PLAY-TO-WIN SWEEPSTAKES
NO PURCHASE NECESSARY
SEE P.17 FOR OFFICIAL RULES

NINTENDO® • PC • SEGA • NEC • AMIGA • ATARI

A Signal Research Publication
$2.95 $3.95 CANADA Vol. 2 No. 11

GAME Player's™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

MONDU'S FIGHT PALACE FOR SEGA GENESIS!

TEENAGE MUTANT NINJA TURTLES 2

MAD MAX
LOW-G MAN
QIX
PICTIONARY
ARCH RIVALS
BACK TO THE FUTURE 2/3
SHINGEN THE RULER
MAGIC KINGDOM
PSYCHOSIS
AFTER BURNER II
EARTHRISE

PLUS:
SPORTS GAMES FOR GAME BOY™!

EDITORS' PICKS: 1990 FAVORITES

SECRET OF MONKEY ISLAND

NOVEMBER 1990 01092
11
0 71486 01092 0

ENTER THE WORLD of SWORDS & SERPENTS

Come with us deep into the Serpent's dungeon... Many have gone before you; few have returned. And none have defeated the evil Serpent that has brought terror to your village for centuries.

Take courage; you won't be alone. In this role-playing game, you create an unlikely band of adventurers - a thief, a wizard, a mystic and a warrior - each with special powers.

But the vile inhabitants of the dungeon have their own mysterious powers, too. Step by step, you'll explore the depths...

4 FOUR PLAYER GAME

Official Nintendo Seal of Quality

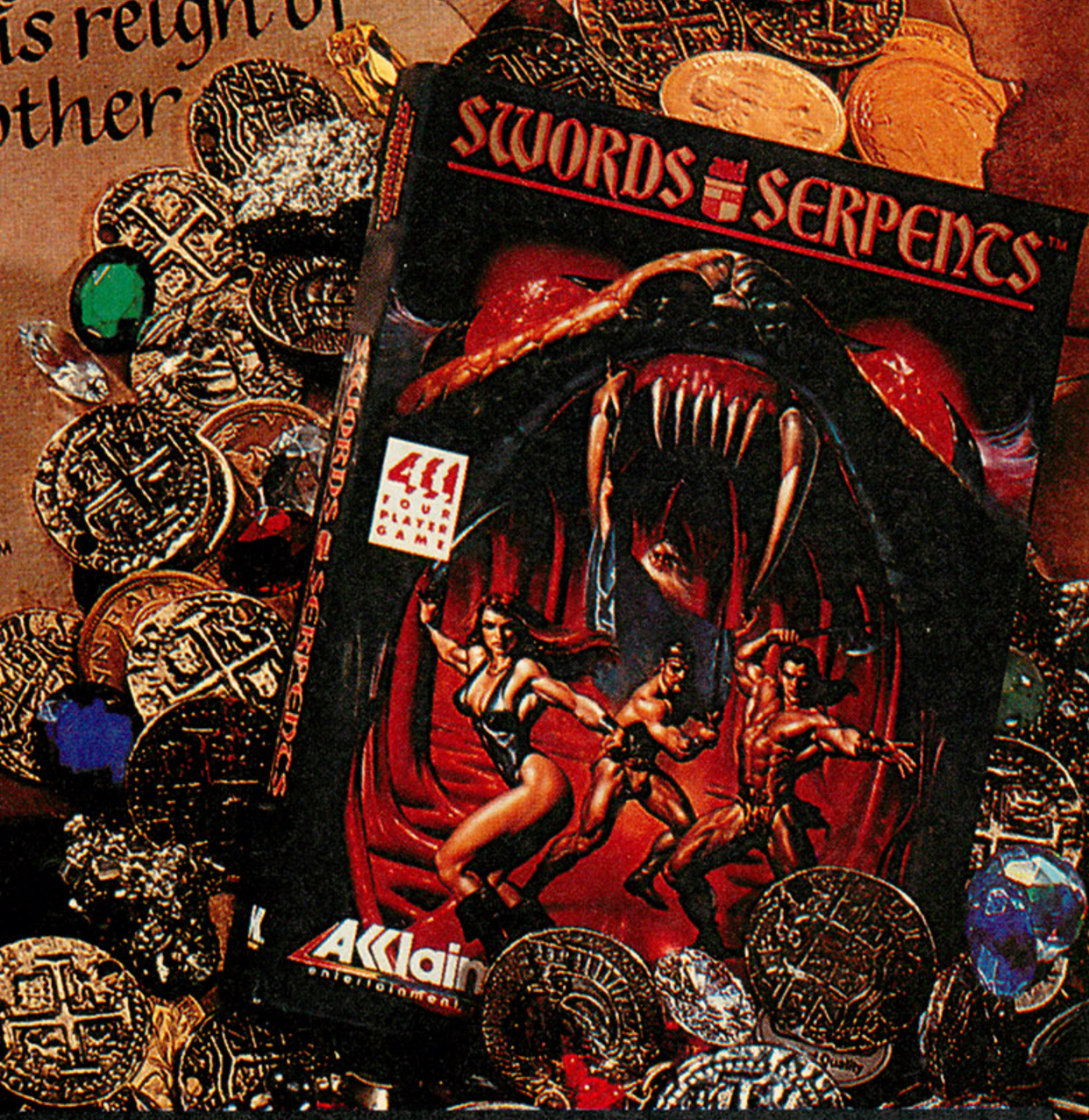
gaining strength, experience, weapons, spells and armour.

Down you'll go-through 16 levels of adventure-each one packed with fabulous treasures, demons and dangerous monsters-

you'll even discover the secrets of the Zoom Tubes.

Until, at last, you confront the evil Serpent, coiled and writhing, waiting to strike. Will you finally end his reign of terror... or just be another one of his victims?

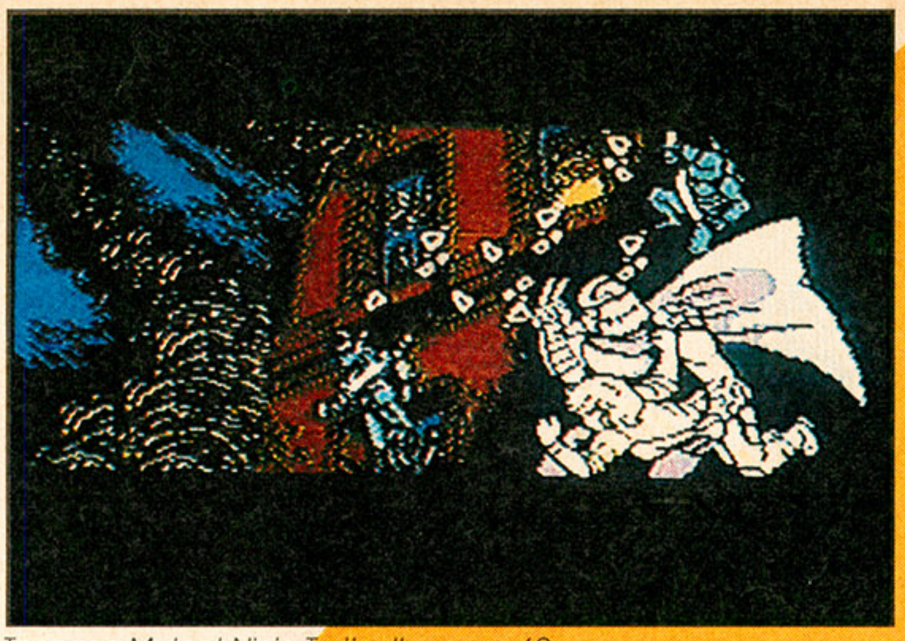
Acclaim™
entertainment, inc
Masters of the Game™



Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

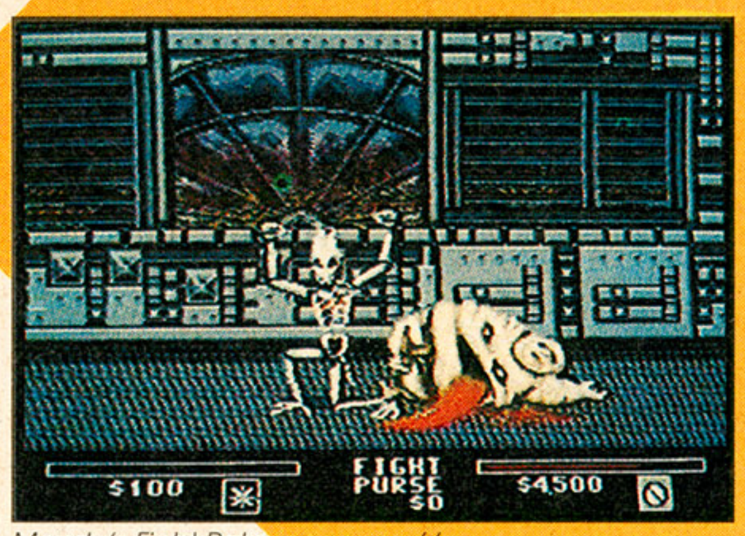
Swords & Serpents™ is a trademark of Acclaim Entertainment, Inc. ©1990 Interplay Productions, Inc. Acclaim™ and Masters of the Game™ are trademarks of Acclaim Intertainment, Inc. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. ©1990 Acclaim Entertainment, Inc. All rights reserved.

CONTENTS

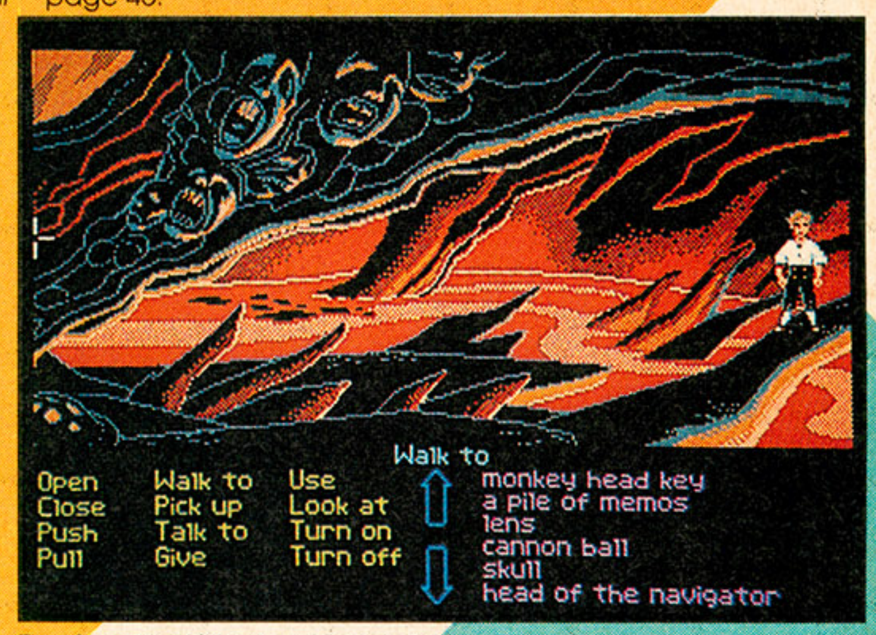


Teenage Mutant Ninja Turtles II— page 60.

Unreal— page 45.



Mondu's Fight Palace— page 66.



The Secret of Monkey Island— page 71.

4 The Editor's View

10 Player's World

16 Nintendo News

25 Arcade Action

32 PC Players

39 Sega Players

45 Amiga Players

50 Turbo Players

56 Atari Safari

57 Game News & Previews

60 Nintendo Game of the Month:
Teenage Mutant Ninja Turtles II

66 Sega Genesis Game of the Month:
Mondu's Fight Palace

71 Computer Game of the Month:
The Secret of Monkey Island

76 Editors' Picks: 1990

87-96 Game Reviews:

Mad Max
After Burner II
Arch Rivals
Adventures in the Magic Kingdom
Psychosis
Low-G Man
Earthrise
Back to the Future 2 & 3
Pictionary
Qix

97 Game Boy Players

100 The Tip Sheet

102 Guidepost: The Hot 100

THESE PIRATES HAVE TONGUES AS SHARP AS THEIR SWORDS.

Lucasfilm™ Games' swashbuckling new graphic adventure lets you trade insults with some of the saltiest seamen to ever sail the seven seas.

In *The Secret of Monkey Island,*™ you'll sling one-liners with a fast-talking used ship salesman, a sarcastic swordmaster, a wisecracking corpse, and a prisoner whose breath would stop a horse. You'll also hunt for buried treasure, chase after a beautiful woman, and—perhaps—unravel one of the twistiest plots in the history of adventure gaming.

You're short, broke, clueless and friendless.

And you've just arrived on Mêlée Island seeking fame and fortune. Explaining to anyone who'll listen that you want to be a pirate.

Being the easy-going types they are, your new pirate pals invite you into the club. Just as soon as you've completed three *tiny* trials.

Among other things, you'll need to sedate some piranha poodles, burglarize the governor's mansion, and do business with the scum of the earth. And if that's not enough, you'll have to figure out whether the 300-pound voodoo priestess covets your rubber chicken, fetid fish, pack of breath mints, or…

If the brigands don't grab you, the graphics will.

Lucasfilm Games set today's graphic standards with games like *Loom* and *Indiana Jones and the Last Crusade.* Now *The Secret of Monkey Island* ups the standards a few more notches with stunning 256-color VGA graphics (16-color EGA version also available), proportionally scaled animated characters, and cinematic pans and camera angles.

Our acclaimed point 'n' click interface has been improved even more. So have our sound effects, which are backed by a captivating calypso and reggae music track.

Enter the Monkey Island Treasure Hunt and win a FREE Carnival Caribbean cruise!

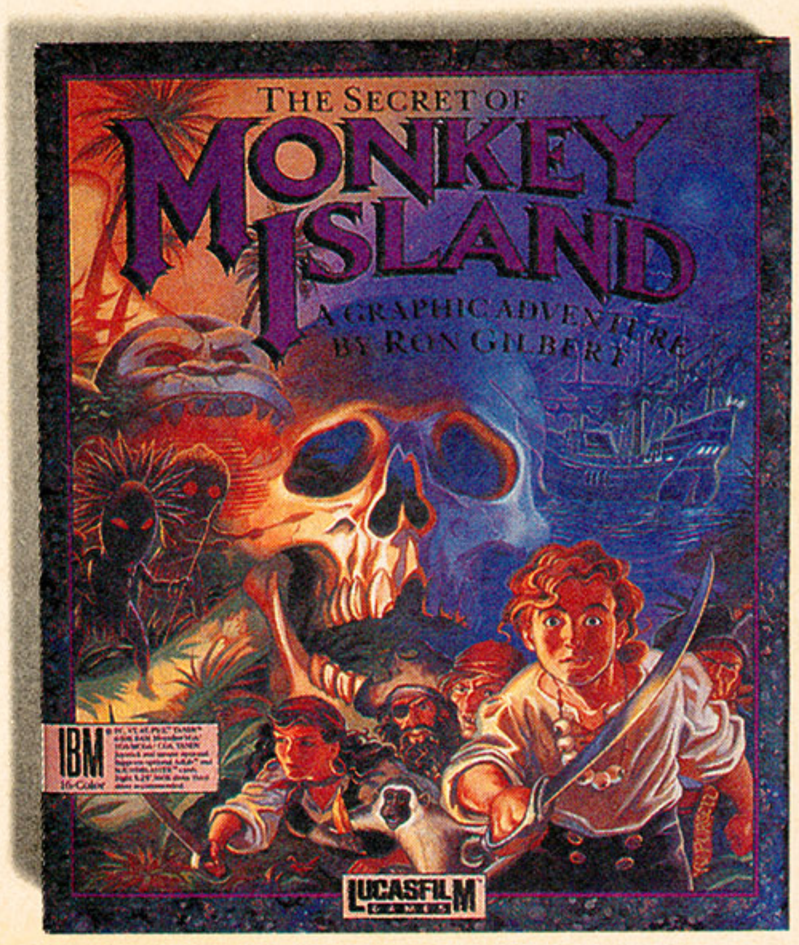
If you can solve a few sneaky puzzles in a special demo of *The Secrets of Monkey Island,* you might just win one of the sweetest prizes since Captain Kidd's treasure chest. A Carnival Cruise for two, one of a hundred AdLib™ sound cards, or one of hundreds more prizes! You'll find the demo and complete rules in specially-marked boxes of 3M diskettes. Or send a self-addressed, stamped disk mailer to: Monkey Demo, PO Box 10228, San Rafael, CA 94912.

MONKEY ISLAND TREASURE HUNT CONTEST

So act fast, think fast, and enter fast. Because while playing *The Secret of Monkey Island* is an adventure, winning the Treasure Hunt is a real trip.

LUCASFILM™ GAMES

A DIVISION OF LUCASARTS ENTERTAINMENT COMPANY



The Secret of Monkey Island is available for IBM and 100% compatibles in 16-color EGA and 256-color VGA versions. Visit your retailer or order directly with Visa/MC by calling 1-800-STARWARS (in Canada 1-800-828-7927). ™ and © 1990, LucasArts Entertainment Company. All rights reserved. IBM is a trademark of International Business Machines, Inc. 3M is a trademark of 3M Corp. AdLib is a trademark of AdLib, Inc. Cruise prize arranged with the "Fun Ships" of Carnival Cruise Lines, The Most Popular Cruise Line In The World; ship's registry: Bahamas and Liberia.

The EDITORS VIEW

By now, you should be able to find newsstand copies of our two newest publications: the *Game Player's Encyclopedia* of Sega Genesis Games and the *Game Player's Sega Genesis Strategy Guide*. Both will hit the stores in October.

The *Encyclopedia* brings together complete coverage of every Sega Genesis game we've seen, plus sneak previews of dozens of upcoming titles. It also has in-depth game features, plenty of game tips and secret codes, and even some coverage of the Sega Master System. (Sega's Power Base Converter allows you to play all Master System games on your Genesis, greatly expanding the number of games to choose from.)

The *Game Player's Sega Genesis Strategy Guide* is similar to our other *Strategy Guides* for Nintendo, Game Boy, and PC games. It's a whole magazine written especially for Sega Genesis players. You'll find dozens of reviews, previews, color screen photos, in-depth looks at your favorite games, the latest industry news, hints and tips, letters from readers, and many other features. If you're a Genesis fan, you simply can't miss it.

The *Game Player's Sega Genesis Strategy Guide* will be published quarterly (one issue every three months), but we'll quickly go bimonthly or even monthly if there's enough demand.

Don't worry about losing any Genesis coverage in *Game Player's*. In fact, we're gearing up to make our Genesis features better than ever.

Now that we have special magazines for Nintendo, Game Boy, Genesis, and PC compatibles, some of you who prefer other systems may be feeling a bit left out. Why not a special magazine for the NEC TurboGrafx-16? Or the Atari Lynx? Or the Amiga?

Contrary to what some people might think, we don't decide which magazines to publish or which systems to cover based on our personal likes or dislikes. Actually, we base all our decisions on *your* likes and dislikes. Our coverage is directly proportional to your demand. We read your letters, we listen to your phone calls, and we stay in constant touch with industry sources to keep track of which products you are buying.

That's because we produce our magazines, books, and videotapes for *you*, not for ourselves. Indeed, sometimes our coverage clashes with our personal preferences. For example, some of our editors favor the Lynx over the Game Boy and the Amiga over the PC. Yet we publish special magazines for the Game Boy and the PC, and not for the Lynx or the Amiga. What matters to us is what *you* want, and we pay close attention to how you vote — with your voices and with your dollars.

This process will become more and more important in the months ahead, because it looks like we're heading toward the Great Game Machine Glut of 1991.

We've already got the Nintendo Entertainment System, the Sega Master System, the Sega Genesis, the NEC TurboGrafx-16, the Atari 7800, the Atari 2600, the Atari XE, the Atari Lynx, the Nintendo Game Boy, and the NEC TurboExpress. Pretty soon we'll also have the SNK Neo-Geo, the Sega Game Gear, the Nintendo Super Famicom, and Commodore's CDTV; don't be surprised to see the Color Game Boy and Lynx II as well. That doesn't even include the many other Japanese and British game systems that'll probably never see the light of day in the U.S.

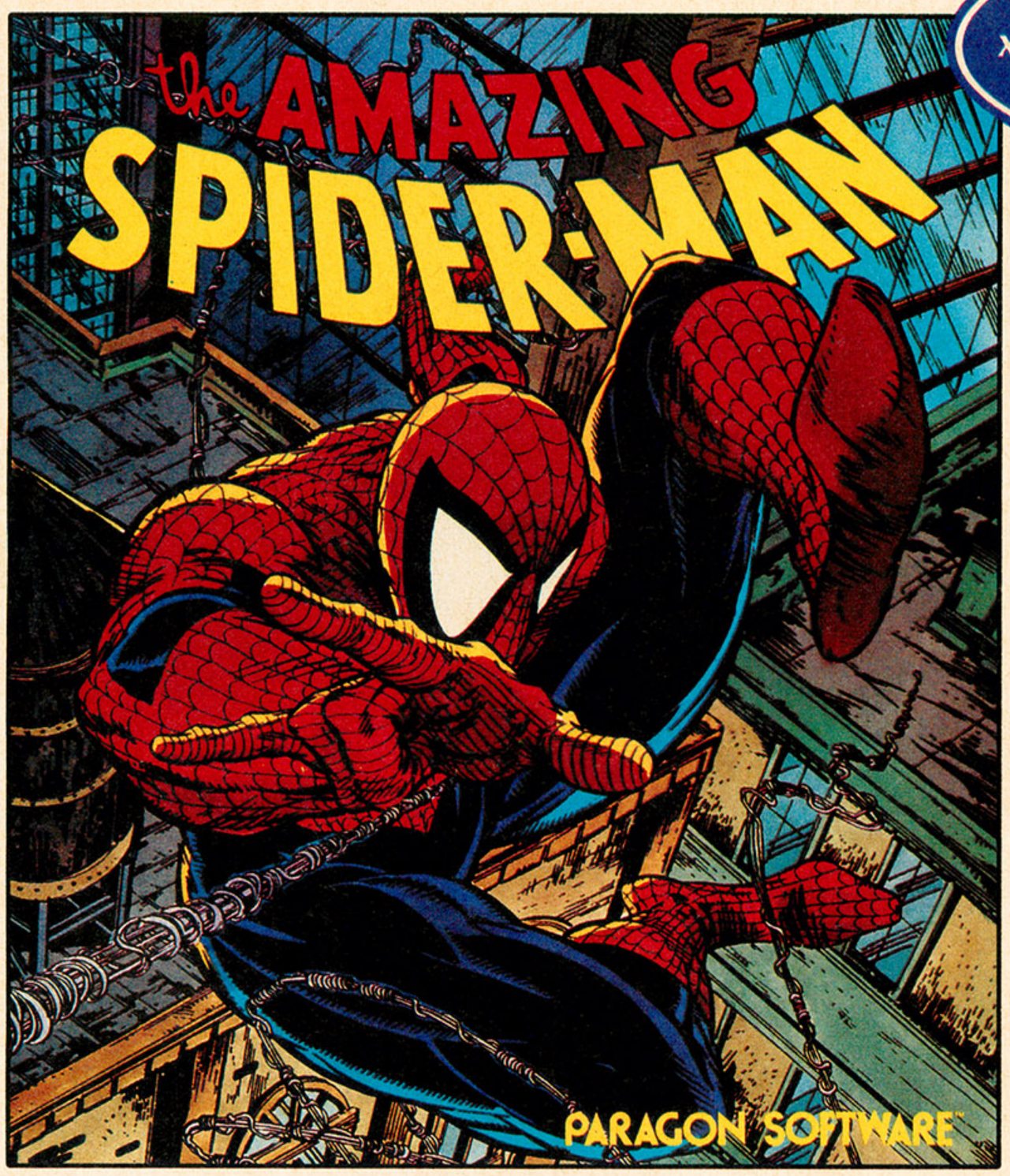
History shows that only *one* game system in each category can rule the market. There's usually room for a fairly strong second-place challenger, but below that, everyone else pretty much fights for table scraps.

We can help you sort through this confusion, but ultimately *you* will decide which game systems survive and which ones don't. And that, in turn, will determine what kinds of magazines, books, and videotapes we make for you. So keep playing, and keep in touch with us!

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

Game Player's: The Leading Magazine of Video and Computer Entertainment (ISSN-1042-3133) is published monthly by Signal Research, Inc., 300 A-E South Westgate Drive, Greensboro, NC 27407, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US: $26.50. CANADA: Add $1 per issue. Outside U.S. and Canada: Add $2 per issue. For subscription customer service, call 1-800-222-9631. POSTMASTER: Please send changes of address to *Game Player's*, P.O. Box 56254, Boulder, CO 80322-6254.

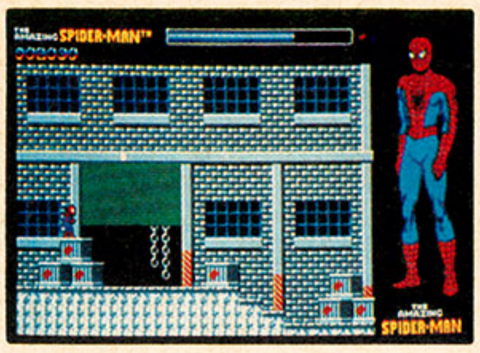
Your Favorite Super-Hero In His Toughest Challenge



The master-illusionist Mysterio has kidnapped Peter Parker's wife, Mary Jane, and taken her to an abandoned movie studio. There he waits, with an assortment of tricks, traps and surprises, for the Super-Hero he assumes is Parker's friend — but is really Peter Parker himself: The Amazing Spider-Man.

Become the famous web-slinger as he infiltrates the studio to save his wife—your strange, potent powers vs. Mysterio's devious, and dangerous, schemes, which include poisonous gases and electrified floors. And be prepared for Mysterio's robotic sentries, perfectly disguised to resemble anyone, even Mary Jane!

Spin webs, climb walls, even call on the infamous "spider-sense" to warn you of danger! But the special powers alone aren't enough. To defeat Mysterio, and save Mary Jane, you'll need all the resourcefulness, stamina and courage real Super-Heroes possess.



From the creators of
Dr. Doom's Revenge,
X-Men: Madness in Murderworld
and
The Punisher!

X-MEN II®

The Fall of the Mutants

Your Favorite Mutants In The Ultimate Battle

Based on an actual series of X-Men comics (issues 225-227), *X-Men II: The Fall of the Mutants* thrusts your characters into the middle of one of the greatest battles ever fought in any Marvel comic.

The forces of Order and Chaos are at war, and Earth's fate hangs in the balance. Chaos, in the form of a demon lord known as The Adversary, has managed to warp time itself, and only the X-Men can restore order — provided, of course, they can also defeat Freedom Force: a group of mercenary mutants hired to eliminate the X-Men at any cost.

Choose your team of five X-Men from among 15 provided, among them Wolverine, Cyclops, Iceman, Phoenix and Nightcrawler. Watch all five battle simultaneously in combat, with you controlling any Super-Hero you want. Battle nine arch-villains and six distinct groups of henchmen in unique locations that can change with each new game.

Pick your team, and let the battle begin!

Watch For *Go For The Gold* 2.0 — The Enhanced Frequent Buyer's Club

Can't find these games? Call 1-800-879-PLAY for prices and ordering information. Marketed by MicroProse Software, Inc. ©1990 Marvel Entertainment Group, Inc. All Rights Reserved. The Amazing Spider-Man, the X-Men, and other Marvel characters and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc., and are used with permission. The Amazing Spider-Man and X-Men II: The Fall of the Mutants are produced under license from the Marvel Entertainment Group, Inc.

PARAGON SOFTWARE™
Marketed by MicroProse Software, Inc.
180 Lakefront Drive • Hunt Valley, MD 21030 • (301) 771-1151

GAME Player's™

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

November 1990

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

Richard T. Mansfield,
Executive Vice President, Editorial
R. Selby Bateman, Executive Editor
Lance Elko, Editorial Director
Tom R. Halfhill, Editor
Noreen Lovoi, West Coast Editor
William R. Trotter, Senior Writer
Leslie Mizell, Assistant Managing Editor
Matthew A. Firme, Associate Editor
Gary M. Meredith, Assistant Editor
Stephen Poole, Copy Editor
Margaret Ramsey, Copy Editor

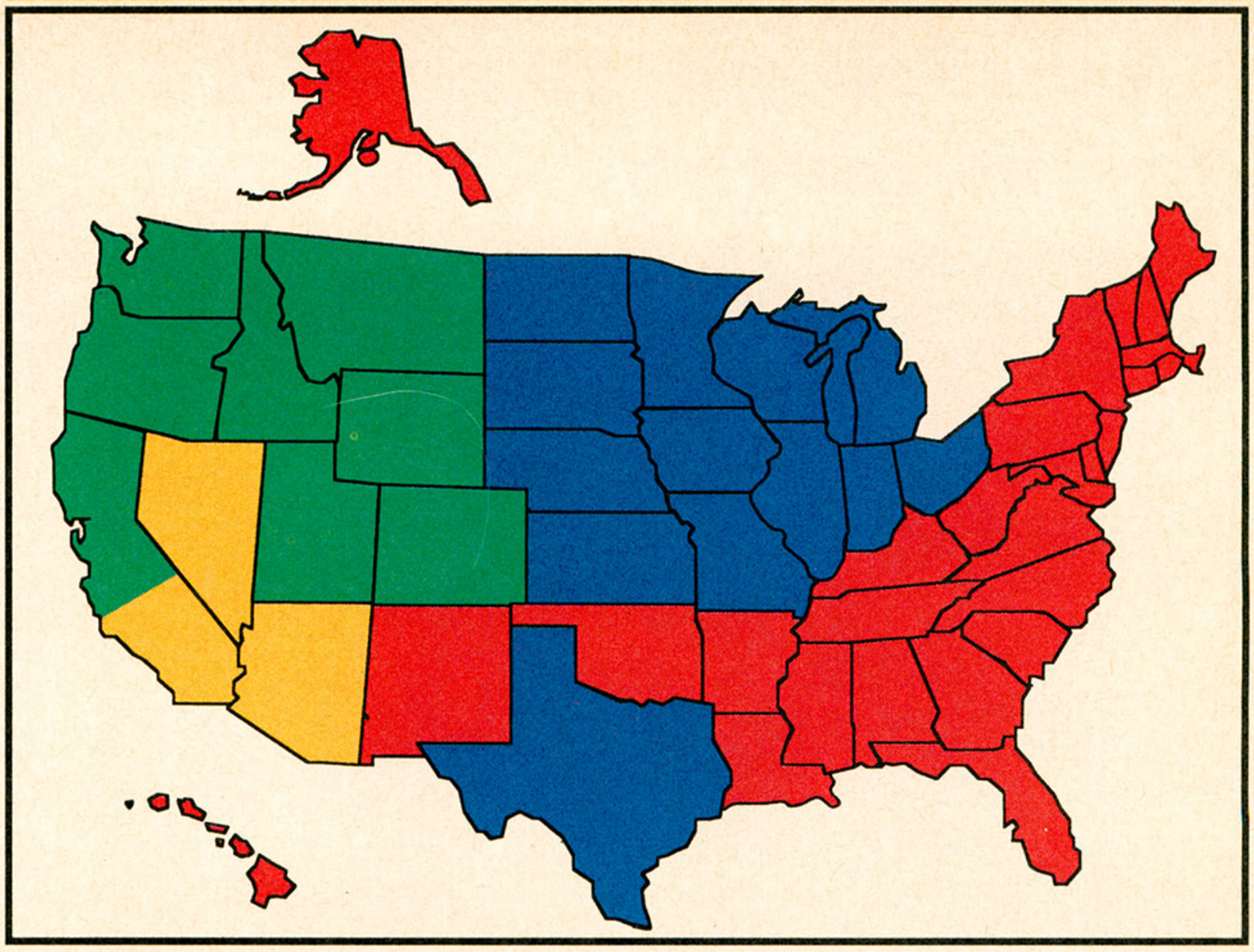
Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Senior Graphic Artist
Kelly E. Pinter, Graphic Artist
Jan J. Sebastian, Graphic Artist

James A. Casella, Publisher
Tom Valentino, Vice President, Finance
Andrew Eisenberg,
Vice President, Advertising Sales
Dominic Mustello,
Vice President, Circulation
Cindy Stump, Circulation Manager
Tracy DeAlesandro, Circulation
Promotion Manager
John G. McMahon, Dealer Sales Manager
Kathleen H. Ingram,
Special Projects Manager
William H. Lock, Operations Manager
Pamela Lambert, Dealer/Customer Service &
Production Coordinator

Signal Research, Inc., publishes *Game Player's* (tm): *The Leading Magazine of Video and Computer Entertainment*; the *Game Player's Guides* (tm) to Nintendo, Game Boy, and PC computer games; *Game Player's GameTapes* (tm), a series of tutorial videotapes about selected games; *Game Player's Sports for Kids* (tm), a sports magazine for children; and operates the *Game Player's* Pro-Tip Hotline, a telephone service offering hints and tips for selected Nintendo games. Subscriptions to *Game Player's*: One year (12 issues) U.S., $26.50. Subscriptions to the *Game Player's Guides* to Nintendo games: One year (12 issues) U.S., $26.50. Subscriptions to the *Game Player's PC Guides*: One year (6 issues) U.S., $14.95. Canada: Add $1 per issue. Outside U.S. and Canada, add $2 per issue. Corporate, editorial, production, and customer service offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located at 23-00 Route 208, Fair Lawn, NJ 07410, (201) 703-9500; FAX (201) 703-9509. Dealer orders and inquiries should be directed to Dealer Sales at (919) 299-9902.

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

MPA



ADVERTISING SALES TERRITORIES:

National Advertising Sales:	Regional Advertising Representatives:	Southern California, Arizona, Nevada:	Northwest:
Andrew Eisenberg Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410 (201) 703-9500	Milt Gerber John Zimmerman Gerber/Kamikow 60 Revere Drive, Suite 915 North Brook, IL 60062 (708) 291-8900	Ed Winchell Ed Winchell Co. 22700 South Crenshaw Blvd. Suite 215 Torrance, CA 90505-3050 (213) 530-4693	Kathi L. O'Neil 111 Anza Blvd. Suite 212 Burlingame, CA 94010 (415) 579-0258

Please send all advertising materials to Pamela Lambert, Production Coordinator, *Game Player's*, 300 A-E South Westgate Drive, Greensboro, NC 27407.
Marketplace Advertising: Olivia Merritt, Signal Research, Inc., 23-00 Route 208, Fair Lawn, NJ 07410. (201) 703-9500

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

Entire contents copyright 1990, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide* and *Game Player's* are tradenames of Signal Research, Inc. Nintendo is a registered trademark of Nintendo of America. IBM is a registered trademark of International Business Machines Corporation. Microsoft and MS-DOS are registered trademarks of Microsoft Corporation. Sega and Genesis are registered trademarks of Sega of America, Inc. Atari ST, Atari 2600, Atari 7800, and Lynx are registered trademarks of Atari Corp. Atari Games is a registered trademark of Atari Games, Inc. Amiga and Commodore 64 are registered trademarks of Commodore Business Machines. Apple, Apple IIGS, and Macintosh are registered trademarks of Apple Computer, Inc. Tandy is a registered trademark of Tandy Corp. TurboGrafx-16 is a registered trademark of NEC Technologies, Inc.

Products named in these pages are tradenames, or trademarks, of their respective companies. *Game Player's: The Leading Magazine of Video and Computer Entertainment* is a publication of Signal Research, Inc., an independent publishing company.

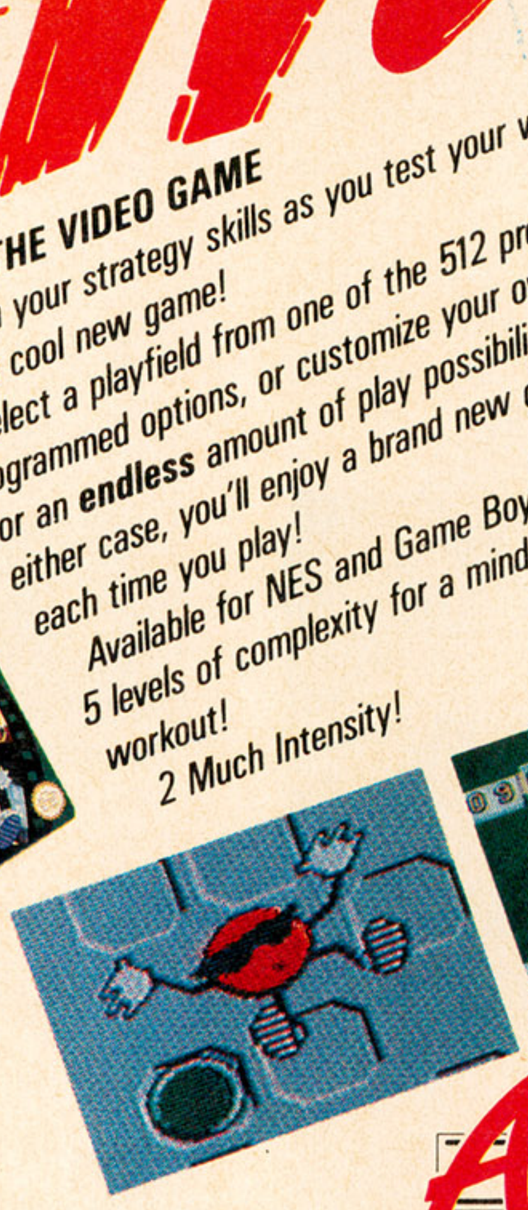
SILVER SURFER™

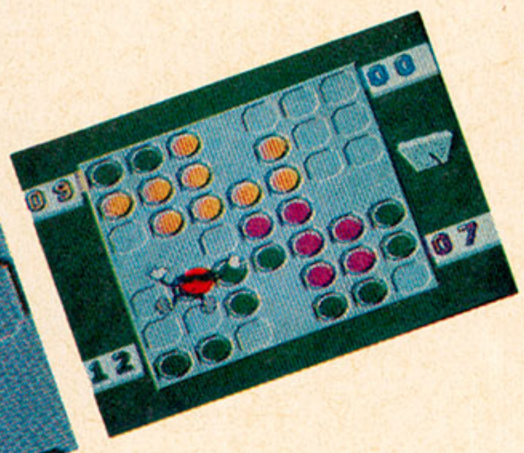
From the farthest reaches of space comes the most awesome superhero of all ... The Silver Surfer™.
The non-stop action of this 3 MEGA firepower, intergalactic shoot 'em up game will challenge all of your battle skills, as you fearlessly fight the evil minds of the cosmos. Only you, as The Silver Surfer™, can keep the Universe from entering an age of darkness and distress by preventing the Magik Warriors™ from swarming into our dimension.
Superior graphics, music and sound effects, make Silver Surfer™ the hottest game in the galaxy!
2 Much Action!

2 Much Action!

SPOT™ THE VIDEO GAME

Sharpen your strategy skills as you test your wit in this cool new game!
Select a playfield from one of the 512 pre-programmed options, or customize your own game for an **endless** amount of play possibilities. In either case, you'll enjoy a brand new challenge each time you play!
Available for NES and Game Boy, both feature 5 levels of complexity for a mind-bending mental workout!
2 Much Intensity!





LICENSED BY NINTENDO
FOR PLAY ON THE
Nintendo ENTERTAINMENT SYSTEM®

ARCADIA®

Arcadia® is a registered trademark of Arcadia Systems, Inc. Copyright © 1990 Marvel Entertainment Group, Inc. All Rights Reserved. Silver Surfer, other characters and character names are trademarks of Marvel Entertainment Group, Inc. and are used with permission. ©Seven-Up, 7UP, SPOT name and character are trademarks identifying products of The Seven-Up Company, Dallas, TX 1990. ©1990 Arcadia Systems, Inc. All Rights Reserved. Nintendo, Game Boy, Official Seal and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

ARCADIA SYSTEMS, INC.
18001 Cowan Street, Suite A
Irvine, CA 92714
Tel: (714) 833-8710

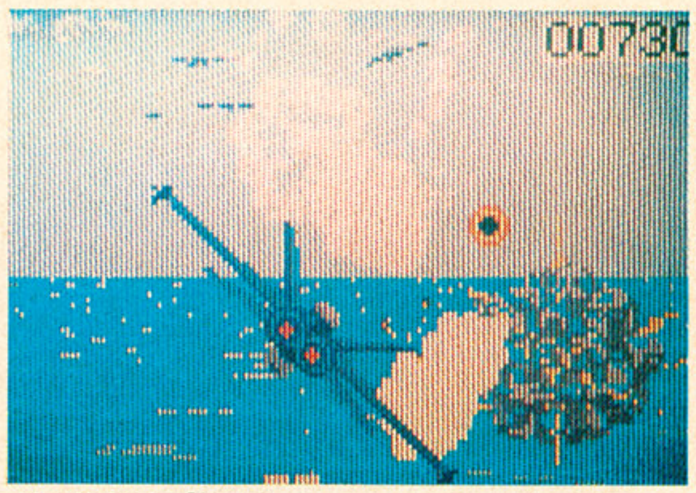
Official Nintendo Seal of Quality®

Warning: The Foll
Chills, Dizziness And

Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.

Gauntlet®: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Lots of games are available on compact cartridges, with more being developed as we speak.

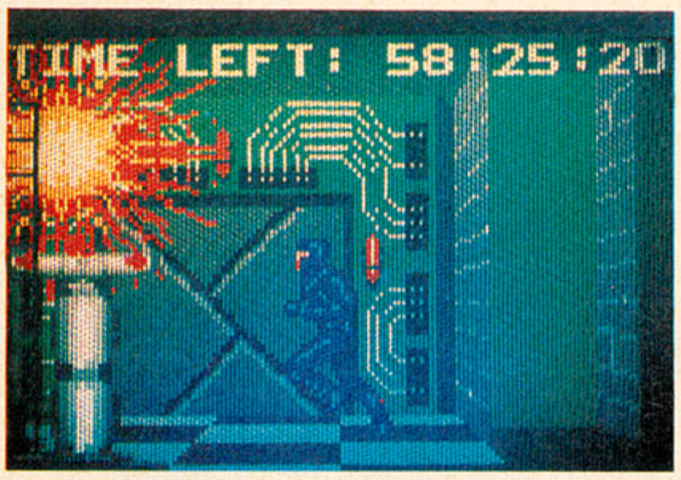


Blue Lightning™: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.

Plug any standard headset into the Lynx for more realistic 4 channel sound

Atari®, the Atari logo, LYNX™ and Electrocop™ are trademarks or registered trademarks of Atari Corporation. ©1990 Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved. (Electrocop™ Software ©1990 Epyx, Inc.,

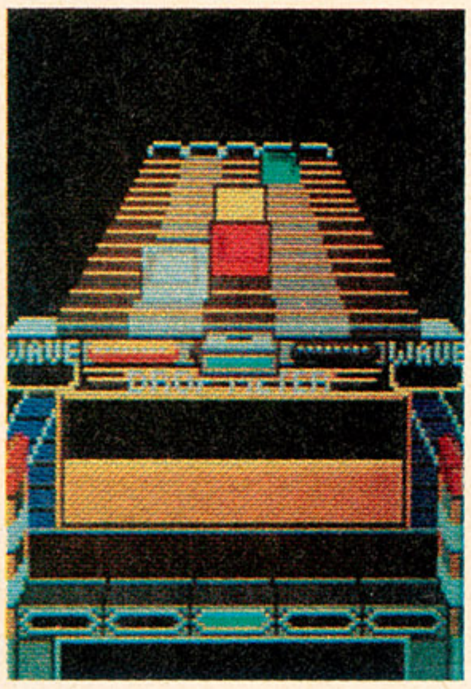
owing May Cause Shortness Of Breath.



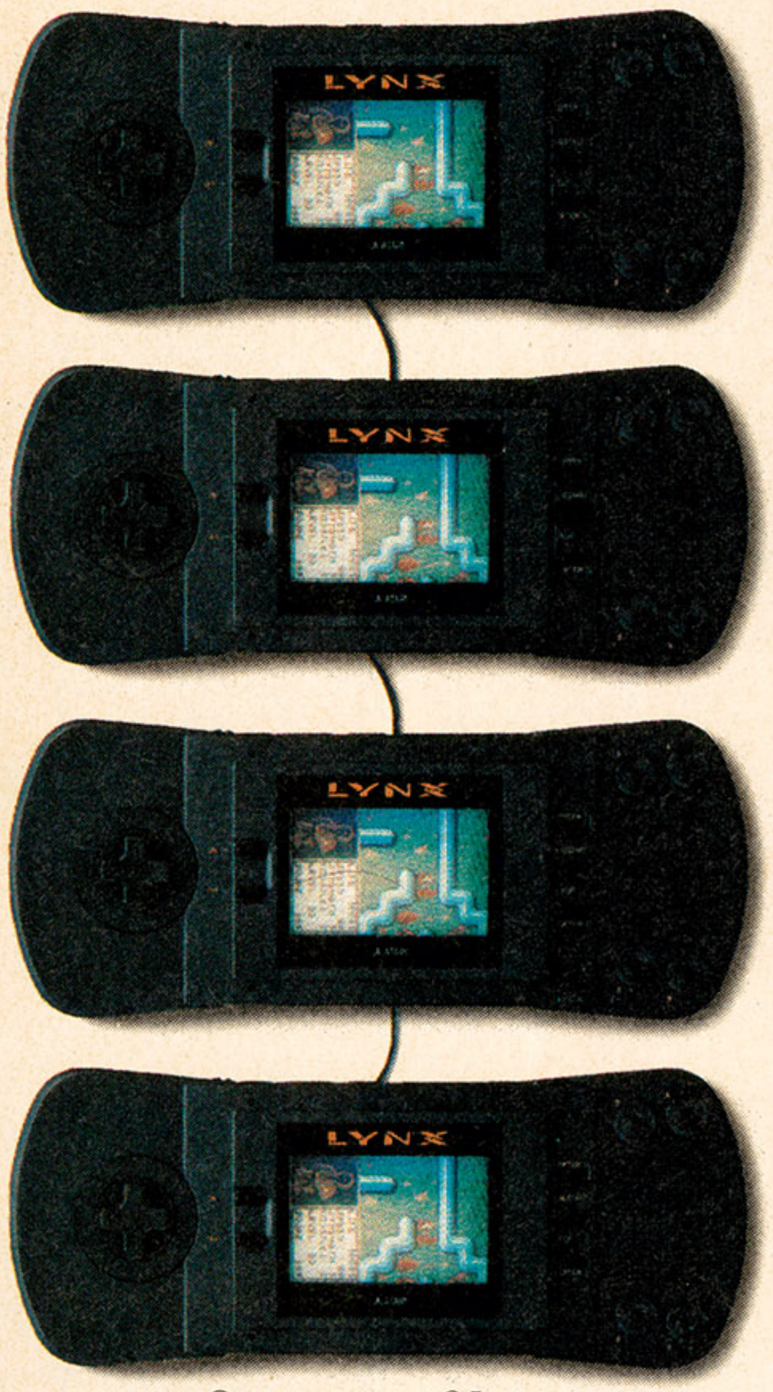
Electrocop™: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.

California Games®: Surf your brains out. Skateboard the Half Pipe. Juggle the Foot Bag. Slam off the desert berms on your BMX bike.

Chip's Challenge™: Help Chip through 144 levels without getting nailed by cherry bombs, water-traps, and hundreds of other hazards.



KLAX™: The latest arcade mega-hit from Atari Games. You must form "Klax" from colored tiles tumbling down the conveyor belt. 100 levels.



Connect up to 8 Lynxes.
On some games, all 8 players can be on screen at once.

The Lynx portable game system is every bit as good as home systems.

It has great color and sharpness like a big screen TV.

It has deep levels of play on popular and new games.

And on some games, you will be able to link up to eight Lynxes so everybody can play together.

It's enough to give you chills.

And make our competitors sick.

It's available at all major toy and electronic retailers.

So see it for yourself at the Lynx dealer nearest you.

ATARI LYNX PORTABLE COLOR ENTERTAINMENT SYSTEM

licensed to Atari Corp.) California Games®, Chip's Challenge™, and Blue Lightning™ are trademarks or registered trademarks of Epyx, Inc.©1990. Gauntlet® and Klax™ are registered trademarks of Atari Games Corp. ©1990.

PLAYERS WORLD

NEO-GEO DEBUTS IN U.K., COMING SOON TO U.S.

Tom R. Halfhill
and Tony Takoushi

SNK's Neo-Geo, the most powerful videogame system yet, made its official debut in the United Kingdom last summer and is scheduled to hit the United States this fall.

What sets the Neo-Geo apart isn't just its clearly superior graphics and sound. Unlike rival home systems, it's a true arcade machine that is already widely available in video arcades throughout the world. Now repackaged by SNK as a home console, it is being marketed primarily for *home rental* rather than retail sales. Although SNK hopes to begin selling the Neo-Geo in U.S. stores in November, the console and game cartridges are so expensive that SNK expects many people to rent the system from video stores rather than buy it outright.

For those who want to buy a Neo-Geo, SNK plans to offer a package consisting of the game console, two controllers, and one game for $549. (Buyers get to choose between two titles: *Nam 1975* or *Baseball Stars Professional*.) Another package includes only the game console and one controller for $399. Games will cost $199 each.

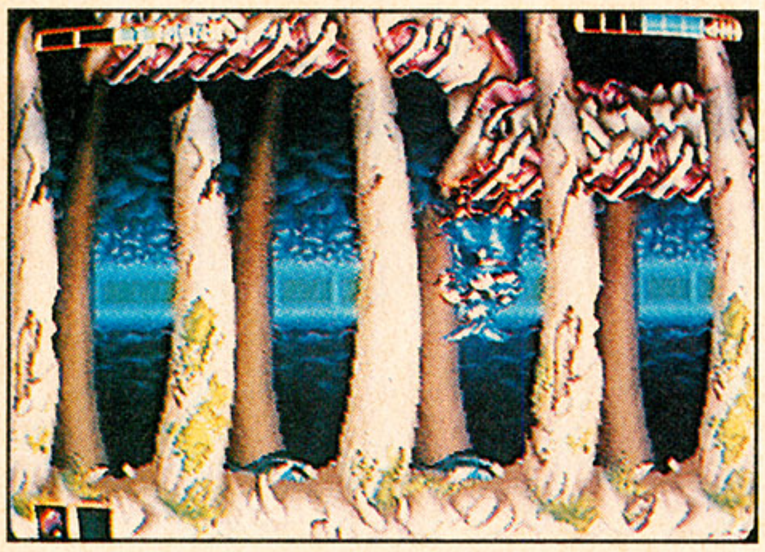
Although these prices may seem steep — a single game costs more than an entire Sega Genesis or NEC TurboGrafx-16 system — they're a bargain compared to prices overseas. In Japan, where the Neo-Geo was introduced last April, the console alone sells for about 58,000 yen (approximately $415 in U.S. dollars) and games fetch 30,800 to 38,500 yen ($220 to $275). In the U.K., where the Neo-Geo was introduced in July, the console costs 400 pounds sterling (about $740) and games sell for 200-240 pounds ($370-$444).

SNK's Neo-Geo is the most powerful videogame system ever introduced. Notice the large controllers and videotape-sized game cartridges.

Because the Neo-Geo console and cartridges contain many more chips than home game systems, they cost more to manufacture and therefore must be sold for higher prices. That's why SNK is concentrating on the rental market. In Japan, the console is known as the Neo-Geo Home Rental System. In the U.K., where the prices are highest, the market is almost entirely rental.

In the U.S., SNK is trying to enlist major video chains such as Blockbuster Video as well as smaller stores to rent the Neo-Geo. The stores will set their own rental rates. This contrasts with Nintendo's efforts to discourage the rental of NES cartridges. Unlike Nintendo, SNK doesn't stand to lose any sales due to rentals, but does stand to gain exposure.

Also, SNK has had trouble convincing retail stores to carry the Neo-Geo. When SNK showed the Neo-Geo to executives from Toys "R" Us earlier this year, they



Magician Lord is an action-oriented role-playing game. For smoother animation, the Neo-Geo's custom video chips have built-in scrolling.

(continued on page 12...)

ATARI® 7800™

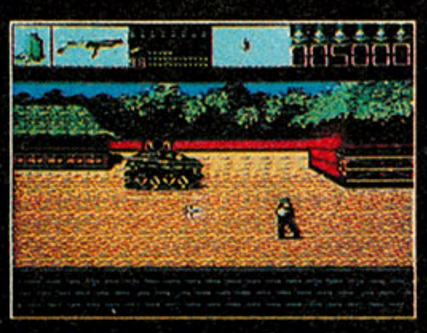
ALIEN BRIGADE™

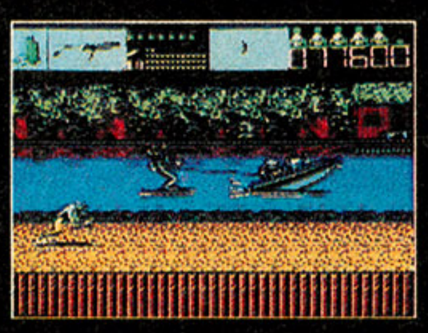
The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

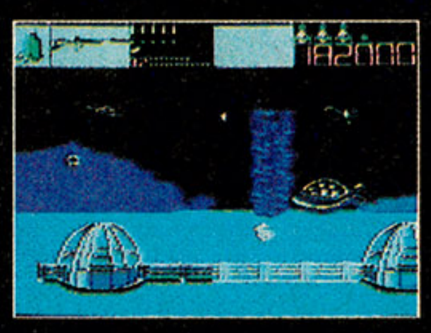
You've got a war on your hands. You've got to stay alive, man. You've got hostages to rescue. And your weapons are joystick or light gun controlled. So start wasting 'em. But be careful, you could be 86ing your own men.

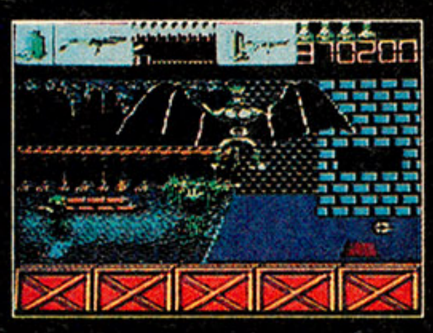
One of the new games for the Atari 7800. Now oozing its way to a store near you.

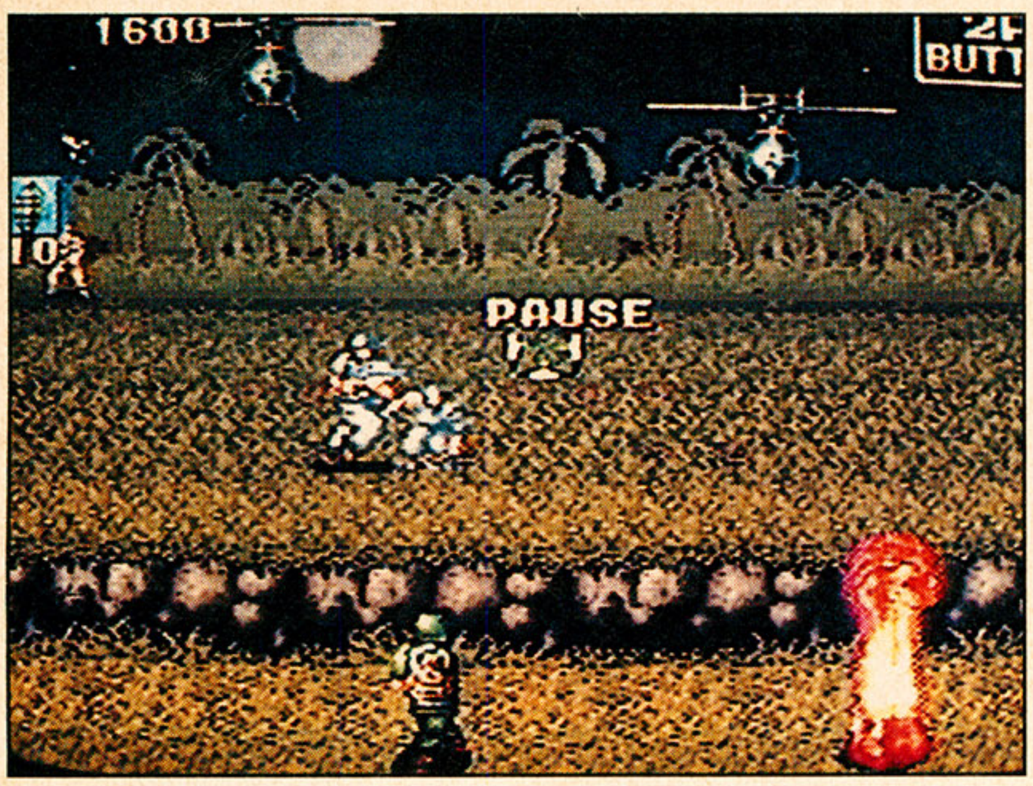
AN ALIEN IS A WONDERFUL THING TO WASTE.











Nam 1975 is a furious shooter based on the Vietnam War. The Neo-Geo has 64K of random access memory (RAM), 68K of video RAM, and 64K of read-only memory (ROM).

the system but balked at the high cost, said SNK's Kent Russell. The new U.S. prices are considerably lower, however, and Russell says SNK is going back to Toys "R" Us and other stores for another try.

Russell says that when lowering the cost, SNK did not reduce the Neo-Geo's capabilities. It's still identical to the arcade machine.

Like the Sega Genesis, the Neo-Geo is based on the 16-bit Motorola 68000 chip, the 8-bit Zilog Z80A chip, and custom video chips. But where the Genesis has just one Z80A for sound, the Neo-Geo has *two*, plus three programmable sound generators. As a result, the Neo-Geo has fantastic sound effects, stereo background music, and amazing voice synthesis. In all, the Neo-Geo has 15 sound channels, compared to 10 for the Genesis, 6 for the TurboGrafx, and 5 for Nintendo.

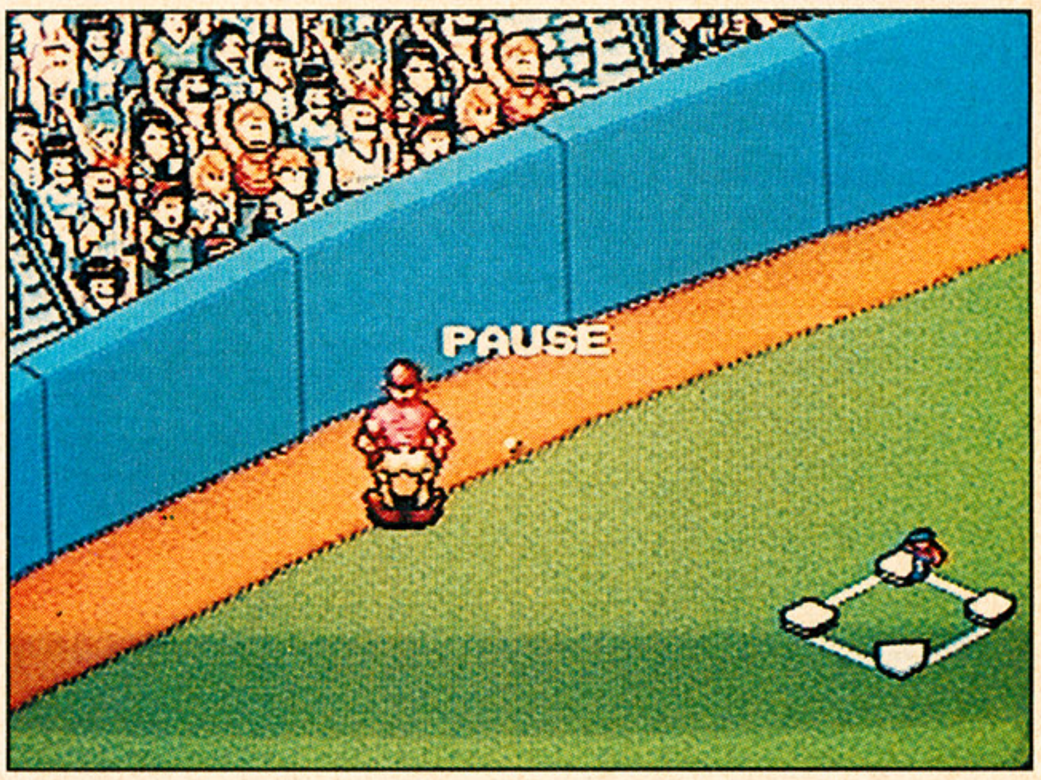
When it comes to graphics, the Neo-Geo is far superior to home systems. It can display 4096 colors simultaneously from a palette of 65,535 colors. That compares to 64 out of 512 colors for the Genesis, 256 out of 512 for the TurboGrafx, and 16 out of 52 for Nintendo.

The most revealing statistic, however, is the amount of memory in the game cartridges. The biggest Nintendo game is *Super Mario Bros. 3* with three megabits. The biggest Genesis game is *Phantasy Star II* with six megabits. The biggest Neo-Geo game so far is *Top Player's Golf* with 62 megabits! Even the smaller games have 46-50 megabits. And the system is designed to handle games up to 330 megabits. (That still falls far short of NEC's TurboGrafx-CD games, though, which can be as large as 4,400 megabits.)

Top Player's Golf is the largest Neo-Geo game released so far — its cartridge contains 62 megabits of ROM. Games can be as large as 330 megabits.

Neo-Geo titles include *Nam 1975*, *Ninja Combat*, *Magician Lord*, *Baseball Stars Professional*, *Top Player's Golf*, *Cyber-Lip*, *Super Spy*, *Mahjongg*, and *Riding Hero*. SNK says about a dozen more will be released over the next six months.

Optional accessories will include a connecting cable for two-player interactive games (similar to the Videolink for the Game Boy), and a memory card that allows players to save their current position in any game. Powered by a five-year lithium battery and tentatively priced at $26, the card has enough memory for 27 saves. Players can copy saved games from card to card, and the cards also work with the coin-op Neo-Geo, so games can be transferred between the arcades and your home.



Baseball Stars Professional is an excellent sports simulation. The Neo-Geo's stunning stereo sound is provided by three programmable sound generators, seven pulse-code modulation channels, four FM channels, and one noise channel.

SNK's parent company in Japan has formed a new division, SNK Home Entertainment, to handle U.S. marketing of the Neo-Geo. SNK Corporation of America, a longtime Nintendo licensee, will continue to make Nintendo and arcade games, Russell said.

GP

ATARI® 7800™

IKARI WARRIORS™

You are the Ikari warrior on the Atari 7800 system.

You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—with one or two players.

One of the new games for Atari 7800. Try it. If you're man enough.

Ikari Warriors is a trademark of SNK Corp. of America.

THE BOYS ARE MAKING HOUSECALLS.

THE ONLY GAME IN THIS LEAGUE.

So what'll it be? Shooting hoops with a bunch of nobodies. Or playing with the baddest of the NBA's big boys.

Get real. It's Lakers vs. Celtics & the NBA® Playoffs™ *every time.*

The only Sega® Genesis® game with real NBA teams—1990's eight playoff contenders plus the East and West All Stars.

The only one with real players. Jordan, Chambers, Robinson, Isiah, The Mailman, Ewing, and 114 other household names. For unbeatable five on five action.

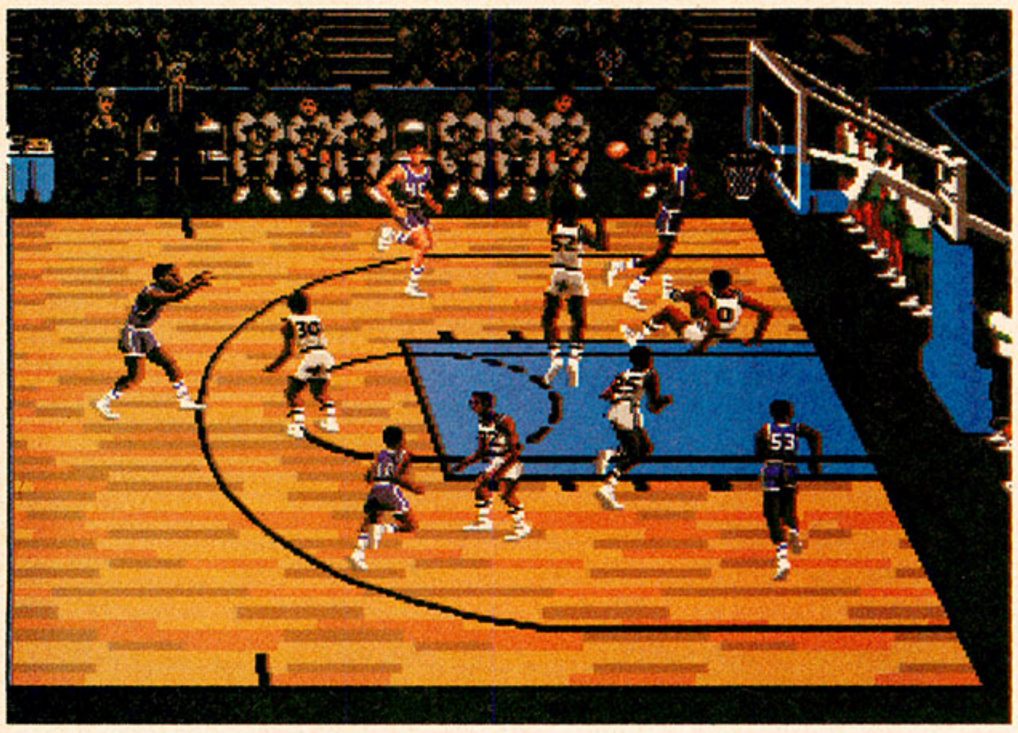
The only one with real signature moves, too. The slams, jams, and three pointers that made the stars famous.

Even real stats from the 1990 season. And a half-time sports show.

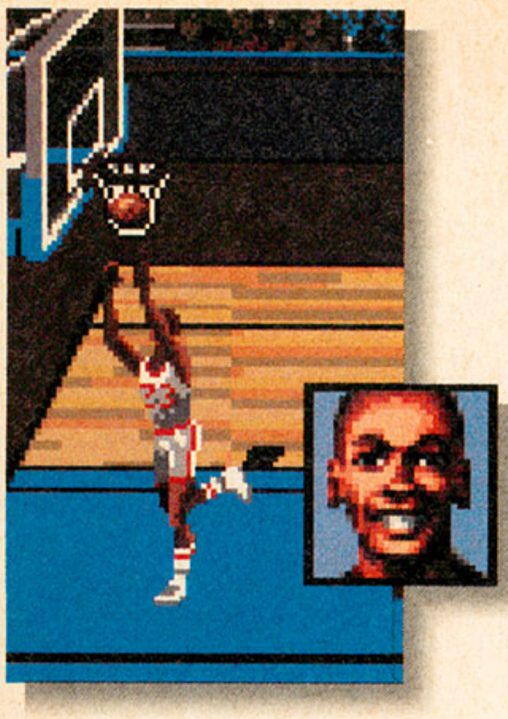
In other words, action as big and intense as basketball itself. Big sound. Intense graphics. Killer animation. For one or two players.

You think you can find this level of play anywhere else? Come on, get real.

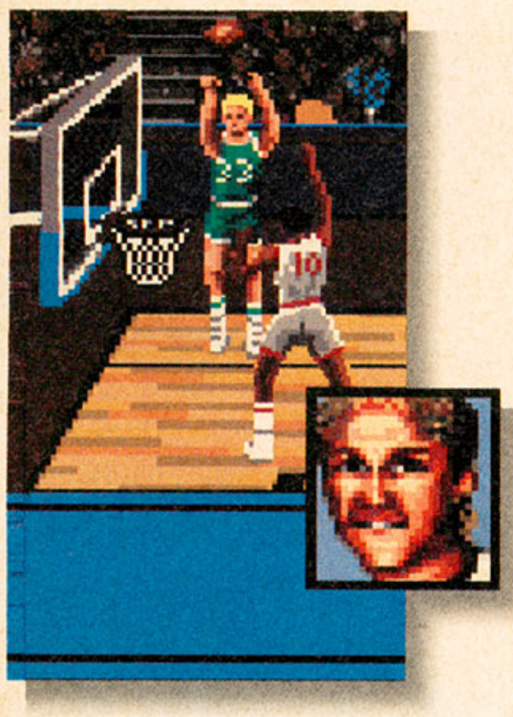
SEGA® GENESIS®



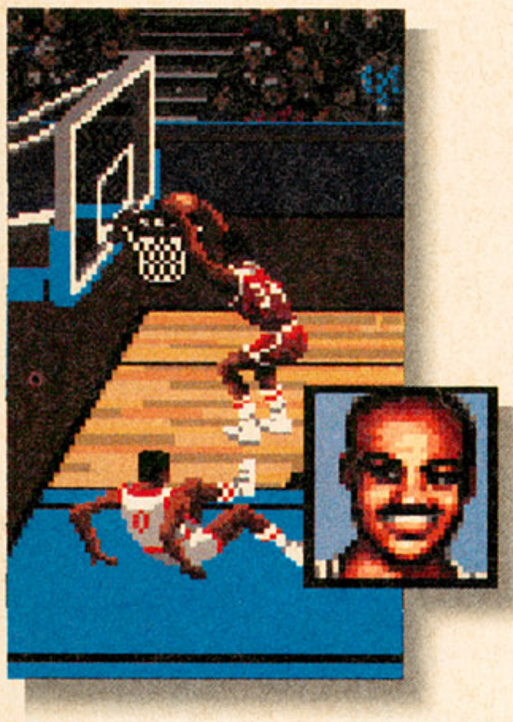
Rule the court. *Full-court action with everything from fouls to fast breaks. All to the tune of a sizzling stereo soundtrack.*



Jordan's Air Show. *Find out what life's like above the rim.*



Bird in Flight. *Nothing but net.*



Barkley's Gorilla Dunk. *Charles is a real animal.*

Clyde's Glide. *Wham, bam a tomahawk jam.*

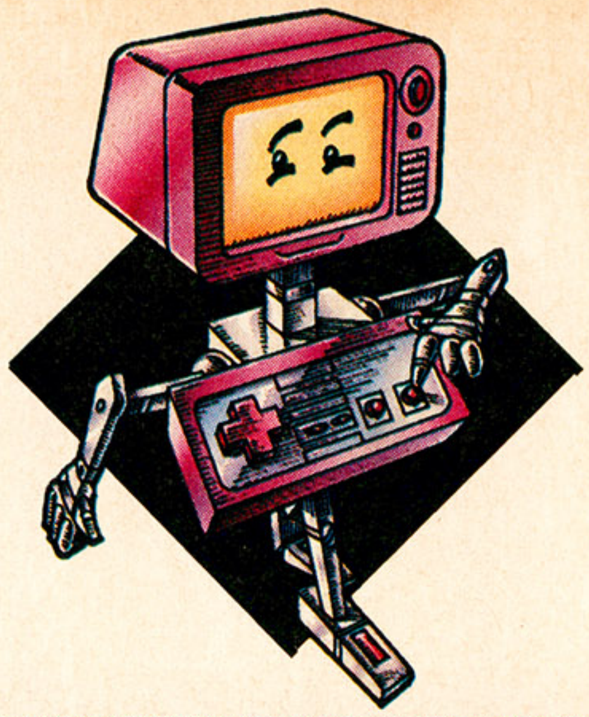
The Class of '90. *You get the complete rosters of '90's top playoff teams, subs included. Plus the East and West All Stars.*

Your Best Shot. Get the best action. The most realistic animation. And gameplay that lasts long after the rest have burned out. Get real with Electronic Arts.

Visit your retailer or order by phone. 800-245-4525 between 8 am-5 pm Pacific Time.

ELECTRONIC ARTS®

Licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM. "SEGA" and "GENESIS" are registered trademarks of Sega Enterprises Ltd. Lakers versus Celtics and the NBA Playoffs is a trademark of Electronic Arts. The individual NBA Team insignias depicted are trademarks which are exclusive property of the respective Teams and may not be reproduced without the written consent of NBA Properties, Inc. NBA is a registered trademark of National Basketball Association.



NINTENDO NEWS

SHINGEN THE RULER: BEST STRATEGY GAME YET?

William R. Trotter

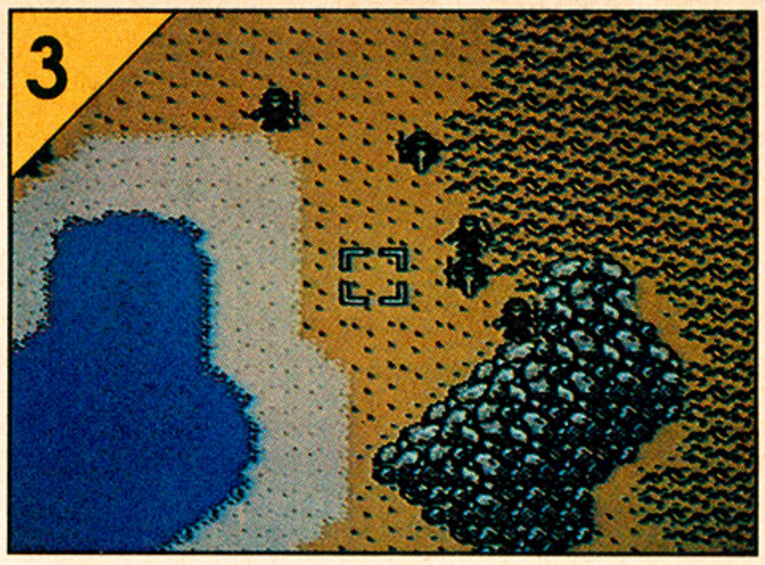
For Nintendo players who love deep, well-balanced strategy games (the kind of simulations that are so popular with computer gamers), the pickings have been slim. True, many Nintendo games have some elements of strategy, but it's usually limited to figuring out the movement and timing patterns of enemies, or which power-up to grab before you confront the stage boss.

A few battlefield-strategy games have appeared for Nintendo in the past year, but they've had their problems. *Desert Commander* is fun to play, but at times verges on silliness — such as when it allows you to attack bomber planes with supply trucks. *Conflict* is just plain odd — a mixture of stilted, arbitrary rules, confusing graphics, and bizarre cartoon sequences.

But times change. The Nintendo market is becoming saturated with action games, and first-generation Nintendo players are now growing into young adults. (And don't forget the increasing number of middle-aged players who have caught the Nintendo habit from their kids, but who lack the patience or the hand-eye coordination to get through a game like *Sky Shark* or *P.O.W.*) Over the next year, you can expect to see many more strategy games that try to exploit every bit of the Nintendo computer's potential.

The most recent example is *Shingen the Ruler* from Hot-B USA. It's a subtle, vivid, utterly compelling game of military and political strategy that aspires to epic dimensions. All of the characters are based on actual figures from the turbulent days of 16th-century Japan. Indeed, a well-played game of *Shingen* can last through two generations of characters, enabling a father to pass along his empire, and his dream of unifying Japan, to his son.

If you think *Shingen the Ruler* sounds a lot like *Nobunaga's Ambition* from Koei, you're right. But there are some very important differences. For one thing, *Nobunaga's Ambition* — originally a computer game — was obviously squeezed down to fit the Nintendo format. *Shingen*, on the other hand, actually seems to *open up* the Nintendo format. It has the depth and richness of a good computer game, combined with the simplicity of play that has always been one of Nintendo's great assets.

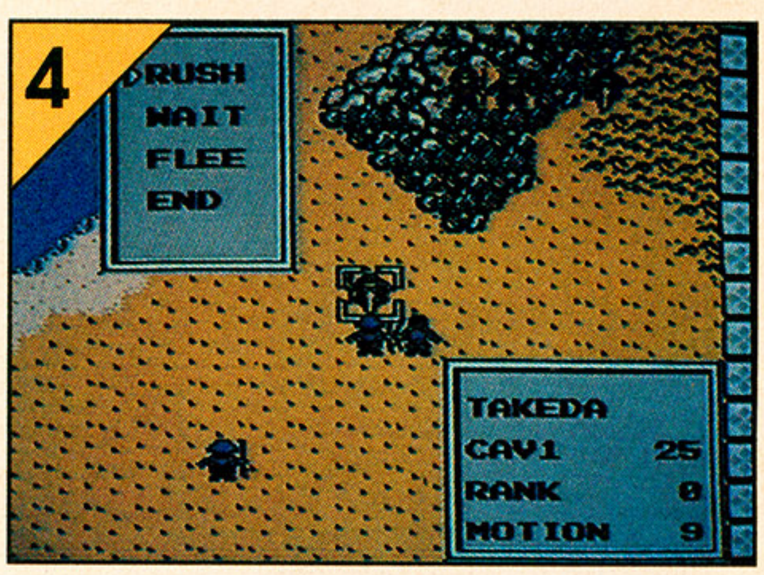


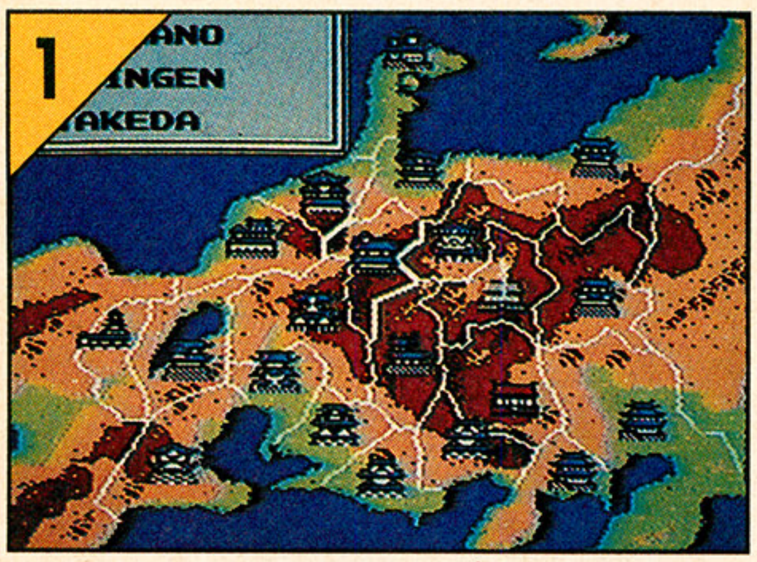
1 Plan your grand strategy on this map of medieval Japan.

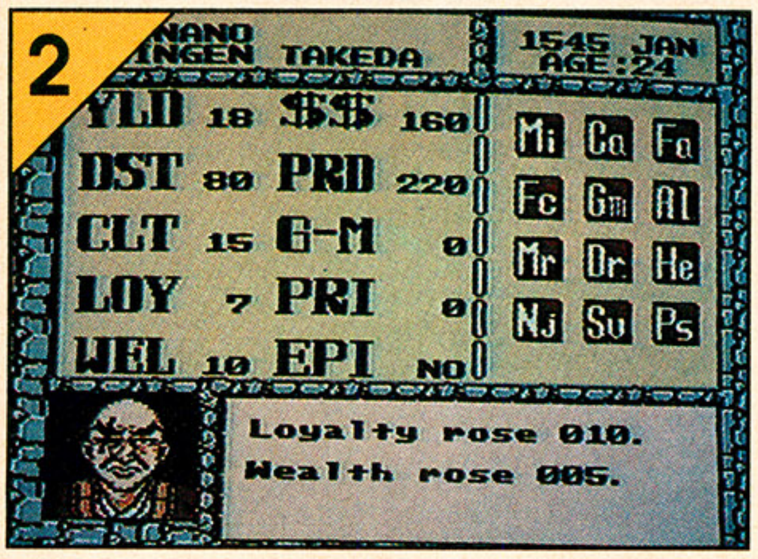
2 You can issue one command per month to either build up your economy or your army. In the early years of the game, balancing these two priorities is a tightrope walk.

3 There are 42 different battlefields and 21 castles in this immense game — enough variety to challenge the best armchair general.

4 Use your cavalry against the enemy's archers and riflemen to deliver a crushing blow. Avoid frontal attacks on lancers, however.







GAME PLAYER'S™

Reebok®

MATTEL®

PLAY to WIN Sweepstakes

Enter now!

1 GRAND PRIZE:

UNIVERSAL STUDIOS VACATION FOR FOUR

25 FIRST PRIZES:

MATTEL® POWER GLOVE™ AND A PAIR OF REEBOK® THE PUMP FOR KIDS™

100 SECOND PRIZES:

GAME PLAYER'S™ Power Glove™ Game Tape™

1,000 THIRD PRIZES:

GAME PLAYER'S™ ENCYCLOPEDIA of Nintendo® Games

2,000 FOURTH PRIZES:

GAME PLAYER'S™ T-Shirt

Here's all you do:

Complete the Official Subscription Form/Sweepstakes Entry bound into this magazine. No purchase necessary to win. See Official Rules for complete details.

OFFICIAL RULES

1. No Purchase Necessary. To enter the sweepstakes, complete the subscription form/sweepstakes entry, or on a 3" x 5" plain piece of paper, hand print your name, address, city, state, zip code, sneaker size, and the words "Play to Win" and mail to: "Play to Win," P.O. Box 784, Gibbstown, NJ 08027. Sweepstakes begins 10/1/90 and ALL ENTRIES MUST BE RECEIVED BY 12/31/90. Limit one entry per person. Not responsible for lost, late, damaged, misdirected, illegible or postage due mail. No photocopied or mechanically reproduced entries will be accepted.

2. Prizes and approximate retail values are: (1) Grand Prize: 1 week trip to Universal Studios for family of up to 4 (2 adults and 2 children). Includes round trip airfare and accommodations. Subject to space and departure availability. Must be taken by 12/31/91. ($2,500); (25) 1st Prizes: Mattel® Power Glove™ and a pair of Reebok® The Pump for Kids™ ($178 per set); (100) 2nd Prizes: **Game Player's™** Power Glove™ Game Tape™ ($12.95 ea.); (1,000) 3rd Prizes: **Game Player's™ Encyclopedia** of Nintendo® Games ($10.95 ea.); (2,000) 4th Prizes: T-Shirt ($9.95 ea.) Values of merchandise prizes determined by manufacturers' suggested retail prices, or by what items are currently known to be selling for at the time this offer was published. Values include handling and delivery charges. Trip value may vary due to location of winner and fares at time of departure. Certain blackout dates may apply.

3. Sweepstakes open to residents of the U.S. and Canada, except the Province of Quebec. Canadian winners must first correctly answer a skill-testing question administered by mail. Employees of Signal Research, Inc., Mattel, Reebok, their retailers, distributors, subsidiaries, advertising and promotion agencies and VENTURA ASSOCIATES, INC., and their families are not eligible. Odds of winning are determined by the total number of entries received. Circulation of this offer is not to exceed 4,280,000. All federal, state and local rules and regulations apply. Void in Puerto Rico and where prohibited. Taxes are the responsibility of prize winners. No duplicate major prize winners, cash equivalents or substitution of prizes permitted except as may be necessary due to unavailability, when a prize of equal or greater value will be substituted.

4. Winners will be determined in random drawings on or before 1/15/91, by VENTURA ASSOCIATES, an independent judging organization whose decisions are final. Winners will be notified by mail and major prize winners must complete an affidavit of eligibility and release of liability which must be returned within 14 days of date of notification or alternate winners will be selected. Prize notification letters or prizes returned to a sponsor or VENTURA ASSOCIATES, INC., as undeliverable will be awarded to alternate winners. Prizes won by minors may be awarded in the name of parent or adult guardian. If the Grand Prize winner is a minor, a parent or guardian must accompany the winner. Entry constitutes permission to use winners' names and likenesses for publicity purposes without additional compensation. Prizes are guaranteed to be awarded.

5. For a list of major prize winners, send a stamped self-addressed envelope to: "Play to Win" Winners, P.O. Box 811, Gibbstown, NJ 08027. Requests must be received by 12/31/90 and will be fulfilled within 90 days after the sweepstakes ends.

Subscribe Now! **TO THE GAME PLAYER'S MAGAZINE THAT HELPS YOU PLAY-TO-WIN!**

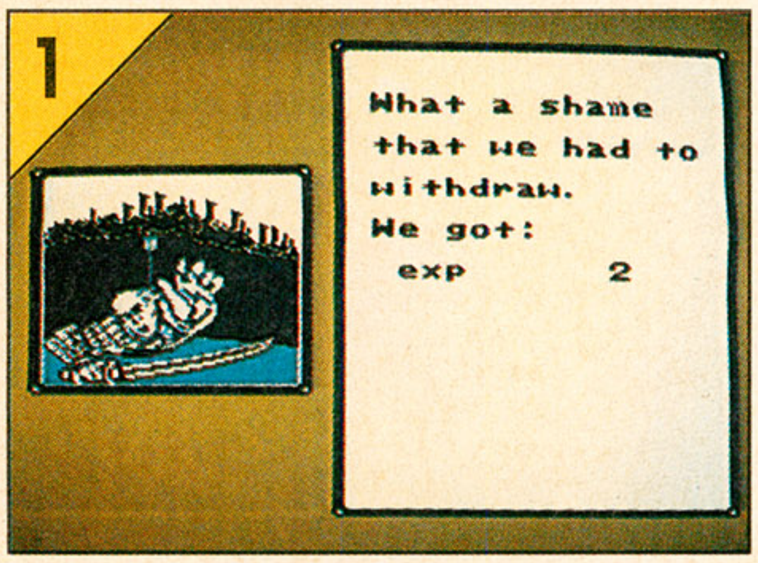
Complete and mail the Subscription Form/Sweepstakes Entry now!

GAME PLAYER'S, GAME PLAYER'S MAGAZINE, GAME PLAYER'S STRATEGY GUIDE, AND GAME PLAYER'S SPORTS FOR KIDS are trademarks of Signal Research, Inc. Nintendo and Game Boy are trademarks of Nintendo of America Inc. Signal Research, Inc. is not affiliated in any way with Nintendo of America Inc.

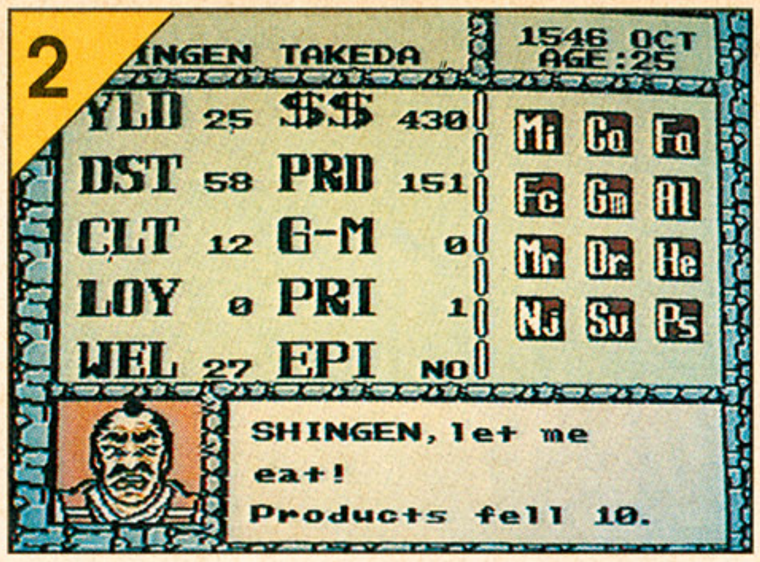
NINTENDO NEWS

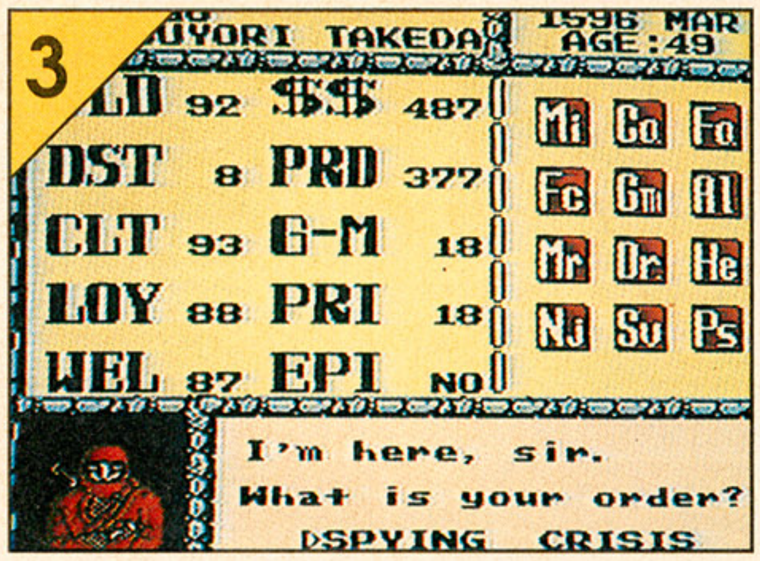
Your Goal: Unification

Shingen the Ruler begins in the year 1545 when Japan was fragmented into 21 squabbling provinces, each ruled by an ambitious samurai warlord. As Shingen Takeda, you begin your career at the tender age of 24 in command of two provinces, one of which is an economic disaster. You also start with a modest treasury and a small, untried army.



By issuing one command per month, you must try to build up both your economy and your power, fending off stronger enemies from behind your castle walls. You must also cope with such problems as floods, droughts, plagues, and civil discontent. The key to success is economic stability. One hint: Before issuing your monthly command, *always* check with the merchant to find out what the market prices are. Most of the time, the rate of exchange is low: one unit of produce for three units of money. But market rates fluctuate occasionally, and, at least two months out of the year, that 3-to-1

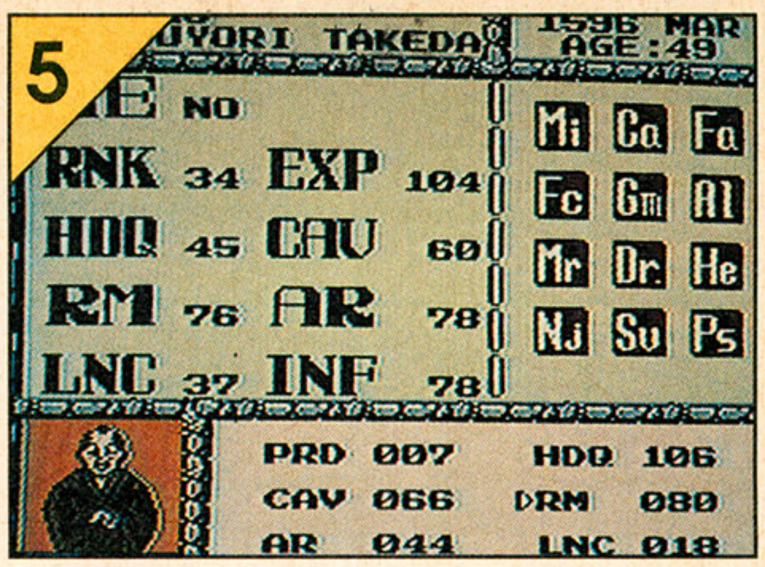




rate will become 4-to-1 or even 5-to-1. *That's* the time to unload every spare unit of produce you have. If you time it right, you can double, maybe even triple, your financial resources with a single command. That translates into significant improvement for your economy or military power.

Another tip: Invest heavily in the "loyalty" category. A high loyalty rating means you won't be troubled by riots, and you'll always have plenty of volunteers for your army.

As a simulation, *Shingen the Ruler* is extremely imaginative and convincing. For example, given the threatening nature of the times, your first impulse may be to sink every spare dollar into armaments. But, just as in real life, you'll soon discover that excessive military spending can halt growth and



bankrupt your province in a few years.

If Shingen is wise, he'll take the long view of strategy. Your goal is to unify Japan, but from the beginning you should plan on leaving that task to your son, Katsuyori. Shingen himself should concentrate on survival and internal strength. Only late in his career should he risk modest expansion.

Realistic Warfare

Another key to *Shingen the Ruler* is to plan for defense as well as offense. Sooner or later you'll be attacked by rival warlords, so you should master defensive tactics and the use of terrain. Invest in archers, lancers, and headquarters troops for defensive purposes, with as many riflemen as you can afford.

continued on page 24...

1 A successful delaying action or a fighting withdrawal is often the key to a later victory.

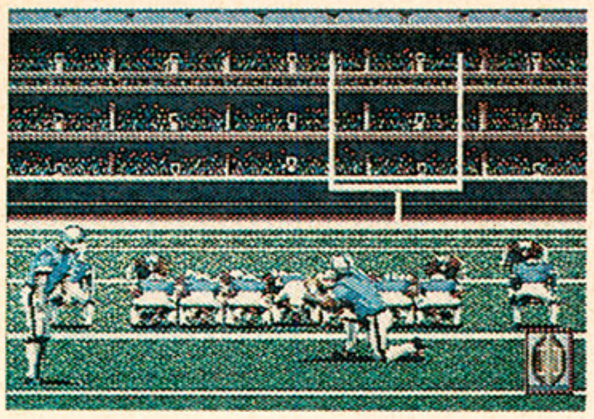
2 Your obnoxious father, Mr. Nobutora, shows up at the palace from time to time, demanding a handout. You have no choice but to feed him.

3 You can send a ninja to spy on your rivals without using your regular monthly command. Do this often, for conditions are turbulent all over Japan.

4 Thick white borders indicate impassable mountains. Because such territories can be defended easily, they are very desirable conquests.

5 Pay attention to market prices. Sell when the market is up; buy weapons when it is down.

IF YOU CAN PLAY IT HERE



512 simultaneous on-screen colors 74K pixel, ultra-high resolution, active matrix backlit LCD screen with

WOW!

For the first time in the history of mankind, you can play the existing 16-bit library of killer TurboGrafx-16 games anywhere in the known world with the new TurboExpress™ Handheld Entertainment System.

INTRODUCING

TV Sports Football™ is a trademark of Cinemaware Corporation ©1990 Cinemaware Corporation. Bonk's Adventure™ is a trademark of NEC Technologies, Inc. ©1990 Hudson Soft, 1990 Atlus Ltd., 1990 Red.

YWHERE

All sold separately

VCR and Camcorder hook-up

TurboVision™ TV Tuner turns it into a color TV (coming soon)

Car and AC Adapters

2-player TurboLink (coming soon)

Stereo headphone jack • Ca

Dual Turbo-fire buttons

Actual size and screen

TURBO 16 GRAFX NEC ™

TURBOEXPRESS

TurboExpress, TurboVision, TurboGrafx are trademarks of NEC Technologies, Inc.

BUY ONE OF THESE,

Just buy a TurboGrafx™-16 system and you'll not only get Keith Courage in Alpha Zones,™ games worth up to $70 totally free. How can we be so generous? See your dealer for

Keith Courage in Alpha Zones™ and TurboGrafx are trademarks of NEC Technologies, Inc. © 1990 NEC Technologies, Inc. Call the TurboTeam at 1-708-860-3648 for details.

AND WE'LL THROW IN ONE OF THESE FREE.

you'll also get any one of 38 selected other killer TurboGrafx-16 details. This offer good between Oct. 1 and Dec. 31, 1990.

TURBO 16 GRAFX™

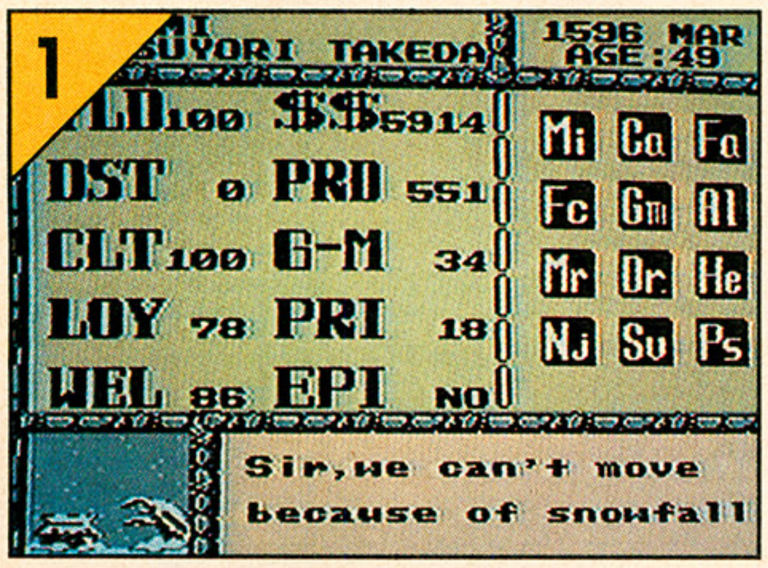
NEC

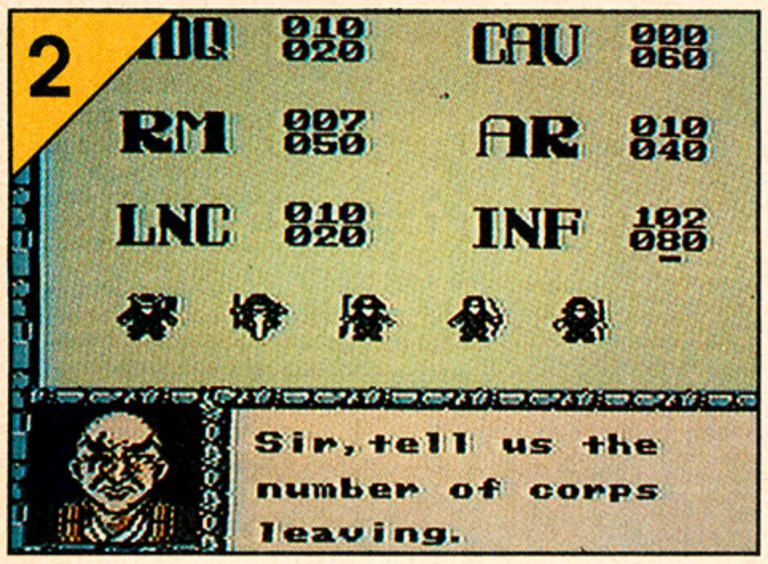
NINTENDO NEWS

continued from page 18...

The depth of the game's combat scenes makes it possible for you to devise fairly subtle defensive tactics. Each battle has two parts: The first takes place on open terrain, and the second (optional, at the attacker's discretion) takes place at the defender's castle. If you skillfully deploy your archers, lancers, and headquarters troops, you can easily defeat an attacking army three times your size by taking advantage of the castle's defenses.

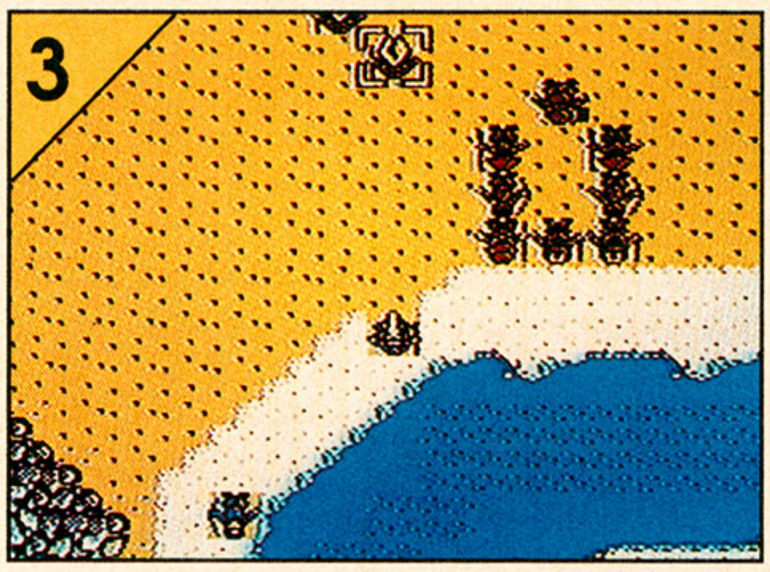
A smaller army can even defeat a larger one *offensively* by launching repeated guerrilla raids against a neighboring province. Many of your enemies are sloppy commanders who send out their cavalry far in advance of the slower foot soldiers. Try using your archers and riflemen to bushwhack their cavalry. After emptying 10 or 20 saddles, issue the "flee" command to retreat before the enemy's stronger units can get close. By constantly whittling away at your opponent's second-most expensive troops, you can gradually undermine his economy and reduce his overall strength to the point where you can risk an all-out attack.





Detailed Graphics

Where *Shingen the Ruler* really surpasses *Nobunaga's Ambition* is on the battlefield. The battle scenes in *Nobunaga* are abstract, using chessboard-like terrain and unit symbols. But *Shingen* lets you maneuver actual animated troops. Little cavalry horses trot over broken ground...musketeers fire blazing volleys from gullies and castle walls...archers unleash



clouds of arrows. It's almost like watching one of those epic Japanese movies by Akira Kurosawa.

The battlefields are *huge*—four entire screens seamlessly linked together, with rivers, mountains, forests, grassy plains, and streams. All of these terrain features have realistic effects on movement, defense, and concealment from the enemy.

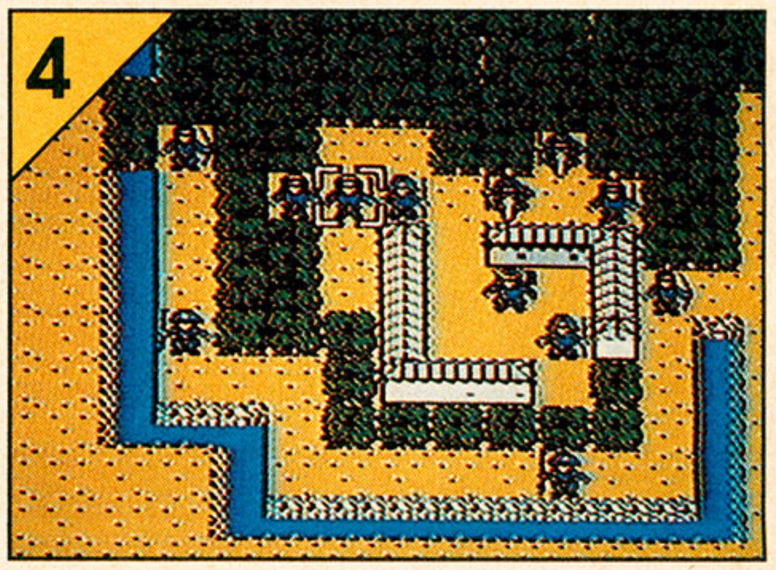
Another interesting touch is the game's sense of human scale. Children are born and parents die. After a certain point in the game, Shingen must devote part of his resources to educating his heir, Katsuyori, so that when the torch of ambition is finally passed, the son may fulfill his father's dreams.

1 Seasonal problems and random natural disasters add extra realism — and problems.

2 Here's something you'll be doing often: sending reinforcements from a secure territory to a threatened one.

3 Keep your infantry massed in formation to maximize their firepower. But keep your cavalry on the flanks, where they can exploit a sudden opportunity.

4 Assaults on castles are bloody, and sieges are long, drawn-out affairs. If the enemy can't take your castle in 20 turns, he must withdraw.

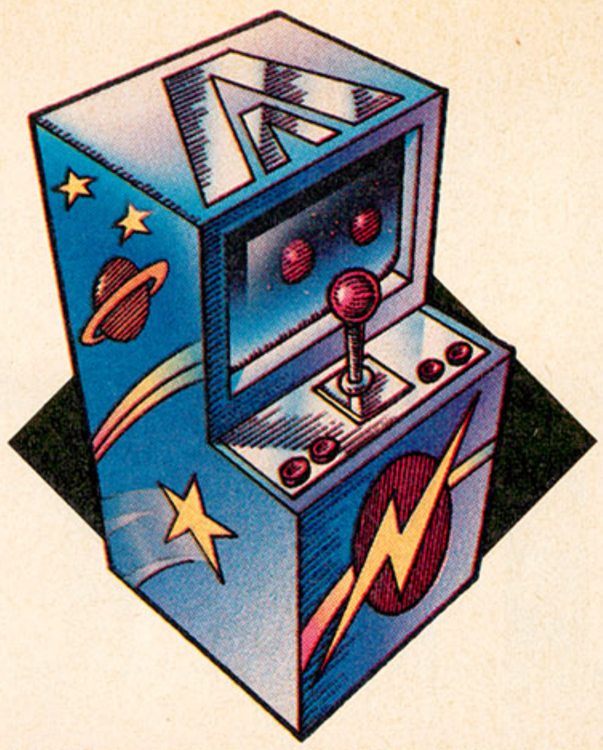


Unless Shingen dies in battle, he lives until he's 63. Therefore, don't spend a lot of money on Katsuyori until Shingen is 45 or so. After that, spend all you can in every category of education until Katsuyori is *100 percent* ready to rule. If you don't, he starts out with serious handicaps.

When the game enters its second generation, you'll be less preoccupied with tactics than with overall strategy. By this time, you will be expanding your empire and trying to fulfill Shingen's dream of a unified Japan. In effect it's a whole new game, with fresh challenges and grand strategy.

Shingen the Ruler is definitely something different. It's not a game for everyone, but it's the kind of game that some players have long been waiting for. There is simply no better military strategy game available for Nintendo.

GP



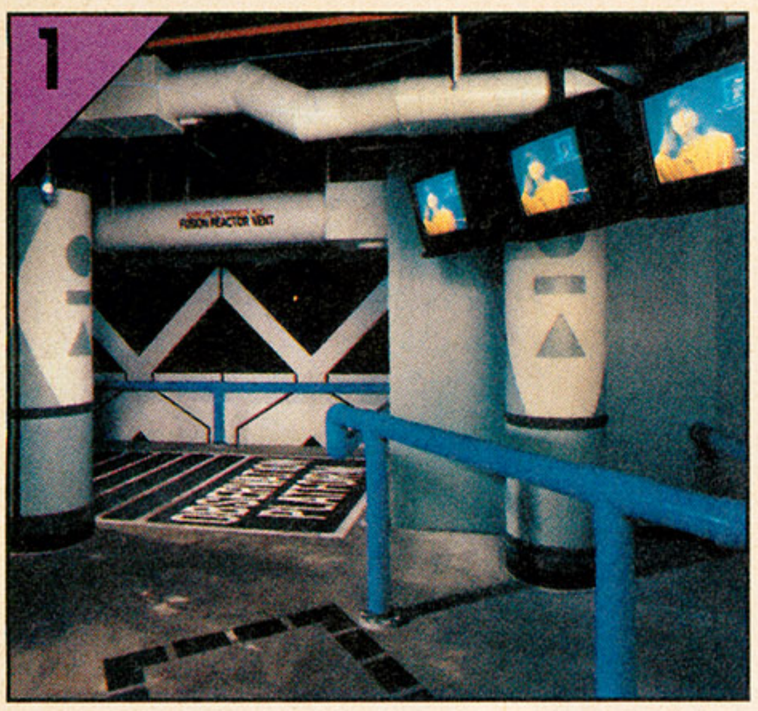
ARCADE ACTION

Battletech

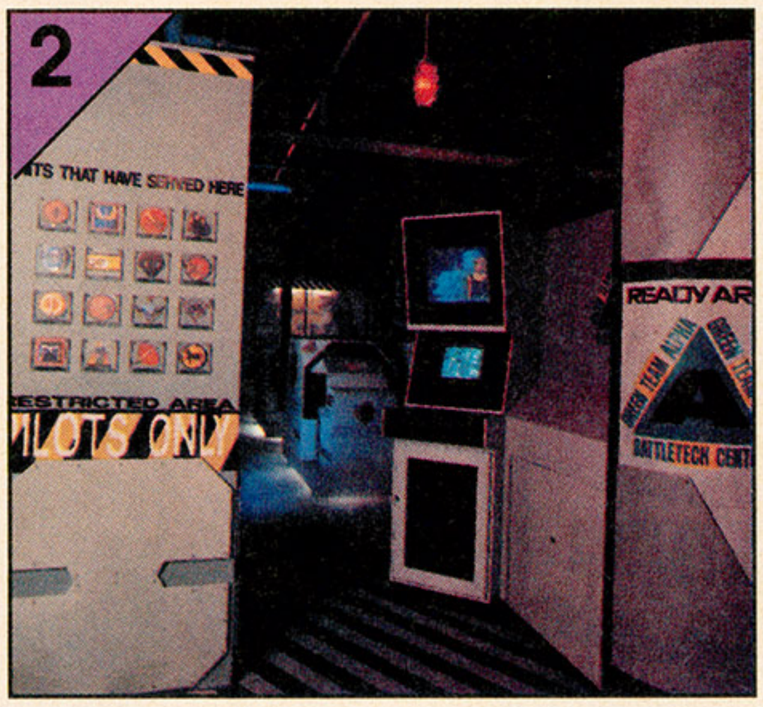
Scott Wolf

In August, Chicago game players swarmed to a lakeside shopping mall for the debut of the world's ultimate arcade game: *Battletech*.

Battletech is a far cry from ordinary arcade games in which you drop a coin into a slot and then stand or sit at a console. It's a multiplayer game in which as many as 16 people enter simulator capsules for ten minutes of incredibly realistic warfare. Each player controls a simulated BattleMech — an 80-ton, four-story-high armored robot that's a standard weapon in the year 3029. Piloting a BattleMech is like driving a huge, walking tank.



Chicago's Battletech Center is the first of a chain that its backers hope to expand throughout the United States. More Battletech Centers may open in New York, San Francisco, Los Angeles, and Orlando by the end of 1991. Eventually, there may be centers in most major cities and in many college towns with populations over 20,000.



Battletech isn't just another shoot-em-up game. It's actually the second most popular role-playing game after *Dungeons & Dragons*, but it emphasizes battle tactics over role playing. The Battletech Center is a sort of theme park in a mall. Once you walk through the doors, you leave behind the mundane world of the 1990s and enter the politically unstable universe of 3029.

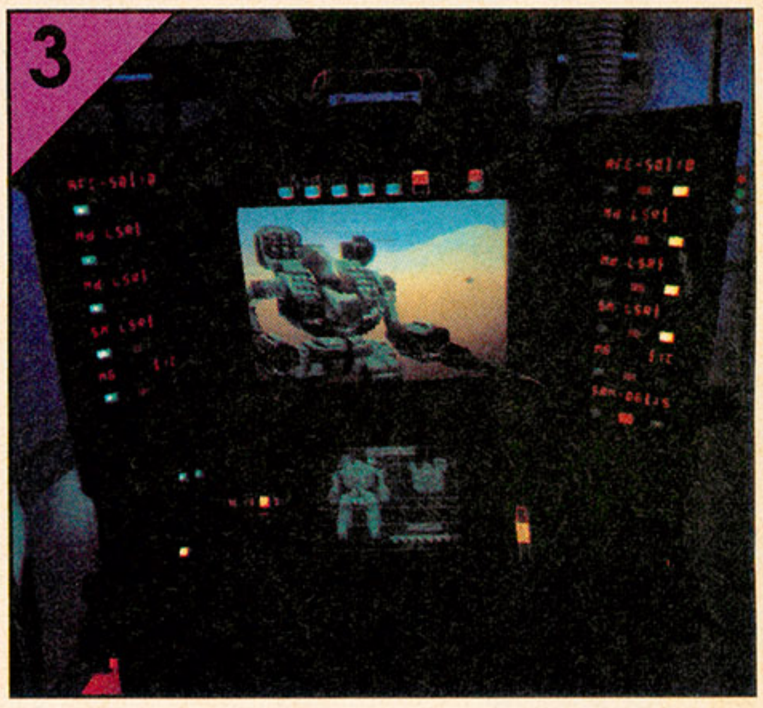
A thousand years in the future, five Houses, or star empires, seek sole dominance over the universe. None, however, can accomplish this unaided. There's a constant demand for MechWarriors — elite human pilots for the hulking BattleMechs.

Once you've signed up for duty, you can wander around the command center, where TV screens broadcast war updates and simulator instructions. From the observation platform, you can see all 16 simulators. The capsules give no clue about the combat each pilot is witnessing inside his enclosed cockpit. Just to your right, however, 16 color screens reveal all of the pilots' views of the battlefield.

"Time to go, sir." With those terse words, a uniformed officer escorts you to the Combat Information Center and assigns you a BattleMech. There are four basic models: Vulture, Loki, Thor, and Madcat. You can pick the model you want or accept one at random.

You also get another opportunity to view the simulator instructions, form team strategies, and obtain mission information from a computer terminal. Your orders are quite simple: Find and obliterate the opposing players.

With 16 simulators, the Battletech Center allows two



1 When you enter a Battletech Center, you can watch TV to get war updates from Solaris News Service.

2 In the Combat Information Center, one TV shows training films while another screen displays mission information.

3 Here's what each pilot sees inside the cockpit (canopy open). The graphics are fantastically detailed, and all the controls really work! When the canopy is closed, the pilot is sealed inside the capsule.

SUNSOFT
for the Nintendo Entertainment System®

Sunsoft® is a registered trademark of Sun Corporation of America.

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

TM & © 1990 DC Comics Inc.

© 1990 Sun Corporation of America.

HOT Tips, News, Stuff!

Be the best and be in the know with the Free Sunsoft Game Time News™

Name

Age

Address

City

State

ZIP

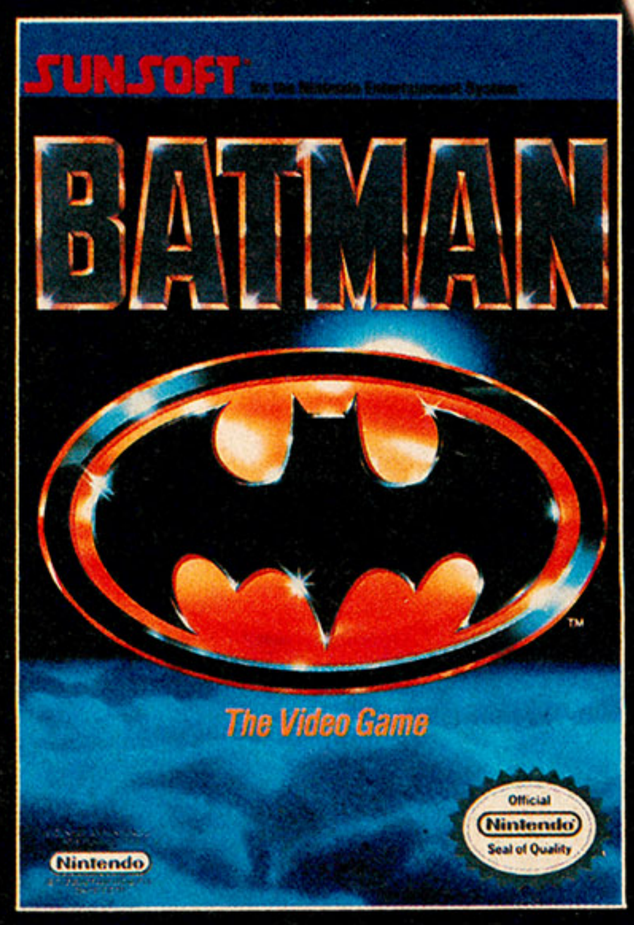
Mail to: Sunsoft
P.O. Box 2390
Libertyville, IL 60198

LEA

LET THE BATTLE BEGIN.

Are you ready? Because The Joker™ is waiting!

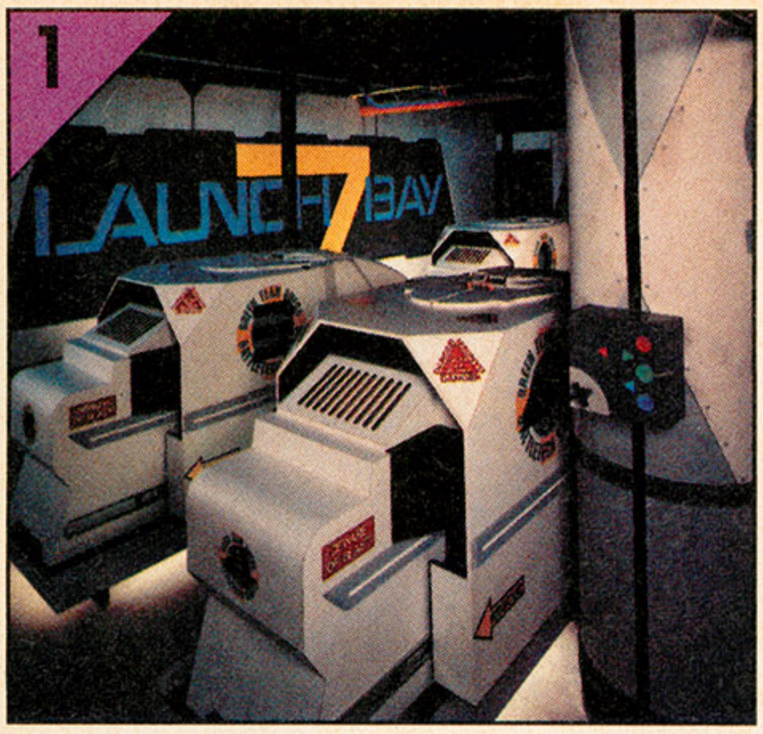
BATMAN™ from Sunsoft®. Go For It!



Official Nintendo Seal of Quality

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

ARCADE ACTION



games of eight players each to run simultaneously. In each game, there's a Red and a Green team with four MechWarriors per team. In *Battletech* you don't play against a computer — you compete against other human pilots.

Enter the cockpit and slide the canopy shut. You are now sealed inside the towering head of your Mech. The cockpit is a bit overwhelming at first, with its banks of colored lights, switches, and controls. They aren't fake — they really work! But don't worry. In beginner mode, many features are deactivated, allowing you to concentrate on moving and shooting.

1 An outside view of three simulators with canopies closed.

2 Layout of cockpit controls as illustrated in the *Battletech Operations Manual*.

In the middle of the control panel is a 25-inch color screen that's your window on the outside world. Below is a smaller screen that displays scanners, armor status, and internal damage. On the left is the throttle — push forward to move, backward to stop. In advanced mode, a thumb button allows you to move in reverse.

On the right is a joystick with three color-coded triggers for aiming and firing your weapons. You don't steer with the joystick, though — you steer with your foot pedals. The right pedal turns the MechWarrior right, and vice versa. In advanced mode, you can rotate the upper torso of your Mech so you can move in one direction and fire in another.

To aim your weapons, jockey your Mech into position using the foot pedals. Once you've got the enemy roughly in your sight, use the joystick to center the cross-hairs. When your weapons system locks onto a Mech, a series of numbers appears just under the cross-hairs to verify the target lock and the range. Don't fire unless you see these numbers — otherwise you'll just waste a shot.

The displays on your left and right indicate each weapon's status and which trigger will fire it. Every weapon generates heat, so keep an eye on the temperature scale on the right. (If your Mech overheats, the onboard computer shuts down the weapon system, leaving you a sitting duck.) A radio microphone mounted on your right keeps you in contact with your teammates.

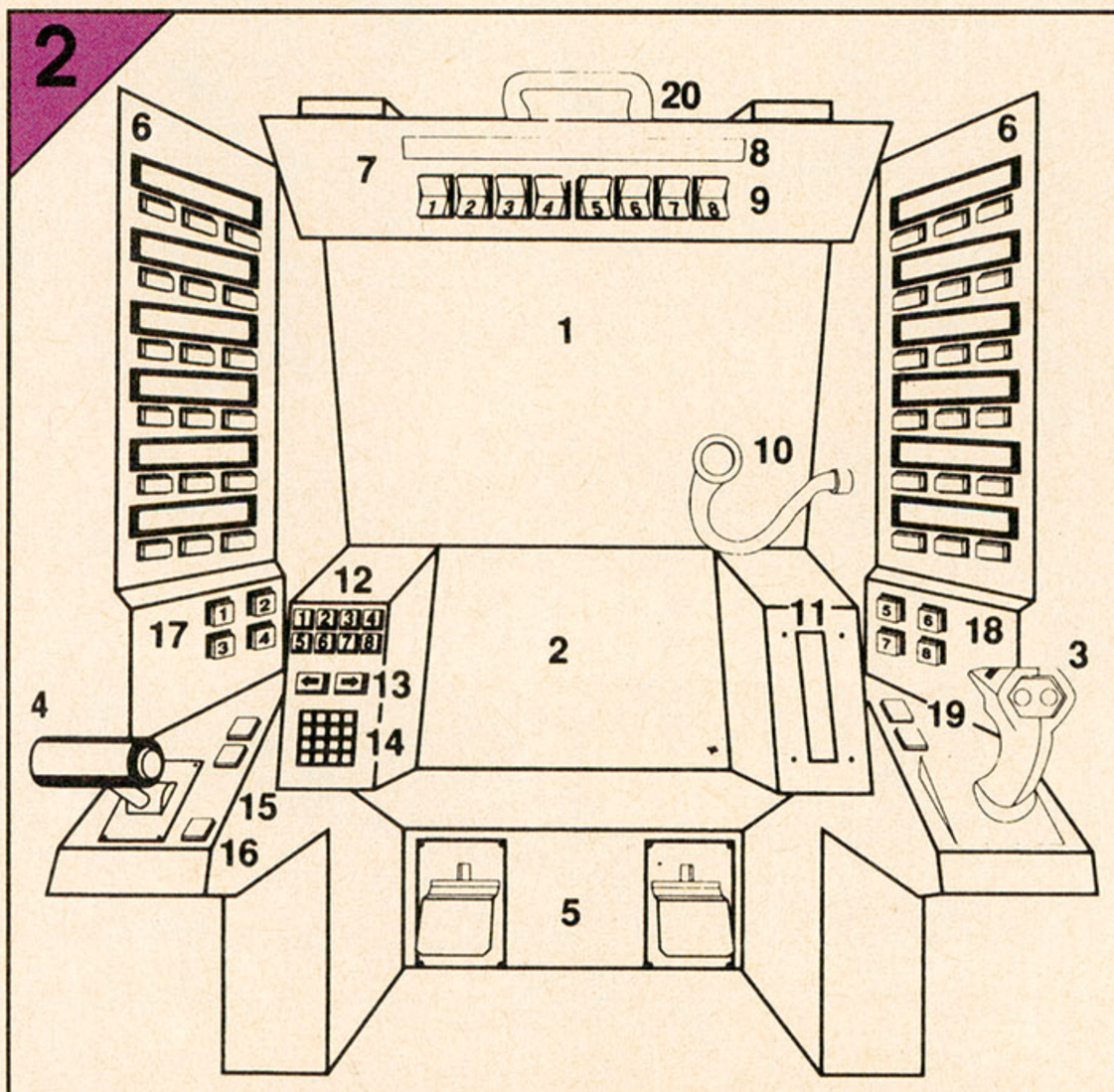
To cope with all these controls (and there are many more), you might want to get the $2.95 *Battletech Operations Manual*, which explains in detail how everything works. It's a good investment, because you don't want to waste time learning on the job. Admission for a ten-minute simulator session ranges from $6 to $8 (evening and weekend rates are higher).

If your MechWarrior is destroyed by another player, you're not completely out of the game. Instead, you "eject" and transfer to a lightly armed but highly maneuverable drone fighter. This permits you to remain in action, although you can't inflict much damage.

Remember the *Battletech* motto: No guts, no galaxy!

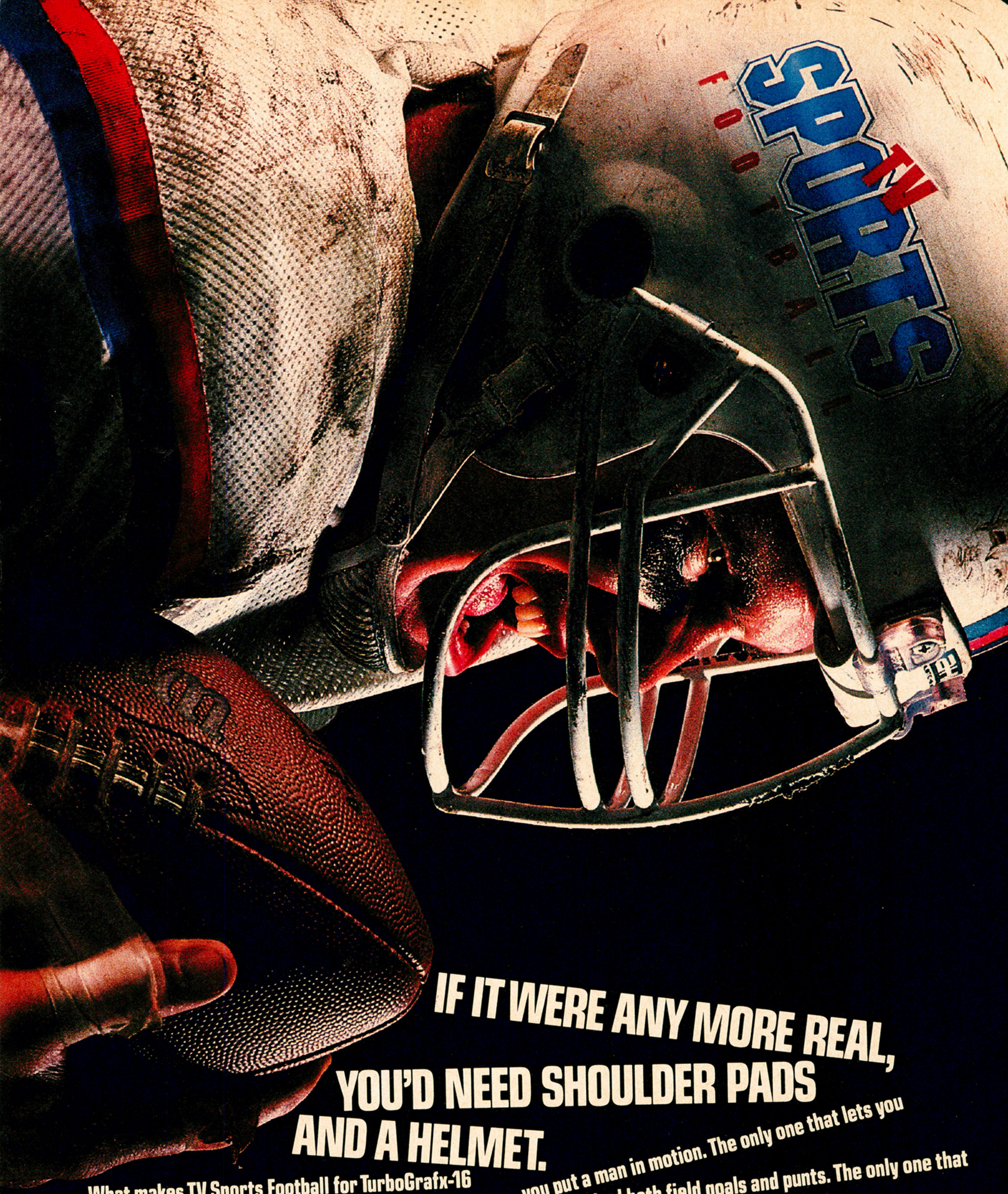
GP

2



COCKPIT CONTROLS

1) Primary Screen (Front Window)
2) Secondary Screen (On Board computer)
3) Weapons Joystick
4) Throttle
5) Foot Pedals
6) Weapon Displays
7) Overhead Console
8) On Board Computer Message Center
9) Enable/Disable Rocker Switches
10) Radio Microphone
11) Heat Scale
12) Secondary Screen Controls
13) Torso Rotation Controls
14) On Board Computer Input Key-pad
15) Radio Channel Controls
16) Radio Push toTalk Button
17) Advanced Controls Buttons 1 thru 4
18) Advanced Controls Buttons 5 thru 8
19) Aditional Advanced Controls
20) Entrance/Egress Handle

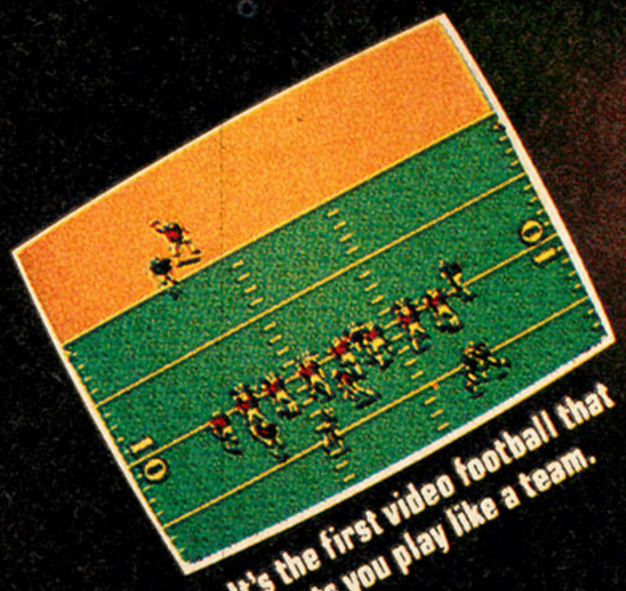


IF IT WERE ANY MORE REAL, YOU'D NEED SHOULDER PADS AND A HELMET.

What makes TV Sports Football for TurboGrafx-16 more real than any other 16-bit video football game?

It's the only one for 5 players. The only one that lets your quarterback call audibles and reverse direction plays at the line of scrimmage. The only one that lets you put a man in motion. The only one that lets you control both field goals and punts. The only one that lets you assign 3 different jobs to 3 defensive players.

Throw in sports announcers, bone-crunching league play and killer graphics and sound, and TV Sports Football makes everything else look like pee-wee league.

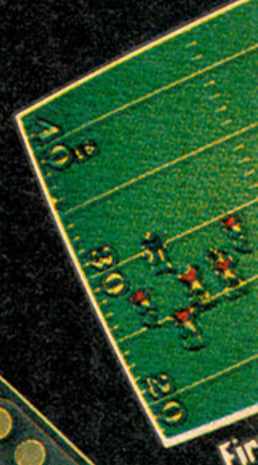


It's the first video football that lets you play like a team.

A winning season has many rewards.

It's up! It's good! If it were any more real you could smell the locker room.

Here's your host Turk McGill with the play by play.



The name of the game for video gridiron action.

TURBO 16 GRAFX

NEC

©1990 Cinemaware Corp.
Manufacturer's suggested retail price for the TurboGrafx-16 system is $159.99.

TurboGrafx™ is a trademark of NEC Technologies, Inc. © 1990 NEC Technologies, Inc.

GENESI
WHAT NIN

ARCADE GAMES:

Super Monaco GP™

Michael Jackson's Moonwalker™

E-SWAT™

SPORTS GAMES:

Joe Montana Football™

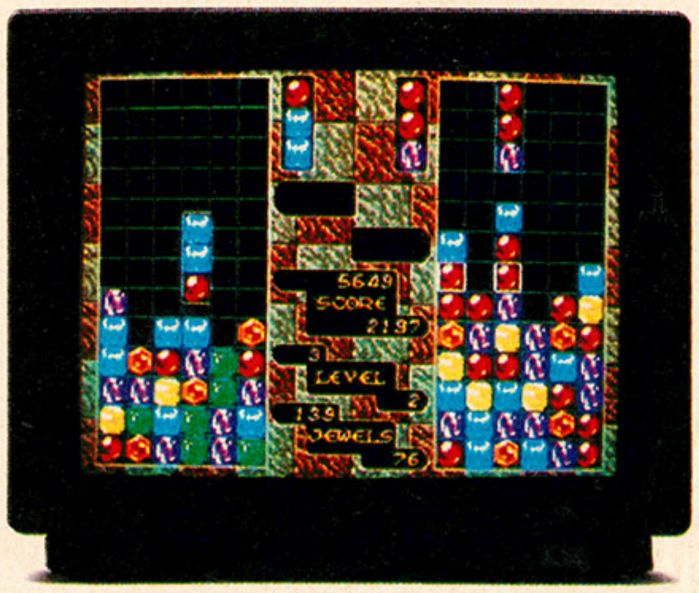
Pat Riley Basketball™

James "Buster" Douglas Knockout Boxing™

ADVENTURE GAMES:

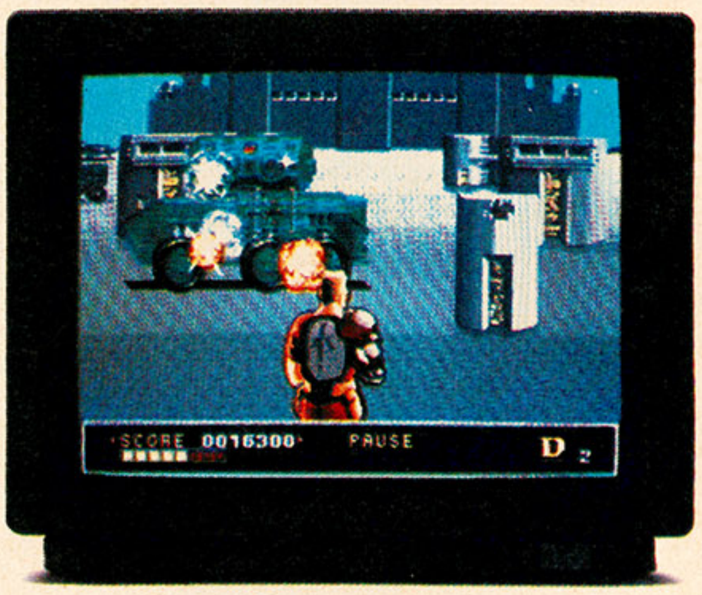
The Sword of Vermilion™

STRATEGY GAMES:



Columns™

ACTION GAMES:



Dynamite Duke™

S® DOES TEN DON'T.

Get the hottest new video games going. Arcade, sports, adventure, strategy and action hits available only on the 16-bit Genesis System by Sega.®

Today's latest blockbuster arcade hits like Super Monaco GP.™ Climb into the cockpit of the world's fastest Grand Prix machines as you race wheel to wheel through the streets at over two-hundred miles per hour. Or take on the evil villain Mr. Big in Michael Jackson's Moonwalker™ as you use dance-kicks, hat-tricks and finally transform into a powerful robot that does it all. Or become a Cybercop in E-SWAT™ and clean up the city besieged by mad terrorists.

Get ready for the most action-packed sports games ever. In Joe Montana Football,™ check out the defense, make the call, fake a pass and scramble for a touchdown. Or force your opponent to move inside your left hook and nail him with an uppercut that puts him on the mat in James "Buster" Douglas Knockout Boxing.™ Or in Pat Riley Basketball,™ get the ball with seven seconds left in the game, drive the length of the court, slam-dunk and draw the foul which you make to break the tie.

In The Sword of Vermilion,™ make your way through 14 towns and 14 mazes in this adventure thriller where encounters with the evil demons are played in real time on the hand controller. And dazzle your friends with your skills on the puzzle game Columns.™ Or become the ultimate commando warrior in Dynamite Duke™ as you blast the enemy from an over-your-shoulder first person view.

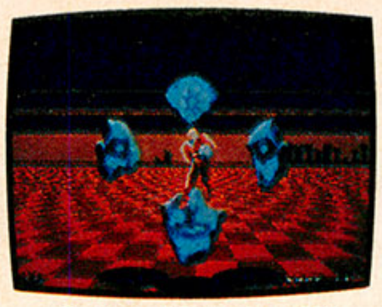
There's only one true 16-bit system and it's got the hottest video game hits going. You can only play these on Genesis by Sega. Genesis does what Nintendon't.

Sega and Genesis are registered trademarks of Sega of America, Inc. Michael Jackson's Moonwalker is a trademark of Ultimate Productions. Dynamite Duke is a trademark of Seibu & Kaihatsu, Inc. All other game titles are trademarks of Sega of America, Inc. © 1990 Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080. Nintendo is a registered trademark of Nintendo of America, Inc.

GENESIS DOES IT ALL.

ARCADE GAMES:

Golden Axe™


Space Harrier II™

Super Hang-On™

Super Thunder Blade™

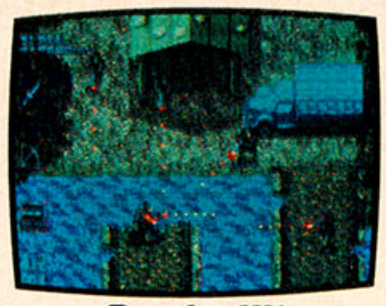
Cyberball™

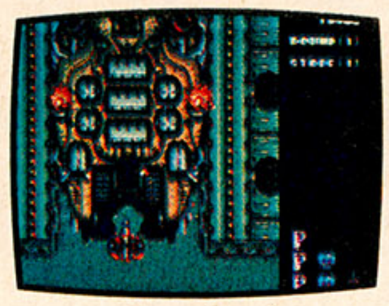
Michael Jackson's Moonwalker™

Altered Beast™

Ghouls 'n Ghosts™

The Revenge of Shinobi™


Rambo III®


Truxton™

Forgotten Worlds™

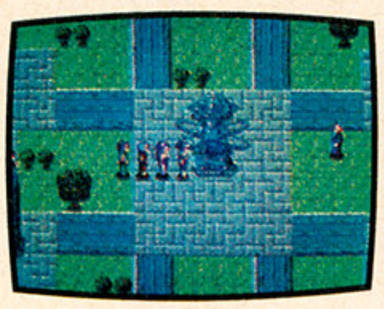
ADVENTURE GAMES:

Super Monaco GP™

E-S.W.A.T. City Under Siege™

Afterburner II™

Strider™


Phantasy Star II™

The Sword of Vermillion™

SPORTS GAMES:

Tommy Lasorda Baseball™

World Championship Soccer™

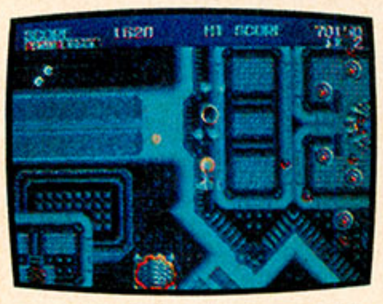
Arnold Palmer Tournament Golf™

Pat Riley's Basketball™

James "Buster" Douglas Knockout Boxing™

Joe Montana Football™

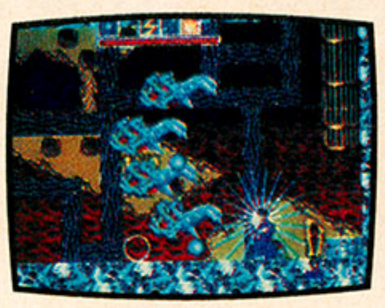
ACTION GAMES:


Thunder Force II™

Ghostbusters II™

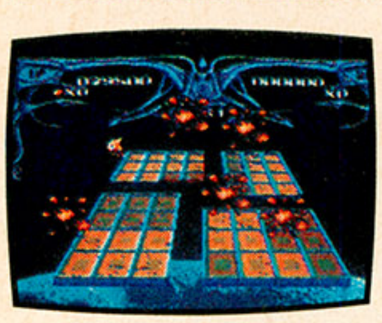
Alex Kidd: Enchanted Castle™

Last Battle™

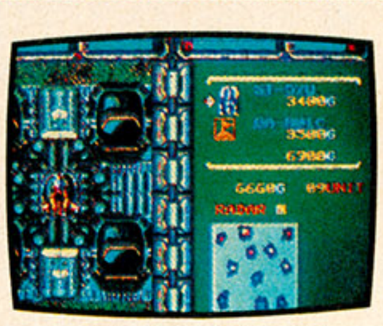

Mystic Defender™

Dynamite Duke™

STRATEGY/PUZZLE GAMES:


Zoom!™

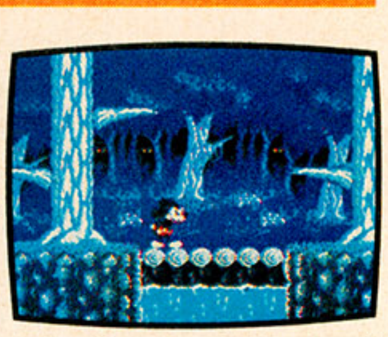
Columns™


Herzog Zwei™

COMING SOON:

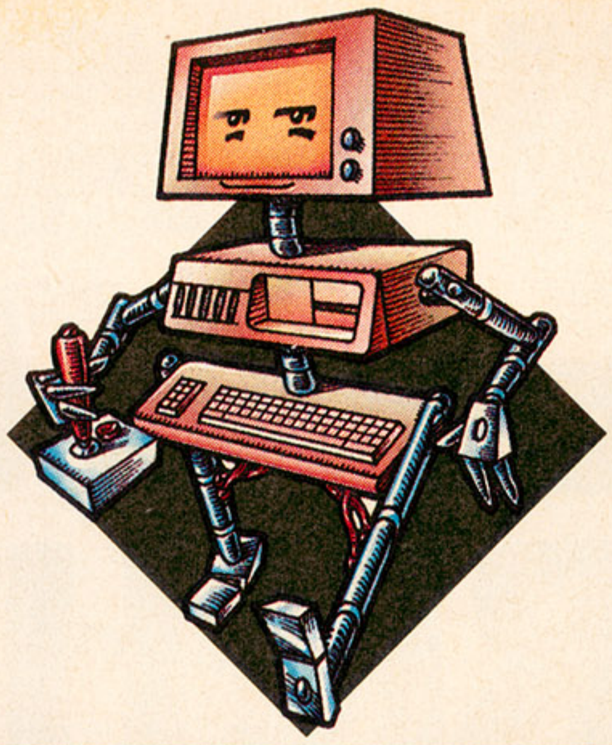
Dick Tracy®

Spider-Man®


The Castle of Illusion™ Starring Mickey Mouse

SEGA® GENESIS®

Altered Beast,™ the Sega® arcade hit, comes with the Genesis system. Other games sold separately. Sega and Genesis are registered trademarks of Sega of America, Inc. Ghouls n' Ghosts and Forgotten Worlds are licensed trademarks of Capcom, Inc. Rambo III is a registered trademark of Carolco International N.V. Thunder Force II is a trademark of Techno Soft. Zoom! is a trademark of Discovery Software International, Inc. Truxton is a copyright of Toaplan Co., Ltd. Cyberball is a registered trademark of Atari Games, Inc. Ghostbusters: © 1984 Columbia Pictures Industries, Inc. Original game © 1984 Activision. Spider-Man® & © 1990 Marvel Entertainment Group, Inc. All rights reserved. Dick Tracy and Mickey Mouse are copyrights of The Walt Disney Company. Michael Jackson's Moonwalker is a trademark of Ultimate Productions. Strider is a trademark of Capcom, Inc. Dynamite Duke is a trademark of Seibu & Kaihatsu, Inc. All other game titles are trademarks of Sega of America.



PC PLAYERS

Uukrul And Rommel

Neil Randall

Eriosthe was once the greatest city of all, extending its power far beyond the mountains into which it was built. But its fortunes have changed. Uukrul, one of the Ancients, defeated his former allies and permanently closed off Eriosthe. Now he wants to turn his evil power against the whole of the West.

Well over a year ago, the Council sent an extremely powerful party of adventurers against Uukrul. They haven't returned, which means either one of two things: They were destroyed, or they happened across a copy of *Tetris* and became distracted. Presuming the former, it's up to you to set things right.

"Wait a minute," you say. "If an extremely powerful party of adventurers couldn't defeat Uukrul, why send me?"

Basically, it's the hobbit strategy. In *The Lord of the Rings*, two small hobbits were able to defeat Sauron because he was far too proud to believe any but the strongest would be sent against him. Uukrul's pride is similar to Sauron's, and you're just about as

puny as a hobbit. Uukrul simply won't be expecting you.

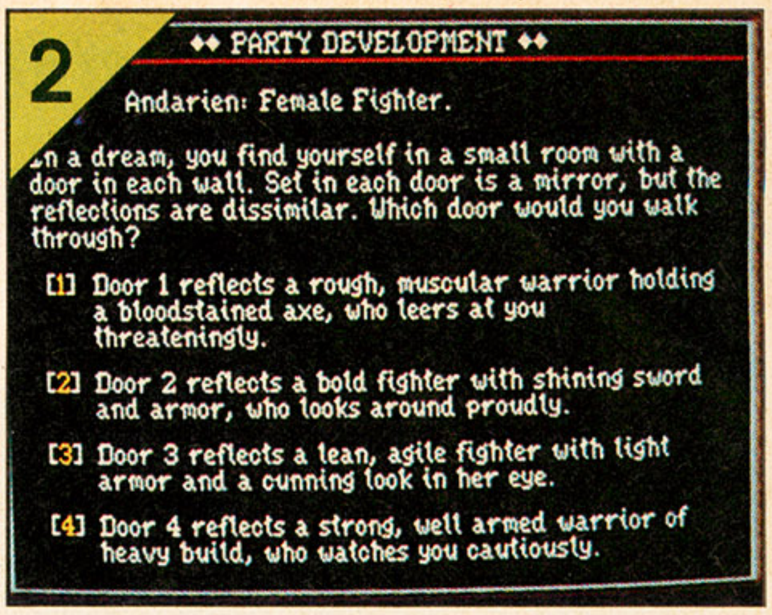
Broderbund's *The Dark Heart of Uukrul* takes you into the city of Eriosthe to brave its many dangers. There are plenty of things to find, plenty of things to do, and plenty of things to fight. As you journey through the city, you'll pursue several smaller missions on the way toward your ultimate confrontation with Uukrul. In the meantime, you'll learn skills and gain strength, intelligence, and wealth. When you reach Uukrul, you just might be ready to challenge him.

1 *The Dark Heart of Uukrul*: When the game begins, the first step is to create your party of four adventurers.

2 To create a character, you must first decide its profession and gender, then answer a series of questions. Your answers determine how the character will react in different situations.

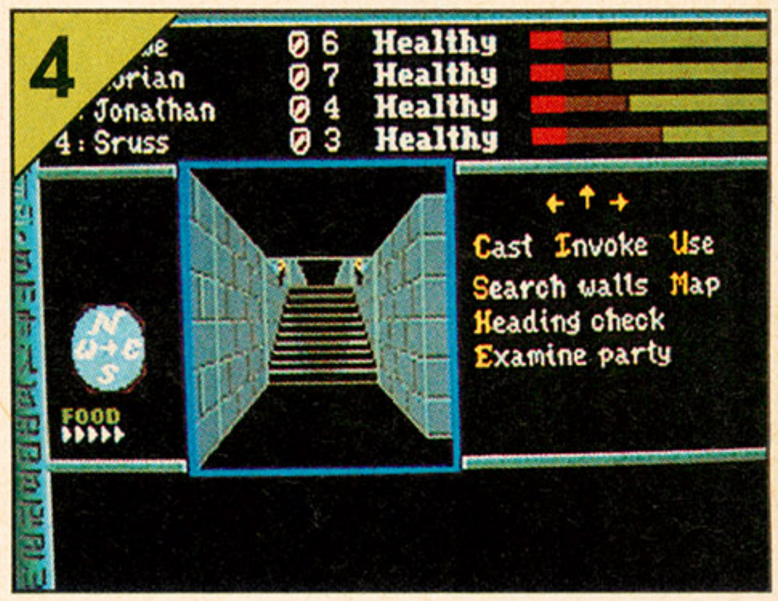
3 The sanctuaries are the most welcome places in all of Eriosthe. Here you can rest from your battles, cache items and treasure, and save your game on disk.

4 Throughout the city you'll find staircase after staircase. Unlike most adventure games, the stairs do not lead to either easier or more difficult levels.

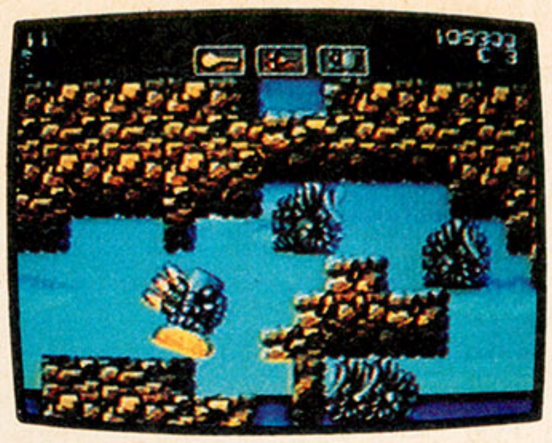


Among the many things you discover in Eriosthe are 13 ancient sanctuaries. Each sanctuary is a resting place which marks the end of a level. Once you've reached a sanctuary, you can instantly teleport back to one you've previously reached. There are other teleport stations as well, allowing you to quickly zip from one area to another.

The teleportation feature is just one example of how Broderbund was concerned with making *Uukrul* as playable as possible. Unlike some fantasy role-playing games, *Uukrul* is fast-moving and unintimidating. In addition, it more or less makes logical sense. Rooms and corridors are large

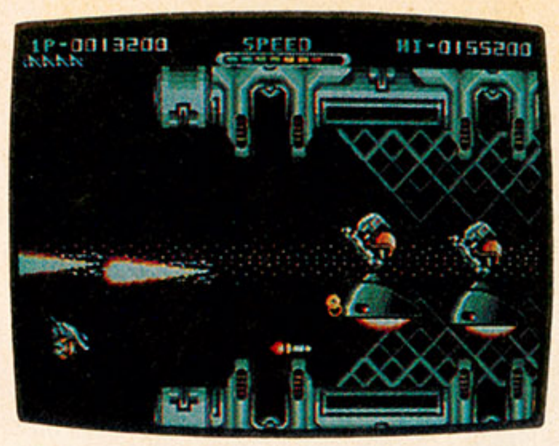


17 COMPANIES HAVE EARNED THE RIGHT TO DISPLAY THIS SEAL.

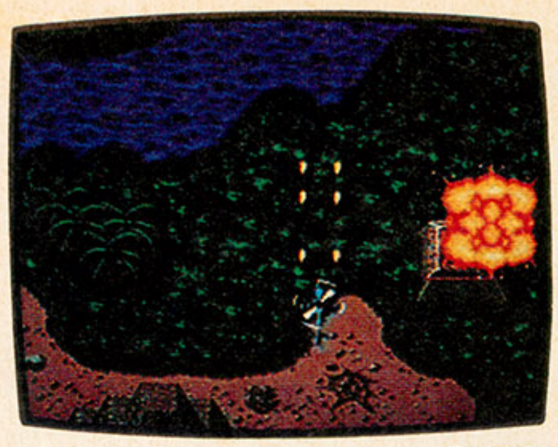


TRECO Atomic Robo-Kid™
Trash mutant life-forms and save the earth in this radical adventure!

NUVISION ENTERTAINMENT INC. Bimini Run™
A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.

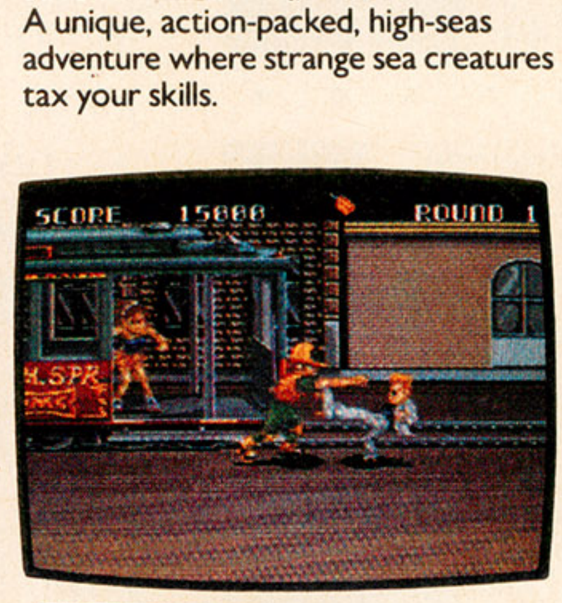


RENOVATION PRODUCTS Whip Rush™
A horizontal and vertical scrolling game where you operate a mighty jet fighter and challenge seven stages of shooting scenes.



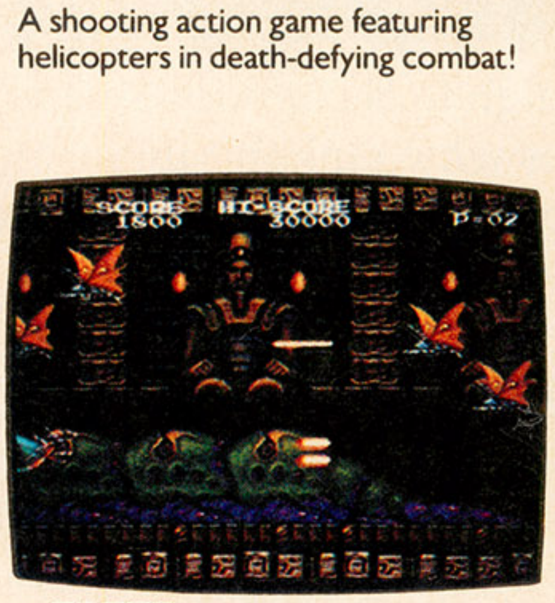
KYUGO TRADING CO., LTD. Cross Fire™
A shooting action game featuring helicopters in death-defying combat!

INTV CORPORATION Curse™
An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!



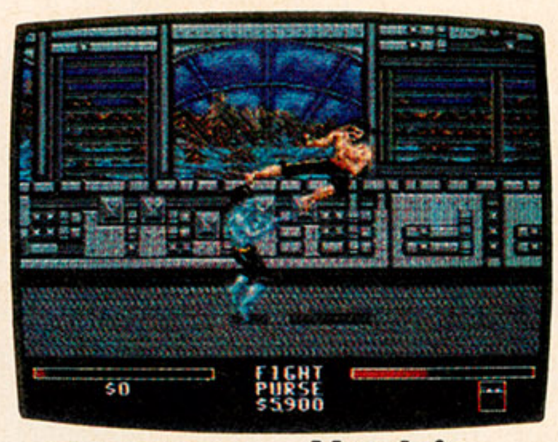
KANEKO DJ Boy™
Rollerskate to action and win the ultimate street fight challenge.

SEISMIC Hell Fire™
Shoot or die in this horizontal scrolling shooting game.

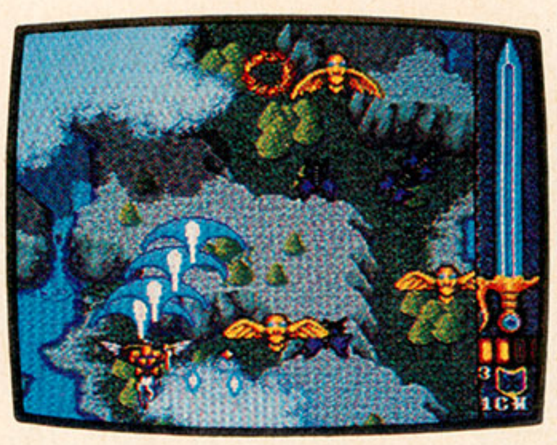


SAGES CREATION Insector X™
Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit.

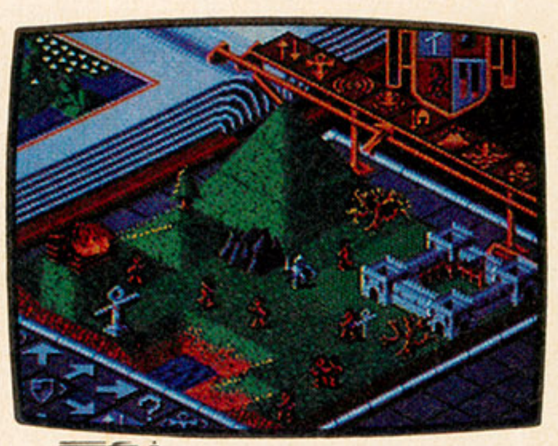
TENGEN Klax™
Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyer belt—this is a scream!



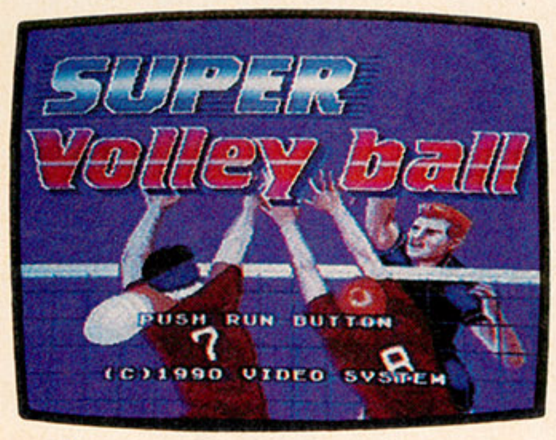
ACTIVISION Mondu's Fight Palace™
Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!



namco Phelios™
Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.



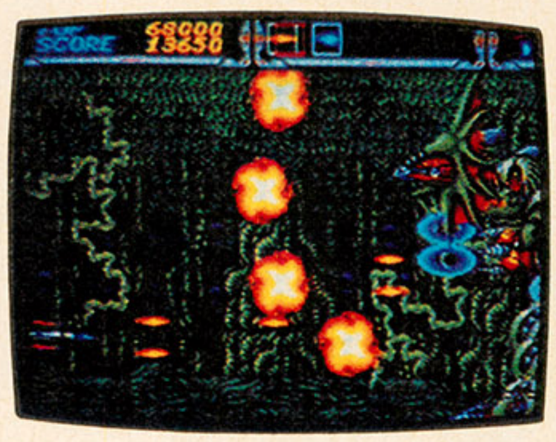
ELECTRONIC ARTS® Populous™
Play God! Create the world or destroy it in a heartbeat. Control awesome natural disasters. The first game of its kind.



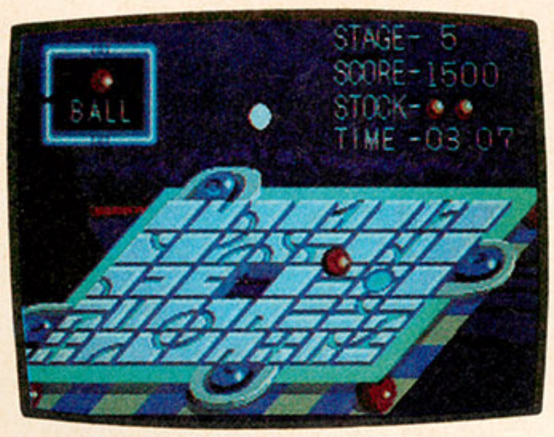
VIDEO SYSTEM Super Volleyball™
Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!

DREAMWORKS Target Earth™
In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!

Razor Soft Technocop™
You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



Technosoft Thunderforce III™
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.



Micronet CO., Ltd. Junction™
An action puzzle game. You must control blocks in order to pass designated points. But be careful to avoid deadly enemies as you proceed.

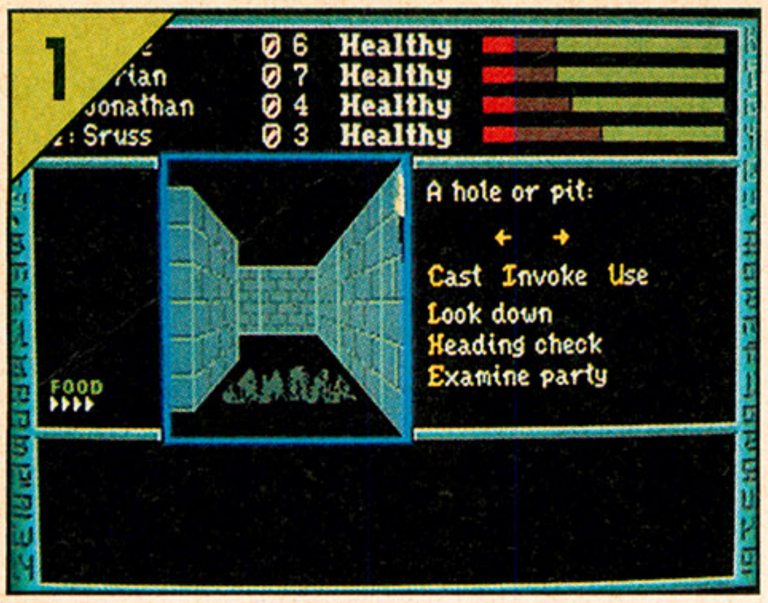
The Official Sega® Genesis® Seal of Quality.℠ It's your assurance that the games you buy for the Sega Genesis video entertainment system are compatible with Genesis and will provide you with high standards of quality in action, graphics and gameplay as part of the "commitment to excellence" that you've come to expect from your Genesis system.

And now seventeen renowned software companies from around the world have joined Sega Genesis in our "commitment to excellence" by maintaining our high standards in game development with their own games for the Sega Genesis system.

Look for these companies who have earned the right to display the Official Sega Genesis Seal of Quality.

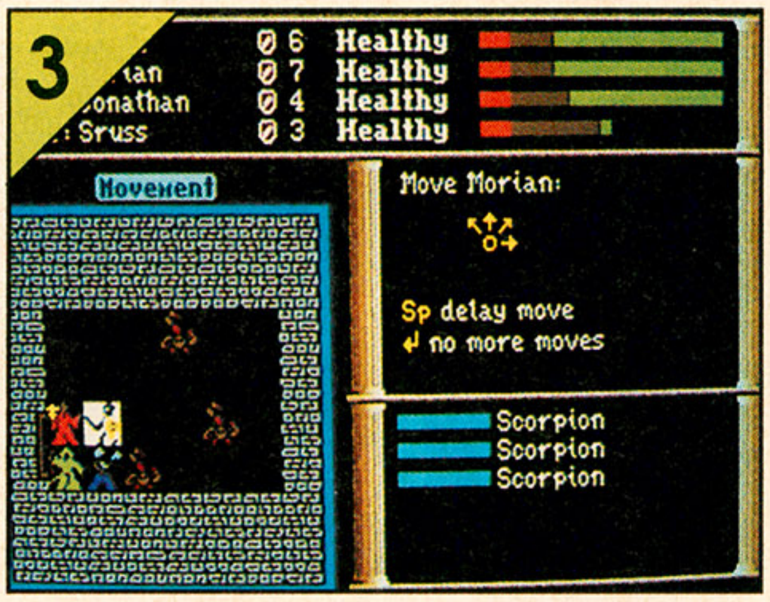
SEGA GENESIS®

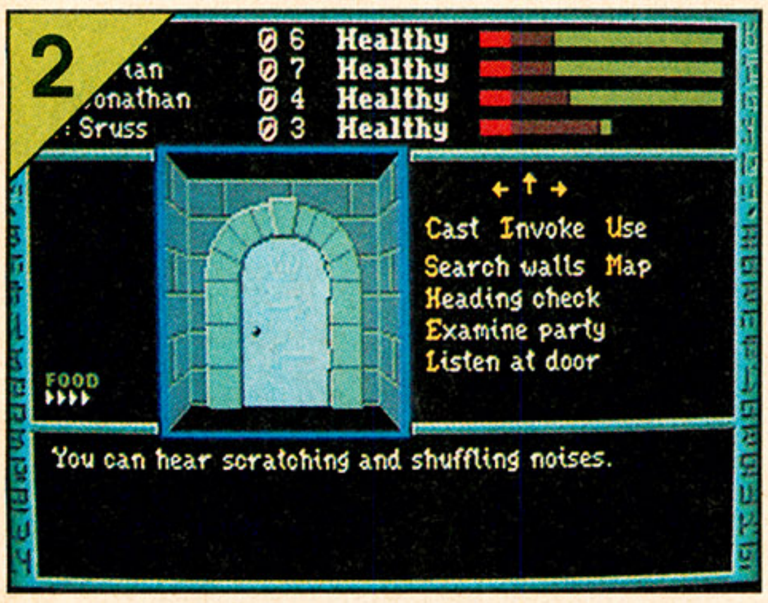
Sega and Genesis are trademarks of Sega of America, Inc. All of the games shown are trademarks of their respective owners.
© 1990 Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080



enough to accommodate the creatures which inhabit them, and the creature population isn't overwhelmingly huge.

As in many fantasy games — such as *Wizardry*, *Bard's Tale*, *Might & Magic*, and the Advanced Dungeon & Dragons series — the main screen shows a first-person view of the section of the city where you're currently located. The top of the screen shows each of the four characters in your party and their status. At the bottom is a text box, and on the right is a list of quick commands. On the left, and almost always available, is a compass.

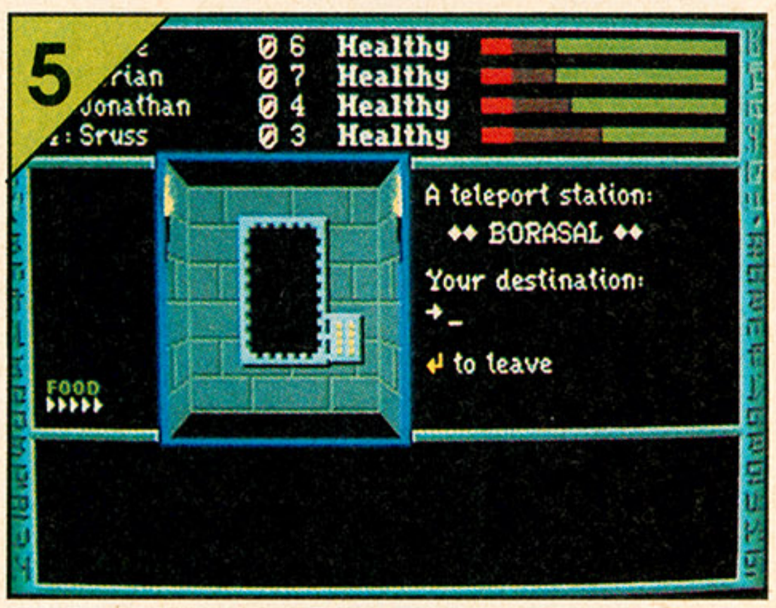




When you meet a creature, the main screen is replaced by the combat screen. From here you fight tactical battles, with individual control over each of your characters. You can let the computer do the fighting against weak opponents, but you'll want to take charge of the battles against heavyweights. Battles are often tense and exciting, and they take far less time than they do in the more elaborate tactical system found in the Advanced Dungeons & Dragon series.

Uukrul's copy protection scheme is quite clever. It uses one of those eye-straining black-on-brown (i.e., hard to photocopy) code sheets, but you need it only when entering a new sanctuary — not when returning to an old one. As copy protection goes, it's fairly painless, preventing unauthorized playing while not unduly hindering those who've purchased the game.

Like other recent fantasy games —*Dragon Wars* and *Fountain of Dreams* in particular —*Uukrul* saves your game automatically. Yes, you can save the game when you want, but the program saves itself at important points (even while battles are in progress). This means you should play cautiously. Given the game's believable and interesting resurrection system (you can resurrect someone, but the chances for success decrease



the longer the body is dead), this system is very fair. You can also make backups at sanctuaries, though you may find that the game is more fun if you don't.

Uukrul is an excellent product. It plays quickly and easily, and it's quite addictive. My only gripe is one common to practically all fantasy games with a first-person point of view: Why does the screen show only the walls and floors, and not any objects or approaching creatures? It's hard to accept ten large, noisy orcs taking the entire party by surprise, and it would be nice to have a chance to evade them, or even to turn around and run. Maybe we can look forward to this

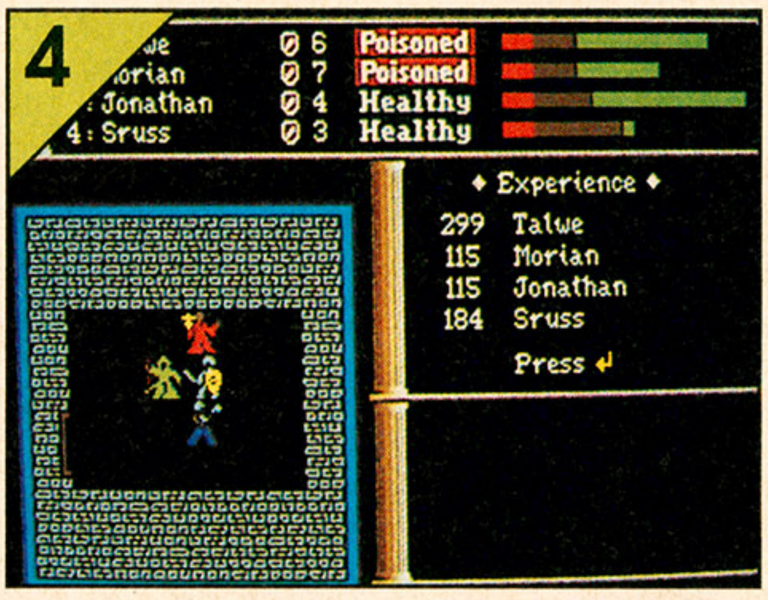
1 Pits are scattered around the city. To find out what to do, follow the menus on the right-hand side. Be careful, though.

2 One nice feature is being able to listen through doors. If you hear something you don't like, don't enter.

3 On *Uukrul*'s tactical combat screen, you control the combat actions for each character.

4 The party gained precious experience by fighting the scorpions, but two adventurers have been poisoned. Find a doctor quickly, and remember your healing spells.

5 Teleport stations are almost as welcome as sanctuaries. From them you can instantly teleport to other stations, including those located at sanctuaries.



in the future.

In the meantime, *The Dark Heart of Uukrul* is an unqualified winner.

Sands Of Fire

A couple of years ago, combat simulators were almost exclusively limited to flight. True, you could take command of whole wargame armies on a hexagon map, but simulations generally took place in the cockpit of an aircraft. You could fly anything from a World War II Spitfire to a modern F/A-18, but if you wanted out of the air force you were out of luck.

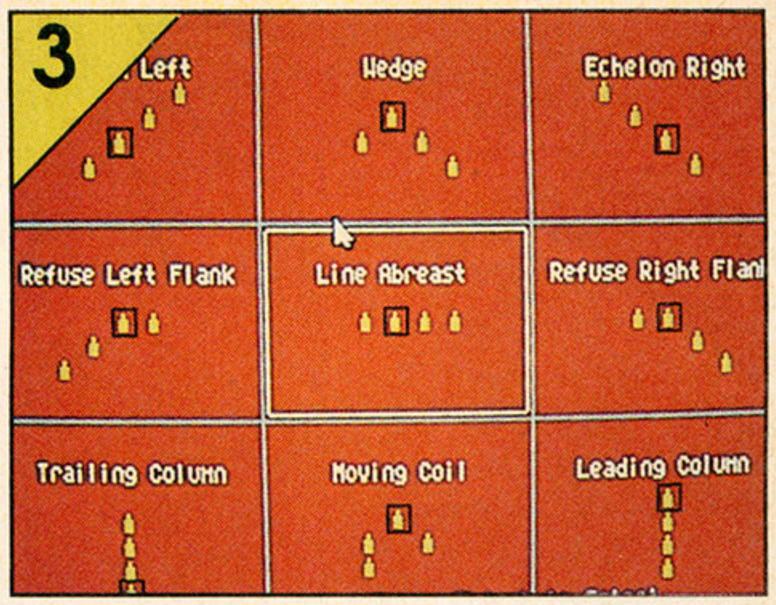
Next came a tide of submarine games. Beginning with *GATO* and *Silent Service*, and continuing with *The Hunt for Red October*, *688 Attack Sub*, and *Red Storm Rising*, it became possible to submerge into the depths and rise up to smite ships and other subs. Epyx's *Destroyer Captain* gave you the chance to command a surface ship, while Three-Sixty's excellent *Harpoon* offered nothing less than command of an entire fleet.

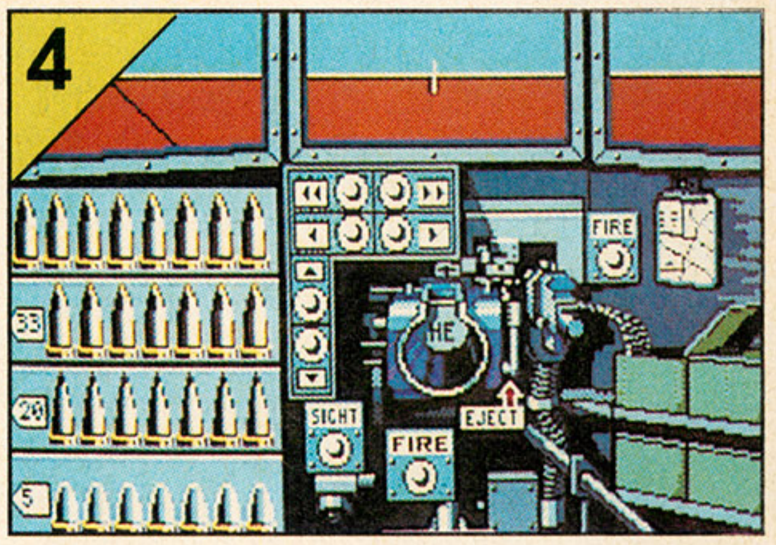
Lately, though, tanks have become the rage. Every major computer wargame publisher has released a tank simulation, and all of them let you ride the steel monsters into combat. Three-Sixty's *Sands of Fire* offers a very welcome twist.

Sands of Fire is set in North Africa during World War II. You can fight as a commander or as a driver (or both) against the German forces, choosing to direct individual battles or an entire campaign. As the British commander, you can restage the taking of Tobruk, Operation Crusader, the fall of Tobruk, and El Alamein. As the U.S. commander, you can refight the battles of Kasserine Pass, Tunis, and Bizerte.

Once you've mastered each battle, you'll want to try your hand at either the British or American campaigns, which link the individual battles. You'll be judged according to how well you can destroy enemy vehicles and soldiers and clear the battle areas.

As in *Harpoon*, Three-Sixty has created a workable, menu-oriented user interface that attempts to recreate the conditions of battle. True, there's no real way to simulate the hell-like weather conditions of desert warfare, nor the fact that tanks weren't designed to withstand the heat or the grit. But *Sands of Fire* is tense, fast-moving, and realistic. When driving a tank, for example, your field of vision is severely limited.





Also like *Harpoon*, however, this game demands a lot of computer power. You need a minimum of 640K of memory, and more is recommended. You'll probably have to get rid of all memory-resident programs before playing. Even then, you might not have enough memory for all of the game's functions.

For best results, you should also run *Sands of Fire* on a computer with a fast 80286 or 80386 chip, a hard disk, and a mouse. An AdLib sound board is desirable, too.

Sands of Fire deserves a recommendation for its interesting setting and playability. It may not be as good as *Harpoon*, but it bodes well for the company's growing line of military simulations.

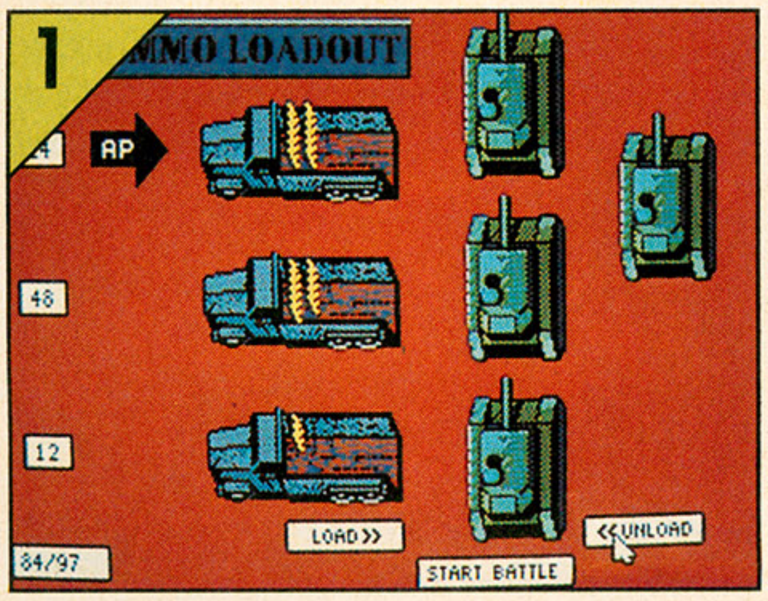
GP

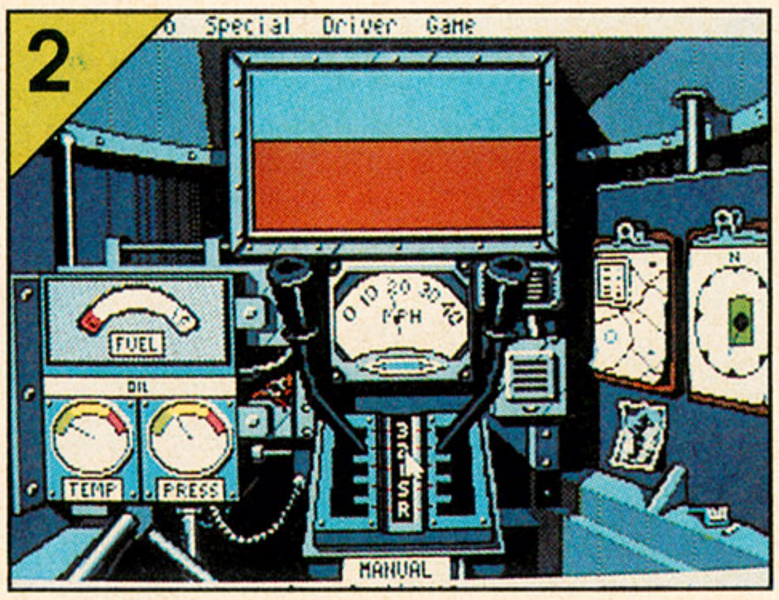
1 *Sands of Fire*: You can load or unload the desired amounts of high explosive, armor-piercing, or white phosphorous ammunition.

2 The driver station shows the tank's controls, including the realistic gear levers. To fire weapons, though, you must switch to the commander screen.

3 Select a formation for your tank column. Wedges are effective, but the Line Abreast formation is a good starting point.

4 From the commander screen, you can load and fire weapons, including your machine gun.





SUNSOFT®
for the Nintendo Entertainment System®

Sunsoft® is a registered trademark of Sun Corporation of America.

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

Gremlins are a trademark of Warner Bros. Inc. © 1990
All rights reserved.
© 1990 Sun Corporation of America

HOT Tips, News, Stuff!

Be the best and be in the know with the Free Sunsoft Game Time News™

Name _____

Age _____

Address _____

City _____

State _____

Zip _____

Mail to: Sunsoft
P.O. Box 2390
Libertyville, IL 60198

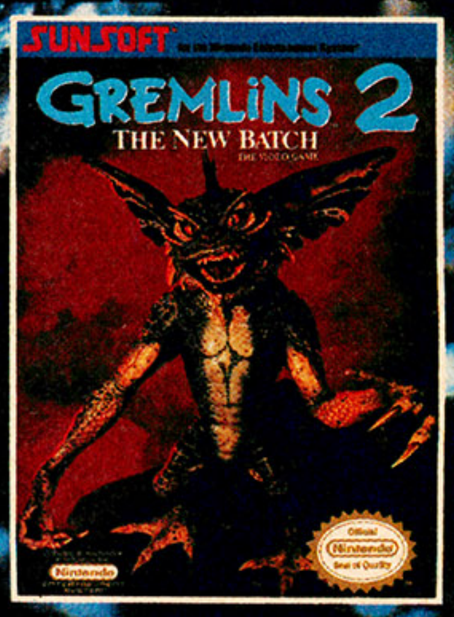
LEA

MEET YOUR WORST NIGHTMARE!

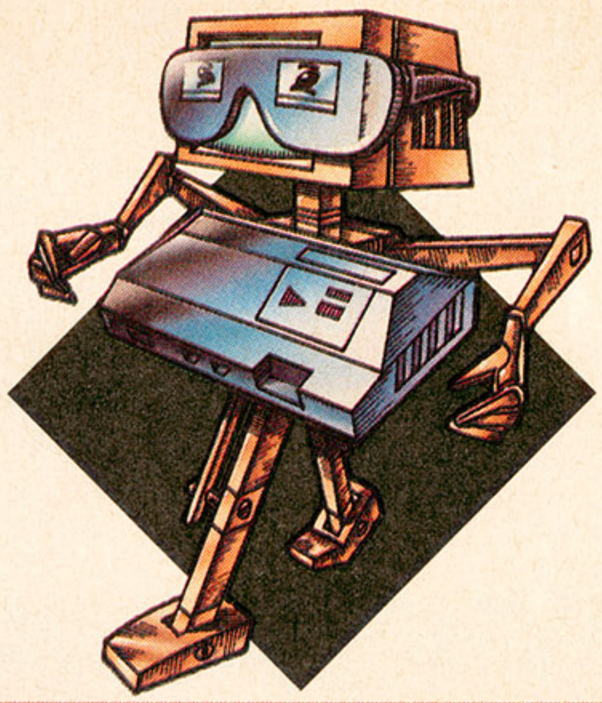
Official Nintendo Seal of Quality

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

NEW...



We warned you!

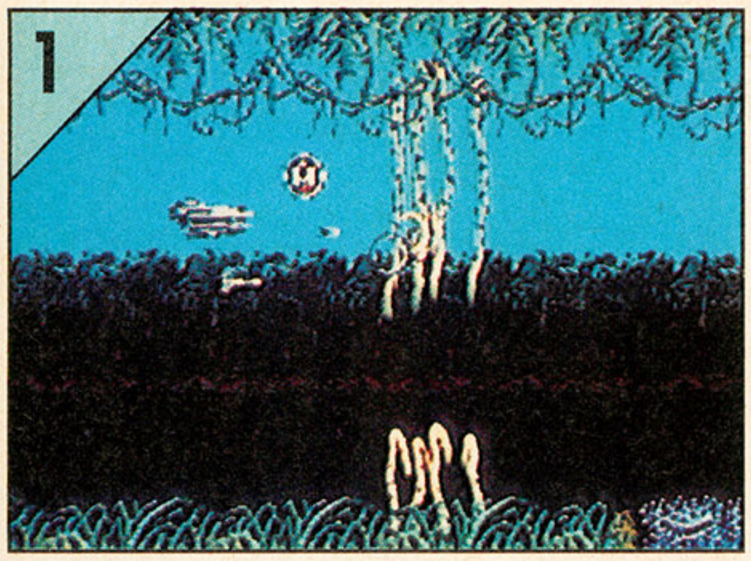


SEGA PLAYERS

Sega Genesis Comes On Strong

Tom R. Halfhill

As 1990 draws to a close, it's obvious that the Sega Genesis is coming on stronger than ever. All evidence indicates that the Genesis and its games are selling extremely well and are sparking even more interest among U.S. and Japanese game developers.



For instance, the Babbage's chain of software stores recently added a videogame category to its bestseller lists. Although you might expect this new top-ten list to be overrun with Nintendo titles, *three* Genesis games made the chart: *Ghostbusters* (number 3 on the list); *Budokan: The Martial Spirit* (number 9); and *Populous* (number 10). That's pretty amazing when you consider that the Genesis is still vastly outnumbered by Nintendo in American homes.

The Genesis is winning over game designers, too. In our August issue, we reported that a "title wave" of new Genesis games was on the way from Sega of America and nearly 20 independent software companies. Some of these games started arriving at our offices late in the summer and early this fall. Our game testers have been eagerly playing these pre-release carts for the past several weeks. Although there seems to be an overabundance of shoot-em-ups, everyone agrees that the overall quality of the new games is remarkable.

To cover all this action, *Game Player's* is introducing two new publications this fall. First is the *Game Player's Encyclopedia of Sega Genesis Games*, a compilation of all the reviews that have appeared in *Game Player's* magazine since the Genesis made its debut last year, plus several new features and previews of upcoming attractions. (It also includes some coverage of the Sega Master System.)

Next is the *Game Player's Strategy Guide To Sega Genesis Games*, the premiere issue of our new Sega Genesis magazine. That's right, we're giving you what you've been asking us for — your own magazine! Like our *Game Player's Strategy Guides* to Nintendo Games, Game Boy Games, and PC Games, it will provide specific, detailed coverage of all the new games, plus hundreds of hints, tips, and strategies.

After premiering this fall, the *Game Player's Strategy Guide to Sega Genesis Games* will continue publishing quarterly (every three months) in 1991.

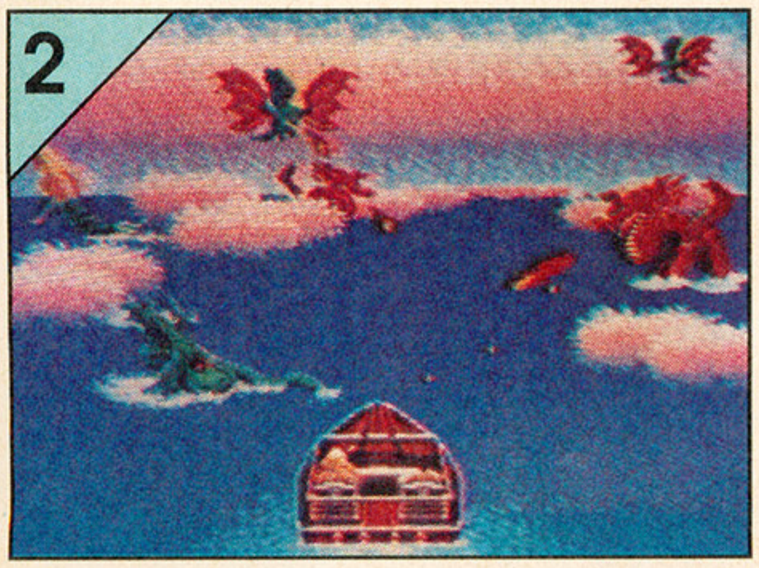
Of course, you'll still get all the Sega Genesis coverage you're used

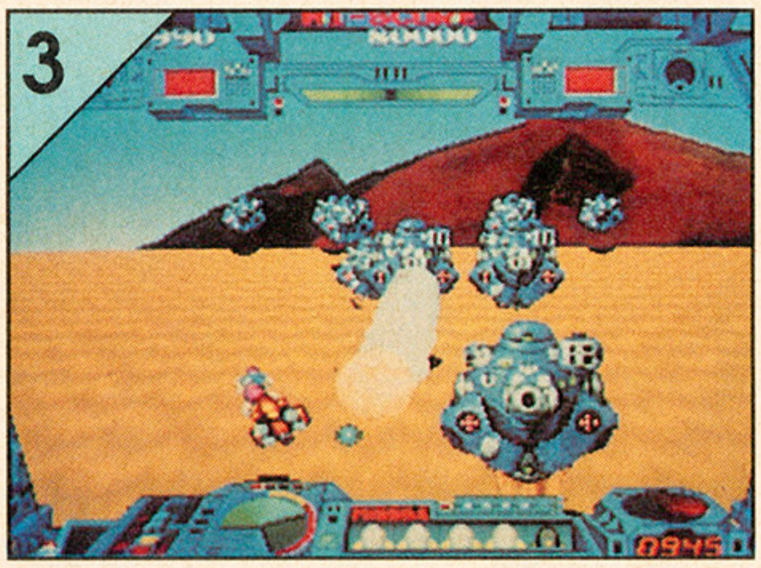
1 *Curse — Quest for the Solar Grail* might sound like a role-playing game, but it's actually a space shooter that pits you against hordes of alien invaders.

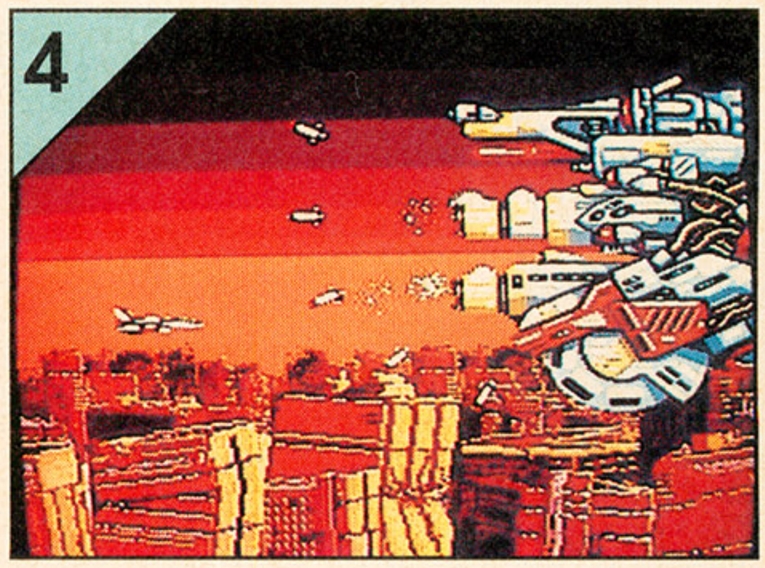
2 In *Bimini Run*, you play a Japanese James Bond character who's trying to rescue his sister from evil kidnappers.

3 *Burning Force* is a shoot-em-up with a twist. You play a female pilot trainee who must pass her final exam...or else.

4 *Aero-Blaster* is one of the many space shooters coming out soon for the Genesis.







GET A GRIP

Wave goodbye to kid stuff. And pull on the Power Glove™—the controller of the future.

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

Punch up the intensity in Teenage Mutant Ninja Turtles,® Super Mario 3,™ Double Dragon II™ and your hottest video games. With the Power Glove, you'll feel all your moves like never before.

Super GloveBall™

Super Mario 3™

Teenage Mutant Ninja Turtles®

Power Glove is a trademark used under license. Super Glove Ball is a trademark of Mattel, Inc.
© 1990 Mattel, Inc. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc. Teenage Mutant Ninja Turtles® is a registered trademark

ON THE '90s.

And that's only the beginning. Because with games specifically designed for the Power Glove, like Super Glove Ball,™ you'll be blown into another dimension: the third dimension. Now you've got depth.

No longer is game play limited to left, right, up, down. With the Power Glove controller, you'll also move in. Out. We say it's like playing in a virtual reality. Others say it's the future of video games.

So get a grip on the glove. And get a grip on your game. Everything else is child's play.

MATTEL® **POWER GLOVE**™

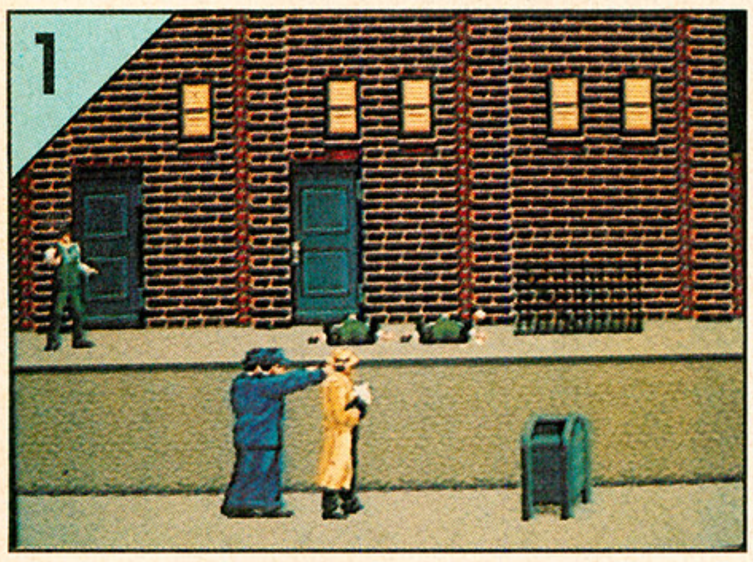
Licensed by Nintendo for play on the Nintendo® ENTERTAINMENT SYSTEM®

Official Nintendo® Seal of Quality™

of Mirage Studios, U.S.A. used under permission. © 1989 Mirage Studios, U.S.A. All Rights Reserved. Super Mario 3™ is a trademark of Nintendo of America Inc. Double Dragon II.™ © 1989 Technos Japan Corp.

SEGA PLAYERS

to in *Game Player's*. In fact, our Genesis coverage in *Game Player's* will get even better, because we're now collecting more information than ever before. For many reasons, we think 1991 will be a memorable year for Sega fans.



New Games

Now that we've had a chance to gather more news about upcoming Genesis games, let's take a closer look at some of the titles we announced in past issues but didn't have room to describe.

Aero-Blaster (Kaneko). Adapted from a coin-op arcade game, this is just one of the many space shooters coming out soon for the Genesis. The story is familiar: You're the pilot of a highly maneuverable spaceship pitted against legions of attacking aliens. Beautiful background graphics set the stage for your battles.

Bimini Run (Nuvision Entertainment). You play the role of Kenji Ohara, a James Bond type of character. But your latest mission is much more than just another routine affair: Your own sister has been kidnapped. Worse yet, your investigation soon reveals that her kidnapper, Dr. Orca, has invented a Behavior-Altering Module that he'll use to take over the world. Although *Bimini Run* may sound like a role-playing adventure, it's primarily a fast-action game in which you chase the kidnappers in a high-performance speedboat.

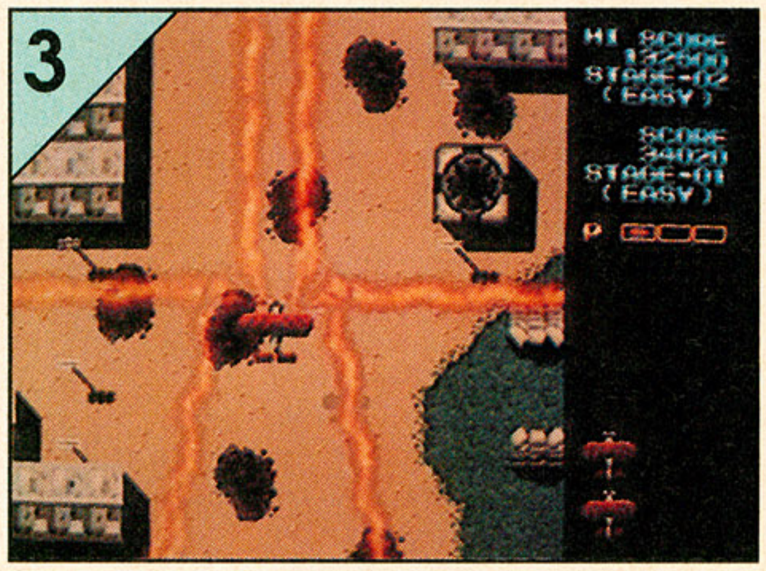
Burning Force (Namco). Far in the future, rookie pilots attend Earth University to learn space-age combat. The university's most promising new pilot is Hiromi Tengenji, a woman student. Her final test consists of six rounds of competition against space-age robots. You play the role of Hiromi as she fights on an air bike and in a fighter ship, both equipped with missiles and bullets.

Curse — Quest for the Solar Grail (INTV). This fast-moving space shooter pits you against hordes of invading aliens from a distant galaxy. Your ultimate goal: Destroy the aliens' central brain, Medulla, located on their mothership. As you get closer to Medulla, you must battle larger and more impressive boss creatures. Your only chance is to increase your firepower and acquire new weapons by collecting the power-ups scattered along the way.

Dando (Treco). Ancient myths tell of an evil god named Dando who was defeated in battle but now awaits his chance for revenge. Then, one day, a huge fireball streaks across the skies of Aurobia and plunges the peaceful land into darkness. The legend has come true. Now it's up to you, a brave warrior, to put an end to Dando's reign of terror. Your quest for victory in this *Golden Axe*-style game takes you through many hostile lands as you seek a final showdown with the evil one.

Dick Tracy (Sega of America). Based on last summer's movie starring Warren Beatty and Madonna, this action game puts you into the trenchcoat and gumshoes of the city's toughest detective. Your battle against the gangs brings you face-to-ugly-face with such criminals as Mumbles, Pruneface, Flattop, and Big Boy Caprice. Armed with a stiff upper lip, a square jaw, and a tommy gun, you've got to blast away the villains while winning the love of your favorite girl, Tess Trueheart.

DJ Boy (Treco). No, you're not a radio star — you're a roller-skating street fighter in New York City. Among the hazards you'll face as you roll down the sidewalks are gangs of enemy skaters, bullies with black belts in karate, and killer clowns with sneaky tricks up their sleeves. And don't forget to grab



1 *Dick Tracy* lets you play the city's toughest cop in a reckless shoot-out against such gangsters as Mumbles, Pruneface, and Flattop.

2 In *DJ Boy*, you play a rock 'n' rollin' roller-skater who's trying to make the streets of New York City safe for law-abiding citizens.

3 *Fire Shark* is similar to the arcade game *Sky Shark*. You pilot a super-powerful biplane against enemy aircraft, tanks, artillery, and other targets.

SUPER GLOVE BALL. IT CHANGES EVERYTHING.

Forget everything you know about video games. Because this is different. This is Super Glove Ball.™ And it's a whole new way to play.

No longer is game play limited to left. Right. Up. Down. Now you've got depth. You'll move in. Out. Catch the ball. Throw it back. You'll feel like you're really in the action. Play it with the Power Glove.™ Or any joystick.

Ready? You're trapped inside an alien spaceship. And there's only one way out. Bust through tiles. Knock through walls. Make your way through an awesome maze of confounding rooms filled with sharks. Wizards. Rasta Bombers. All kinds of creatures. All in 3-D perspective graphics you've never seen before.

Will you escape? Who knows?

One thing's for sure. Once you play Super Glove Ball, everything else will seem...flat.

Super GLOVEBALL™

Power Glove is a trademark used under license. Super Glove Ball is a trademark of Mattel, Inc. © 1990 Mattel, Inc. All Rights Reserved.

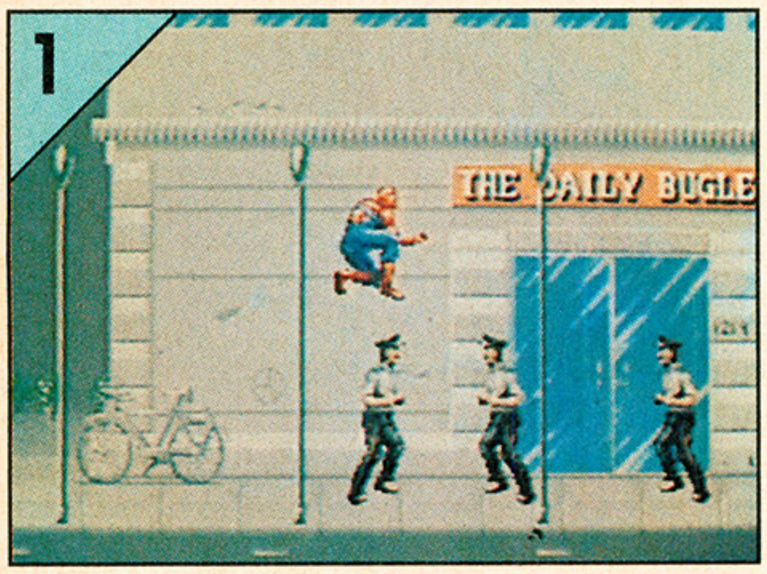
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

SEGA PLAYERS

the coins scattered along your route.

Final Zone (Renovation Products). Borrowing a few pages from Robert Heinlein's science-fiction classic *Starship Trooper*, this action game puts you into a New Age Power-Suit — a robotic combat machine with incredible fighting abilities. By choosing from 100 different options, you can equip your NAP with extra speed, maneuverability, and a whole arsenal of weapons, including flamethrowers, land mines, and both hand-held and body-mounted guns. Deciding which equipment to use adds an element of strategy to the game.

Fire Shark (DreamWorks). This shoot-em-up is based on the coin-op arcade game *Sky Shark*. You fly a World War I biplane (viewed from above, instead of from behind as in *After Burner*) against waves of enemy planes, tanks, and other targets. The combat takes place over land and sea, and numerous power-ups allow you to acquire better weapons. If you manage to get the cross-fire weapon, for example, you can blow almost everything off the screen with little risk to your plane.



HellFire (Seismic). Another adaptation of an arcade game, *HellFire* is a horizontally scrolling space shooter that goes a step beyond the coin-op version. New to the Genesis game is a special weapon that destroys enemies with a single shot. You play the role of Lancer, the captain of the *Sylphide*, in a mission against the Guild of the Ultra-Mech. You pilot the *Sylphide* over six planets, gathering color-coded weapons and power-ups while saving your worlds from the Guild.

Junction (Micronet). Based on the arcade game *Q-brik*, this puzzler also bears some similarities to *Timeball*, a recent game for the NEC TurboGrafx-16. The object is to maneuver a red marble to various

points along the edge of a grid. But you also have to avoid the pits and enemies that block your path and collect various power-ups.

Shadow Blasters (Sage's Creation). The Shadow Blasters are four warriors from the past, present, and future who are locked in a fierce struggle with Ashura, the god of evil. Ashura is trying to conquer the human race, and your task is to make sure at least one warrior survives long enough to win the final battle. Each warrior has special weapons that become more powerful as the game continues. Most of this nine-stage game consists of horizontally scrolling action, but some scenes feature vertical scrolling as well. There's also a two-player mode.

Spider-man (Sega of America). Who needs the Nitwit Turtles when you've got Spidey? Based on the famous Marvel Comics character, *Spider-man* lets you run, jump, punch, kick, swing from webs, and climb sheer walls like — well, like a spider. Your mission is to save your girlfriend, Mary Jane, who's being harassed by such scruffy characters as Rhino, Hobgoblin, Dr. Octopus, and the Scorpion. The Genesis version of *Spider-man* has a lot in common with the recently released Game Boy version.

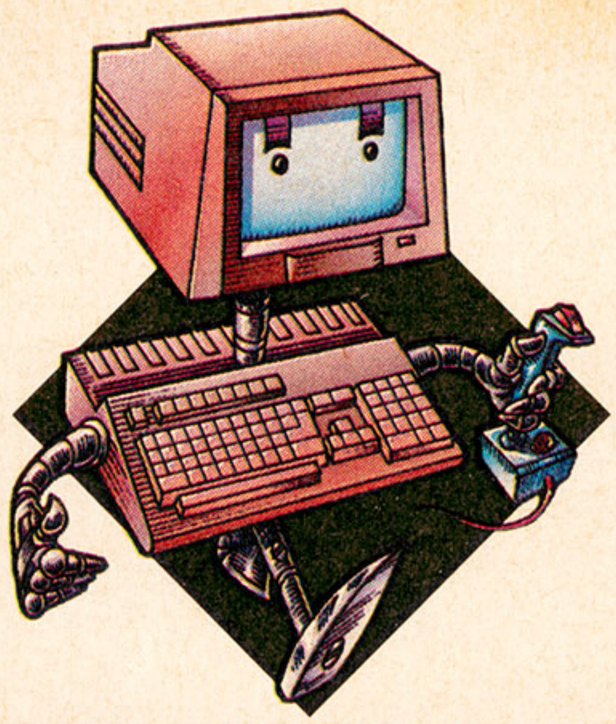
Sword of Vermillion (Sega of America). Can't wait for *Phantasy Star III*? Take a good look at *Sword of Vermillion*. It's a huge role-playing game that's similar to *Phantasy Star II*, but with some interesting differences. For instance, you fight battles with an arcade-style side view rather than a first-person view. Although the outcome is still determined by such factors as hit points, the battle scenes look and play more like *Golden Axe*.

1 *Spider-man* brings the famous Marvel Comics character to life for an adventure against such enemies as Hobgoblin, Dr. Octopus, and the Scorpion.

2 *Sword of Vermillion* is an interesting new role-playing game that should attract fans of *Phantasy Star II*.

Trampoline Terror! (DreamWorks). Imagine *Pac-Man* in the clouds — that's a rough description of *Trampoline Terror!*. High above the ground is a futuristic fortress surrounded by moving sidewalks and trampolines. To save Earth from enemy invaders, you've got to jump along these sidewalks, avoiding the aliens, mines, trip wires, bombs, and other obstacles. Amusing, cartoonlike characters and Japanese-style graphics give this game a unique look.

GP



AMIGA PLAYERS

Unreal

Sheldon Leemon

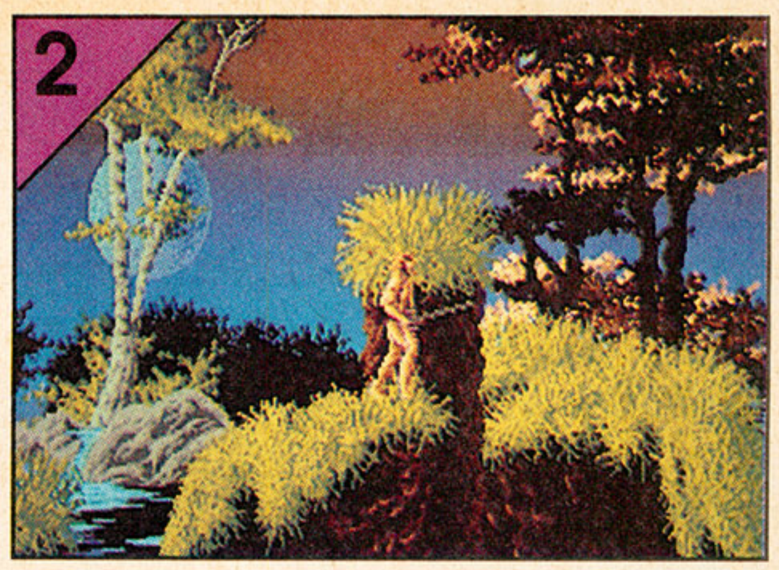
In the U.S., where the five-year-old Nintendo system is the undisputed king of electronic gaming, video-game players are only now discovering the improved graphics and sound capabilities offered by 16-bit systems. But in Europe, where Nintendo has never gained a foothold, the Amiga 500 with its high-resolution graphics, sprites, and stereo sound has long been recognized as the one of the hottest 16-bit game systems around.

The Amiga is quite capable of delivering arcade-quality graphics, and because it's been available as long as the Nintendo, game developers have had years to familiarize themselves with the system. As a result, European game designers seem to be using the Amiga to wage some sort of contest to see who can develop the ultimate computer game. They're working furiously to pack as much graphics, original music, realistic sound, and elaborate game play as they can into a 512K system with a single disk drive (the typical European configuration).

The latest challenger for the title of top game is *Unreal* from UBI Soft, a French software company whose games are distributed in the U.S. by Electronic Arts. *Unreal*'s claim to the title isn't based on any breakthrough in game play, but rather on its exceptional quality and wide variety of action.

Unreal can actually be thought of as two games in one. The horizontally scrolling 2-D sequences are similar to those in *Shadow of the Beast* from Psygnosis, while the 3-D flight sequences are similar to those in *Space Harrier* from Sega.

In the 3-D sequences, your character rides on the back of a flying dragon and shoots a blaster-type weapon. This part of *Unreal* offers classic fly-em-up, shoot-em-up action — fast reflexes are the key to success.



The first-person perspective graphics in these stages are fairly effective at producing an illusion of 3-D depth, but are somewhat blocky. Objects on the ground tend to change size rather abruptly, and many of them have a rather flat appearance. Since you don't have much time to sit back and watch the scenery, however, these minor flaws are not too distracting.

In the 2-D, horizontally scrolling sequences, your character is a sword-toting barbarian who walks (or jumps) from the left side of the screen to the right. These stages are longer and more complex than the flying screens — you can't just blast your way through. The graphics are also more finely detailed.

Each 2-D stage is made up of a number of scrolling screens, and each screen requires you to solve a puzzle or perform some special action. The key is to remember that just about every object on the screen

1 *Unreal* has some of the best graphics, animation, music, and sound effects ever seen or heard in a computer game.

2 The alien landscapes in *Unreal* are incredibly lush and beautiful. In the background, moons rotate and skies change color with the weather.

3 The ground-combat scenes alternate with stages in which you fly on the back of a dragon. The graphics in the flight sequences are blockier, but the animation is very fast.

GAME PLAYER'S™ PRO-TIP HOTLINE!!

1-900-740-7000

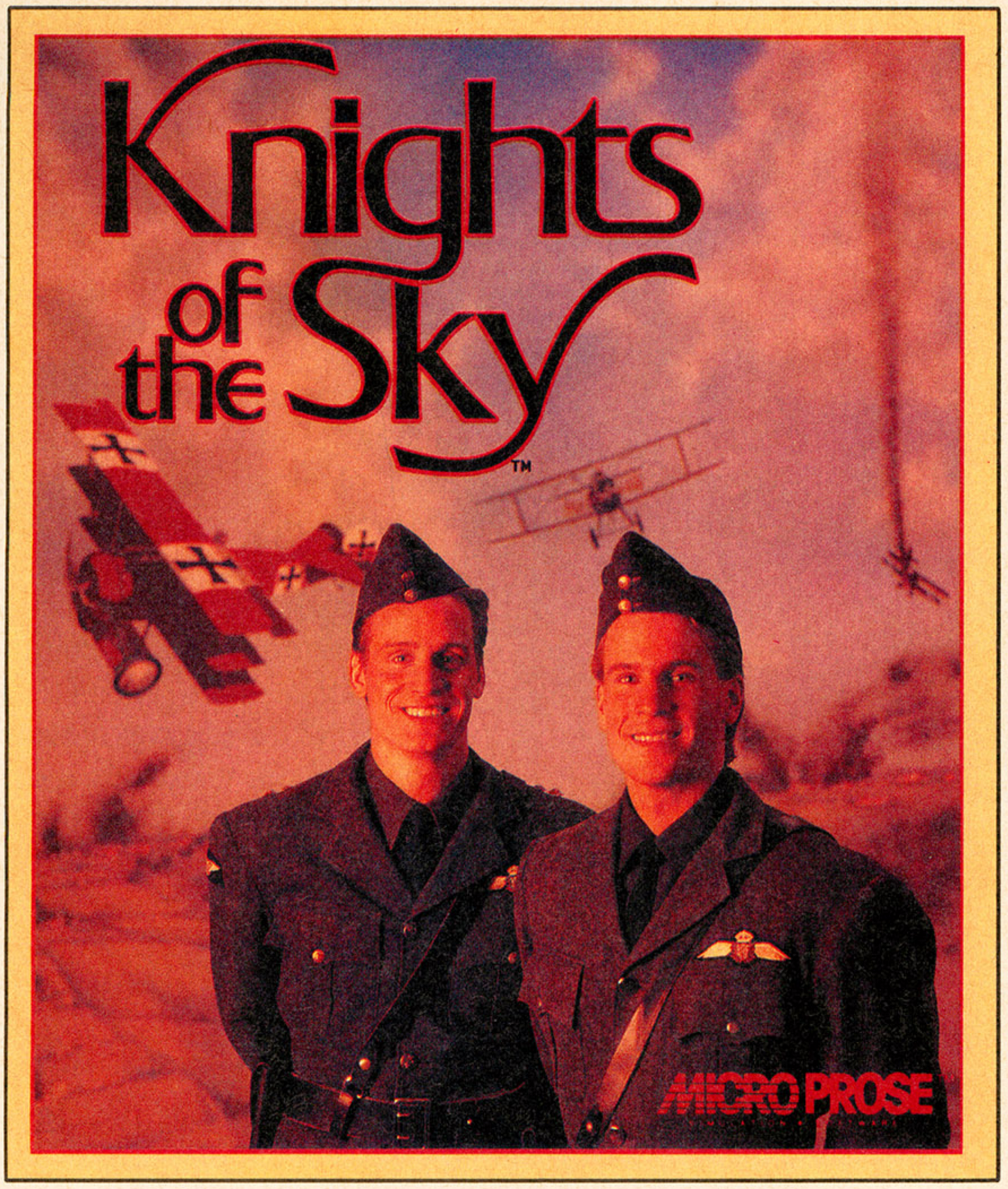
Your telephone connection to the hottest gaming hints, tips, and secrets for your favorite Nintendo® games!

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

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

GAME Player's

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



The Best of the Past

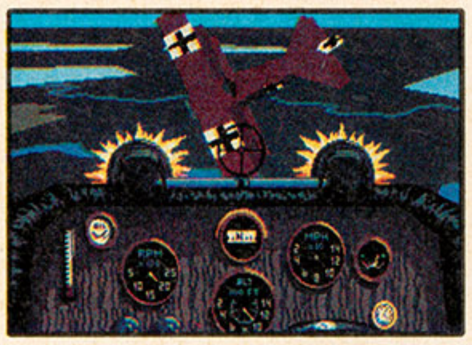
Step into the past, and into the cockpit of a World War I biplane for thrilling dogfights against the greatest aerial aces of all time. The masters of combat flight simulation present the masters of aerial dogfighting in *Knights of the Sky*.

Play against the computer, or challenge a friend via direct link or modem. Dazzling Super 3-D Graphics and realistic sound deliver the action in unprecedented detail. Infantry units, trench lines and natural terrain features below are crystal clear — they'd better be: you have to navigate by them.

Flying without radar and at slightly less than the speed of sound, your dogfighting skills are more important than ever. Your opponents aren't just specks in the sky — you'll see them close-up, shake your fists at them, perhaps even salute their skill.

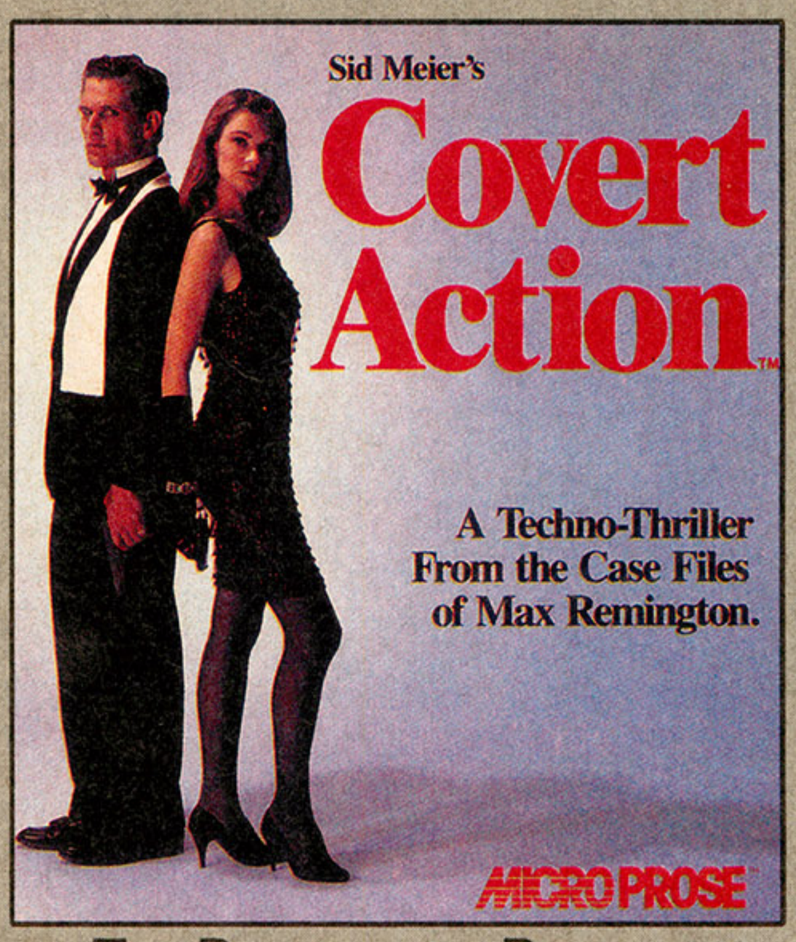
But there's more at stake than just reputation. When you're not dueling you'll help the Allies win World War I. Lend support to ground forces during the war's major offensives; take part in legendary bombing raids; penetrate Axis territory on aggressive patrols.

The heroic adventures of times past re-created through the latest advances in modern technology. As always, MicroProse presents the Best of Times.



The Best of the Future

Journey to the far future, to a time when Earth is uninhabitable, and you must find a new home for Mankind. The company that revolutionized combat flight simulation has taken another bold step, in graphics technology, sound and role-playing sophistication.



The Best of the Present

Experience the present world of international espionage by stepping into the shoes of special agent Max Remington. The first company to successfully merge simulation, role-playing and adventure now delivers espionage as it really is, with the scenarios and methods of operation you demand in an *authentic* spy thriller.

Join The MicroProse Squadron and Win Great Prizes!

Can't find these games? Call 1-800-879-PLAY for prices and ordering information. ©1990 MicroProse Software, Inc. All Rights Reserved.

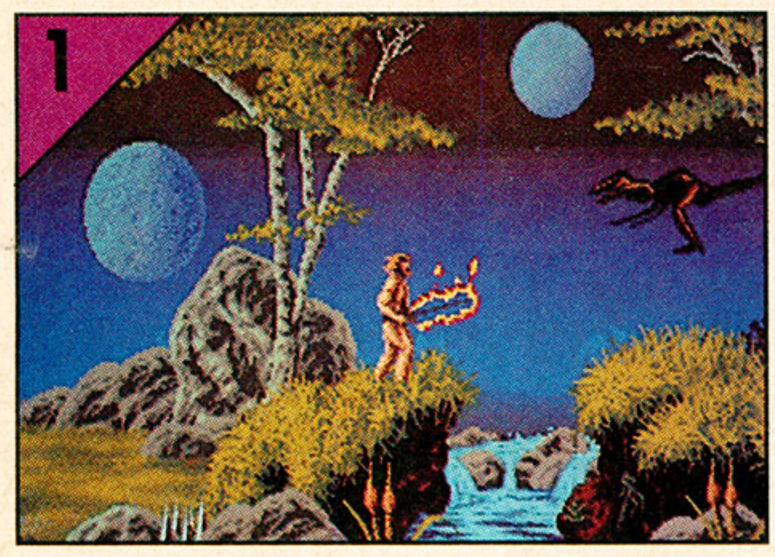
MICRO PROSE™
SIMULATION • SOFTWARE

The Best of Times All the Time.

AMIGA PLAYERS

is significant. If you pass by an object without interacting with it, you may miss something you'll need later. For example, you'll quickly find out that if you touch your sword to a fire, it temporarily becomes a more powerful magic sword.

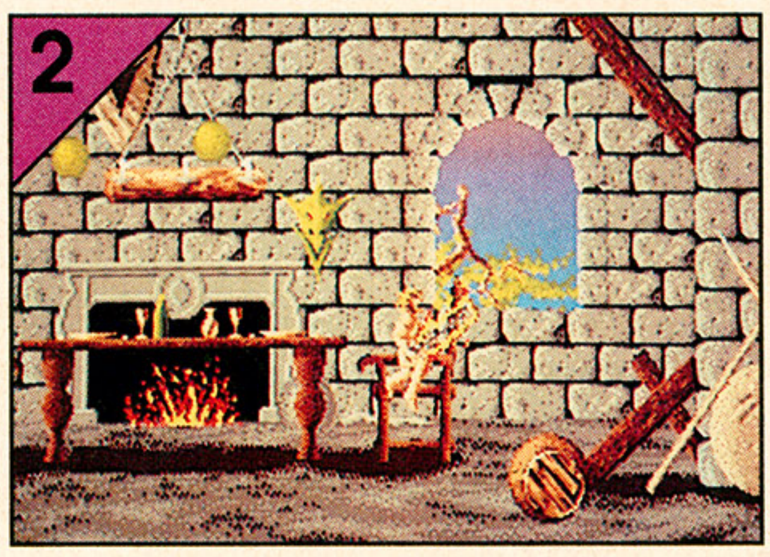
You can often get through a screen without interacting with any objects, but the screen may play somewhat differently (fewer enemies may pop up if you don't set your sword on fire, for instance). When you hit an object with your sword and nothing happens, it may mean that more than one blow is required. (It takes eight direct hits



to destroy a lizard near the beginning of level 2.) If an object flashes when you hit it, you can destroy it sooner or later.

Even these 2-D screens look like 3-D dioramas, thanks to their multilayered backgrounds and parallax scrolling. The varied landscapes and large, alien moons give these scenes an eerie, otherworldly quality. Realistic sound effects such as rushing waters, chirping birds, and crackling fires also add to the overall impression. If your Amiga has more than 512K of memory, the game provides some catchy Euro-pop background music as well.

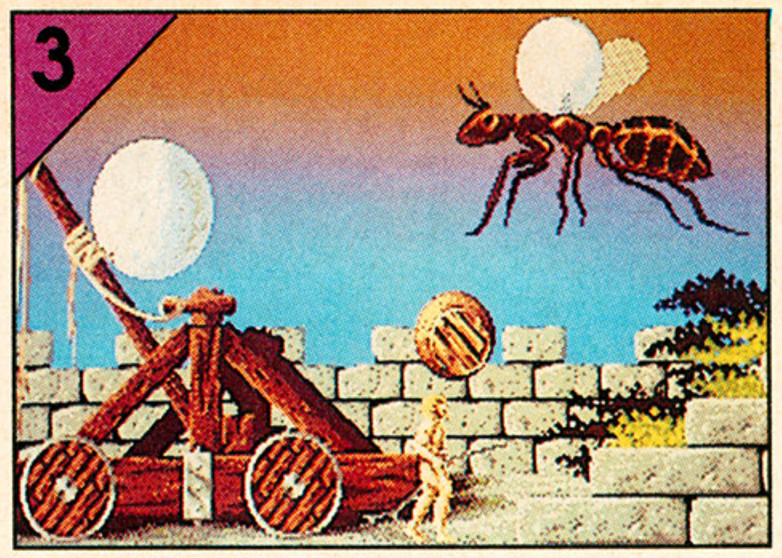
Although *Unreal* has very effective graphics and engaging game play, it shares some of the peculiarities common to European products. As with most imports, the game is heavily copy-protected and can't be installed on a hard drive. The initial loading time is



rather long, but at least the game doesn't pause to read the disk once you start a stage (although the drive's busy light stays on constantly). There's also some sort of virus protection that makes it impossible to reboot without turning off the computer.

Unreal has an odd save-game feature. You can only save at the end of a stage, and when you reload a saved game, you can only play in a "training mode" in which no score is kept. When you lose a game, however, you can at least continue playing the current stage in training mode, rather than starting back at the beginning.

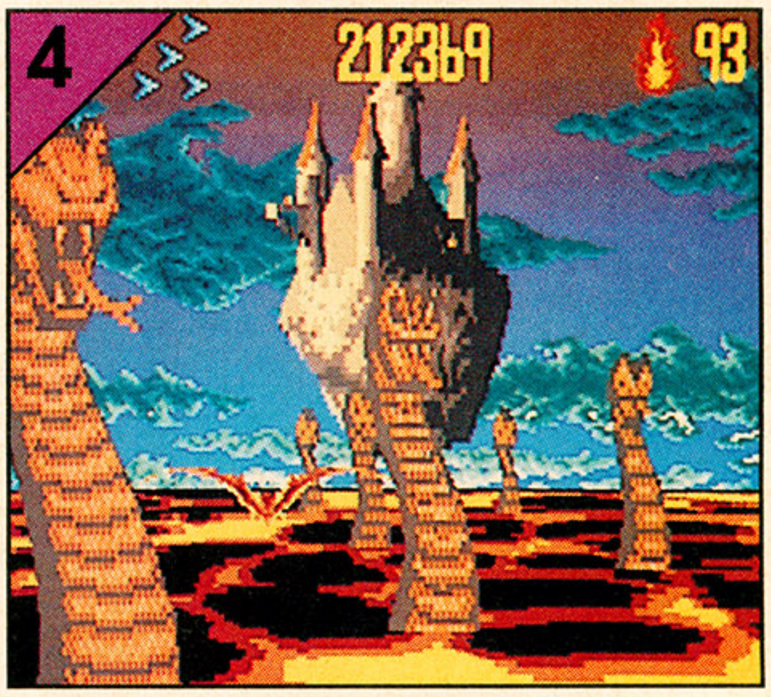
As with many imports, *Unreal* is an extremely difficult game by



American standards. (European gamers are either wizards or don't mind playing a single stage for hours at a stretch.) Although I got through the first flying sequence rather easily, I spent quite a long time working my way through the second stage. Even when I figured out most of the puzzles, it was still pretty difficult to execute the right moves every time. One slip, and I'd find myself at the beginning of the stage. Jumping is especially difficult. (A joystick with good diagonal action is a must with this game.)

Because the challenge in *Unreal* is figuring out the puzzles and getting through to the end, it's not a game you'll probably come back to very often after you've finished. Of course, by that time you may be too old to press the fire button!

GP



1 By touching your sword to a fire, you can transform it into a magical flaming sword.

2 Higher levels of the game find you inside this giant's castle.

3 It'll take more than a can of Raid to ward off this overgrown insect.

4 Vicious sea serpents rise from a sea of molten lava as you fly toward a castle floating in the stormy sky.

Live the dream...

WONDERLAND™

Step into the bizarre logic of Lewis Carroll's spellbinding imagination...

Attend the Mad Hatter's absurd tea party. Meet the caterpillar perched upon his mushroom, puffing away on his hookah. Drop in on the duchess (is that a baby or a piglet she is holding?) and her temperamental cook.

You, as Alice, face a plethora of puzzles, puns and conundrums. Like how to assist the royal gardeners in painting the roses red before the Queen of Hearts arrives to inspect them. Challenges to perplex and enchant you for hundreds of hours.

But Wonderland isn't just a bewitching story. It's playing environment breaks new ground for computer adventures. Here's what the editor of Computer Gaming World has to say about it!

"The game is neither strictly a text adventure nor can it be described as a graphic adventure. It is its own genre... The game uses multi-tasking to offer an incredible array of features..."

Besides superb graphics and sound support, Wonderland's unique windowing environment offers pull-down verb and noun menus, graphics you can size up or down and move around the screen, automated mapping, point-and-click object manipulation, a compass for directional movement, and extensive on-screen help.

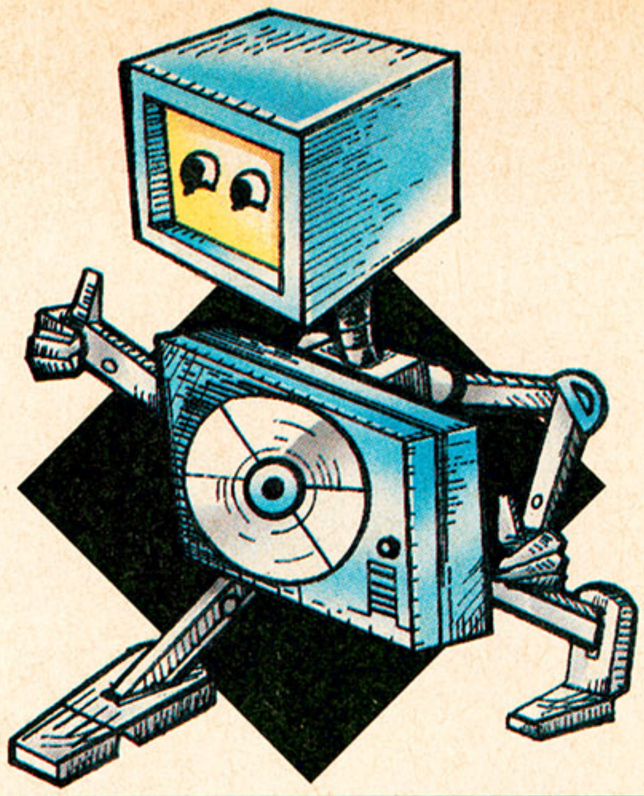
"Innovative," "ambitious" (The Chicago Tribune), "exquisite and impressive" (CGW), "brilliant and insane" (The Electronic Gamer), are more words used to describe Wonderland. Questbusters calls its windowed universe "the ultimate interface." Stunning graphics, impressive sound board support and a captivating story, all in a sophisticated new windowing system, combine to make Wonderland the richest adventure ever: a game to play, to tell, and to inhabit.

Screens taken from IBM VGA version.
For IBM, Amiga and Atari ST computers.
Suggested price $59.99

Wonderland™ is a trademark of Virgin Mastertronic International, Inc.

Virgin MASTERTRONIC™

Virgin Mastertronic International, Inc.
18001 Cowan, Ste. A, Irvine, CA 92714 714-833-8710



TURBO PLAYERS

Ninja Spirit And Chew-Man-Fu

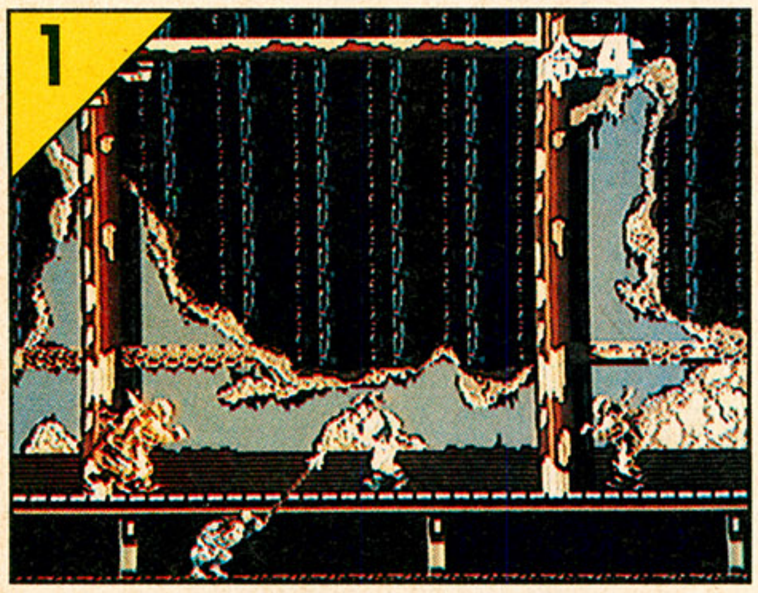
Neil Randall

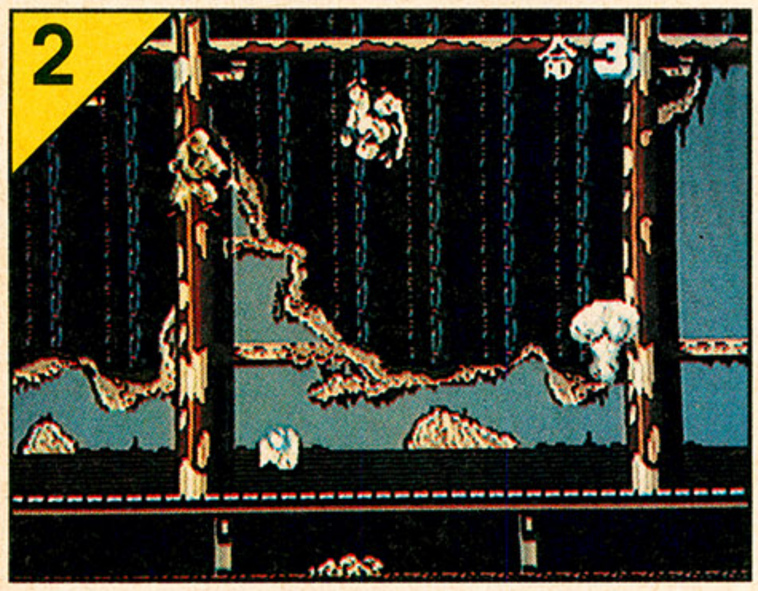
Although *Ninja Spirit* and *Chew-Man-Fu* both sound like martial arts titles, only *Ninja Spirit* is a true beat-em-up game. *Chew-Man-Fu* is an unusual game that's a little more difficult to classify. Both are exceptional videogames, though, and they show a definite improvement in graphics over some earlier games for the NEC TurboGrafx-16.

Ninja Spirit is a large (four megabyte) martial arts adventure with seven stages. If you've ever wished you could get *Ninja Gaiden* (NES) or *Revenge of Shinobi* (Sega Genesis) for your TurboGrafx, stop wishing and take a good look at *Ninja Spirit*!

You play the part of a young man who was raised in a ninja temple after the death of his father. Your goal is to seek out and destroy the half-man, half-wolf creature that murdered your father in cold blood many years ago. After years of training to become an expert in the ninja arts, you're now ready to leave the temple and exact your revenge.

The action moves horizontally from screen to screen as you fight



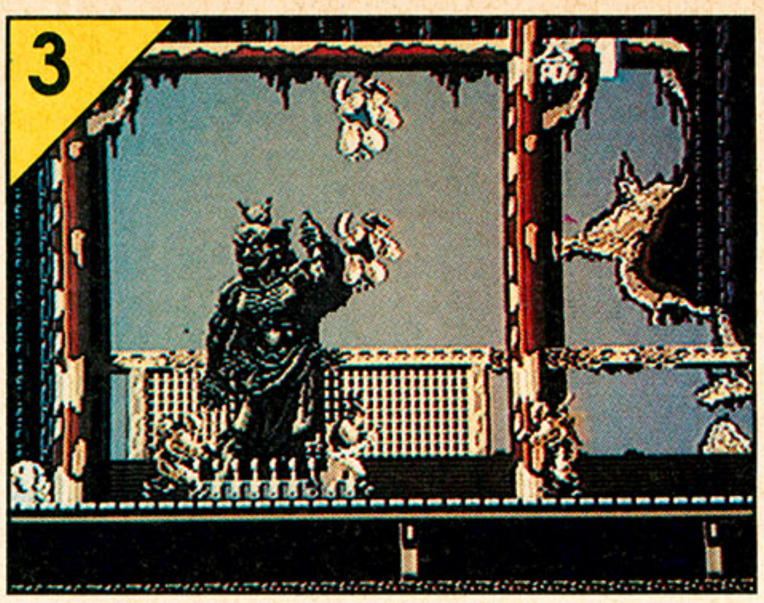


1 *Ninja Spirit*: Bad guys not only attack you from the front, top, and rear, but also try to stab you from below as well!

2 Your ninja has the power to leap very high, but there are bad guys in the trees, too. They seem to materialize out of nowhere in puffs of smoke.

3 After collecting some treasures, your ninja splits into two, and eventually three. These shadow ninjas are immune to harm and follow your every move.

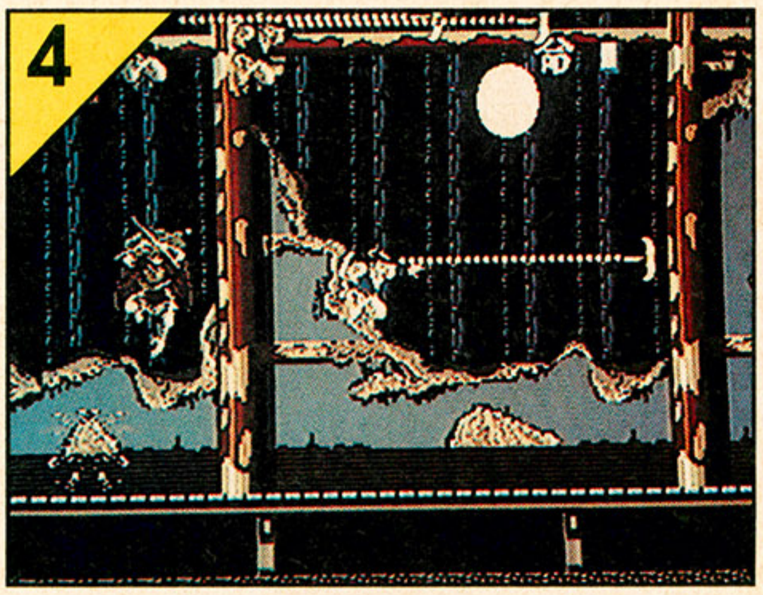
4 Power-ups make your already fearsome weapons even more deadly. You can strike down enemies at a great distance with this sickle and chain.



and destroy enemy ninjas and creatures while picking up weapons and power-ups. All of the screens are extremely detailed with strong colors against dark, brooding backgrounds.

You begin the game with five lives and a sword, which you can swing in eight different directions. This mobility is important, because the enemies in *Ninja Spirit* attack you not only from the front and rear, but also from above, below, and almost every other direction.

When you go on the offensive, you can run and attack, crouch and attack, and jump and attack. Jumping, in fact, is something your ninja does extremely well, and it's

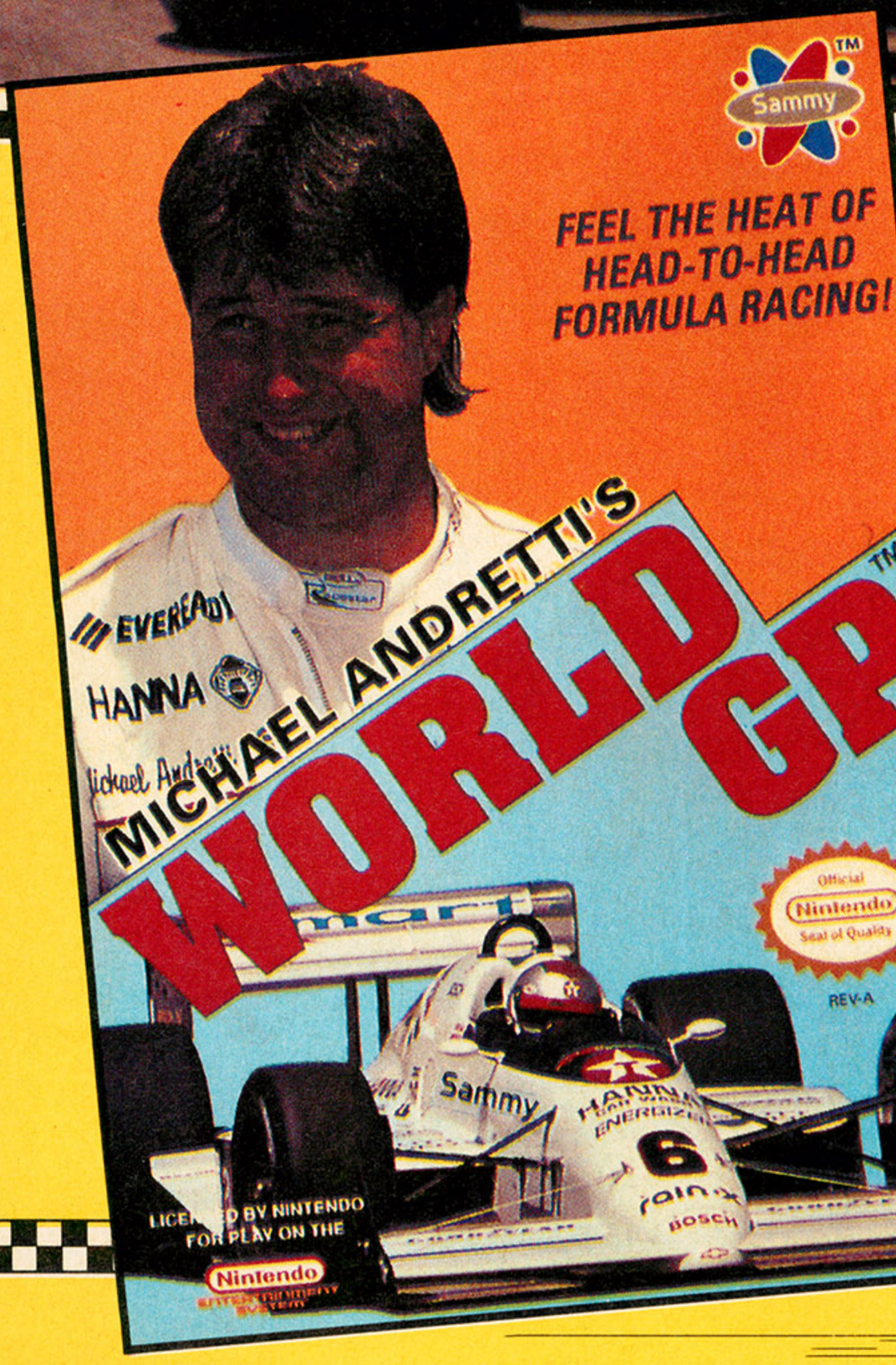


a skill you'll have to master early.

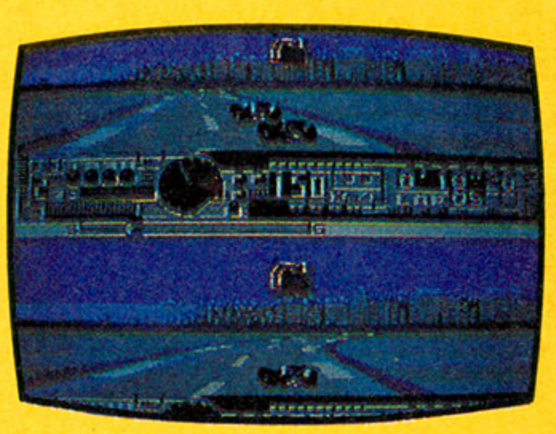
Your arsenal is impressive. Your magic sword is called Righteous Cloud, and you can increase its range by picking up the right power-up items. Your throwing knife, Swirling Leaf, lets you attack in 16 different directions. You have a sickle and chain you can swing at your enemies, and you can throw bombs to wipe out particularly stubborn foes.

Ninja Spirit is sprinkled with a wealth of power-ups. Blinking

FEEL THE HEAT
OF HEAD-TO-HEAD F-1 RACING!



Michael Andretti will give you a few hot tips on Grand Prix circuit racing!



Head-to Head Action! Challenge your friends or one of 13 pro-GP racers!

You've played with toy cars long enough; now it's time to sprint in an ultra-sleek Formula One racer! Rev-up and challenge 13 pros on 16 famous raceways, go **head-to-head** against a friend, or sweat it out for #1 in the grueling World Grand Prix!!!

Customize-Select cars, tracks, and laps!

Race in the Grand Prix, if you can stand the heat!

Sammy™
American Sammy Corporation
2421 205th St., Suite D-104, Torrance, CA 90501
Phone: (213) 320-7167

CALL (213) 320-7362 FOR GAME COUNSELING OR TO REGISTER FOR YOUR **FREE TEAM SAMMY MEMBERSHIP!!!**

items increase your weapon's power, while yellow power-ups erect a wheel of fire around your ninja for defense. Blue power-ups are even more interesting. If you find one, you suddenly split into *two* ninjas; if you find another, you'll multiply again to become *three* ninjas (similar to *Ninja Gaiden II* on Nintendo). You and your shadow ninjas all perform the same actions — in other words, the shadows follow your movements exactly. When you're swinging a powered-up weapon, the combined firepower of three ninjas is devastating.

You'll face several different stage bosses, including the Two-Axed Ogre, Hanzo the Fiend, and the Earth Ninja. Each is more difficult to defeat than the previous one. Before you're too far into the game, you'll encounter a red ninja with an immensely powerful bomb attack. It takes awhile to get past him (only to face the Two-Axed Ogre), but once he's gone, you'll feel like a true warrior.

The boss of stage 1 is a huge statue of the Guardian Deity. Stage 2 is where you'll meet the bomb-throwing Red Ninja and the Two-Axed Ogre. Stage 3 introduces the Ninja Rifle Corps, the Ghosts of Fugitive Warriors, and a dangerous swordsman named Hanzo the Fiend. Stage 4 takes you to the Den of the Demons and some weird enchanted stones. Stage 5 pits you against the Tribe of the Nine Wind Demons, which arrives by riding on a gigantic kite. Stage 6 ends in a grueling battle against the Ghosts of Future Warriors, and in stage 7, the final battle, you'll have to defeat a large number of the deadliest enemies imaginable. The action is nonstop, and staying alive isn't easy.

Ninja Spirit is so good that it might even appeal to gamers who don't think they like ninja games. It's fast and varied, and the challenges get more difficult as the game goes on. *Ninja Spirit* is probably the best martial arts game to appear so far on the TurboGrafx-16 — and one of the best on any videogame system.

Chew-Man-Fu

The stars of *Chew-Man-Fu* are two sisters named LaLa and LingLing. Their task is to defeat the evil Chew-Man-Fu, who has committed the dastardly crime of depriving everyone in China of their fried rice

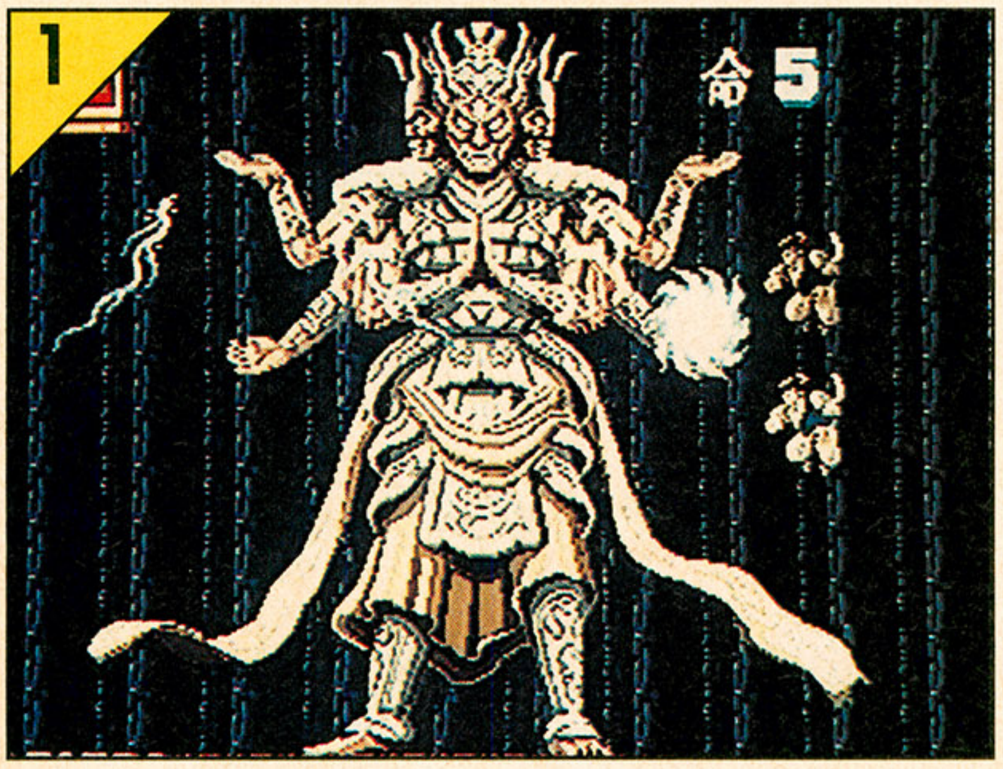
1 At the end of stage 1, the Guardian Deity rises from the earth to fill the entire screen. To defeat him, jump into the air and slash at his head.

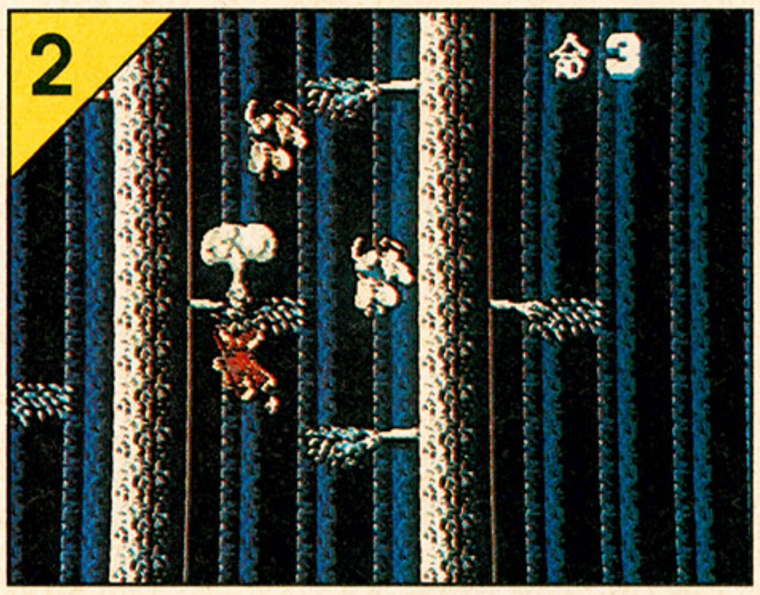
2 You can leap from tree to tree in stage 2. Watch out for enemy warriors popping out of holes in the tree trunks.

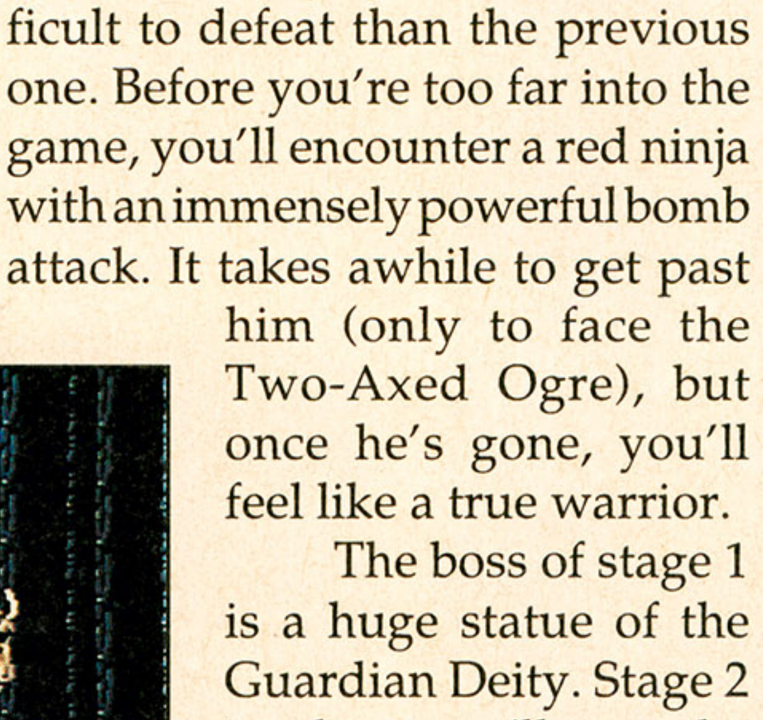
3 After collecting a few power-ups, your ninja and both of his shadows are equipped with flame shields.

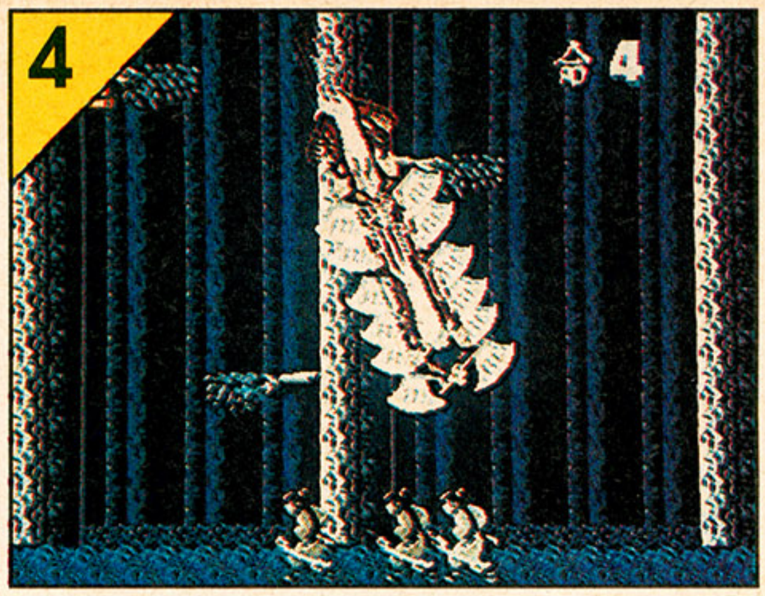
4 At the end of stage 2 is the Two-Axed Ogre — a deadly red ninja armed with a pair of battle axes. He moves so fast that he looks like a red blur, and he can cost you five lives with a single blow!

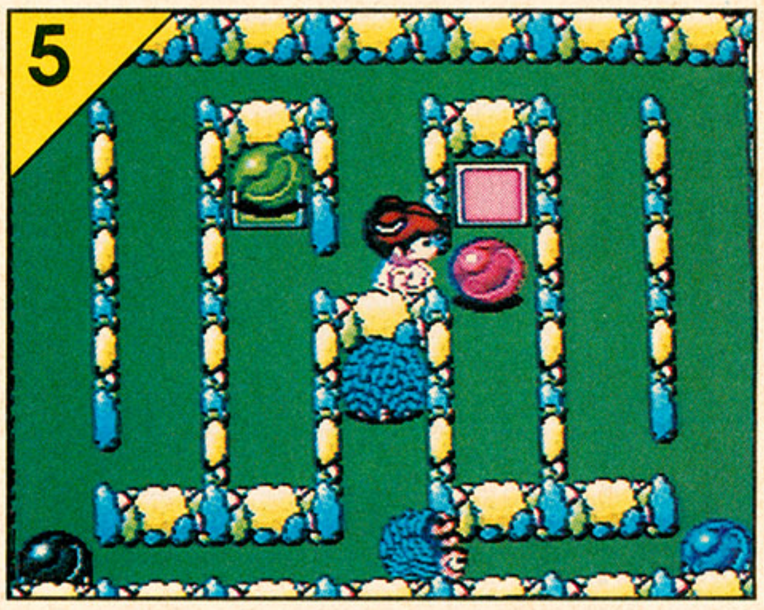
5 *Chew-Man-Fu*: The goal in every round is to kick the colored balls onto the same-colored plates.



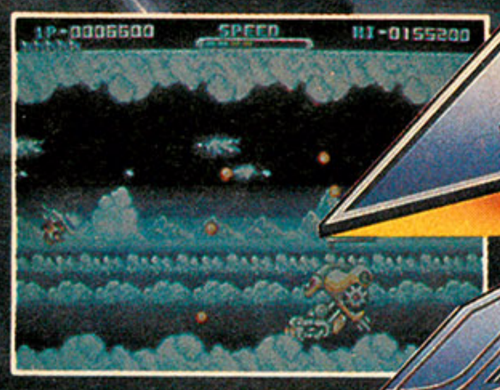


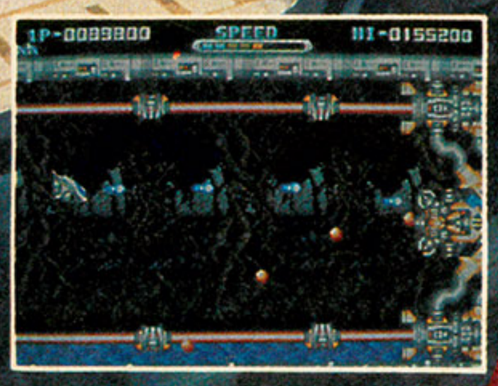






WHIP RUSH





In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!

AVAILABLE IN OCTOBER

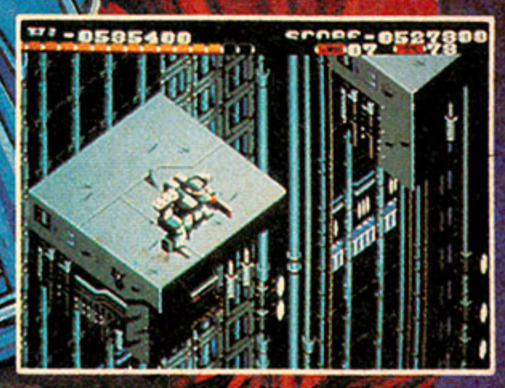
RENOVATION PRODUCTS, INC. 987 UNIVERSITY AVENUE, SUITE 10, LOS GATOS, CA 95030

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD. WHIP RUSH © 1990 SEGA ENTERPRISES LTD. FINAL ZONE © 1990 RENOVATION PRODUCTS, INC. RENOVATION PRODUCTS, INC. IS A SUBSIDIARY OF TELENET JAPAN LTD

RENOVATION PRODUCTS™

LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.

SEGA GENESIS 16-BIT CARTRIDGE



You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP – a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available – including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield – the FINAL ZONE – awaits you!

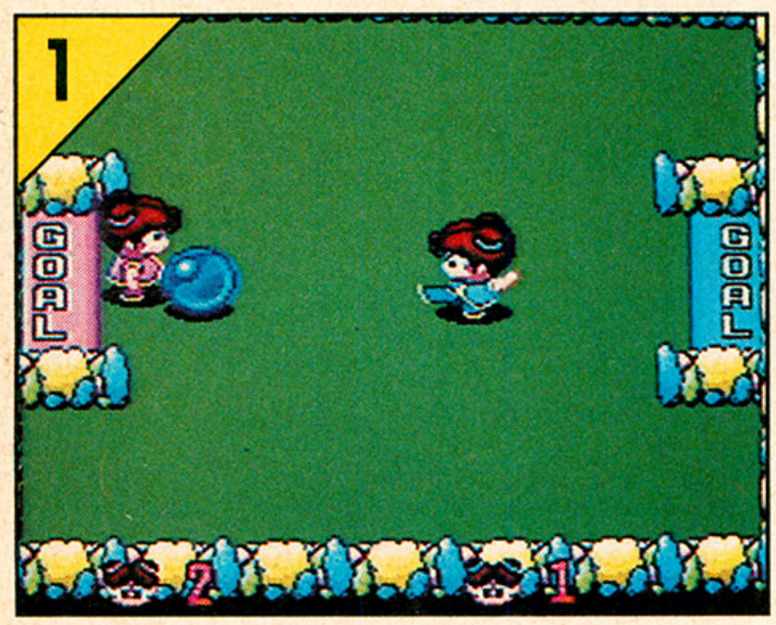
AVAILABLE IN NOVEMBER

FINAL ZONE™

TURBO PLAYERS

and eggrolls (honest!). To overcome Chew-Man-Fu, the two sisters must clear ten rounds in each of five areas, then five additional rounds after that. In other words, there are 55 areas in all.

It sounds like a lot, but actually this game is even bigger than that.

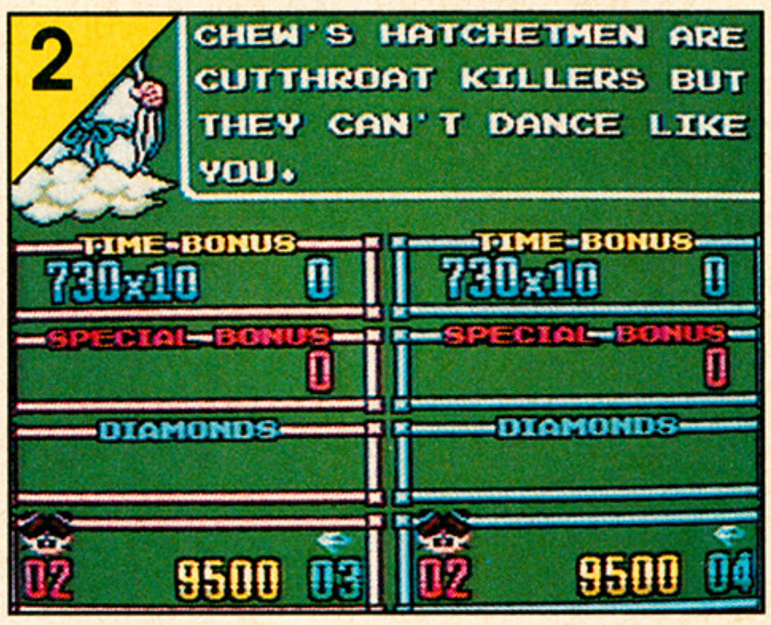


Once you've finished the game, you'll discover *another* game, also with 55 rounds. And there are eight *more* games to follow. All together, they add up to a total of 550 rounds of action. If that's not enough, the edit feature lets you create your own rounds from scratch. Obviously, this isn't a game you're likely to wear out very quickly.

Chew-Man-Fu is definitely unusual. To clear an area of the porcupines, turtles, apes, walruses, kiwis, ogres, frogs, and dragons that might inhabit it, you must rely solely on your speed and your ability to kick a ball toward the creatures. You clear an area by pushing each of four colored balls (black, green, red, and blue) to rest on a plate of the matching color. In some rounds the plates are hidden, and you must find the scroll that will make them appear.

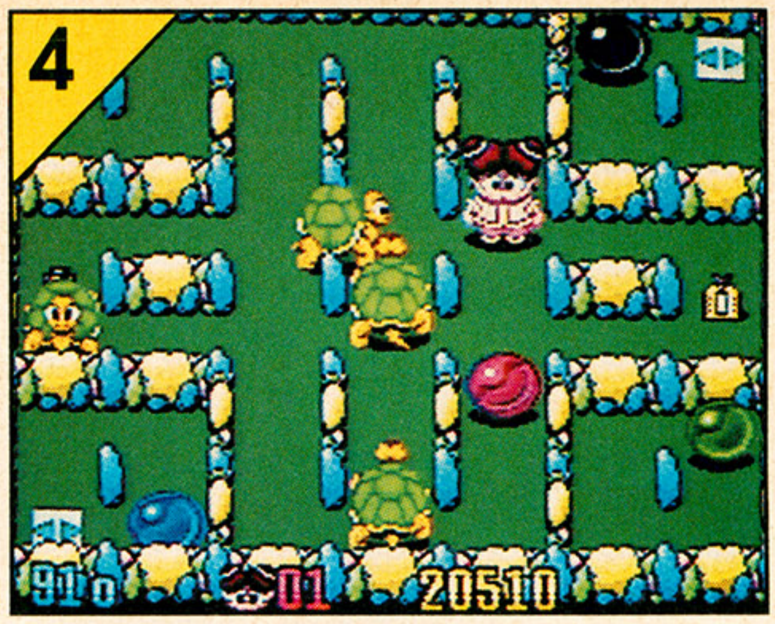
Scattered around the rooms are various items to help you succeed. Fortune bottles give you immunity against a monster's touch; beam plates shoot destructive rays at the creatures; stopwatches freeze the beasties in place for a short time. If you find a bowl of ramen noodles, the monsters will be attracted to the food, freeing you to race around elsewhere. Other items have different effects.

The most important items, though, are the diamonds. The game keeps track of how many diamonds you find, and you receive more diamonds for quickly clearing a round. If you run out of lives, you can trade five diamonds



for an extra life. When you have 30 diamonds, you can play a bonus game to win even more lives.

Some items are hidden under walls, so you should spend some time kicking the heaviest ball (the black one) against the walls in order to smash them. But don't waste too much time, because there's a time limit on each round. Also, keep in mind that it isn't strictly necessary to destroy monsters to win. Just find all the items you can



while moving the colored balls to their proper plates.

Chew-Man-Fu is a creative, unusual game with bright, cartoonish graphics. It even has a one-on-one soccer contest (kickball) to help you practice your kicking. With a TurboTap, two people can play, each controlling a different sister. Sometimes the sisters are difficult to maneuver, but otherwise *Chew-Man-Fu* is a winner.

GP

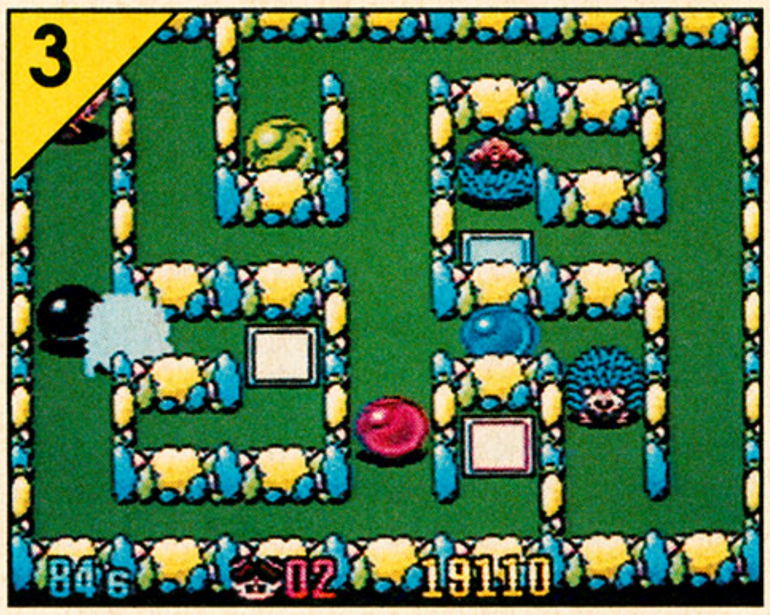
1 To practice your kicking, try playing the kickball game.

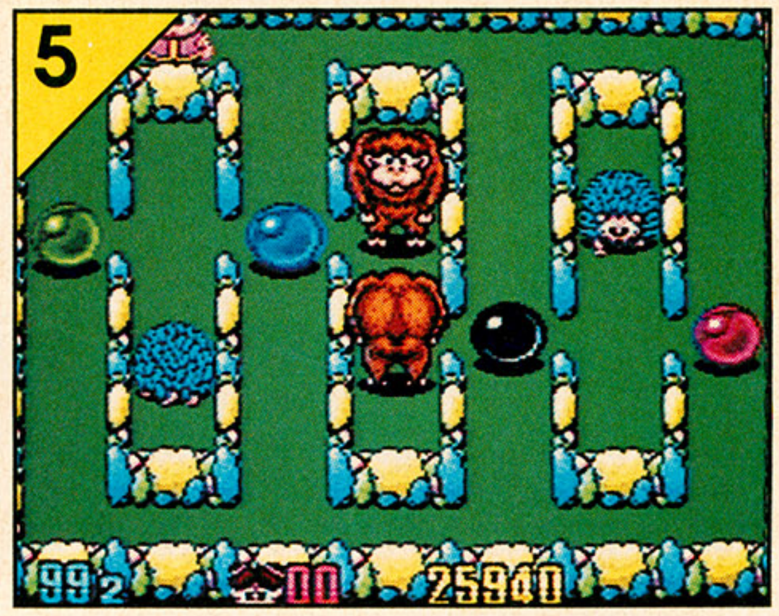
2 At the end of each round, the old man appears and reports on your progress. You can also get additional lives from him.

3 When you're attacked by monsters—like these blue porcupines—just hit them with one of the colored balls. They'll disappear in a flash.

4 Your goal in this round is to recover a small scroll that reveals some hidden items. You'll have to knock down some walls to find it.

5 Two apes are waiting for you at the beginning of the fifth round.

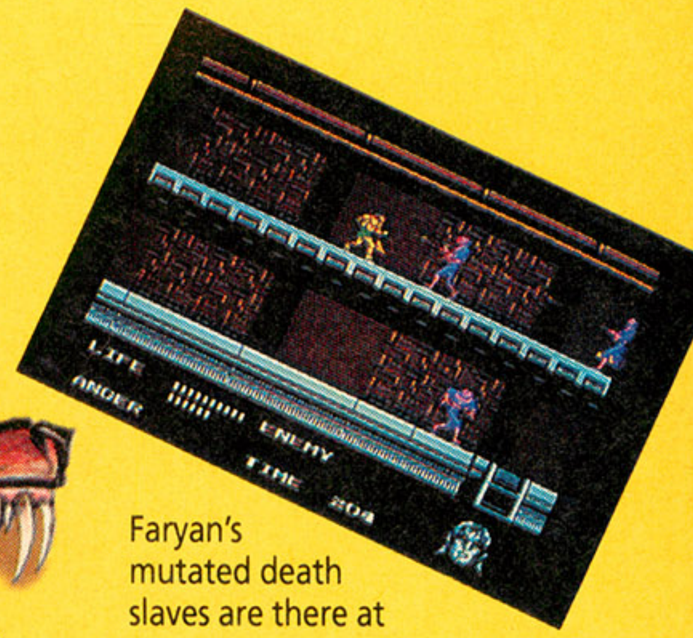




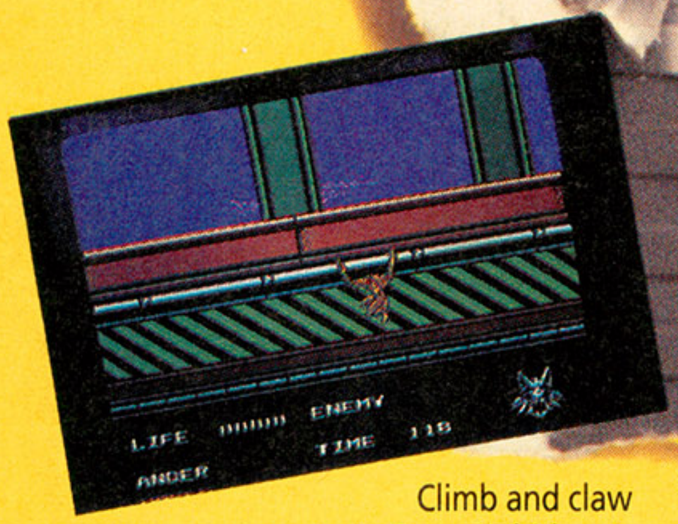
WEREWOLF

THE LAST WARRIOR™

Six levels of mazes and booby traps protect Faryan.



Faryan's mutated death slaves are there at every turn.



Climb and claw your way to Faryan's hideout.

FREE COMIC BOOK!

Live this chilling story – from the source of *Werewolf's* mighty powers to the history of Faryan's evil – in the first-edition Werewolf comic book. It's a hot collector's item – and it's yours **FREE** inside *Werewolf, The Last Warrior* from Data East.

MORE ACTION THAN A CARTRIDGE CAN HOLD!

The world's been destroyed by Dr. Faryan, a possessed and twisted madman.
But one buff warrior's been granted magical powers of the wolf.
And when he finds Faryan, the fur and fangs will fly.
Werewolf, The Last Warrior.
Slammin' action for your Nintendo Entertainment System.

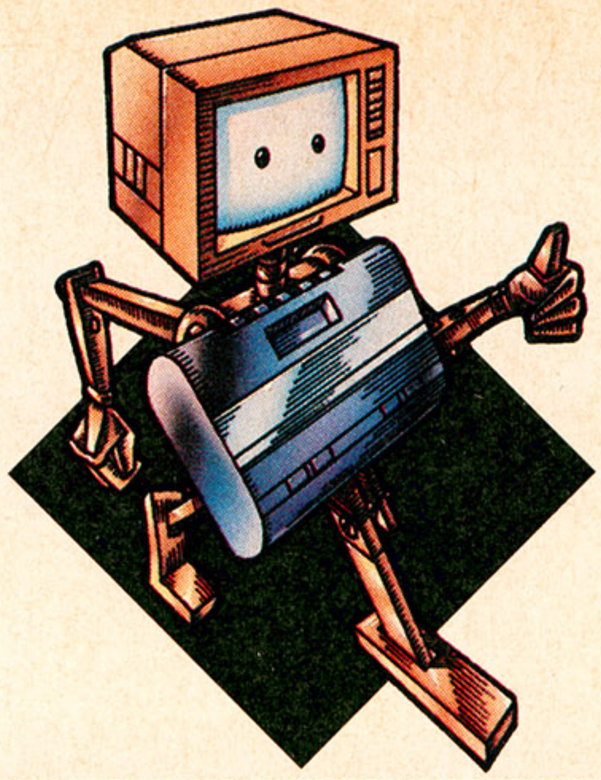
LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

DATA EAST

Official Nintendo Seal of Quality™

Data East USA, Inc., 1850 Little Orchard St., San Jose, CA 95125 (409) 286-7074

© Data East USA, Inc. Werewolf, The Last Warrior is a registered trademark of Data East USA, Inc.
Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.



ATARI SAFARI

Xenophobe For Lynx

Tom R. Halfhill

1 Alien bugs try to eat you for lunch in the new Atari Lynx version of *Xenophobe*.

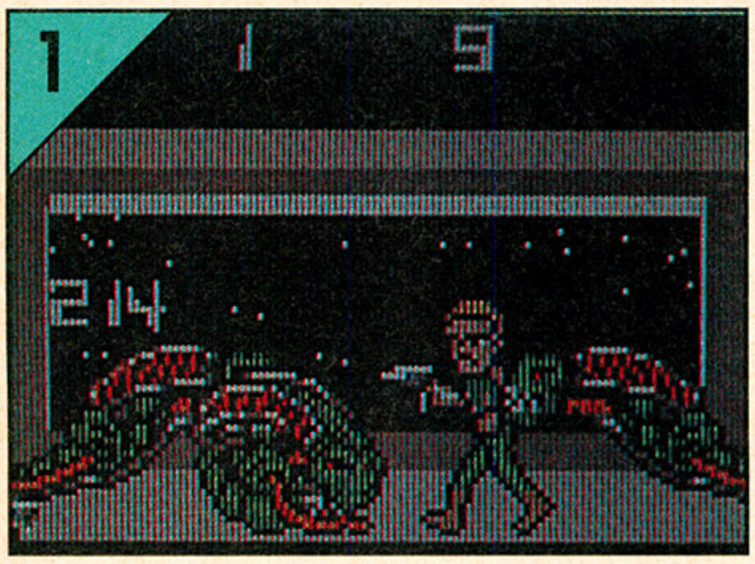
Occasionally you run across a videogame so unusual, so hard to describe, that it defies classification. *Xenophobe* isn't one of them.

Simply put, *Xenophobe* is a bug hunt. All you have to do is shoot the aliens before they eat you.

Xenophobe isn't a new game, although this is the first time it's been available for the Lynx. Over the past two years, *Xenophobe* has made its way from the arcades to Nintendo to the Atari 7800 and XE game systems (see our review in "Atari Safari," December 1989). The Lynx version seems to blend together features from all previous versions.

The basic plot certainly hasn't changed much. A race of nasty aliens known as Xenos has captured 23 space stations, and your job is to travel from station to station and clean them out.

In the Lynx version of *Xenophobe*, you can choose your on-screen character from nine different candidates. Although each character has a distinctive appearance, their fighting abilities



don't seem to vary. Your choices include Dr. Pink, a pretty young woman; Mr. M. Brace, a humanoid alien; Colonel Schickn, a swashbuckling man with a black eye patch; Dr. Zordirz, a blond hero who looks like a surfer; Mr. Eeeez, an alien with antennas sticking out of his head; Dr. Kwak, a duck-billed humanoid who resembles Howard the Duck; Mr. Fogg, a conehead punk rocker; U2 R B52, a chrome-dome android; and Colonel Truth, a dashing middle-aged man.

The enemy aliens are the typical sort of space vermin that cause trouble for decent folk — they're green, they're gross, and they're aggressive. You'll encounter six basic types, and they're all hungry for humanoids.

The most numerous aliens are the Critters. They crawl on the floor like dog-sized scorpions; after latching onto you, they start gnawing on your body. Pods look like giant heads of cabbage; if not destroyed, they eventually hatch into Critters. Rollerbabies are alien armadillos that roll around like bowling balls; after knocking you over, they uncurl into turtlelike creatures that start eating you for lunch. Tentacles are snakelike things that hang from the ceilings or grasp upward from the floors; if you're not careful, they'll latch onto your head and squeeze you in a fatal chokehold. And Snotterpillars are huge, leaping creatures that either jump on top of you or spit poisonous phlegm.

But the worst bugs of all are the Festors. A Festor is a king-sized lizard that looks like a cross between a tyrannosaur and a Klingon. They lurk around corners and bombard you with hard-shelled eggs that knock you to the floor. And if a Festor catches you in its gaze, it paralyzes you with a telekinetic beam. If you don't shake yourself loose at once, you're fried chicken.

To fight the aliens, you start out with nothing but your fists. Almost immediately, however, you acquire a hand phaser and a few grenades. Other weapons to be found throughout the space stations include laser pistols, lightning rifles, and poofer guns. Except for grenades, you can carry only one weapon at a time.

You also start the game with 2000 health points. You can gain more points by drinking vials of a special fluid which are scattered throughout the space stations, or by clearing a station of all Xenos. Each time you're injured by a Xenos, however, you lose a few points. When you run out of health points, the game's over.

Xenophobe has fabulous graphics and all the action you could ask for. As a shooter, it's definitely more interesting than *Gates of Zendocon*, but perhaps not as imaginative as *Slime World*. If you liked any of the other versions of *Xenophobe*, you'll probably like this one.

GP

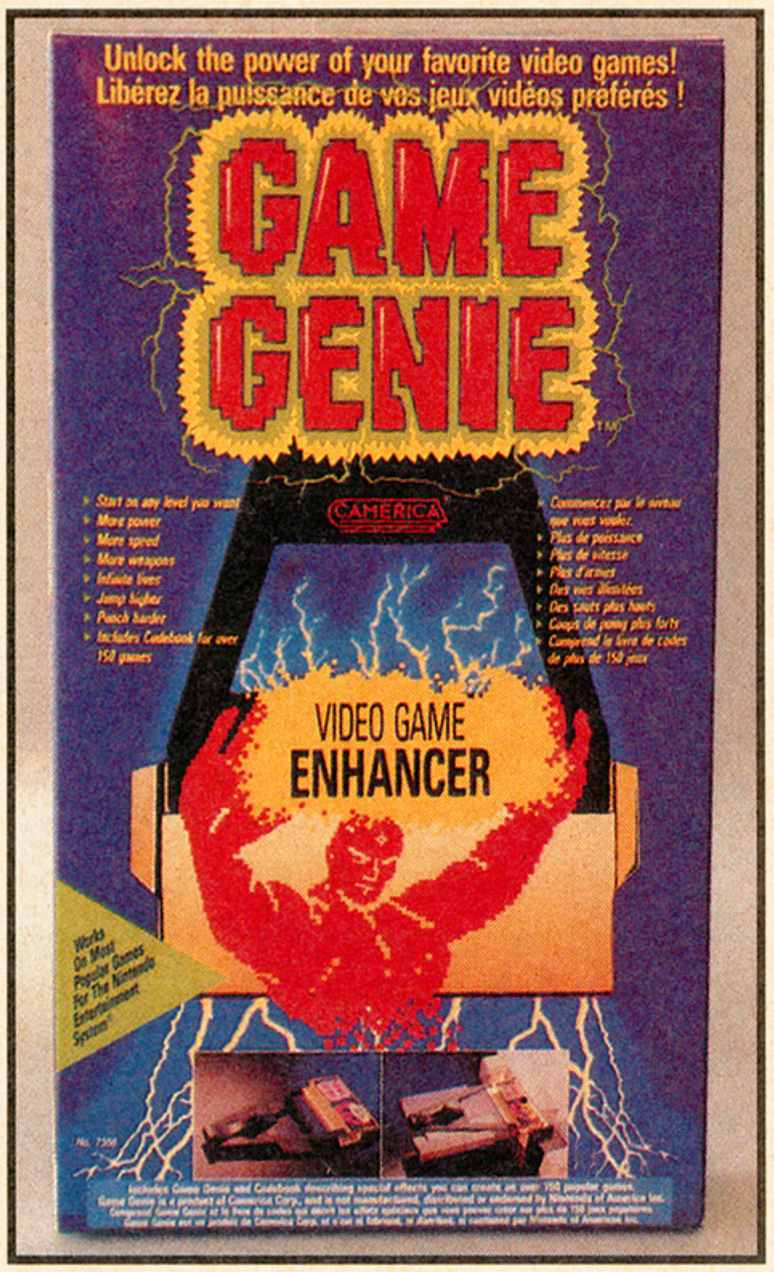
AND PREVIEWS

GAME GENIE ON SALE IN CANADA

Blocked by months of legal action in U.S. federal courts, the controversial Game Genie finally hit the stores late last summer — but only in Canada.

The first shipments of Game Genies began reaching Canadian toy stores in August. They were quickly snapped up by Canadian gamers and by Americans who were willing to cross the border, pay $79.95 (Canadian), and then pay an additional duty tax when taking the device back into the United States. Initial demand was so great that by early September the Game Genie was already becoming hard to find in Canadian stores near the U.S. border.

Meanwhile, sales of the Game Genie in the U.S. are still banned under a federal court order obtained in June by Nintendo of America, Inc. The court order was issued after Nintendo sued Galoob Toys, the American company which owns the marketing rights to the Game Genie in the U.S. But since U.S. federal courts have no powers outside U.S. borders, the order could not prevent sales of the Game Genie in Canada or elsewhere. (The Canadian marketing rights are owned by Camerica Corporation, a separate company which is not connected with Galoob Toys and is not directly involved in the U.S. court action between Nintendo and Galoob.)



The Game Genie finally became available late last summer — but only in Canada. Notice the French and English printing on this Game Genie package, which was purchased by a *Game Player's* correspondent at a toy store in Windsor, Ontario.

As of this writing (early September), Nintendo had not yet obtained a similar order in Canadian courts to block sales of the Game Genie there. Until Nintendo obtains such an order, the Game Genie can continue to be legally sold in Canada.

Galoob has appealed to a higher federal court in the U.S. to reverse the lower court's order. A hearing on Galoob's appeal was scheduled to be held in September. If Galoob wins the appeal, the Game Genie could be released in the U.S. However, a decision by the appeals court could take weeks or months.

Nintendo sued Galoob last spring because it claims the Game Genie violates Nintendo's trademarks and copyrights and could harm Nintendo's videogame business. The Game Genie is a device which allows game players to change the way their Nintendo cartridges play. By entering special codes supplied with the Game Genie, players can give their on-screen characters unlimited lives or special powers, and in some cases can jump directly to any stage in a game.

For more information on the Game Genie controversy, see our reports in the August, September, and October issues of *Game Player's*.

NINTENDO WORLD CHAMPIONSHIPS

Nintendo has confirmed the dates and locations of the remaining Nintendo Powerfests for 1990, which include the playoffs for the Nintendo World Championships. The final championship match will be televised live from Orlando, Florida on December 11.

Since the Nintendo Powerfests were launched in March, over 300,000 people have attended the events in more than a dozen cities across the United States. Local winners include a father and son team from Cleveland; a 7-year-old winner from Seattle (the youngest to date); and a 19-year-old finalist from Pittsburgh who is deaf. All of

the local winners will be flown to Orlando for the final championships in December.

Here's a list of the remaining cities on the Nintendo Powerfest 1990 tour:

Date	City	Location
October 12-14	Studio City, CA	Universal Studios
October 19-21	Studio City, CA	Universal Studios
October 26-28	Salt Lake City, UT	Convention Hall-Salt Palace
November 2-4	Denver, CO	Currigan Exposition Hall
November 9-11	New Orleans, LA	Rivergate Exhibition Center
November 16-18	Atlanta, GA	Lakewood Exhibition Center
November 23-25	Miami, FL	Miami Beach Convention Center
November 30-December 2	Tampa, FL	Florida State Fair
December 7-11	Orlando, FL	Universal Studios

NEW GAMES FOR ATARI LYNX

Six independent companies are working on 14 new games for the Atari Lynx, greatly expanding the number of titles expected to be released in coming months.

Until now, all Lynx games have been developed by Epyx Software (which invented the Lynx) and published by Atari Corp. (which manufactures and markets the Lynx). Atari's announcement that six new developers have been signed up is exciting news for Lynx players.

The new developers are APTI Game Systems, Cyber Labs, Reflex Software, Shadowsoft, Telegames USA, and U.S. Gold. Although some of the games are in early stages of development and don't yet have titles, Atari says all of them will be available by early next year. Here's a look on what's coming from each new developer:

APTI Game Systems: *Battle Universe*, a multiplayer game that pits two or more players against each other for control of the universe; and *Alternate Earth*, a futuristic, four-player game in which players race to save the planet from destruction. Both are original titles designed especially for the Lynx.

Cyber Labs: A still-untitled action game in which players maneuver a vehicle on 2-D and 3-D screens; and a still-untitled adventure game with first-person graphics and a mythological theme.

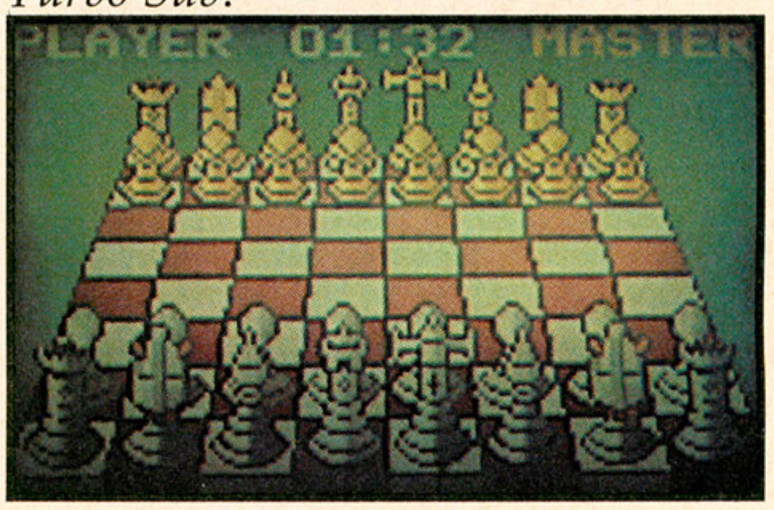
Reflex Software: *Cards*, a multiplayer game that includes several popular card games, including cribbage, gin, hearts, and several variations of solitaire.

Shadowsoft: *Bugs*, a fast-moving action game in which players must overcome numerous insects and other obstacles.

Telegames USA: *The Fidelity Ultimate Chess Challenge*, a chess game using technology developed by Fidelity Electronics, the leading manufacturer of chess computers; *Krazy Ace Miniature Golf*, a golf simulation with 3-D graphics and the option of designing your own courses; and a still-untitled strategy game in which several players can drive, shoot, and stalk each other. The chess game is scheduled for release in November, the golf game in December, and the strategy game in February.

U.S. Gold: *Leaderboard*, a golf simulation adapted from a popular computer game; *E-Motion*, an atomic warfare game; *Italy 1990*, a soccer simulation; *Rotox*; and *Gold*.

Also, Atari has updated its schedule for new Lynx games to be released under its own label. Titles scheduled to be available by the holidays include *Slime World*, *Klax*, *Paperboy*, *Roadblasters*, *Xenophobe*, *Rampage*, *Zarlor Mercenary*, and *Rygar*. Titles scheduled to be released in the first three months of 1991 include *NFL Super Bowl Football*, *Checkered Flag*, *Vindicators*, *Tournament Cyberball 2072*, *World Cup Soccer*, *Ninja Gaiden*, *A.P.B.*, *Grid Runner*, *Scrapyard Dog*, and *Turbo Sub*.



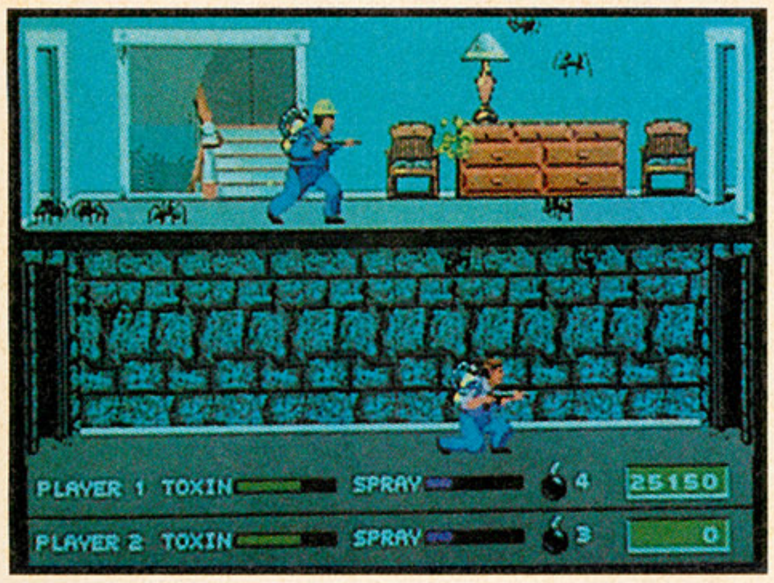
The Fidelity Ultimate Chess Challenge from Telegames USA is one of several new games announced for the Atari Lynx by six new independent software developers.

AND PREVIEWS

DISNEY SOFTWARE'S FIRST COMPUTER TITLES

Walt Disney Computer Software is releasing its first programs for IBM PCs and compatibles. Among the new titles are games for older players as well as games for young children, plus innovative programs that let you create short cartoons, greeting cards, and posters. In addition, Disney is introducing a plug-in device that improves the background music and sound effects in its games.

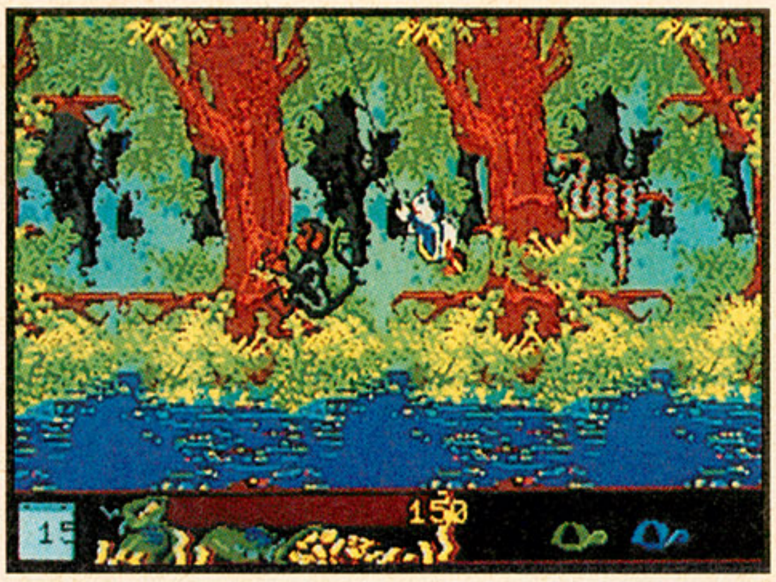
Two of the new games, *Dick Tracy* and *Arachnophobia*, are based on summer movies. *Dick Tracy* is an action-strategy game that features animation digitized directly from comic-book illustrations. As Tracy, you fight a crime war waged by "Big Boy" Caprice and his gang of colorful accomplices. Cruising the city in your patrol car, you can



Keep killer spiders from taking over the U.S. in Disney Software's *Arachnophobia*.

search the streets for clues and interrogate such characters as The Brow, Pruneface, and Breathless Mahoney.

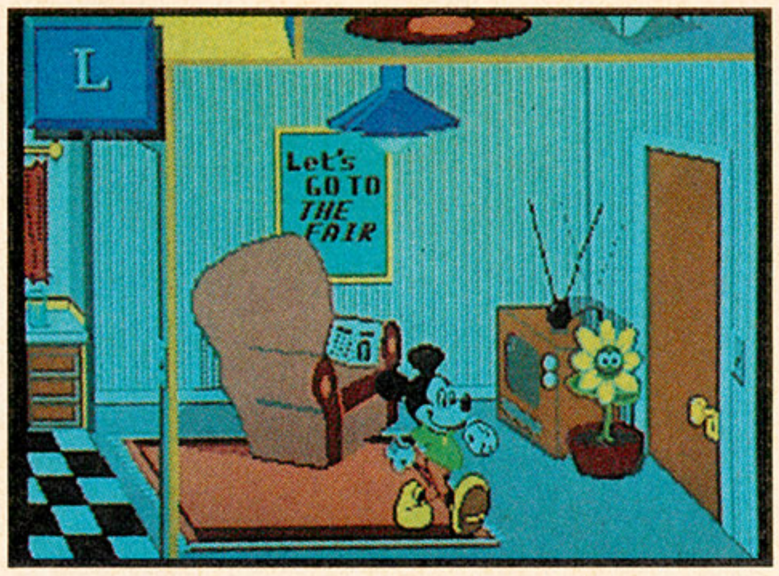
In *Arachnophobia*, your extermination company, Bugs-Be-Gone, has been hired by the U.S. Department of Agriculture to eliminate a mysterious strain of spiders that are hostile, crafty, and deadly. Playing either alone or with a friend, you try to kill the queen



In *DuckTales: The Quest for Gold*, Scrooge McDuck tries to become "Duck of the Year."

spiders and their young before they throw the country into chaos. If you succeed, you'll move on to a job with the United Nations. The U.N. hires you to destroy more spiders in an Amazon rain forest. And if you thought the American spiders were a problem, wait until you see their South American cousins!

Another Disney computer game is *DuckTales: The Quest for Gold*. Scrooge McDuck is determined to beat Flintheart Glomgold to win the title of "Duck of the Year." Accompanied by his nephews and Launchpad Duck, Scrooge races against Glomgold to gather the most treasure. Scrooge's quest for riches takes him to such exotic places as Beri Beri Basin, Okeefadoki Swamp, and

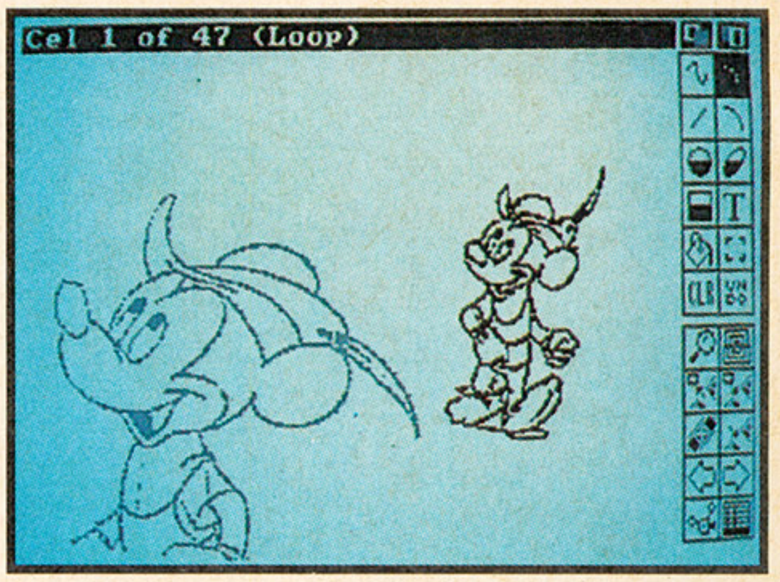


Mickey's ABC's takes children through Mickey Mouse's home and then to the county fair.

Whatsamatterhorn.

Disney's games for young children are designed to teach the alphabet, numbers, colors, and shapes. Titles include *Mickey's ABC's*, *Mickey's 123's*, *Mickey's Colors & Shapes*, *Mickey's Runaway Zoo*, *Donald's Alphabet Chase*, and *Goofy's Railway Express*.

Two programs of a different sort are *The Animation Studio* and *Dick Tracy Crimestoppers Print Kit*. *The Animation Studio* lets you ex-



Create your own Disney-style cartoons with *The Animation Studio*.

periment with Disney's cel animation to bring your own short cartoons to life. And with the *Dick Tracy Crimestoppers Print Kit*, you can make greeting cards, posters, police badges, and rap sheets for playing detective. It features characters from last summer's *Dick Tracy* movie.

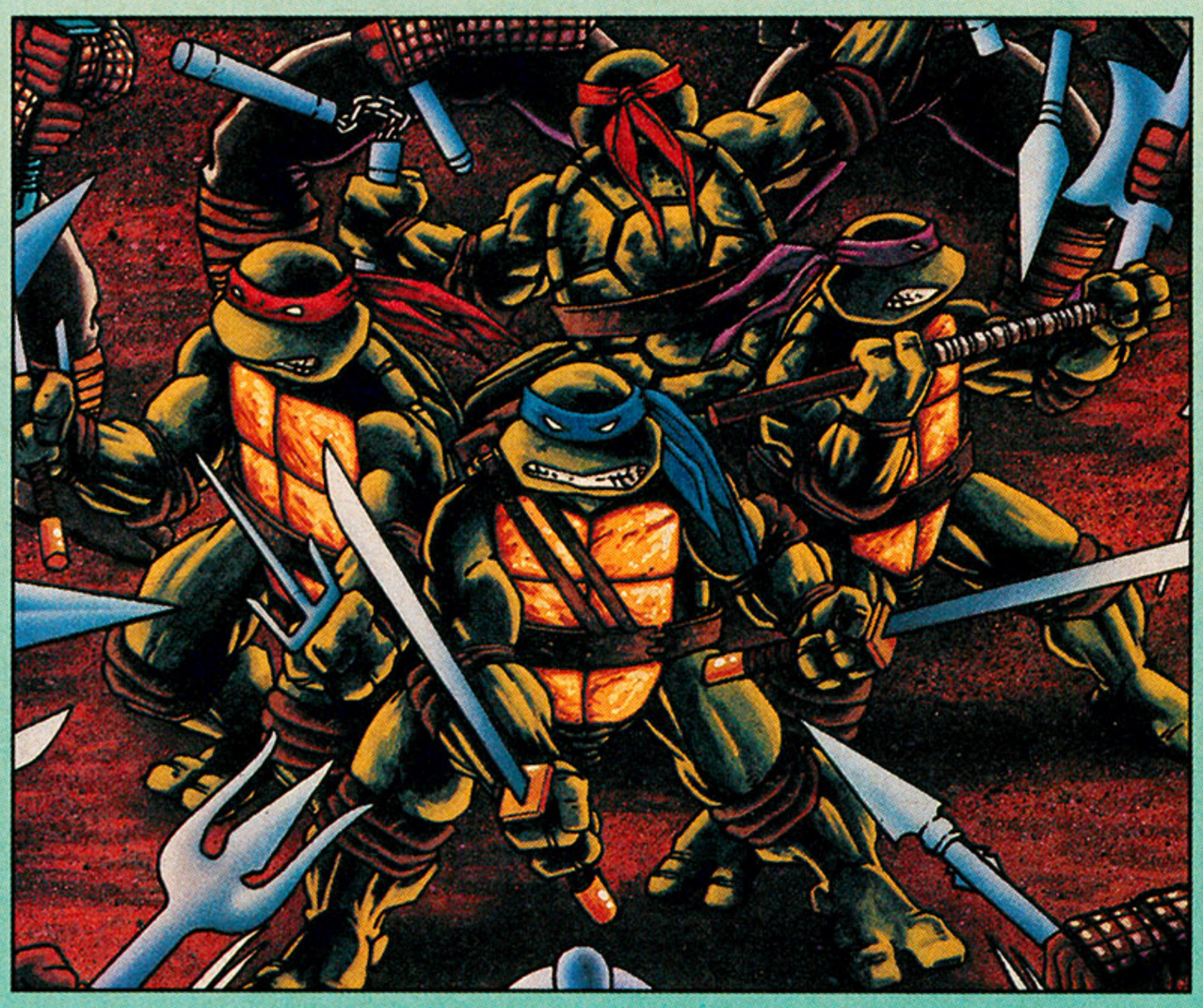
Disney is also introducing a plug-in device called The Sound Source that improves the background music and sound effects of its programs. The Sound Source performs the same function as a sound card, but plugs into a parallel printer port instead of an internal expansion slot. The Sound Source contains a three-inch speaker and sells for $34.95.

GP

NINTENDO GAME of the MONTH

TEENAGE MUTANT NINJA TURTLES II

Tom R. Halfhill
Vince Matthews

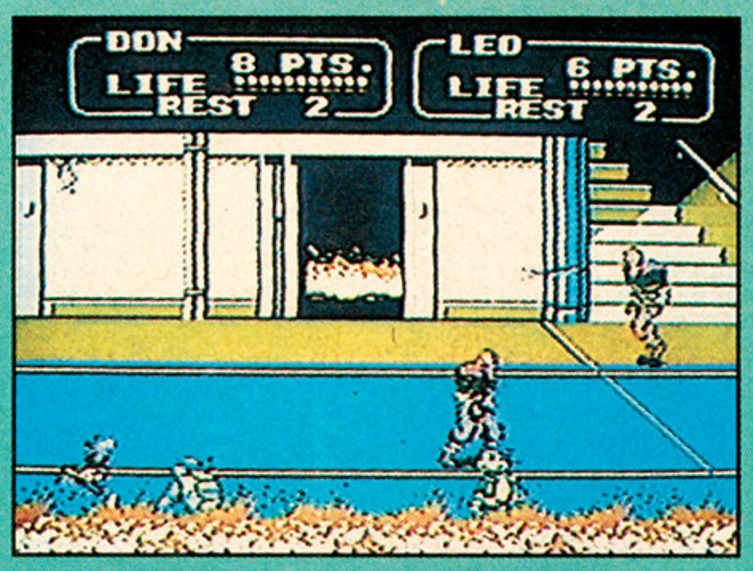


They're back! After the phenomenal success of their first outing on the Nintendo Entertainment System and the Game Boy, the Teenage Mutant Ninja Turtles have returned for a well-deserved sequel.

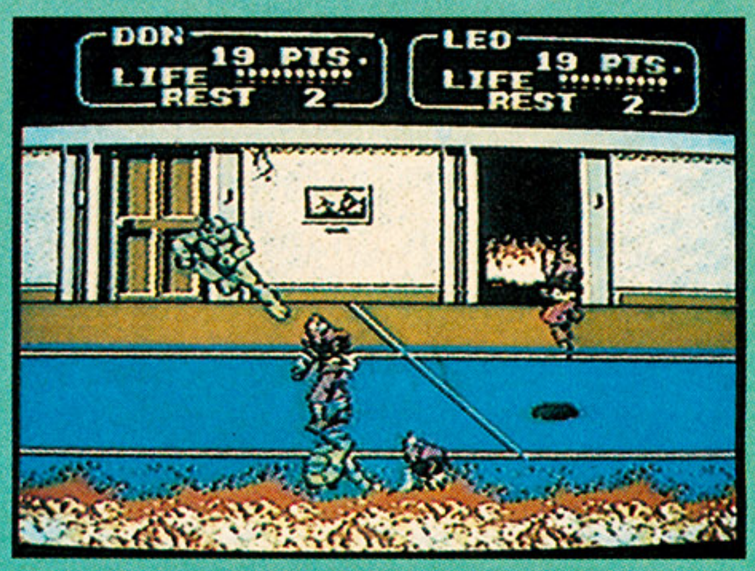
In *Teenage Mutant Ninja Turtles II*, you once again control Donatello, Raphael, Michaelangelo, and Leonardo on a pizza-fueled mission of mercy. Shredder, their old enemy, has recruited two intergalactic bounty hunters to seek revenge against the Turtles. As part of his dastardly plot, Shredder kidnaps April O'Neil, the beautiful TV newscaster who was rescued by the Turtles in the first game. Only the Turtles — guided by Splinter, the friendly sewer rat — can save April from Shredder and his goons.

Teenage Mutant Ninja Turtles II is modeled after the coin-op game found in video arcades. In fact, many scenes and characters are nearly identical. You can choose to play as any of the four Ninja Turtles, and two people can play simultaneously, each controlling a different Turtle.

When the game starts, Splinter and the Turtles notice a burning building in the heart of New York City. Sensing that the trouble-prone April is in danger, the Turtles rush into the flaming building to rescue her. But almost immediately, they run into brain-washed ninjas working for Shredder.

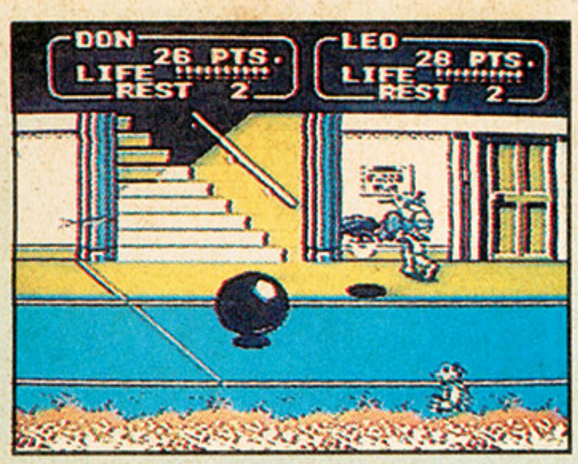


Most of the time, try to keep your Turtle near the bottom center of the screen—it's the safest spot, because enemies will have to come to *you*.

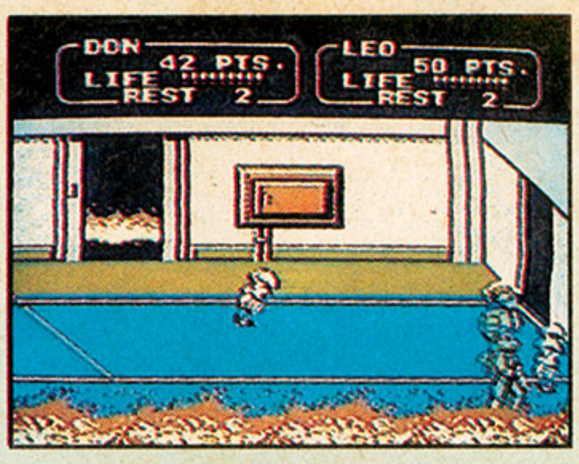


Learn to perfect your jump kick as early as possible — it's your most effective weapon throughout the game. A single kick is enough to defeat most enemies.

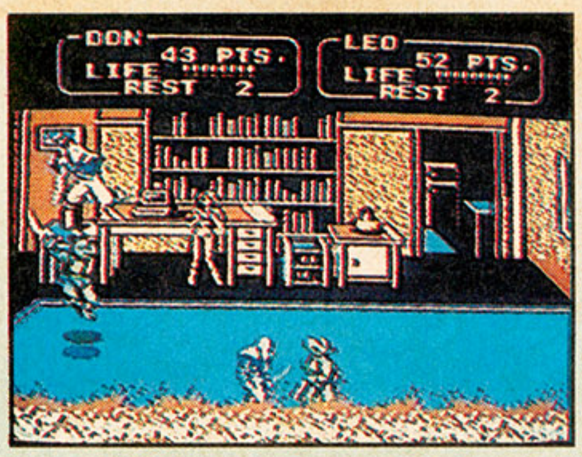
Ultra, 900 Deerfield Parkway,
Buffalo Grove, IL 60089.



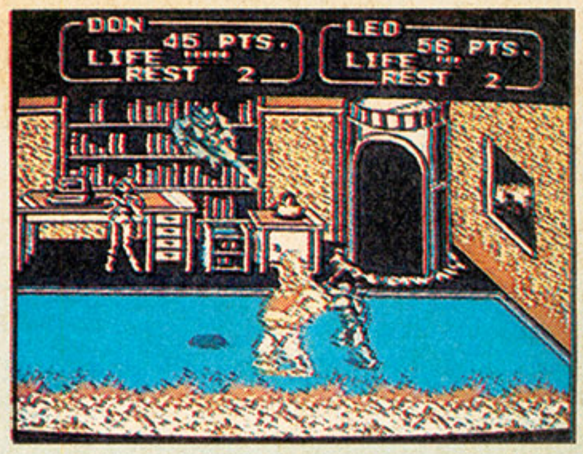
When the giant bowling balls start rolling toward you, keep close to the walls. In two-player games, this is one of the few times when it's a good idea to split up your Turtles.



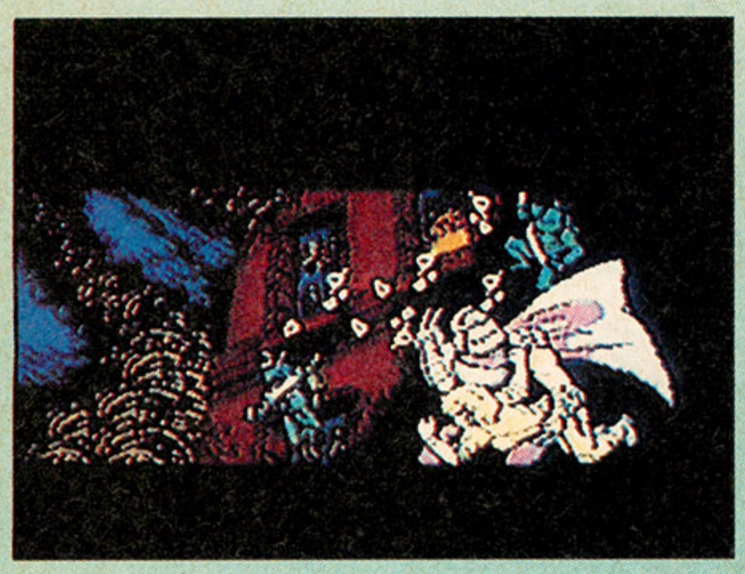
These unicycle robots (known as Roadkill Rodneys) pop out of the floor and attack you from all sides. It's much easier to defeat them if you force them against the wall so they can't maneuver.



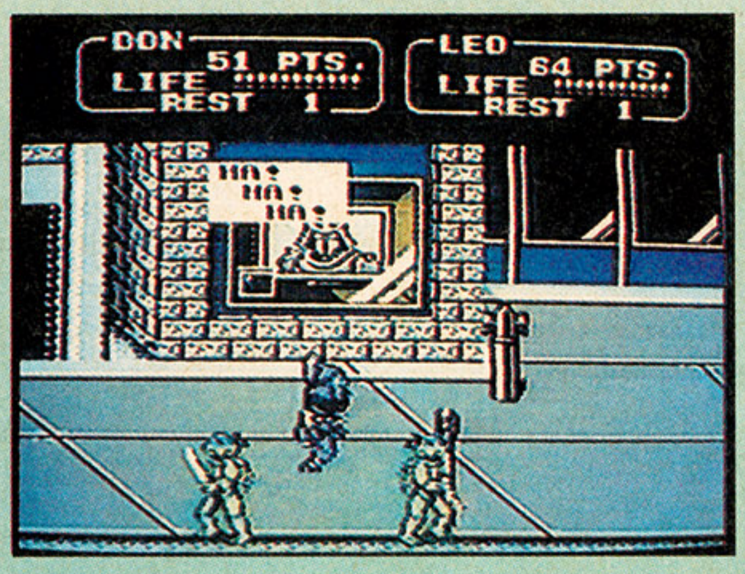
It's time to save April! These swordsmen are very dangerous, so stay near the center of the screen and use your power swing.



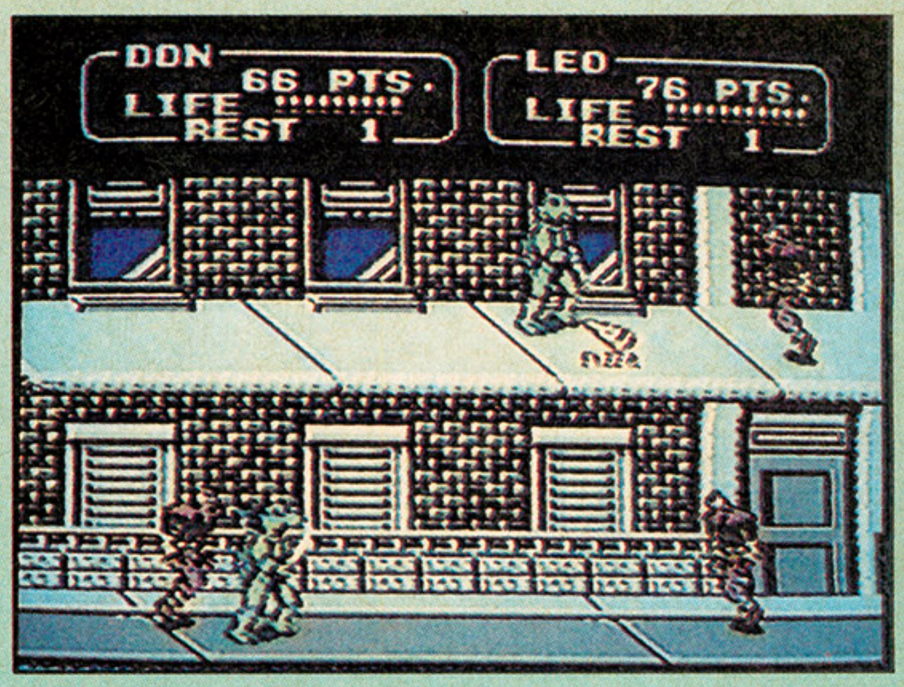
When Bebop (the stage boss) appears, don't wait for him to attack. Begin your assault immediately by striking him from the side, following up with a jump kick. Keep repeating this assault in short bursts, backing away each time.



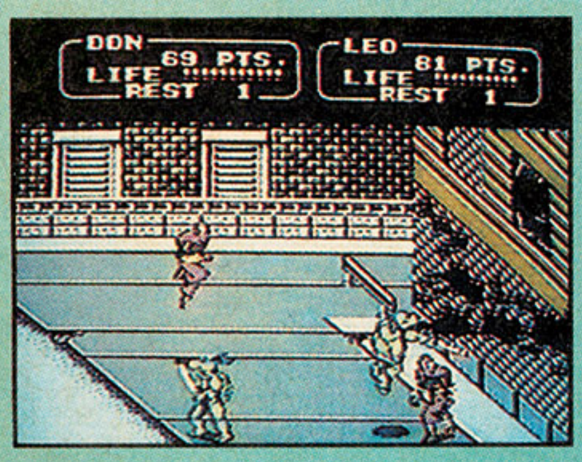
After you defeat Bebop, Shredder suddenly appears. He grabs April and escapes through the window.



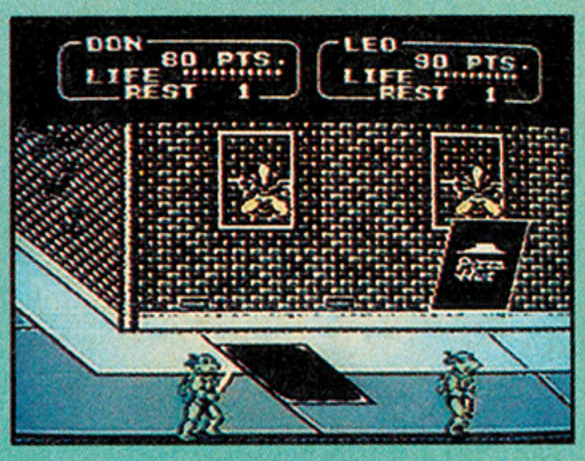
You can use the fire hydrant and parking meter as weapons by knocking them across the screen toward your enemies.



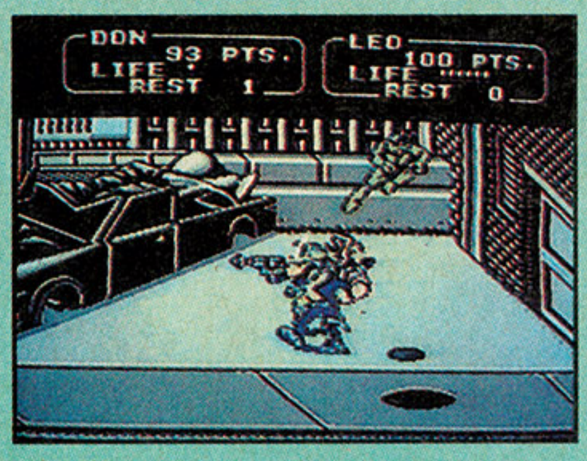
Don't forget to restore your life bar by eating the pizza on the upper-level walkway. Pizza slices come few and far between in this game.



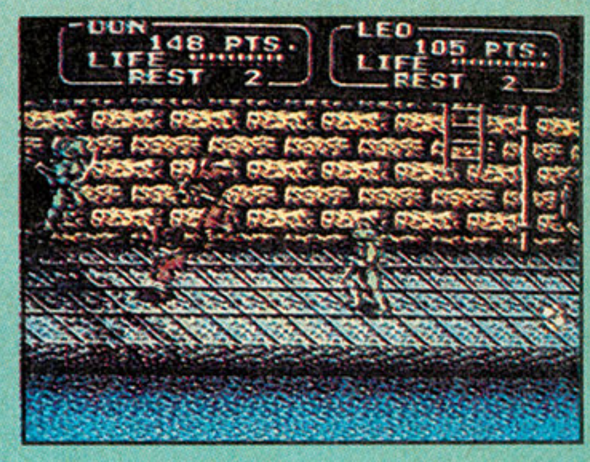
These enemies come crashing through a window with a flying kick. If you happen to be in their way, they'll knock you flat on your shell. Stay near the bottom of the screen.



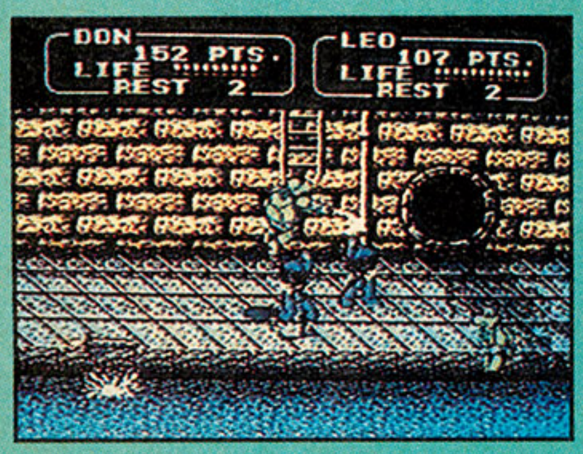
Again, stay near the bottom of the screen when walking down this street. Otherwise, the Pizza Hut signs will fall off the wall and crush you. Also, hidden enemies will jump out from behind the signs.



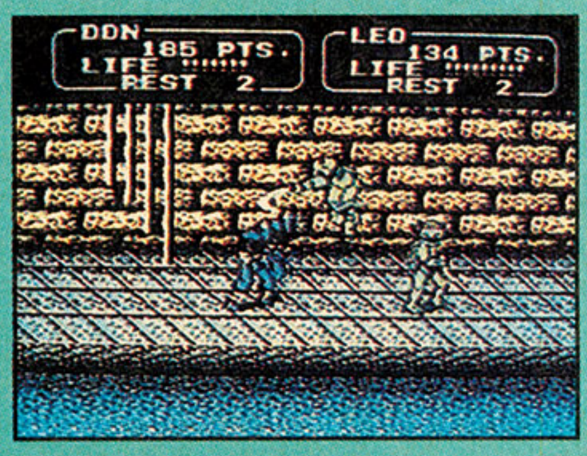
Rocksteady, the stage boss, is one of the toughest foes in the whole game. Keep moving and use the jump kick, because he'll try to ram you against the brick wall or the abandoned car.



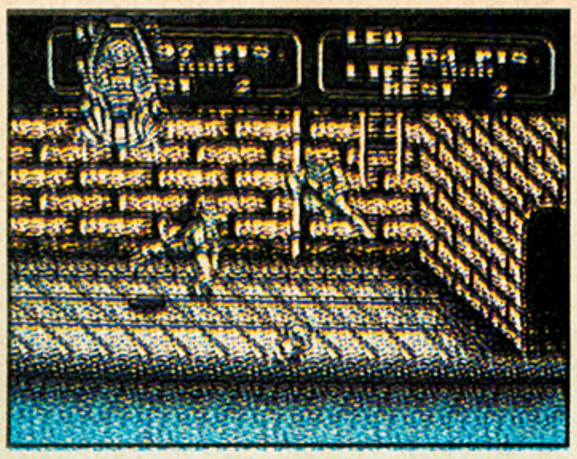
After defeating Rocksteady, you'll fall down the manhole into the sewers. Some of the first enemies you meet are armed with hammers. Keep moving and use the jump kick.



Sometimes you can't stay near the bottom of the screen when you're in the sewers because missiles shoot from the water. You can test this from time to time by jumping into the water, but be ready to jump back out.

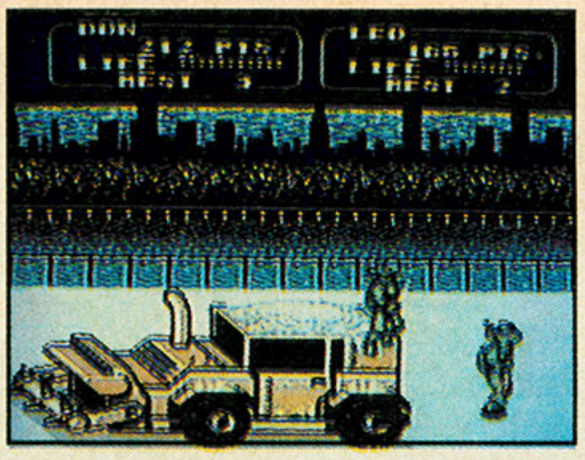


Look out for the bars that drop from the top of the screen. If your timing is good, you can pass by them unharmed.

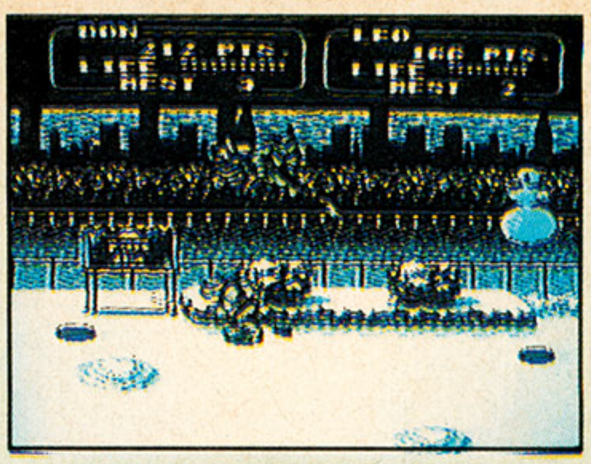


Professor Baxter Stockman is the next boss. He arrives in a hovercraft that flies in a figure-8. He's easy to defeat if you just keep striking him, mixing your blows with jump kicks.

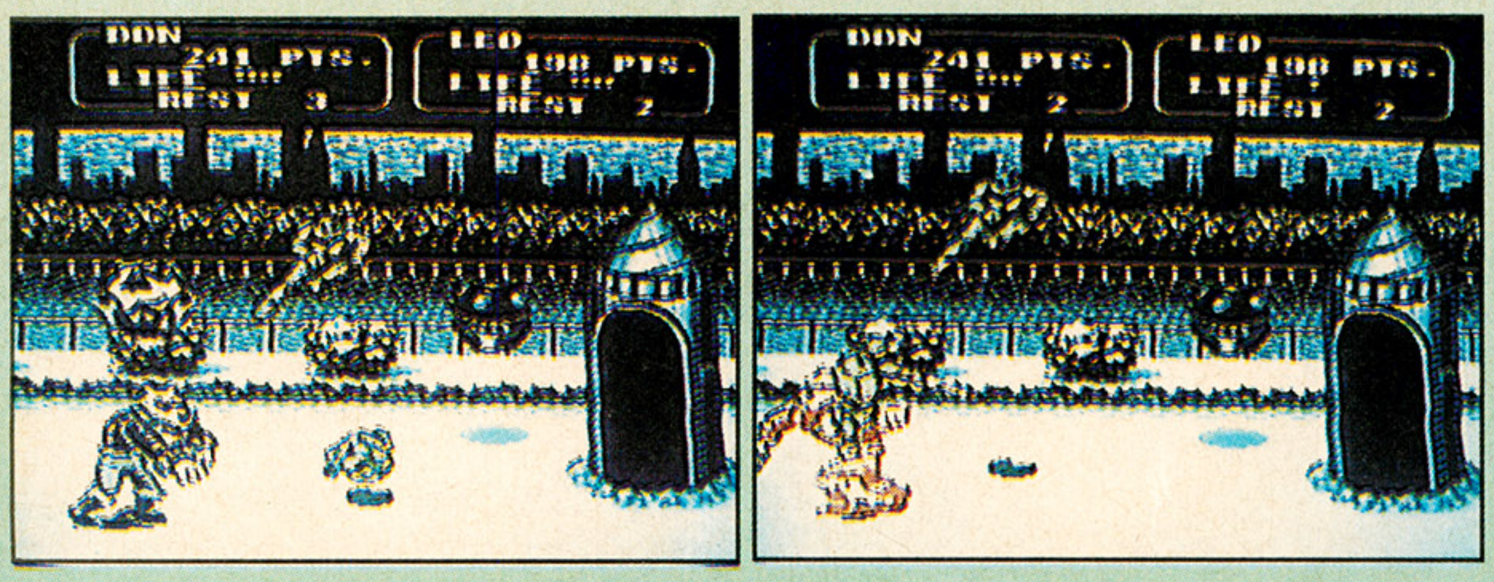
With April tied up in the background, Baxter and Shredder gloat over their expected victory against the Turtles.



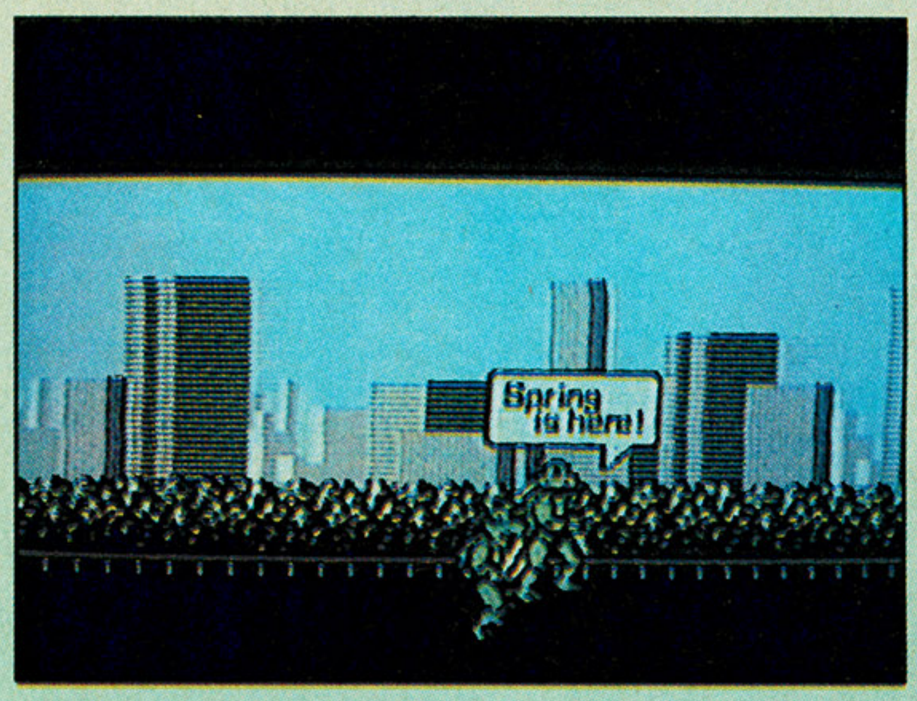
After leaving the sewers and returning to the surface, you discover that New York City is covered with snow. Don't let that snowplow turn you into slush!



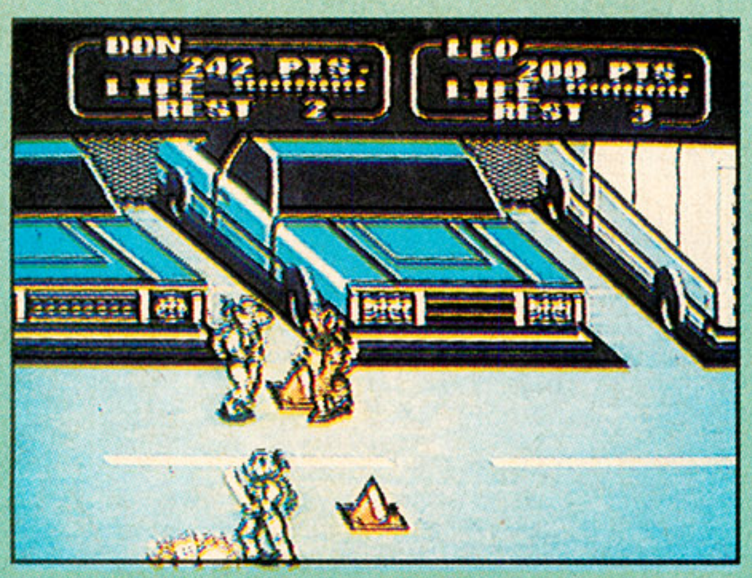
In Central Park, you're attacked by Frosty the Hit Man — jumping snowmen armed with guided missiles. To stop these snowmen from shooting at you, force them off the side of the screen and keep swinging. Be careful not to stumble into the snow-covered manholes.



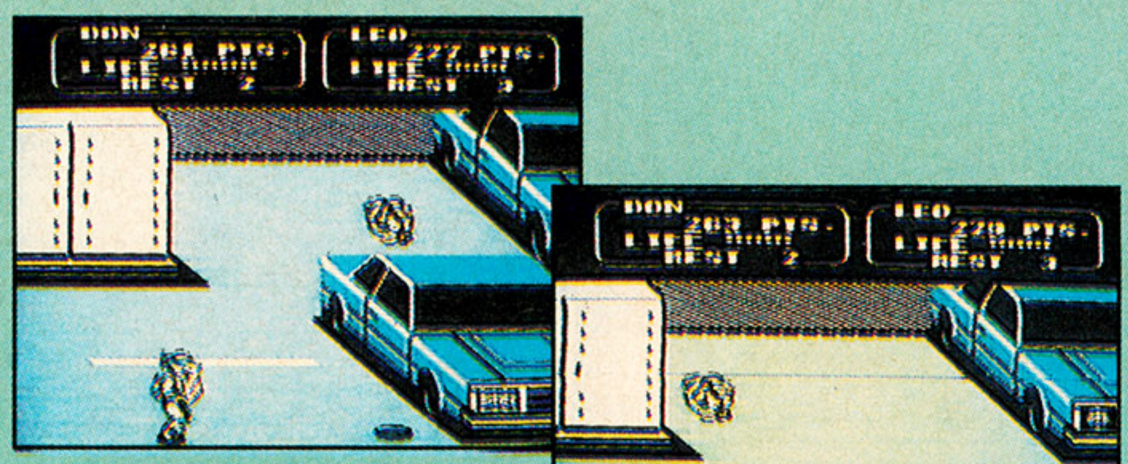
Tora, one of the bounty hunters hired by Shredder, is a ten-foot-tall, half-ton blizzard beast. He hurls boulders at you and slaps your face. Dodge the boulders and counterattack with your jump kick and power swing.



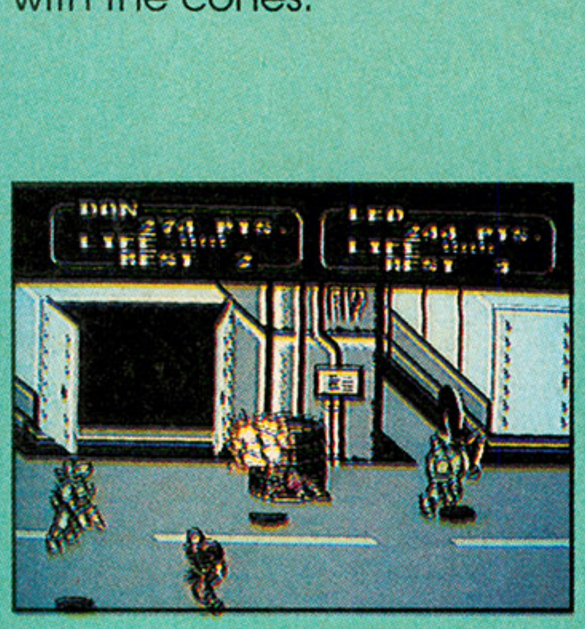
Spring may be here, but April isn't. You've still got quite a way to go before you can stop and smell the flowers.



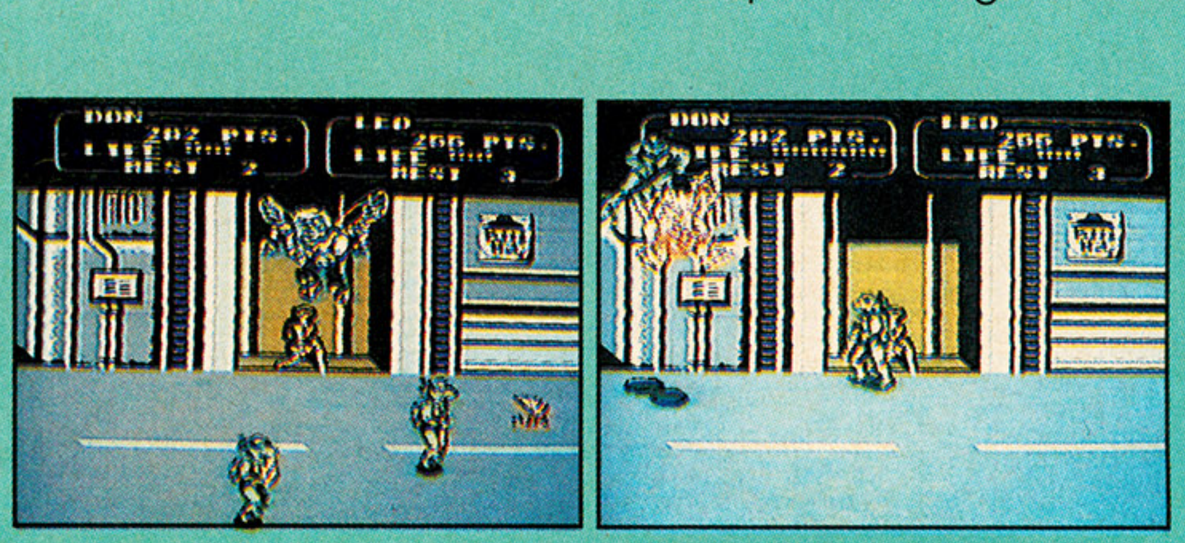
In Vinnie's Valet Parking Garage, you can use the traffic cones as weapons, just as you used the parking meter and fire hydrant in stage 1. Before the enemies get too close, hit them with the cones.



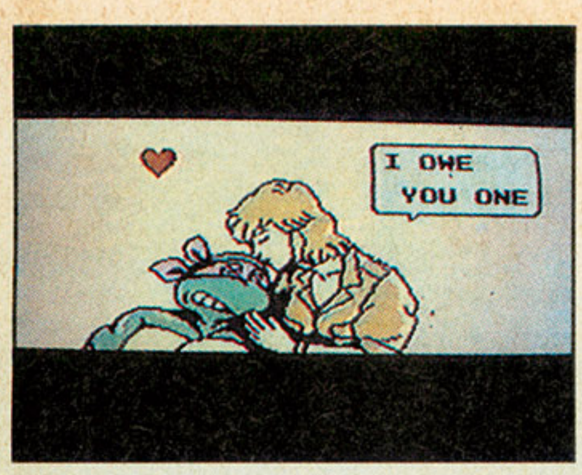
Don't get in front of this car — it'll run over you. Approach it slowly, then quickly jump backward when it roars forward. It will be followed by enemies armed with machine guns. Keep moving, and defeat them with your jump kick and power swing.



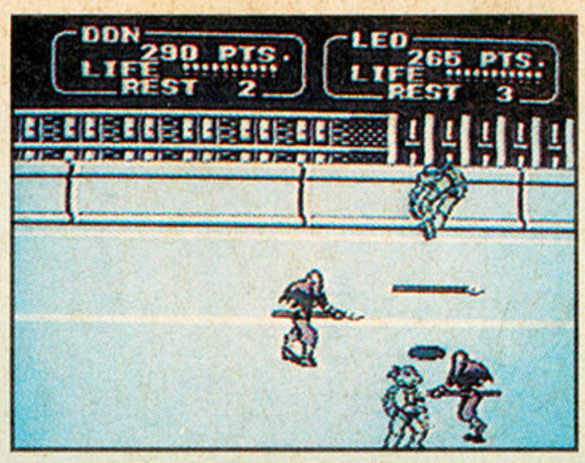
Whack this barrel a few times, then move toward the lower right corner of the screen to lure the enemies out of the moving van. When they pass by the barrel, it explodes and wipes them out.



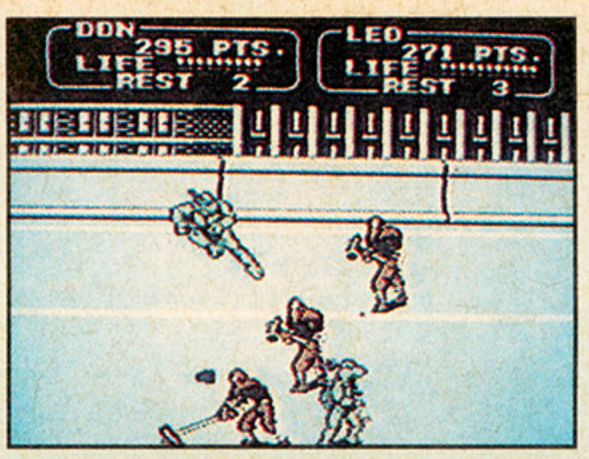
Baxter attacks again, but scarf down the pizza before attempting to fight him. Then use the jump kick to back him against the wall and keep him trapped.



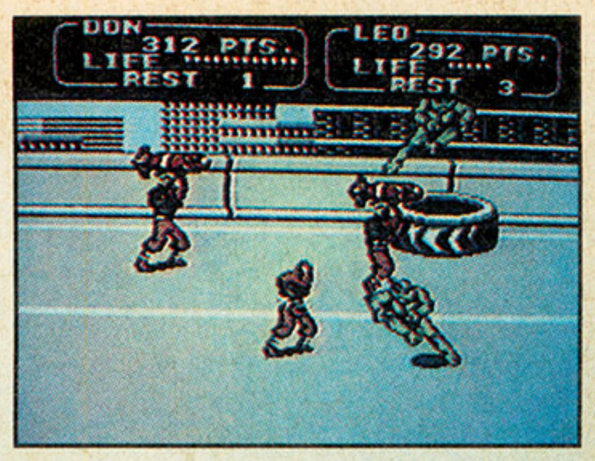
April is saved! But you still have to seek revenge against Shredder.



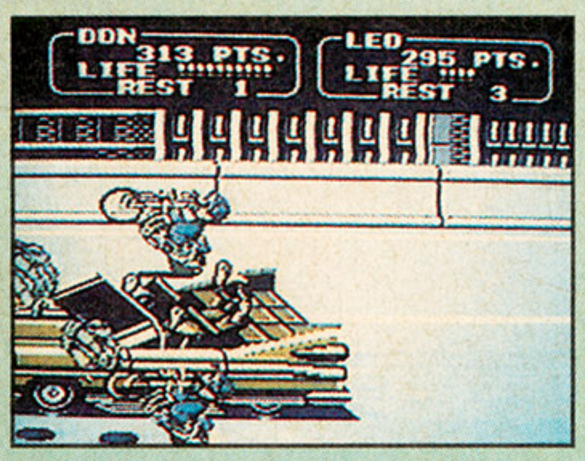
Battle these spear-throwers with your kicks. Keep moving and stay low.



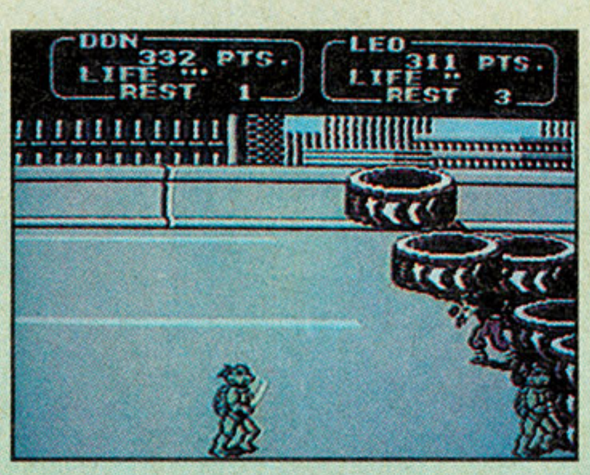
These chaps assail you with croquet mallets, the weapon of choice for the refined ninja. Fight them as you did the hammer-wielding punks in the sewers.



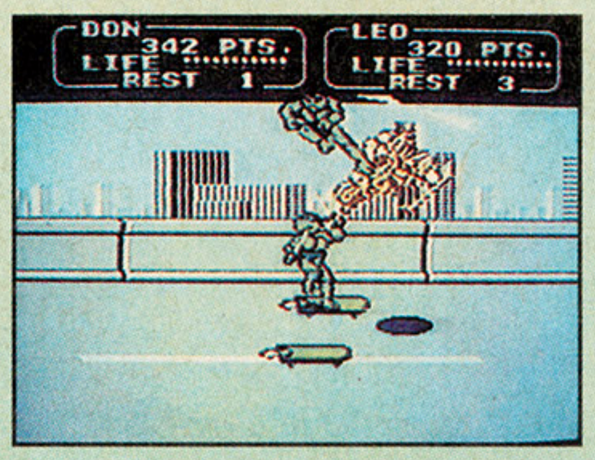
Too poor to afford rocket launchers, these ninjas *throw* their missiles at you. When the missiles land, they take a few seconds to explode. Avoid the missiles, then attack the ninjas.



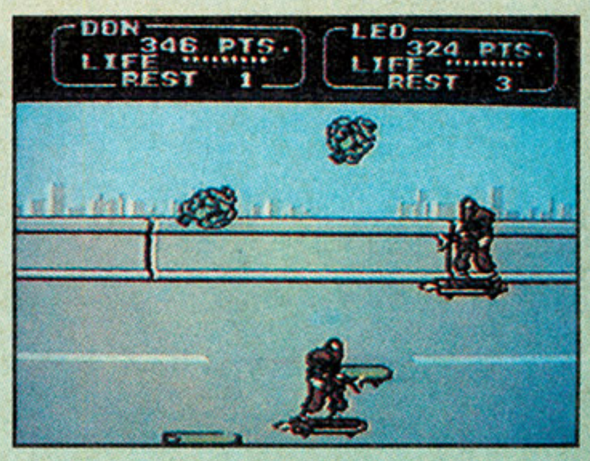
On the Rock-A-Fella Expressway, motorcycles and tailfinned cars from the 1950s try to turn you into road pizza. Jump out of the way, then try to knock the bottom cyclist off his bike.



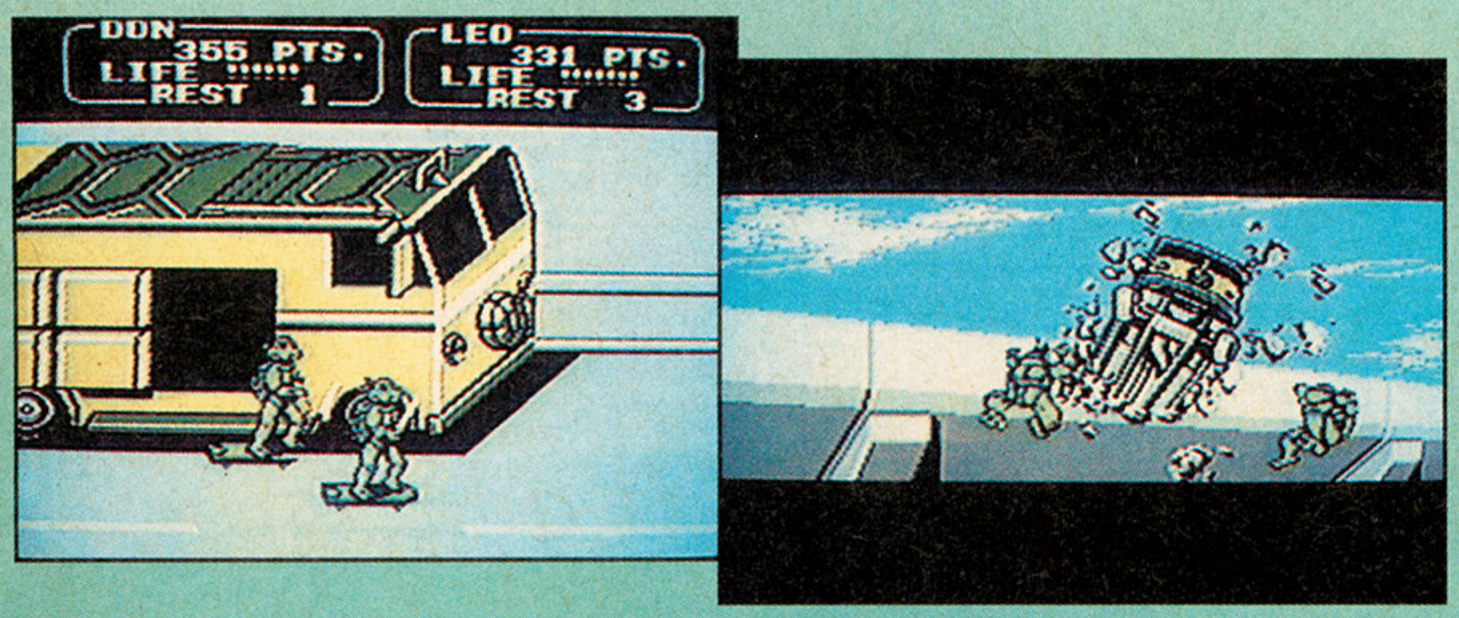
Criminal ninjas emerge from this roadblock and start throwing tires at you. Either move to the bottom of the screen or try to deflect the tires. Deflecting the tires, however, requires *exact* positioning and timing.



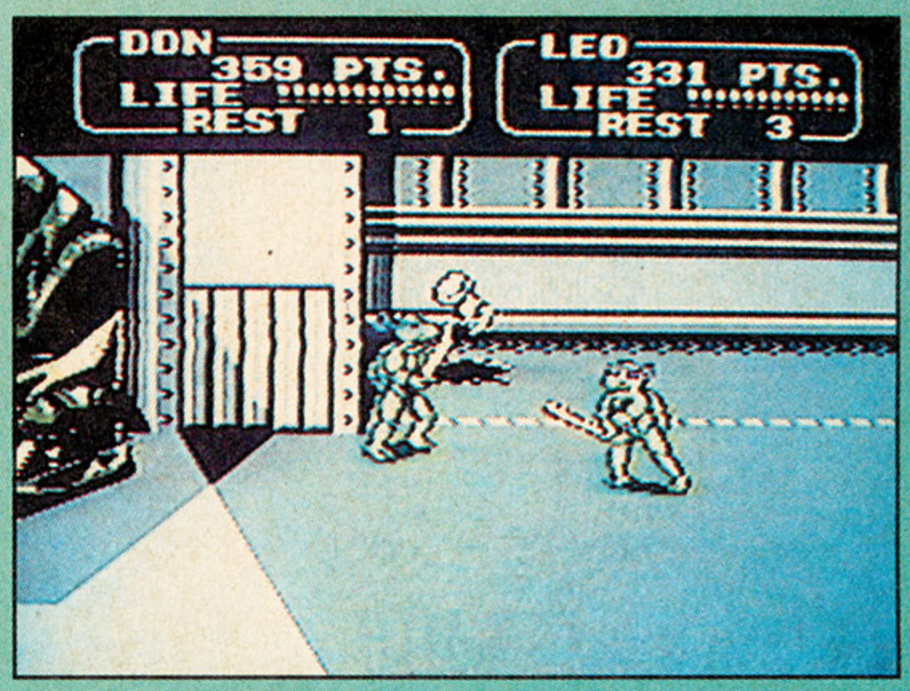
Now on jet-powered skateboards, the Turtles encounter Blackhawk helicopters armed with machine guns and bombs. To fight off the choppers, use your jump kick and force them toward the right side of the screen.



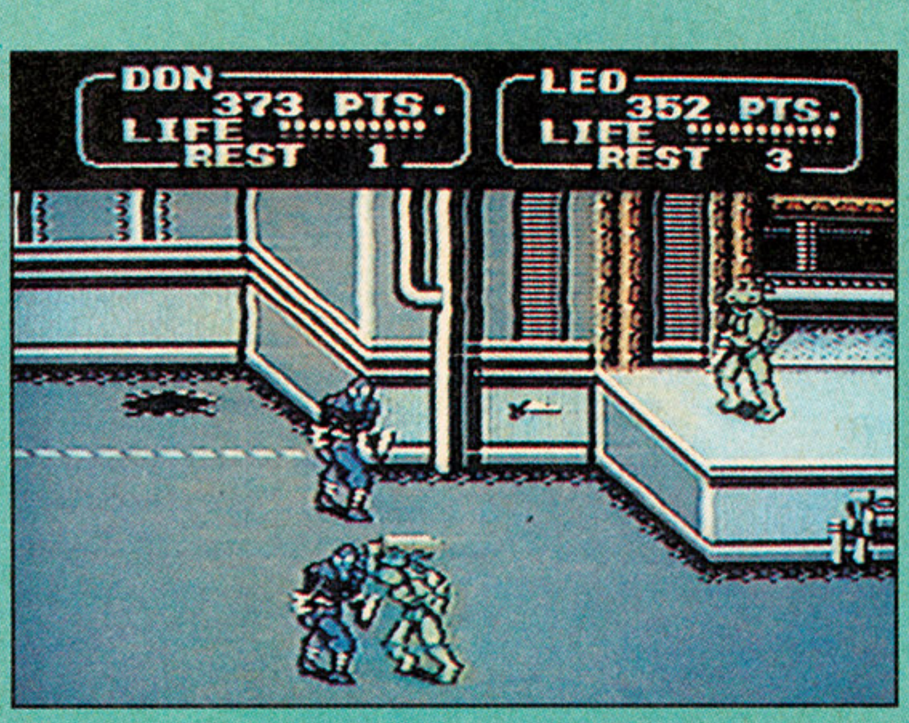
Next you're attacked by machine gunners on skateboards, then by enemies throwing boomerangs. Keep moving while hacking, slashing, and kicking.



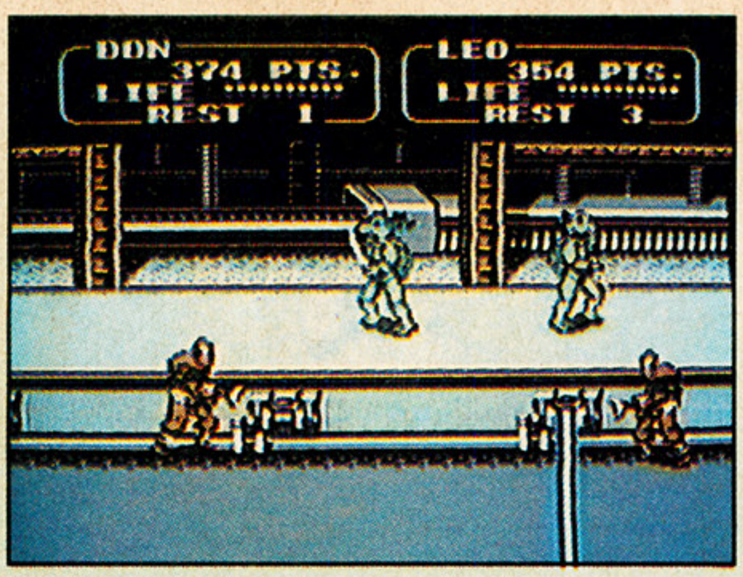
If you make it this far, the Turtles' van arrives to pick you up. But pizza-eating and driving don't mix. After missing a turn, the van crashes and the Turtles are thrown back onto the street.

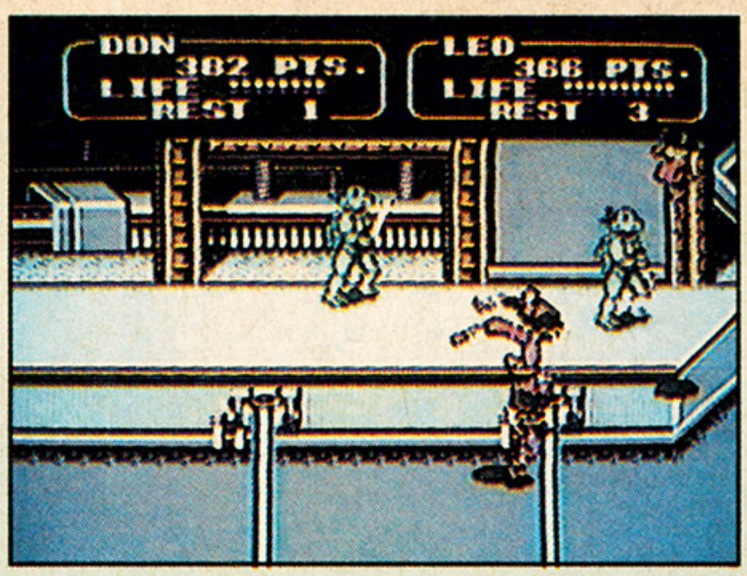


Splinter is kidnapped by Shredder's robots! Now the Turtles have someone else to rescue.

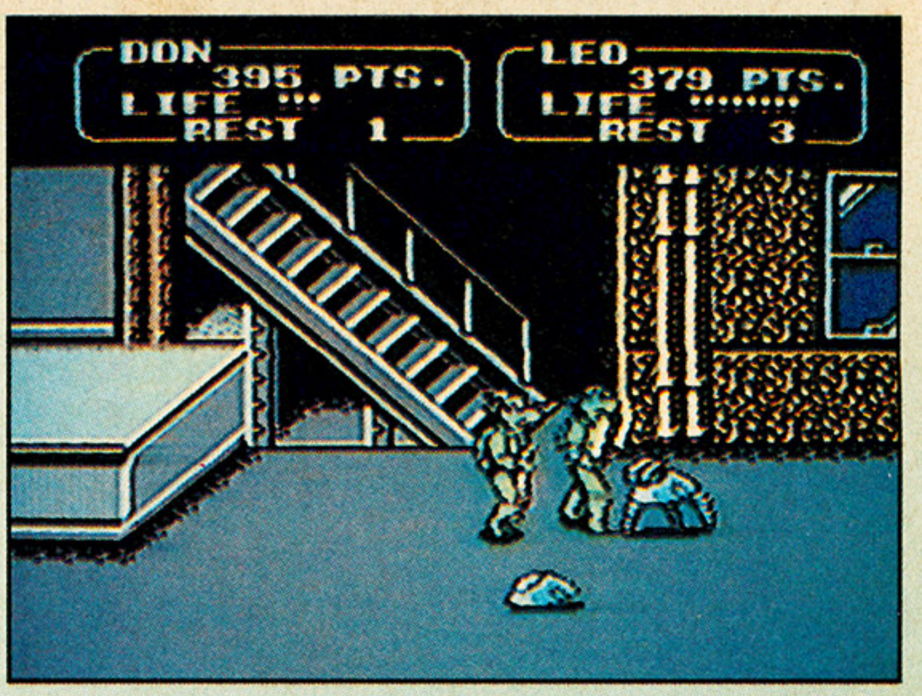


In the Rock Quarry Factory, watch out for these knife-throwing fools. Use kicks or power swings to block the knives, then counterattack.

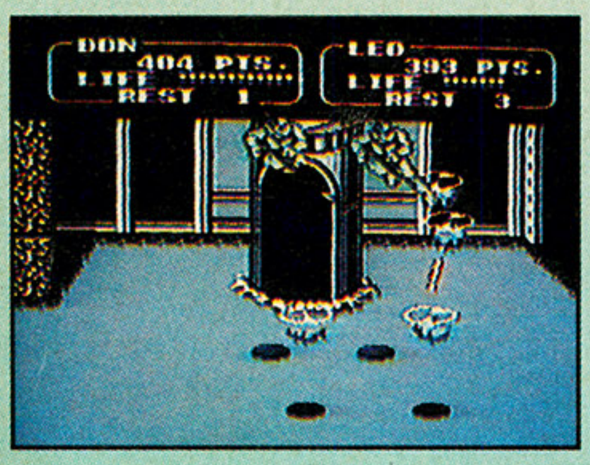




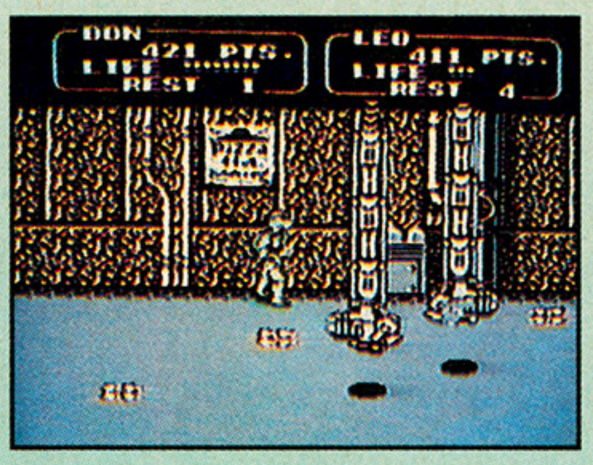
Life-draining lasers suddenly make the sidewalk too dangerous for travel. To avoid them, jump up onto the catwalk, then bash the hostile ninjas who try to chase you.



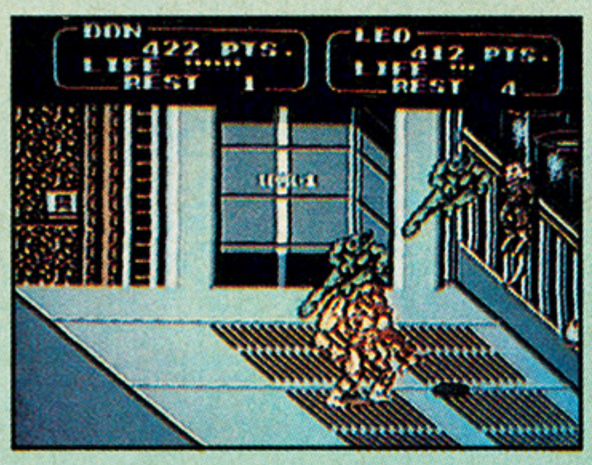
The sky is falling! These walking tripods drop down from the ceiling, then try to zap you with stun rays. If you watch for their shadows, you can figure out where they're going to drop and be ready for them.



Tubular Transports (mechanical mosquitos with laser guns) are your next foes. Jump high to dodge their lasers, then strike back with jump kicks.

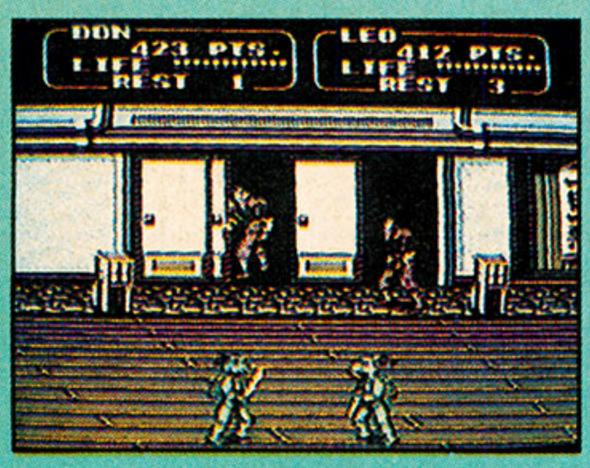


Move back against the wall to avoid these bolts of energy.

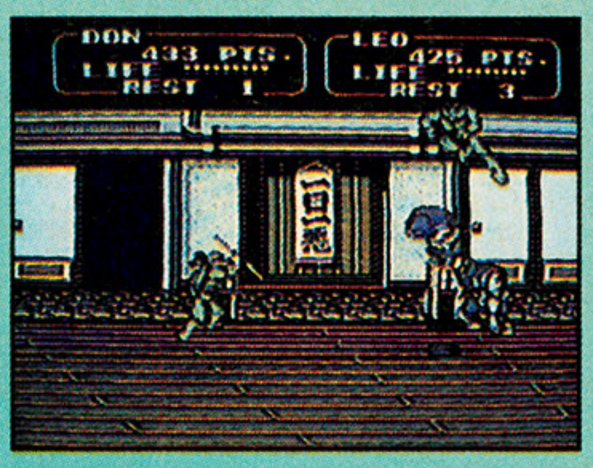


While Splinter — who's tied to the wall — looks on helplessly, the Turtles struggle against the Stone Warrior, who tries to cook them with his flame-thrower. Remember, your most effective weapon is the jump kick.

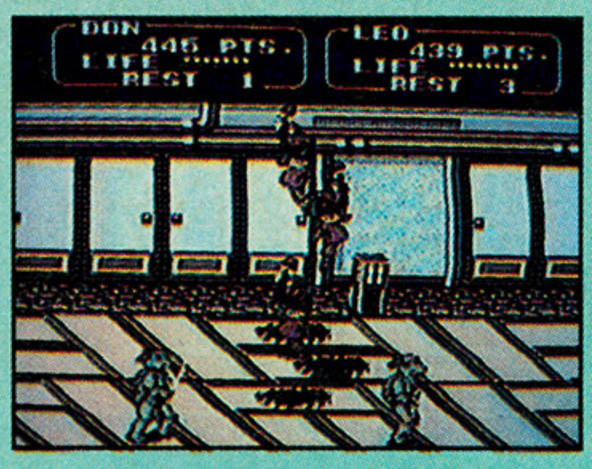
Freed from bondage, Splinter thanks the Turtles.



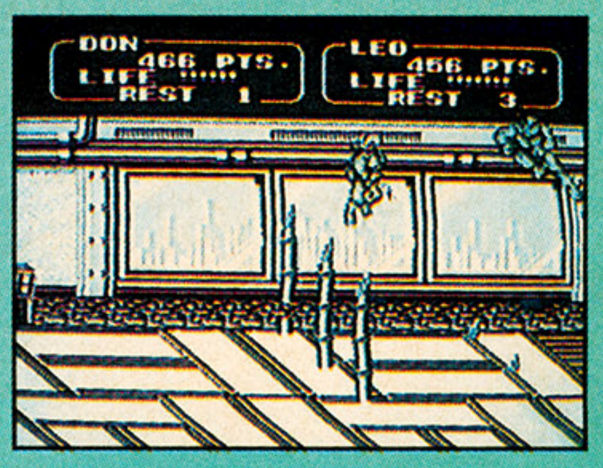
In the House of Shogun, watch out for enemy ninjas who pop out of the secret passages and doorways.



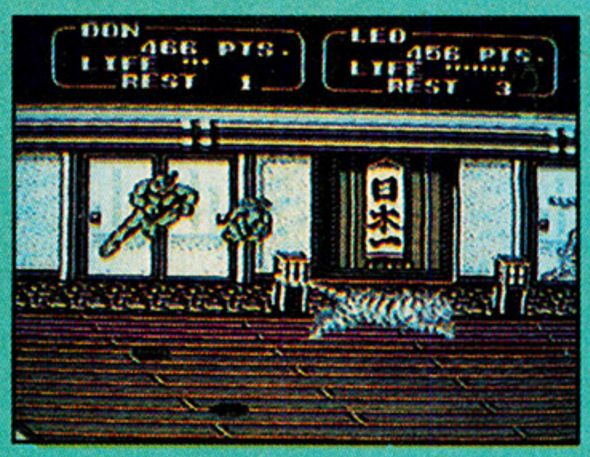
These hulking hunchbacks attack in the same pattern as the snowmen you fought earlier in the game. Respond with the same tactics you used before.



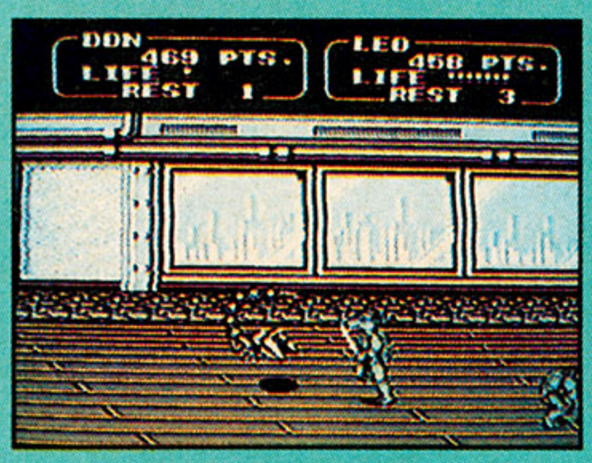
More foes come crashing up through the floor. Continue to stay near the bottom of the screen.



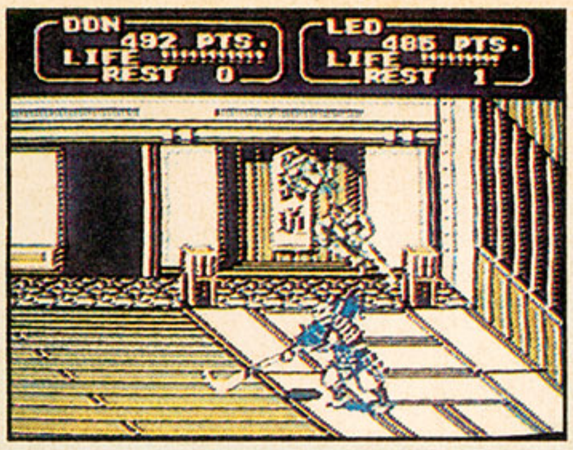
To avoid being skewered and appearing on Shredder's dinner menu as Turtle-kabob, move to the top of the screen and jump over these spikes.



This paper tiger (Vincent Van Growl) jumps off the wall and charges toward you. Hit him, then jump out of the way. Keep repeating this attack until he turns into flame. Then get ready for a *second* tiger.

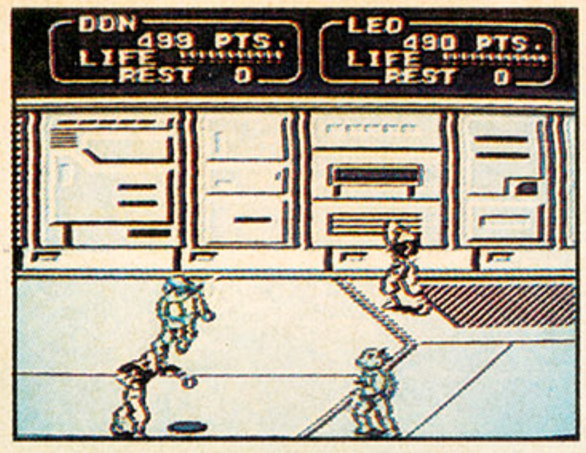


Next you encounter jumping scorpions that thrash their tails like whips and fire lasers from their stingers. Back 'em off the edge of the screen and keep swinging.

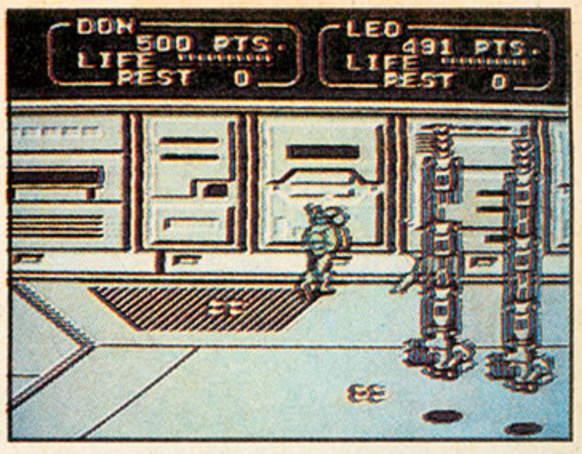


Defeating Shogun, the second bounty hunter hired by Shredder, isn't easy. He swings a mean halberd, and when you kick him, his head comes off and orbits his body like a defensive satellite. Move in close and keep swinging, then finish him off with a jump kick.

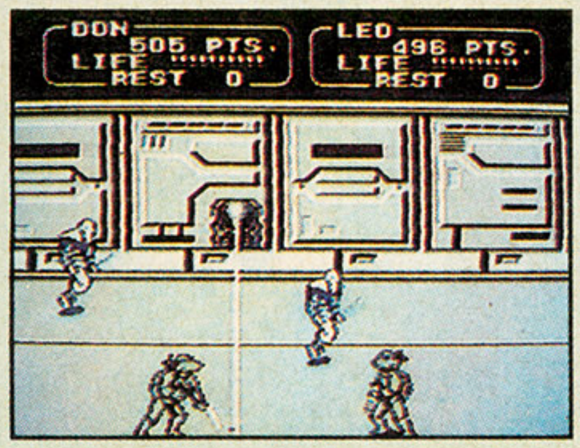
The Technodrome — Krang's hideout! It's time for some housecleaning.



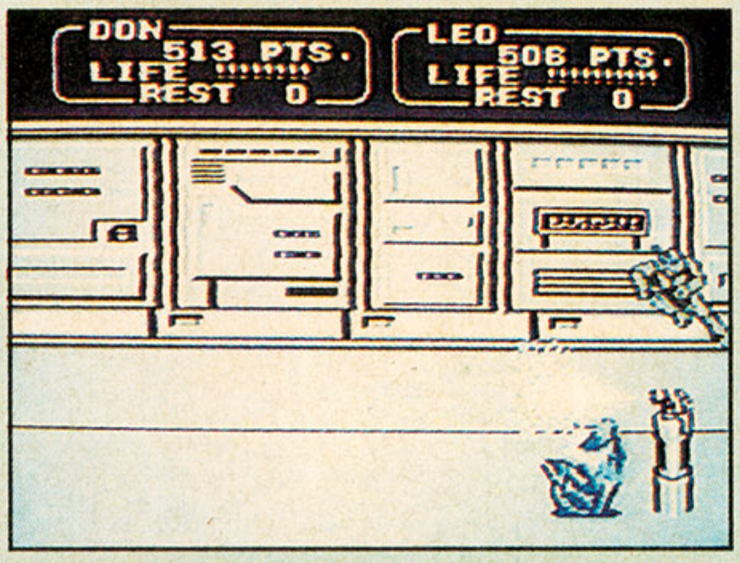
Inside the Technodrome, enemies start attacking you with boomerangs, knives, and other weapons. Stay near the bottom of the screen, and counterattack with your power swings and jump kicks.



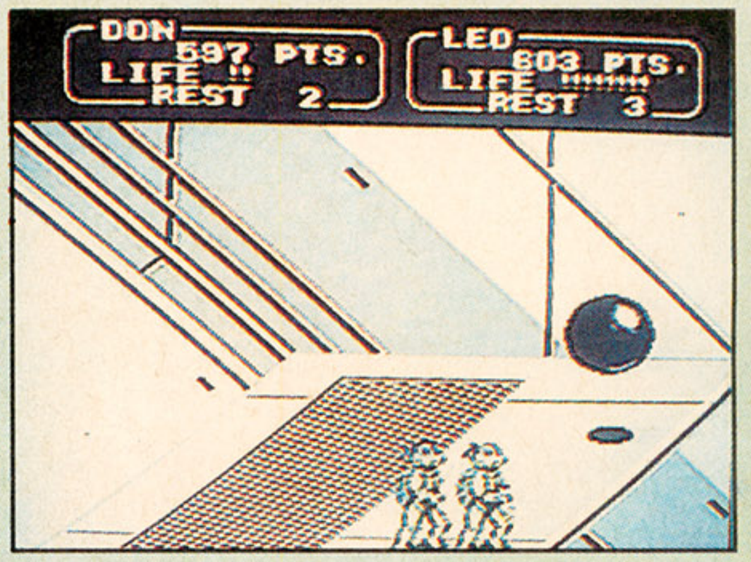
Immediately afterward, you'll once again encounter those bothersome energy bolts. Quickly jump to the back wall.



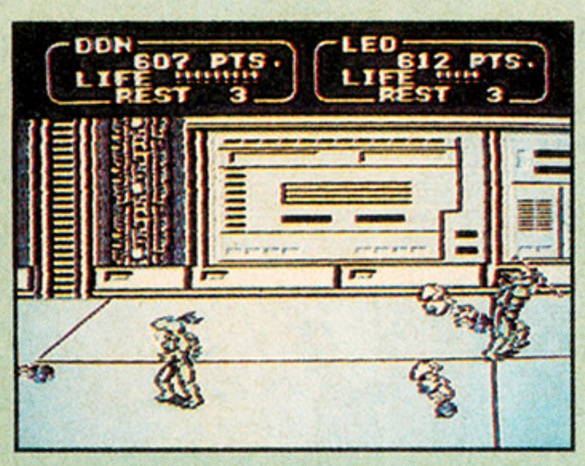
Your next obstacles are these swordsmen and wall-mounted lasers.



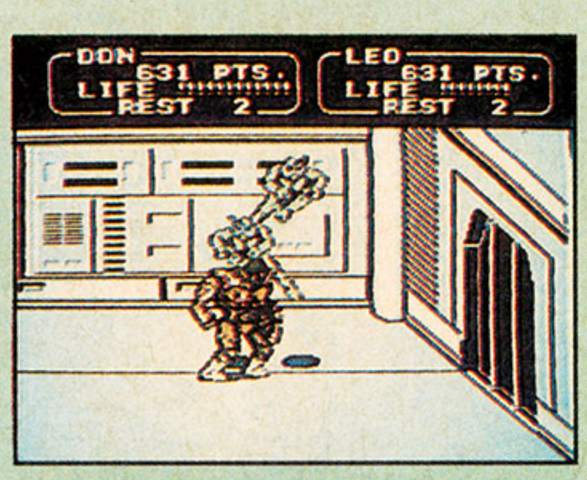
Freon tanks pop out of the floor and spray you with freezing gas. Jump toward the right if you don't want to become a tortoise-sicle.



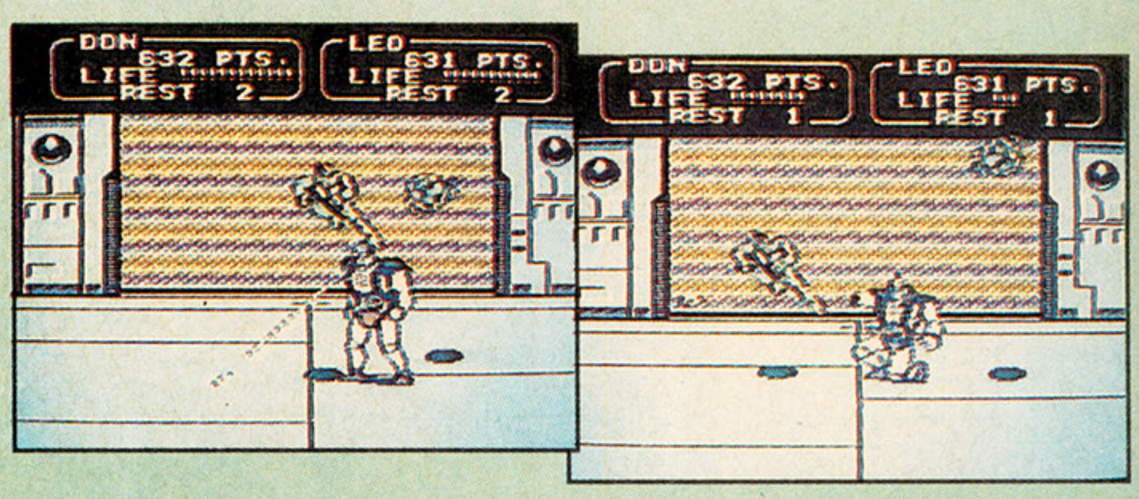
To keep from being flattened by these giant bowling balls, stay to the lower right corner of the screen.



Most of the enemies in the Technodrome are ones you've seen before, like these Roadkill Rodneys. Use the same tactics you used earlier.

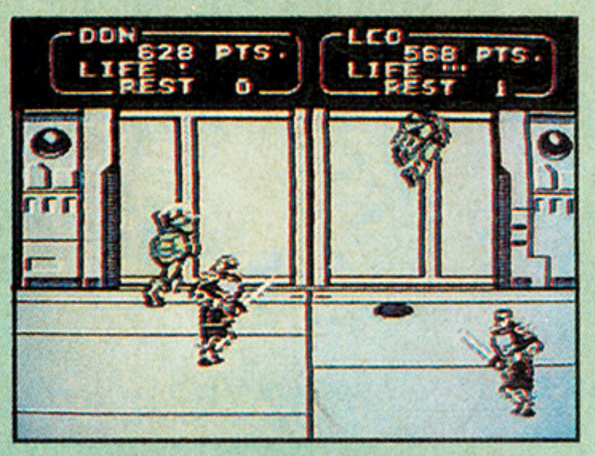


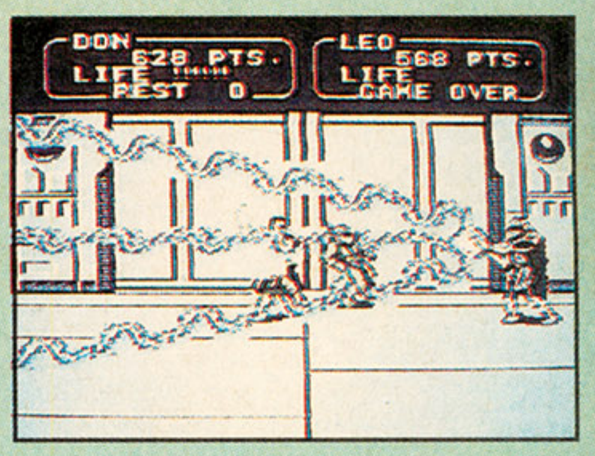
Remember the Stone Warrior? This time he attacks with a missile-firing arm instead of a flamethrower. While fighting him, watch out for the bars in the doorway — they're electrified.



The next robot attacks you by firing lasers from his eyes and shooting pieces of his arms. Jump out of the way, then strike back with your jump kicks.

Surprise! Krang jumps out of the destroyed robot's belly. Although he's really just a flying brain with eyes, he swears he's invincible.





Shredder suddenly appears, using ninja magic to split in two. You must knock the helmets off both Shredders to defeat them. But if you accidentally hit a Shredder who has already lost his helmet, he dies and the remaining Shredder splits in two *again*. And if you get zapped by Shredder's lightning bolts, you'll be transformed into a helpless baby turtle! Only the toughest Ninja Turtles can survive this onslaught to reach the final battle with Krang.

GP

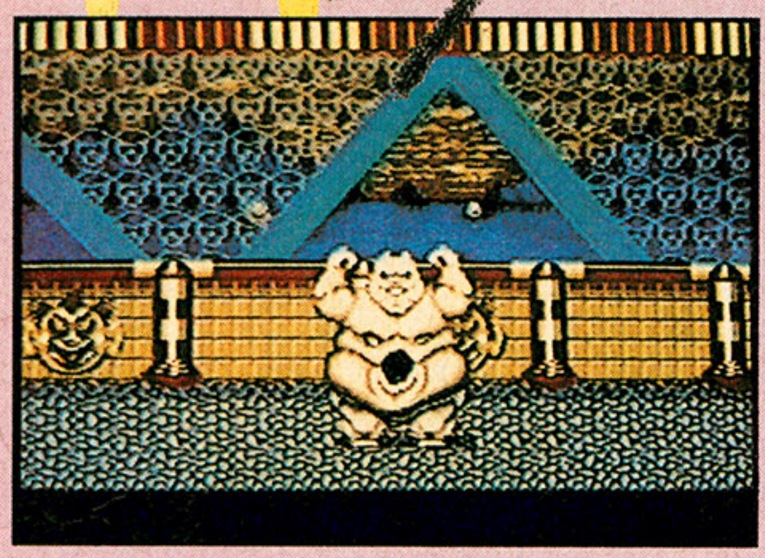
SEGA GENESIS GAME OF THE MONTH

MONDU'S FIGHT PALACE

Matthew A. Firme

On a distant corner of the galaxy, where the only law is the rule of might, Mondu the Fat sits atop a hill of cushions next to the fighting pits. In the fetid arena below him, Ramses lies dead next to the victorious Webra. As Webra raises her six arms in triumph, the huge, reptilian head of the land shark juts up from the gravel of the pit, snatching the body of the fallen centaur in its teeth. Murmurs and laughter run through the audience. From between the folds in his considerable belly, Mondu's famous tongue flits forward in approval.

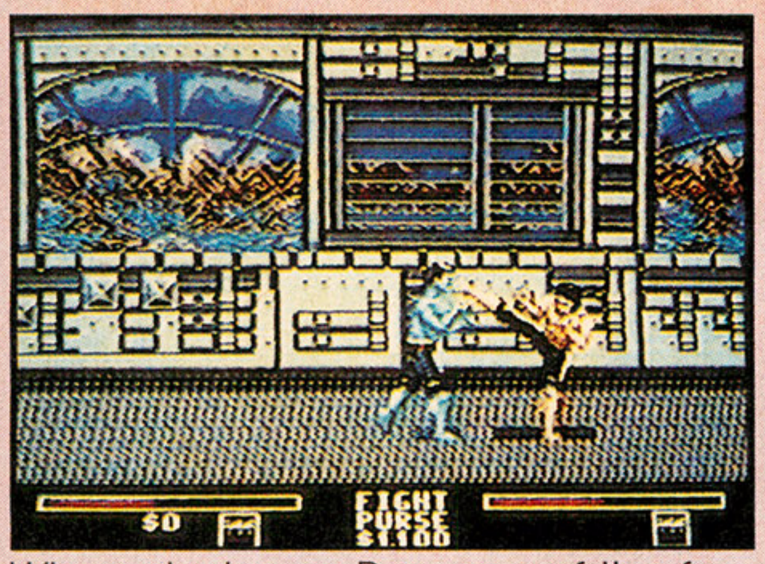
Welcome to *Mondu's Fight Palace* (adapted from *Tongue of the Fatman*, a computer game). Your host in this game of intergalactic gladiatorial combat is the reigning champion, Mondu the Fat. You begin by playing the role of Rex, an agile but vulnerable humanoid. As a newcomer and hopeful challenger, you'll have to fight your way up through the ranks of such vicious contenders as Bonapart, the skeletal strongman whose favorite weapon is his own thigh bone, and Guano, the winged gargoyle from the Bilfinger Caverns.



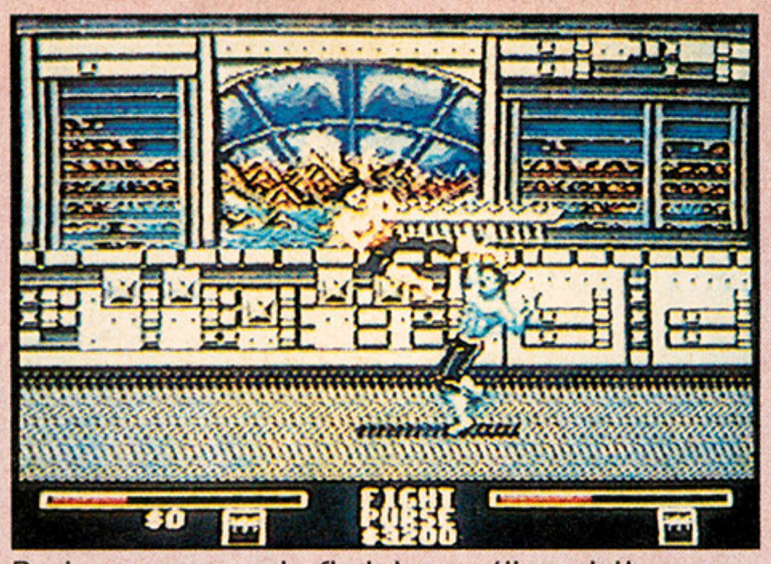
Mondu, the reigning champion and owner of the Fight Palace, welcomes you. Until you get to know him, you'd better address him as Mr. Fat.

Each opponent has a number of favorite techniques (Bonapart's flying cartwheel, for example), as well as a special move. The special moves are both distinctive and deadly.

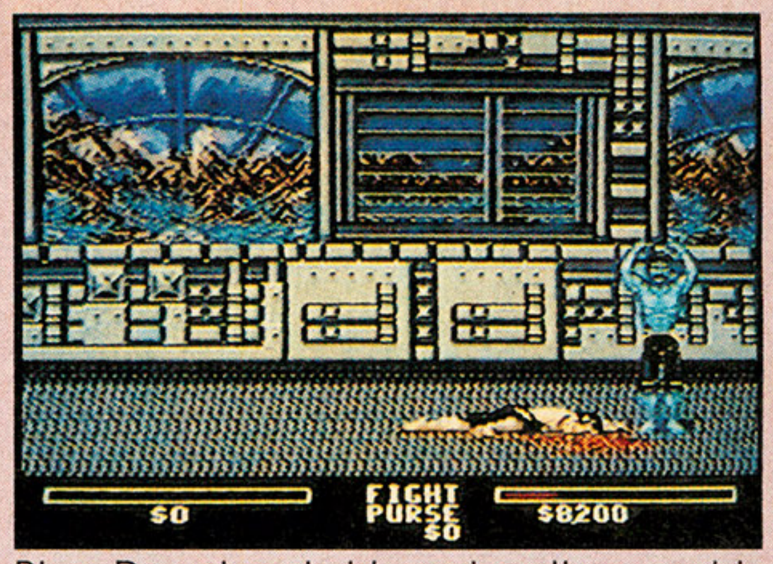
If you manage to survive your first few fights as Rex, Mondu may take a liking to you and give you a password that lets you fight as another, more powerful creature. But if you lose three bouts, you'll be lucky if you make it out of the pit before the land shark gets you.



When playing as Rex, one of the few humanoids among the Fight Palace regulars, your main assets are speed and agility. Your special move is breathing fire.

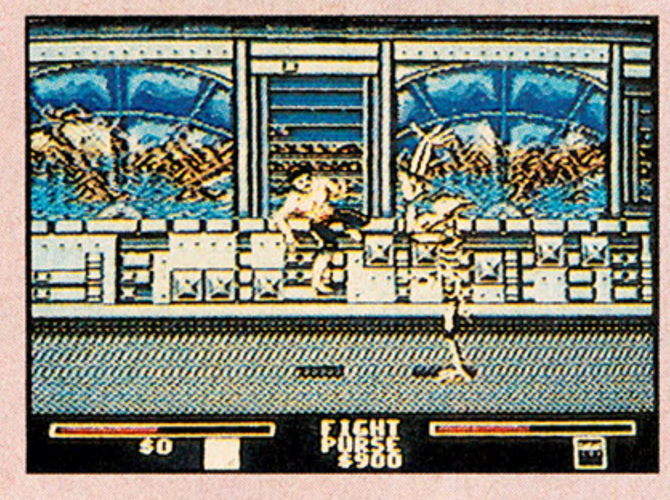


Between each fight you'll get the opportunity to stock up on magic spells. Here, the white Rex casts a gravity spell on the blue Rex. (Mondu calls all humans "Rex.")

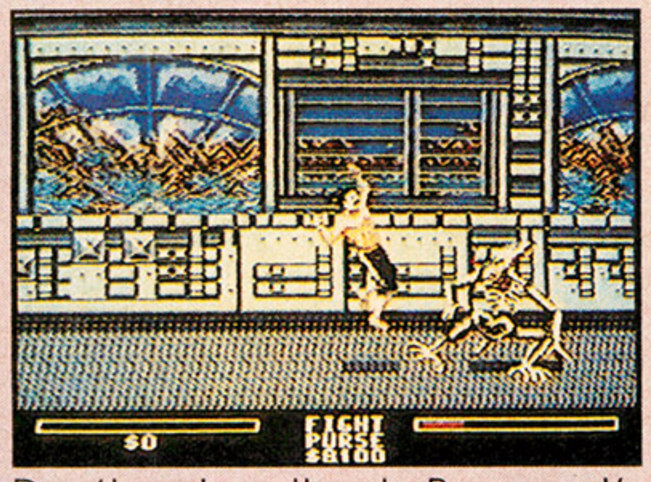


Blue Rex stands triumphantly over his fallen opponent. If you lose three matches, Mondu will bar you from further competition.

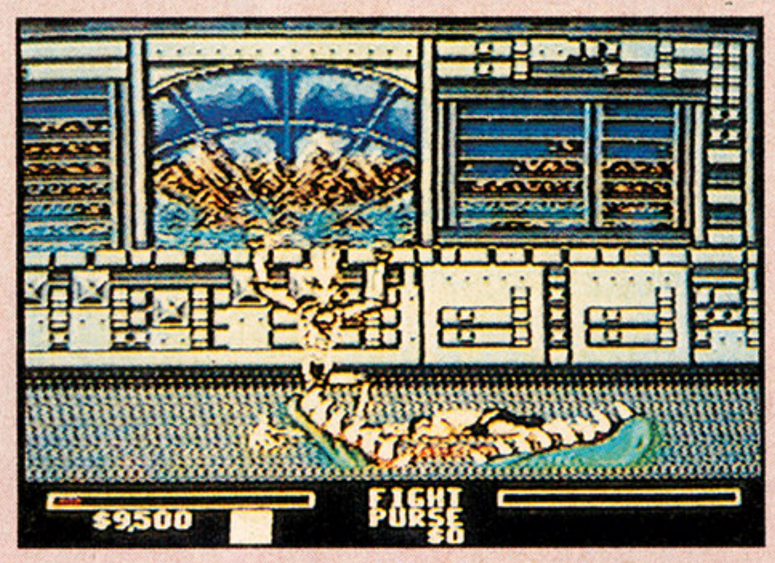
Whether you win or lose, Mondu will find something to like about the match.

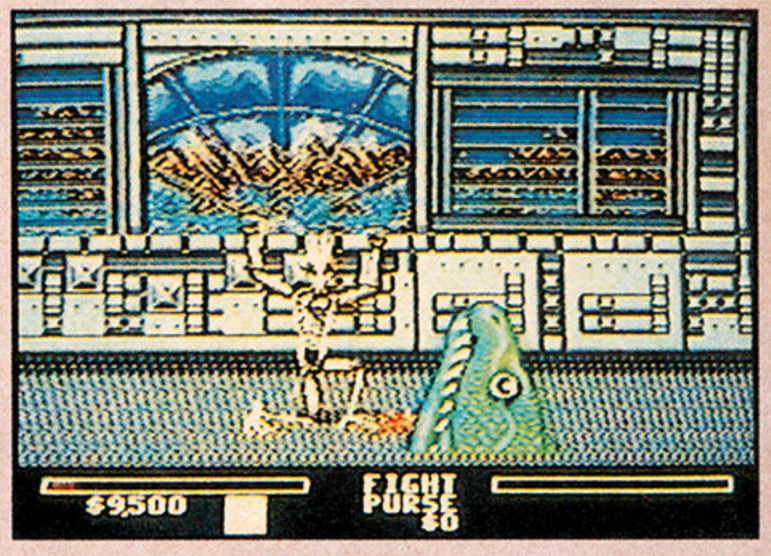


Rex's flying kick is very handy against shorter opponents.



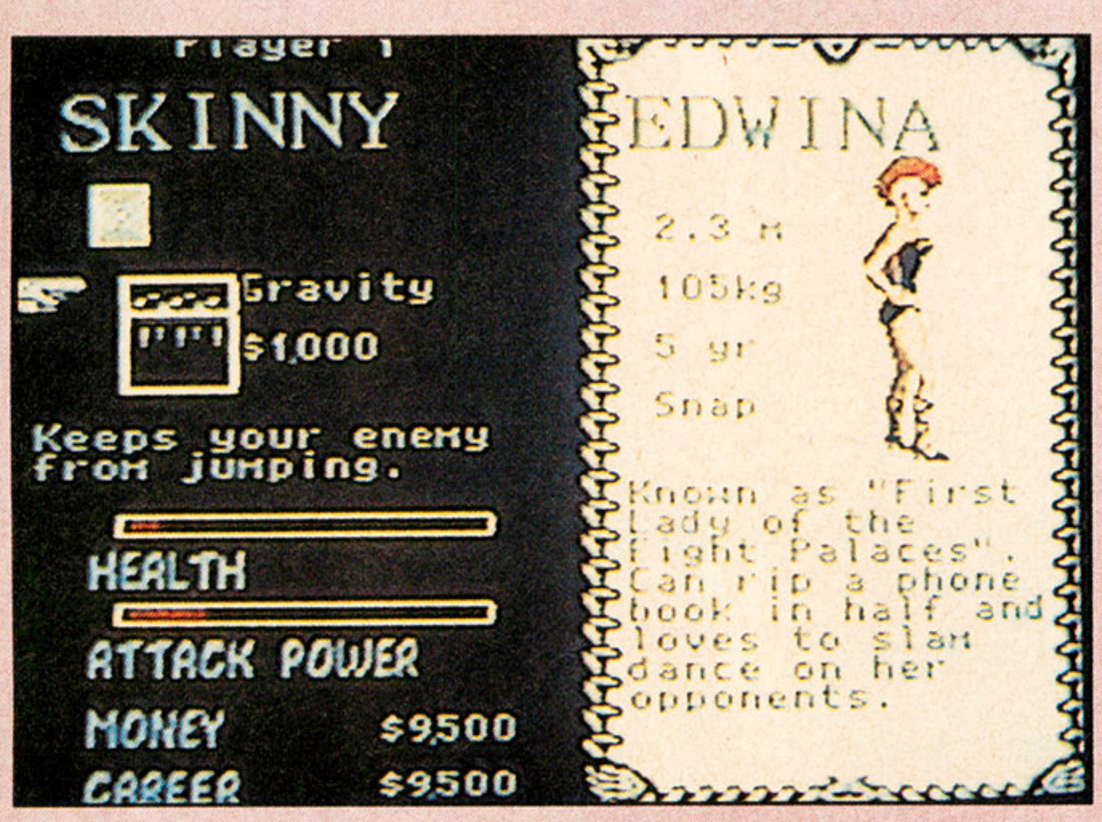
Don't underestimate Bonapart's slide kick. Bonapart is very strong for someone who doesn't have any muscles (or skin, or vital organs, or anything but bones, for that matter).

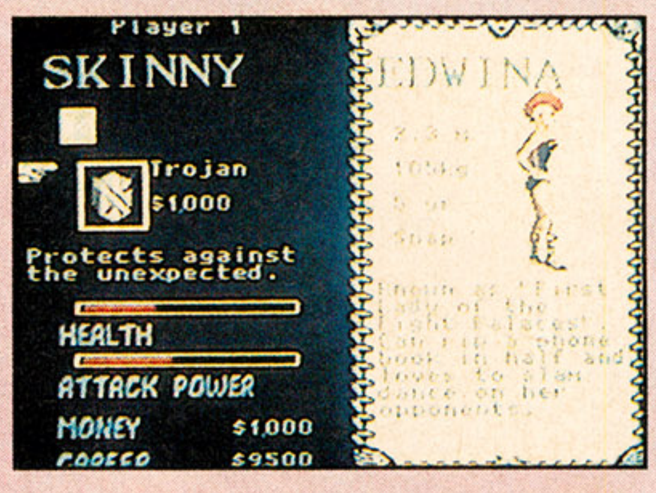




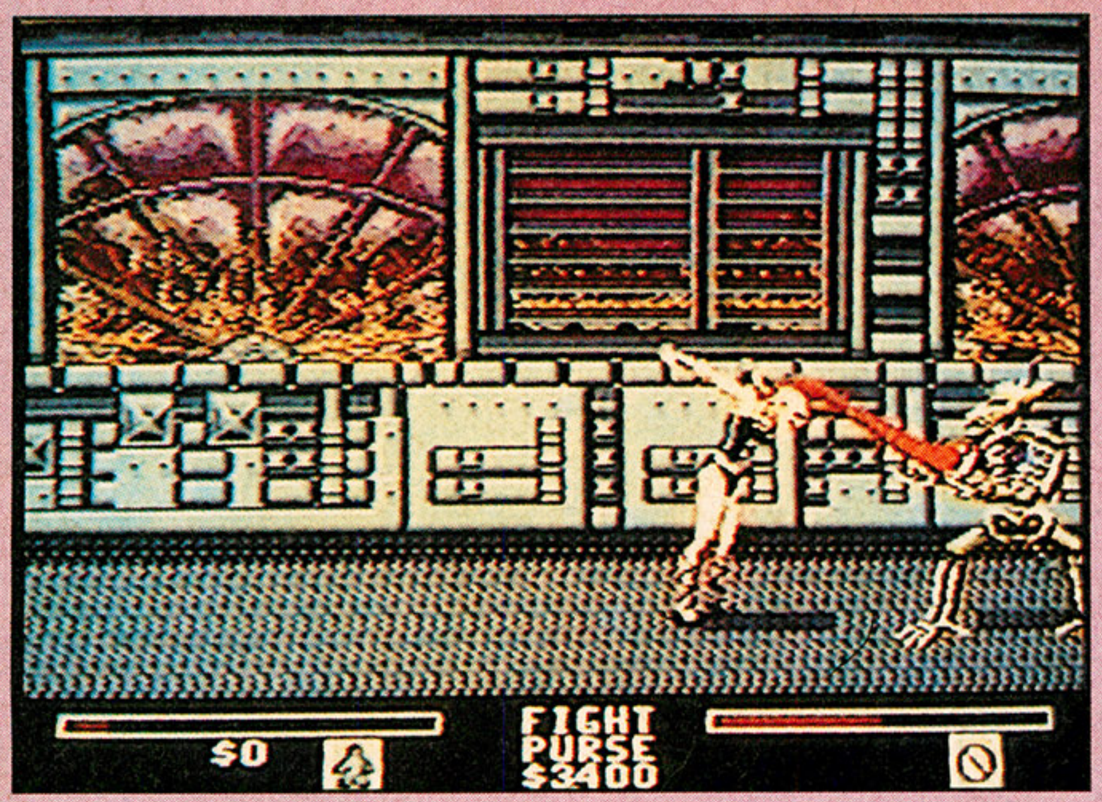
You've lost your last match — you're food for the land shark now. But if you enter the password Mondu gave you, you can try again, this time as a more powerful creature.

You have now become Skinny, Bonapart's cousin. Before doing battle with the vicious Edwina, you'd better stock up on magic. You can also buy more health and attack power.

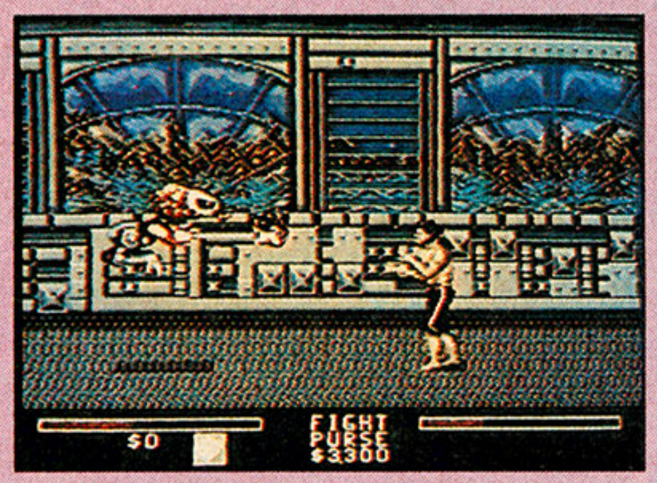




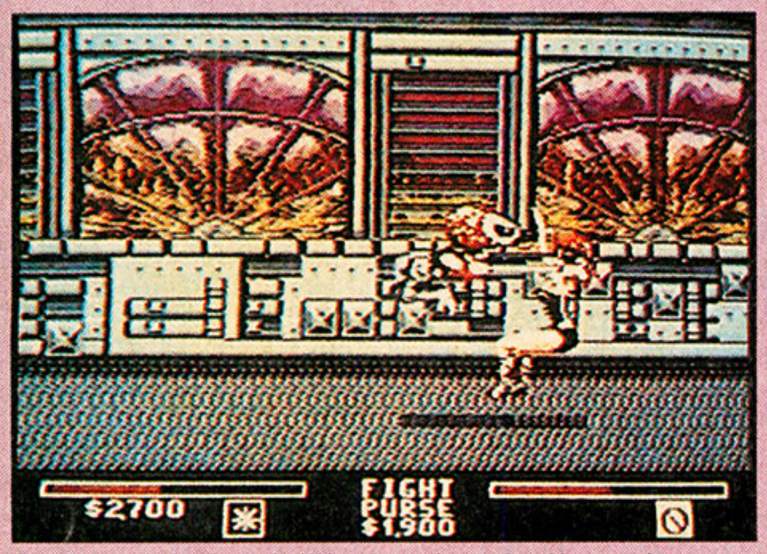
The Trojan spell protects you against unexpected harm, but it disappears when you attack. It's especially helpful as a countermeasure if your opponent casts a freeze spell on you.



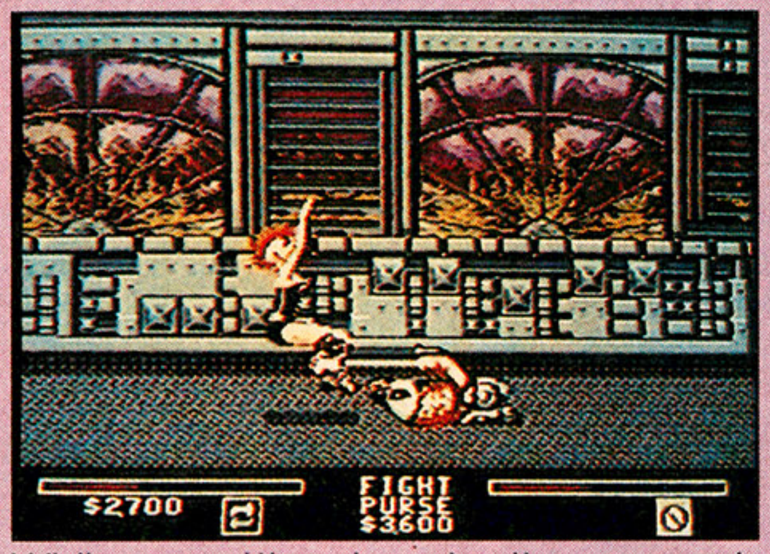
Edwina has a secret weapon — her mohawk hairdo lashes forward like a whip. This unique and painful attack can finish even Mondu himself in a few seconds.



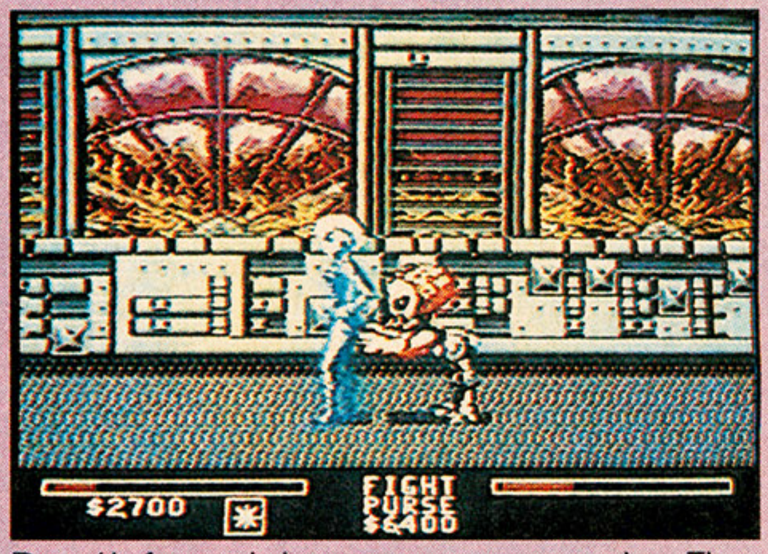
Fighting as Robochic, a half-chicken cyborg, has some definite advantages. Robochic's telescoping arms give you a longer reach than most competitors.



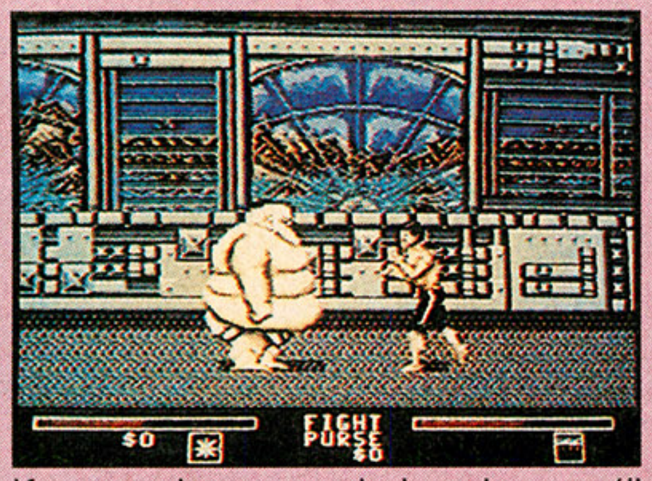
Robochic's ability to stay in the air can be important when fighting opponents who favor low blows.



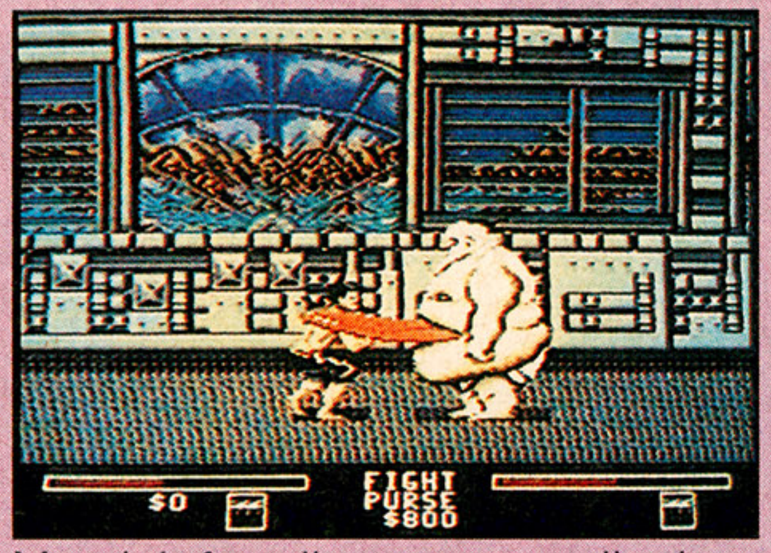
While squatting low to the ground, Robochic is a threat in both directions. His fists can strike enemies in front of him, and he can ward off attacks from behind with his jet blasts.



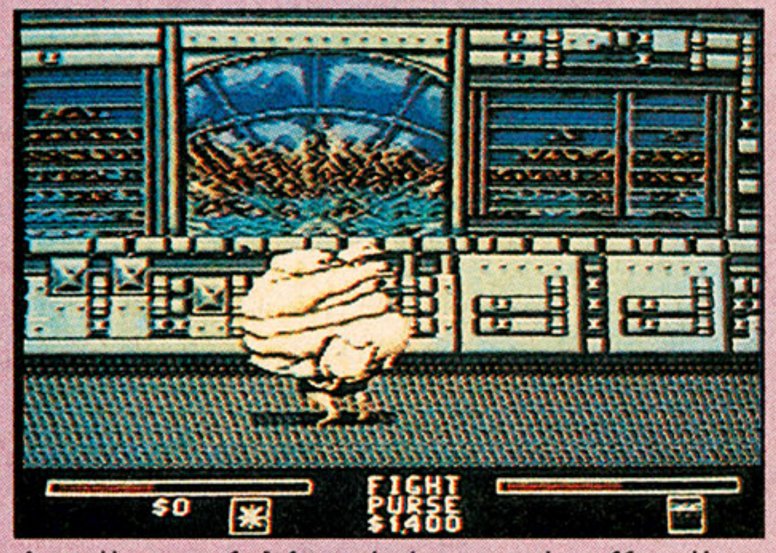
Don't forget to use your magic. The freeze spell stops your foe in his (or her) tracks, allowing you to heap on the punishment.



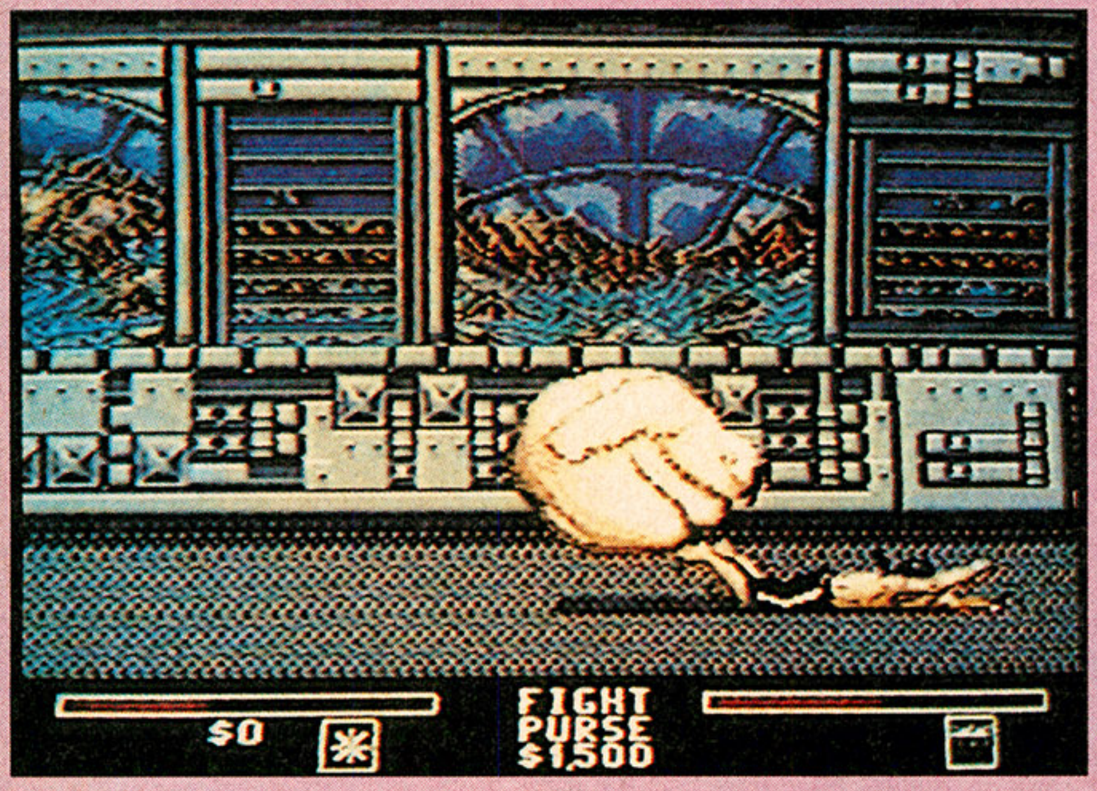
If you win enough bouts, you'll get a password that lets you fight as Mondu himself. Despite his size, Mondu is very agile.



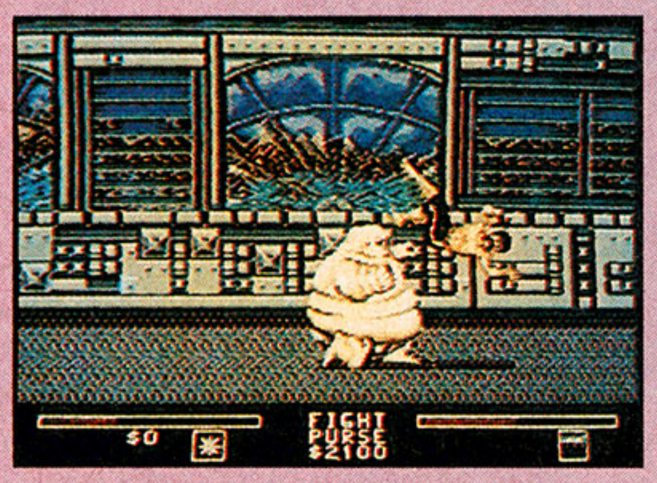
Mondu's favorite weapon — the horrible tongue lash.



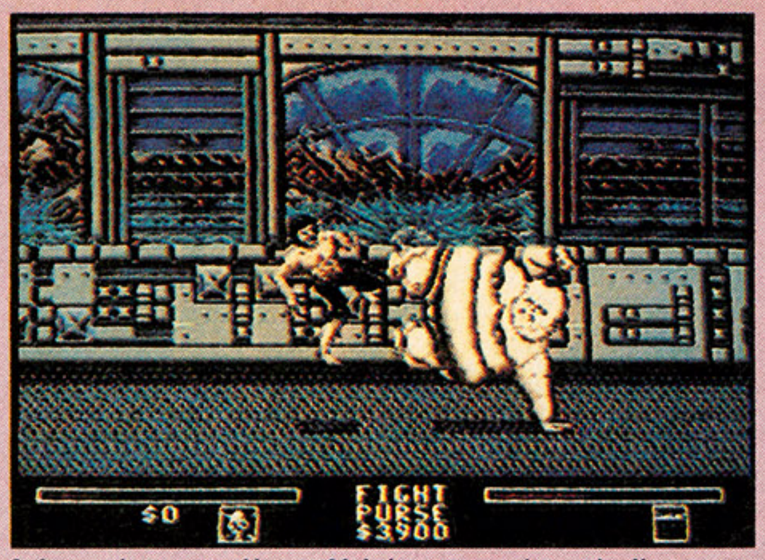
Another of Mondu's most effective techniques is his backward bounce. Each time he hits the floor, the whole palace shakes, knocking his opponent flat. If he lands just right, Mondu can kill an opponent with a single bounce.



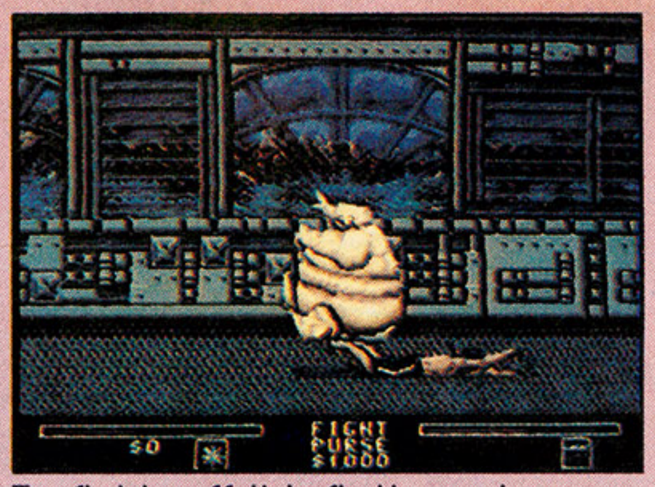
Mondu can foil an attack with his mighty forward roll, knocking opponents over as if he were a giant bowling ball.



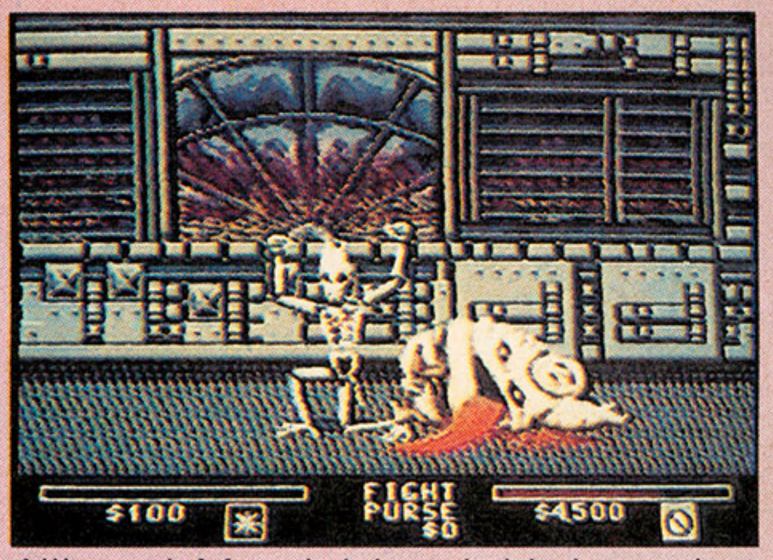
The big man is pretty handy with his fists, too.



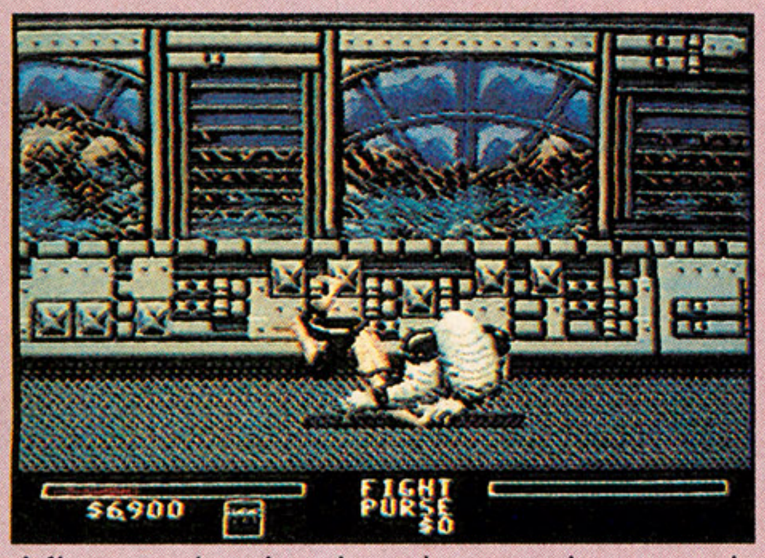
Mondu vaults off his arm to deliver a brutal flying smash.



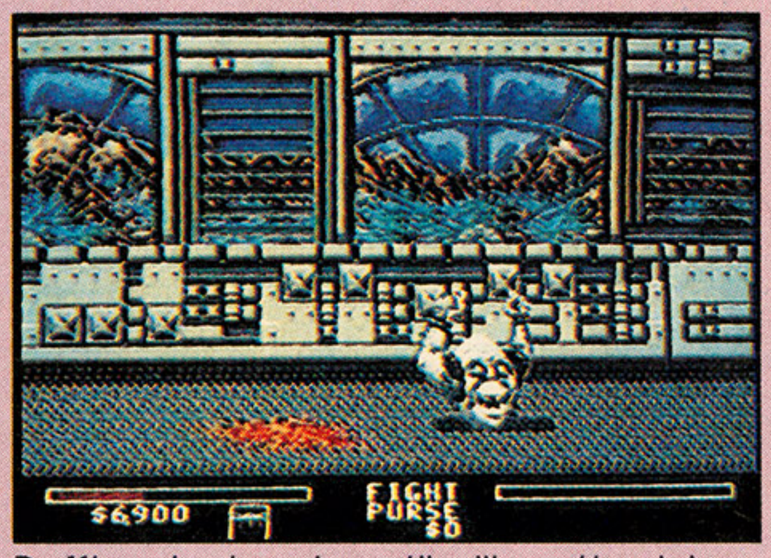
To finish off this flattened opponent, Mondu bounces on the victim's back and squashes him like a bug.



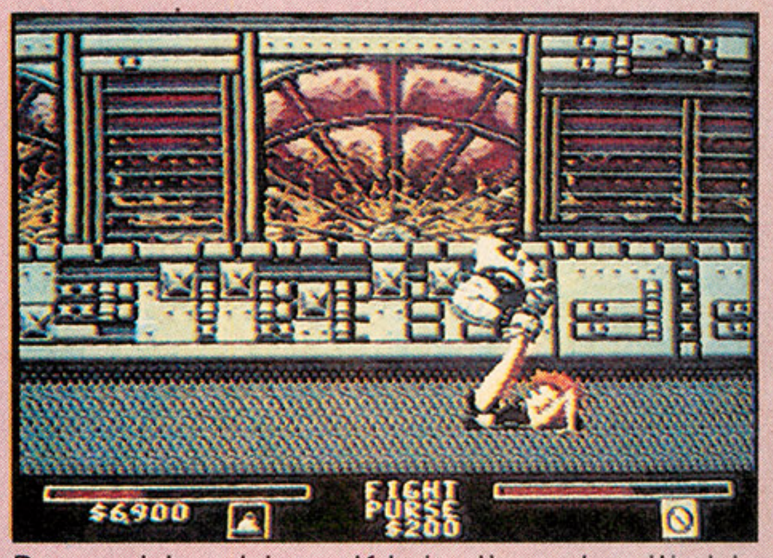
Although Mondu is tough, his size makes him a large target. Bonapart has managed to break the big man with a few well-placed leg whips.



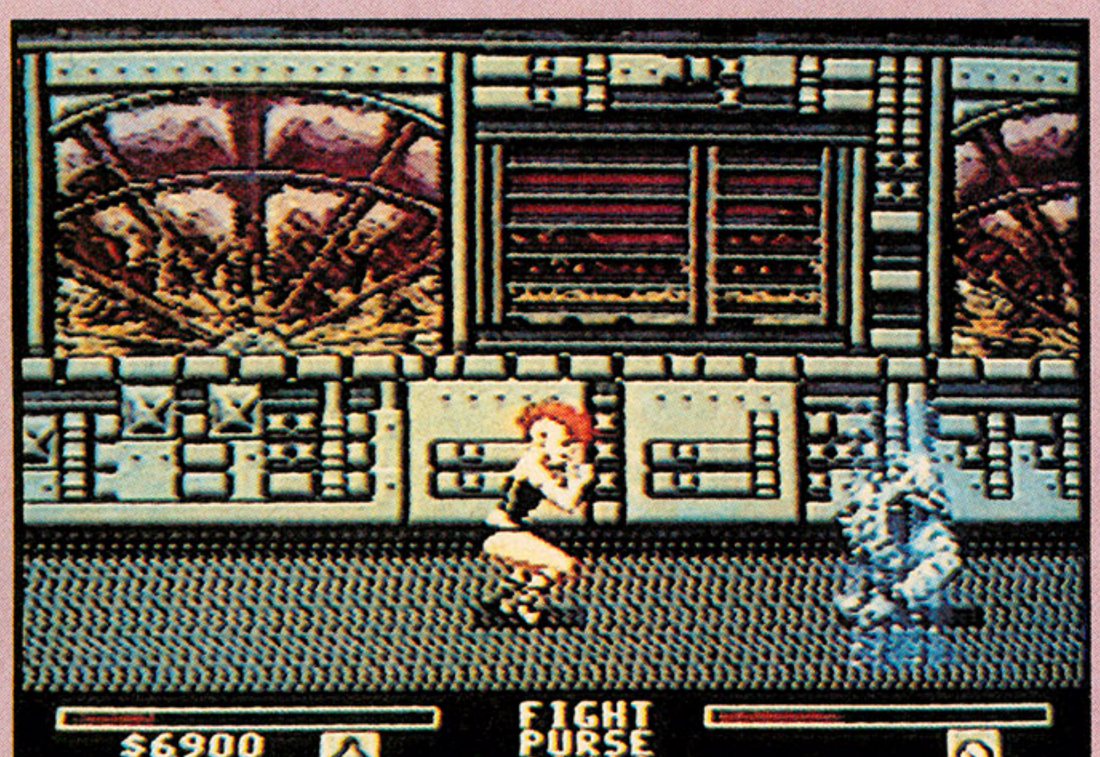
After you've had a chance to experiment with different fighters, you'll probably develop a favorite. Ours is Buff, the cousin of Stump the Bulkar. Bulkars may have no legs, but they're extremely tough.



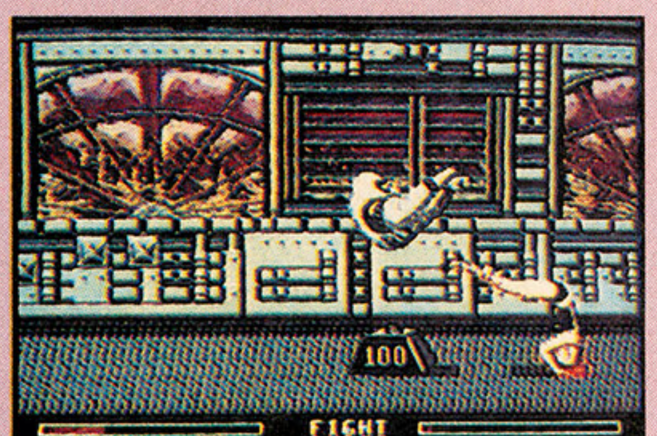
Buff's spinning, turnstile-like attack has reduced Rex to a stubborn stain on the carpet.



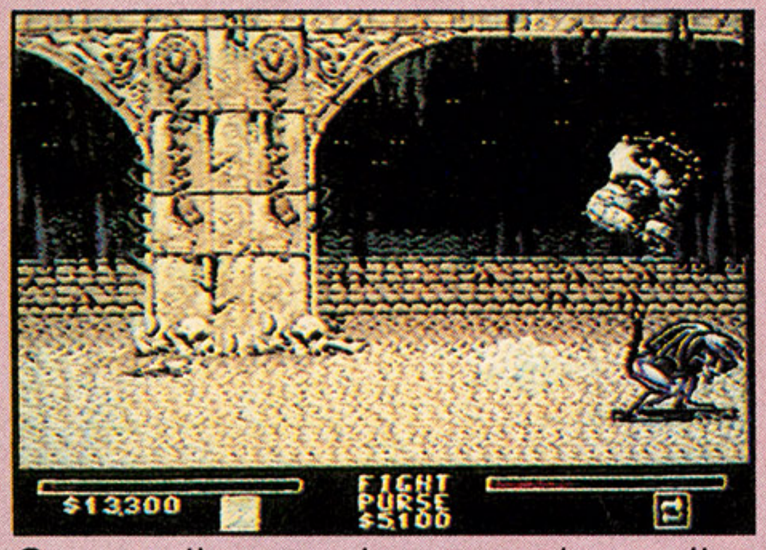
By pushing himself into the air with his powerful arms, Buff can launch some very effective airborne attacks, too. Now he's dragging Edwina across the pit.



Realizing her predicament, Edwina casts a no-attack spell on Buff. If you're ever a victim of this spell, remember to keep moving until the magic wears off.

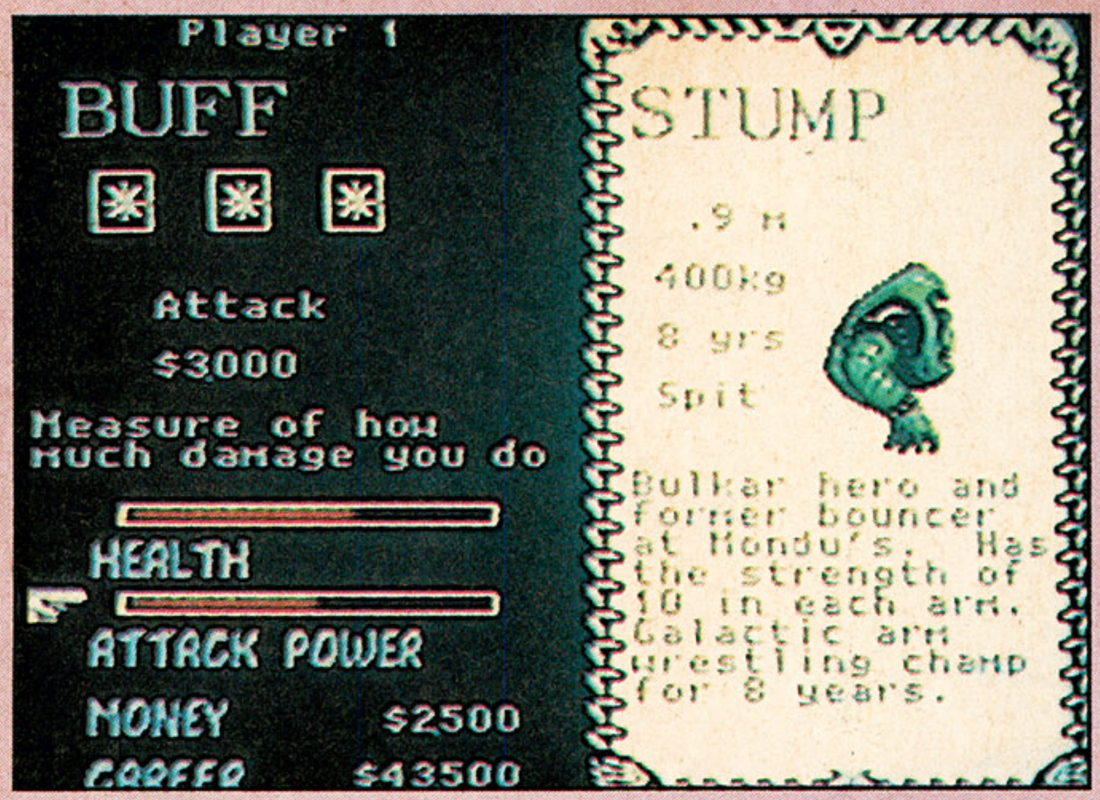


In retaliation, Buff casts a quake spell. This gives his jumps the same power as Mondu's bounce.

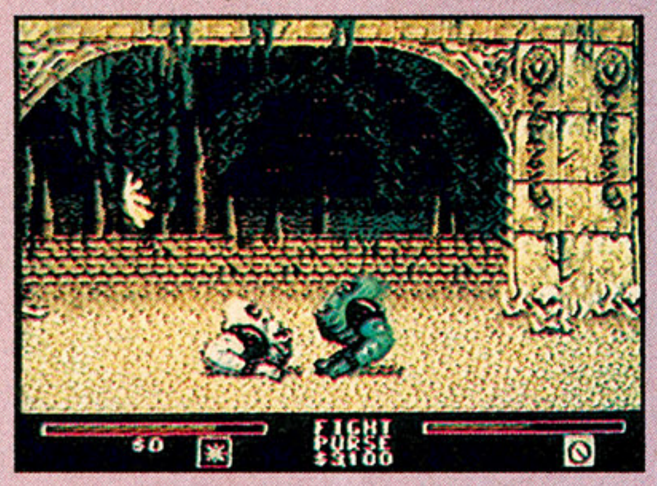


Guano, the purple gargoyle on the right, is one of the most uncouth fighters in the galaxy. This technique is his favorite form of attack.

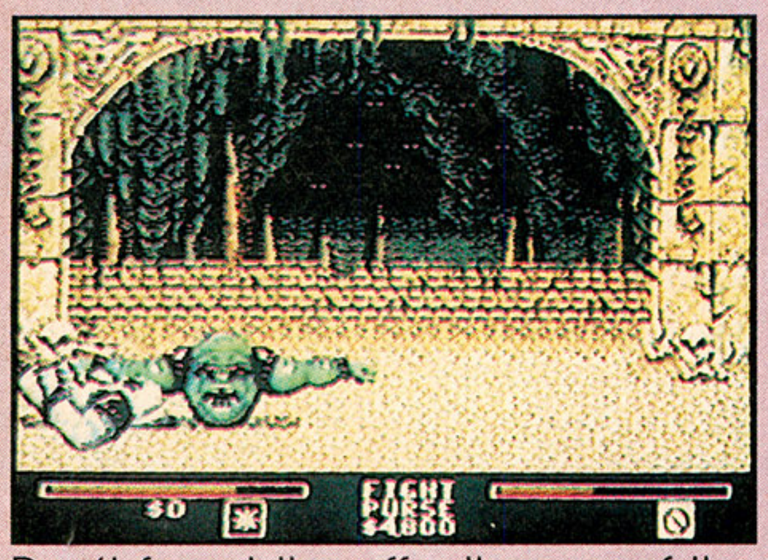
As long as Buff keeps spinning, Guano is foiled. He can't attack unless he gets close, and if he gets close he'll be bowled over.



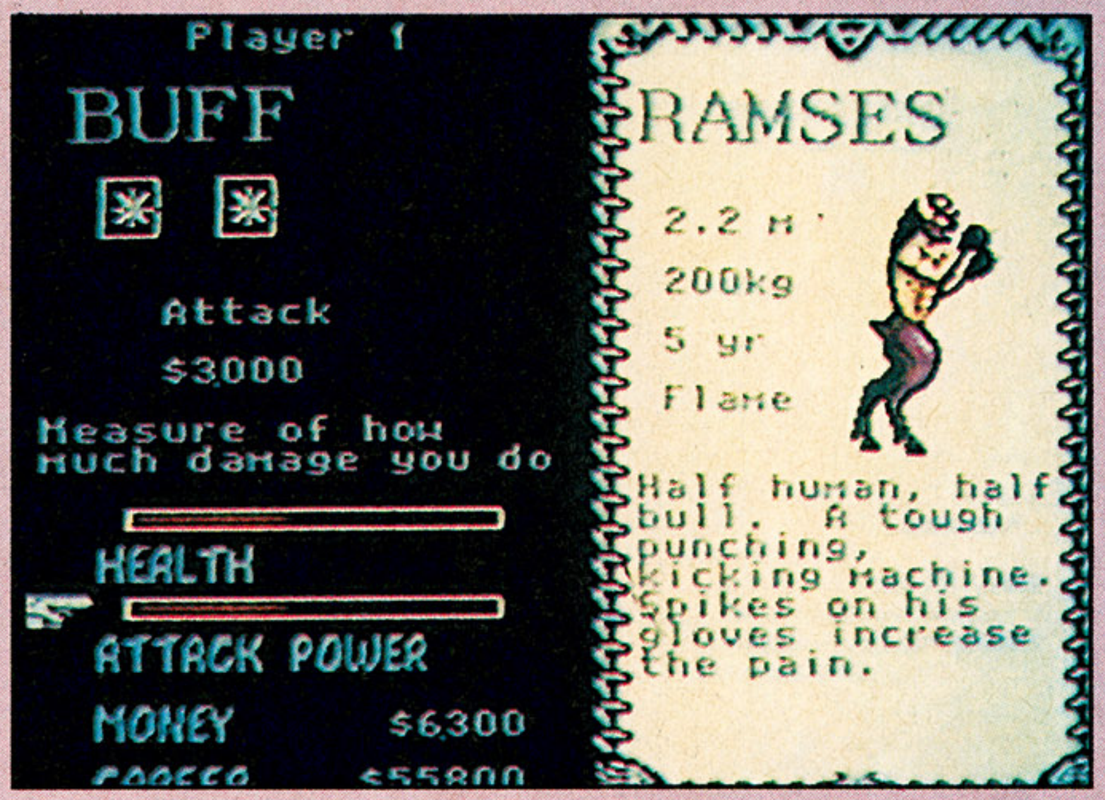
It's Bulkar versus Bulkar as Buff readies himself to fight his cousin, Stump.



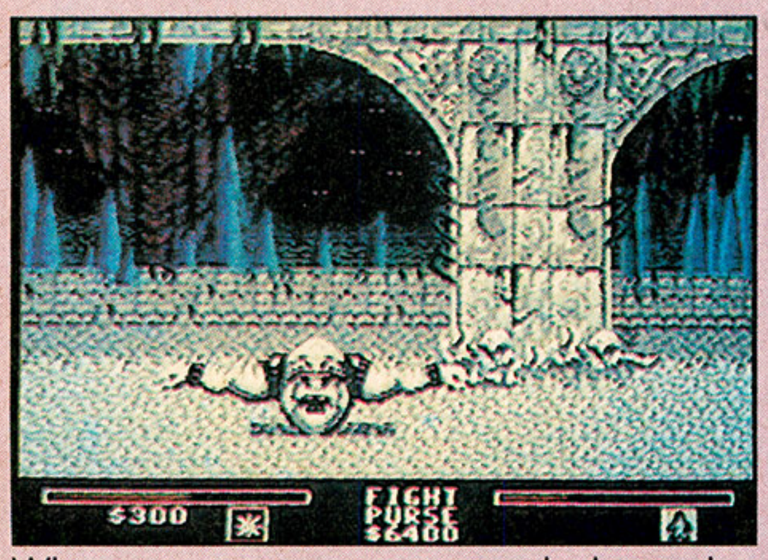
Try not to let Stump get below you — if he's standing high, you should squat. Otherwise he'll use the spitball attack on you.



Don't forget the effectiveness of the spinning attack. After all, Stump can do it too.



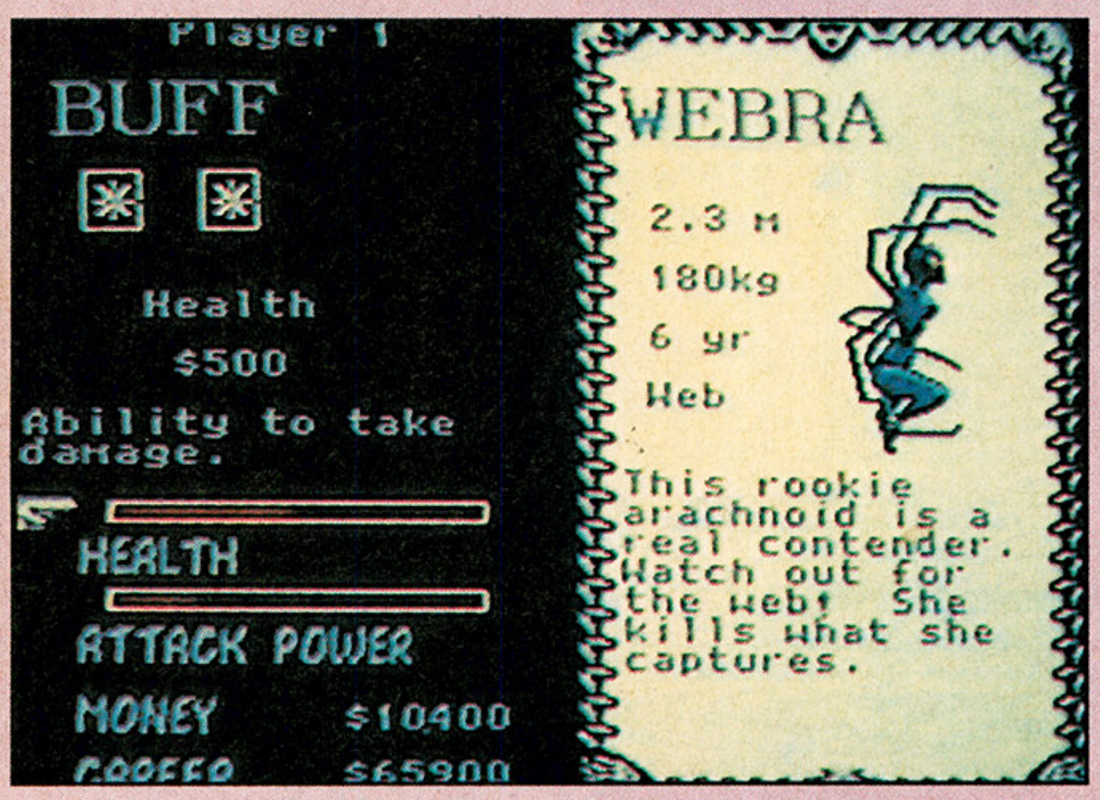
Ramses is half-man, half-bull, and a native of Norton, Kansas. Although his father was content to tend his cattle ranch, Ramses set his sights on the fame and fortune of the Fight Palace.

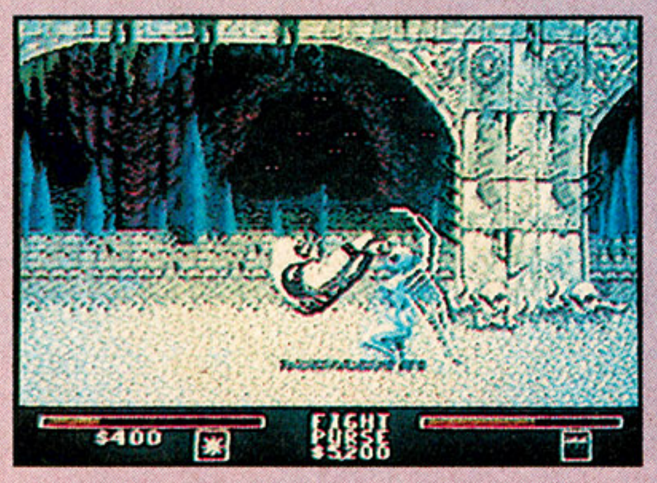


When an enemy uses magic to make himself invisible, Buff's best defense is to stay in one spot and keep spinning.

As long as you're not standing, Ramses' fireballs will fly harmlessly over your head.

Stock up on freeze spells when you face Webra, the giant spider. She's very quick and can attack you in several ways.





After beating Webra, you'll face new contenders from the same species as those you've already encountered — humanoids, Bulkars, Arachnoids, and cyborg-chickens. Get a pencil ready to keep track of your passwords, and good luck!

GP

Activision, 3885 Bohannon Drive, Menlo Park, CA 94025. Also available as *Tongue of the Fatman* for IBM, Tandy, and PC-compatible computers, and as *Mondu's Fight Palace* for the Commodore 64.

The Secret of Monkey Island

Leslie Mizell

Ahoy, mates! *The Secret of Monkey Island*, a new interactive adventure from Lucasfilm, has just been cast ashore. If you still thumb through your worn copy of *Treasure Island* or rent a videotape of *Captain Blood* once a month, you're the kind of pirate-in-the-making who will love *Monkey Island*.

As young Guy Threepwood, you're anxious to begin looting and pillaging under the black flag of the Jolly Roger. But where does an aspiring buccaneer go for training? You've chosen the pirate-rich Caribbean island of Melee.

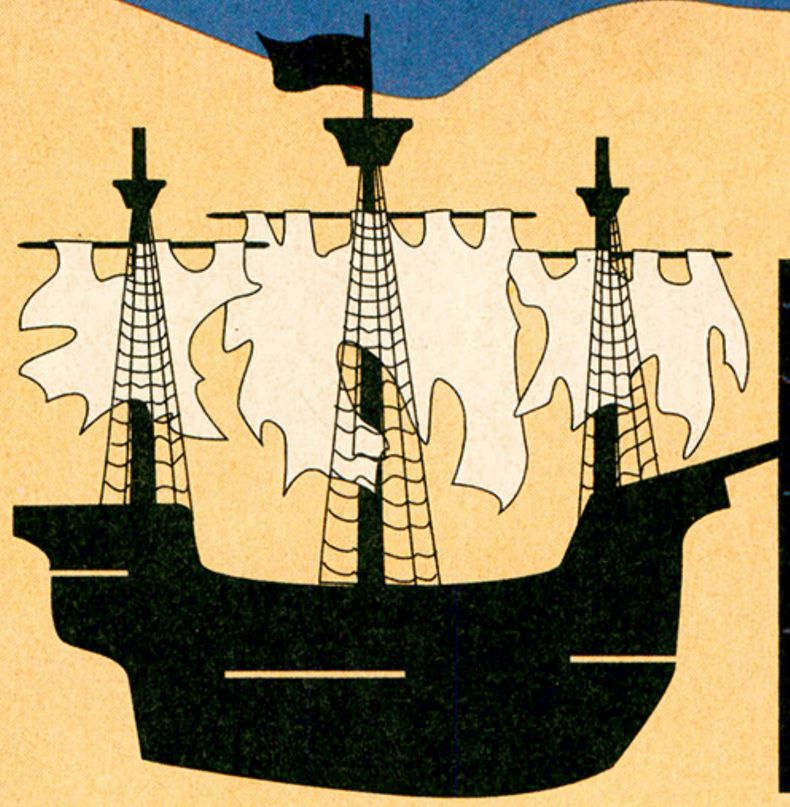
On Melee, however, you can't find a single marauder willing to sail the high seas. They're all too scared of the ghost-pirate, LeChuck, whose spirit ship rides the waves while the Melee pirates guzzle grog in the local tavern.

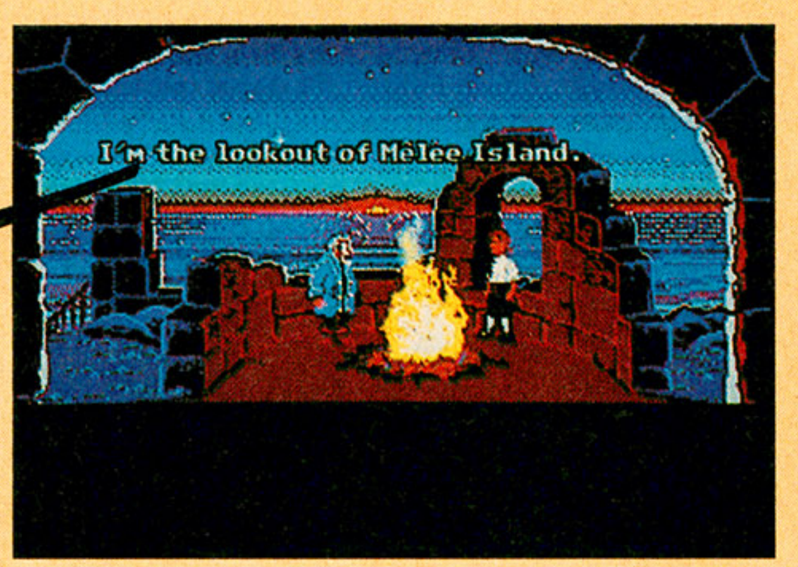
The first thing to do is to find out about LeChuck by talking to the drunken pirates. Then chat with the important-looking pirates in the back room to learn what tasks you must complete before the scalawags will take you under their wing. The three trials they assign you must be completed before you can leave the island.

Once you finish these assignments (by becoming a master swordsman, discovering a lost treasure, and stealing an idol), it's time to buy your own ship and set out for Monkey Island.

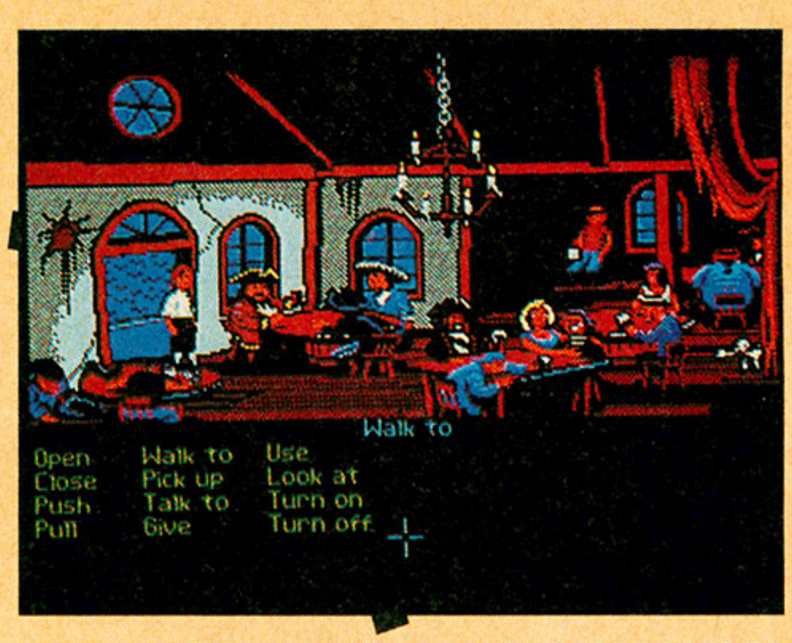
Your goal once you reach the island is to find the key to Monkey Head Temple. Somewhere in the caverns beneath the temple is LeChuck's ghost ship — and the one true love of your life, a woman you've known all of four or five hours. If you can't stop LeChuck from marrying her, you may as well spend your life at sea, pirate or not.

Fans of Lucasfilm's interactive adventures should be pleased with *Monkey Island* — it's every bit as good as the company's other games. *Monkey Island* even rewards people who have played other Lucasfilm games by lacing the action with references to *Loom* and *Indiana Jones and the Last Crusade*. There's even a brief (but hilarious) allusion to *The Graduate*. So grab your sword, staple remover, and rubber chicken, and discover *The Secret of Monkey Island*.

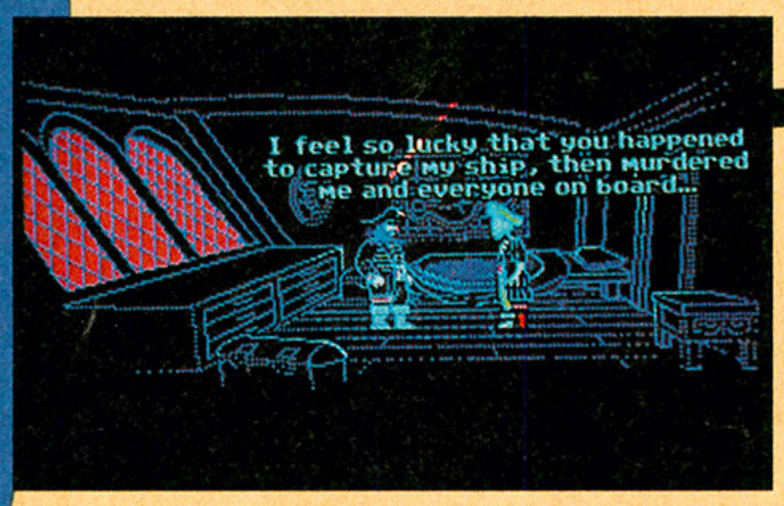




You can't rely on the lookout of Melee Island to let you know when LeChuck's ghost ship is near. The poor old guy is blind as a bat.



Some of the pirates put down their grog long enough to provide you with some plot background, but it's the important-looking pirates in the back room who get you started on your life of piracy.



LeChuck is no nicer in death than in life. His ghost ship is anchored in the caverns of Monkey Island, and his plans for revenge involve Melee Island's Governor Marley.

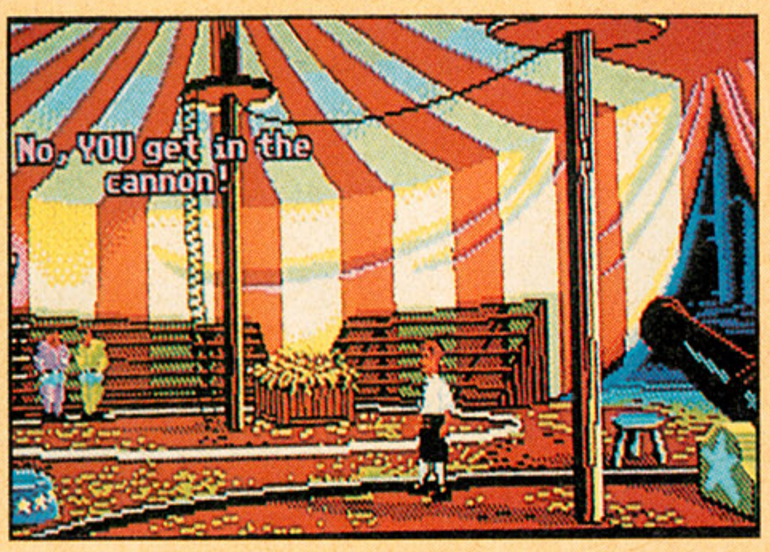
Once you have some money in your pocket, you should return to this citizen of Melee and purchase a map from him. Don't quibble about the price — he's not of the cheating pirate profession.

The fortuneteller won't give you much information you don't already know, but you can pick up a useful item in her shop. Those rubber chickens seem to be pretty popular, but this is the only one you can get for free.

The sole occupant of the Melee jail has nothing to do but gossip — but you'd better have a breath mint if you want to chat with him. His rat-flavored breath is fierce.

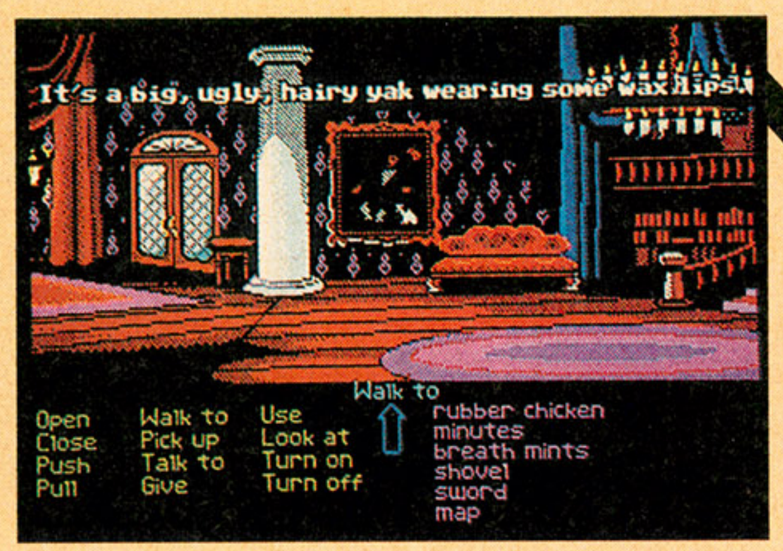
Once you've explored the town of Melee, you can investigate the rest of the island. Even after sunset, there's plenty of activity on the paths.

You must bribe the troll with something frivolous before he'll let you cross the bridge. Mystery readers shouldn't have any trouble coming up with the right "false clue" to give him.

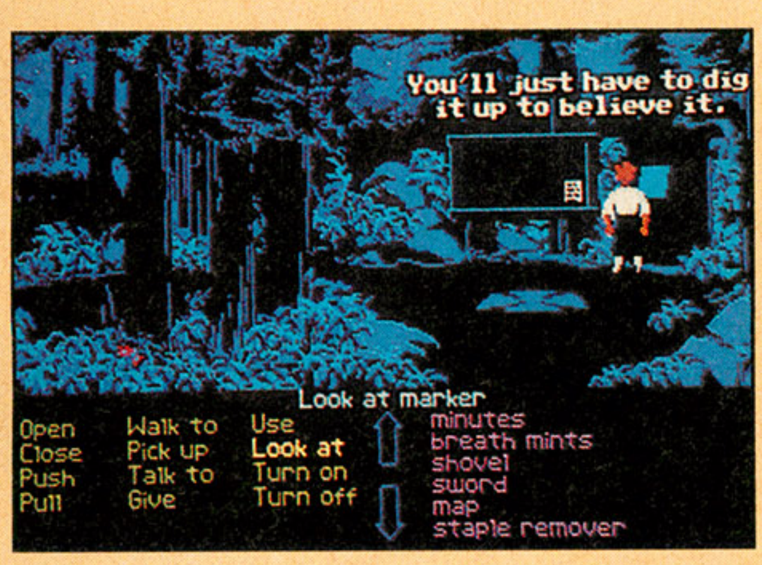


You can pick up some money by taking a risky job with the circus. The Fettucini Brothers pay their human cannonballs well, but you'd better have a makeshift helmet if you're to survive your short, memorable trip.

Meathook has been a near-hermit ever since LeChuck ruined the tourist industry. He'd probably jump at the chance to destroy LeChuck — and he could keep everyone amused with his neat tattoo trick.



Monkey Island may be the first game ever to feature a big, ugly, hairy yak wearing wax lips. Unfortunately, you never get to see it — or any of the other interesting inhabitants of the Governor's Mansion.

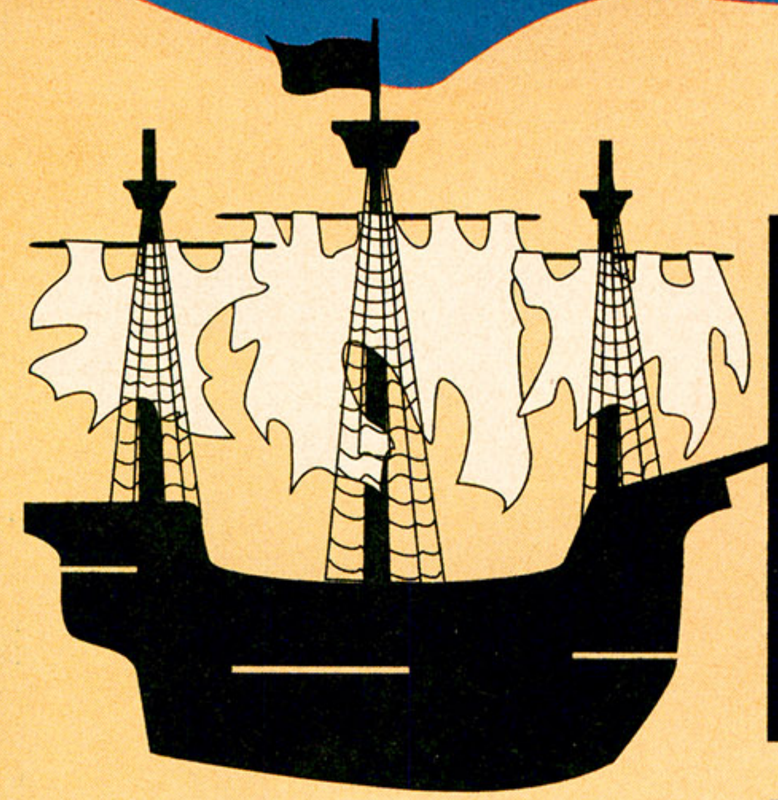


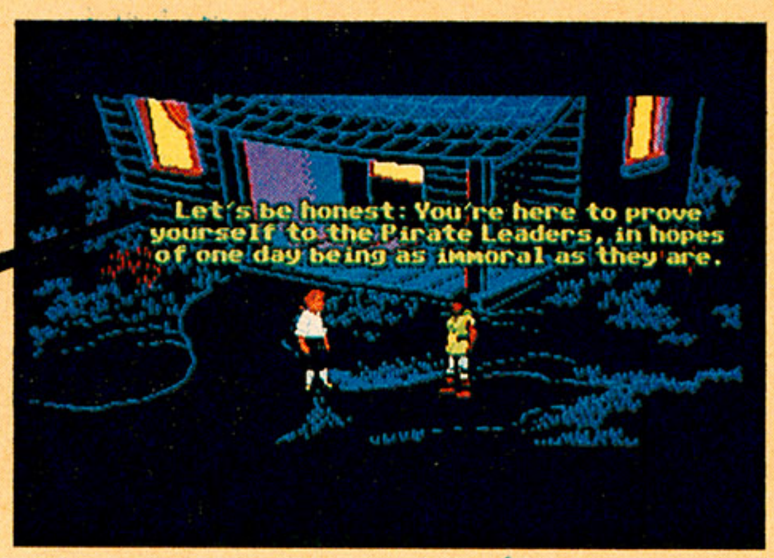
As in all good treasure hunts, X marks the spot. Now you see why that shovel in the general store was such a bargain at 75 pieces of eight.

Smirk not only teaches you swordsmanship skills, but he also reveals the key to winning a pirate fencing match — a good insult.

How did a woman this beautiful get into politics? The sight of lovely Governor Marley renders you practically speechless. You might want to rely on your non-conversational skills to impress her.

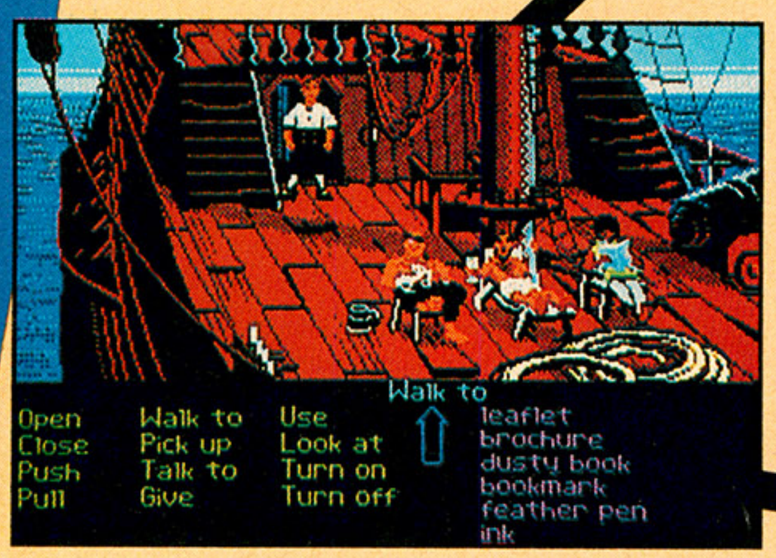
After you've studied with Smirk, practice your new skills on the pirates who roam Melee Island. You won't be ready to face the master swordsman until you have an answer for every insult.



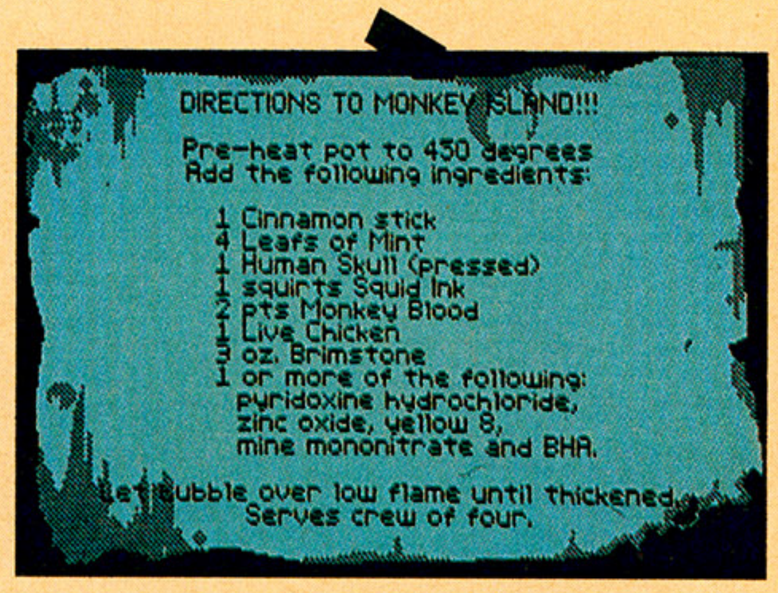


Carla's taunts are slightly different than the average buccaneer's. But with a little imagination, you should find a properly biting reply on your list of snappy comebacks.

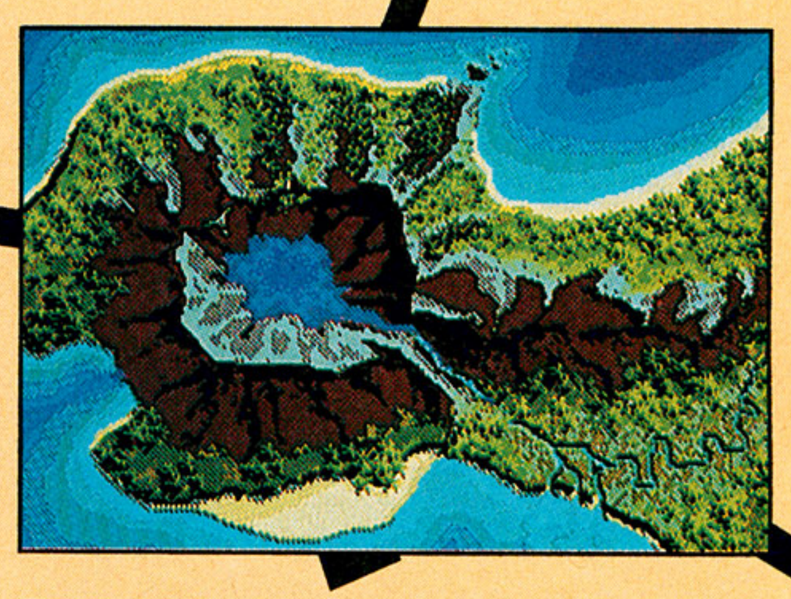
Even at Stan's cut-rate prices, you won't have enough money for a ship until you secure a letter of credit from the shopkeeper in town.



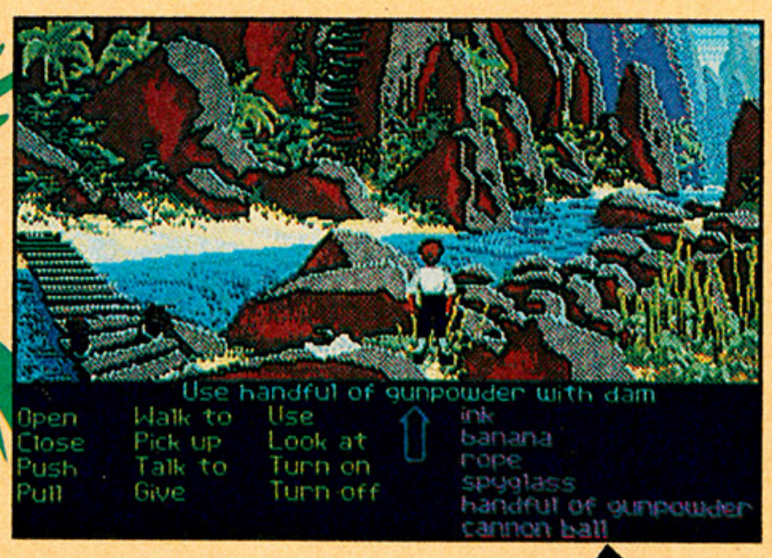
You've barely gotten your feet wet when your scurrilous crew turns mutinous. It looks as if your ship isn't going to Monkey Island unless *you* figure out a way to get there.



You're no Betty Crocker, but this recipe doesn't look too difficult. Best of all, the ingredients seem to be readily available.



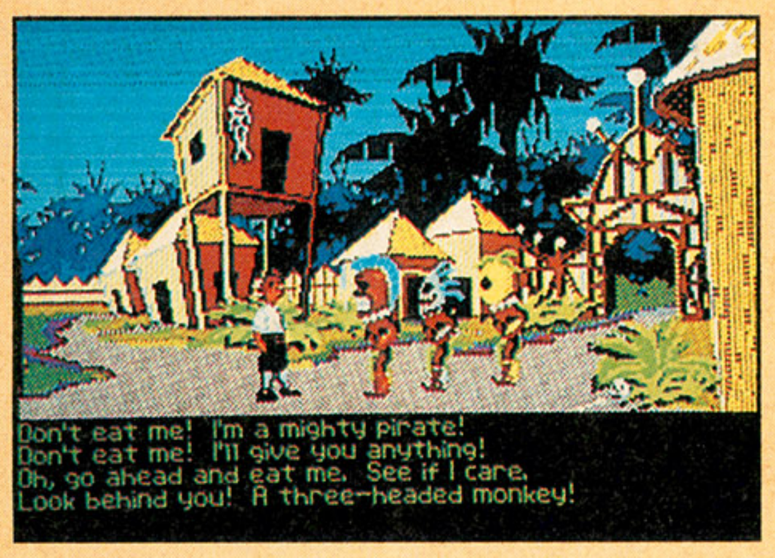
Since Monkey Island is larger than Melee Island, it's more difficult to explore. One of your first goals should be to blow up the dam blocking the dry river bed. Everything you need is found in the fort near the volcano.



Dropping gunpowder on the dam is the easy part. Now, what do you have that could ignite the powder? Whew! Who can think with that blazing sun?

Toothrot can be an obnoxious companion, but he has some interesting information about Monkey Island. And besides, he has the key to Monkey Head Temple. Return his banana picker, and the key is yours.

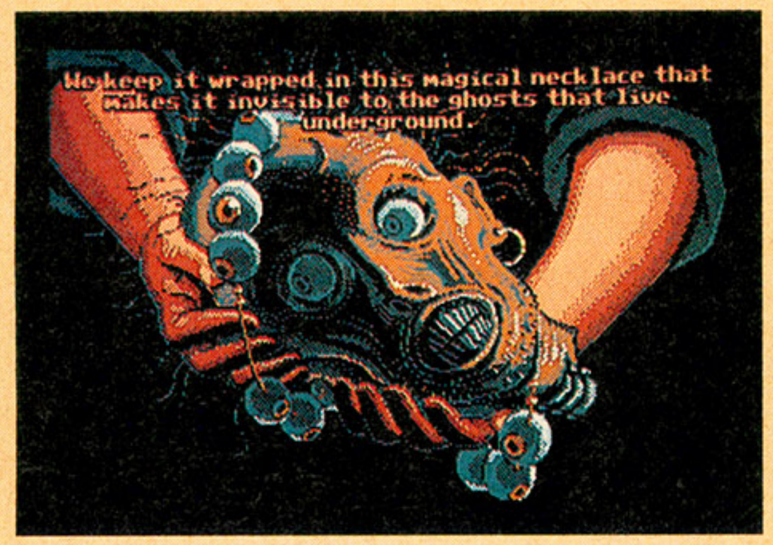
The Secret Of Monkey Island



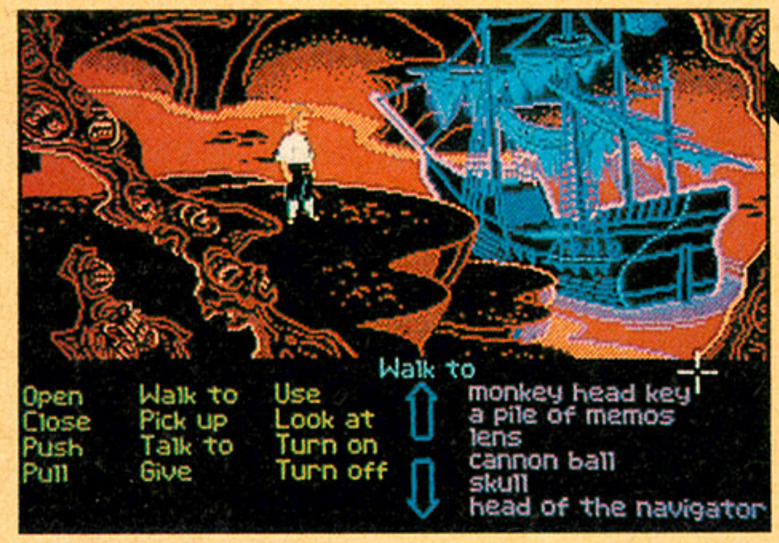
The fine young cannibals of Monkey Island have Toothrot's banana picker, but you must make friends with them before they'll relinquish it.

Maybe a quick visit to Monkey Head Temple will uncover an item the cannibals would find worthy of a trade. There's certainly not much of a selection, so your choice shouldn't be too difficult.

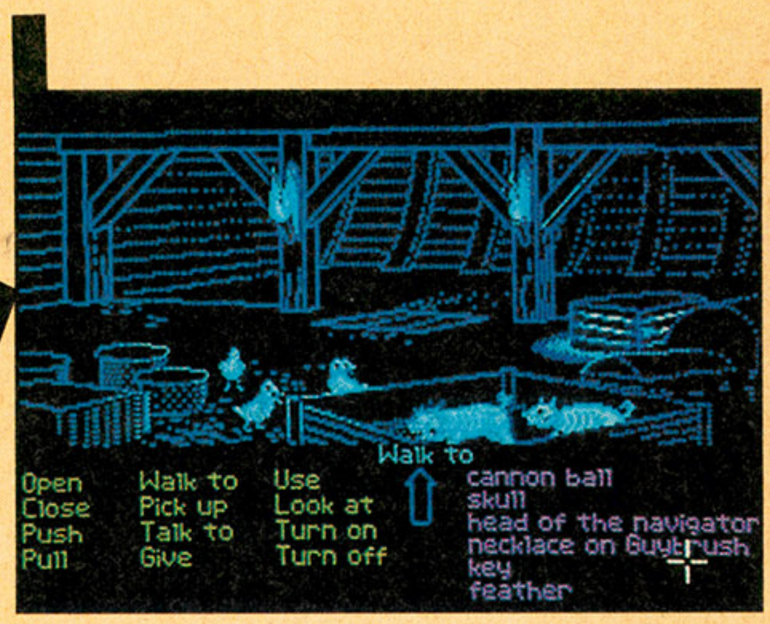
Version reviewed: IBM PC, Tandy, and compatibles; 640K minimum memory; CGA, EGA, MCGA, VGA, or Tandy 16-color graphics; joystick optional; mouse optional but recommended; supports Ad Lib, Roland MT-32, and Sound Blaster sound boards. Also available for the Amiga and Atari ST. Lucasfirm, P.O. Box 2009, San Rafael, CA 94912.



The caverns beneath Monkey Head are full of illusions, so it helps to have a trained professional with you. Even a long-dead navigator is better than nothing.

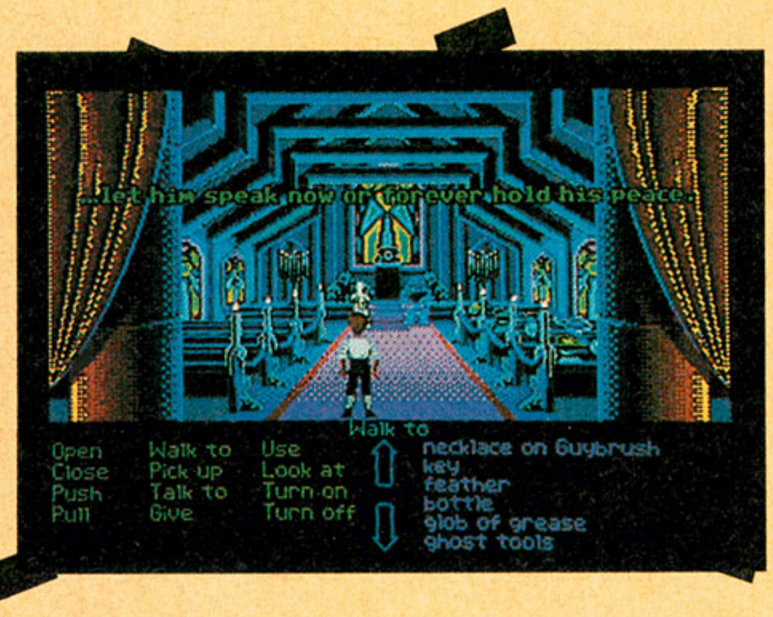


If you follow the navigator's instructions, you'll find LeChuck's ghost ship in record time. But you'd have to be practically invisible to search the ship without being noticed.

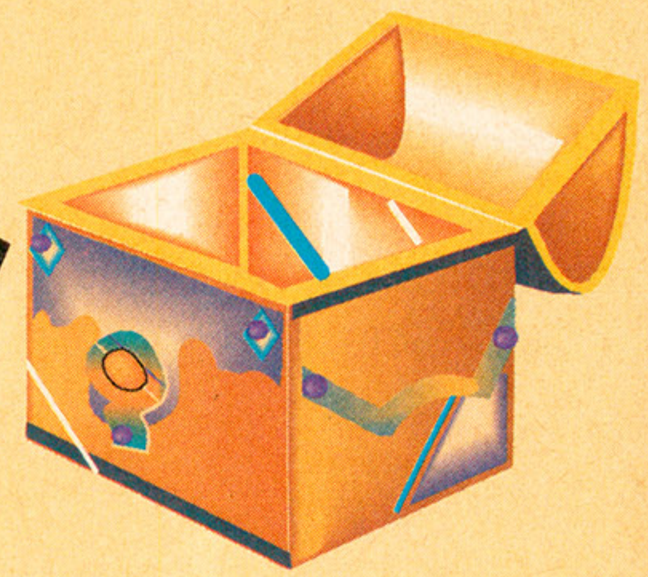


The cannibals' valuable root is hidden in the ghostly livestock room. Grab the root quickly — and try not to notice the animals' disgusting eating habits.

Great! You returned the root to the cannibals and got some of their exorcism potion, only to find out you're too late to stop the ship from sailing back to Melee Island.



You're hot on the trail of LeChuck. But will you get to the church in time to stop his wedding to your beloved Elaine?



GP

EDITORS' picks 1990

We all have our favorite games — videogames or computer games we like better than any others, even if we can't always explain why, or even if we can't convince other people that *our* favorites should be *their* favorites, too. In fact, whenever a group of gamers gets together, sooner or later you'll probably hear a loud argument about why *Super Mario 3* is better than *Zelda II*, or maybe why *Legendary Axe* is better than *Golden Axe*.

Naturally, magazine editors and writers have favorite games just like everyone else. Sometimes we get letters and phone calls from readers who want us to reveal which games we like best. It's not always easy to answer them, for several reasons.

To begin with, the games we feature on our cover and in our "Game of the Month" articles aren't necessarily our favorites. We write *Game Player's* for *you*, not for ourselves. We review the games we think *you* will like and that will appeal to the widest variety of readers.

Nor do our annual Game Player's Awards necessarily indicate our favorites. Although we definitely have to *like* a game to give it an award, we try to pick the top game in each category regardless of our personal preferences. Also, the Game Player's Awards represent a consensus of the whole staff, not the individual likes or dislikes of any single editor or writer.

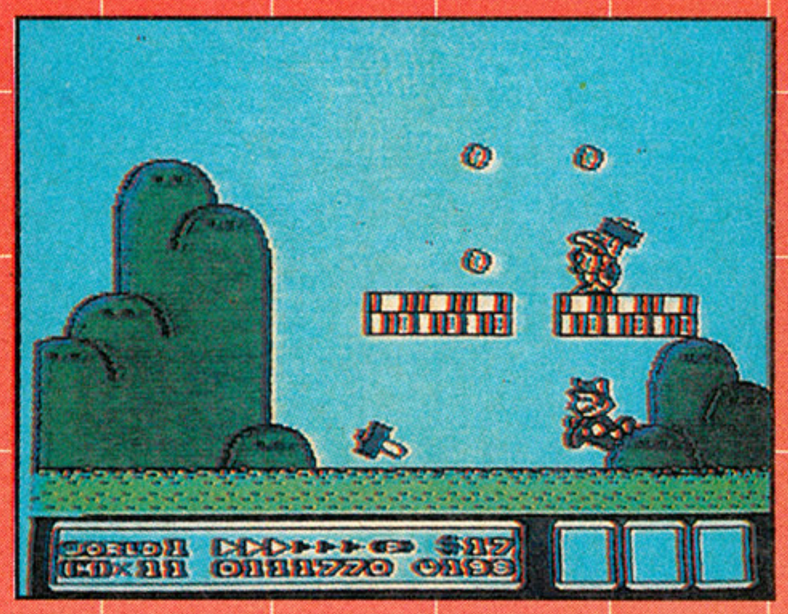
That's why we decided to run "Editors' Picks: 1990." We asked our editors and writers to pick out some of their favorite games from 1990 and briefly explain why they like these particular games more than others. In the following section, you'll find our favorite games for Nintendo, Game Boy, Sega Genesis, NEC TurboGrafx-16, PC compatibles, the Amiga, and the Atari Lynx. We've also added a page about our favorite game hardware from 1990. (All of these products, by the way, have been covered in past issues of *Game Player's*.)

No, we're not trying to convince you that *our* favorites should be *your* favorites. But it might be interesting to compare your opinions with ours. If you'd like to share your thoughts with us, please write to *Game Player's*, P.O. Box 29364, Greensboro, NC 27429. We'd enjoy hearing about *your* favorite games, and we'd like to feature some of your opinions in a future issue.

Nintendo Entertainment System

Super Mario Bros. 3

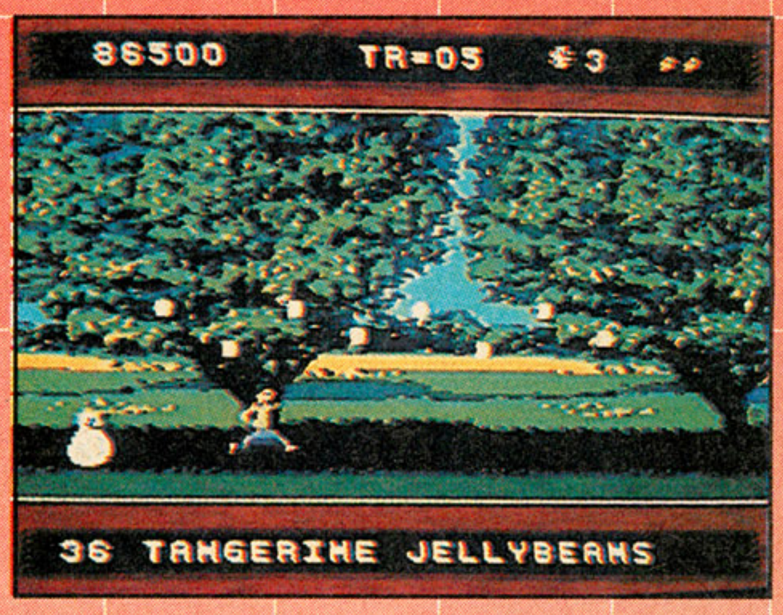
Nintendo of America



They've been around for quite awhile, but those irrepressible Mario Brothers are still my favorites. And their best and biggest adventure is *Super Mario Bros. 3*. The worlds in all the *Mario* games have been large and interesting, and *Mario 3* is no exception. Every scene in each stage has more than a few hidden rooms, coins, and special items. Finding them all is as much fun as finishing the game. And the graphics designers did a great job of working within the Nintendo's eight-bit limitations to create a videogame with top-notch animation and artwork. — *Matthew A. Firme*

A Boy And His Blob

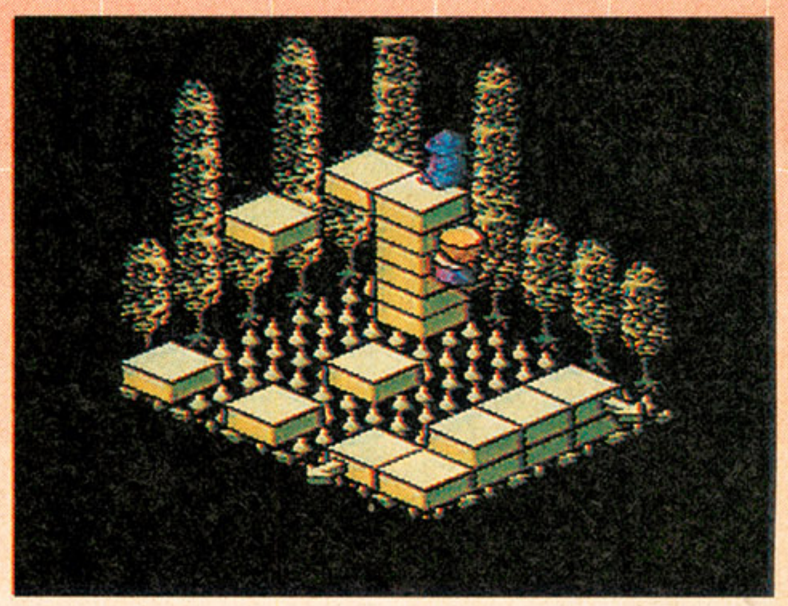
Absolute Entertainment



A Boy and His Blob doesn't break any new ground, but it's extremely well done and is always a joy to play. The animation is great — the characters move more realistically than in most Nintendo games. The storyline is clever — an Earth boy and a gentle alien join forces against a king who imposes poor nutrition on his subjects. And the idea of collecting jelly beans to change the Blob into other useful shapes is a neat twist. *A Boy and His Blob* proves that a game can have a lot of action without a lot of violence. — *Gary Meredith*

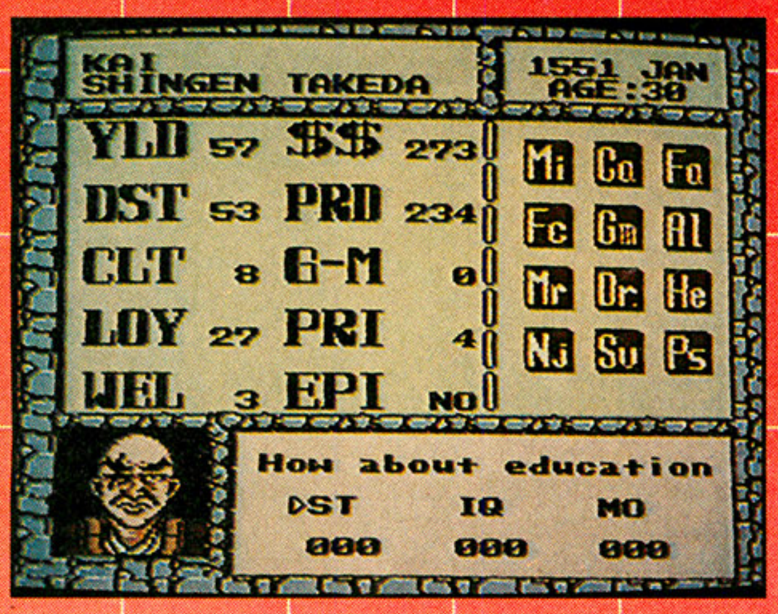
Solstice

CSG Imagesoft



Puzzle fans who like their challenges both deep and varied will find a feast in *Solstice*. Overcoming this game's wide variety of obstacles requires good timing, logic, pattern recognition, and — above all — creative thinking. More than 250 rooms stand in the way of your rescue of Princess Eleanor from the clutches of Morbius the Malevolent. Each room presents a different challenge. Numerous enemies have to be avoided, but occasionally they must be used to your advantage. Traps are everywhere. This unique game will appeal to anyone who likes a rich array of puzzles in a perilous world of the unexpected. — *Selby Bateman*

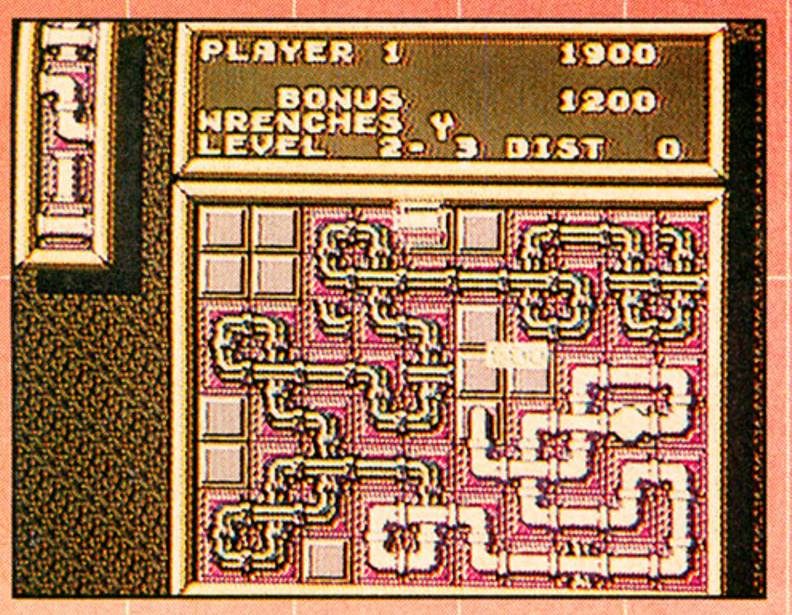
Nintendo Entertainment System



Shingen The Ruler

Hot B

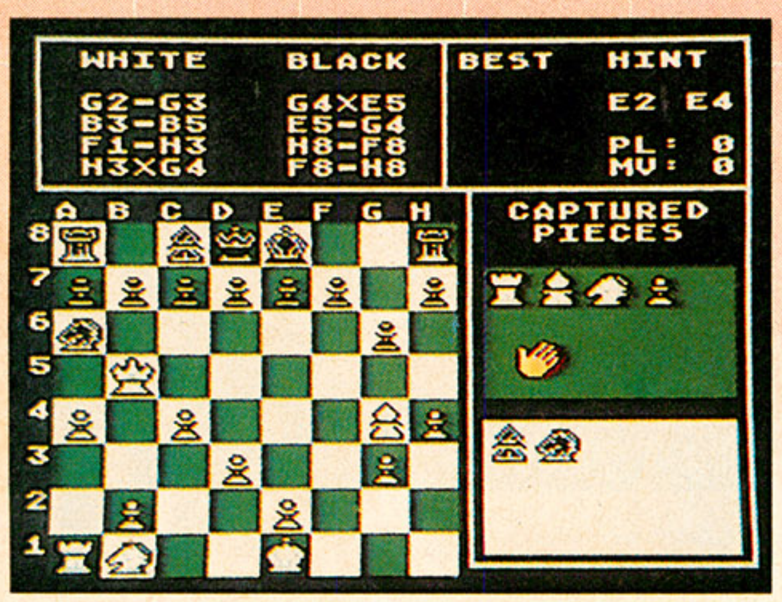
Until now, most strategy games available for Nintendo were either incredibly silly war "simulations" or chopped-down versions of much larger computer games. *Shingen the Ruler* is refreshingly different. Although it was obviously inspired by *Nobunaga's Ambition* from Koei, it's a much better game. True strategic and tactical subtlety is possible in this epic re-creation of medieval Japan. And the animated battle scenes are a delight to behold. Hands down, *Shingen the Ruler* is the finest military strategy game yet available for Nintendo. It's a truly outstanding gaming experience. — *William R. Trotter*



Pipe Dream

Bullet-Proof Software

I'd admit to having the reflexes of a 76-year-old if we didn't get letters from septuagenarians who *love* Nintendo games. Let's just say that arcade-action games aren't my speed. But I jump on any puzzle game because I can actually *play* it instead of watching people with faster thumbs (like our expert game testers) have all the fun. *Pipe Dream* is my chance to shine. I can build a pipeline for the oozing flooz with the best of them, and this solid translation of a computer game is the best NES puzzler to come down the...uh...pipe in a long time. — *Leslie Mizell*



The Chessmaster

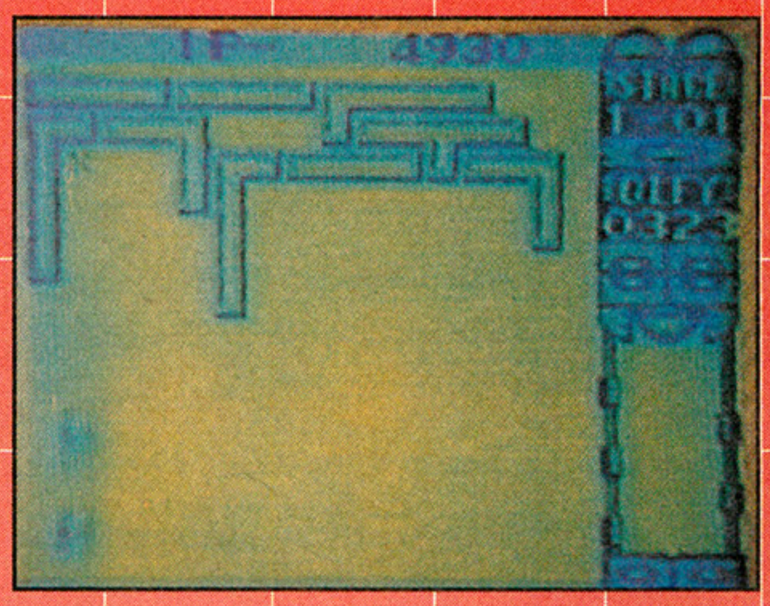
Hi-Tech Expressions

The NES needed a good, easy to use, full-featured chess program, and *The Chessmaster* fulfills those requirements to the max. It was adapted from a Software Toolworks computer game, *Chessmaster 2000*, widely recognized as one of the best chess games available for personal computers. Happily, the Nintendo version preserves virtually every feature of the original. Its player interface — using nothing but a standard NES controller — is a marvel of efficiency. *The Chessmaster* offers multiple levels of difficulty and supports all chess rules and options. This is a top-notch game for any chess player, regardless of experience or ability. — *Selby Bateman*

Game Boy

Quarth

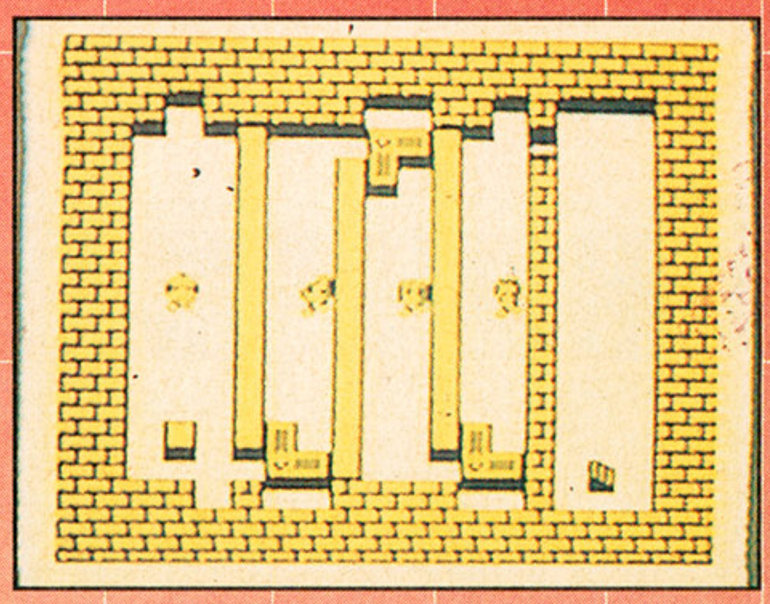
Ultra



Many game designers are still searching frantically for "the next *Tetris*" — a game that's easy to learn, fun to play, consistently challenging, and remains fresh after hundreds of hours. Although I haven't put in the hundreds of hours yet, *Quarth* comes pretty close in every other respect. Like *Tetris*, it's a simple, geometric puzzle game that's utterly addictive. Thanks to its clean, uncluttered design, you can play it for a long while without eyestrain. I venture to predict that it will become a Game Boy classic. — *William R. Trotter*

Kwirk: The Chilled Tomato

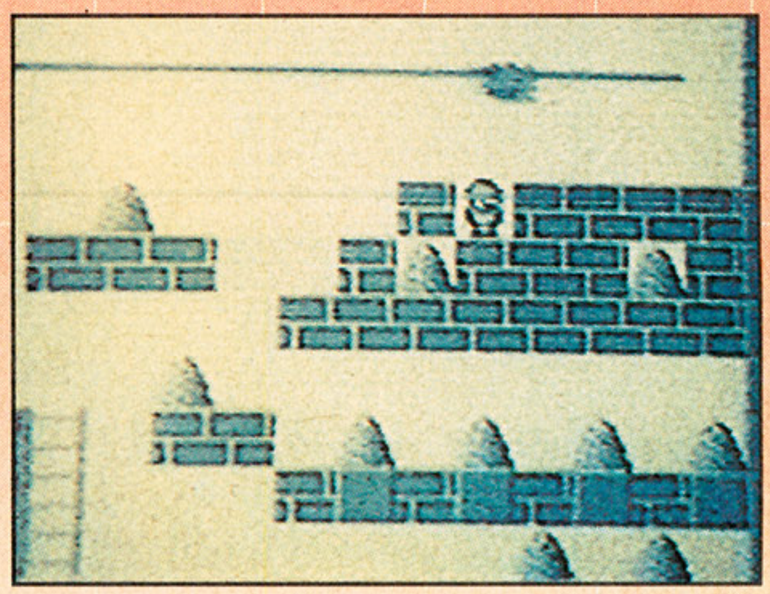
Acclaim Entertainment



Kwirk is my favorite Game Boy game because it's different, challenging, and perfectly suited for the Game Boy. There are many Game Boy games that have very nice, detailed graphics, but sometimes that detail appears too crowded on the small black-and-white LCD screen. *Kwirk* doesn't make the mistake of trying to cram too much information on the screen. Instead, it displays just enough graphics to make the puzzles challenging and the solutions logical. — *Matthew A. Firme*

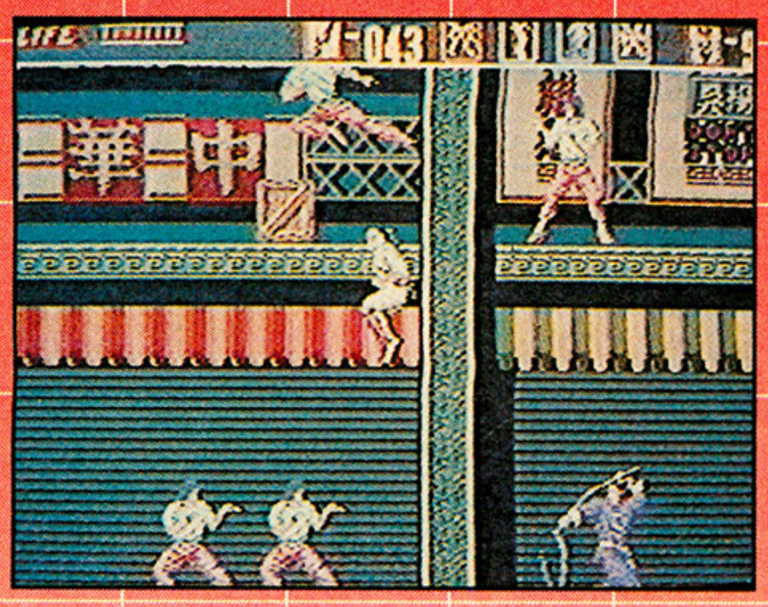
Hyper Lode Runner

Bandai



Here's a good example of a classic videogame that is now reappearing on today's systems to delight a new generation of players. The Game Boy version is just as frustrating, challenging, and captivating as the original version from the early 1980s. You control a fast-moving character who runs, climbs, and falls across a seemingly endless series of screens while being pursued by hostile guards. Only by shooting temporary holes in the platforms and trapping the apparently stupid but persistent guards can you buy enough time to clear each level. This is a classic maze-chase game that holds up well on the Game Boy. — *Selby Bateman*

Sega Genesis



The Revenge of Shinobi

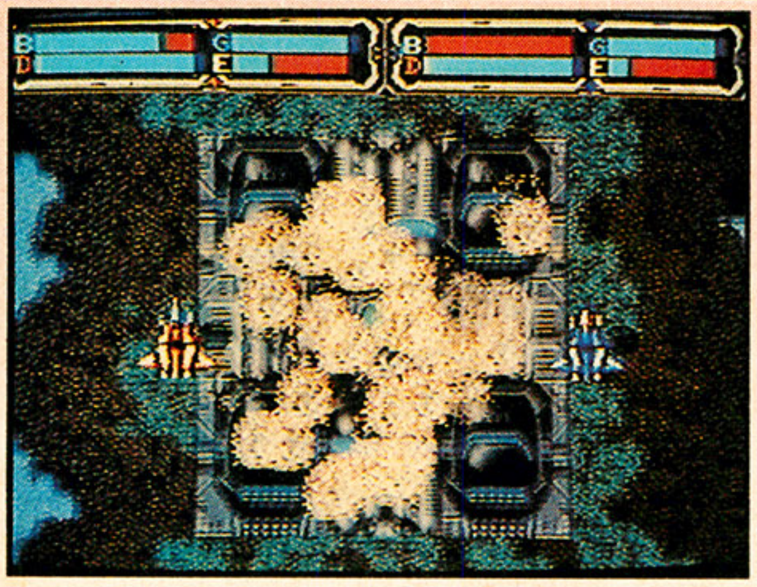
Sega of America

This martial-arts game has the kind of near-epic proportion and flawless artwork found in the best arcade games. The characters are large and lifelike, much more realistic than the blocky caricatures seen in some videogames. The backgrounds are detailed and realistic, and vary greatly from stage to stage. You'll find yourself battling in Japanese villages and junkyards, and even in the streets of Tokyo and the waters of New York Harbor. The game play is equally impressive. From leaps over treacherous waterfalls to a dangerous battle on a highway overpass, you'll need all your arcade skills to survive. It's quick, challenging, and never boring. — *Matthew A. Firme*

Alex Kidd in the Enchanted Castle

Sega of America

With its cartoonish graphics, nonthreatening enemies, and big-eared, gentle hero, *Alex Kidd in the Enchanted Castle* emphasizes fun over violence. But even though there aren't any slime-dripping bosses or diabolical cyborgs to fight, *Alex Kidd* is still quite challenging. It has 11 different stages, each distinctive and original. The contests of paper-rock-scissors which Alex plays against shopkeepers and stage bosses keep the game exciting even after hours of play. Together with its terrific animation and captivating artwork, these factors make *Alex Kidd* as enjoyable a game as you're likely to find anywhere. — *Matthew A. Firme*



Herzog Zwei

Sega of America

This game takes awhile to learn, and much longer to master. But its near-perfect blend of action and strategy can keep you playing for hours. As the supreme commander of a futuristic military force, you requisition tanks, infantrymen, gunboats, and other weaponry, then place them in strategic locations. Soon they take on a life of their own — seeking out the enemy, defending base camps, or carrying out whatever mission you've ordered them to do. Meanwhile, you fly into battle as a combination jet fighter/air transport/super-soldier. *Herzog Zwei* moves quickly, and the computer opponent is a worthy adversary. — *Matthew A. Firme*

NEC TurboGrafx-16

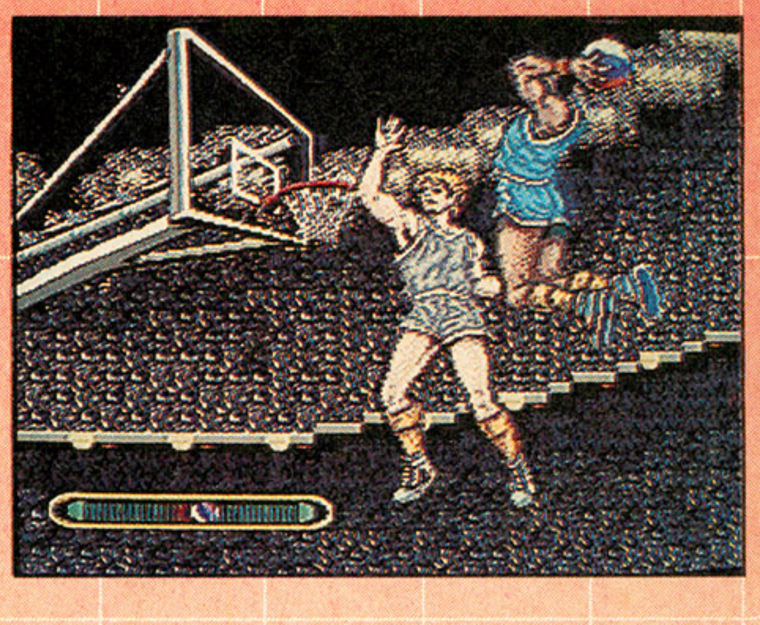
Military Madness

NEC Technologies

Military Madness is a very playable strategic war game similar to those available for computers. Although war games by nature are often complex and difficult to play, *Military Madness* is fast and fun, yet surprisingly detailed. Your goal is to eliminate the enemy AXIS armies that are trying to conquer the Moon. As you progress to higher levels the terrain changes, along with the types and capabilities of your fighting units. Each unit has its strengths and weaknesses, and coordinating them to form an effective force is quite a challenge. *Military Madness* may be the best TurboGrafx game of 1990. — *Neil Randall*

Takin' It To The Hoop

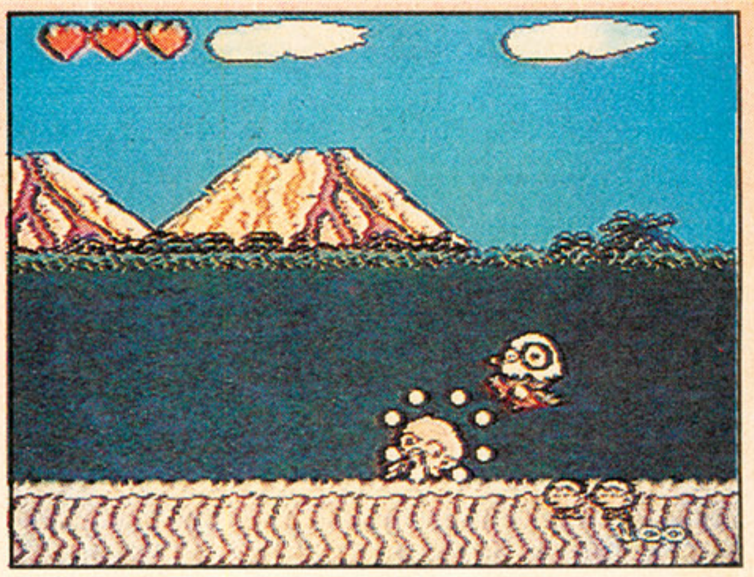
NEC Technologies



Why do I like this basketball game? The graphics are good, but not great; the sound effects are drab; and the subscreens on which you substitute players are hard to understand. But it doesn't matter, because this game is *fun!* For one thing, it strikes a good balance between action and strategy. You won't win unless you're good both with the controller *and* as a coach. Unlike most video sports games, your players actually get tired and can't perform unless you make regular substitutions. *Takin' It to the Hoop* proves that a videogame doesn't have to be perfect to be entertaining. — *Tom R. Halfhill*

Bonk's Adventure

NEC Technologies



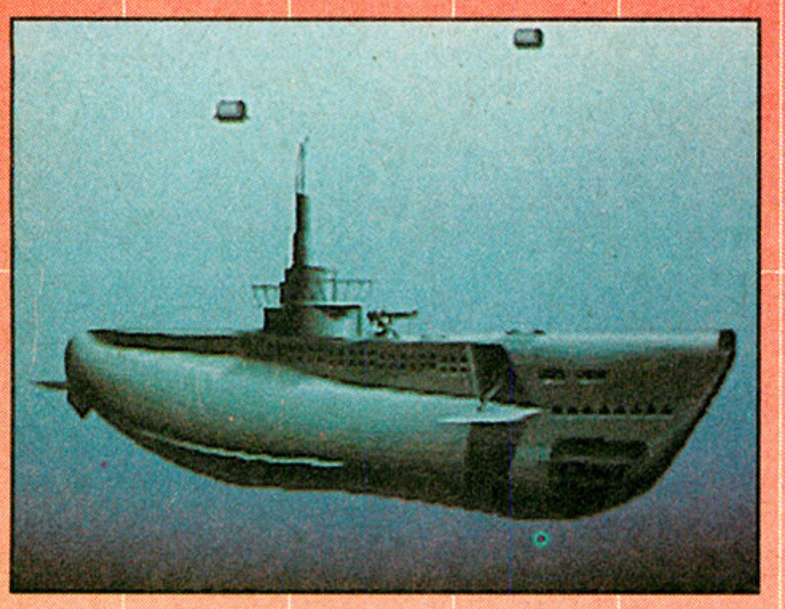
Bonk's Adventure may be NEC's answer to Nintendo's *Super Mario Bros.* Bonk, a cartoonlike caveman, is a kind of stone-age Mario. He wanders through various levels of his primitive world on a mission to rescue Princess Za from the evil King Drool. Along the way, he encounters numerous obstacles and hostile creatures. His only weapon is his head — he bashes enemies into submission with his rock-hard brow. *Bonk's Adventure* is spiced with entertaining music, excellent animation, and — very important in this kind of game — a highly imaginative set of encounters. Above all, *Bonk's Adventure* is charming, and that's what the TurboGrafx needs. — *Neil Randall*

IBM, Tandy, and PC Compatibles

Circuit's Edge

Infocom

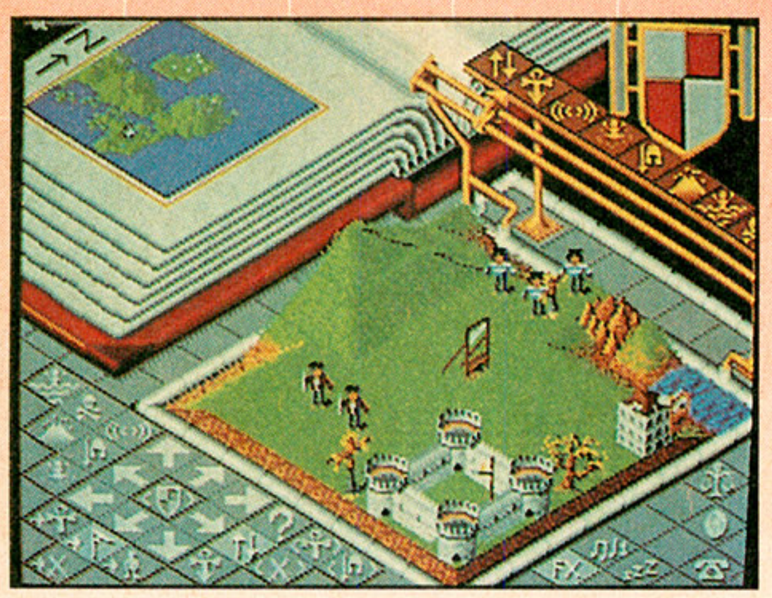
Although Sierra's *Leisure Suit Larry III* comes close, my favorite PC game of 1990 is *Circuit's Edge* from Infocom. There are certainly prettier games, as well as games with more action and mental gymnastics. But no game does a better job of combining all these elements into one package that makes you feel as if you're really *living* the story. Perhaps because science-fiction author George Alec Effinger worked so closely with the designers, *Circuit's Edge* has atmosphere you can cut with a knife. It gives you a taste of what virtual-reality games will someday come to be. — *Gary Meredith*



Silent Service II

MicroProse

MicroProse has updated this classic submarine simulation with some of the smoothest, most vivid VGA graphics ever seen in a PC game. Once again, you take command of a sub in the Pacific during World War II. Yet for a simulation of this depth and richness, MicroProse has made it almost laughably easy to get started. You can re-create historic sub actions, fight random encounters with anything from convoys to the mighty superbattleship *Yamato*, or pursue an entire naval career, starting on December 7, 1941. This magnificent simulation is like being inside your own private war movie. — *William R. Trotter*



Populous

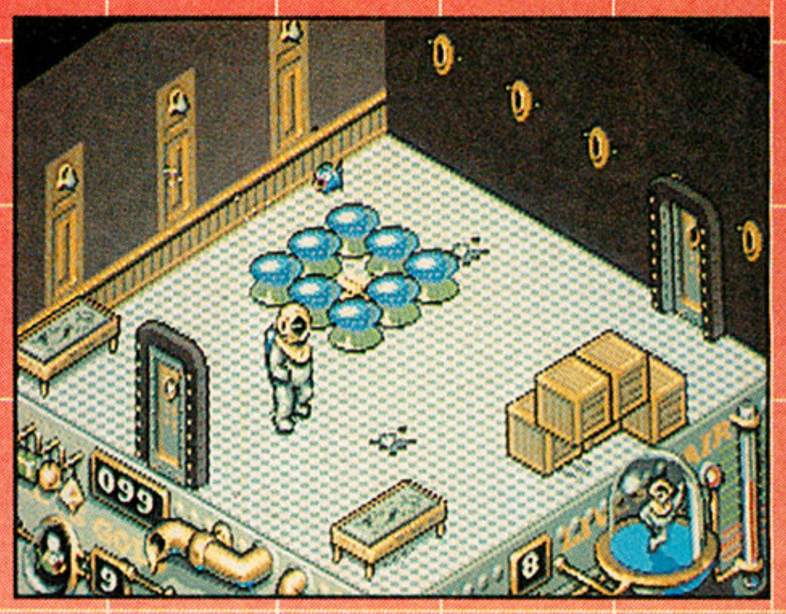
Electronic Arts

Many jokes have been made about how this game allows you to "play god" over a tribe of good people in their struggle for existence against a tribe of evil people. But you don't have to be a megalomaniac to like *Populous*. In truth, you're a lot less godlike in *Populous* than you are in most games, because *Populous* introduces a radical concept: You don't directly control your on-screen characters; you merely *influence* them. The chesslike conflict that results is extremely engaging. Your thinking must be both quick and creative, and each new world poses a fresh challenge. — *Tom R. Halfhill*

Commodore Amiga

Treasure Trap

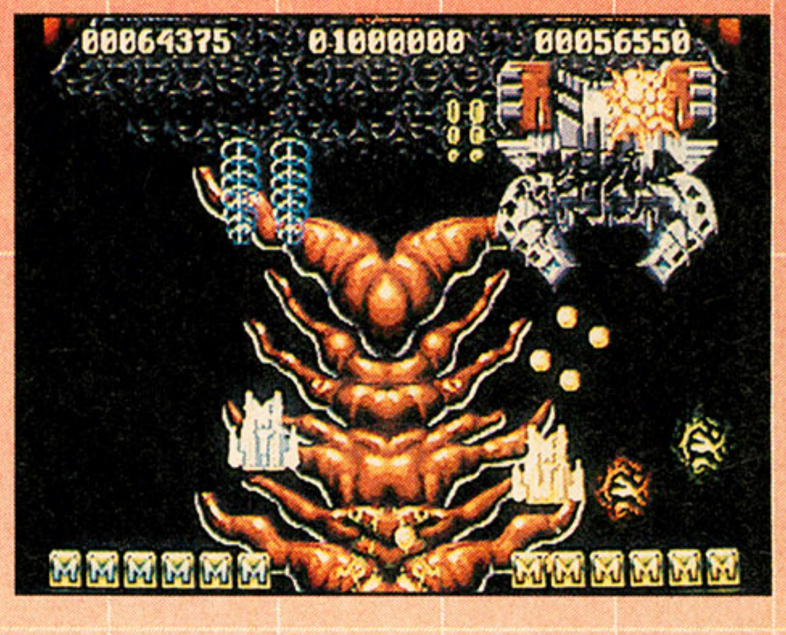
Electronic Zoo



This arcade-adventure game is full of interesting logic puzzles, with just enough joystick action to keep things moving. The graphics are both eye-pleasing and functional. There are nice touches of animation, like the little diver who monitors your air supply. *Treasure Trap* is also extremely well-balanced. Many puzzles are easy enough for beginners, but some still have me stumped after many hours of play. No matter, though, because you can always go on to the next room. *Treasure Trap*'s leisurely pace kept me happily occupied for hours on end, with no wear and tear on my joystick hand. — *Sheldon Leemon*

Battle Squadron

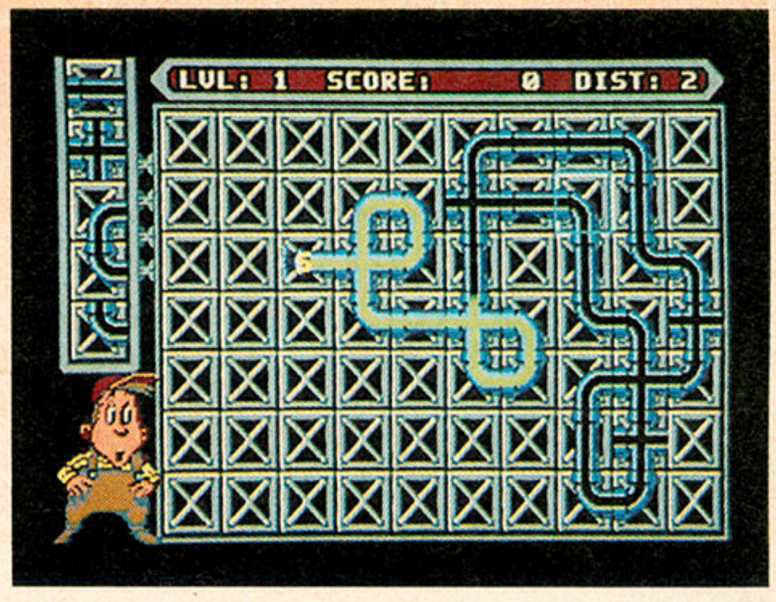
Innerprise



For frantic space shoot-em-up action, *Battle Squadron* is hard to beat. It has all the elements of an arcade classic: first-rate graphics, music, and sound effects; a wide range of difficulty levels; and a simultaneous two-player option. It also lets you play with either the mouse or a joystick. There are flocks of formation-flying (and sometimes invisible) enemy spaceships, numerous stationary targets, and many bonus objects to pick up. You can earn advanced weapons, such as Nova Bombs (which clear everything within a half-screen radius). *Battle Squadron* even starts you out with a couple of "credits" so you can continue a game where you left off, just like in the arcades. — *Sheldon Leemon*

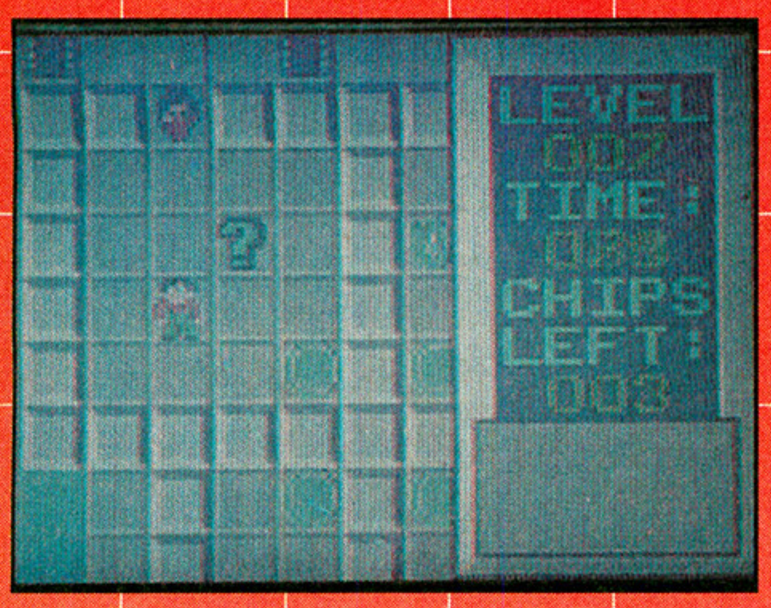
Pipe Dream

LucasFilm



Although *Tetris* got more publicity, I think *Pipe Dream* is a puzzle game that has much better graphics and more varied game play. Using the mouse, a joystick, or the keyboard, your goal is to fit together different-shaped pieces of pipe on the screen. It's a race against time, because you're trying to extend the pipeline as a thick liquid called "flooz" flows through the pipe you've already built. *Pipe Dream* is suitable for a wide variety of players, thanks to its basic mode, expert mode, and two-player mode. There's even a training option that lets you play any mode at a slower rate. When you finish enough levels, you get a password that lets you skip the easy stuff. It's fast, fun, and devilishly addicting. — *Sheldon Leemon*

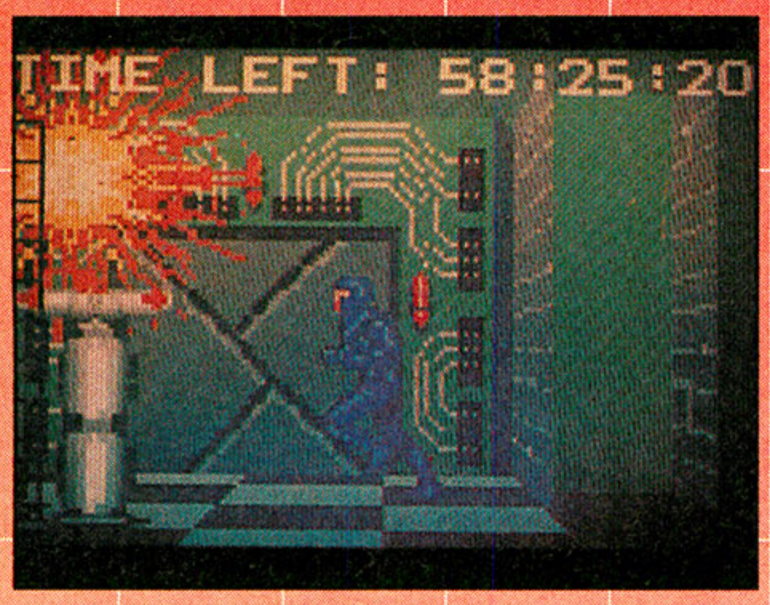
Atari Lynx



Chip's Challenge

Atari Corp.

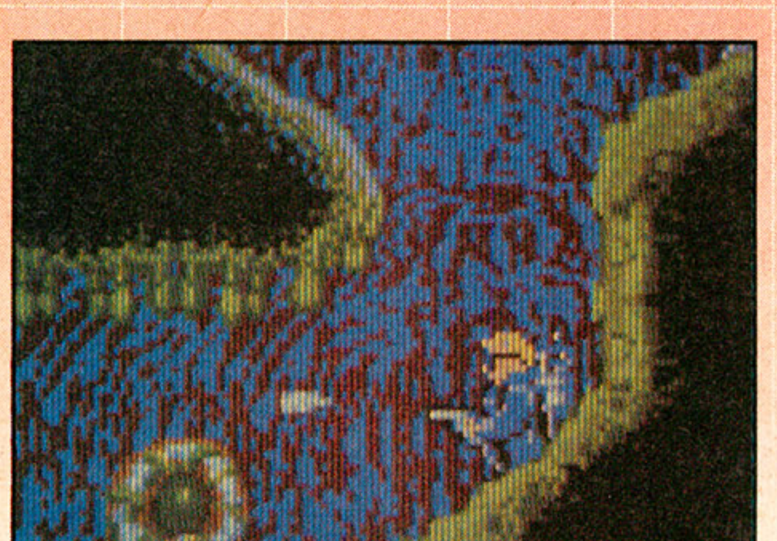
Puzzle games spiced with action have become very popular in recent years—witness such games as *Tetris*, *Pipe Dream*, *Adventures of Lolo*, *Kwirk*, and many others. But one of the best you can buy for any system is *Chip's Challenge* for the Lynx. You control a little character named Chip who must work his way through 144 puzzle rooms, each more difficult than the last. The puzzles are more varied than those in most games of this type. Solving them requires everything from logic and creative thinking to deduction and dexterity. It's the perfect game to tuck away in your lunchbox or briefcase. — *Tom R. Halfhill*



Electrocop

Atari Corp.

Electrocop combines action and strategy with startling 3-D graphics. You play the Electrocop, a lone robotic policeman who's trying to rescue the President's kidnapped daughter. This means fighting your way through floor after floor of a mazelike warehouse guarded by numerous robots and booby traps. To get through locked doors, you have to access the building's computer and run programs that find the proper combination. You can even play classic videogames on the computer! Meanwhile, the background music shifts gears from fast-tempo synth-rock to Bach fugues. Tense action and a sense of humor make *Electrocop* a real standout. — *Tom R. Halfhill*



Slime World

Atari Corp.

If you thought the movie *Ghostbusters II* had tons of slime, wait until you see *Slime World*. It takes place on a whole planet full of slime, and you've got to wade through endless caverns and bottomless cesspools of the stuff in order to accomplish various missions. Each mission has a different goal, sometimes emphasizing action over strategy or vice versa. Besides the scuzzy environment, you also have to deal with 19 different breeds of repugnant monsters, including octospids, blood-flies, headsuckers, and blood-groaches. Highly imaginative, with excellent graphics and game play, *Slime World* is gooey, gross, and fun. — *Tom R. Halfhill*

Game Hardware

TurboExpress

NEC Technologies

Sure, it'll be hard to find at first. Sure, it'll be expensive. But NEC's TurboExpress is the best portable videogame system yet. It boasts the same color graphics and sound as the full-size NEC TurboGrafx-16, but packs it all into a battery-powered package that's just a little larger than a Game Boy. The color liquid-crystal display screen is smaller than the Atari Lynx's color LCD, but offers a true TV-quality image. (In fact, you can convert the TurboExpress into a TV with an optional adapter.) Best of all, the TurboExpress plays the same game cards as the full-size TurboGrafx. — *Tom R. Halfhill*

The Miracle

Software Toolworks

The Miracle is the first truly *radical* innovation in the U.S. Nintendo market. This high-quality music synthesizer keyboard which plugs into the NES represents several breakthroughs. It's an unabashedly *educational* product that comes with a unique, self-teaching music-instruction cartridge; it costs more than three times as much as a basic Nintendo system; and it's the most impressive example of how designers are trying to stretch the capabilities of the five-year-old NES. Based on our initial look, both the keyboard and the software appear to be first-rate. Now comes the acid test: Will it sell? — *Selby Bateman*

Light Boy

Vic Tokai

Don't think the Light Boy is some kind of plastic gimmick that's just designed to ride the coattails of the Game Boy craze. It's actually a very clever device that's indispensable for anyone who likes to play the Game Boy for more than 20 minutes at a stretch. It magnifies and illuminates the Game Boy's tiny liquid-crystal display screen, giving you a larger picture with less glare. For the first time, you can play the Game Boy in dim light, and you can hold the Game Boy at your normal reading distance. It's a real eye-saver. — *Tom R. Halfhill*

GP

GAME BOY REVIEWS

QIX

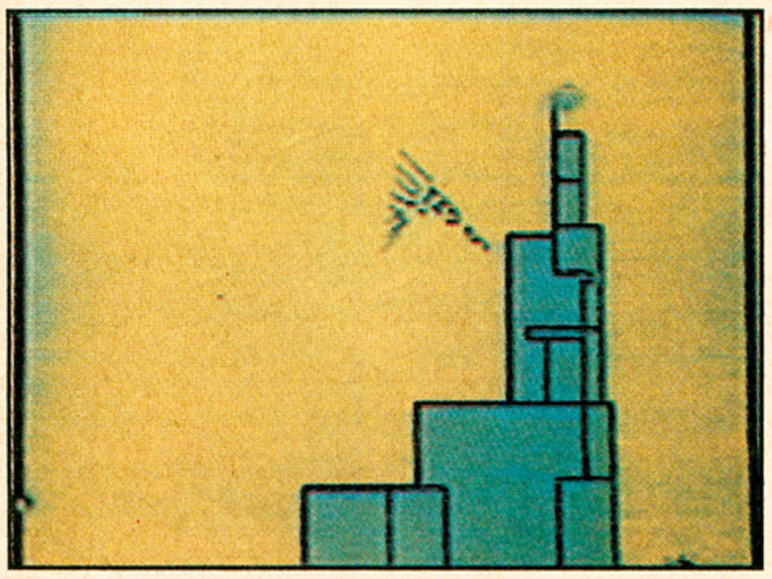
Tom R. Halfhill

Version reviewed: Game Boy. Nintendo of America, Inc., P.O. Box 957, Redmond, WA 98073. Also available for IBM, Tandy, and compatibles; the Amiga; Atari ST; Commodore 64; Apple II and IIGS; and soon for Nintendo. Taito, 267 West Esplanade, North Vancouver, British Columbia, Canada V7M 1A5.

Some of the new games coming out for the Game Boy are actually golden oldies. One example is *Qix*, a classic game that first appeared in video arcades in 1981.

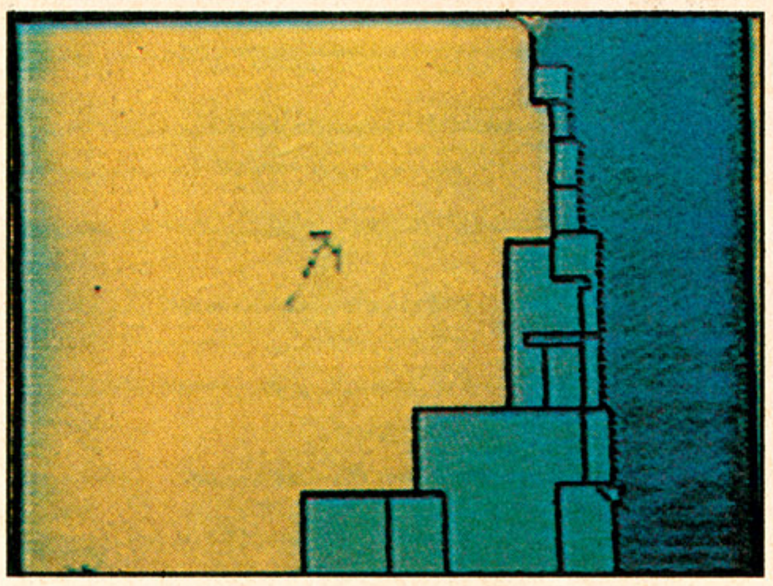
Like all videogames from that era, *Qix* is a very simple game with very simple graphics. That explains why *Qix* begins with what appears to be a blank screen. Except for a status line across the top, there's not much to look at.

Your goal is to fill that blank screen. You control a small object called the Marker which is normally restricted to moving along the screen border. To venture into the open area, you must first press the A or B button. Then, as you move across the screen, the Marker leaves behind a trail.



One clever strategy is to work your way across the middle of the screen so you can split it in half.

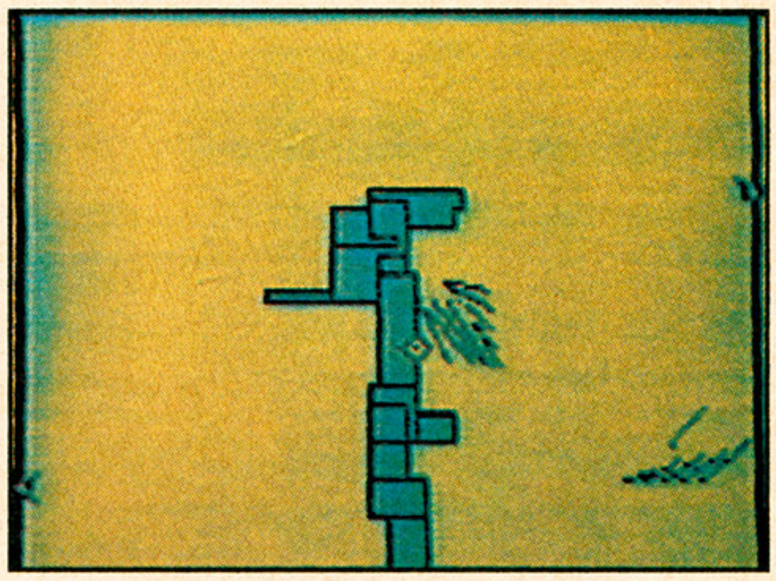
When you move the Marker back onto the screen border (or a previously drawn trail), the area enclosed by your trail is filled in. If you fill a certain portion of the screen (usually 75 percent), you advance to the next stage. You get points based on the percentage of the screen you've filled and how fast your Marker traveled to complete each section.



When you can fill in a large area (such as the dark-gray zone at right) by crossing a small gap, move your Marker slowly to score more points.

Your main enemy is the Qix, a sweeping series of lines that roams the screen and attacks your Marker. Other foes include the Sparx (flickering objects that patrol the screen border); the Super Sparx (a more aggressive Sparx that appears if you're too slow); and the Fuse (a flame that chases you down if you pause too long while drawing a trail).

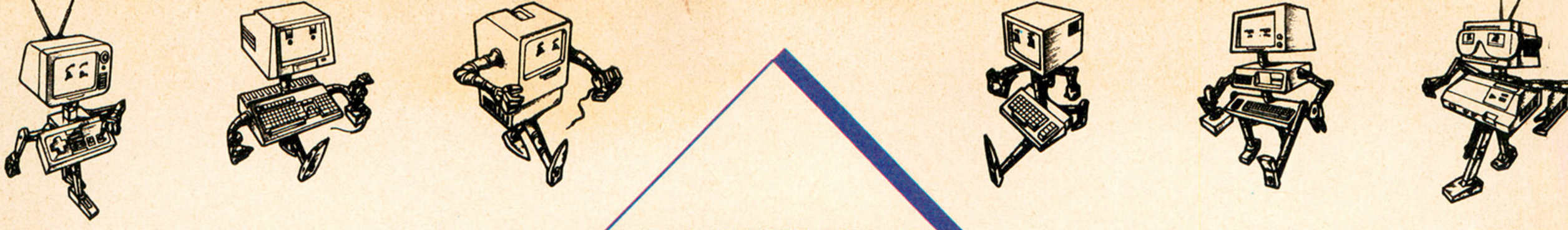
And that's just about it — no warp zones, no power-ups, no stage bosses, no princesses to rescue. Nintendo has added a two-player mode, however, something not found in the original *Qix*. When two players connect their Game Boys together with a video link cable, they can take turns trying to fill in the largest portion of the screen. The first player to win three rounds wins the game.



During advanced stages of the game, don't be surprised if you find yourself harassed by *two* Qixes.

Qix is an excellent revival of an arcade classic, and its simple graphics translate well to the Game Boy's small black-and-white screen. But if you prefer the kind of graphics and action found in games like *Super Marioland*, *Batman*, and *Double Dragon*, you may find this golden oldie a little too plain and tame.

GP

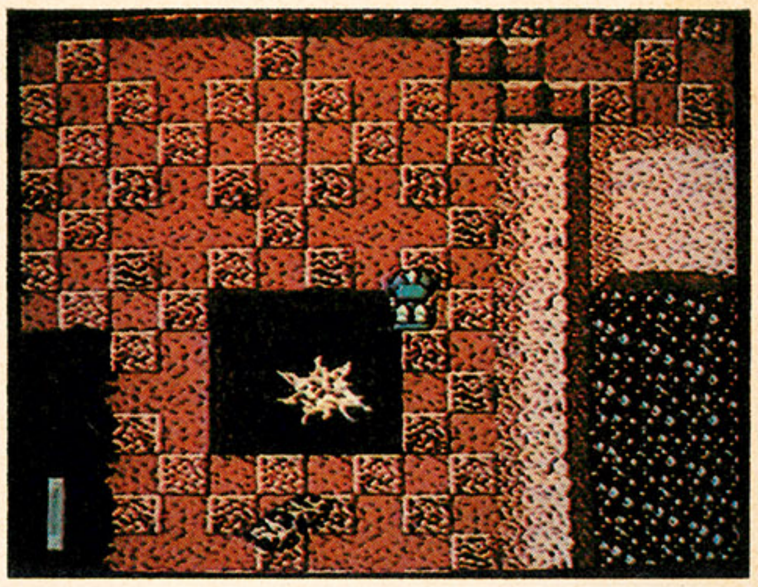


NINTENDO REVIEWS

MAD MAX

Gary Meredith

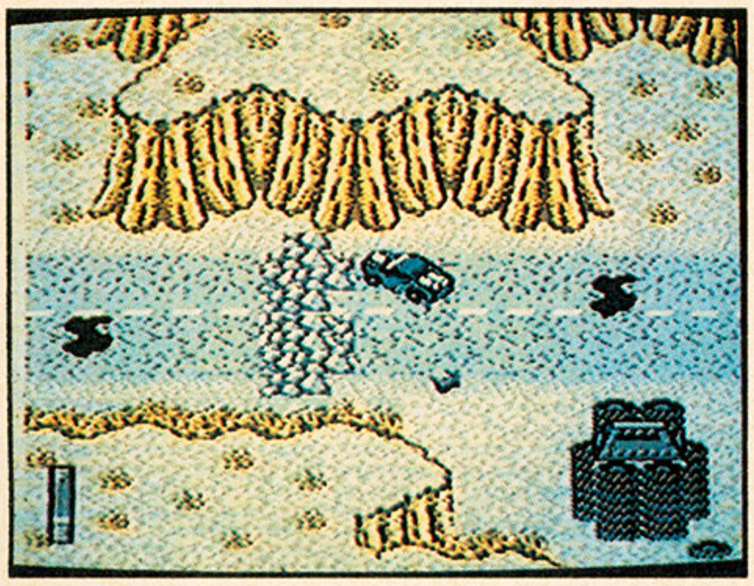
Version reviewed: Nintendo. Mindscape, 3444 Dundee Road, Northbrook, IL 60062.



Your guns won't help you in the arena. With some fancy maneuvering, however, you can take advantage of the randomly appearing pits to lure this gang car to its doom.

Imagine a world in which highways are battlefields and a life is worth less than a few drops of gasoline. That's the world of *Mad Max*.

A nuclear war has devastated human civilization, and what's left is a post-apocalyptic society that is stripped of nearly all morality. People fight each other to the death for fuel, the only currency in a lawless world. As Mad Max, a lone



It's obvious from the condition of these roads that no one is collecting taxes and making highway repairs. This barricade was erected by a gang that is taking pot-shots at anyone who stops.

Food and water are precious commodities —not only for the life energy they provide, but also as the primary currency for buying other necessities, such as gasoline.

renegade in a souped-up car, you must battle on the crumbling roads and in an arena for the right to simply survive another day.

Most of *Mad Max* takes place on the road amidst bottomless potholes, impassable barricades, and dangerous oil slicks. These highway hazards are bad enough, but you must also contend with the many gangs that prey on unsuspecting motorists. From their fast-moving vehicles and strategically placed scrap-metal forts, the gangs either try to run you off the road or blast you to bits. And while you're trying to take on both the gangs and the road hazards, you must also search for fuel, ammo, food, and water.

Abandoned mines scattered throughout the wastelands contain such supplies, but they also harbor vicious mutants. The mutants swarm over anyone brave enough (or foolish enough) to enter their domains. Still, the mines are the only places where you can obtain food and water.

On the surface, you can buy gas, ammo, and car repairs, but you must pay for these things with food and water. That's why you need to get as many food items as you can.

Something else you can buy at a service station is a pass to the arena. Once there, you can fight tougher, more determined gangs in order to advance to the next stage. You can't shoot or bomb the gang members, so you'll either have to run them off the road or lure them into one of the pits that randomly appears. In your final match, you'll fight a crossbow duel with a character known as the Ultimate Warrior.

In keeping with the movies on which it is based, *Mad Max* is mainly nonstop action. Between the combat driving and the harrowing chases on foot through the mine shafts, you won't have much time to relax.

GP

SEGA REVIEWS

AFTER BURNER II

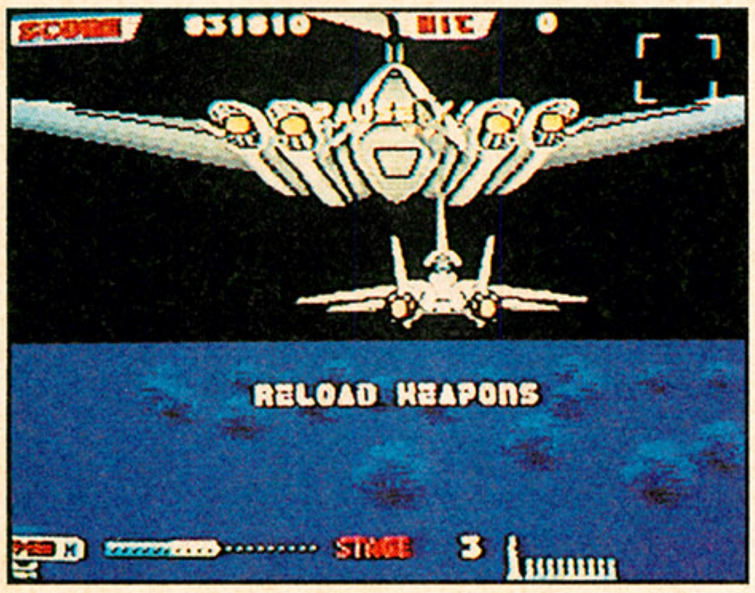
Tom R. Halfhill

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

After Burner II brings one of the most popular Sega coin-op games ever made to the Sega Genesis. Like the original *After Burner* in the arcades, it seats you in the cockpit of an F-14 Tomcat — the same kind of jet fighter flown by Tom Cruise in the movie *Top Gun*.

Almost immediately after takeoff from your aircraft carrier, swarms of enemy jets pounce on you like angry hornets, all trying to sting you with their guided missiles. To avoid the deadly onslaught, you'll have to become adept at violently pitching your plane around the sky.

Endless numbers of enemy jets appear from over the horizon to attack your F-14. Watch out for the ones behind you, too.



Between levels, a flying tanker replenishes your supply of missiles. But for some reason it looks more like a Soviet Bison bomber than an American KC-135.

The most difficult missiles to dodge are the heat-seeking ones that sneak up behind you. Luckily, the heat-seekers are a major problem only on the higher levels of the game. And when they do show up, a digitized voice warns, "Be careful!"

Shooting back is easy. Your cannons automatically maintain a continuous stream of fire, and your F-14 is armed with guided missiles of its own. When your automatic targeting system locks onto an enemy plane, a pair of brackets highlights the bogey and a digitized voice yells "Fire!" All you have to do is press the button.

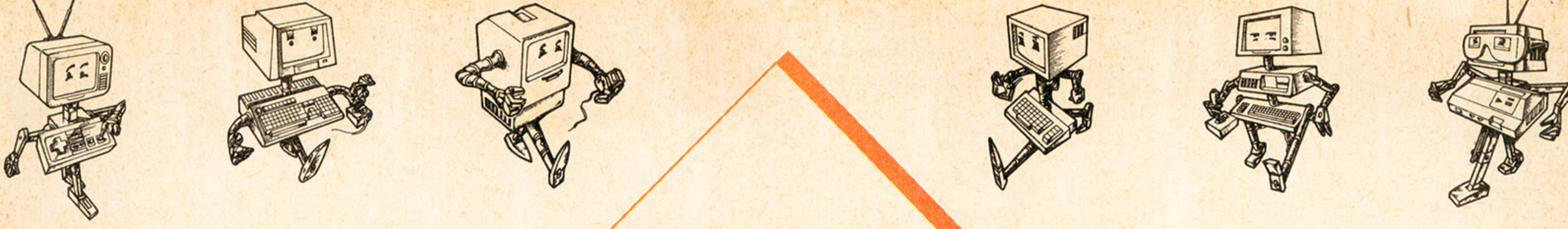
Almost everything about this game is automatic, in fact. Like the arcade version, *After Burner II* is really a scrolling shoot-em-up game, not a flight simulator. Your plane flies automatically; you can't crash or stall, you can't change directions, and the effect of your two-speed throttle (fast or slow) is nearly imperceptible. You can't perform loops or any other aerobatics except for a simple roll — and then only under certain conditions.

Because your cannons shoot continuously and your missiles are aimed automatically, your main job is to dodge the enemy planes and missiles. This isn't the kind of game that attempts to simulate real flying and dogfighting.

This pilot zigged when he should have zagged. How did he ever make it to level 20?

But don't think that keeps the game from being fun. On the contrary, most *After Burner* fans would rather not be bothered with all the complicated details of jet-powered flight. *After Burner* was a smash hit in the arcades, and *After Burner II* certainly captures the look and feel of the original. *After Burner* devotees should love *After Burner II*.

GP



NINTENDO REVIEWS

ARCH RIVALS

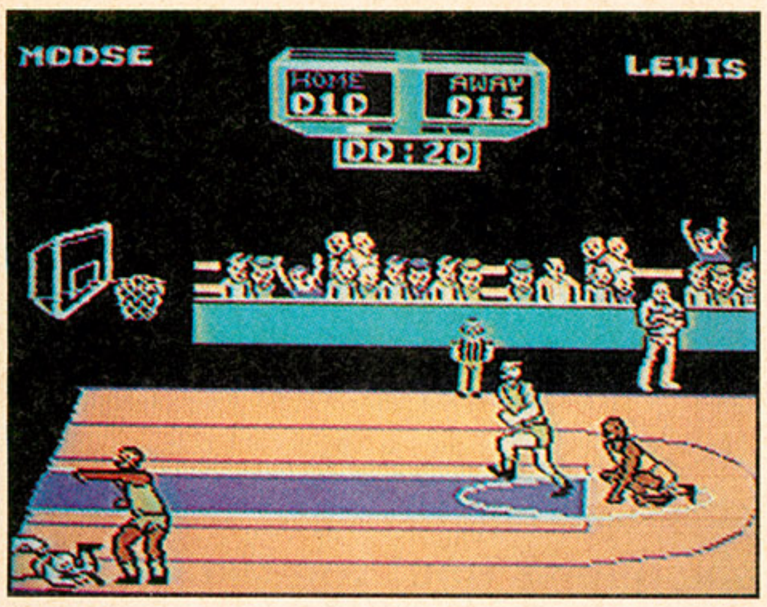
Tom R. Halfhill

Version reviewed: Nintendo. Acclaim Entertainment, 189 South Street, Oyster Bay, NY 11771.

A better name for this game might be *Michael Jordan's Punch-Out.* Because in *Arch Rivals,* winning isn't everything — it's the *only* thing.

Imagine a basketball game in which you're down by ten points because the other team has a blitzkrieg fast break. Do you respond with a zone defense? A man-to-man defense? A full-court press?

Not in *Arch Rivals.* Instead, you just run up to the guy with the ball and punch his lights out. That's



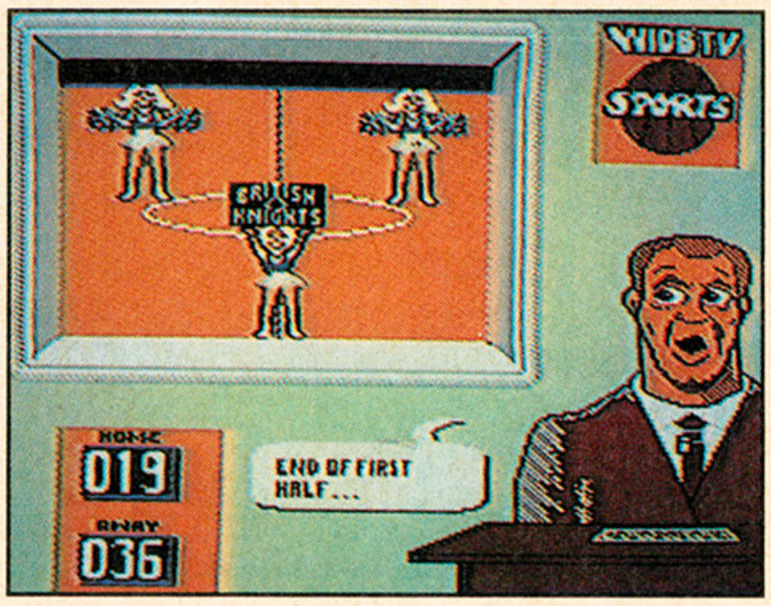
Man-to-man defense: One player has just flattened his opponent with a left jab (lower left).

right — deck him with a rabbit punch, then grab the ball and go for the basket.

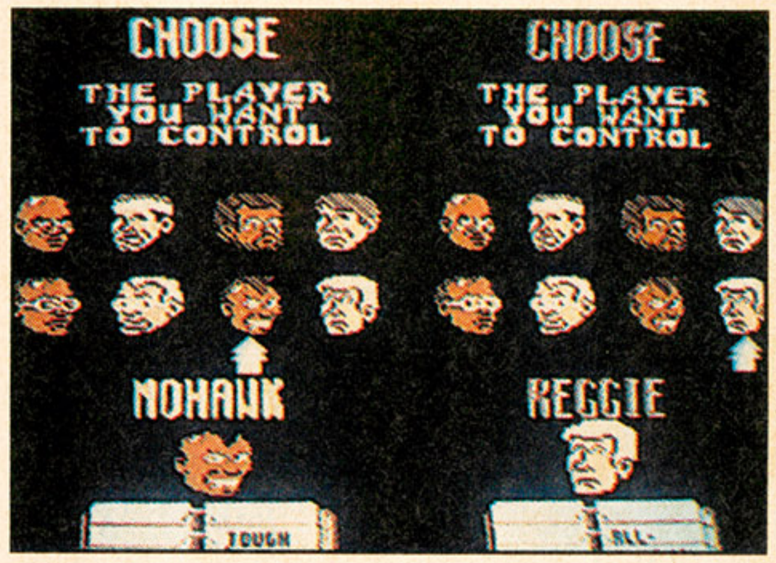
Don't worry about personal fouls and pesky referees. They are ignored in *Arch Rivals.* This is no-holds-barred, nothing-is-too-dirty basket-brawl. It's like professional wrestling, NHL hockey, and pick-up basketball rolled into one.

Arch Rivals doesn't pretend to be a realistic sports simulation. It's a two-on-two game with no fouls, no timeouts, no out-and-back penalties, and no scruples. The ball can't bounce out of bounds, and half-court three-pointers are nothing special. Your right hook is as much a part of your repertoire as your hook shot.

Don't get the idea, though, that *Arch Rivals* doesn't capture the fun of real basketball. Despite the free-for-all rules, you can still dribble, pass, fake, shoot, steal, snatch re-



The halftime show of dancing cheerleaders is hosted by a sportscaster who gives you tips on how to improve your play.



Before each game, you can pick your teammate from a bench of eight players. The scouting report (bottom) says Mohawk is "tough and mean."

bounds, block your opponent's shots, and perform slam-dunks (complete with shattering backboards).

There's even some strategy involved: knowing when to pass, when to break for the goal, or when to hang back for a three-pointer. And before the start of each game, you get to choose your teammate from a roster of eight players, each with slightly different abilities.

Only one player on your two-man team is under your direct control, though you can freely pass the ball back and forth. Your opponents are controlled by either the computer or a second person.

Arch Rivals has several nice touches: anxious courtside coaches, vivacious cheerleaders, a halftime show, and a sportscaster who appears between quarters to lend tips.

Aside from some flicker, the graphics are pretty good. All in all, *Arch Rivals* is a fast-moving, entertaining game that's ideal for anyone who doesn't like to let the rules get in the way of a good time.

GP

REVIEWS

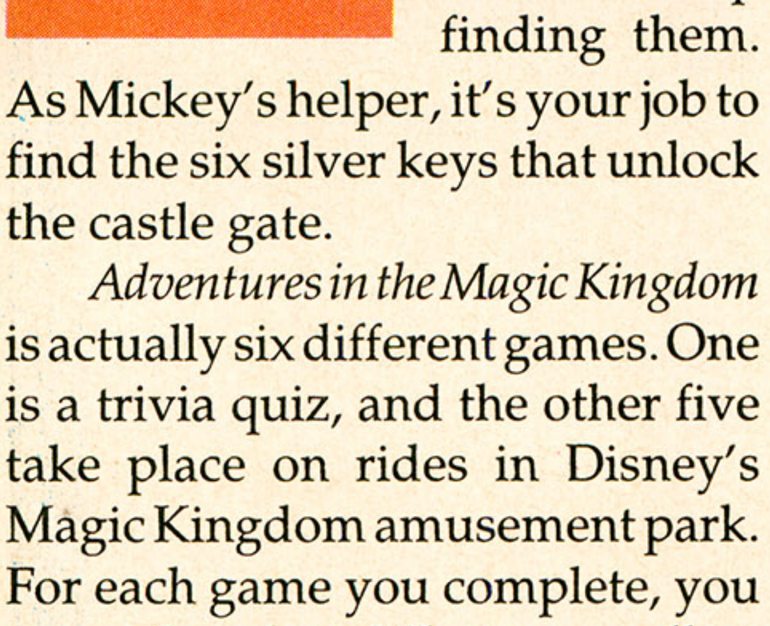
ADVENTURES IN THE MAGIC KINGDOM

Lisa M. Bouchey

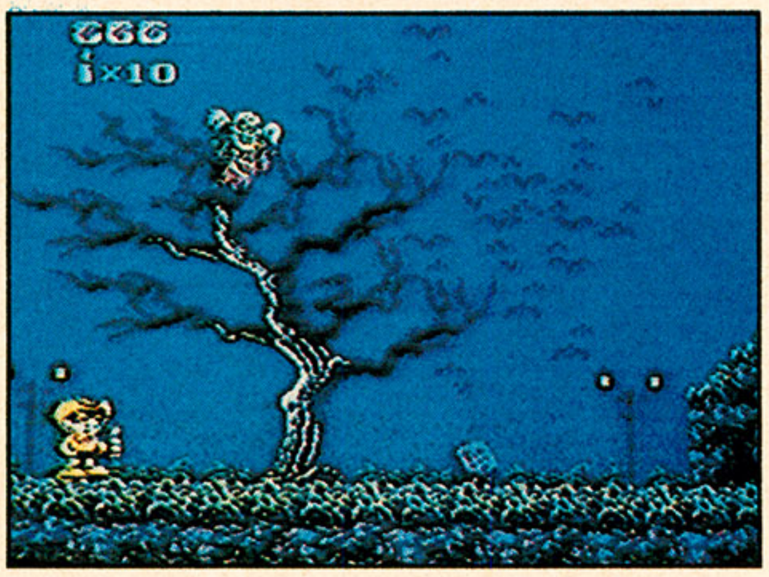
Version reviewed: Nintendo. Capcom, 1283-C Mountain View/ Alviso Road, Sunnyvale, CA 94089.

The keys to the Enchanted Castle are lost somewhere in the Magic Kingdom, and Mickey Mouse needs help finding them. As Mickey's helper, it's your job to find the six silver keys that unlock the castle gate.

Adventures in the Magic Kingdom is actually six different games. One is a trivia quiz, and the other five take place on rides in Disney's Magic Kingdom amusement park. For each game you complete, you get a silver key. When you collect all six keys, hurry to the Enchanted Castle, because Mickey needs to unlock the gate to start a parade.



Don't ride the brakes all the way through the mine or you'll run out of time.



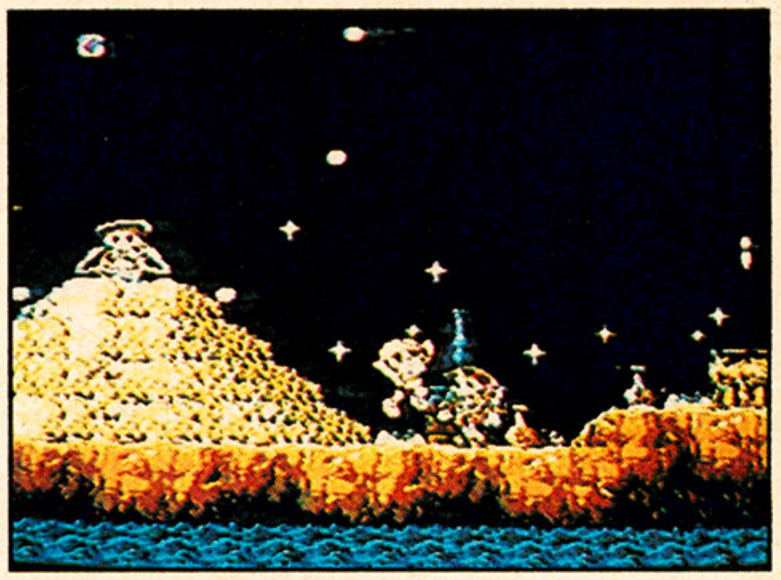
The Master Spectre is one ghost you don't want in your way. You'll glimpse him in the graveyard outside the mansion.

You can collect the keys in any order. At any point in the game, you can call up a screen that shows how many lives you have left, the amount of time remaining, and how many keys and stars you've collected. You can trade the stars for options that will make you invincible, give you an extra life, or freeze your enemies.

The trivia quiz isn't very exciting, but it's the easiest game to complete. Finding the keys in the other games involves a lot more action.

In the Autopia game, Peg-Leg Pete challenges you to a car race. Get as many stars as you can, because each star you collect in this game is really worth five stars.

You steer a runaway train through a mine shaft in the Big Thunder Mountain game. Among the hazards you'll encounter are falling boulders, crossing gates, and dead-end tracks.



The secret candle is in an underground cavern, protected by a small army of skeletons.

The ghosts in The Haunted House game hate the light, so candles are your best defense. Collect as many as possible — you'll need plenty to defeat the Master Spectre.

Buccaneers in the Pirates of the Caribbean game have kidnapped six villagers, and the reward for their rescue is a key. When you reach the island stronghold, avoid the pirates until you find a secret candle. Without it, all you can do is jump over the pirates and duck the missiles they throw.

You're a starship captain in The Space Mountain game, careening toward a faraway star and a hidden key. Signals flash on the console to help you steer your ship safely to the star.

Magic Kingdom is a great game for younger players. The graphics, however, don't stack up against other Disney games for Nintendo.

NEC REVIEWS

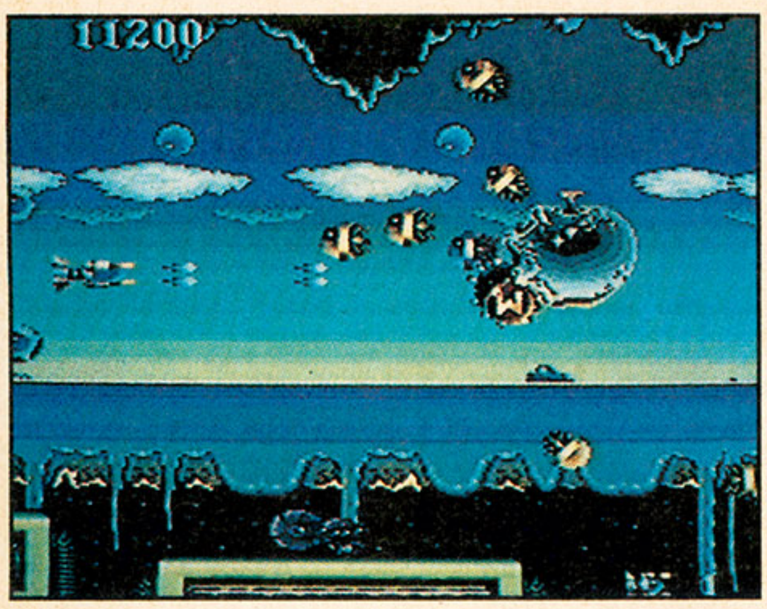
PSYCHOSIS

Neil Randall

Version reviewed: NEC TurboGrafx-16. NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.

The plot of *Psychosis* is that the devil, Ugar, has more or less taken control of your mind. Now your mind is wandering into the terrible psychic domains of his choosing, and you have to fight your way through all of them to return to normalcy.

Psychosis sounds like a unique, provocative game, but it's really a fairly standard, horizontally scrolling shooter that's dressed up in otherworldly graphics. All you do is pilot a spaceship fighting its way through alien landscapes.



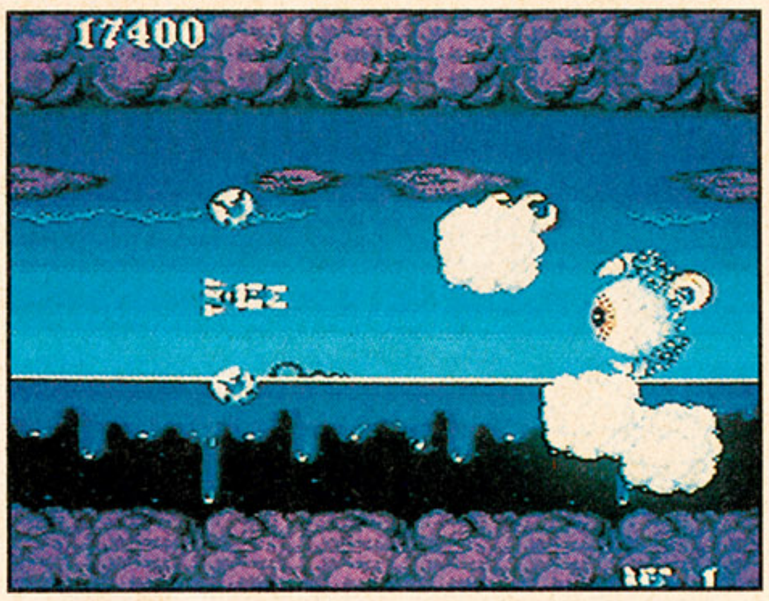
Each "cause" or stage in *Psychosis* features brightly colored graphics and smooth horizontal scrolling.

Nevertheless, *Psychosis* is a fast, challenging game, and the reason why you're flying this strange craft doesn't particularly matter.

To win, you must work your way through five "causes," or stages, which get progressively more difficult. You begin with three lives, and you get an extra one for every 50,000 points. To score points, all you have to do is use a variety of interesting weapons to shoot the things that come toward you.

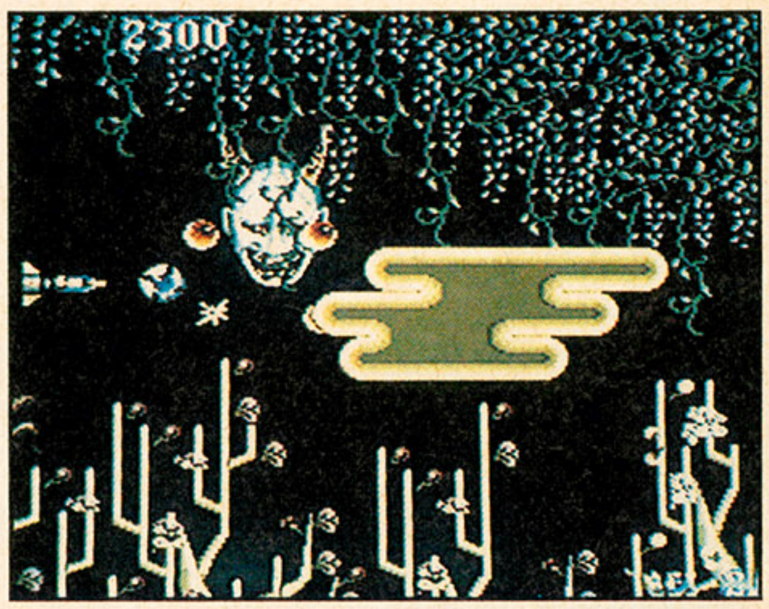
Although it's important to destroy as many enemy creatures and fighters as possible, you must always be on the lookout for power-up balls. The first power-up gives you a pair of satellites, which can be maneuvered around your vehicle to absorb enemy shots.

Once you have the satellites, several more power-ups will appear. The S-ball increases your speed; the W-ball gives you triple wide-range firepower; the B-ball gives you a backward-firing laser; and so on. Indeed, one of the strong points of *Psychosis* is the variety of shields and weapons at your disposal. Collect as many as you can, because you'll need them all.



The trick to defeating this giant eyeball — the stage 1 boss — is to move your ship beneath it and fire upward.

There's a boss at the end of each stage, and they're all tough. But long before you reach the boss, you'll be assaulted by all kinds of colorful and deadly entities. Working your way to the end of stage 1 is difficult enough, and the following stages are even more challenging.



In stage 2, the face of a beautiful Oriental woman appears. But when you shoot it, the face cracks open to reveal this fiendish devil.

One thing that makes the game manageable is that the movements of Ugar's forces never vary — their behavior seems programmed, not random. Once you learn their patterns, you'll advance more quickly.

Psychosis contains some very difficult sequences, so finishing the game takes a considerable amount of time. Expect a little frustration, but expect a good bang for your buck as well.

GP

NINTENDO REVIEWS

LOW-G MAN

William R. Trotter

Version reviewed: Nintendo. Taxan, 161 Nortech Parkway, San Jose, CA 95134.

When the story begins, in the year 2284, the human race is busily expanding throughout the galaxy. Much of this exploration has been entrusted to robots, and the demand for automated spacemen has grown so great that entire planets have been converted into gigantic robot factories.

Now one of those factories has been seized by militant aliens. They've changed the programming so that the plant now turns out deadly war-robots designed for only one purpose: the total eradication of all humanoid life.

To recapture the factory, the nations of United Earth have sent their best unit: the Low-G Men. "Low-G" refers to low gravity, and the Low-G Men are elite warriors trained to fight in hostile environments where virtual weightlessness would make ordinary troops useless. These warriors can perform incredible jumps even under conditions of *normal* gravity.

Super-jumping is, in fact, the main wrinkle in *Low-G Man*. When the game begins, your commando can jump three-fourths the height of the screen. Later, if you manage to collect three capsules of Anti-Gravity Material, you can leap one-and-a-half screens.

Your chief weapons are an Electro-Magnetic Disrupter pistol and — rather curiously — a very low-tech armor-piercing spear. (Boy, are these guys strong!)

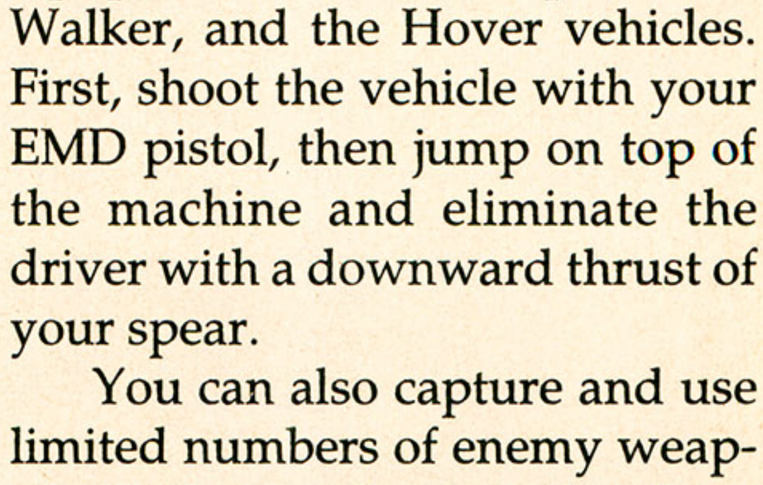
To get through the most dangerous areas, you'll also have to capture and use some enemy equipment, such as the Spider, the Walker, and the Hover vehicles. First, shoot the vehicle with your EMD pistol, then jump on top of the machine and eliminate the driver with a downward thrust of your spear.

You can also capture and use limited numbers of enemy weapons. Each special weapon has three levels of power, depending on how many weapon symbols you collect. At the highest power levels, the guns can shoot in several directions at once.

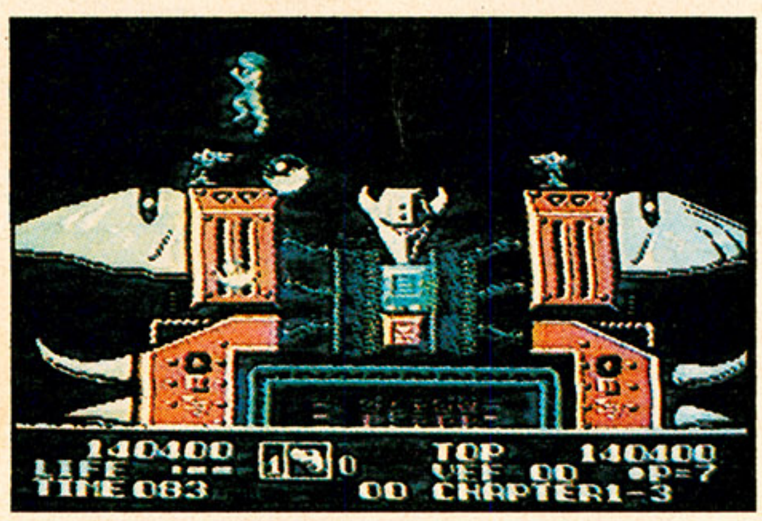
Low-G Man is a good example of how much sharper and cleaner Nintendo graphics have become. Many of the enemy robots and bosses are really quite imaginative, and some of them are two or three screens tall.

Thanks to good graphics, smooth game play, and a tough but fair level of challenge, *Low-G Man* deserves a high ranking. If you've got a joystick, however, we recommend using it instead of the standard Nintendo control pad.

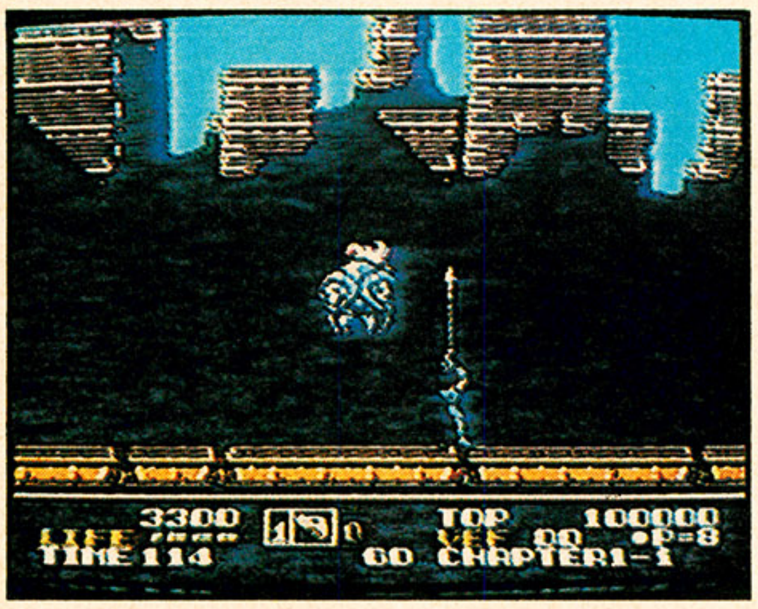
GP



Here's the enemy machine you'll face in the climactic battle at the end of stage 1.



Outlandish and imaginative bosses are typical of *Low-G Man*'s excellent graphics.



An armor-piercing spear might seem a rather low-tech weapon for futuristic warriors, but this one is highly effective.

REVIEWS

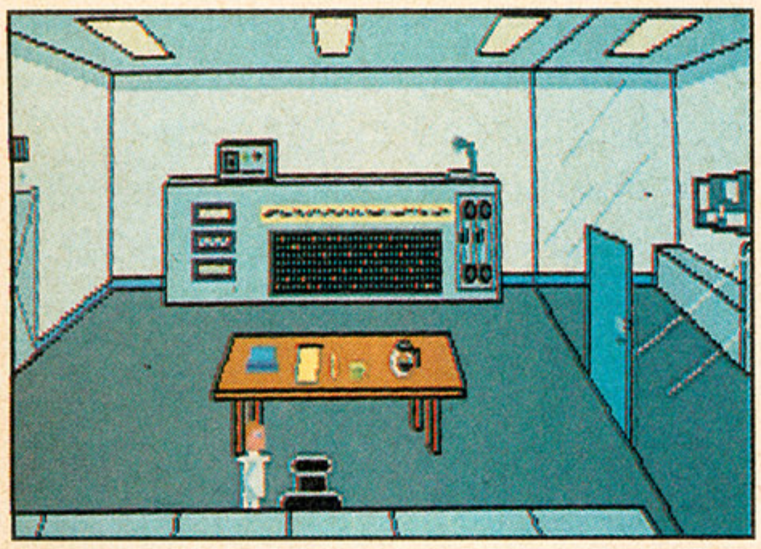
EARTHRISE

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory; CGA, EGA, or Tandy 16-color graphics; two floppy disk drives or a hard drive. Interstel, P.O. Box 57825, Webster, TX 77598.

As usual, the Terran Mining Guild can't make a move without you, its top trouble-shooter. This time you must find out what happened to a routine expedition that recently disappeared on the asteroid Solus.

The miners on the expedition were supposed to outfit the asteroid with rocket motors and then fly it into Earth orbit. Such jobs have become routine in the third decade of the 21st century, so it should have been a piece of cake. But a distress call, followed by utter silence, indicates big trouble on Solus.

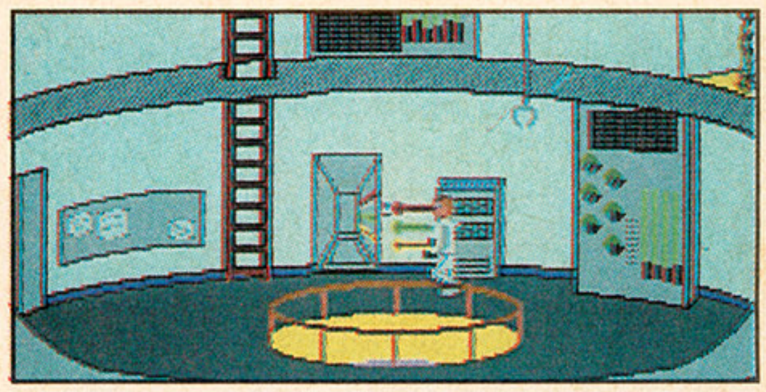


The security computer can deal with some of the alien creatures. You must also find some way to reach the force-field control behind the glass wall.

Now, after spending the past couple of months in suspended animation, you're in orbit above Solus. Once you get down on the surface, you realize that the asteroid hides enough mysteries for a dozen of the company's trouble-shooters.

Pressing on, you find the underground mining station partially depressurized and apparently deserted. Not *completely* deserted, however. Even though you can't find any trace of the mining crew, you do run into several nasty creatures you're certain weren't included on the ship's manifest. Defeating these creatures, and acquiring the items needed to repair the asteroid's propulsion and guidance systems, are your main goals in *Earthrise*.

Anyone familiar with the exploits of Roger Wilco (of Sierra On-Line's *Space Quest* series) will feel right at home with *Earthrise*. To succeed, you must look everywhere, take everything, and save your game often. Most of the items you must find are somehow related, so you must acquire them in a logical order. Also, once you've found an item, you must often be very creative when using it.

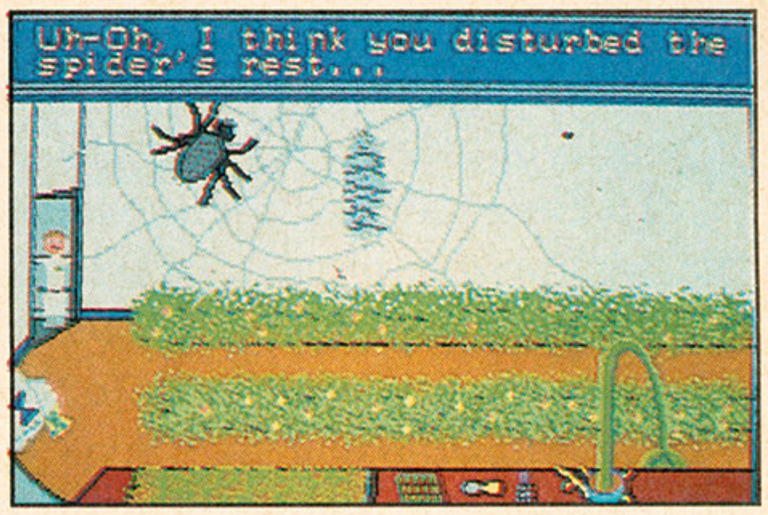


Everything in the reactor room appears to be working, but for some reason power isn't reaching the engines. Try going into that inspection conduit.

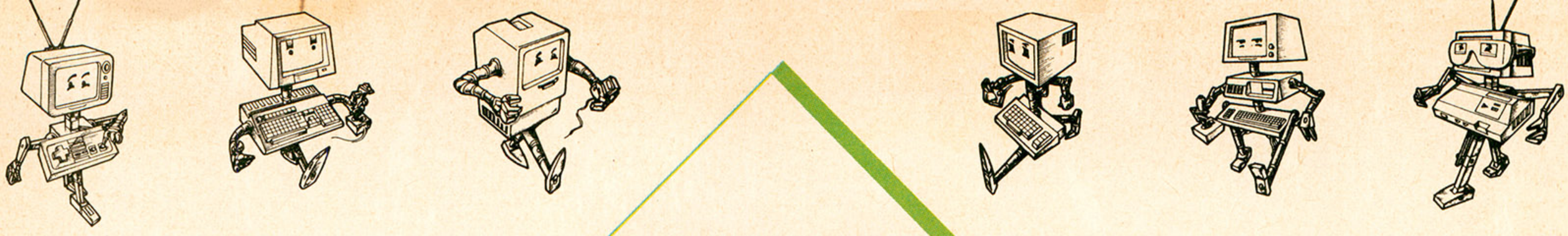
For example, you need to find a suitable wire to repair the power conduit to the rocket motors. Although you do find wire in the radio antenna control box, it's the wrong gauge. Also, taking it will disable the antenna mechanism, preventing you from finding the items you'll need to acquire the correct wire.

Earthrise can be addictive, and many players will appreciate its mind-stretching problems and sly sense of humor (such as naming your bee helper Erik). The graphics are good, and there's just enough challenge to keep you interested without growing terminally frustrated.

GP



Some of the mining colony's scientists experimented with a growth agent, hoping to find a way to battle the creatures. This awesome arachnid is one result of their efforts.



NINTENDO REVIEWS

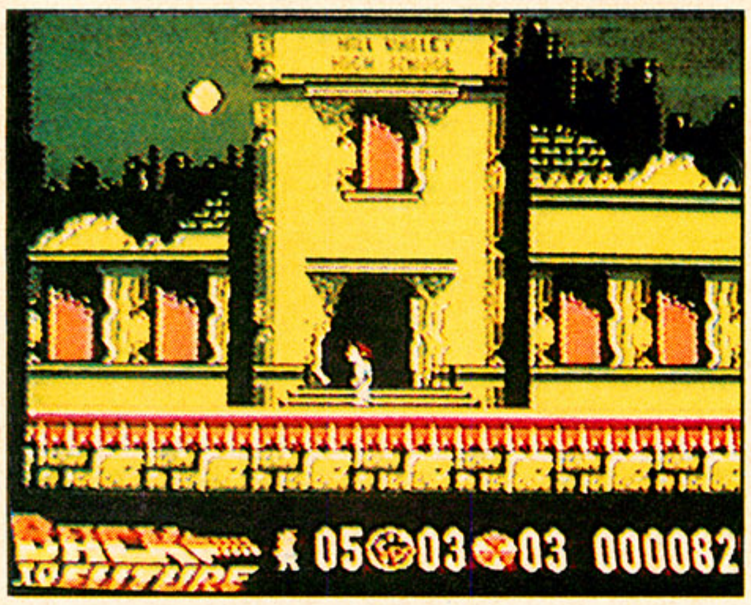
BACK TO THE FUTURE 2 & 3

Brian Carroll

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

In *Back To The Future 2 & 3*, Marty McFly does enough time traveling to earn a lifetime supply of frequent flier miles. His only problem is staying alive long enough to use them.

Just as he did in the movie version of *Back to the Future 2*, McFly must leave 1985, return to 1955, and undo the damage caused by his archenemy, Biff Tannen. By interfering with past events, Biff has become the man who's running McFly's hometown of Hill Valley



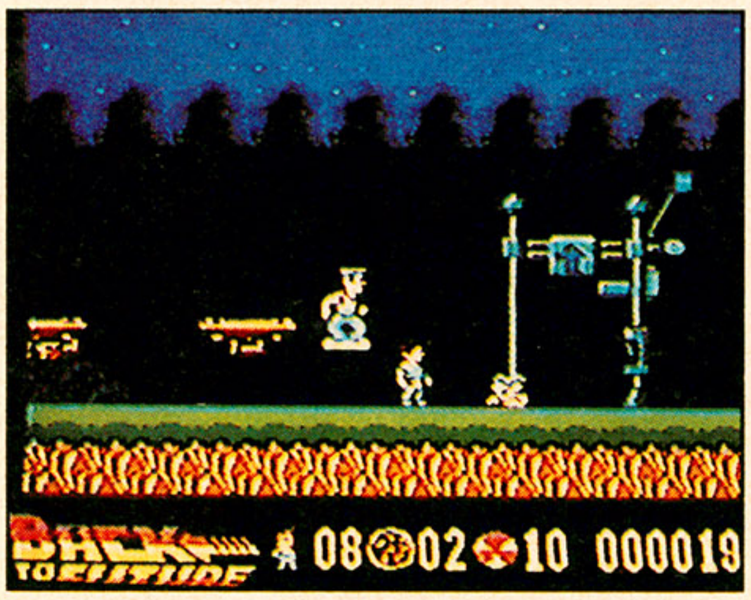
Under Biff's reign of terror, Hill Valley High School becomes a towering inferno.

in 1985. Hill Valley is now a slum, blighted with burned-out buildings and infested with rodents.

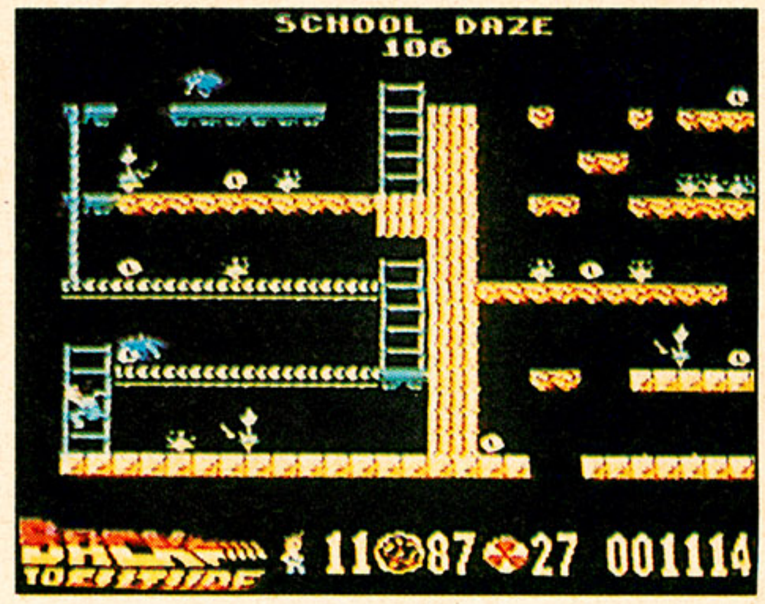
The first half of the game takes place in three different years: 1955, 1985, and 2015. You have to collect 30 objects and return them to the time periods in which they belong. To do this, you have to find the secret rooms hidden in each time period.

Since you must travel through both time *and* space, you're going to need Doc Brown's souped-up sports car — the car that makes time travel possible. But you should commute between years sparingly. Each time you make a trip, you leave behind a clone of yourself. If you later run into one of these clones, it means instant death.

Walking the streets of your beloved Hill Valley can also be dangerous. The streets are crawling with creatures and other obstacles. You can eliminate most of the hazards by jumping on top of them.



When Biff zips by on his hoverboard, jump on him to avoid annihilation and to gain use of the board.



Object rooms and puzzle rooms are scattered throughout the game.

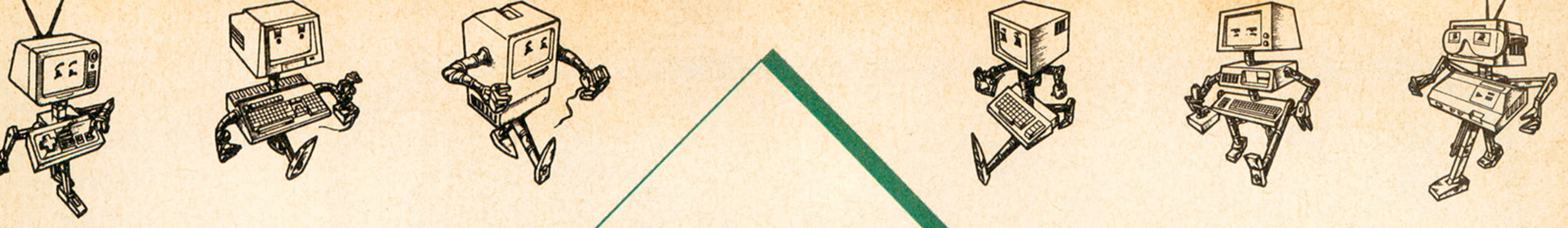
Some of the creepy-crawlies conceal valuable items. Grab the items quickly, because otherwise they'll drop out of reach in no time.

If you successfully round up all of the objects and put them back where they belong, then what? Does it mean peace and tranquility for all mankind and an end to that jerk Biff? Not quite. Your next and final stop is the Wild West as seen in the movie *Back to the Future 3*.

The attention to detail in *Back to the Future 2 & 3* is remarkable. You can plant an acorn in 1955, then travel to 1985 and climb what has become a 30-year-old oak tree. The graphics are above average — although the screens don't remotely resemble any scenes from the movies.

Even expert gamers will find the challenge in this amusing romp through time well worth the effort.

GP



NINTENDO REVIEWS

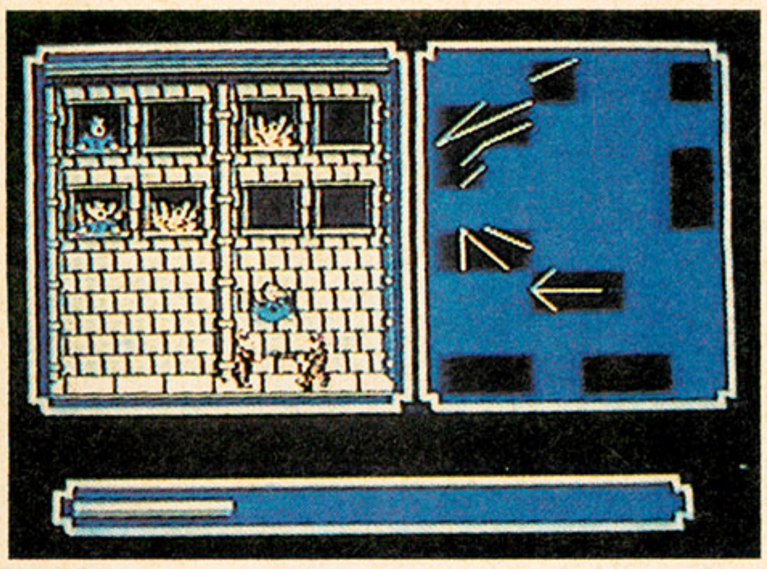
PICTIONARY

Lisa Sahlie

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

Some board games survive the transition to video better than others. The Nintendo version of *Pictionary* is a mixed bag — in some ways it's as much fun as the original, while in other ways it isn't.

Pictionary is played differently depending on the number of players. In regular games, a single player or single-player teams race around a game board consisting of squares. Each square represents one of four simple arcade sequences that share the screen with



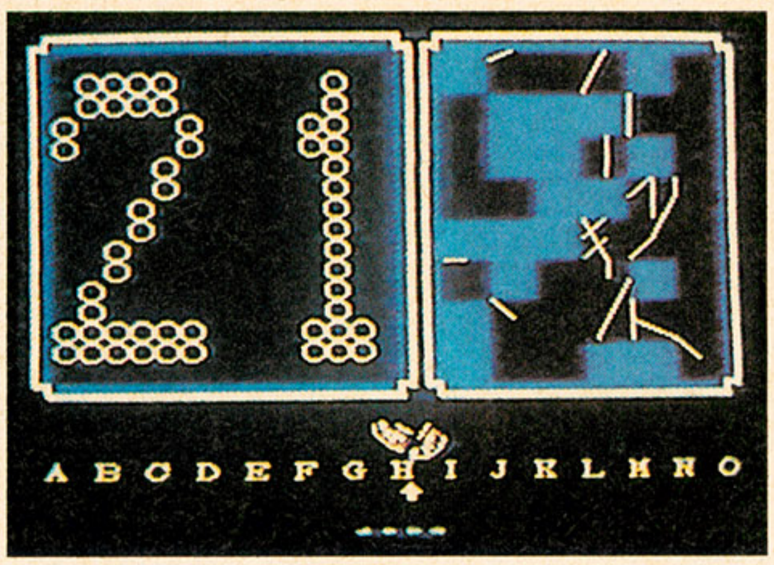
In this arcade sequence, each time the firemen save a man, he bounces to the right and reveals another piece of the puzzle.

a picture-puzzle. As you complete your task in the arcade sequence — which is like a mini-action game — small pieces of the picture-puzzle are gradually revealed.

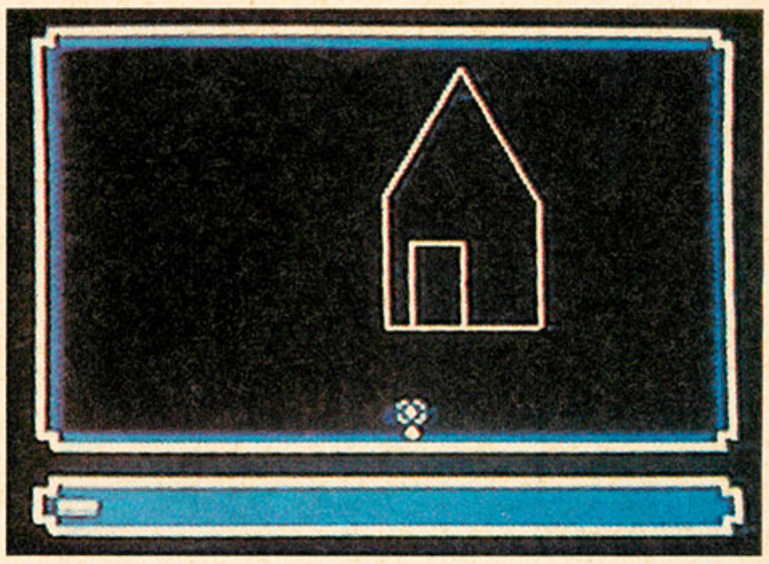
The object is to figure out what the picture represents. The better you play during the arcade sequence, the more pieces of the picture appear. Each arcade sequence has a time limit, though, and when your time is up, you have to make a guess.

At this point, blanks representing letters in the solution appear on the screen. You have 45 seconds to guess what the picture means and fill in the correct answer. To spell out the answer, you select letters from an alphabet that appears below the puzzle.

The game works a little differently when you're playing with multi-player teams. The computer gives you a word — such as "transplant" or "Yugoslavia" — that you have to illustrate with a picture. One player has a limited amount of time to draw the picture on the screen by moving a cursor with the control pad. Meanwhile, the teams try to guess what he's drawing.



The timer on the left counts down the 45 seconds you have to fill in the correct answer.



Even a drawing as simple as a house can take the entire time that's allotted.

At its best, the Nintendo version of *Pictionary* is as exciting as the board game, especially when players are competing to be the first across the finish line. The arcade sequences add to the suspense and make each player or team earn the solution to the drawing.

Even if you uncover the entire picture, however, the solution is sometimes rather obscure. You're allowed to guess twice, but it's difficult to enter more than one answer before time runs out. And if you don't guess the solution, it's not revealed.

The drawing mode is novel, but somewhat frustrating. It's much easier to sketch a rattlesnake with pencil and paper than it is to manipulate a cursor on a TV screen. It takes practice to master the technique, and the slow drawing robs the game of some of its punch.

GP

Nintendo®

Swap Your Old Games for Cash or New Titles

All games come with a 90-day warranty.

TITLE OF GAME	WE PAY YOU	WE SELL USED
10 Yard Fight	$ 8	$14
1942	12	19
1943	18	29
720 Degrees	18	29
8 Eyes	22	36
Abadox	24	39
Adv. Bayou Billy	8	14
Adventure Island	18	29
Adv.Island II		Feb '91
Adv. Mg. Kingdom	24	39
Adv. of Lolo	14	22
Adv. of Lolo II	24	39
Adv. Tom Sawyer	14	22
After Burner	26	42
Air Fortress	18	29
Airwolf	16	26
Al Unser	20	34
Alien Syndrome	20	34
All Pro Basketball	24	39
Alpha Mission	10	16
Amagon	12	19
Anticipation	10	16
Arch Rivals		Dec
Archon	22	36
Arkanoid w/contrl	37	89
Ark. (contrl only)	NEW	19
Arkistas Ring	24	39
Astyanax	18	29
Athena	10	16
Athletic World	16	26
Baby Boomer	26	42
Back to Future	16	26
*Bk to Future II	24	39
Bad Dudes	14	22
Bad News Bsbl	24	39
Bad Str Brawl	16	26
Balloon Fight	10	16
Bandit Kugs of Anc.		Nov
Bard's Tale		Mar '91
Baseball	8	14
Baseball Simulator	18	29
Baseball Stars	26	42
Bases Loaded	14	22
Bases Loaded II	24	39
Batman	16	26
Battle of Olympus	20	34
Battle Chess	24	39
*Beetle Juice	26	42
Big Bird Hide/Seek		Nov
Big Foot	24	39
Bionic Commando	10	16
Black Bass	32	54
Blades of Steel	14	22
Blaster Master	10	16
Block		Jan '91
Bomber Man	20	34
Boulder Dash	24	39
A Boy/His Blob	20	34
Breakthru	8	14
Bubble Bobble	16	26
Bugs Bunny	24	39
Bugs Bthdy	24	39
Bump/Jump	20	34
Burai Fighter	24	39
Burger Time	16	26
*Cabal	24	39
Calif. Games	22	36
Calif. Raisins		Dec
Captain Commic	16	26
Captain Skyhawk	24	39
Casino Kid	24	39
Castle Dragon	24	39
Castlequest	8	14
Castlevania	8	14
Castlevania II	10	16
Castlevania III		Oct
Cave Man Uglymper		Oct
Chmpshp Bowling	24	39
Chessmaster	24	39
*Chiller	24	39
Chubby Cherub	32	54
Circus Caper	24	39
City Connection	14	22
Clash/Demonhead	18	29
*Classic Conc.	24	39
Clu Clu Land	24	39
Cobra Command	10	16
Cobra Triangle	10	16
Code Name Viper	24	39
Commando	12	19
Conan		Dec
*Conflict	24	39
Contra	10	16
Crystal Mines	26	42
Crystalis	28	46
Cybernoid	16	26
Dr. Chaos	12	19
Dr. Jekyll/Hyde	14	22
Dance Aerobics	12	19
Dash Galaxy	14	22
Days of Thunder	24	39
Deadly Towers	12	19
Defender II	16	26
Demon Sword	14	22
Defender/Crown	14	22
Deja-Vu		Nov
Desert Command	16	26
Dest. Earth Star	22	36
Destiny of Emperor		Oct
*Dick Tracy	24	39
Dig Dug II	18	29
Dino Riki	18	29
Dirty Harry		Nov
Donkey Kong	12	19
Donkey Kong Jr.	10	16
Dnky Kg Jr Math	28	48
Donkey Kong 3	12	19
Donkey Kg Clas.	16	26
Double Dare	24	39
Dbl. Dragon	10	16
Dbl. Dragon II	16	26
Dbl. Dribble	10	16
Dragon Power	10	16
Dragon Spirit	24	39
Dragon Warrior	12	19
Dragon Warrior II		Nov
Duck Hunt	3	6
Duck Tales	16	26
*Dungeon Magic	24	39
*Dusty Diamond	24	39
Dyno Warz	22	36
Elev. Action	12	19
Evert/Lendl Tennis	18	29
Excitebike	12	19
Family Feud	24	39
Fantasy Zone	24	39
Faria		Oct
Faxanadu	14	22
Fester Quest	12	19
Fighting Golf LT	26	42
Final Fantasy	30	49
Firehouse Rescue		Nov
Fist/North Star	16	26
Flying Dragon I	22	36
Formula I		Nov
Frankenstein		Nov
Freedom Force	18	29
Friday 13th	6	12
Fun House		Nov
G. I. Joe		Nov
Galactic Crusader	22	36
Galaga	16	26
Gauntlet	12	19
Gauntlet II		Nov
Genghis Khan	30	49
Ghost/Goblins	10	16
Ghost Busters	16	26
Ghost Buster II	24	39
*Gilligans Island	24	39
Goal	20	34
Godzilla	18	29
Golf	8	14
Golf Pebble Bch	18	29
Golgo 13	14	22
Goonies II	12	19
Gotcha	6	12
Gradius	10	16
Gran Prix	20	34
Gremlins II		Nov
Guardian Legend	12	19
Guerilla War	10	16
Gum Shoe	12	19
Gunsmoke	12	19
Gyruss	12	19
*Happy B-Day Bugs	24	42
Harlem Globetrotters		Nov
Heavy Barrel	24	39
*Heavy Shredin	24	39
Hogans Alley	12	19
Hollywood Sqs.	24	39
Hoops	12	19
Hunt Red October		Nov
Hydlide	6	12
Image Fight	24	39
I Can Remember	22	36
Ice Climber	10	16
Ice Hockey	8	14
Ikari Warriors	8	14
Ikari Warriors II	8	14
Impossible Mission II	20	34
Indiana Jones	12	19
Ind. Jns. II		Dec
Infiltrator	20	34
Iron Sword	10	16
Iron Tank	12	19
Isolated Warrior		Nov
J. Nicklaus Golf	20	34
Jackal	6	12
Jaws	12	19
Jeopardy	22	36
Jeopardy Jr.	22	36
John E. Qtrback.	10	16
Jordan/Bird	16	26
*Journey to Silius	24	39
Joust	12	19
Karate Champ	8	14
Karate Kid	10	16
Karnov	16	26
*Kickle Cubicle	24	39
Kid Icarus	16	26
Kid Kool	22	36
Kid Niki	14	22
King Knight	10	16
Kings of Beach	16	26
KLAX	24	39
Knight Rider	16	26
Krion Conquest		Nov
Kung Fu	12	19
Kung Fu Heroes	16	26
Last Ninja		Dec
Legacy/Wizard	10	16
Legend of Kage	10	16
Legendary Wings	8	14
Life Force	12	19
Little Lg. Baseball	24	39
Little Nemo Dr. Mstr.		Oct
Lode Runner	20	34
Long. Man	24	39
Loops		Nov
Lunar Pool	26	42
M.U.L.E.		Nov
M. Andretti Wrld. G.B.	24	39
Ms. Pacman	26	42
Mach Rider	10	16
Mad Max	24	39
Mafat Conspiracy	24	39
M. Johnson Bskb.	18	29
Magic Sherezade	26	42
Magmax	10	16
Maj Lg Baseball	10	16
Maniac Mansion		Oct
MappyLand	20	34
Marble Madness	18	29
Mario Brothers	12	19
Marvels Xmen	18	29
Master Chu	22	36
Match Box Racers		Feb '91
Mechanized Attack	24	39
Mega Man	26	42
Mega Man II	14	22
Mega Man III		Dec
Mendel Palace		Nov
Metal Fighter	20	34
Metal Gear	10	16
Metal Mech		Dec
Metroid	14	22
Mickey Mouse	8	14
Mighty Bmb Jack	14	22
Millipede	22	36
Milons Sec Castle	12	19
Monster Party	10	16
Motor City Patrol		Oct
Muppet Adv.		Nov
Muscle	14	22
Mystery Quest	16	26
*NARC	24	39
Nascar Challenge		Nov
Natl. Football Lg	16	26
Nightmare Elm Str.	26	42
Ninja Crusaders		Dec
Ninja Gaiden	12	19
Ninja Gaiden II	24	39
Ninja Kid	12	19
Nobun. Ambition	28	48
*ORB 3D	24	39
Operation Wolf	10	16
Othello	12	19
P.O.W.	10	16
Pacman	14	22
Palamedes		Nov
Paper Boy	16	26
Password	24	39
Perfect Fit	22	36
Phantom Fighter	24	39
Pictionary	26	42
Pinball	14	22
*Pinball Quest	24	39
Pinbot	20	34
Pipe Dream	24	39
Pirates		Dec
Platoon	6	12
Police Academy	22	36
Popeye	14	22
Predator	8	14
Price Is Right	24	39
Princess Tomato		Dec
Pro-Am Racing	8	14
Pro Wrestling	8	14
Punch Out	10	16
Punisher		Dec
Puss/Boots	22	36
Pyro		Oct
Qix	24	39
Q-Bert	16	26
Racket Attack	12	19
Rad Racer	12	19
Rad Racer II	26	42
Raid Bungl. Bay	14	22
Raid 2020	20	34
*Rally Bike	24	39
Rambo	12	19
Rampage	14	22
RBI II	24	39
RBI Baseball	16	26
Remote Control	24	39
Renegade	8	14
Rescue Emb. Miss.	14	22
Rescue Ranger	24	39
Ring King	20	34
River City Ransom	16	26
Road Blaster	22	36
Road Runner	26	42
Robo Demons	22	36
Robo Cop	14	22
Robo Warriors	14	22
Rock 'N Ball	22	36
Rocket Ranger	24	39

MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS

TO ORDER, CALL OR WRITE TO:

(612) 533-8118

FUNCO, INC.

THE FUN CLUB

4948 Highway 169 N.

New Hope, MN 55428

VISA MasterCard

To Purchase: Send check or money order, or credit card number to **FUNCO, INC.**, 4948 Highway 169 North, New Hope, MN 55428. Add $4.50 Shipping plus 50¢ per game. Add $1.00 per title if ordering by credit card. APO's, Canada, Alaska, Hawaii, please double shipping charges. MN residents please add 6% sales tax.

WE DO NOT CHARGE YOUR CREDIT CARD UNLESS YOUR GAME IS IN STOCK.

SEND US YOUR USED GAMES AND RECEIVE UP TO $40.00 PER GAME

FUNCO *"THE FUN COMPANY"*

When it comes to our customers,
Friendliness, Honesty & Quick Delivery
are what we do best.

Roger Rabbit	16	26
Roller Ball	22	36
*Roller Games	26	42
Rolling Thunder	18	29
Romance/3 Kings	36	59
Rush 'N Attack	8	14
Rygar	12	19
Section Z	8	14
Seicross	14	22
Sesame Str 123	20	34
Sesame Str ABC	20	34
Shadowgate	14	22
Shinobi, Ruler	28	48
Shinobi	26	42
Shooting Range	18	29
Short Order	14	22
Side Pocket	42	79
Silent Assault	22	36
Silent Service	16	26
Silk Worm	24	39
Skate/Die	8	14
*Skate/Die II	24	39
*Ski or Die	24	39
*Skull/Crossbones	24	39
Sky Kid	16	26
Sky Shark	12	19
Slalom	12	19
Snakes Revenge	22	36
Snoopy Silly Sports	24	39
Soccer	16	26
*Solar Jetman	24	39
Solomons Key	26	42
Spelunker	18	29
Spy Hunter	8	14
Spy vs. Spy	8	14
Sqoon	32	54
Stadium Events	20	34
Star Force	12	19
*Star Ship Hecter	24	39
Star Soldier	14	22
Star Voyager	4	10
Stealth	20	34
Stinger	14	22
Street Cops	22	36
Street Fighter	24	39
Strider	12	19
Super Cars		Nov
Spr Contra	22	36
Spr Dodge Ball	20	34
*Spr Glove Ball	24	39
Spr Team Games	12	19
Sprspike Volleyball	24	39
Sprman	20	34
Spr Mario I	6	12
Spr Mario II	18	29
Spr Mario III	30	49
Spr Mario/Duck Ht.	4	10
Spr Off Road	26	42
Spr Pitfall	16	26
Spr Sprint	20	34
Spr Xevious	24	39
*Swords & Serpents	24	39
Taboo 6th Sense	14	22
Tag Team Wrestling	6	12
Talking Spr Pswrd		Jan '91
Target Renegade	18	29
Tecmo Baseball	14	22
Tecmo Bowl	16	26
Tecmo World Wrst.	24	39
Teenage Mut. N.T.	16	26
*TMNT II	26	42
Tennis	10	16
Terra Cresta	22	36
Tetris (Nintendo)	22	36
3 Stooges	18	29
Thundercade	10	16
Tiger Heli	4	10
Time Lord		Nov
To the Earth	8	14
*Tombs/Treasure	24	39
Toobin	24	39
Top Gun	8	14
Top Gun II	20	34
Top Players Tennis	22	36
*Total Recall	24	39
Town/Country	8	14
Track/Field	12	19
Track/Field II	10	16
Tojan	6	12
Twin Cobra	22	36
Twin Eagle	24	39
Ultima	20	34
Ultima Quest		Dec
*Ult. Basketball	24	39
Urban Champion	6	12
Vegas Dreams	30	49
Vindicators	24	39
Volleyball	16	26
WWF Challenge		Nov
Wall Street Kid	26	42
War on Wheels		Dec
Wheel/Fortune	20	34
Whl/Fortune Frn Ed	24	39
Whl/Fortune Jr.	24	39
Wild Gunman	12	19
Willow	18	29
Win/Lose/Draw	24	39
Winter Games	10	16
Wizards/Warriors	10	16
Wizardy	24	39
World Chmp. Wrst.	26	42
World Cls. Tr. Mt	10	16
World Games	18	29
World Runner	10	16
Wrath Black Manta	20	34
Wrecking Crew	18	29
Wrestlemania	10	16
Wurm		Jan '91
Xenophobe	6	12
Xevious	8	14
Xexyz	24	39
*Xybots	24	39
Yol Noid		Dec
Zanac	14	22
Zelda	10	16
Zelda II	12	19
Zombie Nations		Jan '91

***New Releases**

Please call, these may or may not be out by the manufacturer.

NINTENDO® ACCESSORIES

Control Deck	40	59
AC Power Supply	NEW	15
Advantage Joystick	14	26
Dbl Player System	12	22
Game Cleaner	NEW	15
Light Gun	2	4
Misc. Joypads	8	16
Misc. Joysticks	6	14
Nes Max Joypad	8	16
Power Glove	20	36
Power Pad	14	26
RF Adapters	NEW	15
Satelite	16	29
Sg. Wireless Remote	8	16
U Force	28	48

GAME BOY™

Game Boy		
Bat. Game N/Incl.	50	79
Alleyway	6	14
Arazons Lair		Nov
Baseball	6	14
Bases Loaded	12	22
Batman	14	26
Boomers Adv.	12	22
Boxxle	10	19
Bowling	10	19
Bubble Ghost		Dec
Bugs Bunny	12	22
Castlevania	6	14
Chess Master		Nov
Chins Gourmet Par.		Nov
*Cosmo Tank	12	22
Daedalain Opus	12	22
*Days of Thunder	12	22
Dead Ht Scramble		Oct
Dexterity	12	22
Double Dragon	14	26
Ducktales		Dec
Dweebers		Dec
Flipull	10	19
Final Fant. Leg.		Oct
Fist of N. Star	12	22
*Fortress of Fear	12	22
Gargoyles Quest	12	22
Godzilla		Oct
Golf	10	19
Hatris		Dec
Heianko Alien	12	22
*Hvy Wt. Chp. Box	12	22
Hyper Lode Rnr	10	19
In Your Face		Dec

GAME BOY™

Ishido		Oct
Jeopardy		Nov
Jordan vs. Bird		Feb '91
Kwirk	10	19
Loc N'Chase	12	22
Loopz	12	22
Mechanoids		Mar '91
Mercenary Force		Oct
Motor Cross Maniac	6	14
NBA All Stars		Nov
NFL Football	10	19
Nemesis	10	19
North/South		Nov
*Pipe Dream	12	22
Paper Boy	12	22
Power Racer		Oct
Q Billion	10	19
Quarth	12	22
QUIX	12	22
R-Type		Jan '91
Revenge/Gator	8	16
Ronguer Wars	12	22
Selection		Nov
Shanghai	12	22
Skate or Die		Oct
*Snoopys Mg. Sh.	12	22
*Soccer Mania	12	22
Solar Striker	10	19
Soloman's Club		Jan '91
Spiderman	12	22
St. Fighters 2010		Oct
Super Mario Land	8	16
Super Scrabble		Dec
Tasmania Story		Nov
Tennis	6	14
*TMNT Fall Ft. Clan	12	22
Ultima Quest Arator		Dec
*Wheel of Fortune	12	22
World Bowling	12	22
World Boxing	10	19

If you would like to receive the new games as soon as they are released:

PRE-BOOK TODAY!

We will not charge your credit card until the game is sent!

SEGA GENESIS®

Control Deck/NEW		$179
Control Deck/Used	90	149
Controller	8	16
Powerbase Convtrr	22	39
Power Joystick	30	54
After Burner II	24	42
Air Diver	24	42
Alex Kid	12	22
Budokan	22	39
Columns	22	39
*Crack Down	CALL	
Curse	22	39
Cyberball	22	39
Dick Tracy		Nov
E-Swat	22	39
Fire Shark	22	39
Forgotten World	10	19
Ghost Busters	22	39
Ghouls 'N Ghosts	10	19
Golden Axe	24	42
Golf	20	36
Hard Driven	24	42
Hell Fire	22	39
Herzog Zwie	16	29
Inspector X	22	39
Kage Ki	22	39
*Klax	CALL	
Last Battle	12	22
Maze Hunter	22	39
M Jcksn Mnwlkr	24	42
Micky Mouse II		Nov
Missle Defense	22	39
Mondus Fight Pal.	22	39
Mystic Defender	12	22
Outrun	22	39
Paperboy	24	42
Pendulum Laird	22	39
Phantasy Star II	30	54
Populus	22	39
Rambo III	12	22
Revenge Shinobi	20	36
Road Blasters	22	39
Robo Kid	22	39
Shove It	22	39
Skull/Crossbones	24	42
Soccer	20	36
Space Harrier II	12	22
Storm Lord		Jan '91
Super Bsktbl	24	42
Super Hang On	20	36
Super Hylide	24	42
Super Mon. GP	22	39
Super Thun. Bld	14	26
Target Earth	20	36
Techno Cop		Dec
Thunderforce II	16	29
T. Lasorda Bsbal.	20	36
Tramp. Terror	22	39
Truxton	16	29
Zaxon	22	39
Zillion	22	39
Zoom	16	29

CALL US FIRST! (612) 533-8118

To Sell Us Games: Call us first for current prices. Prices based on game, instruction manual and original box. Subtract $1.00 for missing manuals and $3.00 for missing boxes.
(Due to a 3 month lead time to place this ad, our sell or buy prices may be different)
(We reserve the right to refuse any purchase or sale.)

ALL CHECKS ARE PROCESSED PROMPTLY.

FREE MEMBERSHIP—Just fill out coupon and mail in. You will receive "The Fun Club" catalog.

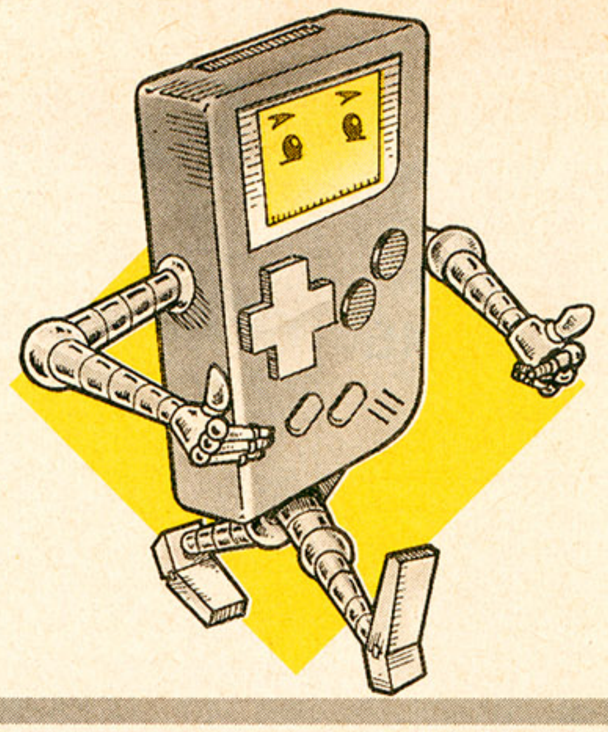
THE FUN CLUB
4948 Highway 169 North, New Hope, MN 55428

Name _____

Address _____

City _____

State _____ Zip _____



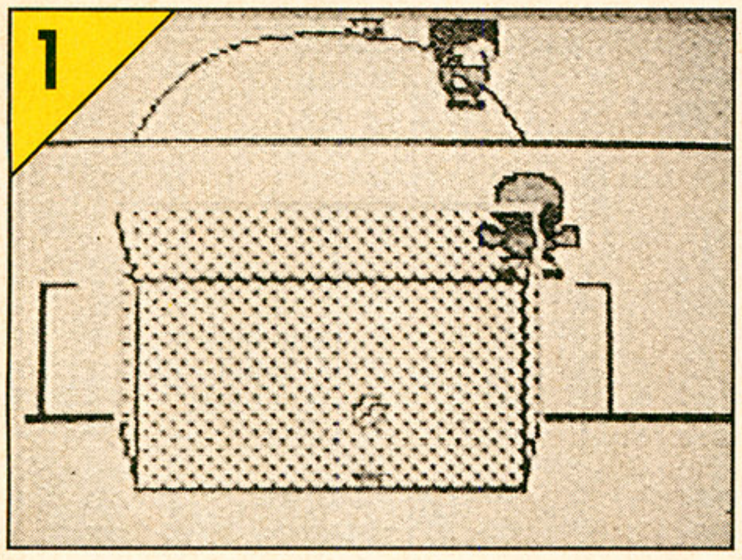
GAME BOY PLAYERS

SMALLSCREEN SPORTS ACTION

David Arneke

There's endless variety in sports, and almost as much variety in sports videogames. That diversity is already showing up on the Game Boy.

Whatever sport you prefer on a real playing field, there will probably be a Game Boy version soon enough. Here's a look at three games that are ready for action now: *Soccer Mania*, *Bases Loaded GB*, and *Malibu Beach Volleyball*.



Soccer Mania

CSG Imagesoft's *Soccer Mania* is as true to international soccer as a videogame can be — painfully so, if you're a fan of the U.S. team.

In *Soccer Mania*, the U.S. has barely made it to the World Cup playoffs, and it's the underdog facing five of the strongest teams in the world. There's certainly no fantasy element to that plot! The only unrealistic detail is that Japan is one of the stronger teams, along with real-life powers Brazil, England, Germany, and France. (Could it be because *Soccer Mania* is a Japanese game?)

The most surprising thing about *Soccer Mania* is how well the sport has been adapted to the small Game Boy screen. You can't see the whole field at once, of course, but there's plenty of room on the screen for several players.

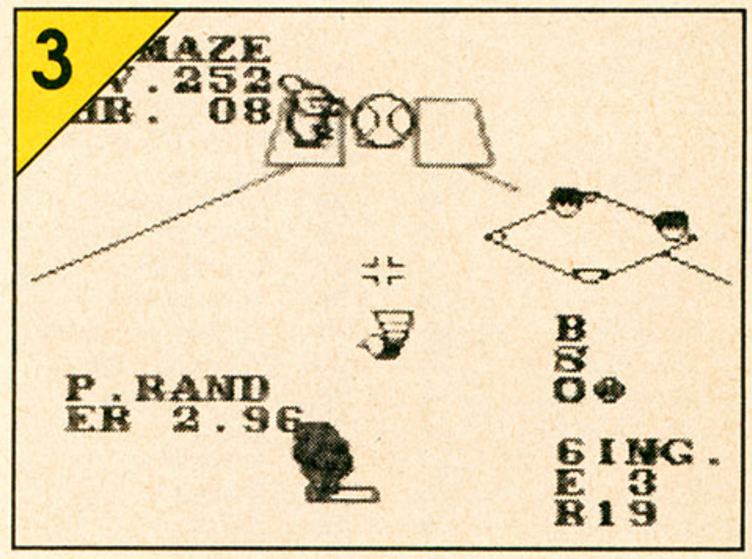
You control one player at a time and change to other players on your team by hitting the B button. When you pass the ball (by pressing the A button), you have to shift your control to the receiving player.

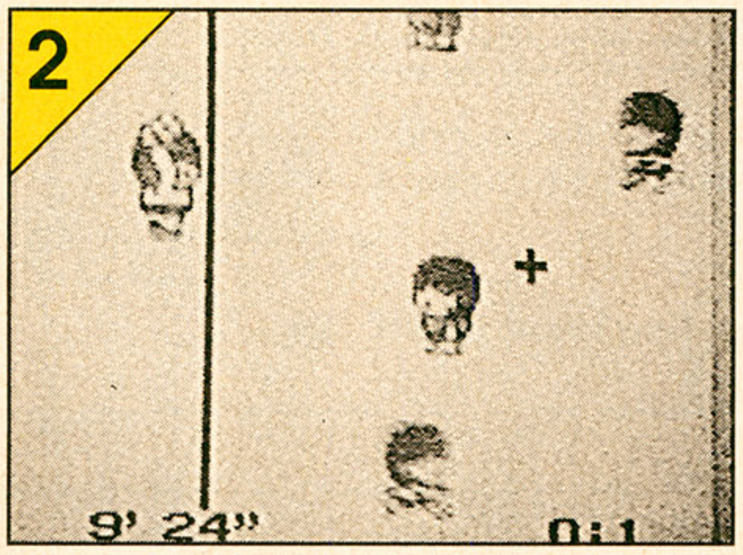
Soccer isn't a strategy game, and neither is *Soccer Mania*. Nevertheless, you need to keep all your options in mind as you attack and defend. Passing the ball from player to player is more effective than a long attack by a single player, because he'll quickly lose speed. On defense, a sliding tackle is an effective maneuver for getting the ball back.

The action in *Soccer Mania* is fast, and the play is rough-and-tumble. Don't look for a referee to halt play when your guys are flattened by your opponents. All the referee does is signal a change of possession when the ball goes out of bounds. Your players are on their own out there, so don't worry if they happen to run over an opposing player who has the ball. A collision usually leaves the ball up for grabs.

Soccer Mania has a few comical elements that add realism, too. For instance, the player you're controlling at any moment is designated on-screen by a fountain of sweat pouring from his head. And after your team is victimized for a goal, one of your players drops down and beats his fists on the ground.

That kind of emotional enthusiasm is one of the hallmarks of World Cup soccer. And it's one of the many realistic (and sometimes funny) details that make *Soccer Mania* a winner.





1 *Soccer Mania*: The goalie is a key player. He can jump and dive to block shots, then throw the ball back or kick it far downfield.

2 *Soccer Mania*: When the other team loses the ball out of bounds, you can set up a shot on goal after the throw-in.

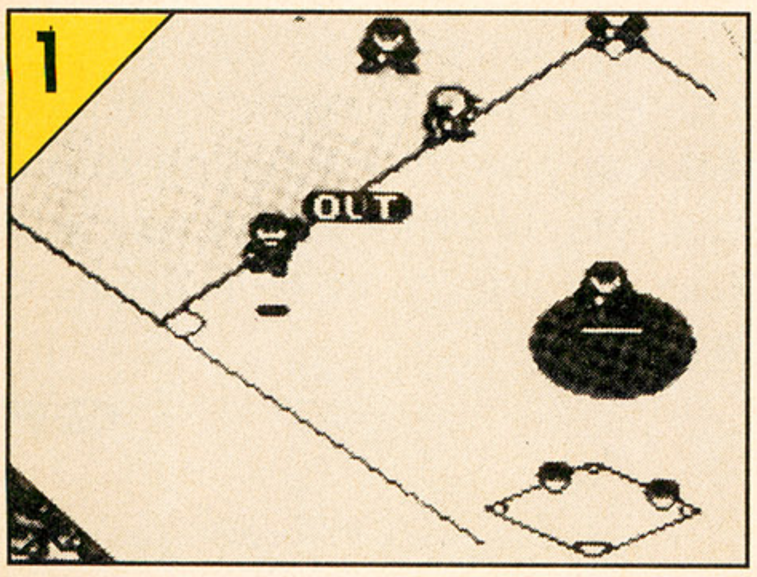
3 *Bases Loaded GB*: When you're pitching, you see the batter's average and home-run total. You can spot the pitch inside or outside, but the computer's hitters almost never swing at anything out of the strike zone.

GAME BOY PLAYERS

Bases Loaded GB

Baseball is a game of decisions for managers and players alike. Fastball or curveball? Swing away or bunt? Steal or stay put? All of those decisions are yours in the Game Boy version of the popular Nintendo game *Bases Loaded*, now titled *Bases Loaded GB*.

If you know baseball, you'll recognize everything in this game from Jaleco. And if you've played the Nintendo version of *Bases Loaded*, you'll see that the two games are very similar. Situations on the diamond are clearly depicted despite the Game Boy's small



screen, and the strategies and choices are all true to life.

When you're at the plate, you can choose where to stand in the batter's box, how to swing (you can try an uppercut, swing down, or aim for left or right field), and, of course, whether to swing at all. On the pitcher's mound, you can choose from four basic pitches (fastball, change-up, curve, and slider) with two speeds for each. You can also choose whether to throw over the plate, inside, or outside.

Bases Loaded GB lets you play against either the computer or a friend (using a second Game Boy, a video link cable, and another copy of *Bases Loaded GB*). If you play a solo game against the computer, you'll discover that its strategy is realistic in many ways. With a 3-0 count, for instance, the computer pitcher almost always throws you a strike. On an 0-2 count, you can usually expect the computer pitcher to waste one outside — but not always, so stay awake at the plate, or you may see an 0-2 fastball split the plate for strike 3!

The small Game Boy screen has some disadvantages, especially when your team is in the field. Sometimes it's tough to tell whether the ball coming at your fielder is a line drive or a grounder. And it's a little difficult to judge fly balls when your outfielders don't come into the picture until the ball is well into the outfield.

To indicate their relative strengths, each pitcher and batter comes with some statistics (an earned run average for pitchers, and a batting average and home-run total for hitters).

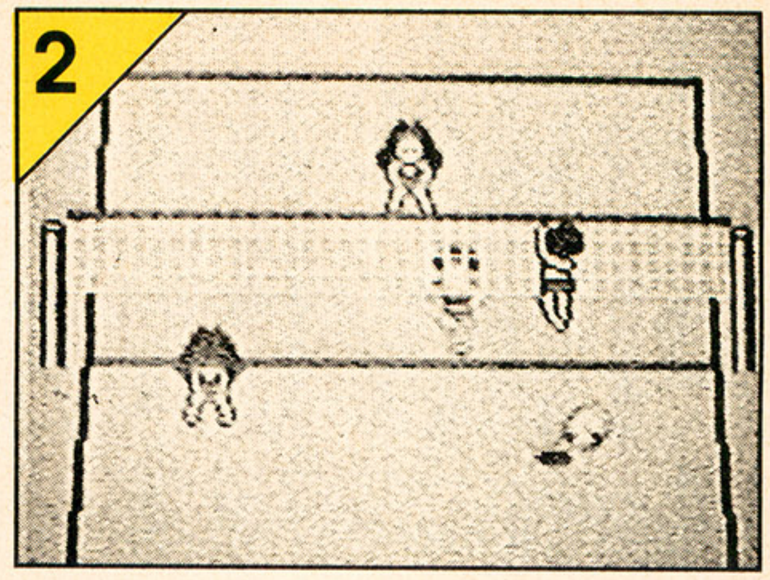
Just remember: Even the weakest hitters can come up with a key hit now and then, and your best hitter can disappoint you in the clutch. It all depends on the averages — and the decisions you make as the manager, pitcher, and batter.

Malibu Beach Volleyball

You can tell it's *volleyball* because of the action — serves and volleys and spikes.

You can tell it's in *Malibu* because the USA team players all have names like Buzz and Buffy.

But where's the *beach*? It's anyone's guess in Activision's

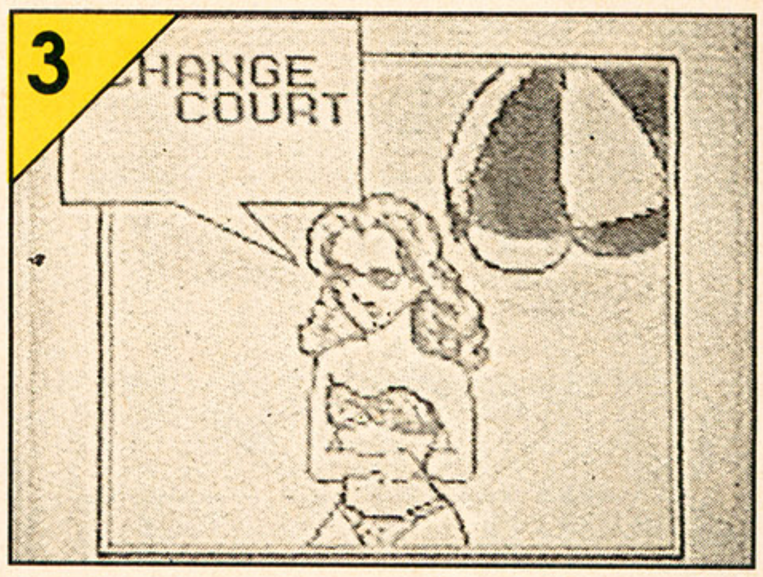


Malibu Beach Volleyball.

If you're looking for the diving and digging that set beach volleyball apart from the indoor hard-court variety, you'll have to grab your sun block and drive to the ocean. In this game, there's no diving. It actually plays much more like hard-court volleyball.

Even so, *Malibu Beach Volleyball* fits well into the tiny Game Boy format. The whole court is always in full view on the screen, and the two players on each team are well-defined individuals.

You can choose from four men's and four women's teams, each with various strengths (as described in



1 *Bases Loaded GB*: When your third baseman leaps to snag a line drive, look quickly to see if you can double up a runner. But they're not a daring bunch, so don't expect to catch them too far from the bag.

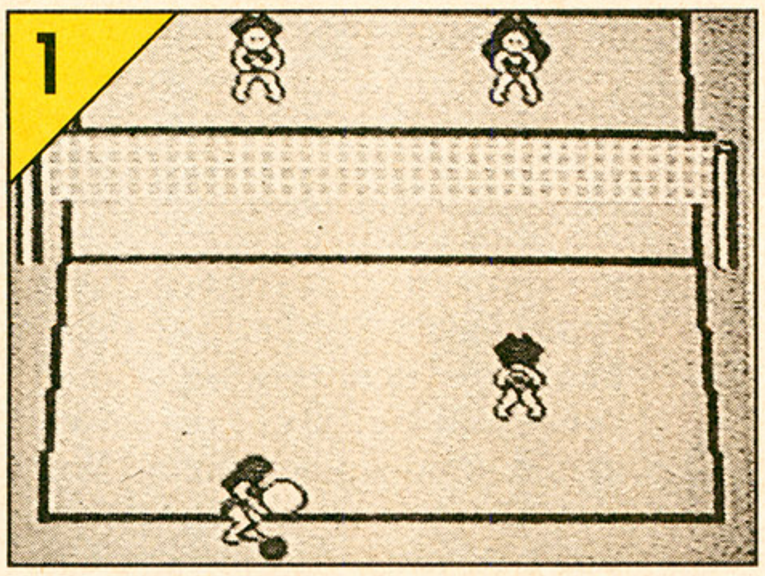
2 *Malibu Beach Volleyball*: You'll have to work on your timing before becoming an expert spiker. Spiking takes practice, but it's a tough move to beat.

3 *Malibu Beach Volleyball*: The referee tells you to change courts after every eight points.

GAME BOY PLAYERS

the instructions). The USA team is the strongest; Italy is the weakest. Brazil and Japan have different strengths but are equal on balance. The women's play is slower across the board and less challenging.

The instructions suggest starting with a USA versus Italy women's game for practice. This matches the strongest team against the weakest on the lower level of competition. That's a good idea, because it takes some time to get used to one aspect of the game that's likely to frustrate beginners. An X marks the spot where the ball will land, and you have to be *exactly* on that spot to return the ball. Close isn't good enough (after all, this isn't *Malibu Beach Horseshoes*). It'll be awhile before you get used to moving your players to the exact spot.

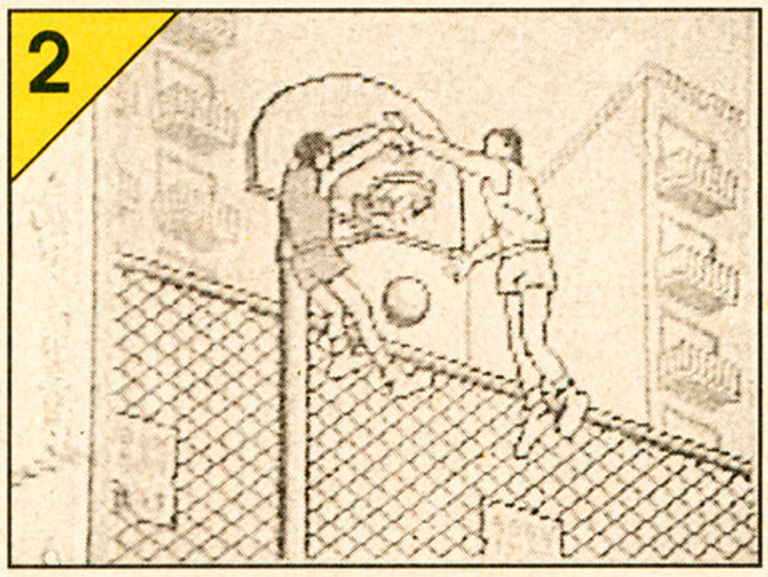


Except for that unrealistic element, *Malibu Beach Volleyball* plays much like a real game of two-person volleyball. You can use a regular serve or the power serve. When you're receiving the serve, you can blast it right back or volley to set up a spike at the net. The power serve and the spike are trickier to master than the regular serve and volley.

All that's missing is the diving and digging and spraying of sand .

In Your Face

It's hard to fit an entire basketball court and two full teams on a regular TV screen, much less on a Game Boy. Jaleco's *In Your Face* doesn't even try. Instead, it goes for the half-court action of a



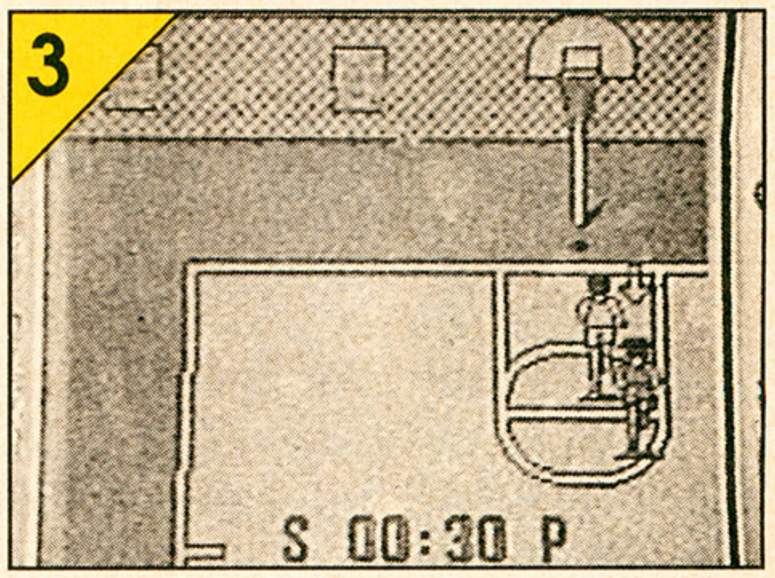
schoolyard blacktop. It's a good idea that works surprisingly well.

You can play either one-on-one or two-on-two, and there are four players from which to select. The little guys move faster and are better at stealing the ball, but the tall ones shoot better from the outside. Choose your player, then pick your opponent from those remaining.

Passing is possible only during two-on-two games, of course. Be careful — if an opponent is near the path of the ball, there's a good chance he'll steal it. You can also lose the ball if you're facing an opponent while trying to drive around him. Try to keep your back to the defender, then turn quickly to sneak by.

In Your Face isn't an easy game, especially when you're playing against the smaller guys. They make up for their small size by hustling all over you. Try playing the taller, slower opponents when first getting started. They're harder to block, but much easier to get around. The action moves pretty quickly as you maneuver around the court, watch for an opening, and take your shot.

You punch the control button once to shoot, then again to release; the game cuts to a closeup view when you go in for a dunk. The dunks look pretty impressive for a Game Boy screen.



The only possible penalty you can be called for in this game is traveling. You'll be whistled for this offense if you jump into the air to make a shot, then land on the floor while still holding the ball. This costs you possession, so be careful. Otherwise, there are no referees, fouls, or foul shots — *In Your Face* is a scratch game, not the NBA.

No matter which opponent you choose, expect to lose often at first. Like anyone else walking into a new neighborhood, you've got to learn to hold your own the hard way.

GP

1 *Malibu Beach Volleyball*: You can choose from two types of serves. The regular serve is easy to deliver, but the trickier power serve is a better weapon.

2 *In Your Face*: Get between your opponent and the basket to block his shot.

3 *In Your Face*: Keep those arms out as he makes his drive and you'll steal the ball. But move fast, or he'll steal it right back!

TIP SHEET

Mega Man 2

In *Mega Man 2* for Nintendo, when you beat all the robots, you go to Dr. Wily's place. After you climb the ladders, how do you beat the dragon that comes at you while you're standing on those little blocks? He knocks me off the blocks, and I die.

Dusty Matthews
Texas

Stand on the middle block and fire at the dragon's head using QuickMan's boomerangs. When the dragon fires back, hop onto the block above you. Then return to your original position and continue your assault.

Indiana Jones And The Last Crusade

In the computer game *Indiana Jones and the Last Crusade*, I've looked everywhere in the library in Venice for the copy of *Mein Kampf* and still cannot find it.

Also, in the catacombs I've come to a chamber filled with water. There's a wooden plug on the bottom of the pool. I've tried everything I can think of to get through the room, but with no luck. The items I have are the painting, my whip, the small key, the red cordon, the hook, the Grail Diary, and the wine bottle. What am I doing wrong?

I also noticed that when you covered the game in your November 1989 issue, your inventory contained an old book. Where do I find that?

Les Hammons
West Virginia

Are you sure *you've looked everywhere in the library? For example, have you gone to the left* and *to the right of the check-out desk? The shelves of books all look basically alike, but the copy of* Mein Kampf *is askew.*

To get past the chamber filled with water, you must work your way under *the room, where you'll be able to pull out the plug and drain the chamber. Try searching for secret passages.*

If you're already in Venice, you've missed your chance to get the old book, which is in Henry's house. Later in the game, you'll be forced to give up the Grail Diary. If you have the old book, you can fool the Nazis. Without it, you must give them the real diary, then go to Berlin to get it back (as in the movie).

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

Shadowgate

In *Shadowgate* for Nintendo, I can't figure out where bag 1 is. All I have is key 1, the magic torch, key 2, the shield, a hammer, a sword, a spear, a helmet, a sling, five rocks, three copper coins, bag 2, a broom, a scepter, and an arrow. How do you get behind the waterfall?

Sam Cape
Georgia

Punch a rock near the waterfall to get bag 1. To get behind the waterfall, put your cursor on the thin black crack between the waterfall and the cave wall.

Golvelius

I am completely stuck on *Golvelius: Valley of Doom* for the Sega Master System. I'm not able to find the ring of invincibility or

the aqua boots. Can you help me?

Loc Fruong
California

The ring of invincibility is hidden in the swamp. Go to the southwestern-most corner and look in a pile of bricks. To find the aqua boots, look for a screen with palm trees and a few rocks. Hit the palm trees until you uncover the boots.

Super C

Every time I play *Super C*, I try the 30-men code, but it never works. Is there a code at all?

Ronnie Johnson
Georgia

When the title screen appears, press right, left, down, up, A, B, and Start. If you do it correctly, you'll begin the game with 30 men.

Future Wars

I've had Interplay's *Future Wars: Adventures in Time* for the Amiga for about four months. The most difficult part is in the monastery south of the castle. I killed the dog, got Father Superior drunk, and got the card and remote control. What do I do now?

Sean O'Grady
Ontario, Canada

Go downstairs and check the cellar. There's a hollow barrel in which a valuable item is hidden. Then use the remote control in the room where you got the cup.

The Guardian Legend

If you can't figure out how to beat the main bosses on levels 1-20 in *The Guardian Legend* for NES, and you really want to test your skills, try this. Using the password feature, enter the code TGL, then select End and press Start. You'll start off at the beginning of the game, but instead of walking around in the mazes, you will go from level to level as a ship. And instead of hunting weapons and so on, you'll be awarded weapons at the end of each level.

David Lynch
Connecticut

Thanks for the tip.

Snake's Revenge

How do I beat the last guy in *Snake's Revenge* for Nintendo? He's impossible!

Kristiann Pasaba
Arizona

You have to turn him into a cybernoid by shooting bullets at him, then lead him out of the room. You can't kill the cybernoid in the room where you find him.

Super Thunder Blade

In *Super Thunder Blade* for the Sega Genesis, I'm having trouble on the fourth level. Do you have any suggestions?

Danny Shestalo
Ontario, Canada

Try staying at the extreme upper left or right corner of the screen while flying up and down to avoid bullets. That way, you won't have to dodge the poles between the buildings.

GP

THE HOT 100

The Hot 100 is a list of video and computer games covered in recent issues of *Game Player's*. The ☆ symbol indicates games added in this issue.

KEY TO VERSIONS: **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **PC** (IBM, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE game system and 8-bit computers); **Lynx** (Atari Lynx); **ST** (Atari ST). *The first version listed in each entry was the version reviewed.*

☆ **Air Diver** puts you in the cockpit of an F-119 Stealth Fighter on a mission against unknown terrorists who have taken control of the world's airspace. Using a world map, you pick the region you want to clear, then take off against squadrons of enemy planes. Although the controls are too limited to qualify this game as a true flight simulator, it's a challenging and action-packed shooter with good graphics. Seismic, for Genesis.

☆ **Alien Syndrome** is based on the hit arcade game in which aliens are holding dozens of humans hostage on seven spaceships. To rescue your comrades, you must fight your way through the corridors of each ship. Despite some occasional flicker, this shoot-em-up has good graphics and captures the feeling of the arcade version. Tengen, for NES.

☆ **Aquanaut** is an underwater shoot-em-up that pits you against sharks, swordfish, and barrels of toxic waste. Your ultimate mission is to thwart an alien invasion force that has landed under the sea. Although it's a challenging shooter with fine graphics, a few annoyances (such as restrictive copy protection and long pauses for disk access) keep it from attaining greatness. Miles Computing, for Amiga, ST.

☆ **Archon** combines the strategy of chess with the action of an arcade-style game. Two armies of magical creatures compete for total victory on a chessboard. When two pieces go into combat, the board turns into a battlefield. The result is a unique game that may well appeal to teenagers and adults more than to younger Nintendo fans. Activision, for NES.

☆ **Bad Blood** takes place after a nuclear holocaust has split the human race into two warring factions of normal people and mutants. As a mutant, your goal is to stop an all-out war that may wipe out your fellow "Mutes." It's a quest that involves plenty of fighting, but exploration, too. The game's strong point is its convincing vision of a post-apocalyptic world. Origin, for PC, Amiga, 64.

☆ **Balance of the Planet** is game designer Chris Crawford's expansive follow-up to *Balance of Power*. This time you play a United Nations high commissioner who controls all decisions affecting Earth's environment. It's an awesome job, because you soon learn the complex relationships between scientific research, industrial and agricultural production, pollution, conservation, family planning, overpopulation, and much more. Not just a game, it's really a first-class educational tool that's also interesting to play. Chris Crawford Games (distributed by Accolade), for PC, Mac.

Batman: The Video Game successfully captures the dark, ominous look of 1989's hit movie. As the Caped Crusader, you must stop the Joker from unleashing a horrible nerve gas on the innocent citizens of Gotham City. Exceptional graphics, animation, and lively action make this game a winner. Sunsoft, for NES, Game Boy; Data East, for Amiga, 64, ST.

☆ **Bloody Wolf** is a furious shoot-em-up in which you play a lone mercenary who's trying to rescue a kidnapped President from brutal revolutionaries. Your weapons include a knife, an assault rifle with unlimited ammo, grenades, a flamethrower, and a bazooka. Extremely violent, but also one of the best combat games we've seen. NEC, for NEC.

☆ **Bonk's Adventure** is NEC's answer to Nintendo's popular *Super Mario Bros.* series. The star is a cute caveman named Bonk who subdues enemies by bashing them with his rock-hard head. Bonk is on a quest to save Princess Za from the evil King Drool, and he encounters numerous prehistoric obstacles. A charming, cartoonlike game for all ages. NEC, for NEC.

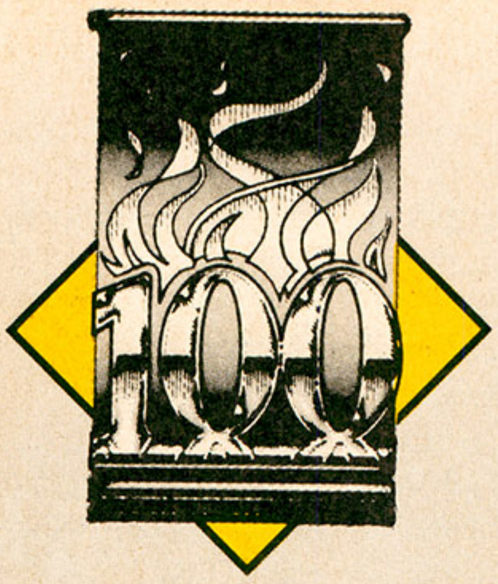
☆ **Boxxle** is a puzzle game based on a simple concept: As a tireless warehouse worker, you must rearrange a bunch of crates into a predetermined pattern. Inconveniently placed walls, doors, and halls make your job more difficult. Though *Boxxle* is challenging, some players may find that it lacks variety as they work their way through its 108 screens. FCI, for Game Boy.

☆ **Budokan: The Martial Spirit** isn't just another kick-and-punch martial arts game. It captures not only the action, but also the careful study, endless practice, and Oriental philosophy of the martial disciplines. After honing your skills in a *dojo*, you'll advance to an international tournament. A beautiful game with remarkably lifelike animation. Electronic Arts, for Genesis, PC, Amiga.

☆ **Centurion: Defender of Rome** captures the look and spirit of such classic Hollywood epics as *Ben Hur* and *Spartacus*. Roman legions clash on land...oar-powered galleys do battle at sea...and crowds flock to the Colosseum for gladiator contests and chariot races. Though not as deep as it could be, the game is undeniably entertaining and definitely the most cinematic game on the market. Electronic Arts, for PC.

☆ **Champions of Krynn** is the third full-fledged role-playing module in SSI's Advanced Dungeons & Dragons computer series, and it's the first computer game set in the world of the *Dragonlance* novels. The characters are as true to the *Dragonlance* world as the setting, and the adventure is an exciting adaptation of the saga. If *Krynn* indicates how computer-based AD&D games are evolving, this series has a very strong future. SSI, for PC, 64, Amiga, Apple II.

The Chessmaster, the first chess game for Nintendo, was adapted from one of the best



and most popular chess programs available for personal computers. Numerous options support all the fine points of chess, and there's even a teaching mode for neophytes. Hi-Tech Expressions, for NES; released as *Chessmaster 2000* and *Chessmaster 2100* by The Software Toolworks, for PC, Mac, 64, Apple II, IIGS, Amiga, ST, XE.

☆ **Chip 'n Dale Rescue Rangers** is based on Disney's popular cartoon series starring a pair of chipmunk detectives. Your assignment: thwart an evil plot by the arch-enemy Fat Cat. It's a *Super Mario*-like adventure for one or two players that entails gathering hundreds of items and exterminating multitudes of Fat Cat's agents. Younger Nintendo fans will probably enjoy it the most. Capcom, for NES.

☆ **Chip's Challenge** is an aptly named action-puzzle game that's tough enough to test any game player. As Chip, a resourceful teenager, you must work your way through 144 different puzzles to join an exclusive computer club. Every level is different, but they share enough things in common to make you think the solution will be easier than it really is. An outstanding game by any measure. Atari, for Lynx.

☆ **Conquests of Camelot: The Search for the Grail** is a game rich in mood and detail. It borrows from the Arthurian myths, but remains totally original. Playing the role of Arthur, you pursue your quest throughout old England and eventually to Jerusalem. Only the most courageous players can rescue the missing knights of the Round Table and find the Holy Grail. Sierra, for PC, ST.

☆ **Cosmo Tank** offers a bit of everything. At various times, it's a reckless shoot-em-up on a 2-D screen; a search-and-destroy mission on a 3-D screen; a simple quest adventure with caverns and maps; and a combat game that switches from tank battles on land to dogfights in outer space. Overall, thanks to good graphics and above-average music, it's one of the best Game Boy shooters available. Atlus/Asuka, for Game Boy.

☆ **Crystalis** takes place in 1997 after a great war has wiped out civilization. Mutated animals now rule the Earth, and the few surviving humans band together to build a towering city in the sky. After awakening from suspended animation, you begin a quest to fulfill your final destiny. One of the better fantasy role-playing games for Nintendo. SNK, for NES.

☆ **Devil's Crush** is the sequel to *Alien Crush*, and it's an even better pinball simulation than the original. The three-screen-high pinball table is crawling with spectacular animated graphics — among the best we've seen for the TurboGrafx-16. Skulls, demons, gargoyles, dragon ladies, and frightening little monks are just a few of the attractions. NEC, for NEC.

☆ **Double Dragon** is a leading contender for the best Game Boy title available. The graphics and animation are amazingly good, but what's really surprising is the game play. It preserves the feel of the NES, Sega, and arcade versions, yet is different enough to seem fresh and new. The Game Boy version is also a bit easier to play, since you start with a full arsenal of martial arts moves and don't have to push as many buttons to unleash them. A first-class punch-em-out. Tradewest, for Game Boy, NES; Sega, for Sega.

Double Dragon II: The Revenge is the sequel to one of the best-selling Nintendo games ever. Billy and Jimmy Lee reprise their starring roles, this time to rescue their friend Marian, who has been kidnapped by the evil Shadow Boss. A major improvement over the original *Double Dragon* is a two-player mode, just like the arcade version. Acclaim, for NES.

Dragon Warrior is a fantasy role-playing epic that demands almost no dexterity at all. Instead, this game requires patience, strategic thinking, and map-making skills as you embark on a quest to free the terrorized land of Alefgard from the evil Dragonlord. It lacks certain details found in similar computer games, but is among the more sophisticated Nintendo examples of this genre. Nintendo, for NES.

☆ **DragonStrike** is a surprising departure for an Advanced Dungeons & Dragons game. Although it continues the legend of the Solamnic Knights of Ansalon, it's actually a flight simulator — albeit a flight simulator with flying dragons instead of jet fighters. With VGA graphics and a fast computer, it's a beautiful and magical game that'll make fans of modern simulators feel right at home. SSI, for PC.

DuckTales delightfully captures the spirit of Walt Disney cartoons. You guide Scrooge McDuck (with cameo appearances by other Disney characters) throughout the world on a quest for five legendary lost treasures. The amusing graphics are vintage Disney, there's no gruesome violence, and the skill level is challenging without being too difficult. Capcom, for NES, Game Boy.

☆ **Dusty Diamond's All-Star Softball** is an imaginative sports "simulation" that deals in fantasy and humor. Some batters wield maces instead of Louisville Sluggers; some outfielders can hover in the air; and some players can climb the outfield walls to rob hitters of home runs. Although the computer is a frustrating opponent, the game really comes alive when played with friends. Broderbund, for NES.

☆ **E-SWAT** stands for Elite Special Weapons and Tactics. As a member of this highly trained anti-terrorist team, you embark on a mission against a terrorist group that's holed up in a stronghold with a secret weapon. The job gets easier when you pick up better weapons and a suit of cyber-armor. A strong, action-packed game reminiscent of *RoboCop* — but with flashier graphics. Sega, for Genesis.

☆ **Escape from Hell** is a bizarre role-playing adventure that challenges you to flee the most dangerous place of all. You'll meet the condemned souls of such characters as Hitler, Blackbeard, and Al Capone — and even get involved in a plot to overthrow Lucifer. If you're not offended by its cavalier attitude toward the hereafter, this is a great game that combines humor with off-the-wall philosophy. Electronic Arts, for PC.

☆ **Faces...Tris III** is the third iteration of *Tetris* from Soviet game designer Alexey Pajitnov. Like the original *Tetris* and its first sequel, *Welltris*, your job is to guide falling puzzle pieces into orderly piles at the bottom of the screen. But this time the pieces are parts of famous people's faces. As a result, this nonviolent game is both comfortably familiar and delightfully different. Spectrum Holobyte, for PC, Amiga, Mac.

Gauntlet: The Third Encounter is a dynamite adaptation of the arcade *Gauntlet* and *Gauntlet II*. An action-adventure with heavy emphasis on the action, it sends you on a quest through 40 mazes filled with monsters. Innovative features and outstanding graphics make it the equal of any full-size videogame. But it needs a save-game or password feature. Atari, for Lynx.

☆ **Ghostbusters** is based on the 1984 movie and is a radical departure from the original computer game first issued five years ago. It's now a spook hunt that takes you through six levels of hostile icemen, flying tableware, and leaping globs of ectoplasm. Fast action and imaginative graphics (wait 'till you see the Stay-Puft Marshmallow Man!) make it a winner. Sega, for Genesis; Activision, for NES.

☆ **Ghostbusters II**, based on the hit movie of 1989, lets you control *two* Ghostbusters at once as you set forth to rid New York City of its annoying phantoms. Your main guy is the Beamer, who paralyzes the ghosts with his beam so the Trapper can capture them in a box. The ultimate goal is to rescue a kidnapped baby from Vigo, an evil tyrant from the past. Challenging and fun. Activision, for

Game Boy, NES, PC, Amiga, 64.

☆ **Gilligan's Island** is based on one of the most popular TV comedies of the 1960s. As one of several castaways on a desert island, you must search for your lost shipmates and hunt for items that may help you escape. Some of the tasks make little sense, however, and you never get to build a raft. A bit too tame for all but younger players and diehard fans of the TV show. Bandai America, for NES.

☆ **Harmony** is supposed to be a nonviolent "new age" game in which you corral a bunch of colored energy spheres together so they'll synergize and disappear. But veteran videogamers will recognize it as a creative reworking of an old favorite — *Asteroids*. Thanks to a clever new spin and a cooperative two-player mode, *Harmony* is a most pleasant gaming experience. Accolade, for Amiga, PC, 64, ST, Game Boy.

Harpoon is the definitive simulation of modern warfare at sea. It includes detailed information on more than 100 NATO and Soviet surface ships, submarines, planes, and weapons systems. Yet the menu-driven play system is surprisingly easy to use. Be forewarned, though, that *Harpoon* is a complex simulation which cannot be mastered overnight. Three-Sixty, for PC.

☆ **Heavy Barrel** is a simple *Rambo*-style shooter in which terrorists have captured the underground control center of a nuclear missile base. Cleaning them out is up to you (or you and a friend, with the two-player option). Along the way you pick up parts of Heavy Barrel, the super-gun you'll need to win the game. Though not very original, it's a competently done shooter for those who like nonstop action. Data East, for NES, PC, 64, Apple II.

☆ **Herzog Zwei** is a hybrid between action games and computer combat simulations. The object is to destroy an enemy base camp by deploying soldiers, tanks, boats, missile launchers, and other forces on eight different alien worlds. Yet

it's more than a strategic exercise — you also have direct control over your hovering attack jet. *Herzog Zwei* takes awhile to learn, but you'll soon be hooked. Sega, for Genesis.

IronSword: Wizards & Warriors II is a superior sequel that picks up where the original story left off. The sinister sorcerer Malkil has returned and is spreading evil from atop IceFire Mountain. As the brave knight Kuros of Elrond, you must fight your way to the mountain and defeat Malkil. The graphics are dazzling, and the diverse challenges are the game's strong point. Acclaim, for NES.

☆ **It Came From the Desert** is based on the 1954 sci-fi movie *Them!*, in which giant ants (mutated by atomic testing) attack a small Western town and infest the sewers of Los Angeles. As a geologist, you have 15 days to discover the ants, convince everyone else you're not crazy, and organize resistance. The graphics are spectacular, the soundtrack evocative, and every 1950s horror-flick cliche delightfully recreated. Cinemaware, for Amiga; due soon for PC, NEC.

☆ **Jack Nicklaus' Greatest 18 Holes of Major Championship Golf** unites 18 of the Golden Bear's favorite holes into one ultimate course. From St. Andrews to Augusta National to Pebble Beach, it does a great job of simulating pro golf. Wind conditions, hazards, and the club you choose all play a part. Although the lack of an overhead view makes putting more difficult, this is a first-class golf game. Konami, for NES; Accolade, for PC, 64, Amiga, IIGS.

☆ **Jack Nicklaus Unlimited Golf & Course Design** is not only an excellent golf simulation, but is also a brilliantly innovative course-design tool. With on-screen advice from Nicklaus himself, you can create or modify almost any kind of terrain, complete with bunkers, lakes, roughs, and greens. You can even position trees, rocks, and buildings. Easy to use and extremely satisfying. Accolade, for PC, Amiga.

☆ **Jordan vs Bird** lets you step into the basketball shoes of either Michael "Air" Jordan or Larry "Sharpshooter" Bird for a climactic one-on-one match, a slam-dunk contest, or a three-point shootout. Your opponent is controlled by either the computer or a friend. The three-point shootout is a bit tiring, but the one-on-one match is the highlight of the game. Milton Bradley, for NES; Electronic Arts, for PC, 64.

☆ **Kickle Cubicle** is a fantasy-adventure for younger NES players. The lovely Princess Mira and everyone else in the Fantasy Kingdom are locked in the icy grip of the Wicked Wizard King, and you must rescue them from the Dream Bags in which they're imprisoned. Thanks to its tricky puzzles and cute graphics, this game may end up as a favorite of the whole family. Irem America, for NES.

☆ **Kings of the Beach** captures the fast action and fancy moves of professional beach volleyball. You can set, spike, dig, and block just like the pros. In tournament play, you'll travel the world in your quest for victories, money, and a good tan. If you win three consecutive matches, you get a password that's your ticket to the next round. Ultra, for NES; Electronic Arts, for PC and 64.

☆ **Klax** is a fast-action puzzle game that's really a second-generation *Tetris*. As colored blocks clatter down a ramp, you have to catch them with a paddle and arrange them at the bottom of the screen for points. It's simple, challenging, and engrossing. And like *Tetris*, all versions are equally good. Tengen, for NES, NEC, Genesis, Lynx, PC, Amiga, ST, 64.

☆ **The Last Starfighter** is based on a 1980s movie about interstellar warfare. Desperate for pilots, an alien recruiter drafts recruits on Earth by secretly testing their skills with a machine that's disguised as an arcade videogame. *The Last Starfighter* offers no surprises, but is an enjoyable and demanding shoot-em-up. Mindscape, for NES.

☆ **Les Manley in: Search for the King** casts you in the role of a forlorn, thirty-something nerd who embarks on a quest to find a missing rock star. His wacky adventure eventually takes him to Las Vegas — and another locale even more exotic. Obviously patterned after Sierra's successful *Leisure Suit Larry* series, *Les Manley* is comfortably familiar yet entertainingly different. Accolade, for PC, Amiga.

☆ **LHX Attack Chopper** simulates the Army's latest, fastest, and deadliest combat helicopter. (You can also choose from the Apache or Blackhawk helicopters, or the tilt-wing Osprey.) There are 12 different missions in three different theaters, plus lots of features (such as a missile's- or target's-eye view of the action). First-class graphics and animation make this a worthy addition to the lineup of air-combat simulators. Electronic Arts, for PC.

☆ **Little League Baseball** emphasizes strategy over skill. The pitcher-batter match-up is less complex than in other baseball games, yet fielder control is fine-tuned to the point where you can dive or jump for spectacular catches. Unique graphs help you judge the strengths and weaknesses of various teams. Altogether, this baseball game is easier than most to understand and play. SNK, for NES.

☆ **Loom** is a magical, mystical adventure that departs from the complex structure for which role-playing games are known. Instead, it leads you in linear fashion through a fantasy world in which the Guild of Weavers design the very fabric of reality — now threatened by a discordant pattern on their looms. Some dedicated adventurers may find the game a bit too passive, but overall *Loom* is a spellbinding experience. LucasFilm, for PC, Amiga, ST.

M1 Tank Platoon differs from other tank simulations by letting you control entire units

within a total battlefield environment. On top of that, this immense program offers more than 100 possible commands, an extraordinarily flexible playing system, smooth animation, and handsome graphics. *M1* is an outstanding product in a crowded field. MicroProse, for PC, Amiga, 64.

☆ **Mega Man 3** follows the same winning formula as the first two installments. The android Mega Man travels from world to world, defeating enemy robots and capturing their weapons for his own use. This time, though, the evil Dr. Wily has turned good (or has he?). Its great story, outstanding graphics, and exciting game play make it the best Mega Man game ever. Capcom, for NES.

☆ **Michael Jackson Moonwalker** features one of the greatest pop stars in history on a mission to rescue the children of world leaders from the fiendish Mr. Big. You'll delight at the way Jackson's videogame character glides, dances, and moonwalks his way through this expansive action-adventure. The animation is so realistic it's like interactive MTV. Sega, for Genesis; soon for Sega.

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

Military Madness is the first strategic war game for the TurboGrafx-16 and the best yet released for any videogame system. Although it's not a historical simulation — your infantry, tanks, and aircraft battle on the moon — it's a true hexagon-based war game that includes all the important elements. Complex, but easy to learn. NEC, for NEC.

☆ **Mission Impossible** is a spy adventure based on a popular TV show from the 1960s (revived in the 1980s). Your mission is to rescue a kidnapped scientist and a fellow agent from the Sinister Seven. The intrigue begins in Moscow and carries you to Venice, East Berlin, and Cyprus. Detailed, colorful graphics and a variety of problems to overcome make this an outstanding game. Ultra, for NES.

☆ **Neutopia** is a fantasy role-playing game that has similarities to *Dungeon Explorer*, the first NEC role player. As a lone adventurer, you must pursue a lengthy quest divided into several smaller quests. Your journey takes you through mazelike dungeons filled with weapons, treasures, and monsters. Although *Neutopia* offers more variety than *Dungeon Explorer*, some players may still find it a little repetitive after awhile. NEC, for NEC.

☆ **Nightmare on Elm Street** is a wild adaptation of the hit horror films starring the frightening Freddy Kreuger. Now *you* are the only one who can stop Freddy, and your only hope is to gather and incinerate his bones. But your mission is blocked by hordes of ghouls, ghosts, and monsters. With its attractive special effects, this game is almost as much fun to look at as it is to play. LJN Toys, for NES.

☆ **Ninja Gaiden II: The Dark Sword of Chaos** continues the story of Ryu Hayabusa, a young ninja dragon who possesses amazing fighting skills. This time, Ryu must once again rescue his girlfriend Irene, who has been kidnapped by an unknown evil. *Ninja Gaiden II* goes beyond the original hit with even more intense action and some of the best graphics ever seen in a Nintendo game. Tecmo, for NES.

☆ **Nuclear War** is a cross between *Balance of Power* and *Mad* magazine. It's fun, but is intended for those who can appreciate the dark humor of a game in which world leaders like the Ayatollah Kookamamie and Ronnie Raygun wipe out vast populations with Gravedigger missiles and Grim Reaper bombers. Also, fans of traditional strategy games might find it a bit too easy. New World Computing, for Amiga, PC.

☆ **Pat Riley Basketball** offers full-court, five-on-five action plus closeup views for such plays as tipoffs, lay-ups, slam-dunks, foul shots, and three-pointers. The animation is fast and flicker-free. But as a simulation of pro basketball, it falls short. Very little strategy is involved, and there's no player substitution. Sega, for Genesis.

Phantasy Star II is a role-playing adventure that delivers all the fun and challenge of the original *Phantasy Star* for the Sega Master System, plus the added depth and complexity that 16-bit technology can offer. Gorgeous graphics, a compelling story, and a very welcome save-game feature nominate *Phantasy Star II* as one of the best titles available for the Genesis. Sega, for Genesis.

Pipe Dream is an appealing strategy game that offers an interesting combination of logical challenges and fast, nonviolent action. The object is to build the longest possible network of pipes before a liquid called *flooz* reaches the end of the pipeline. Big scores require long, complex networks. Lucasfilm, for PC, 64, Mac, Amiga, ST, NES, Game Boy.

Populous, to put it bluntly, lets you play God. As either a good or bad deity, you control the development of your chosen people on the world below. By flattening out the mountainous terrain, you make their farms more productive and thereby increase their population. The ultimate goal is to conquer the other god's chosen ones. An excellent and highly original strategy game. Electronic Arts, for Genesis, PC, Amiga, ST.

☆ **Prince of Persia** is an exciting romp that recalls the flavor of the Arabian nights. As a young adventurer, you must stop the Grand Vizier from marrying a beautiful princess against her will. Your dangerous journey through his palace combines the thrills of an arcade game with the puzzles of a good role-playing adventure. The remarkably lifelike animation is superb. Broderbund, for PC, Apple II, Amiga, Mac.

☆ **Puffy's Saga** is like a cross between *Pac-Man* and *Gauntlet*. By controlling a cute little character named Puffy (boy) or Puffyn (girl), you try to eat all of the power dots in a large, scrolling maze. Each level is different, and dozens of monsters and other hazards keep things interesting. The two-player mode is fun, too. UbiSoft, for Amiga.

☆ **Rad Racer II** updates the popular racing game with a series of new courses and challenges. As always, speed is what counts in this game, and the illusion of speed is a strong point of *Rad Racer II*. But the original *Rad Racer*, with its lower-to-the-road perspective, gives a better sense of what real driving is like. Still, if you liked *Rad Racer*, you probably won't want to miss *Rad Racer II*. Square Soft, for NES.

☆ **Railroad Tycoon** is a truly exceptional game that combines rich historical accuracy with the fun of *Monopoly*. Starting in the early 19th century, you begin building your railroad empire from scratch. The simulation encompasses everything from rate wars and corporate takeovers to train-dispatching and urban development, yet is amazingly easy to play. A real standout. MicroProse, for PC.

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

Robocop is based on the hit movie in which a severely wounded cop is rebuilt as a nearly invincible cyborg. His mission: to rid Detroit of bad guys. As Robocop, you do

battle with the nasties and gradually uncover a terrible secret about your past. This is one of those games that works better on Nintendo than on computers. Data East, for NES, PC, Amiga, ST, 64.

Rocket Ranger makes you the hero of a 1940s science fiction serial. The Nazis will win World War II unless you can rescue a scientist. But don't worry! You've been sent a jet pack from the future. The computer versions are great games with terrific graphics. The NES version, however, substitutes aliens for Nazis, downgrades the graphics, and offers rather weak game play. Cinemaware, for PC, Amiga, 64, ST, IIGS; Kemco-Seika, for NES.

☆ **Second Front** recreates Operation Barbarossa — Nazi Germany's massive 1941 invasion of the Soviet Union. As the supreme commander of either the Germans or the Soviets, you can conduct a wide range of sophisticated operations. Bright graphics, a thorough manual, and intelligent game design all help to make *Second Front* a war game with gripping, almost hypnotic, drama. SSI, for PC.

☆ **Secret of the Silver Blades** is the sequel to *Curse of the Azure Bonds* and *Pool of Radiance* in the Advanced Dungeons & Dragons series. It returns you to the Forgotten Realms, where the mayor of a town seeks your help. Soon you'll be caught up in a plot involving the evil Black Circle. *Silver Blades* is an outstanding fantasy role-playing game that lives up to the high standards set by its predecessors. SSI, for PC, 64.

Sim City is an outstanding and original strategy game in which you manage the development of a simulated city. As "years" pass, you must deal with such problems as taxes, zoning, crime, housing, transportation, city services, commercial development, and growing population. Setbacks include natural disasters, nuclear accidents, and even monster attacks. A true standout. Maxis, for PC, Amiga, 64, Mac.

☆ **Skate or Die: Bad 'n Rad** for the Game Boy departs from the NES version of *Skate or Die*, which emphasized skateboard stunts. Instead, *Bad 'n Rad* is an action-adventure that pits you against bad guys and lethal hazards during your quest to rescue a damsel in distress. Although some of the flavor of California skateboarding has been lost, it's still a dynamite action game. Konami, for Game Boy.

☆ **Skate or Die 2** begins after you accidentally run over the mayor's wife's poodle with your skateboard. In retaliation, the city demolishes your skateboard ramp, and now you have to earn enough money to build another. Your quest takes you to shopping malls, city streets, and beaches. A much-improved and worthy successor to a million-copy bestseller. Electronic Arts, for NES.

☆ **Slime World** raises slime to an art form. On a putrid planet awash in scum and sludge, you can choose from six different missions. Most require you to escape from mazelike caverns dripping with goo and haunted by slimy creatures. Some missions demand arcade skills; others emphasize exploration. Up to eight Lynxes can be hooked together for multiplayer games. Delightfully disgusting. Atari, for Lynx.

☆ **Snake's Revenge** is the worthy sequel to *Metal Gear*. Once again you play the role of Snake, an elite commando. Your mission: Stop Colonel CaTaffy, who together with the Higharolla Kockamamie is threatening the world with the Ultra-Sheik Nuclear Attack Tank. Really a cross between a role-player and a shooter, this is a big game with countless items and clues to discover and zillions of enemies to fight. Ultra, for NES.

☆ **Solstice** combines action, adventure, and puzzle-solving with attractive graphics and amusing sound effects. The ultimate goal is to rescue a kidnapped princess, but the game is really a test of your mental skills as you move from one puzzle room to another within a mazelike castle. It takes clever thinking to overcome the game's numerous tricks and traps. CSG Imagesoft, for NES.

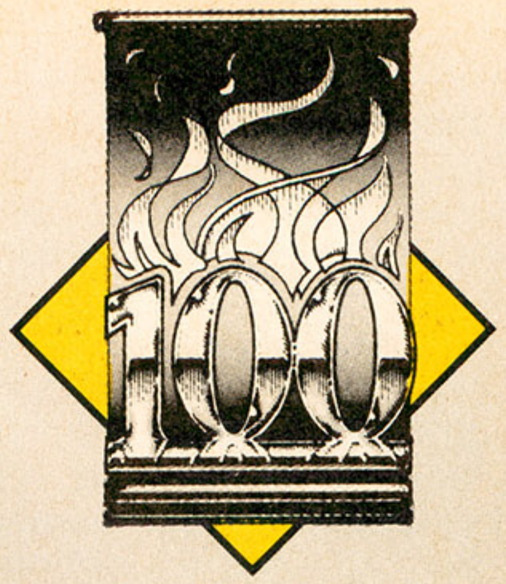
☆ **Super C** is the sequel to *Contra*, one of the most popular Nintendo shooting games of all time. Once again, Sergeant Bill Ko and his comrade, Corporal Lance (alias Scorpion and Mad Dog) face a showdown with their old enemy, Red Falcon. Defeating him is easier if you tackle this one- or two-player game with a friend. The graphics and action are top-notch. Konami, for NES.

☆ **Super Glove Ball** was designed to take advantage of Mattel's Power Glove, though it works with standard controllers, too. The main action resembles handball as you control a floating hand on the screen and slap a bouncing ball around a room. Additional twists include hovering monsters and dozens of connecting rooms that form a maze. Power Glove owners will probably appreciate it the most. Mattel, for NES.

Super Mario Bros. 3 is the latest and most eagerly awaited chapter in the adventures of Mario and Luigi. Once again you must rescue Princess Toadstool from the clutches of the evil Bowser and free the Mushroom Kingdom from domination. Elaborate worlds, pipes, warp zones, and power-ups justify the unprecedented popularity of this massive game among Nintendo fans. Nintendo, for NES.

☆ **Super Monaco Grand Prix** opens with a bang — beautifully digitized screens of actual race cars — and then gets even better. You can choose from several international road courses and even customize your car with different transmissions. Thanks to high-speed excitement, great graphics, and stereo sound effects, this racing game is a winner. Sega, for Genesis.

☆ **Takin' It to the Hoop** is a full-court, five-on-five basketball simulation that strikes an intelligent balance between action and strategy. You can't win without skillful manipulation of the control pad, but it also matters how you rotate your players from the bench to the court. Despite so-so graphics and drab sound effects, it's realistic and very entertaining. NEC, for NEC.



Teenage Mutant Ninja Turtles is based on the popular comic book characters and TV show. You control four genetically altered turtles who live on pizza, are martial arts experts, and have their own unique skills. When their human friend April is kidnapped, you must guide the turtles to her rescue. Unlike most spin-offs of TV shows and movies, this is a first-class (though difficult) game. Ultra, for NES, PC, 64, Amiga.

☆ **Teenage Mutant Ninja Turtles: Fall of the Foot Clan** brings the famous foursome of Leonardo, Donatello, Michelangelo, and Raphael to the Game Boy. Once again, the nefarious Shredder has kidnapped the beautiful April O'Neill, and the Turtles are rushing to her rescue. Incredibly, the graphics are even better than in the original NES version, and the stereo soundtrack is superb. Ultra, for Game Boy.

Tetris, a game developed in the Soviet Union, is extremely habit-forming. Place the seven shapes of falling blocks into horizontal rows. When you finish one row, it falls from the screen and the next blocks start falling faster. Simple to learn, but always challenging. Equally good in all formats. Spectrum Holobyte, for PC, Amiga, Apple II, IIGS, Mac, 64, ST; Nintendo, for NES, Game Boy; Tengen, for NES.

Their Finest Hour: The Battle of Britain is a lavish historical simulation of Nazi Germany's attempt to bomb Great Britain into submission during World War II. You can fly any of the major German or British aircraft and restage single missions or whole campaigns. Top-notch animation and careful attention to detail create an uncanny illusion of reality. Lucasfilm, for PC, Amiga, ST.

☆ **Thunderbirds** is based on an obscure TV series from the 1960s. The T-Birds are six members of a family who fly powerful aircraft against various criminal masterminds. This time they're out to stop the alien villain HOOD, who's scheming to conquer the world. Sharp, clear graphics and an element of strategy are exceptional features of this scrolling shooter. Activision, for NES.

☆ **Timeball** is a puzzle game that sends a little ball rolling through a series of tubes. Your goal is to rearrange the various sections of tubing so the ball never hits a dead end. Each level is different and can be solved in several ways. Highly recommended for fans of puzzle games. NEC, for NEC.

☆ **Total Recall** is based on last summer's hit movie about a construction worker who gets tangled up in a mystery that eventually leads him to Mars. Along the way, he discovers that his true identity has been erased from his mind as part of a sinister plot. More so than most games based on movies or TV shows, *Total Recall* follows the original story fairly closely — and the result is an exciting game. Acclaim, for NES.

☆ **Treasure Trap** mixes action with puzzle solving. You play a diver exploring a shipwreck divided into dozens of compartments, most holding bars of gold. To get the gold, you must overcome obstacles, avoid traps, and evade crafty sea creatures. Excellent graphics and sound make it quite enjoyable. Electronic Zoo, for Amiga, PC, ST.

☆ **Trivial Pursuit** survives the difficult transition from popular board game to computer game. It even incorporates five different editions of *Trivial Pursuit* (though not the original edition). The computer players aren't as much fun as human players, however, and the computer's rather passive quality reveals that, like the board version, it's a social game best enjoyed in the company of friends. Parker Brothers, for PC.

☆ **TV Sports Football** simulates pro gridiron action with realistic formations, versatile play-calling, and crisp graphics. You're free to improvise once a play is underway, and the game doesn't get bogged down with statistics. With a TurboTap, up to five people can play at once, each with individual control over a different player. One of the finest football games available. NEC, for NEC; Cinemaware, for PC, Amiga, 64, ST.

Ultima VI: The False Prophet is the latest and best installment in a decade-old series of fantasy role-playing games. Once again, you journey to Britannia to battle the forces of evil and black magic. If you've never played an *Ultima* game before, a new graphics-oriented user interface and a fresh approach make this sequel a good place to start. Origin, for PC.

☆ **Werewolf** isn't what you think. In this game, *you* are the hairy beast, and you must battle the evil Dr. Faryan and his bio-monsters to save Earth. Luckily, a friendly spirit guides you through a maze of sewers, dark forests, and underground forts. Above-average graphics, exciting music, and fast-paced action. Data East, for NES.

☆ **Wizards & Warriors X: Fortress of Fear** isn't really the tenth installment of the famous *Wizards & Warriors* series for NES; it's actually the first installment for the Game Boy. As the brave knight Kuros, you must penetrate the dreaded castle of the evil wizard Malkil to rescue a princess. Exceptional graphics and sound make this game a remarkable adaptation of the NES series. Acclaim, for Game Boy.

☆ **Wrath of the Black Manta** is a martial arts game that pits you against an international gang of drug-dealing criminals who are kidnapping the children of New York. As the Black Manta, a great ninja, you must track down and defeat their evil boss. Good graphics, an entertaining story, and plenty of action set *Black Manta* apart from most other ninja games. Taito, for NES.

Zelda II: The Adventure of Link is the sequel to the super Nintendo hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich adventure game. As Link, you once again fight the powers of darkness in the land of Hyrule. Roam from the North Castle to Death Mountain...and beyond. Nintendo, for NES.

☆ **Zoom!** resembles a cross between two arcade classics, *Pac-Man* and *Q*bert*, but is actually an entertaining and original variation of the basic maze chase. It's also a departure for the Genesis — a warm, cute game enlivened with brisk background music and mild violence. Don't think it's a simplified game for small children, however. *Zoom!* is fairly difficult and will challenge the skills of most players. Sega, for Genesis.

GP

VIDEO GAMES EXPRESS

NINTENDO		NINTENDO		GAME BOY	
☐ Adv. Magic Kingdom	$44.95	☐ Muppet Adventure	TBA	☐ Bases Loaded	$ 22.95
☐ All Pro Basketball	36.95	☐ Narc	39.95	☐ Batman	26.95
☐ Al Unser's Racing	39.95	☐ Nightmare on Elm Street	39.95	☐ Boomer's Adventure	22.95
☐ Arkista's Ring	34.95	☐ Ninja Gaiden 2	46.95	☐ Bubble Ghost	TBA
☐ Back to the Future 2&3	39.95	☐ Nobunaga's Ambition	54.95	☐ Bug's Bunny Castle	22.95
☐ Bad News Baseball	39.95	☐ Phantom Fighter	44.95	☐ Castlevania	24.95
☐ Bandit Kings Anc. China	TBA	☐ Pictionary	39.95	☐ Cosmo Tank	24.95
☐ Bases Loaded 2	42.95	☐ Pinball Quest	34.95	☐ Daedalian Opus	22.95
☐ Batman	39.95	☐ Pipe Dream	37.95	☐ Dexterity	24.95
☐ Battle Chess	37.95	☐ RBI Baseball 2	36.95	☐ Double Dragon	26.95
☐ Battle Tank	32.95	☐ Remote Control	34.95	☐ Fist of North Star	22.95
☐ Beetlejuice	TBA	☐ Rescue Rangers	44.95	☐ Flipull	22.95
☐ BIGFOOT	39.95	☐ Robocop	39.95	☐ Fortress of Fear	24.95
☐ Cabal	38.95	☐ Romance of 3 Kingdoms	59.95	☐ Gargoyle's Quest	25.95
☐ Captain Skyhawk	45.95	☐ Sesame Street ABC	29.95	☐ Ghostbusters 2	TBA
☐ Castlevania 3	TBA	☐ Sesame Street 123	29.95	☐ Heavyweight Boxing	TBA
☐ Caveman Games	TBA	☐ Skate or Die 2	39.95	☐ Hyper Lode Runner	22.95
☐ Chessmaster	39.95	☐ Ski or Die	TBA	☐ Ishido: Way of Stone	TBA
☐ Crystalis	49.95	☐ Snake's Revenge	35.95	☐ Jordan vs. Bird	TBA
☐ Days of Thunder	44.95	☐ Solar Jetman	44.95	☐ Kwirk	22.95
☐ Dick Tracy	42.95	☐ Spot	39.95	☐ Light Boy Accessory	22.95
☐ Dirty Harry	TBA	☐ Street Fighter 2010	39.95	☐ Lock 'N Chase	22.95
☐ Double Dragon	29.95	☐ Super C	35.95	☐ Loopz	TBA
☐ Double Dragon 2	49.95	☐ Super Off-Road	42.95	☐ Malibu Beach V-Ball	22.95
☐ Dungeon Magic	44.95	☐ Swords & Serpents	39.95	☐ Mercenary Force	TBA
☐ Dusty Diamond Softball	37.95	☐ Tecmo Bowl	39.95	☐ Motocross Maniacs	22.95
☐ Fast Break	39.95	☐ Teenage Mutant Ninja Turtles	35.95	☐ NBA All-Star Chall.	TBA
☐ Frankenstein	TBA	☐ TMNT: The Arcade Game	TBA	☐ NFL Football	22.95
☐ Gauntlet 2	45.95	☐ The Simpsons	TBA	☐ Nemesis	26.95
☐ Genghis Khan	54.95	☐ Thunderbirds	32.95	☐ Paperboy	23.95
☐ Ghostbusters 2	39.95	☐ Time Lord	39.95	☐ Penguin Wars	24.95
☐ Goal	39.95	☐ Tombs & Treasures	39.95	☐ Pipe Dream	TBA
☐ Hollywood Squares	39.95	☐ Top Gun: Second Mission	37.95	☐ Quarth	22.95
☐ Hoops	36.95	☐ Total Recall	39.95	☐ Shanghai	24.95
☐ Hunt for Red October	TBA	☐ Wheel of Fortune-Family	39.95	☐ Skate or Die	24.95
☐ Image Fight	39.95	☐ Win,Lose or Draw	34.95	☐ Spiderman	24.95
☐ Jack Nicklaus Golf	37.95	☐ World GP(Andretti's)	42.95	☐ Spot	TBA
☐ Jeopardy-25th Anniv.	39.95	☐ Wrath of Black Manta	29.95	☐ Super Scrabble	TBA
☐ Journey to Silius	39.95			☐ Teenage Mutant Ninja Turtles	26.95
☐ Kickle Cubicle	39.95			☐ Wheel of Fortune	26.95
☐ Kid Kool	36.95				
☐ Kings of the Beach	33.95				
☐ Klax	34.95				
☐ Little League Baseball	35.95				
☐ Loopz	TBA				
☐ Ms. Pac Man	34.95				
☐ Mad Max	39.95				
☐ Mafat Conspiracy	39.95				
☐ Maniac Mansion	TBA				
☐ Mechanized Attack	35.95				
☐ Mega Man	29.95				
☐ Mega Man 2	39.95				
☐ Mission Impossible	TBA				

OUR POLICY: VISA & MASTERCARD accepted • No surcharge for credit card orders • Your card is not charged until we ship • No shipping charges on backorders for currently available product(s)•Separate orders for product(s) not yet available •Two weeks clearance on personal and company checks • No C.O.D.'s • We will gladly exchange defective cartridge(s) for the same title only within 30 days of purchase. No other exchanges or refunds will be given. All items subject to availability. Prices subject to change without notice • SALES TAX: FL residents add 6% to order.

SHIPPING POLICY: Continental US : All orders ship via UPS Ground for $3.50 or UPS Blue Label (2nd Day Air) for $6.00 • Outside Continental US : Call/write/fax for info.

VGE • 1120 Holland Drive #16 • Dept.PL11 • Boca Raton, FL 33487

PHONE ORDERS: 407-241-8511 FAX ORDERS: 407- 241-8609

MARKETPLACE

FREE SHIPPING DISCOUNT PRICES

Nintendo/Gameboy
Sega-Genesis
Compare our prices
Montclair Video Game Outlet
P.O. Box 453, Montclair, CA. 91763
(714)626-5133
Call or write for prices or free price list
(Free shipping in continental U.S. only)

Nintendo®

Call Write for our FREE Price List or send your Nintendo Cartridges with best buy back price (enclose any other company s price list)

We will pay at least $1.00 more than any other firm!

We reserve the right to refuse any sale or purchase Prices subject to change without notice Add $4 50 Minimum S&H Calif Res add 6 75% tax

BRE Software
Dept. GP
352 W. Bedford, Suite 104
Fresno, CA 93711

ATARI
Lynx Portable Color Videogame System
SEGA GENESIS
New & Used
Genesis
Cartridges
Also Available
Blue Lightning $29 95
Chip s Challenge $29 95
Electrocop $29 95
Gates of Zendocon $29 95
Gauntlet $34 95
Slime World CALL
Klax CALL
Lynx System $169 95
Call (209) 438-4263 for Latest Lynx/Genesis Titles

GAMES & MORE

NINTENDO
ATARI - SEGA
INTELLIVISION
COLECOVISION
GAME BOY
SEGA GENESIS
THOUSANDS OF NEW & USED GAMES IN STOCK
ASK ABOUT OUR GAME EXCHANGE PROGRAM
CALL US FREE!
1-800-365-MORE
GET THE GAMES YOU WANT!
Showroom - 953 W. Huron • Waterford, MI 48328

CASH FOR NINTENDO FREE LIST

SEND YOUR NAME AND ADDRESS NOW FOR **FREE** LIST OF GAMES WE BUY.
FUN–N–GAMES
5350 JACKSON DR. #219 • LA MESA, CA 92042

Nintendo™ SEGA GENESIS™
We Accept Money Order, Credit Card, Check
SEGA AND NINTENDO ORDER NOW
ONE CALL GETS THEM ALL! New Games Our Speciality!
VISA
Game Quest
1-800-621-6862

Turbografx
Genesis
Mega Drive
PC Engine
Nintendo
Game Boy
Latest titles
Lowest prices guaranteed
New & used; trade-ins
Free 12 page catalog
800 Toll Free line
AMEXPRESS
11684 Ventura Blvd. Suite 949, Dept. GP II
Studio City, CA 91604 (818)360-7152 : 7-7 PST 7 Days
Credit Card * COD * Check * Money Order

New NINTENDO® For Less

Little League Baseball	$34	*Gameboy* Dexterity	$24
Mechanized Attack	$34		
Crystalis	$42		

Call for Other Titles
(818) 575-0007 Dept 88
Dealer Inquiries Welcome
Send check or M.O. +$4 for S/H to:
PANASIA•1431 N. Potrero Ave.•South El Monte, CA 91733

WANT TO KNOW MORE ABOUT GAME PLAYER'S MAGAZINE?
— CALL —
1-800-222-9631

IBM • COMMODORE 64 & 128 • AMIGA

1000's of Public Domain/Shareware programs on 100's of disks. Categories include games, education, business, music, graphics, utilities and more. Free listing or $1 for large descriptive catalogue (specify computer). Disks O'Plenty 7838 Pines Blvd., Suite 270-P, Pembroke Pines, FL 33204

Zachary's Game Factory

We Buy & Sell Used Video Games
We pay more and sell for less
TURBO GRAFX 16™ Nintendo SEGA GENESIS™
Send two 25-cent stamps for price list to:
Zachary's Game Factory
P.O. Box 607 Duluth GA 30136
ZGF's NEWSLETTER
brings you the best tips & strategies, game reviews & news, and reveals **never-before-published** codes for your favorite games. To receive 6 bi-monthly issues, send $5.00 to the above address.

MARKETPLACE

Classified and small space Display advertisers can now take advantage of the targeted and highly enthusiastic Game Player's audience at reasonable rates.

Display Classified rates
$125 per column inch

Call Olivia Merritt at (201)703-9500 for more information.

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, although our prices resemble other's charges for used games. UPS shipping and insurance is 50 cents per game cartridge and $5 per game system. Texas residents must pay 7.25% sales tax. A single $3 processing charge is assessed per order. Prices subject to change. New releases subject to availability. We are a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986. Compare our service and selection with *ALL* others.

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

Game System	$179.95
Video Monitor Cable	$12.95
Power Base Converter	$34.95
Control Pad	$19.95
Arcade Power Stick	$44.95
Deluxe Joystick	$34.95
Thunder Force II	$52.95
Last Battle	$47.95
Ghouls N Ghosts	$52.95
Zoom	$37.95
Alex Kidd	$34.95
Rambo III	$47.95
Ghostbusters	$44.95
Forgotten Worlds	$52.95
Mystic Defender	$52.95
Truxton	$52.95
Dick Tracy	$44.95
Mickey Mouse	$44.95
Moonwalker	$44.95
Super Thunder Blade	$47.95
Space Harrier II	$47.95
Super Hang-On	$47.95
Afterburner II	$44.95
Revenge of Shinobi	$57.95
Golden Axe	$57.95
Super Monaco GP	$44.95
Cyberball	$44.95
E-Swat	$44.95
Strider	$64.95
Columns	$27.95
Lasorda Baseball	$57.95
Riley Basketball	$44.95
World Soccer	$34.95
Palmer Golf	$49.95
Douglas Boxing	$44.95
Montana Football	$44.95
Wrestle War	$44.95
Phantasy Star II	$69.95
Sword of Vermillion	$69.95
Herzog Zwei	$39.95
Budokan	$44.95
Populous	$44.95
Zany Golf	$44.95
Shove-It	$37.95
Target Earth	$49.95
Fire Shark	$47.95
Air Diver	$47.95
Super Hydlide	$52.95
Hell Fire	$49.95
Whip Rush	$47.95
Atomic Robo-Kid	$47.95
Dando	$47.95

• PLUS OTHERS •

TURBOGRAFX-16

Game System	$139.95
Turbografx-CD Player	$359.95
Turbostick Controller	$37.95
Turbobooster Accessory	$32.95
Turbotap Accessory	$17.95
Turbopad Controller	$17.95
China Warrior	$37.95
Fighting Street	$49.95
Pac-Land	$39.95
Cratermaze	$39.95
J.J. & Jeff	$39.95
Chew-Man-Fu	$39.95
Last Alert	$49.95
Bravoman	$49.95
Drop Off	$39.95
King of Casino	$42.95
The Legendary Axe	$39.95
Bonk's Adventure	$49.95
Valis II	$49.95
Dragon's Curse	$39.95
Timeball	$42.95
Dragon Spirit	$42.95
Galaga '90	$27.95
R-Type	$59.95
Vigilante	$49.95
Final Lap Twin	$49.95
Space Harrier	$59.95
Bloody Wolf	$54.95
Splatterhouse	$54.95
Moto Roader	$42.95
Victory Run	$27.95
Magical Dinosaur Tour	$49.95
Dungeon Explorer	$49.95
Neutopia	$49.95
Double Dungeons	$49.95
Y's Book I & II	$49.95
Blazing Lazers	$49.95
Fantasy Zone	$37.95
Monster Lair	$49.95
Ordyne	$49.95
Deep Blue	$39.95
Cyber-Core	$49.95
Final Zone II	$49.95
Psychosis	$39.95
Devil's Crush	$49.95
Alien Crush	$39.95
Power Golf	$49.95
World Class Baseball	$39.95
World Court Tennis	$39.95
Takin' It To The Hoop	$39.95
Klax	$42.95
Military Madness	$49.95

• PLUS OTHERS •

GAME BOY

Game System	$89.95
Hard Carry Case	$9.95
Baseball	$19.95
Alleyway	$19.95
Tennis	$19.95
Super Marioland	$19.95
Castlevania	$24.95
Motocross Maniacs	$24.95
Revenge of Gator	$27.95
Solar Striker	$19.95
Kwirk	$27.95
Bugs Bunny	$24.95
Hyper Loderunner	$27.95
Golf	$19.95
Q-Billion	$27.95
Nemesis	$27.95
NFL Football	$24.95
Bases Loaded	$27.95
Bowling	$27.95
Spiderman	$29.95
Wolan's Curse	$27.95
Boomer's Adventure	$24.95
Catrap	$24.95
Hatris	$27.95
Pipe Dream	$27.95
Soccer Mania	$24.95
Dragon's Lair	$27.95
Kung Fu Hero	$24.95
Lock N Chase	$24.95
Side Pocket	$24.95
Fist of North Star	$27.95
Boxxle	$27.95
Bubble Ghost	$27.95
Wheel of Fortune	$29.95
Jeopardy	$29.95
Shanghai	$27.95
Chessmaster	$24.95
Fastrack	$24.95
Battleship	$27.95
Popeye	$27.95
Paperboy	$27.95
Loopz	$27.95
Balloon Kid	$19.95
Dr. Mario	$19.95
Penguin Wars	$27.95
Ishido	$27.95
Snoopy	$24.95
Fantasy Island	$34.95
Batman	$29.95
Flipull	$24.95
Double Dragon	$29.95
Light Boy	$24.95

• PLUS OTHERS •

ATARI LYNX

Game System	$159.95
Blue Lightning	$34.95
Chip's Challenge	$34.95
Electrocop	$34.95
Gates of Zendocon	$34.95
Rampage	$34.95
Slime World	$34.95
Warbirds	$34.95
Xenophobe	$34.95
Zarlor	$34.95
3-D Barrage	$34.95
Gauntlet III	$39.95
Klax	$39.95
Paperboy	$39.95
Roadblasters	$39.95
Rygar	$39.95
Chess Challenge	$39.95

ATARI 7800

Game System	$69.95
Centipede	$14.95
Choplifter	$14.95
Deluxe Asteroids	$14.95
Dig Dug	$14.95
Food Fight	$14.95
Galaga	$14.95
Joust	$14.95
Ms. Pacman	$14.95
Robotron	$14.95
Xevious	$14.95

• PLUS MANY MORE •

ATARI 2600

Game System	$29.95
Bump N Jump	$14.95
Kung Fu Superkicks	$14.95
S/Challenge Baseball	$9.95
S/Challenge Football	$9.95
Lock N Chase	$9.95
International Soccer	$9.95
Glacier Patrol	$9.95
Universal Chaos	$9.95
Bogey Blaster	$9.95

• PLUS 70 MORE •

ATARI XE

Game System	$99.95
Joust	$17.95
Millipede	$14.95
Ballblazer	$19.95
Food Fight	$19.95
Pac Man	$14.95

• PLUS 20 MORE •

NINTENDO

TOO MANY TO LIST
SEND FOR CATALOG

SEGA MASTER SYSTEM

Master System II	$59.95
California Games	$37.95
Jackson Baseball	$49.95
Montana Football	$29.95
Douglas Boxing	$29.95
Riley Basketball	$29.95
Choplifter	$29.95
Phantasy Star	$44.95
Fantasy Zone	$29.95
Alex Kidd- M/World	$29.95
Wonderboy III	$49.95
Psycho Fox	$37.95
Dick Tracy	$29.95
Moonwalker	$29.95
Mickey Mouse	$37.95
Columns	$27.95
Paperboy	$37.95
E-Swat	$37.95
Super Monaco GP	$37.95
Ghouls N Ghosts	$37.95
R-Type	$37.95
Golden Axe	$39.95
Black Belt	$29.95
Cyber Shinobi	$37.95
Double Dragon	$37.95
Dead Angle	$37.95
Wanted	$29.95

• PLUS 80 MORE •

COLECOVISION

Game System	$79.95
Hand Controller	$19.95
Jungle Hunt	$29.95
Mr. Do	$14.95
Donkey Kong Jr.	$14.95
Defender	$14.95
Tarzan	$19.95
Cabbage Patch Kids	$19.95
Kung Fu Superkicks	$24.95
Pitfall	$19.95
Decathlon	$19.95
Buck Rogers	$19.95
Rocky	$24.95
Burgertime	$29.95
Choplifter	$29.95
Rock N Bolt	$19.95

• PLUS 60 MORE •

FOR A COMPLETE CATALOG
SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS $1 FOR POSTAGE AND HANDLING TO:

TELEGAMES USA

BOX 901S • LANCASTER, TEXAS 75146

EXTRA! EXTRA! ULTIMATE GAME CLUB TELLS ALL 1-900-TIP-LINE

Dear Video Gamers, Mom & Dad, Grandma & Grandpa, Kids: The following is the result of an overwhelming response to tell you, the customer, a little about the Ultimate Game Club, what it is, what we sell, how we operate and most importantly the pros and cons of ordering through us instead of other mail order companies or shopping at the local stores. So here goes!

WHAT IS THE ULTIMATE GAME CLUB?

We are the largest mail order company of its kind where you the consumer can join and have the ability to buy games at low prices, days and sometimes weeks before they come out anywhere else! Plus purchase certain products available only through us.

WHERE ARE YOU LOCATED?

We are at 1491 Boston Post Road. Old Saybrook, CT. 06475. We also have several stores in CT that you can stop in and see! Soon there will be a store near you!

WHAT NUMBER DO I CALL?

For sales only: 1-800-TOY-CLUB. Since that line is constantly busy we've installed another line 1-203-388-6741 for your convenience. For customer service or questions about your order call 1-203-388-6366. For information on new games, release dates, new products, what we buy your used games for call 1-900-TIP-LINE.

HOW CAN I PAY FOR GAMES?

We accept checks, Money orders, Master Card, Visa, American Express, and Discover. With the Ultimate Game Club your order will not be held up for 3 weeks by sending a check. We clear all checks though Telecheck as fast as we receive them.

WHAT POLICIES DO YOU HAVE?

The last paragraph at the bottom of this ad will explain just about every rule and policy we have. These rules are to protect us and you the consumer so we can keep a good working business relationship together.

WHAT DO YOU SELL?

Quite simply- EVERYTHING! We sell both new and used games for all American and Japanese systems. We buy direct from the manufacturer to save you money as a member. We sell Nintendo, Sega 8-Bit, Genesis, Turbo Grafx, Gameboy, Lynx, PC Engine, Super Grafx,Famicom, Super Famicom, Japanese Gameboy, Neo Geo, FM Towns plus any and all other systems that will come out in the future.

HOW ARE YOUR PRICES?

As a member you are guaranteed the lowest prices no matter what! So if you see another company with a lower price call us- We'll match it as long as they have it in stock. There's no need to shop anywhere else! We have the lowest prices guaranteed!

WHAT TYPE OF WARRANTY DO YOU HAVE?

All new American products are guaranteed for 90 days by us and the manufacturer which means if you have a problem send it back to us and we'll send you a new one. All used products are guaranteed by us for 90 days. All new Japanese products are guaranteed by us for 90 days. Basically if you order anything at all you are guaranteed performance satisfaction for 90 days. We guarantee it, no matter what!

WHERE CAN YOU SHIP TO?

Everywhere! If you are alive and have an address or PO Box we'll get it to you. We ship anywhere in the world so please call us. Note: The toll-free number (800-TOY-CLUB) will NOT work outside the US.

DO YOU STOCK WHAT YOU SELL?

We stock almost everything that was ever made both new and used, American and Japanese. We have the largest stock of any mail order company in this magazine-Call us! But remember call fast, we sell out quickly! We of course do not stock games that have not been released yet- That would be impossible. But be sure- WE get them first!

HOW FAST DO YOU GET NEW RELEASES?

Most games are released in small quantities on the first shipment. But of course the Ultimate Game Club gets the largest amount possible. We pay extra to airfreight them to our warehouse so that we can ship them to you the very next day. Most companies take 5-10 days to get stock to their warehouse by ground freight then another 5-10 days to get them to their stores. By then you've already received the game from us.

HOW DO YOU SHIP?

We can ship via UPS- ground, 2nd day and overnight, US Mail- 4th class and 1st class, Federal Express-Standard, Economy, Overnight Priority.

HOW MUCH IS A MEMBERSHIP?

The membership is free with any purchase over $50.00 or if you call 1-900-TIP-LINE. This costs only .95 a minute. Leave your name, address and phone number with area code.

WHAT DO I GET FOR MY MEMBERSHIP?

The lowest prices. The best service. The ability to buy Japanese games and magazines. A free 32 page color catalog/magazine of our own;"Beyond Gaming"full of passcodes, articles, hints, tips etc.. on both American and Japanese games. You can also buy our very own hint book and VCR tape catalogs of games seldom seen before!

WHAT MAKES THE ULTIMATE GAME CLUB BETTER THAN ANY OTHER MAIL ORDER COMPANY?

1. We get the games 1st.
2. We ship the games the fastest.
3. We have the largest inventory.
4. We have the lowest prices- guaranteed!
5. We have more knowledge and experience than anyone else!
6. We pioneered the idea of selling video games by mail 1st!
7. The Ultimate Game Club advertises in every issue! Unlike other companies that have 900 #'s, or fly by night companies that advertise in one issue and are gone the next: The Ultimate Game Club has been in the very earliest issues of the magazine you now have in your hand. Most companies only advertise in several consecutive issues. We're in them all!
8. We advertise in more magazines, comic books, newspapers, and radio stations than any other mail order company. (Over 20 in all).
9. We warranty all products: New, Used, American and Japanese!
10. We have stores and showrooms you can visit and experience- Not just a cold office and an empty warehouse!
11. We set the standards and prices for the competition. Look at their ads, look at their prices, look at their ideas. Monkey see! Monkey Do! Try the rest then try the best!
12. We buy direct! Who knows where the rest get their product.
13. We buy used games for credit towards everything we sell!
14. We were the 1st to sell Japanese games and systems by mail.
15. We even buy used Japanese games for credit.
16. We supply American translations for all Japanese games and systems where available!
17. We'll special order anything! If they make it, we can get it!
18. We also have tips, hints and passcodes for the games you buy from us, both American and Japanese!
19 We ship to more places by more means than any other company!
20. We accept more methods of payment than any other company.

I hope this answered some of your questions. Those of you ordering from other companies give us a call and see what you think. Those of you who have never ordered by mail, please give us a try. We will do our best to make your shopping experience a pleasure.

NEW TURBO TITLES	
Battle Royal	49.99
Bravoman	49.99
Boxyboy	42.99
Camp California	39.99
Chew-Man-Fu	45.99
Devil's Crush	49.99
Double Dungeon	49.99
Dragon's Curse	45.99
Drop Off	45.99
King of Casino	45.99
Legendary Axe 2	44.99
Ninja Spirit	TBA
Psycosis	45.99
R.B.I. Baseball 3	TBA
Splatter House	54.99
Super Volleyball	45.99
Tiger Road	49.99
Timeball	45.99
TV Football	54.99
Sonic Spike V-Ball	39.99
CD GAMES	
Valis II	49.99
Last Alert	49.99
Magical Dinosaurs	49.99
Final Zone II	49.99
Y's I & II	49.99
Turbo Express	249.99
Express TV Tuner	99.99

GENESIS	
E-Swat	49.99
Insector X	49.99
Burning Force	49.99
Curse	49.99
Fire Shark	46.99
Mond Fight Palace	49.99
Phelios	49.99
Shadow Blaster	49.99
Trampoline Terror	42.99
Ka-Ge-Ki	49.99
Zany Golf	49.99
Bimini Run	49.99
Super Volleyball	49.99
Final Zone	49.99
Whip Rush	49.99
Thunder Force III	59.99
Hard Drivin'	49.99
Buster Douglas Boxing	49.99
Dick Tracy	49.99
Mickey Mouse	49.99
Dynamite Duke	49.99
Joe Montana F-Ball	49.99
Wrestle War	49.99
Strider	64.99
Shadow Dancer	64.99
Vermillion	69.99
Sword of Sodan	49.99
Battle Squadron	49.99
John Maden Football	49.99

Lynx, Nintendo,Sega 8-Bit
Super Famicom, Sega Game Gear
Gameboy Games, Japanese
Gameboy- Call for info!

NEO GEO American	
System	389.99
System w/ 2 cont, Nam '75 or Baseball	529.99
Extra Controller	49.99

All Games Are 179.99
Ninja Combat
Baseball Stars
Magician Lord
Nam '75
Top Player Golf
Riding Hero
Cyber Lip
Baseball Stars 2
King of Monsters
Joy Joy Kid
Ghost Fighter
Boxing
Super Spy
League Bowling
Puzzled
Raggie

SUPER GRAFX	
System	359.99
Battle Ace	79.99
Grand Zot	89.99
Ghoul's n Ghosts	109.99
Strider	99.99
Out Run	99.99
Darius Plus	99.99

MEGA DRIVE	
All Games Are 79.99	
Mega Drive System	189.99

Darwin 4081
D.J. Boy
Twin Hawk
StarCruiser
Ka-Ge-Ki
Phelios
Space Invader '90
Burning Force
Batman 89.99
Osumatsu
New Zealand Story
Rastan Saga II
XDR
Ringside Angel
Rainbow Island
Junction
Atomic Robo Kid

Darius 2
Granada
Heavy Unit

CD GAMES	
All games are 79.99	
Super Darius	
Crazy Car Racing	
Legion	
Professional Baseball	
Battle of Bastille	
Golden Axe	
Rom Rom Stadium	
Side Arms Special	
Valice III	

PC ENGINE	
Core Grafx	229.99
All Games 79.99	
Tricky	
Son of Dracula	
Thunder Blade	
World Beach V-Ball	
Load Runner	
Waracure Legend	
Burning Angle	
Power Leaue 3	
Hell Explorer	
Operation Wolf	

Die Hard
Rabio Lepus Special
Formation Soccer
W-Ring
Batman
F1-Curcis
Okinawa
Naxat Stadium
Cyber Knighjt
Violent Soldier
Honey in Sky 2
Final Blaster
Cyber Comber Force
JB Harold Murder
Champion Wrestler
Aero Blaster
Out Run
Saint Dragon
Jackie Chan
Spin Pair
Wallaby!
Parasol Star
Hurricane
S.C.I.
Thunderblade

For a free catalog write:
1491 Boston Post Rd.
Dept. GPL-02
Old Saybrook, CT. 06475

We do not accept COD orders. Call for postage rates on orders for accessories & large orders. This ad supercedes all previous ads & catalogs. Ad expires 12/30/90. We do not accept Atari games. We deduct $2 for missing instructions, $1 for missing box or slip cover, $2.50 for missing controller or 3-D glasses and $3.50 if we return a game back to you. All CT orders must pay 8% sales Any refunds or exchanges are subject to a 5% handling charge or $3.50 whichever is greater. We reserve the right to change policies or specials at any time without prior notice. No refunds, credits or exchanges without prior authorization. All new defective merchandise is warranted by manufacturer only. All used games guaranteed for 30 days from ship date. All used & defective ga can only be exchanged for the same game. 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. You must be a member to buy and sell games at club prices, or else pay list price for all accessories and $5 more for any games. We also will pay you $2 less for games you sell us unless you are a member. Please allow 4 weeks upon receipt of used games you send us so we can process and test your games. Then we will send you a credit slip or games you've ordered from us within 30 days. c 1989 Ultimate Game Club, Atari, Sega, Genesis, Turbo Grafx and Nintendo are registered trademarks and are not related nor endorsed by them. Prices subject to change without notice. We are not responsible for typographical errors. Some orders will take longer than 24 hours to process due to verification of orders, unavailability of product or other beyond our control. All prices listed are member prices only. NOTE: Some of the items in this ad may not be in stock when you read this ad. All games that are preordered cannot be cancelled or refunded- only credit will be issued towards a future purchase. All credits take 30 days to process. Memberships are non-refundable. UGC 1491 Boston Post Road,Old Saybrook, CT 06475

WE PAY THE HIGHEST PRICES!!

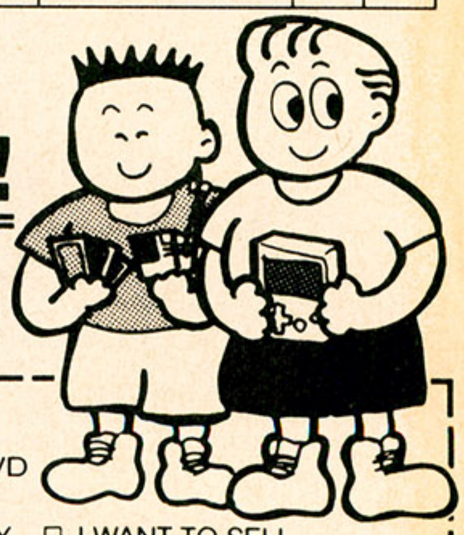
TRADE-IN YOUR OLD TITLES FOR NEW GAMES NOW !!

WE SELL AT THE LOWEST PRICES!!

GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell	GAMES	We Buy	We Sell
1942	9.00	16.95	CIRCUS CAPER	18.00	36.95	GOLGO-13	8.00	17.95	MARVEL'S X-MEN	18.00	32.95	SESAME STREET ABC	12.00	20.95	TOP SECRET EPISODE	12.00	26.95
1943	11.00	20.95	CITY CONNECTION	12.00	22.95	GOLGO-13 II	17.00	32.95	MASTER CHU & THE DRUNKHARD HU	15.00	29.95	SHADOW GATE	18.00	29.95	TOTAL RECALL	17.00	34.95
720 DEGREES	17.00	32.95	CLASH AT DEMONHEADS	15.00	27.95	GOONIES II	10.00	17.95	MATCH PLAY	12.00	26.95	SHINGEN	19.00	39.95	TRACK AND FIELD	10.00	18.95
8 EYE'S	14.00	26.95	CHUBBY CHERUB	10.00	24.95	GOTCHA	9.00	17.95	MECHANIZED ATTACK	15.00	29.95	SHINOBI	14.00	27.95	TRACK AND FIELD II	10.00	21.95
A BOYS AND HIS BLOB	15.00	27.95	CASTLEVANIA II: SIMON'S QUEST	15.00	29.95	GRADIUS	8.00	14.95	MEGA MAN II	16.00	32.95	SHOOTING RANGE	9.00	17.95	TROJAN	8.00	17.95
ABADOX	13.00	26.95	CLASSIC CONCENTRATION	12.00	26.95	GRAND PRIX	8.00	14.95	MEGA MAN	25.00	42.95	SHORT ORDER/EGGSPLODE!	12.00	22.95	TURBO RACING	16.00	33.95
ADVANCED DUNGEONS & DRAGONS	12.00	26.95	CLU CLU LAND	8.00	17.95	GRID GRABBER	12.00	26.95	METAL FIGHTER	15.00	27.95	SIDE POCKET	40.00	67.95	TWIN COBRA	15.00	27.95
ADV. IN THE MAGIC KINGDOM	18.00	36.95	COBRA COMMAND	11.00	20.95	GUARDIAN LEGEND	9.00	17.95	METAL GEAR	7.00	14.95	SILENT ASSAULT	14.00	26.95	TWIN EAGLE	15.00	27.95
ADVENTURES OF LOLO	13.00	24.95	COBRA TRIANGLE	12.00	23.95	GUERILLA WAR	10.00	20.95	METROID	6.00	13.95	SILENT SERVICE	14.00	25.95	U.S.M.C. HARRIER	12.00	26.95
ADVENTURES OF LOLO II	15.00	27.95	CODE NAME: VIPER	15.00	28.95	GUM SHOE	10.00	18.95	MICKEY MOUSECAPADES	14.00	24.95	SILKWORM	17.00	32.95	ULTIMA	16.00	31.95
ADVENTURES OF TOM SAWYER	15.00	25.95	COMIC PAPER	10.00	24.95	GUN SMOKE	9.00	17.95	MIGHTY BOMB JACK	15.00	27.95	SKATE OR DIE	12.00	22.95	URBAN CHAMPION	6.00	16.95
ADVENTURES OF BAYOU BILLY	11.00	21.95	COMMANDO	7.00	14.95	GYROMITE	12.00	26.95	MYKE TYSON'S PUNCH-OUT	18.00	32.95	SKULL AND CROSSBONES	9.00	17.95	VEGA'S DREAM	14.00	26.95
ADVENTURE ISLAND	12.00	22.95	CONFLICT	15.00	31.95	GYRUSS	10.00	22.95	MILLIPEDE	8.00	19.95	SKY SHARK	9.00	17.95	VINDICATOR	13.00	25.95
ADVENTURES OF LINK	12.00	21.95	CONTRA	10.00	19.95	HARD DRIVIN'	12.00	26.95	MILON'S SECRET CASTLE	12.00	22.95	SKYKID	10.00	19.95	VIPER	10.00	19.95
AFTER BURNER	13.00	23.95	COSMIC EXPLOSION	12.00	26.95	HEAVY BARREL	15.00	29.95	MISSION COBRA	14.00	27.95	SKYSCRAPER	12.00	26.95	VOLLEYBALL	8.00	17.95
AIR WOLF	14.00	23.95	CRYSTAL MINES	8.00	17.95	HELL RAISER	12.00	26.95	MISSION IMPOSSIBLE	15.00	32.95	SLALOM	12.00	22.95	WAR IN THE MIDDLE EARTH	12.00	26.95
AIR FORCE	12.00	26.95	CRYSTALIS	21.00	42.95	HOGAN'S ALLEY	14.00	27.95	MONSTER PARTY	14.00	27.95	SNAKE'S REVENGE	15.00	27.95	WEBWORLD	12.00	26.95
AIR FORTRESS	14.00	25.95	CYBERNOID	10.00	19.95	HOLLYWOOD SQUARES	16.00	31.95	MOTO CROSS MANIACS	12.00	26.95	SNOOPY	16.00	31.95	WHEEL OF FORTUNE	16.00	31.95
AL UNSER JR.'S TURBO RACING	16.00	30.95	CYCLE SHOOTING	12.00	26.95	HOME SWEET HOME	12.00	26.95	MS. PACMAN	14.00	26.95	SOCCER	15.00	27.95	WHEEL OF FORTUNE JR.	15.00	29.95
ALIEN SYNDROME	14.00	23.95	DANCE AEROBICS	8.00	17.95	HOOPS	15.00	29.95	MTV REMOTE CONTROL	13.00	27.95	SOCCER MANIA	12.00	26.95	WHEEL OF FORTUNE FAMILY EDITION	16.00	31.95
ALL PRO BASKETBALL	23.00	32.95	DASH GALAXY IN THE ALIEN	10.00	19.95	HOSTAGE	12.00	26.95	MUPPET ADVENTURE	12.00	26.95	SOLOMON'S KEY	15.00	27.95	WILD BOYS	12.00	26.95
ALPHA MISSION	7.00	16.95	ASYLUM	9.00	17.95	HOT ROCKS	12.00	26.95	MUSCLE	16.00	27.95	SOLSTICE	18.00	32.95	WILD GUNMAN	8.00	17.95
AMAGON	11.00	21.95	DEADLY TOWERS	10.00	22.95	HUNT FOR RED OCTOBER	12.00	26.95	MYSTERY QUEST	14.00	24.95	SPELUNKER	8.00	16.95	WILLOW	14.00	26.95
ANTICIPATION	12.00	21.95	DEFENDER II	15.00	28.95	HYDLIDE	5.00	10.95	NARC	17.00	32.95	SPY HUNTER	8.00	17.95	WIN, LOOSE OR DRAW	13.00	25.95
ARCHON	16.00	31.95	DEFENDER OF THE CROWN	16.00	27.95	ICE CLIMBER	9.00	17.95	NES PLAY ACTION FOOTBALL	18.00	39.95	SPY VS. SPY	7.00	19.95	WINTER GAMES	7.00	15.95
ARKANOID WITH CENTERS.	40.00	67.95	DEMON SWORD	15.00	27.95	ICE HOCKEY	8.00	17.95	NINJA GAIDEN	16.00	26.95	SQOON	13.00	26.95	WIZARDRYWIZARDS AND	18.00	32.95
ARKISTA'S RING	15.00	28.95	DESERT COMMANDER	13.00	25.95	IKARI WARRIORS I	10.00	19.95	NINJA GAIDEN II	20.00	36.95	STAR FORCE	9.00	17.95	WARRIORS	8.00	18.95
ASTYANAX	15.00	29.95	DESTINATION EARTH STAR	18.00	36.95	IKARI WARRIORS II	12.00	21.95	NINJA KID	15.00	27.95	STAR SOLDIER	14.00	24.95	WOOD AND WATER RAGE	12.00	26.95
ATHENA	12.00	21.95	DICK TRACY	14.00	26.95	IMAGE FIGHT	15.00	29.95	NOBUNAGA'S AMBITION	22.00	33.95	STAR TROPICS	12.00	26.95	WORLD CHAMPIONSHIP WRESTLING	18.00	36.95
ATHLETIC WORLD	9.00	17.95	DIG DUG II	11.00	22.95	IMPOSSIBLE MISSION II	7.00	13.95	OPERATION WOLF	9.00	17.95	STAR VOYAGER	5.00	16.95	WORLD GAMES	14.00	22.95
BABY BOOMER	12.00	23.95	ADVENTURES OF DINO RIKI	12.00	26.95	INDIANA JONES	10.00	17.95	OTHELLO	8.00	16.95	STARSHIP HECTOR	17.00	34.95	WORLD GP	12.00	26.95
BABY GANGSTER	12.00	26.95	DODGE BALL	11.00	22.95	INFILTRATOR	6.00	11.95	PACMAN	10.00	22.95	STEALTH ATF	5.00	17.95	WORLD RUNNER (3-D)	7.00	17.95
BACK TO THE FUTURE	16.00	29.95	DONKEY KONG	10.00	22.95	IRON SWORD	13.00	24.95	PAPERBOY	16.00	26.95	STINGER	12.00	20.95	WRATH OF THE BLACK MANTA	18.00	29.95
BAD DUDES	15.00	28.95	DONKEY KONG JR. MATH	9.00	17.95	IRON TANK	10.00	18.95	PHANTOM FIGHTER	17.00	32.95	STREET COP	13.00	26.95	WRECKING CREW	8.00	19.95
BAD NEWS BASEBALL	17.00	33.95	DONKEY KONG 3	12.00	24.95	ISOLATED WARRIOR	12.00	26.95	PICTIONARY	18.00	29.95	STRIDER	13.00	24.95	WRESTLEMANIA	12.00	22.95
BAD STREET BRAWLER	17.00	32.95	DONKEY KONG CLASSIC	10.00	22.95	JACK NICKLAUS GOLF	10.00	19.95	PINBALL	12.00	22.95	SUPER CONTRA	18.00	31.95	XENOPHOBE	9.00	17.95
BALLOON FIGHT	10.00	19.95	DONKEY KONG JUNIOR	18.00	36.95	JACKAL	8.00	17.95	PINBALL QUEST	16.00	23.95	SUPER DODGEBALL	15.00	27.95	XEVIOUS	12.00	22.95
BARKER B'S TRICK SHOOTING	12.00	26.95	DOUBLE DARE	15.00	27.95	JAWS	8.00	15.95	PINBOT	15.00	29.95	SUPER MARIO 1	5.00	14.95	XEXYZ	15.00	29.95
BASEBALL	6.00	17.95	DOUBLE DRAGON	19.00	37.95	JEOPARDY	11.00	22.95	PIPE DREAMS	16.00	29.95	SUPER MARIO 2	18.00	31.95	XYBOTS	12.00	26.95
BASEBALL SIMULATOR 1,000	17.00	31.95	DOUBLE DRAGON II	9.00	17.95	JEOPARDY JR.	15.00	27.95	PLATOON	10.00	17.95	SUPER MARIO 3	30.00	42.95	ZANAC	9.00	17.95
BASEBALL STARS	15.00	27.95	DOUBLE DRIBBLE	16.00	27.95	JEOPARDY! 25th ANNIV. EDITION	16.00	29.95	POLICE ACADEMY	12.00	26.95	SUPER OFF ROAD	18.00	34.95	ZELDA	12.00	22.95
BASES LOADED	12.00	23.95	DR. CHAOS	15.00	27.95	JOHN ELWAYS QUARTERBACK	10.00	17.95	POPEYE	12.00	22.95	SUPER PASSWORD	12.00	26.95			
BASES LOADED II	16.00	32.95	DR. JECKYLL AND MR. HYDE	10.00	17.95	JORDAN VS. BIRD	14.00	26.95	PRADIKUS	16.00	31.95	SUPER PITFALL	14.00	26.95	**GAME BOY**		
BASHI BAZOOK	15.00	29.95	DRAGON POWER	15.00	27.95	JOURNEY TO SILIUS	12.00	26.95	PREDATOR	13.00	24.95	SUPER RALLEY	12.00	26.95			
BATMAN	20.00	37.95	DRAGON WARRIOR	12.00	26.95	JOUST	10.00	17.95	PRINCESS TOMATO IN THE SALAD	12.00	26.95	SUPER RESCUE	12.00	26.95	GAMES	We Buy	We Sell
BATTLE OF OLYMPUS	15.00	28.95	DRIVING GAME	4.00	13.95	KARATE CHAMP	7.00	15.95	PRISONER OF WAR	14.00	26.95	SUPER SPIKE VOLLEYBALL	14.00	26.95	ALLEYWAY	9.00	15.95
BIG FOOT	15.00	28.95	DUCK HUNT	15.00	29.95	KARATE KID	8.00	15.95	PRO A.M. RACING	10.00	17.95	SUPER SPRINT	15.00	27.95	BASEBALL	8.00	15.95
BIONIC COMMANDO	12.00	22.95	DUCK TALES	19.00	38.95	KARNOV	10.00	17.95	PRO-WRESTLING	12.00	22.95	SUPER SUSHI PINBALL	12.00	26.95	BASES LOADED	9.00	16.95
BLACK BASS	15.00	28.95	DUNGEON MAGIC	16.00	33.95	KICLE CUBICLE	12.00	26.95	PUSS N BOOTS	17.00	29.95	SUPER TEAM GAMES	12.00	26.95	BOOMER S ADV. IN ASMIK WORLD	9.00	15.95
BLADES OF STEEL	12.00	23.95	DUSTY DIAMOND'S ALL STAR SOFTBALL	14.00	27.95	KID ICARUS	15.00	26.95	Q-BERT	8.00	17.00	SUPER TRUCKS	12.00	26.95	BOXXLE	8.00	16.95
BLASTER MASTER	12.00	22.95	DYNOWARZ	15.00	27.95	KID KOOL	12.00	26.95	RACKET ATTACK	8.00	22.95	SUPERMAN	15.00	26.95	CASTLEVANIA	9.00	17.95
BOMBERMAN	15.00	26.95	ELEVATOR ACTION	12.00	26.95	KID NIKI	15.00	27.95	RAD RACER	10.00	21.95	T & C SURF DESIGN	8.00	17.95	DAEDALIAN OPUS	8.00	16.95
BOOMER'S ADV. IN ASMIK WORLD	15.00	30.95	EMPIRE CITY	15.00	28.95	KING'S KNIGHT	10.00	18.95	RAD RACER II	18.00	32.95	TABOO 6TH SENSE	8.00	16.95	DEXTERITY	8.00	17.95
BATTLE CHESS	16.00	32.95	EVERT AND LEANDL TENNIS	9.00	17.95	KINGS OF THE BEACH	14.00	24.00	RAID 2020	12.00	22.95	TAG TEAM WRESTLING	12.00	26.95	DWEEBERS	8.00	17.95
BOULDER DASH	15.00	29.95	EXCITE BIKE	8.00	17.95	KLAX	16.00	28.95	RAID ON BUNGLING BAY	4.00	17.95	TAGIN' DRAGON	16.00	29.95	FIST OF THE NORTH STAR	9.00	17.95
BOWLING	12.00	26.95	FANTASY ZONE	12.00	26.95	KNIGHT RIDER	10.00	18.95	RALLEY BIKE	17.00	34.95	TARGET RENEGADE	17.00	30.95	FLIPULL	8.00	16.95
BOXING	12.00	26.95	FARIA	15.00	27.95	KUNG FU	9.00	17.95	RAMBO	9.00	16.95	TARO'S QUEST	12.00	26.95	GOLF	9.00	16.95
BREAK THRU	10.00	22.95	FAXANADU	16.00	27.95	KUNG FU HEROES	15.00	22.95	RAMPAGE	5.00	12.95	TECMO BASEBALL	15.00	27.95	HEART ATTACK	9.00	17.95
BUBBLE BOBBLE	15.00	28.95	FESTER'S QUEST	15.00	24.95	KWIRK	12.00	26.95	RESCUE EMBASSY MISSION	14.00	26.95	TECMO BOWL	18.00	33.95	HETANKY ALIEN	8.00	16.95
BUG BUSTER	12.00	26.95	FIGHTING GOLF	13.00	24.95	LEGACY OF THE WIZARD	13.00	22.95	RING KING	12.00	22.95	TECMO WORLD WRESTLING	17.00	32.95	HYPER LODE RUNNER	7.00	15.95
BUGS BUNNY'S CRAZY CASTLE	14.00	27.95	FISHER PRICE: I CAN REMEMBER	13.00	24.95	LEGEND OF KAGE	8.00	19.95	RIVER CITY RANSOM	15.00	26.95	TEENAGE MUTANT NINJA TURTLES	22.00	37.95	KWIRK THE CHILLED TOMATO	8.00	16.95
BUGS BUNNY BIRTHDAY	12.00	26.95	FISHER PRICE: PERFECT FIT	14.00	27.95	LEGENDARY WINGS	10.00	21.95	ROAD RUNNER	15.00	25.95	TEN YARD FIGHT	7.00	14.95	LOCK N CHASE	8.00	16.95
BUMP 'N JUMP	12.00	22.95	FIST OF THE NORTH STAR	10.00	19.95	LICENSE TO KILL	12.00	26.95	ROAD BLASTER	13.00	24.95	TENNIS	8.00	16.95	MALIBU BEACH VOLLEYBALL	9.00	17.95
BURAI FIGHTER	15.00	29.95	FLYING DRAGON	12.00	26.95	LIFE FORCE	10.00	16.95	ROBO COP	15.00	27.95	TERRA CRESTA	15.00	29.95	MOTO CROSS MANIACS	8.00	16.95
BURGERTIME	9.00	22.95	FORMULA 1 GRAND PRIX	10.00	17.95	LITTLE LEAGUE BASEBALL	16.00	29.95	ROBO DEMON	14.00	26.95	TETRIS (NINTENDO)	15.00	25.95	NEMESIS	10.00	18.95
CABAL	16.00	32.95	FREEDOM FORCE	9.00	17.95	LODE RUNNER	14.00	22.95	ROBO WARRIOR	10.00	19.95	THE LAST STARFIGHTER	15.00	29.95	NFL FOOTBALL	9.00	16.95
CALIFORNIA GAMES	15.00	27.95	FRIDAY THE 13TH	13.00	24.95	LUNAR POOL	16.00	27.95	ROCK AND BALL	14.00	26.95	THE PUNISHER	12.00	26.95	PAPERBOY	9.00	17.95
CALIFORNIA RAISINS	12.00	26.95	GALACTIC CRUSADER	12.00	22.95	MACH RIDER	8.00	17.95	ROCKET RANGER	19.00	35.95	THEY'RE ALIVE	12.00	26.95	Q BILLION	9.00	17.95
CAPTAIN COMIC	10.00	19.95	GALAGA	10.00	19.95	MAD MAX	16.00	32.95	ROGER RABBIT	16.00	29.95	THREE STOOGES	16.00	26.95	QIX	7.00	15.95
CAPTAIN SKYHAWK	18.00	34.95	GAUNTLET	15.00	29.95	MAFAT CONSPIRACY	16.00	33.95	ROLLER BALL	15.00	26.95	THUNDERCADE	15.00	26.95	SHANGHAI	10.00	18.95
CARD SHARKS	12.00	26.95	GENGHIS KHAN	13.00	22.95	MAGIC JOHNSON'S FASTBREAK	16.00	29.95	ROLLING THUNDER	14.00	27.95	TIGER-HELI	7.00	17.95	SKATE OR DIE: BAD N RAD	10.00	19.95
CASINO KID	18.00	29.95	GHOSTBUSTERS	16.00	32.95	MAGIC OF SCHEHERAZADE	15.00	27.95	ROMANCE OF 3 KINGDOMS	15.00	26.95	TIME LORD	12.00	26.95	SPACE INVADERS	8.00	16.95
CASTLE QUEST	10.00	19.95	GHOSTBUSTERS II	10.00	19.95	MAGMAX	10.00	22.95	RUSH'N ATTACK	7.00	14.95	TO THE EARTH	12.00	22.95	SPIDER-MAN	9.00	17.95
CASTLEVANIA	12.00	22.95	GHOSTS AND GOBLINS	15.00	29.95	MAJOR LEAGUE BASEBALL	8.00	18.95	RYGAR	8.00	16.95	TOMBS AND TRESURE	15.00	29.95	SUPER MARIO LAND	8.00	15.95
CHAMPIONSHIP BOWLING	18.00	31.95	GOAL	16.00	29.95	MANIAC MANSION	12.00	26.95	SECRET WARRIORS	12.00	26.95	TOOBIN'	16.00	28.95	TENNIS	8.00	15.95
CHAMPION SERIES	12.00	26.95	GODZILLA	8.00	17.95	MAPPY LAND	12.00	21.95	SECTION Z	6.00	13.95	TOP GUN I	9.00	18.95			
THE CHESSMASTER	16.00	32.95	GOLF-PEBBLE BEACH	8.00	17.95	MARBLE MADNESS	16.00	26.95	SEICROSS	13.00	23.95	TOP GUN II	18.00	32.95			
CHESTERFIELD	12.00	26.95	GOLF-NINTENDO	8.00	17.95	MARIO BROTHERS	15.00	28.95	SESAME STREET 123	12.00	20.95	TOP PLAYERS TENNIS	15.00	29.95			

• Price may vary without notice. • Video Gameland reserves the right to turn down any order.

and Much Much More!!
also IMPORTED GAME CASSETTES from **JAPAN!!**



TO ORDER **CALL** VIDEO GAME LAND **NOW! (213) 792-1190**

TERMS AND CONDITIONS

All orders should be paid in full and must include sales tax and shipping. Money orders and personal checks will be accepted but no credit cards will be honored. C.O.D. orders will not be honored. All orders available in stock will be shipped within 7 days. All orders what are not available may be cancelled or turned down by Video Gameland. Please allow 21 days for personal checks. Residents from Canada, Hawaii, Alaska may call for shipping charges by phone. Prices may call for shipping charges by phone. Prices may vary depending on the area you live. Prices listed are cassette prices only. For Nintedndo and Sega Games, we deduct $1.00 for missing instructions, $1.00 for missing box or slip case, $2.50 for missing controller or 3D glasses and $3.50 per game if a game needs to be returned to you. All California orders must pay a 6.75% sales tax. Refunds or exchanges must pay a 5% handling charge or $3.50 amount whichever is greater. No refunds, credits or exchanges given without prior notice. All new defective merchandise is warranted by the manufacturer only. All used games are given a 7 day guarantee from their date or arrival. Both used and defective games can be traded in, only for the same game. Those ordering in large amounts will be granted a discount. Used atari games are no longer accepted.

ORDER FORM

VIDEO GAME LAND
PLAZA 1000 #D, 1000 TORRANCE BLVD
REDONDO BEACH, CA 90277

PLEASE CHECK ONE: ☐ I WANT TO BUY ☐ I WANT TO SELL

NAME *Please Print* _____ AGE _____

ADDRESS _____

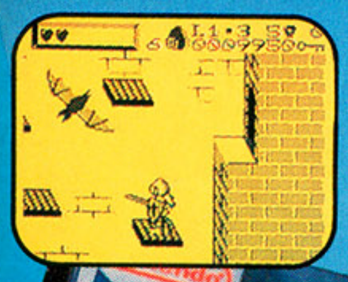
CITY _____ STATE _____ ZIP _____

PHONE ( ) _____ SIGNATURE _____

DRAGON SLAYING!
GAME BOY ACTION!
WEB SLINGING!

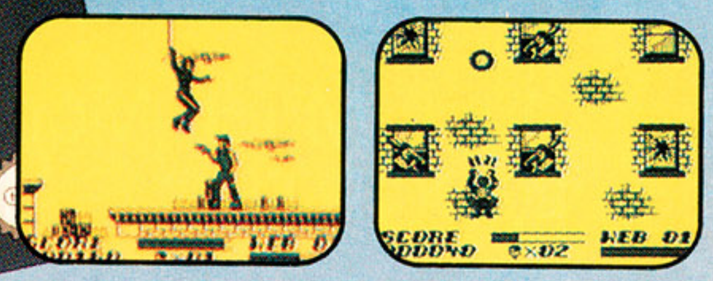
DRAGONS AND DANGER

The incredible saga of Wizards & Warriors™ continues on Game Boy. As Kuros,™ battle slithering serpents, giant skulls, and the evil wizard Malkil himself.



SPIDEY ACTION!

Command the ultimate super hero in bouts of web-slinging, wall-climbing action, through city streets and over rooftops. Battle the likes of Mysterio™, Dr. Octopus™ and more...



LJN LTD.®

Official Nintendo Seal of Quality

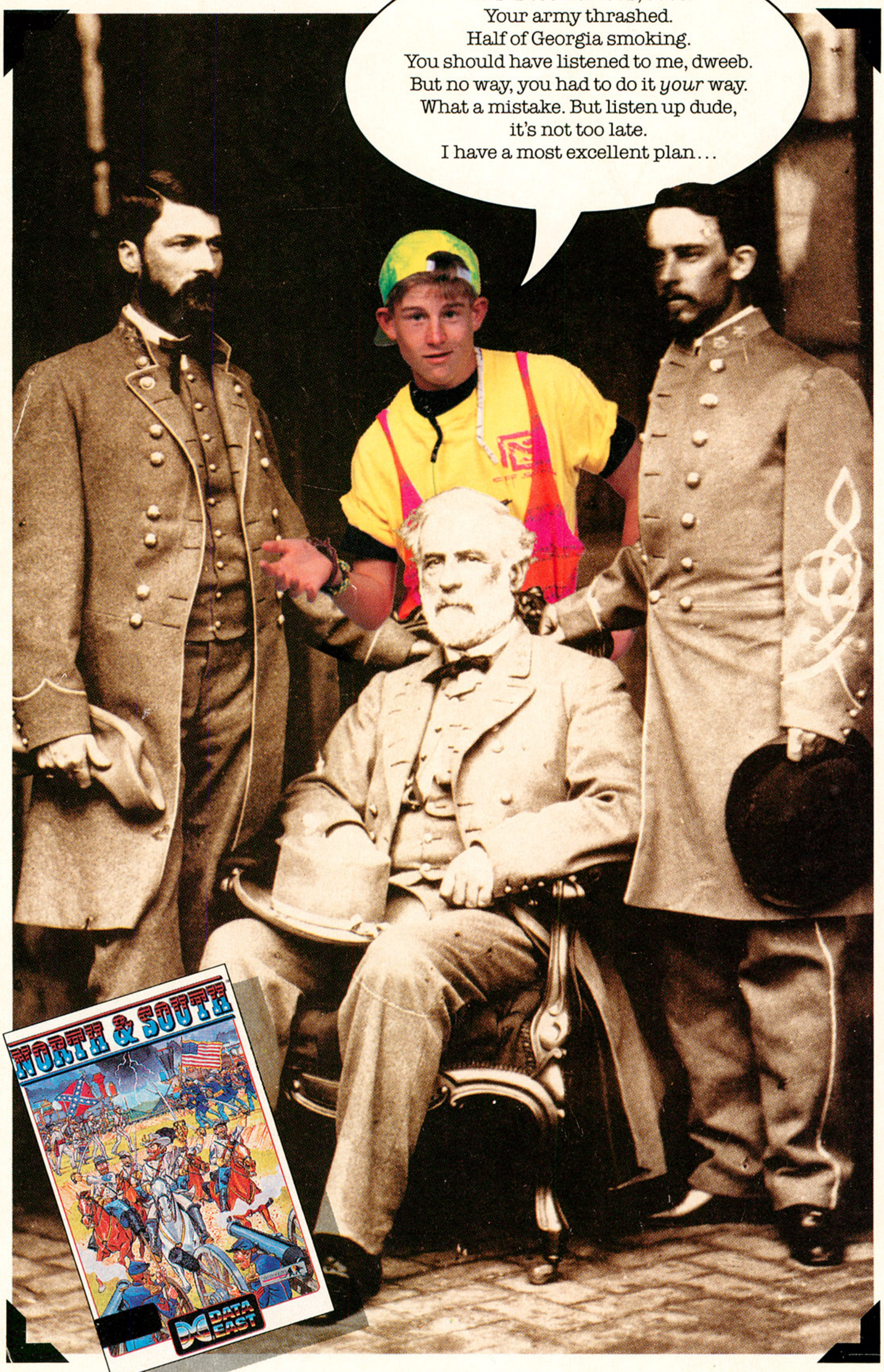
LICENSED BY Nintendo

Acclaim™ entertainment, inc.

Masters of the Game™

IronSword™ Kuros™, Wizards & Warroirs X: Fortress of Fear™, Masters of the Game™ and Acclaim™ are trademarks of Acclaim Entertainment, Inc. Wizards & Warriors™ and IronSword™ ©1987,1988 Rare Ltd., licensed to Acclaim Entertainment, Inc. by Rare Coin It, Inc,. Nintendo®, Game Boy™, Nintendo Entertainment System®, and the official seals are trademarks of Nintendo of America Inc. Marvel Super Hero, The Amazing Spider-Man, Mysterio, Dr. Octopus and the distinctive likeness thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. All Marvel characters Copyright ©1990 Marvel Entertainment Group, Inc. All rights reserved. ©1990 Acclaim Entertainment, Inc.

REWRITE HISTORY WITH NORTH & SOUTH!

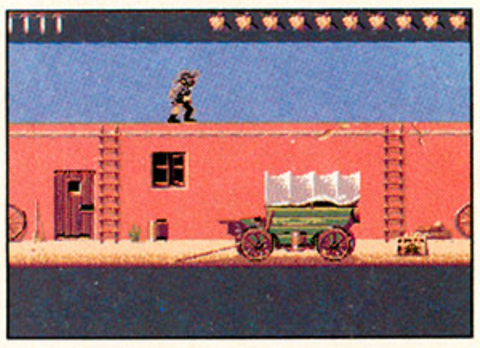


So, you think you'd make an awesome leader? Prove it. With North & South,™ the hot new action strategy game with a twist.

What'll you be? A Yankee general? A Confederate commander? Choose one — and make a radical change to Civil War history!

Realistic graphics and sound guarantee action to the max. Friendly icon interface makes controlling your soldiers a breeze.

Take the challenge, if you think you're good enough. You'll need screeching speed and a masterful mind. Can you do it? Do you have the guts to try? North & South from Data East. It's one radical game.



Copyright © 1989 Infogrames, Ltd. United States and Canadian copyright Data East USA, Inc.
Manufactured under license from Infogrames.

DATA EAST

1850 Little Orchard St., San Jose, CA 95125
Telephone (408) 286-7074