant arm of the galaxy, but several little touches make it more than just window dressing.

Just before the game begins, all but one of Nova's crew was destroyed in a freak accident. This heroine must spend the rest of the game building the crew back to a respectable level. While Nova and the pilot are sufficient to skeleton-crew the ship, the many people available on other worlds can perform the different ship functions much more effectively.

However, until new crew members are recruited, Nova must fill in all but the stargate navigator position.

While the crew usually ends up with around 12 characters after successfully completing the game, only three can be

Ultima®

WORLDS OF ADVENTURE 2

A
Lord British
Game

MARTIAN DREAMS™

Lord British presents the next chapter in the best-selling Worlds of Adventure series. Join Sigmund Freud, Thomas Edison, Teddy Roosevelt and a host of other historical characters for a fact- and fantasy-filled odyssey to turn-of-the-century Mars. Hurled back in time to the steam-powered 1890's, you will take part in an adventure through time and space unlike anything you have experienced before. *Martian Dreams* is the game that asks, "What if?..."

- *What if* an ancient race of beings had actually built canals on Mars?
- *What if* historical figures like Percival Lowell, H.G. Wells, Nikola Tesla, William Randolph Hearst, Rasputin, and others had been stranded on Mars as a result of a freak accident?
- *What if* Jules Verne had been right, and a space cannon powerful enough to send men into space had actually been built?
- *What if* you had to rescue these stranded notables to restore their future and your own past? This is the epic challenge of *Martian Dreams*, the latest Avatar Adventure™ from ORIGIN.

Featuring the acclaimed ORIGIN Graphics and Sound System (256-color VGA and original cinematic score), and the award-winning Ultima gaming system. Hard disk required.

ORIGIN™
We create worlds.

Available in retail stores
worldwide or call:
1-800-999-4939
for Visa/MasterCard orders.



Ultima and Lord British are registered trademarks of Richard Garriott and ORIGIN Systems, Inc. The distinctive ORIGIN logo, Avatar, Martian Dreams, Worlds of Adventure, and Avatar Adventure are trademarks of ORIGIN Systems, Inc. © 1991 ORIGIN Systems, Inc. All rights reserved. Photo provided by N.A.S.A.

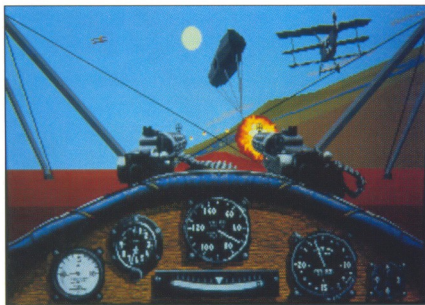
active in any boarding party. Logically, these are usually the best combat people. A fourth slot is provided for anyone who temporarily joins the party while on the planet. Persons in that slot leave once the ship exits the planet's orbit, unless they are permanently assigned to the ship crew during orbit-leaving procedures.

The game is open-ended, so play can continue even after the primary mission, as well as the several ancillary ones, have been completed. While there's no direct purpose in continued play of this sort, it can be fun to go on building a successful party.

Most of the game's action takes place on the three movement views. Flight in space and movement indoors use the overhead, pseudo 3-D perspective. A decent amount of the area around the party is visible, and it gives a good feel for the situation. The hovercraft view, when flying over the planet's surface, also uses a pseudo 3-D view, but this time it's more like the perspective in *Zaxxon*, and it looks very nice. Of course, in all views the borders of the screen are used for various information and statistics needed during play. The graphics themselves are sharp and clear.

Either the mouse or the keyboard controls the party during play. While the mouse has a few idiosyncrasies, both

Red Baron, by Dynamix, painstakingly recreates the flight characteristics of 18 different vintage WWI aircraft.



methods work well. The actual amount of detail to be controlled may be a bit overwhelming at first, but a quick read through the manual and a lot of experimentation within the game helps master the system.

The game's only real problem is that several sections are extremely tedious to complete, especially the ones where entire bases must be cleared of enemy soldiers by picking one or two opponents at a time.



Since these opponents can kill the player, this is a time-consuming process, and the player's character will often die. Fortunately, saving and restoring is a simple process.

Dialog with other characters is crisp. Instead of playing "guess the parser," only a limited number of canned responses are available when conversing with the characters found throughout the inhabited systems. It is possible to tick a character off, but most will give at least one more chance before quitting the conversation, especially if they have something important to say.

Hard Nova is the best science fiction RPG produced to date. Its extreme richness of detail makes it worth the time to learn the complex control system to access all of its features.

—R. Bradley Andrews

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171

Red Baron

DYNAMIX

Version: IBM PC (\$59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

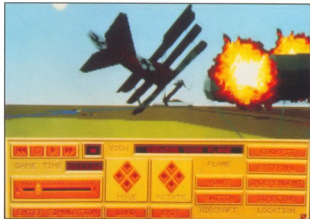
The average gamer's exposure to World War I aviation is probably limited to what they've seen in movies such as *The Blue Max*. Nevertheless, products like Lucasfilm's *Battle of Britain* prove that computer cockpits do not have to operate at Mach 2.5 to draw consumer attention.

When Damon Slye (programmer of *A-10 Tank Killer* and cofounder of Dynamix) proposed using the company's three-dimensional modeling routines to make a state-of-the-art WWI flight simulator, he wasn't taking a big chance. Although many insiders feel the flight-simulation market

has been overcrowded for some time, sales continue to reflect gamer's avid interest in the computer skies. *Red Baron* appeared amidst a sudden glut of WWI aviation products, which could have crippled a lesser title in recessionary times. Cash-constrained consumers must weigh the merits of the new high-flying titles with their individual taste, but after working with with each of the recent

releases, I unequivocally recommend *Red Baron*. Here's why.

Dynamix went to great lengths to recreate the flight characteristics of 18 vintage aircraft, ranging from the ungainly F.E.2b (an open-frame ultralight biplane with a rear-mounted propeller) to the legendary Sopwith



Camel and Fokker Triplane. Along with the obvious variances in turning, climb rate and the like, they also included the quirks inherent in each design, some of which truly reflect the fledgling status of aviation. Some examples include: the tendency of the lower wing of Albatros D.IIIs to sheer off in a steep dive, the Roland C.II's predisposition to go into an irrevocable spin if put into a tight turn and the nose-heavy handling of the Sopwith Camel, which, when combined with the high-engine torque, frequently led the plane to turn sharply to the right and enter a spin.

Furthermore, Dynamix employed extensive research to replicate the flying styles and maneuvers of each of the aces from both sides of the Great War. Whether one elects to fly a single mission, dogfight a famous ace or pursue a career starting at any point in the war, the experience is as historically accurate as the state of the art can provide.

The visual impact of *Red Baron* (VGA mode reviewed) is stunning, with one exception. Each aircraft, balloon and zeppelin is depicted in detailed animation, which naturally improves with proximity. Bullets whine and thump on the Ad Lib board, accompanied by the appearance of holes in the enemy airframe, billowing smoke trails and the occasional mid-air explosion. Machine guns jam if fired too rapidly, and the best pilots carry a hammer to beat on them until they unjam. Pilots may scan the sky in all directions, including straight up and down, to find their foes. Clouds, blinding sunlight and the cover of darkness may reduce visibility. Also, if wounded, the pilot experiences brief periods of "red out," wiping the blood from one's eyes and fighting to maintain consciousness while escaping to the friendly side of "no man's land."

The exception to the verisimilitude involves the lack of ground detail. Although one may always distinguish the brown swath of flattened earth that marks the

front, as well as major terrain features like rivers, the vast majority of the world is flat, green nothingness. Naturally, this precludes bombing and strafing missions from being included in the package. This limitation to perfection can be discounted, however, because the focus of the program is aerial combat. In that realm, *Red Baron* is untouched.

The role-playing portion of the program is further enhanced by the inclusion of digitized photographs of the actual aces one serves with (or against), as well as spectacular crashes and burning aircraft to reflect one's unfortunate fate in less-than-successful missions. Pilot records are easily maintained via pull-down menus, appropriate promotions and medals are awarded for gallant service and the option to custom-paint one's aircraft (like the real aces did) is included after achieving enough prestige.

Finally, *Red Baron* includes the famous Dynamix VCR interface, which is both intuitive and friendly to use. One saves missions to "tape," then may go back to view them from numerous angles, edit and save changes to the viewing angle or even jump back in the action at any point to alter the outcome. The end result is the ability to create some beautiful cinematic sequences that reflect one's prowess in the skies for friends and family.

Red Baron is a beautiful rendition of a classic period of aviation history. Don't miss out!

—Ed Dille

Dynamix/Sierra
P.O. Box 485
Coarsegold, CA 93614
(209) 683-8989

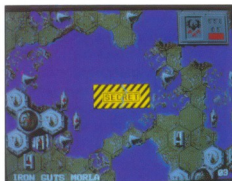
Full Metal Planet

DRACONIAN

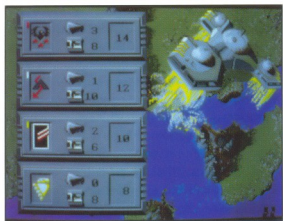
Versions: Amiga (\$49.95),
IBM PC (\$49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

The translation of board and war games from their traditional formats to the home computer has been popular from the earliest days of the medium. Products that start with a strong user base can usually count on equal success as software, if the programs are both well-executed and faithful to the original.



Draconian's *Full Metal Planet* is more akin to an abstract derivative of chess than a traditional computer war game.



The board game version of *Full Metal Planet*, a strategic conquest game based on mining in the 23rd century, enjoyed modest success in Europe. Unfortunately, *FMP* didn't have an equally strong following in "the colonies" so, like many other imports, it will succeed or fail based on player word of mouth.

The game is more akin to an abstract derivative of chess than a traditional war game. Playing pieces are graphic representations of 23rd-century mining equipment. The freighter is the mother ship for all equipment and as such, the center piece of each players' strategy. Although it takes four separate attacks to destroy the freighter, losing this piece is just like being checkmated.

The weather hen is the queen of the conflict, possessing the ability to turn ore into new pieces of equipment instantaneously. Like the queen in chess, loss of the weather hen can severely impede one's ability to win the game. Other pieces possess similarities to knights, bishops, rooks and pawns. Pieces are destroyed by moving two friendly pieces with overlapping zones of control to attack. Moving two pieces adjacent to the targeted piece changes its ownership without removing it from play.

Two to four human or computer opponents can play. The computer opponent offers a variety of strategic approaches, but once a player is experienced, competitive replay requires suitable human opposition.

Each game is limited to between 21 and



25 turns, and victory is determined by a point system. A surviving piece of equipment that lifts off inside the freighter is worth one point, while stored pieces of ore are worth two points. It is possible to capture enemy freighters and their cargo, thereby doubling or tripling points.

Diplomacy is possible, either off screen between human players or via a game mechanic with computer opponents. In practice, cease-fire agreements prove quite fragile. The computer automatically determines which player has the initiative, and the game uses a system of points to regulate the number and type of actions available each turn. Through judicious management, a foresighted strategist can plan two or three moves in advance and ensure sufficient resources remain to execute those plans.

Advance planning often requires an accurate estimate of upcoming tidal changes. Tidal changes alter the face of the game board from turn to turn, elevating some hexes and inundating others. Equipment that is caught in the tidal surge can be stranded and rendered both useless and helpless until conditions change. Thus, one must contend with the environment as well as the opposition.

The graphic presentation is adequate for the concept of the game but animations of enemy leaders and other fine points that could have added to player satisfaction are missing. Movement via the unit-placement cursor can be overly sensitive at times, leading to frustration. The documentation is generally comprehensive (and also serves as the copy protection), but suffers from inadequate explanation or lack of illustration on how fire zones can be manipulated for success.

Full Metal Planet is a niche product, fascinating for some but insufficient in both concept and execution to ever reach classical status.

—E.D.

Data East USA, Inc.
1850 Little Orchard St.
San Jose, CA 95125
(408) 286-7074

In the year and a half since Atari brought out its Lynx system, all of the software that's emerged for it thus far has been either produced by Atari itself or for Atari by Epyx (the creators of the Lynx). Well, outside developers are getting into the act (at last), and the first games from outside developers are tricking in.

Robotron 2084

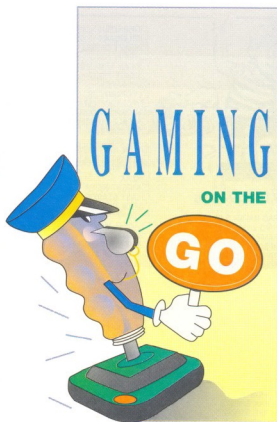
by Shadowsoft

In the early '80s, if you asked which coin-op manufacturer produced the most action-packed games it was hard not to single out Williams Electronic Games Inc. The company produced a series of popular titles known for their speed and the sheer volume of opponents on the screen. Starting with the classic *Defender* and its sequel, *StarGate*, Williams produced games almost overflowing with danger and featuring enough controls (such as a stick and half a dozen buttons) to thoroughly confuse the average gamer.

Another Williams title, *Robotron 2084*, at a glance seemed simple by comparison. Its controls consisted simply of two joysticks and no buttons—but this was no easy game. One stick was used to move, the other to fire, with the net result that becoming an effective *Robotron* player required you to master moving each stick independently. Have you ever tried to control two sticks in such a manner before? If so, you'll appreciate just how tough playing *Robotron* was.

Well, nine years after *Robotron 2084* debuted, Shadowsoft has produced a version for the Lynx. The game is an accurate reproduction of the arcade original in terms of graphics, sound and game play.

The goal in *Robotron* is to blast every-thing destructible on the screen while simultaneously ducking all indestructible items and trying to scoop up the last human family on Earth before the evil Robotrons stomp them into jelly and conquer the world. Each screen is a simple rectangular room filled to overflowing with enemies and obstacles. You materialize at screen center, surrounded by your enemies, and must immediately start blasting in all directions while trying to grab the humans you wish to protect. This is not easy, because the enemies come at you from all sides at once—some stomping toward you, others shooting and still others trying to turn the hapless humans into weapons to use against you.



AT LONG LAST LYNX

by Maurice Molyneux

The reason for the two joysticks in the arcade game was to allow you to shoot in a different direction than you were moving. You could back away from enemies while still firing at them. This feature was difficult to master, but it made the game unique.

The only trouble with this Lynx translation is that there's no way to provide this separate firing control. The Lynx has only a single joystick, and that must be used for maneuvering your man. Firing must be handled by the action buttons, which are obviously not directional. So, it seems you're forced to move in the direction of what you're fighting. This would be an unacceptable solution if that were the only option provided. Fortunately, Shadowsoft has included three different fire-control options. The first lets you shoot in the direction you're facing. The second starts you off firing straight up, and you can rotate your gun (clockwise) into various firing positions using the "B" button. The third option has you firing continuously, with the "A" and "B" buttons being used to rotate your firing clockwise and counter-clockwise. For my taste, only this last option comes close to being really playable and

approximating the arcade original.

It's hard to recommend this game because it is difficult to get the hang of, and it's a bit dated. It looks and sounds just like a product of the early days of video games. Still, it's a good conversion.

Fidelity Ultimate Chess Challenge

by Telegames

Counterbalancing the sheer reflex-action of *Robotron* is the cerebral nature of Telegames' first Lynx title: chess. Excuse me, the *Fidelity Ultimate Chess Challenge*. And I'm not talking about some cheap chess implementation here, I'm talking full-featured chess game. According to the press releases, this game is based upon "the most powerful chess-playing technology from the laboratories of Fidelity Electronics—the premier manufacturers of dedicated chess computers and developers of the only USCF (United States Chess Federation) Certified Master Rated (2325) program." Sounds impressive.

As for game play, what can I say other than it's chess? All the traditional rules are held to. The game provides either an overhead (2-D) or "player" perspective (3-D), and movement is as simple as pressing the "A" button once to indicate which piece you want to move, then pressing it again on the square where you want the piece to go. You can select which side you wish to play, set up boards for chess problems, take back moves and even call up a statistics display complete with elapsed move

Below: Shadowsoft has created a Lynx version of William's popular arcade hit Robotron 2084. Right: Telegames' first Lynx title, Fidelity Ultimate Chess Challenge.



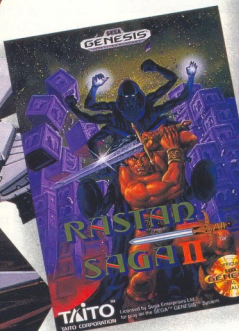
times, score and an inventory of moves. Naturally, you can also set the difficulty level of your computer opponent.

One of the neater options in this game is that you can play against either the Lynx or against another human, with or without the ComLynx. If you select the two-player option, you can select between single Lynx or ComLynx mode. In ComLynx mode both players must

SEGA
GENESIS
32 BIT CARTRIDGE

ATTACK FIRST. ASK QUESTIONS LATER.

New! For Your Sega™ Genesis™ System.



Fight to keep the demonic harbingers of doom from taking control of the earth for all eternity.



Join in a desperate attempt to rescue what remains of the once proud civilization of Darius.



Be a part of the elite fighting squadron to lambast alien invaders right out of the galaxy!



TAITO
THE ONLY GAME IN TOWN™

Licensed by Sega of America, Inc. for play on the Sega™ Genesis™ System. Sega™ and Genesis™ are trademarks of Sega of America, Inc. Taito™, The Only Game in Town™, Sagala™, Rastan Saga II™ and Space Invaders '91™ are trademarks of Taito America Corporation. Taito © 1991. All rights reserved.

CIRCLE #131 ON READER SERVICE CARD.

have a game card and a cable. In single-Lynx mode you just pass the one machine back and forth.

I must admit, I'm more than a little rusty at chess, not having played it as much as I'd like in recent years, so insofar as rating the relative strength of the computer player, I can't speak authoritatively. Still, this is an impressive title, and for those of you who like to play (or would like to learn) chess, this game is definitely worth looking into.

Blockout

by Atari

While the third-party front is warming up, Atari itself has not been idle and has some new games of its own. First up is *Blockout*, another of those *Tetris*-like puzzles where you have to fit geometric pieces together to fill up a level in a pit and thus clear it. Unlike the original *Tetris*, *Blockout* presents the pit to the player in 3-D. Rather than looking at a side view, you're looking straight down, into the pit (sort of like *Walttris*). Naturally, this makes things more complicated, because the pieces don't just rotate clockwise and counterclockwise, but also up and down! Not only that, but, depending on the game options you choose, the blocks themselves may be more complex. In the easier modes the pieces are essentially two dimensional in that they are flat and have a real "shape" only in one direction. The "extended" pieces are more difficult to work with, because they have shapes from a number of angles, such as an "L" shape with an additional "stem" that comes out at a 90-degree angle to the rest of the block.

Each piece appears (floating) at the top of the pit, and you must rotate it so that it fits in with other pieces at the bottom of the pit. At first the pieces descend so slowly that this is very easy. As the game progresses, they fall more quickly, so you have to think and act fast. When you completely fill in an entire level of the pit, the blocks of that level are removed, giving you a little more room to work (and breathe). When the blocks pile up to the top of the pit, the game is over.

The graphics in *Blockout* are simple, and sound is practically nonexistent. What makes the game are the quality of the puzzles and the many user-definable options. You can select which block set to use, the pit dimensions and the starting level. As an admitted puzzle freak and *Tetris* and

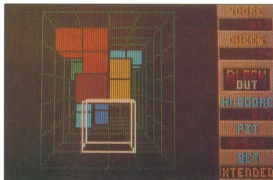
Klax addict, *Blockout* appealed to me a lot. However, if puzzle games aren't your cup of tea, maybe you'd best look at another game, something different.

How about a flight simulator?

Warbirds

by Atari

No, I'm not kidding. One of Atari's latest Lynx titles is *Warbirds*, a World War I dogfighting game/flight simulator. Unlike



Two new Lynx games by Atari. Blockout (top) is a Walttris-style game that contains many user-definable options, and Warbirds (left) is a WW I combination dogfighting game/flight simulator.

the previous air combat entry into the Lynx world, *Blue Lightning*, *Warbirds* is a real in-the-cockpit game, with realistic action and controls. You can climb, dive, loop and scream through the clouds and, naturally, blast enemy planes out of the sky. The game is a marvel of handheld gaming, using the Lynx's graphics abilities to their fullest. The landscape is typical flight-simulator terrain, a huge plain dotted with pyramid shaped mountains—which you can't crash into, darn it!—all composed of polygons. To draw this in a correct, moving perspective in real-time takes a lot of computing muscle. Most flight simulators use the same technique for drawing everything else in the game as well. *Warbirds* takes a different approach, using pre-drawn images of aircraft and clouds that are rotated and rescaled. This means that the Lynx isn't devoting all its time to drawing 3-D objects and thus produces a smoothly animated and fast-moving game.

You play the part of a pilot, flying a state-of-the-art (once) biplane. No missiles, 20mm cannon or stealth technology here. Your plane is made of wood, metal, cloth and wire and armed only with a pair of machine guns. Your mission is to shoot down all hostile planes in the sky without getting shot down or crashing into the

ground yourself. You start off in the air and must locate enemies and engage them in "dogfights." The controls are simple: Pushing forward (up) on the joystick causes your plane to dive, and pulling back (down) causes your plane to climb. Left and right turns are just as you'd expect, and pressing "A" fires your machine guns. Holding down the "B" button shows you a view looking back "over your shoulder" at what's behind your plane, and pressing the pad while holding "B" down lets you look in other directions—left, right, up and even down into your cockpit so you can check on your oil pressure and ammunition reserve.

Dogfights involve trying to get behind an enemy aircraft and lay bullets into it until it goes down in flames. Like a real biplane, your *Warbirds* fighter is no piece of cake to control. Turn hard to find a target, and you'll find it difficult to reverse direction too fast. If you're climbing too steeply, you'll eventually "unwind" your engine and find yourself unable to maintain speed. Gaining too quickly on an evasive enemy? Simply stall your engine to lose speed.

This is one of those games that you'll either love or hate. Even in its "arcade" mode it's fairly realistic. Real aerial maneuvers work surprisingly well. You can use clouds to lose and confuse pursuing enemies, pull vertical reverses to quickly get behind an opponent that has just passed you head-on, dive to build up speed and climb to lose it. In the simulator mode, turning to the right is easier than going to the left, just as in a real biplane (because of the way the propeller spins, such planes naturally "pull" to the right). It's fun to pull a complex maneuver and find yourself emerging from the clouds, upside-down, with the sky below and the Earth above.

Loaded with features, *Warbirds* lets you select the realism of the mission, the amount of ammunition your plane carries, how much damage you can take and whether or not to allow midair collisions. There are a number of different missions, ranging from the pathetically easy Milk Run to the very challenging. If you run out of ammo, you can find your home "barn" and land for rearming, but be careful—too much airspeed and/or too steep an approach and boom!

As if this wasn't enough, the final layer of icing on the *Warbirds* cake is that it's ComLynx ready, and up to four players can get in on the action. The game graphics, while simple, are outstanding, and when you top all this off with some neat digitized pictures at the end of each mission, you have one really cool game.

Next time, it's a mixed bag, with a martial-arts title each for both the Game Boy and Lynx, and some notable new Game Boy entries.

Gotta go. So many games, so little time!

The Video Game Specialists

OVER
30,000
CARTRIDGES
IN STOCK

SEGA™

2600™

ADAM™

⌘ ATARI 7800™

COLECOVISION™

ATARI ⌘ 5200™

**24 HOUR
ORDER/INFO LINE
(214) 218-5800**

We can accept VISA and MASTERCARD orders by phone. Money orders can be mailed to us for prompt processing. In stock games ship within 24 hours. All games are brand new, even though our prices resemble other's charges for used games. Normal UPS shipping and insurance is \$1 per cartridge and \$5 per game system. Texas residents must pay 7.25% sales tax. A single \$3 processing charge is assessed per order. Prices and availability subject to change. We are proud to be a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986.
COMPARE OUR SERVICE AND SELECTION!

Nintendo™

LYNX™

**SEGA
GENESIS™**

Personal Arcade™

ATARI XE™

**TURBO
16
GRAFX™**

JOYSTICKS

ACCESSORIES

HAND HELDS

INTELLIVISION™

GAME BOY™

HERE ARE JUST A FEW EXAMPLES

SEGA GENESIS	TURBOGRAFX-16	GAME BOY	ATARI LYNX	NINTENDO
Game System \$169.95	Game System \$139.95	Game System \$89.95	Lynx Portable \$99.95	Game System \$99.95
Stereo Speakers \$34.95	TurboGrafx-CD \$359.95	Nuby Game Light \$14.95	Chess Challenge \$39.95	MegaMan 3 \$49.95
Phantasy Star 3 \$69.95	TurboExpress \$299.95	Nuby Amplifier \$14.95	NFL Football \$37.95	Ninja Turtles 2 \$49.95
COLECOVISION	NEO-GEO	SEGA GAME GEAR	ATARI 7800	SEGA MASTER
Game System \$99.95	Game System \$439.95	Game System \$149.95	Game System \$39.95	Master System 2 \$59.95
Hand Controller \$19.95	Ninja Combat \$199.95	G-Loc \$32.95	Robotron \$14.95	Ghost N Ghosts \$39.95
Tarzan \$19.95	Nam-1975 \$199.95	Dragon Crystal \$29.95	Galaga \$14.95	Golden Axe Warrior \$39.95



FOR A COMPLETE CATALOG
SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS \$1 FOR POSTAGE AND HANDLING TO:

TELEGAMES USA

BOX 901V - LANCASTER, TEXAS 75146



CIRCLE #132 ON READER SERVICE CARD.

VIDEO GAME WAREHOUSE

We have the games you want at the prices you want!



**SEGA
GENESIS™**

Nintendo™

NEO GEO

GAME BOY™

**LOW
LOW PRICES**

On All
Game Cartridges
Accessories
Hand Held Games
Game Consoles

Call for a
Phone Quote

24 Hr.

Order Information Line



602-940-1400

4802 East Ray Road, Suite 23-4 - Phoenix, Az 85044

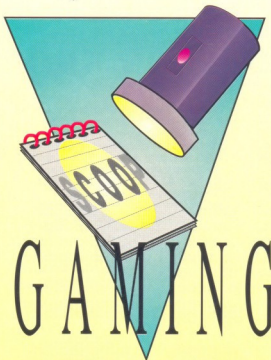
Send for your FREE copy of our price list TODAY!

NAME _____ (Please Print)

ADDRESS _____

CITY/STATE/ZIP _____

CIRCLE #133 ON READER SERVICE CARD.



GAMING

GIANTS OF
ELECTRONIC
GAMING

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This month's installment provides a historical perspective featuring Arnie's list of people who have made electronic gaming what it is today.

In the last issue of VIDEOGAMES & COMPUTER ENTERTAINMENT we ran an interview with **Ralph Baer**, the father of the video game. While Baer is certainly one of the most important contributors to the history of our hobby, he is of course hardly the only person who has helped shape electronic gaming. Thousands of men and women have made significant contributions to this field over the last 30 years. At the risk of slighting many, without whose work we would not enjoy the great games of today, let's look at some of the major heroes and heroines of the hobby.

Software would be meaningless without hardware on which to present it. It would be easy to fill this entire column with a salute to the computer scientists who developed the hardware that makes our video and computer games possible today. In singling out the major contributors in the hardware area, I'll concentrate on those whose developments and discoveries have had the most direct and immediate impact on entertainment software.

If Ralph Baer is the father of the video game, then **Nolan Bushnell** is certainly the P.T. Barnum. As Baer himself readily concedes, without Bushnell's flair for promotion, presentation and marketing, video games might have languished. Hindsight makes it very easy for us to see the tremendous potential in the pioneering work done at Sanders Associates, but at the time, it was Nolan Bushnell and only Nolan Bushnell who was willing to stake everything on the appeal he saw in interactive electronic entertainment. Two outstanding achievements ensure Bushnell's place in the forefront of electronic-gaming history: He introduced the first video coin-op (*Pong*), and he founded Atari.

Although the Sunnyvale-based outfit with the Japanese name was not the first company to make video games, it was definitely Atari that popularized this form of recreation in the United States. The success of the Atari 2600 (introduced as the VCS in 1978) established the dominance of the cartridge-based video-game systems that continue to prosper today. Like Baer, Bushnell continues to work in electronic gaming, so perhaps the last chapter in his remarkable saga is yet to be written. A decade from now his involvement with CDTV may loom nearly as large as his work with Atari.

Coincidentally, the man who now owns

the company Bushnell founded is also a strong candidate for a spot in our mythical Electronic Gaming Hall of Fame.

Jack Tramiel deserves credit for transforming computer gaming from an interesting curiosity to a vibrant, growing hobby. Tramiel orchestrated the effort that made the Commodore 64 the world's first great gaming computer. In the late '70s and early '80s, Apple frequently acted as if "game" was a dirty word. Under Tramiel, Commodore took exactly the opposite approach. Ads for the 6502-based machine frequently emphasized its ability to present exciting, colorful, interactive electronic

games. The Commodore 64 was far from a perfect machine. Painfully slow disk-access time was but one of the problems that beset the system. Nonetheless, the Commodore 64 became the bellwether of computer entertainment in the '80s in the United States and in Europe.

The international success of the Commodore 64 also laid the foundation for the international entertainment-software market. It was inevitable that games developed in England, Japan, France and other countries where Commodore was king would eventually find their way to the United States, and thus give U.S.-developed productions a wider audience overseas.

If Jack Tramiel built the bridges for international electronic gaming, then **Barry Friedman** constructed the access roads, toll booths and lighting systems that made international entertainment software a viable and profitable business. This visionary agent, manufacturer's representative and all-purpose wheeler-dealer did much to refine the mechanics of world-wide computer- and video-game publishing.

Friedman's pioneering work in international electronic gaming was an outgrowth of his belief in multisystem publishing. Gamers who owned different systems had little common ground until Barry Friedman helped blast Bill Hogue's *Miner 2049er* across virtually every computer- and video-game machine on the market. International electronic gaming would have arrived eventually even without Barry Friedman. Fortunately, we don't have to wonder how many great games Americans would have missed had he not acted so boldly in the early and mid-'80s.

Jim Levy may not be a familiar name to fans who date their involvement with gaming from the rise of Nintendo, but without him it is doubtful that we would enjoy anywhere close to the variety and number of games we have today. The charismatic former record-company executive helped four young designers form Activision, the company now known as Mediagenic. Until Levy ushered in the age of third-party video-game publishing, gamers had to be content with whatever software the hardware manufacturers managed to market. Activision and the other publishers who followed added the missing element: competition. The healthy rivalry among third-party publishers pushed quality up and prices down in the video-game field.

As head of Activision, Levy also initiated a practice that I wish more companies in the video-game field would follow today. Activision was the first cartridge maker to put the names of the designers and the programmers on the game. Complete and accurate credits are more than just ego inflation. Proper recognition of the men and women who create games benefits every consumer. Imagine staring at a display in a bookstore and not being able to tell which of the new supernatural thrillers is by Stephen King. But that's exactly the situation that gripped the video-game field before Jim Levy.

Jim Levy told us who created the games, but **Trip Hawkins** fundamentally changed the way games are created. The Electronic Arts founder jettisoned the idea that one person could do everything and replaced it with the team concept that is widely used today. It is impossible to overstate the effect that this has had on game quality. Design-development teams that pool the talents of many individual specialists have produced games of a quality that few, if any, individuals could achieve. Trip Hawkins provided the economic basis for creative specialization in electronic gaming. How much more destitute would the field be without the music of Russell Leiblich, the designs of Christy Marx and the art of H.R. Geiger, to name just three examples of important creative people who could not have worked on electronic games if they had to do the programming and all the other jobs associated with readying a commercial product.

The revolution in design and development begun at Electronic Arts reached its fullest flower at Cinemaware. The know-it-alls scoffed when **Bob Jacob** unveiled his concept for interactive computer-gaming movies, but no one laughed when Cinemaware proceeded to score the highest sales per unit in the entire computer-entertainment software business.

Bob Jacob's contribution goes far beyond dollars and cents. Titles like *Defender of the Crown*, and *It Came From the Desert* captivated a mass audience. It's no coincidence that publishers looking ahead to the CD gaming market of the mid-'90s follow principles of game design and development originated at Cinemaware.

The roll call of outstanding electronic-gaming executives would fill ten columns this size. Nonetheless, there are names that stand out. Like many of the great pioneers, **Ken Williams** started small, but with imagination, wit, intelligence and independent spirit, he made Sierra On-Line a model computer-entertainment software company.

No computer-game publisher is more conscious of its responsibility to the players than Sierra. Its customer-service program is second to none in the entertainment field. From its charming magazine to the fact-laden phone line, Sierra is always there when players need help. That is a reflection of Ken Williams' philosophy.

The phrase "stand pat" is not in his vocabulary. Outfits like Infocom and SportTime rode one idea from rags to riches and right back to rags, because they did not know what to do next. By contrast, Sierra is relentlessly innovative in the field of computer adventuring. Each generation of its games is easier to play, more flexible and more fun than the last. That too is a reflection of the man at the top, Ken Williams.

Three giants stand astride of the electronic sports game category. It didn't seem like the start of a new era, when **Scott Orr** introduced *Baja Buggies*, but it was. His concept of uniting statistical and action elements in the same sports contest not only worked brilliantly in games like *Star League Baseball* and *StarBowl Football*, but it set the pattern for all action-strategy sports games to come. Orr's GameStar, now a division of *Mediagenic*, trained many designers, programmers and producers who have gone on to great careers. **John Cutter**, **Troy Lyndon** and **Ed Ringler** are but three of the many famous graduates of the Orr Institute of Electronic Sports Gaming.

Armchair managers turned up their noses at electronic statistical sports simulations until **Barry Morstain** created

MicroLeague Baseball. While previous attempts to do computer baseball games offered little more than a few statistics without graphics, sound or even much game play, *MicroLeague Baseball* provided the full experience for lovers of the national pastime.

It's fitting that **Ed Daniels** has picked up the torch from Barry Morstain and is currently finishing the latest incarnation of *MicroLeague Baseball*. Daniels' awesome programming skills and complete mastery of artificial intelligence have helped him create sports simulations with detail and depth unequalled by any of the once-dominant nonelectronic stat games.

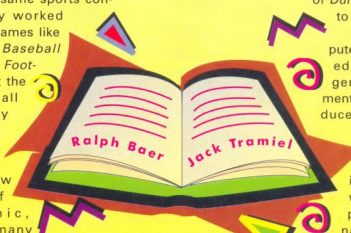
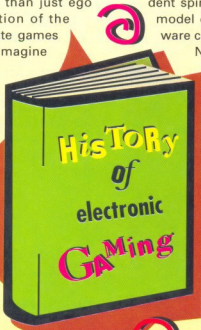
Anyone who's ever flown the electronic skies owes a debt of gratitude to **Bruce Artwick**, the man who designed *Flight Simulator*. Sales of nearly a million units testify to the magnificence of his concept, design and implementation. Artwick and other greats such as **Sid Meier** and **Don Mattick** have made the simulator one of the most popular types of computer and video games.

There were computer adventure games before **Dave Lebling** and **Mark Blank**, but *Zork* and the games that followed it still represented a major breakthrough in concept, design and execution. It's unlikely that the linear, inflexible, puzzle-oriented games modeled on *Colossal Cave* could have ever achieved the universal popularity that adventure games enjoy today, thanks in large part to the work of Lebling, Blank and their cohorts at Infocom.

All **Andrew Greenberg** and **Robert Woodhead** did to justify inclusion in this catalog of the greats of electronic gaming was invent fantasy role-playing gaming on the home computer. The pair showed a positive genius for adapting the principals of *Dungeons & Dragons* to the needs of solitary home computer play, and created a whole new genre of entertainment when they introduced their program *Wizardry*.

No list of electronic-gaming luminaries would be complete without the name of **Roberta Williams**. Rightly called "The Queen of Adventure Gaming," Williams brought interactive story-telling to a new level of sophistication and grandeur with her *King's Quest* series.

That's my "A" list. The "B" list is ten times longer. If they started a Hall of Fame for electronic gaming tomorrow, these are the men and women I'd nominate. ♪



Crusty old sawbones that I am, I don't mention it much, but I'm darned proud of the folks who wrote to me every month. I'm especially touched by the younger readers who take the time to decorate their letters and envelopes with intricate drawings and inscriptions and by the older readers who spend pages reminiscing about the early days of our hobby.

I will have been writing Q&A features for ten years with the October issue of VG&CE, and I've never been happier with any column as I am with this one, especially over the past year or two. You folks ask the most intelligent questions, make the most cogent observations and offer some of the most insightful commentary I've ever read. And just to prove it, let's get on to this month's questions!

question

I was going through some old video game magazines from the bygone days of the early '80s, and I came across two very interesting items: the Beamscope and the PGP-1. The Beamscope looks very interesting. Have you every heard of or seen anything like it? Do you know if it actually worked? If it did, can it still be purchased?

The other item, the PGP-1, looks like an early Game Genie. With it, you could change the game in all kinds of ways.

—Barry Tarry
Wolcottville, Indiana

answer

For your superb research and great question, Barry, you take this issue's Game Doctor Prize Packet. Enjoy!

Now to answer your questions: The Beamscope magnifies the image being generated by your television set and yes, it is still available from Florida Concepts, formerly International Marketing Services of Port Richey, Florida; (813) 842-3231. They come in three sizes, depending on the size of your TV screen. Prices range from around \$60 to \$199 for the big baby.

The PGP-1, on the other hand, is a still more interesting matter. The Personal Game Programming System—its full name—was an add-on peripheral for the Atari 2600 that contained 4K of RAM, its own cartridge slot and keyboard and fit right over the front of the 2600 (or VCS as it was also known). The Atari-compatible cartridge was then inserted into the PGP-1, and its keypad was used to reprogram the game. The PGP-1 allowed users to not only call up a complete readout of virtually any 2600 program, but to *alter* that program. Sprites, sound effects, colors and



THE DR. KILDARE OF GAMING TELLS ALL!

by the Game Doctor

speed could all be manipulated by the user, courtesy of this nifty little invention. It was even possible to disable sprite collisions so that when an on-screen character walked into a previously fatal obstacle, instead of being killed, he simply walked through the deadly object like a spirit.

The creators of the Personal Game Programming System, Answer Software of Cupertino, California, developed this marvelous peripheral around 1982-83, but by the time they were ready to debut it, the Atari 2600 market had gone bust, and the company decided against releasing the product. Answer reported, however, that they received no threats of legal action from Atari at any point, despite extensive coverage of the device in the many video game magazines of the time.

question

I own a TurboGrafx-16 and a Genesis, and I want to know, when magazines compare the two, why do they say the Genesis is far superior? I also want to know if the SuperGrafx is more powerful than the TurboGrafx-16 and where I can get more information on the SuperGrafx.

—B. C.
Brockton, Massachusetts

answer

In support of his contention that the TurboGrafx-16 is technologically superior to the Genesis, B.C. cited the usual collection of comparative statistics: number of colors, number of different resolutions,

etc. He neglected to mention the most salient statistic, however: the TurboGrafx-16 uses an 8-bit CPU while the Genesis' is 16-bit. The type of the processor, remember, dictates how efficiently data is processed. And while each system has its advantages (such as the TurboGrafx-16's 16-bit video processor), the Genesis' more powerful CPU is the reason the vast majority of industry mavens acknowledge it as a technologically superior system.

The SuperGrafx is indeed superior to the TurboGrafx-16, but it is highly unlikely that it will ever be sold in the United States.

question

In regards to the letter by Joel A. Ortiz (VG&CE March '91), the name of the game that appeared in the movie *Nightmares* was *The Bishop of Battle*—I taped it. Joel got me thinking about movies and video games; what ever happened to *Cloak & Dagger* for the 5200? I know there was an arcade version.

—Alan Warren
Old Hickory, Tennessee

answer

The same thing that happened to the Atari 5200 itself, Alan: oblivion. There was indeed an arcade version by Atari, however, and it can still be purchased through the back pages of coin-op trade magazines. Thanks for the information! By the way, I recently saw *Death Wish 4: The Crackdown*, and it may break all previous records for the most coin-ops ever seen in a single movie. Several sequences take place in an arcade, including the climactic shootout. It's a great opportunity to see some of your favorite coin-ops get blown to pieces!

question

Were there any other game systems that made attempts at reviving the video gaming industry before Nintendo made its successful attempt? When Nintendo first released the NES, they made most of their own games like *Super Mario Brothers* and *Hogan's Alley*. Their equal rival of the time, Sega, also made most of their own games for their Master System. I remember this time in my life very clearly; I was in Grade 6 and the debate whether or not the SMS was better than the NES was as heated as today's Genesis vs. Turbo debate. The winner of this last contest has not been decided, but Nintendo definitely beat out the SMS. The reason for this was because of



We Pay You/We Sell

*Abrn Btlm	\$24/544
Alter Buncer II	16/29
Air Diver	16/29
*Airbuster	24/44
Alex Kidd	12/24
*Alien Storm	24/44
Altered Beast	0/3
*Arcs Odyssey	24/44
*Arrow Flash	24/44
Atmc Robo Kid	24/44
*Attack Sub	24/44
Btl Squadron	18/32
*Battle Tank	24/44
*Bnhll Benny	24/44
*Binni Run	24/44
*Block Out	24/44
Budokahn	12/24
Burning Force	12/22
B Douglas Bag	10/39
Colonus	8/19
*Crack Down	24/44
*Cross Fire	22/39
*Curse	20/36
Cyberball	4/16
D.J. Boy	6/24
Dando	24/44
*Dk Castle	24/44
Dick Tracy	18/36
*Doland	24/44
Dyn Duke	14/32
E-Swat	8/36
*FH Labyrinth	22/39
Final Zone	12/22
Fire Shark	20/36
*Flicky	14/24
Forgotten Wrlds	8/19
*Gann Grnd	24/44
Gaines	24/44
Ghost Busters	8/16
Ghouls Ghouls	8/19
Golden Axe	16/36
Golf	14/26
Granada	10/29
Hard Driven	12/44
Hell Fire	18/36
Herzog Zwie	18/36
Insector X	22/39
Ishido	24/44
*James Pond	24/44
*Jessie Body	24/44
J Montana Fbl	16/39
J Maddon Fbl	24/49
*Kage Ki	22/39
*Kings Bounty	24/44
KLAX	20/36
Lakers Celtics	26/49
Last Battle	10/19
M Jckn Mnwlr	14/29
*M Ms Fntsia	24/44
*Maze Hnr	24/44
M Mouse Ctl	18/39
*Midnite Rmc	24/44
*Night/Magic	24/44
*Missle Defense	22/39

We Pay You/We Sell

*Mnds Ft Plc	\$28/854
*Ms Pacman	24/44
Musha	24/44
Mystic Defender	10/22
Pat Riley Bball	6/19
*Pndm Lnd	24/44
*PGA Golf	24/44
*Phantasy Str II	16/44
*Phantasy Str III	24/44
Phelios	10/26
Populous	18/32
*Por Ball	24/44
Rambo III	14/26
*RBI III	24/44
Revenge Shinobi	10/36
*Road Blasters	24/44
*Road Rash	24/44
*Sagaia	24/44
Shadow Blaster	10/29
Shadow Dancer	22/39
Shove It	4/22
*Skull/Obones	24/44
Soccer	12/24
*Sonic Hdghog	24/44
Space Harrier II	6/16
*Sp Invaders	24/44
*Spideyman	24/44
*Storm Lord	24/44
Super Hang On	30/59
Super Hydlike	14/26
Spr Monaco GP	14/26
Spr Thndr Bld	12/24
Spr Vyrhl	22/39
*Swamphing	24/44
Sword Sdan	18/32
Swd Vermillion	10/49
Target Earth	2/16
*Targhan	24/44
Techno Cop	22/39
Thndr Force II	8/19
Thndr Force III	26/49
Tlacoula Btbl	8/32
Traxton	14/29
*Valis III	24/44
*Warrior	24/44
*Warriors Rome	24/44
Whip Rush	12/24
*Wings Wor	24/44
Zany Golf	8/22
Zoom	4/14

ACCESSORIES

Control Deck-NEW	179
Cntl DR-USED	100/159
Power Joystick	26/49
Pwrhc Converter	12/22
Controller	10/19

GAME GEAR

Game Gear Unit	70/129
Dragon Crystal	14/26
G-LoC	14/26
M.Mousse Castle	14/26
Psychic World	14/26

CALL TO ORDER

**(612) 533-8118
FUNCO, INC.**

MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS
(When ordered by Credit Card)



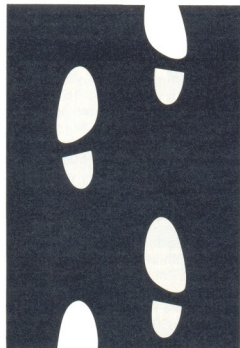
All Games Come With
A 90-Day Warranty

FREE MEMBERSHIP—Just fill out coupon and mail in. You will receive "The Fun Club" catalog.

THE FUN CLUB

4948 Highway 169 North, New Hope, MN 55428

Name _____
Address _____
City _____
State _____ Zip _____



Make Tracks...

... to your nearest mailbox and send for the latest copy of the **free Consumer Information Catalog.**

It lists about 200 free or low-cost government publications on topics like health, nutrition, careers, money management, and federal benefits.

Take a step in the right direction and write today for the free Consumer Information Catalog. Just send your name and address to:

**Consumer Information Center
Department MT
Pueblo, Colorado 81009**



A public service of this publication and the Consumer Information Center of the U.S. General Services Administration.

DISCOUNT PRICING.

LEADING EDGE PRODUCTS.

COURTEOUS SALESPEOPLE.

FREE CATALOG.

CALL TODAY.

Home Entertainment Direct brings you only the best in Video Game Products!

JAPANESE PRODUCTS;

- MEGADRIVE GAMES
- GAME GEAR PRODUCTS
- SUPER FAMICOM GAMES
- FAMITSU MAGAZINE
- MEGA DRIVE FAN MAGAZINE

AMERICAN PRODUCTS;

- ALL GENESIS PRODUCTS
- NINTENDO GAMES
- NEO-GEO PRODUCTS
- GAME GEAR PRODUCTS
- LYNX PRODUCTS

THIS MONTHS SPECIAL!

HE HAS ARRIVED!

SONIC THE HEDGEHOG!



\$45.00

Call for your Free Price Guide. Includes future release dates for American & Japanese titles. We only sell new merchandise.

415-375-8000
HomeEntertainment
DIRECT

166 Riviera Ct. • San Bruno, CA 94066
(415) 375-8000 • Fax (415) 952-0243

CA Residents, Free Shipping. Out of state, add \$3 UPS Ground or blue label 2nd Day Air add \$5. Call for Mail-Order Information.

Open Daily 8 a.m. to 8 p.m. Pacific Standard Time

companies like Capcom, Konami and Taito.

My question is this: Why did these top-of-the-line coin-op manufacturers sign up with Nintendo over the technically superior SMS? I still have sleepless nights wondering what would have happened if the big-name game manufacturers had hooked up with Sega!

Finally, what do you think of the Neo-Geo? Do you think it has a chance? I wouldn't shell out \$100+ for each game cartridge. That's insane!

Well, thanks for your time. By the way: what is your favorite game system of all time? Be honest!

—Antony Hare
Halifax, Nova Scotia, Canada

answer

Actually, Sega didn't really produce all those SMS games, they simply issued them all under the Sega title. Twenty-twenty hindsight also shows us that Nintendo simply had a much more intelligent marketing strategy than Sega. While the SMS loaded up its library with arcade-style shooters and poor sports games, Nintendo always stressed a more balanced line. In fact, throughout the life cycle of the NES, Nintendo has done a magnificent job of maintaining interest by providing gamers with everything from classic strategy games to RPGs and, of course, the obligatory arcade shooters. Nintendo also pioneered the dominant game format of the '80s, the side-scrolling action-adventure first seen in the classic *Smurf Adventure* (Coleco) on the Colecovision.

The bottom line is that Nintendo had a clear vision and carried it out, whereas Sega got bogged down in producing games like the *Top Gun* arcade types. While this type of game is popular—and was always a specialty of Sega's—it does not produce the intimate player involvement that games like the *Mario* series and *Tetris* did.

As for the Neo-Geo, yes, it's expensive. On the other hand, you can imagine that you're buying a convertible style arcade-game system every bit as hot as those at your local pinball palace (in fact, the SNK coin-ops are exactly the same system). That means that SNK doesn't have to sell a million of them to succeed. As for the games, they're being developed anyway for the arcades. Also, SNK's home division has just inked what could be a very important deal with several major chains, including Toys "R" Us—the one place I never imagined would sell such a system! In addition, as reported in last issue's *Game Doctor* column, SNK now has a deal with a number of video-rental outlets that will allow you to rent a Neo-Geo for a weekend for \$30! Talk about a party-maker!

Finally, you ask about my favorite game system. Well, Antony, as someone who's had literally every video game and computer system ever made, I don't really know if I can pick a favorite. My heart, however, says that the machine I had the most fun with was my Atari 800. My favorite computer, however, for non-game-playing purposes, is my Macintosh, on which I am typing these very words.

question

I am a big fan of your column. Your witty and truthful remarks always give me a boost. Could you answer a couple of questions for me?

1) Does the Amiga have auto-boot like the Apple IIe? Or is it (the disk operating system) more like the C-64?

2) Will a VGA monitor work with the Genesis?

3) A friend of mine told me his *Leisure Suit Larry 3* game on his IBM takes up eight disks. Would the same game on the Amiga take up eight disks?

—Bill Maddy
Rutherford, New Jersey

answer

I'd love to answer a few questions for you, Bill.

1) The original Amiga 1000 did not have an auto-boot capability, but the new systems, such as the Amiga 500, do. The old Amigas did not, however, work like the C-64, where the user turned on the computer, inserted the disk, then had to type in the loading instructions (and sometimes even hit the **RUN** and **START** buttons). The old Amigas worked more like the early Atari STs or most IBM PC machines where the disk operating system (DOS) had to be loaded either off external software or installed onto a hard drive.

2) Right off the bat we've got a problem here, since VGA monitors do not contain speakers, and the best you could expect would be silent gaming. Even if you could put up with that, however, the systems are not compatible, since they use different signals. The Genesis runs on composite color, while monitors use RGB (red green blue). The Doc has heard that a Japanese company makes an adapter that might make it possible, but we're talking about a complicated process.

3) No, the Amiga version wouldn't need nearly that many disks for several reasons, mostly because 3.5" disks hold more information than 5.25" disks do. For that matter, many IBM PC software packages now contain both 5.25" and 3.5" versions of their games, and if there are five or more disks in the 5.25" format it's unlikely there will be more than two of the 3.5" disks.

question

Enclosed is a clipping from a game catalog that says that there will be a Genesis handheld out this year. This would be great for me, because I own a Sega Genesis myself and would love to play it on the go! I haven't heard anything about this new system from Sega. The only handheld from Sega that I've heard about is the new Game Gear.

—Mark Youngberg
Scarborough, Ontario, Canada

answer

Sega strongly denies that it will release a Genesis handheld, and the Doc takes them at their word. Sega will have enough trouble marketing the Game Gear, despite its tremendous success in Japan. I doubt Sega would pollute its own market with a second handheld.

There have been rumors circulating—I stress these are rumors, and Sega won't confirm them—that an adapter may be in the works for the Game Gear that would allow it to play Sega Master System games. Stay tuned for further developments!

A special Game Doc thanks to Seth Mendelsohn of Virgin Mastertronic who is my number-one consultant in the world of video and computer technology. And a reminder to fans of old video games and gaming magazines, drop a line to the one and only Frank M. Polosky (P.O. Box 9542, Pittsburgh, PA 15223) who has a great selection—and none of his games are pirated! You're a good man, Frank.

Next issue, meanwhile, the Doc begins his greatest quest since the Case of the Maltese Vectrex! That's right—I am going to attempt to unravel the byzantine history of the Wonder Boy games! As some of you may know, Sega published three Wonder Boy games for the SMS. How, then, did NEC publish a duplicate of *Wonder Boy 3: Dragon's Curse*? And there's still more! There are games called *Wonder Boy 3: Monster's Lair* (in Japan for the Sega Mega Drive) and the same game, published as *Monster Lair*, is available as a NEC CD title! Recently, things got totally insane when a game called *Wonder Boy* was published in Japan for the Game Gear, but turned out to be Hudson's *Adventure Island*!

The Doc will be seeking out the low-down on this *Wonderous* situation over the course of the next few issues, so don't miss a single installment!

Remember, send those questions, comments and corrections to **Game Doctor, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.**

COMPUTER STRATEGIES

How to Be Chief of the Warlords

STRATEGIC STUDIES GROUP
Versions: Amiga, IBM PC

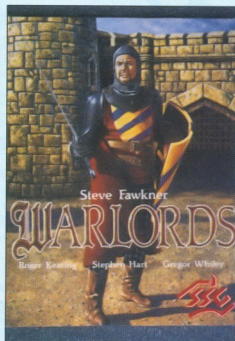
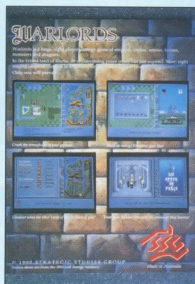
Warlords, SSG's latest strategy game, is an eight-player challenge. It consists of players building up their armies and attempting to claim as many neutral castles as possible.

The trick is to use the hero wisely. Start by sending him out immediately to take the closest castle. At the same time, command your first castle to make light infantry.

Once the second castle is taken and also ordered to produce infantry, it's time to begin a different quest. Check the map and have the hero head for the closest ruins or dungeon. If there is a castle along the way, feel free to take it so long as the main objective remains clear. A player can get a big jump on the opponents only by building up the hero with dungeon treasures and allies. Meanwhile, use the newly created light infantry to continue taking neutral castles.

Stage 2 begins once all castles are taken. Here, gamers should carefully analyze their situation, taking note of the closest opponents, who, naturally, pose the biggest threat. Issue new orders to the castles to stop producing light infantry and begin making the tough stuff like wolf riders, cavalry, etc. If a castle is far back from the anticipated enemy lines, tell it to relocate its armies as they're produced closer to the front. Use the magnifying glass to check out the enemy castles, and begin assaulting weaker ones with these new battalions.

The most important aspects of Stage 2 are planning and anticipation. Always



keep an eye on enemy armies and where they're headed. Use the build option to strengthen the defenses of all castles along the enemy lines. In order to do this, players need money obtained by conquering castles or finding treasure in dungeons. Don't squander money by building huge armies to protect an unimportant castle. Should this happen, use the disband-army option to eliminate useless infantry.

Don't bite off more than you can chew while fighting Stage 2. Establish a small front and defend it. Try to keep the hero in this area, especially if he has powerful allies. Use the hero to take on stronger castles but be very careful. Losing him is costly: A replacement hero comes infrequently and is usually very expensive.

Concentrate on one enemy section at a time, and just defend against remaining areas until you're ready to deal with them. Spreading your armies too thin in an attempt to battle everyone at once is a sure-shot recipe for a humiliating defeat.

—Frank Tetra, Jr.

Victory at Sea in Silent Service II

MICROPROSE
Version: IBM PC

Silent Service II may not be an easy game to master, but adherence to sound military planning and established naval procedures can make even a landlubber into a seaman first class.

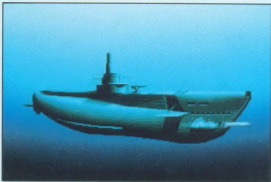
When pursuing a war career, the best long-range strategy is to start in the Philippines, despite the need to relocate to Australia fairly early in the game. Since technological improvements

become available much faster in COMSUBPAC, it's best to relocate there at the end of a patrol. Upgrade boats and equipment as quickly as possible, but don't put yourself in the yards at a historical period of high enemy activity. If that is the case, it's often better to stay in the fray for one extra patrol.

As the Navy island-hops across the Pacific, restage to forward bases whenever possible in order to minimize the amount of transit time in your patrol zone. Always select patrol zones that coincide with the historical hot spots of the war, during the times when the enemy was most active in that location. Near the end of the war, concentrate on zones near mainland Japan; their fleet rarely ventured forth from those locations. Yet local merchant traffic and other "targets of opportunity" remained plentiful in the inland waters of the island chain.

Despite perfect strategic planning, the player cannot survive for long without a firm understanding of WWII submarine tactics. Although there's no single method for success in every engagement, what follows is a breakdown of elements to combine as the commander sees fit for any given situation.

Daylight attacks are naturally more dangerous, due to increased visibility and the enemies' counter-detection range. The classic maneuver for engaging a slow-moving convoy in such conditions is the "end around." Maneuver on the surface parallel to the convoy at a higher speed, taking care to remain outside their visible range even as the targets zigzag. When sufficiently ahead of the convoy, submerge to periscope depth and come to a stop. Lower the periscope and track their approach on the hydrophone. Try to position your ship so that the high-value target (ie., aircraft carrier, battleship or heavily guarded merchant) will pass at the closest point of approach for the bow tubes (800 yards is ideal). This frequently means that enemy destroyers are close astern right when you're ready to attack. Pop up the periscope only at the last moment, when the target is broadside at close range, and empty the bow tubes at it. Quickly go to full ahead without waiting for the torpedoes to hit, rotate the periscope 180 degrees and try for a quick shot on the enemy vessels that are closing in by this time.



Crash dive as soon as the shots are off and pass underneath the primary target (which is not depth-charge capable). If it has been crippled but not sunk, it is even possible to hide directly underneath the burning hulk, and it's very difficult for the enemy to attack. Go to 20 feet above maximum depth or the bottom, whichever is closer, and run silent until the destroyers disengage.

In a depth-charge attack, go silent immediately and release debris to, hopefully, convince them they've succeeded. Bear in mind that releasing debris without silent running has no effect if they still hear the submarine making way through the water. After the enemy leaves the screen, surface and finish off the target with gunfire.

A good daylight tactic for convoys with only one or two destroyers is to run at them on the surface at 20 knots until the destroyers spot the sub and open fire. At this point, crash dive to periscope depth with hard rudder to bring the stern tubes to bear, and head directly away at ten knots. Despite the speed advantage of the destroyers, it usually takes some time for them to close the range. They will head on a direct course to intercept, so you can engage each with shots from the stern tubes, taking care to attack the closest one first. Despite the poor angle of attack, the combined speed of a torpedo moving at 40 knots and the destroyer closing at 30 knots precludes the enemy from having time to turn and avoid the shot. Of course, there is always a danger of duds, but there's usually time to get off two shots on each destroyer. Once the destroyers are sunk, surface and engage the merchants with gunfire at leisure.

If a convoy is protected by three to five destroyers, shadow the group until night before attacking. Operating at night allows the use of some of the tactics already discussed, but adds the advantage of speed and surprise. Try to proceed undetected on the surface at 20 knots until close aboard. It is best to head directly at the convoy to minimize your ship's silhouette.

The best submarine commanders were a cautious lot who meticulously set up each attack with their escape route already planned out. Learn from their wisdom and you will survive to celebrate V-J Day.

—Ed Dille

THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



BUT IT STILL HAS ROOM FOR YOU.

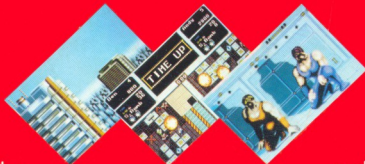
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



**SAGES
CREATION**

12062 Valley View, Suite 250/ Garden Grove, CA 92645/ (714) 893-0309

©1990 SEGA • Distributed by SAGE'S CREATION, Inc. • Licensed by Sega Enterprises Ltd. for play on the Sega Genesis System • Sega and Genesis are trademarks of Sega Enterprises Ltd.
CIRCLE #141 ON READER SERVICE CARD.

WE'VE MADE A RADICAL BREAKTHROUGH IN VIDEO PINBALL GAMES.



Don't trash an arcade to get your own High Speed pinball game. Just grab our new home video version. It's got all the action of the real thing. And you diehards can even win a *bonus round*. Only be careful. You might tilt. Hey, maybe you're soooo good you need the world's most played pinball game at home. Break into High Speed.



TRADEWEST

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

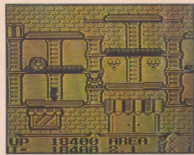
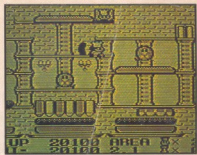
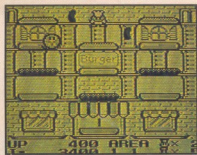
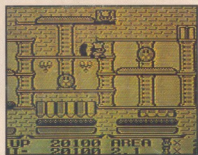
CIRCLE #142 ON READER SERVICE CARD.

GIMME' THE WORKS!



Today's Special: **Flame-broiled burgers piled high with all the works.** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from

the annoying food fiends—Mr. Egg, Mr. Wiener and Mr. Pickle—who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.



LICENSED BY
Nintendo



Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Burger Time Deluxe © and ™ 1991 Data East USA, Inc.

Data East USA, Inc.
1850 Little Orchard Street
San Jose, Ca 95125
(408) 286-7074

CIRCLE #143 ON READER SERVICE CARD.