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

Video Games & Computer Entertainment®

FDC 50080

U.S.A. $3.95
Canada $4.50
U.K. £2.95

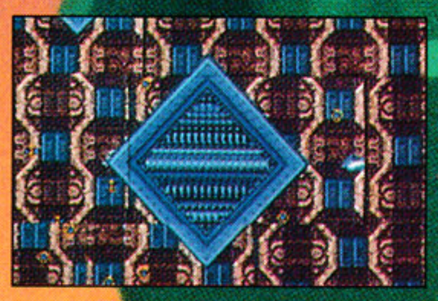
November 1991

BATTLE OF THE HAPPY FACES—
Multiplayer Maze Combat on the Game Boy

Spine-Tingling Software

TONS OF REVIEWS!

MAPS AND TIPS:
Renovation Products' *Gaiares*, Part II



0 74369 50080 8 11

PUT YOURSELF IN THEIR SHOES.

Enter The Konami Triple Sweeps and win tickets to a sports event you'll never forget!

Choose between a Trip for two to a 1993 professional hockey or basketball championship or the 1993 Indy 500.

IT'S CRUNCH TIME

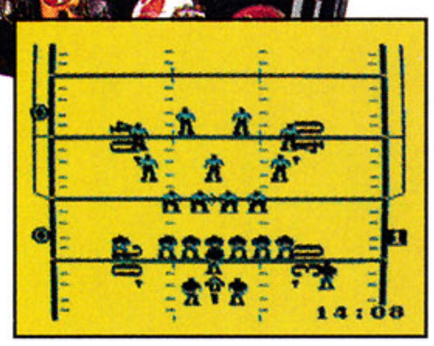
Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.

*Choose from 28 franchises in this 11 vs. 11 player brawlfest.

*You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the adversary and into the end zone.

*Gut check football at its nastiest when you're on defense. Blitz, pick off passes, and cut down the quarterback.

*Use Game Link™ to take on a friend or play a competition crushing computer.



BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into your Game Boy®.

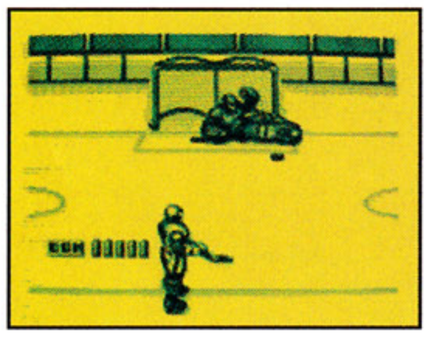
*Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.

*Face off on either Junior, College or Pro levels.

*Hone your fighting, slap shooting, and goal tending skills in the practice mode.

*Penalty shots and sudden death overtimes are common in your quest for the cup.

*Win a trip and tickets to a Pro-Hockey championship playoff game.



PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Boy hang time.

*Watch the cameras zoom in when you go airborne to dunk.

*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

*If you hope to hold your own on defense you must master rebounding, and stealing.

*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.

Available December 1991.

KONAMI®

Trips include coach airfare, two nights hotel and $500.00 spending money. No purchase necessary. See game paks for details. Sweepstakes ends July 27, 1992. Valid in USA and Canada (except Quebec). Void where prohibited. Sweepstakes offer valid only on Double Dribble® 5 on 5™, Blades of Steel® and World Circuit Series™ Game Boy games.Sweepstakes available dependent on timely release of games. Not sponsored by Nintendo. Konami® is a registered trademark of Konami Co., Ltd. Ultra® and ULTRAGAMES® are registered trademarks of Ultra Software Corporation. Double Dribble® - 5 on 5™, and Blades of Steel® are registered trademarks of Konami, Inc. Nintendo®, NES™, Game Boy®, and the official seals are trademarks of Nintendo of America Inc. © 1989 Nintendo of America Inc. Team names and logos are the registered trademarks of the NFL and teams depicted. NFL™ is a registered trademark of the National Football League. © 1991 Konami, Inc. All Rights Reserved.

CIRCLE #100 ON READER SERVICE CARD.

THE FIRST GAME THAT TAKES 1500 YEARS TO SOLVE.

Somewhere there's a bull without horns.

Keeps underarm deodorant companies in business.

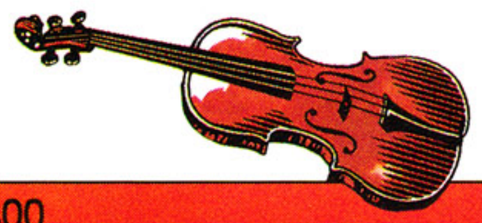
400 500 700

You'd be unhappy too if you'd been sitting indian style this long.

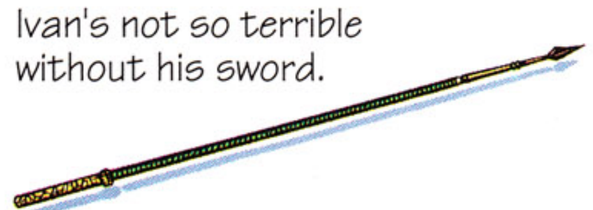
800 900 1100

さむらい

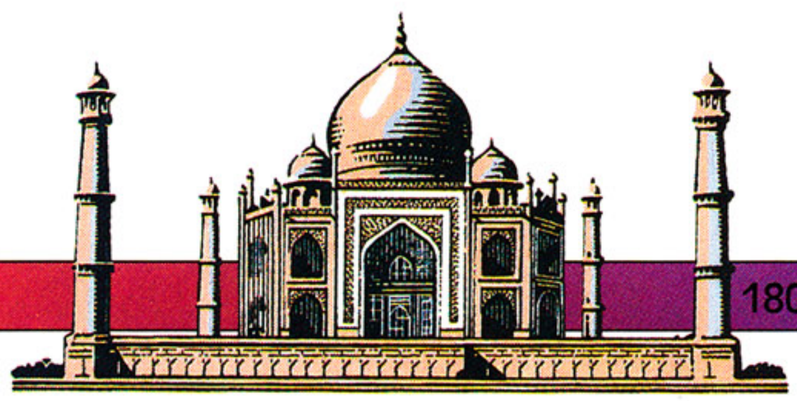
Carmen Sandiego goes cruising.

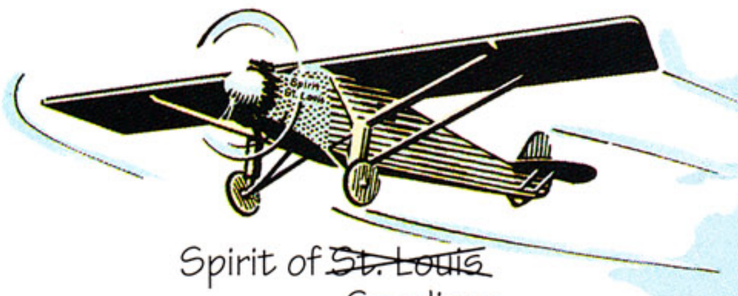


Ivan's not so terrible without his sword.

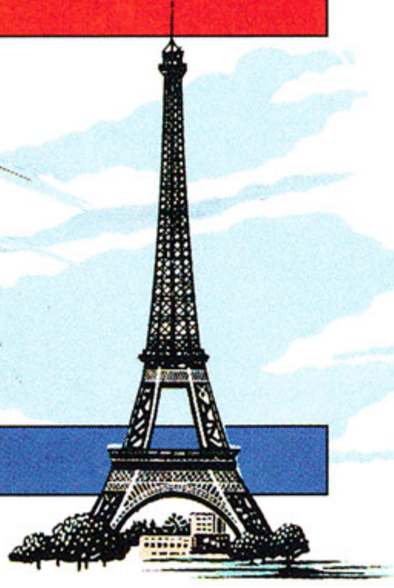


1200 1400 1500





Spirit of ~~St. Louis~~ Sandiego



1600 1800 1900

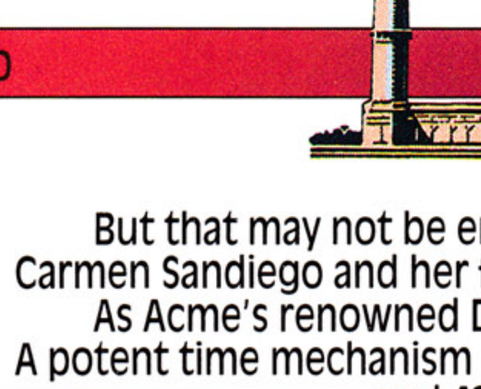
But that may not be enough time to rescue history's priceless treasures from the grasp of the infamous Carmen Sandiego and her fifteen conniving cohorts. V.I.L.E. henchmen who trek through time pillaging for profit.

As Acme's renowned Detective, you've been entrusted with the Chronoskimmer 325i. A potent time mechanism that transports you over fifteen centuries through 80 missions and 48 locations. Interrogate witnesses, meet secretly with informants and scan areas for valuable clues that might break the biggest cases of all time wide open.

But your detecting days are numbered 'cause you only have a limited number of hours before the Chronoskimmer loses power, hurling you back to headquarters. So use your New American Desk Encyclopedia to quickly decipher leads to please a demanding Chief who despises failure.

Fortunately, you'll also have a Capture Robot in your arsenal to hunt down history's time bandits.

So pack your bags and report to headquarters. You're about to learn how to follow in the footsteps of history's greatest criminal.



KONAMI®

Now Available for the NES™

©1991 Brøderbund Software Inc. Where in Time is Carmen Sandiego?® is a registered trademark of Brøderbund Sofware, Inc. Konami, Inc. Authorized User. New American Desk Encyclopedia® is a registered trademark of New American Library. Nintendo®, NES™, and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Konami® is a registered trademark of Konami Co., Ltd. ©1991 Konami, Inc. All Rights Reserved.

CIRCLE #101 ON READER SERVICE CARD.

Cover: Bullet-Proof Software's *FaceBall 2000*, developed by Xanth F/X for the Game Boy, brings multiplayer games to a new level. Turn to page 82 for a preview of this new, exciting game.

Cover Art: Digital Art

Contents

NOVEMBER 1991

FEATURES

12

VG&CE'S GAME LINE

Become an insider! Call (900) 45-GAMES for tips, Easter eggs, games, all the late-breaking video-game industry news and events, or just to voice your opinion.

58

THE PLAYER'S GUIDE TO ELECTRONIC GOLF

by Bill Kunkel

We'll show you how to pitch and putt around the video-game course as we take a look at electronic links simulations.

68

GAIARES STRATEGY GUIDE, PART II

by Donn Nauert

In this issue, Donn takes a look at the last four stages of the game and shows you how to save Earth and the human race.

74

SPINE-TINGLERS

by Bill Kunkel

Join* VG&CE *for our third-annual survey of all the new horror-oriented electronic entertainments.

82

KILL A HAPPY FACE REVISITED, FACEBALL 2000 PREVIEW

by Andy Eddy

Originally released for the Atari ST as* MidiMaze, *the game has found new life as a Game Boy title. Join Andy as he takes a look at this exciting, new, portable, multiplayer game.

92

STATE OF THE ART

by Bill Kunkel and Arnie Katz

Trying to decide what is "state of the art" and what isn't in electronic gaming can be confusing. Our experts examine the different definitions of the term and how they apply to video games.

DEPARTMENTS

EDITOR'S LETTER 6
READER MAIL 8
TIP SHEET 16
NEWS BITS 22
EASTER EGG HUNT 32
GAMING ON THE GO 84
INSIDE GAMING 100
ADVERTISER INDEX 104
FANDANGO 120

REVIEWS

36

VIDEO-GAME REVIEWS

ActRaiser, Micro Machines, Shining in the Darkness, Shatterhand, Pac-Mania, Parasol Stars, Ninja Gaiden III: The Ancient Ship of Doom, Darkman, Arcus Odyssey, Dragon Warrior III, Raiden, Wolverine, Silent Debuggers, The Bard's Tale: Tales of the Unknown, Squashed *and* Champions Forever Boxing.

106

COMPUTER-GAME REVIEWS

Overlord, World Class Soccer, Elite+, Rotox, Fast Eddie's Pool, Where in America's Past Is Carmen Sandiego?, Pro Tennis Tour 2, F29 Retaliator, Battlestorm, Mario Andretti's Racing Challenge *and* Xenocide.

122

COMPUTER-GAME STRATEGIES

by Ed Dille and John Schnyder

***Our computer guides show you how to take on* Bill Elliott's NASCAR Challenge *and stop a band of mutants in* HoverForce.**

VIDEOGAMES & COMPUTER ENTERTAINMENT is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Copyright © 1991. All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents. U.S. subscription: $26.95 for 12 issues. Foreign subscription: Add $10 per year. Single copy $3.95. Change of address: six weeks advance notice and both old and new addresses are needed. POSTMASTER: Send change of address to **VG&CE** Magazine, P.O. Box 16927, North Hollywood, CA 91615. Application to mail second class is pending at Beverly Hills, California, and additional mailing offices. Address all advertising materials to Debbie Eden—**VIDEOGAMES & COMPUTER ENTERTAINMENT** Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (213) 858-7155. Nintendo is a Registered Trademark of Nintendo of America Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp. NEC is a Registered Trademark of NEC Technologies, Inc.

VideoGames & Computer Entertainment®

Published by L.F.P. Inc.

Executive Editor
ANDY EDDY

Art Director
CATHERINE RUNDELL DUNN

Associate Editors
DONN NAUERT
MICHAEL DAVILA

Assistant Art Director
BRIAN SPIELVOGEL

Computer Entertainment Editor
ARNIE KATZ

Computer Entertainment Associate Editor
BILL KUNKEL

News Editor
JOYCE WORLEY

Contributing Editors
CLAYTON WALNUM
CHRIS BIENIEK
JUNTA KASHIWABARA/SHOGAKUKAN (JAPAN)
JULIAN RIGNALL/EMAP IMAGES (ENGLAND)

Copy Chief
KIM TURNER

Copy Editor
NORMA EDWARDS

Editorial Assistants
TAMMIE L. CUSHMAN

Computer Graphics Department
DAVID BUCHANAN
QUITA SAXON
LEITA WICHMAN

Vice-President, Production
DONNA HAHNER

Production Coordinator
GREGORY ROSATI

RESEARCH
DAVID MOSKOWITZ

National Advertising Manager
JAY EISENBERG
JE PUBLISHER'S REPRESENTATIVES

Address all inquiries:
11150 West Olympic Blvd., Suite 600
Los Angeles, CA 90064
(213) 479-6844
Fax: (213) 479-3290
For advertising inquiries only:
(800) 678-9321

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
RUKKU RAO

Vice-President, Sales and Marketing
JIM GUSTAFSON

Corporate Advertising Director
DEBBY EDEN

Vice-President, Client Relations
VINCE DELMONTE

Subscriptions Director
IRENE GRADSTEIN

For subscription information call
(818) 760-8983.

The Audit Bureau

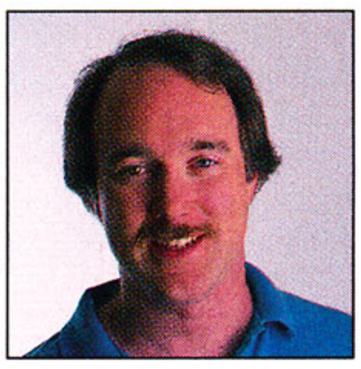
Editorial Offices
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210
(213) 858-7100
Fax: (213) 274-7985

This magazine is biodegradable.
Please recycle.

LETTER From the EDITOR

Time certainly isn't consistent. Though you are likely reading this November issue in October, I'm writing this in August. Such is the time warp that I call my editorial.

The reason I bring this up is that our magazine, like the rest of the country, has just had the Super Nintendo Entertainment System or SNES—though some are billing it as the "Sneeze"—made available to it. Much as we expected, the SNES isn't much different than the Super Famicom that we previewed in earlier issues, and much of the software we are seeing now are direct ports of the Japanese games with minor alterations, such as language translations. Surprisingly, Nintendo didn't even change the passwords for *Pilotwings*.



Even more surprising is the fact that the SF and SNES carts are, for the most part, compatible (with the exception of some minor cosmetic alterations in the cartridge housings, similar to the differences between the Mega Drive and Genesis). Of course, we are already seeing files on Delphi and CompuServe detailing how to "modify" either machine to accept the other version's carts, as well as talk about a lock-out chip (as in the NES) in later versions of the SNES. Only time will tell if the lock-out chip comes to be, but you can bet that people are working on SF-to-SNES adapters as quickly as they possibly can.

Another thing we are seeing is a repeat of the "hardware wars" that heavily divided gamers recently. Just when it seems to be dying down and people realize that the Genesis and TurboGrafx-16 are both decent consoles, the SNES has come out prompting *more* furor over which machine is better.

We mess around with all of the machines that are available, and we can't come up with any definitive statements when people ask, "What is the best system I can buy?" The Neo•Geo has lots of graphic and sound muscle, but it's expensive. The Genesis and TG-16 both have been around for a while as "next generation" responses to the success of the NES and offer large libraries of games. The NES is a hard machine to ignore for its giant library and durability. And the SNES, though new to the scene, has lots of games coming and offers a lot of bang for its $200 price tag. As we've noted before, software is an important consideration when you buy. No matter how powerful the machine is, if the software is poor, the hardware will be a disappointment. The old saying is, "A chain is only as strong as its weakest link."

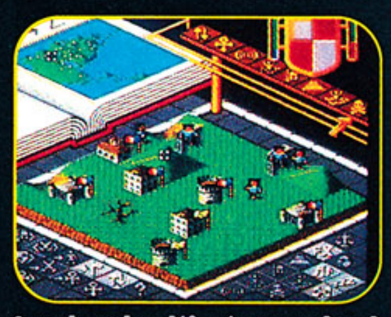
The important point, though, is to enjoy the games. If you spend your time looking over your shoulder at what others have, you won't enjoy what *you* have.

—Andy Eddy, Executive Editor

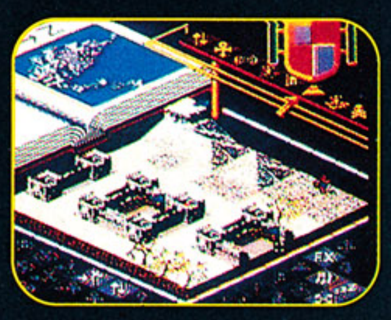
NOW FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM®!

POPULOUS™

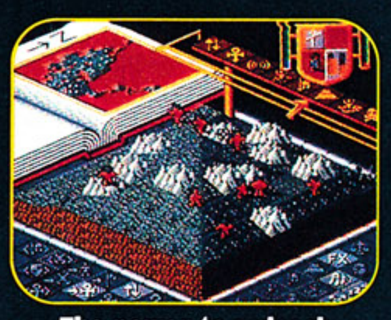
SUPER NINTENDO ENTERTAINMENT SYSTEM



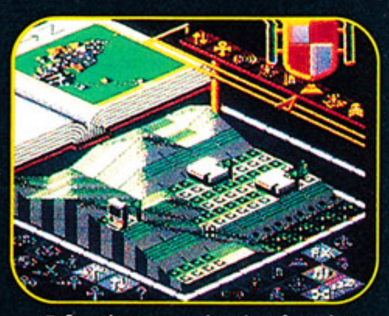
Level and cultivate your land for civilization to flourish.



There is strength in numbers ...as your population grows, so does your supreme authority.



The power to unleash volcanoes, earthquakes and floods, all for the sake of goodness, is yours.



Adapt your strategies to meet the challenges of 10 formidable terrains and over 900 worlds.

You are a Supreme Being. The fate of the population of over 900 worlds is in your hands. Your loyal followers depend on you for fertile land and protection from the spreading forces of evil. To defeat them, unleash your power to command the forces of nature-volcanic eruptions, earthquakes, floods and more.

Gather your forces and prepare for the ultimate war to end all evil. This is no mortal task. But fear not... you are no mere mortal!

Acclaim® entertainment, inc.

LICENSED BY Nintendo®

Official Nintendo Seal of Quality

Populous™ is a trademark of Electronic Arts, licensed from Imagineer Co. Ltd. Nintendo®, Super Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved

CIRCLE #103 ON READER SERVICE CARD.

READER MAIL

WANTS TO BE CONVENTIONAL

Dear VG&CE:

I am interested in going to a CES convention, but I have never heard anything about when and where they are or how you get in. I am curious whether it is open to the public and how you get tickets or an invitation.

—David Sepanski
Farmington Hills, Michigan

The CES—held in Chicago in the summer and in Las Vegas in the winter—is not open to the public, nor is it open to those under 18. You don't get invited, but you have to be a member of the "business" or with the press to be allowed in, and identification must be shown.

MEGA-QUESTIONS

Dear VG&CE:

I have been a loyal subscriber for almost two years. I own a Sega Genesis, a Macintosh and an NES. And I think the Genesis is one of the best video-game systems around.

I have seen screen shots of some Mega Drive games and have noticed they are in Japanese. Is this true of all Mega Drive games?

Could it be possible for Konami to team up with the Genesis and get some awesome arcade games (*The Simpsons, TMNT*)?

Your mag is the best around! Keep it up!

—John T. Stenson
Prior Lake, Minnesota

The Mega Drive is the Japanese counterpart to the American Genesis, so most games would include Japanese language. Some are in English, because many Japanese gamers understand the language.

As far as Konami doing Genesis games goes, we contacted a Konami spokesperson who said the company has received a lot of calls from people asking the same thing. Unfortunately, Konami isn't planning on doing cartridges for the Genesis.

NEW HARDWARE WARS

Dear VG&CE:

I would like to talk to you about a serious question I have had on my mind for a countless number of months. I know that Nintendo and Sega are trying to duke it out in the video-gaming industry, and to my personal feelings, I like the 16-bit Genesis a lot better. The Genesis has its own glory to hold on to, but I can't stand the way you people salivate over the Super Famicom/Super NES. I feel you greatly exaggerate its performance. Does this world really need another 16-bit on the market?

You say that the SNES can manipulate sounds unheard of on other systems. How can I believe that when you say that it only has eight channels of stereo sound with voice sampling? The Genesis easily overpowers that with a whomping ten-channel stereo sound and voice sampling. You say the SNES can produce CD-quality sound. In my personal opinion, I feel the Genesis lives up to that standard easily. Why did you greatly overrate this system (along with others)? After all, what is the sense of having all those big graphics when you don't have the megahertz to move them faster? *Gradius III* was a perfect example of this atrocity. The Genesis easily outdoes the competition running about the same speed as the incredible Neo•Geo (68000). The SNES runs just a little faster than the 8-bit NES but not fast enough for Sega's 16-bit.

So to win my respect, along with thousands of countless others, try not to overdo it with system or system-game reviews.

—Carl Rizzo, Jr.
Bergenfield, New Jersey

Dear VG&CE:

Let me preface this first by saying that I really do enjoy your magazine. I think that it is finely produced and very entertaining. My only complaint is that you are always trashing Nintendo. You also seem to think that the Genesis is somehow the best gaming machine. I totally disagree. I bought the Genesis and ten games and was not very impressed. Sure they look and sound great, but I'm not a very fickle gamer and look for a little more than a visceral game. The games are boring and extremely easy. I know that I'm a good player, but I'm not that good! I also couldn't believe that you praised the Genesis controller. The buttons are lousy and [Sega] only includes one—and with a two-player game! The people at Sega must be idiots.

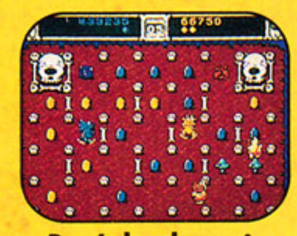
Another complaint has been the Super NES. I wrote the Game Doctor a while back and said that the Super Famicom would destroy the Genesis and TG-16. Of course, the good Doc didn't believe me. It appears that my

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

CHANGE THE COURSE OF EVOLUTION...

PLAY TROG!™

That crazy, one-eyed cave-man, Trog, is hungry...and dinos Spike and Bloop know what that means: *RUN FOR YOUR LIVES!*



Don't be the main course in Trog's Stone Age feast!

Change the course of evolution: don't become Trog's Stone Age Feast! Instead, race through 50 fun-filled islands, witnessing the greatest inventions of all time: fire, the wheel, the pogo stick (the pogo stick?)—all invented by Trog to catch his dinner—you!

Trog discovers fire and the Bar-B-Que... all in one day!

Munch on a pineapple and become a Trog-stompin' T-Rex!

Save the Dinos...or you're extinct!

Don't stop now—you've got 50 action-packed islands to explore!

WIN A TROG!™ ARCADE GAME! SEE DETAILS ON BOX

BASED ON THE ARCADE HIT!

Acclaim entertainment, inc. Masters of the Game™

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

SEE SPECIALLY MARKED BOXES FOR ENTRY DETAILS.
Win a video arcade game! NO PURCHASE NECESSARY. For a complete set of rules send a self addressed, stamped envelope to: "Trog Arcade Game" Rules, P.O. Box 94, Oyster Bay, New York 11771. WA and VT residents need not include return postage. Sweepstakes ends 12/31/92. Void in Quebec and wherever else prohibited. Not sponsored by Nintendo®.

Trog™ © 1990 All rights reserved. Licensed from Midway Manufacturing Company. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. © 1991 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #127 ON READER SERVICE CARD.

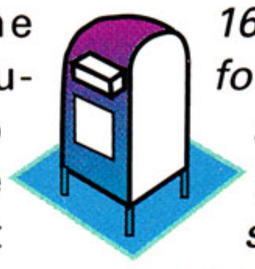
prediction has come true. While you guys seem to not like the Super NES, one of your colleagues seems to be enamored with the system. I'm speaking, of course, of Revo Emag, who seems to be the only voice of reason now that Brother Fulk has converted. Whoever Revo Emag is, I hope that he/she will continue to contribute to your mag.

In conclusion, I hope that you will not be so biased in the future. Sure, Nintendo executives are sleazy, but they also brought video games from the brink of disaster, and for that we *all* owe them thanks.

—Brent Webb-Hicks
Baltimore, Maryland

Well, guys, you make some good points, but yet again we're caught in the middle of a hardware war. It was bound to happen.

Here's our take on the situation: Whenever a new machine comes to the market, there is competition between the loyal factions to prove that their machine is better and more worthy of attention. The fact is, no machine has to "destroy" any others anymore than one single car or television has to be the only one people buy—there's plenty of room for a variety *of machines to survive in the marketplace. Granted, the NES is the king, with about one-third of U.S. households owning one, but there is more competition now in the "next generation" market, with the Genesis, TurboGrafx-16, Neo•Geo and SNES all vying for the sale. All of these machines are great in their own right and feature hot-and-cold running software, but the decision should lie with each particular gamer. It's personal preference.*



Before you buy, sample each console to see what you like and don't like. Ask around the local arcade for other opinions. Also, don't just go by spec sheets, because there may be other factors that play a part. For instance, the Genesis and Neo•Geo both use a 68000 processor, but the Neo•Geo has other support chips to allow it to exceed the Genesis in some ways (in addition to boosting its price). It's not competition, it's playing games.

Finally, we don't think we play favorites, and, obviously, since you guys can't decide which system we are favoring, it can't be too much of a factor. Again, thanks for your letters and comments.

WE'RE NOT IMMORTAL

Dear VG&CE:

In your August 1991 issue, there was an error in one of the codes of the *Easter Egg Hunt*. On page 34, the code for Level 6 of *The Immortal* doesn't work. I don't know what the code really is, but I'd like it very much if you could ask the people that gave it to you, and write it again in your next issue.

—Sebastien Maltais
Saint-Hyacinthe, Quebec, Canada

Sorry for the slip-up, Sebastien. If you turn to our Tip Sheet *section on page 18, there is another letter regarding* The Immortal, *as well as the tip you are looking for. We try to be as accurate as possible, but we don't catch every mistake.*

MAKING THE RIGHT LYNX

Dear VG&CE:

First of all, I would like to compliment you on the good information you give. I only have two copies of your magazine (June and July 1991), but that's enough to see what good information you shell out.

In a catalog from Electronics Boutique, I saw an advertisement for an Atari Lynx for $99.99! I know your July issue had an ad for two separate versions of the Lynx, but the one that is supposed to be $149.99 is the one in the E. B. ad. What's the deal? Who's right and who's wrong, or are you both right?

—Jeffrey M. Wilson
Taylors, South Carolina

In a way, we're both right. The Lynx in most ads is the "older" and larger original. The new Lynx not only is smaller, but has a new price of $99.95; this model doesn't include any extras. There is a $149.95 "bundle" that has the Lynx, California Games, *an AC adapter and the ComLynx cable. Hope that answers your question.*

CORRECTION

• The only way we can get the latest information to you is by reviewing software in prerelease form, however, it occasionally gets us in trouble. One such case was the review of Artworx's *Strip Poker Three* (VG&CE, September 1991). Bill Kunkel noted in his review that "...hitting the space bar at a time during the game gives *Strip Poker Three* the silicon equivalent of a nervous breakdown."

We've since discovered that the blanking of the screen is a feature of the game called a "Modesty Mode." This was inserted "for those times when you feel it is necessary to temporarily extinguish the screen display." Apparently, the space bar is a toggle for this mode, and it is documented in the game's instructions. The documentation wasn't available at the time of review, so the modesty feature was overlooked.

• Also, the October 1991 cover was one of the best we've ever had, but we neglected to credit Dennis Carmichael as the artist. Sorry, Dennis.

YOU Could Win!

Hear Video Game News & Reviews

From the author of the new book "CELEBRITY TEEN TALK: EXCLUSIVE CELEBRITY INTERVIEWS, VIDEO GAME TIPS & REVIEWS"

Video Game Expert Jason R. Rich

Offers Special Video Game News, Reviews and Playing Tips

Call

1-900-230-7424

Share Game Tips with Other Callers & Win Weekly Prizes!

To enter, send a postcard with your name, address and game tip to: GAME TIPS, P.O. Box 690148, Orlando, FL 32869 or call 1-900-230-7424.

$1.50 for the 1st minute.
$ .95 each additional minute.
Kids, please get parents' permission!

CIRCLE #105 ON READER SERVICE CARD.

SMASH T.V.™

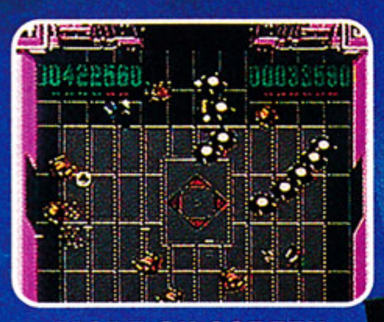
THE COIN-OP GAME OF THE YEAR IS NOW THE MOST ACTION-PACKED NES™ GAME OF ALL TIME!

LIGHTS! CAMERA! 360° NON-STOP ACTION!

Congratulations! You're the next lucky contestant on the game show with the ultimate in prizes...YOUR LIFE! Sorry, no mindless blondes spinning wheels here. Just deadly action, flying shrapnel, and total carnage—all in front of a live studio audience! Instead of picking vowels, you pick 6 futuristic weapons like triple photon lasers and lethal plasma grenades. And the 2 controller action gives you 360° arcade firepower.

Sure, you can win toasters and microwaves...after you defeat hordes of cyborg mutants, power orbs and the 30-ton Mutoid Man! Any wonder this show's #1 in the ratings?

"EAT MY SHRAPNEL!" IN OVER 45 ENEMY-FILLED STUDIO BATTLEGROUNDS!



MORE ON SCREEN ENEMIES THAN ANY OTHER NES GAME!

DON'T LOSE YOUR HEAD MUTOID MAN...TOO LATE!

Smash T.V.™ ©1990 Williams® Electronics Games, Inc. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. ©1991 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #128 ON READER SERVICE CARD.

VideoGames & Computer Entertainment's

GAMES LINE

1-900-454-2637

$1.49/minute (Under 18: Be sure to get your parents' permission)

$1.49/minute
(Under 18:
Be sure to get your
parents' permission)

CAN YOU SAVE DEIRDRE IN THE TELEQUEST ADVENTURE AND WIN ?

900-45-GAME

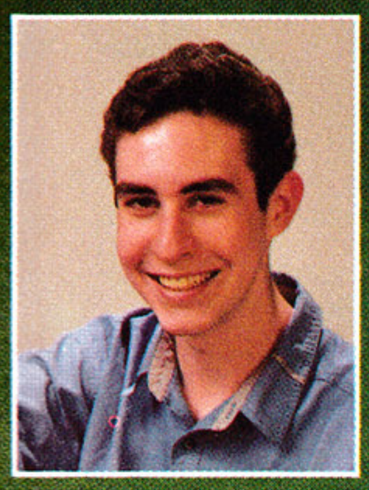
ALSO:
•NEWS BITS
•HOT GAME TIPS
•LEAVE VOICE MESSAGES
•ENTER YOUR VIDEO VOTE
AND MORE!

OFFICIAL TRIVIA RULES

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

NEW

FROM CAMERICA GAMES™



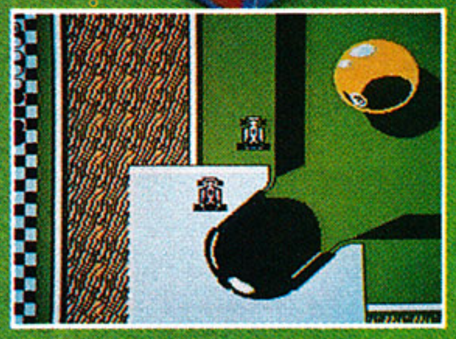
"The best and most innovative racing game on the N.E.S. ever! Excellent two player interaction."
Thor Aackerlund, *Nintendo World Champion*

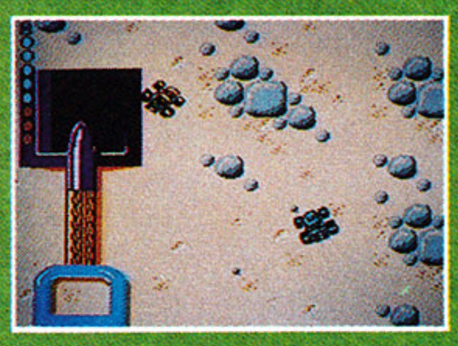
MicroMachines™– The Official Video Game, is the most competitive racing game yet produced. Amazing playability, with one or two players, 27 different circuits – race under bridges, through oil patches, power slide around corners and more!

Choose your vehicle – feel the power – feel the traction. Race performance sports cars, Formula One, Power Boats, Combat Tanks, Helicopters, Highway Warriors, 4 × 4's, Monster Trucks and Turbo Wheels.™

Look for MicroMachines™ at your video or game store.

- Exceptional graphics
- One or two players
- Over 100 hours of dynamic play
- 2 Meg Game





CAMERICA GAMES™

EASY TO PICK UP. HARD TO PUT DOWN.

U.S.A.: 1 (708) 498-4525 Canada: 1 (416) 470-2791

MicroMachines is a Trade Mark of Lewis Galoob Toys, Inc.
used under license by Camerica Corp.
Camerica Games is a Trade Mark of Camerica Corp.

COMING SOON

DIZZY™*– An adventure for the whole family.*
BIGNOSE™*– A prehistoric hunting and adventure game.*

CIRCLE #106 ON READER SERVICE CARD.

Welcome to DecapAttack,™ the new game for Sega™ Genesis™ starring Chuck D. Head, who demolishes his enemies with just a toss of his head.

Chuck is trying to reunite the seven parts of Eyeland that were blown apart by the mad and ruthless Dr. Frank N. Stein. But first, he and his head will have to come face to face with some of the doctor's most fiendish creations—creatures like Chuck Roast, Biojaw and Snojoe.

Chuck can lose a ghoul by leaping across a collapsing log bridge. Hop aboard a roving eye to escape vicious werewolves. Bounce over horned beasts with a flagpole. And gain extra propulsion by punching a skull head.

In a jam, he can always use his other head. The one in his chest that lunges out to chomp anything in its path, instantly turning attacking totem poles into piles of toothpicks.

Everyone knows that two heads are better than one. But in this game, you've got three heads—counting your own, of course. That's enough to give the demented Doctor more than a few headaches himself.

SEGA GENESIS™

Leading the 16-bit revolution.™

To win at this game, you'

SEGA and Genesis are trademarks of SEGA Enterprises Ltd. DecapAttack is a trademark of SEGA of America, Inc. © 1991 SEGA, Inc., 130 Shoreline Drive, Redwood City, CA 94065.

CIRCLE #108 ON READER SERVICE CARD.

ve got to use your head.

TIP SHEET

by Donn Nauert

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

VG&CE,

9171 Wilshire Blvd.,

Suite 300

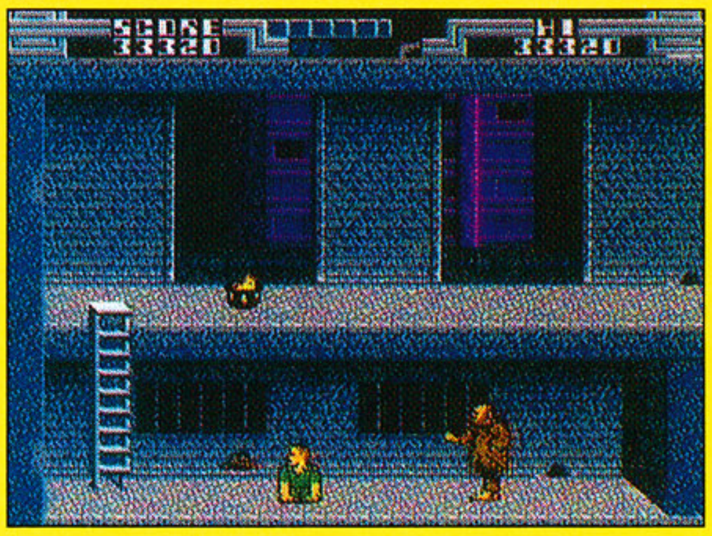
Beverly Hills, CA 90210

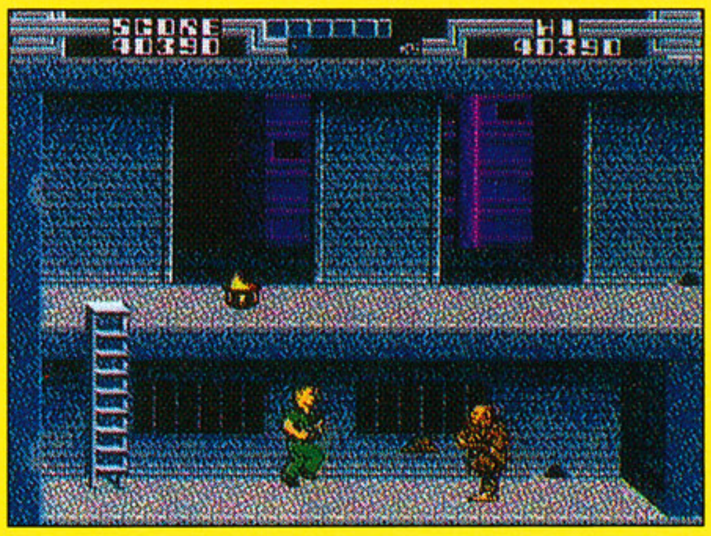
Attn: *Tip Sheet*

I recently purchased the game *Alex Kidd: High Tech World* for my Sega Master System. I can't get all eight pieces of the map! I found the one in the parents' room, the library, the servants' room, Tom and Mark's room, the one James burnt (I restored it), the one in the garbage can and the one in Mary's room. I can't get the eighth. If you please help me or just give me a password, I would really appreciate it!

— Tom Hill
Glenbeulah, Wisconsin

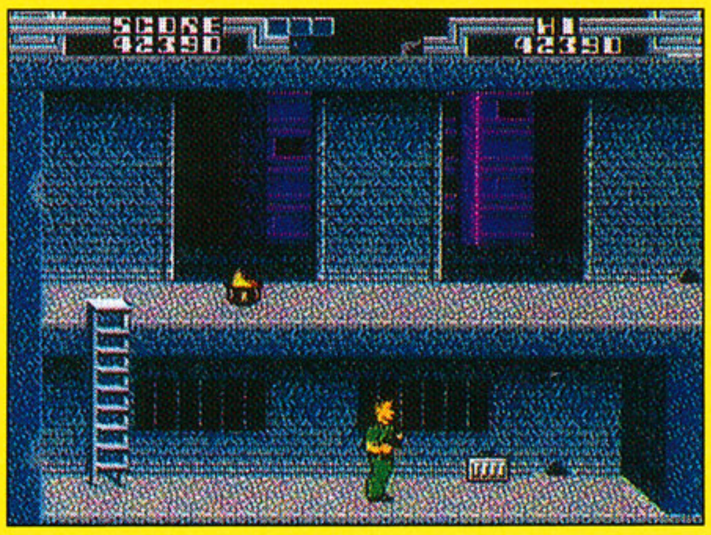
The final piece of the map is located on the third level. Find the clock and, using the ladder to reach it, change the time on the clock.



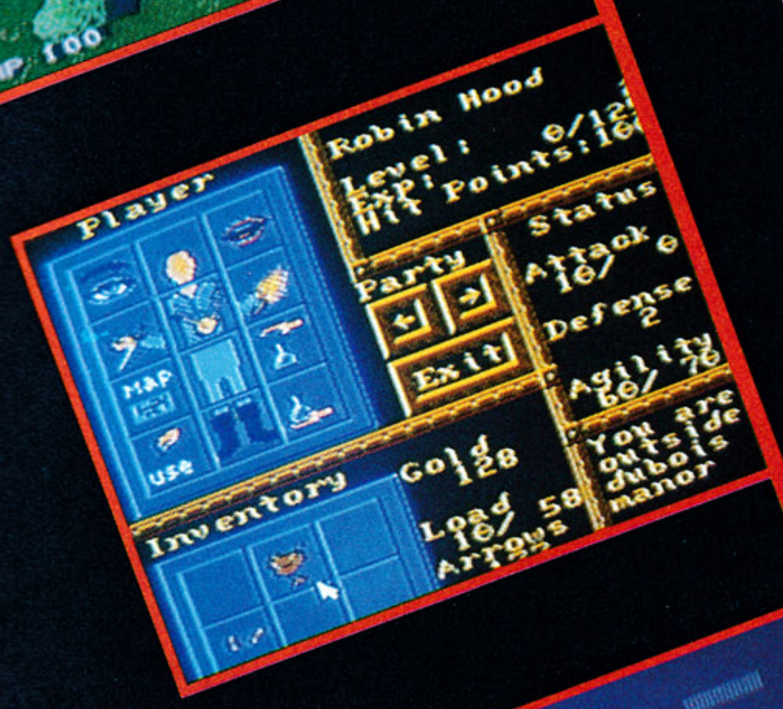


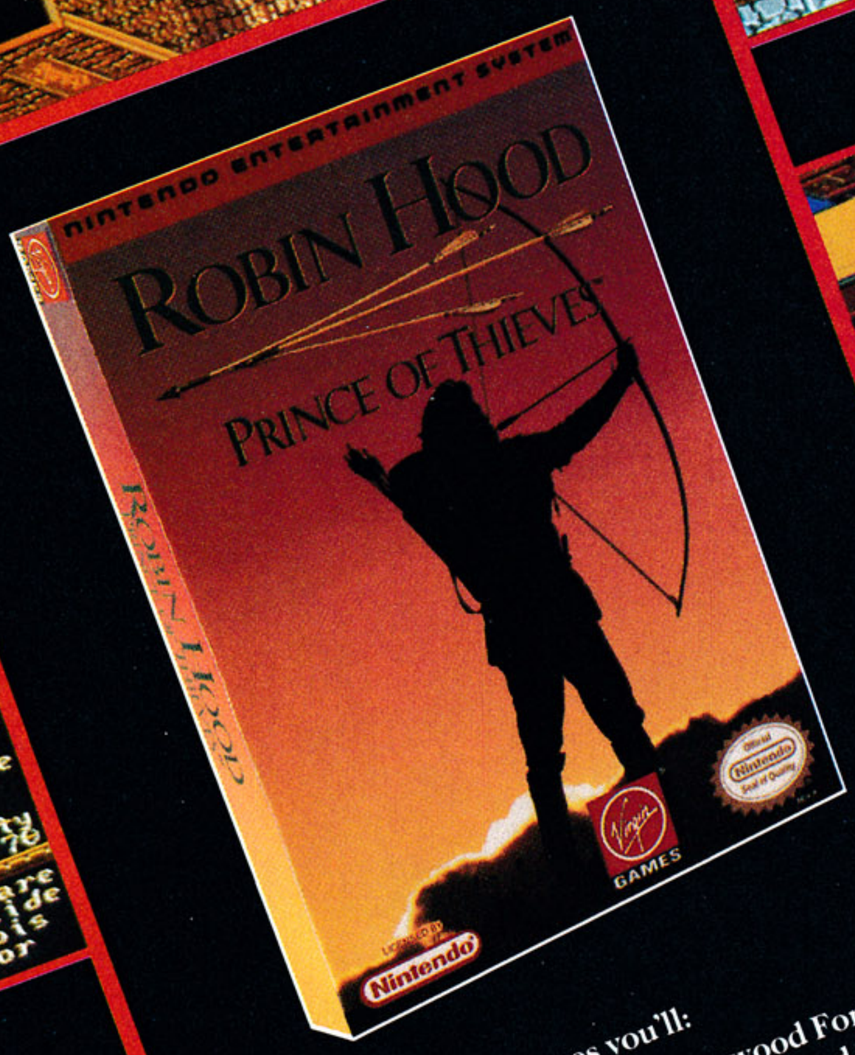
For Christmas I got the NES *Total Recall* game. I have gotten to the level (fifth) of the cement factory where the guy throws his hat at you. I've tried shooting him with a gun and hitting him with my fists, but nothing seems to work. He kills me every time. Any tips would be greatly appreciated.

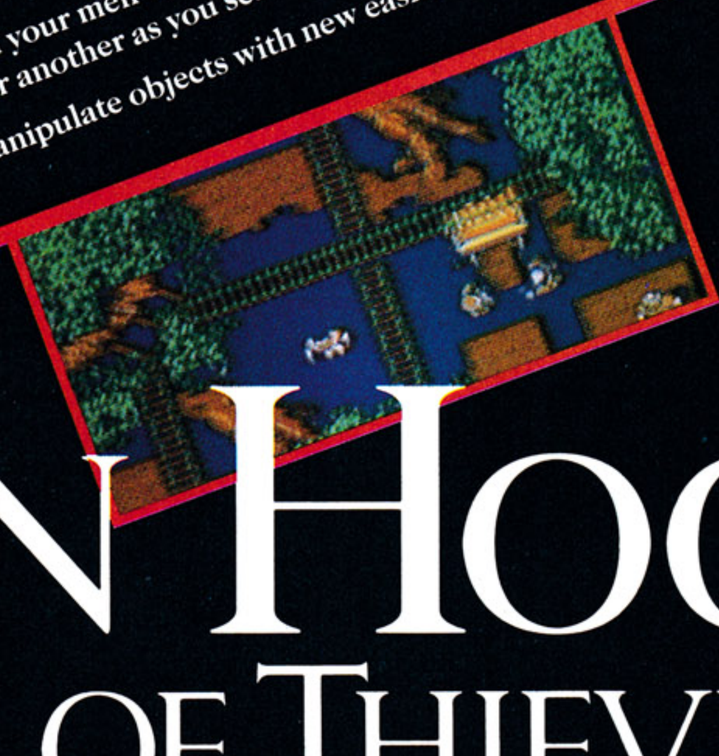
— Anthony Williams
American Canyon, California



When you beat the boss of the cement factory (to get back the suitcase), you need to duck to avoid the hat as it flies over you, then (while you're still pressing down) jump over the hat as it returns. When you start coming down from the jump, shoot his head. This is a tricky combination, but it can be done.







- As the Prince of Thieves you'll:
- Explore the treacherous Sherwood Forest when you travel back in time to strange and eerie Medieval Britain.
- Engage in arcade-style combat, duelling and chase scenes on horseback in four distinct action levels.
- Battle evil rivals like the Sheriff of Nottingham and his men to increase your strength levels.
- Interact with a variety of mysterious characters - some will even join your party.
- Lead your men through one dangerous mission after another as you search for valuable objects.
- Manipulate objects with new easier interface.

Official Nintendo Seal of Quality

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.

ROBIN HOOD: PRINCE OF THIEVES™, CHARACTERS AND ALL RELATED INDICIA ARE TRADEMARKS OF MORGAN CREEK PRODUCTIONS, INC. © 1991 MORGAN CREEK PRODUCTIONS, INC. VIRGIN® IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES, LTD. © 1991 VIRGIN GAMES, INC. ALL RIGHTS RESERVED. DEVELOPED BY SCULPTURED SOFTWARE.

Virgin® GAMES

ROBIN HOOD
PRINCE OF THIEVES™

Live the Adventure! Become Robin Hood in the adventure of your life in a game that brings all the action of the blockbuster movie to your very own NES! Show your courage and cunning as you rescue the lovely Maid Marian and free England from tyranny!

CIRCLE #109 ON READER SERVICE CARD.

I received the NES games *Puzznic* and *Gravnic* as a gift. Taito America Corp. put out the games, but when I sent for the tips (which it said it would provide), I was informed it no longer existed.

There are two levels I am stuck on. In *Puzznic*, Level 12-6 with a password Z5JC, and in *Gravnic*, Level 8-2 using the password WRZ5. Any help would be appreciated.

—Terry Calabrese
Bronxville, New York

I am a thirty-year-old woman hooked on the NES. I have recently been exposed to a game called *Puzznic*, and I think it's super! One problem though, I'm stuck in Level 12-6. Can anybody help me out? A solution or code to 12-7 would be greatly appreciated.

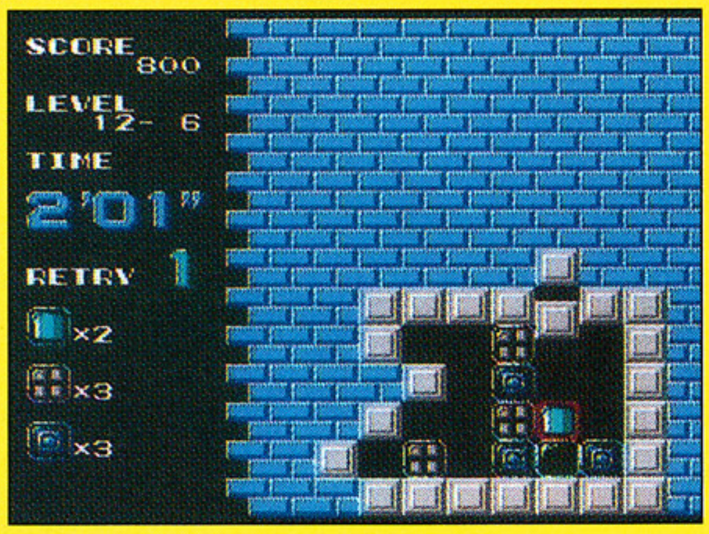
— Cynthia Foss
Chino, California

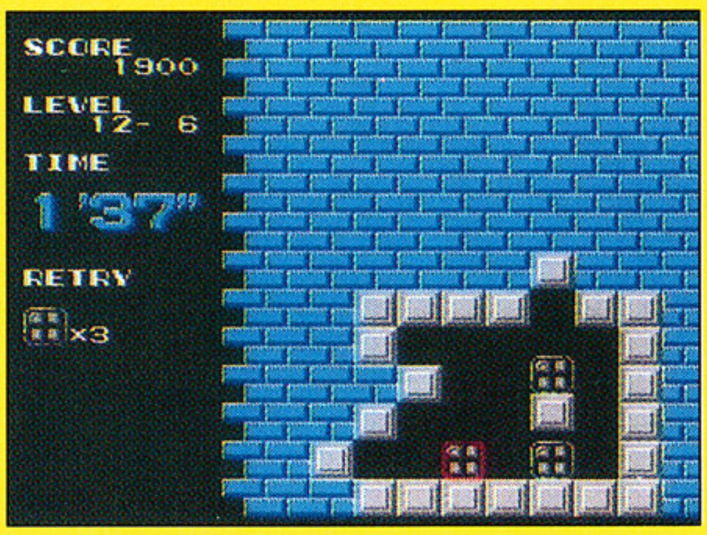
Level 12-6 for Puzznic *requires quick reflexes. First, move the bottom left gray block one space to the left, Then take out the two green blocks on the right. Now comes the tricky part: You must move the top gray block onto the moving platform on its way up. Make sure it doesn't cancel out the other one in that row.*

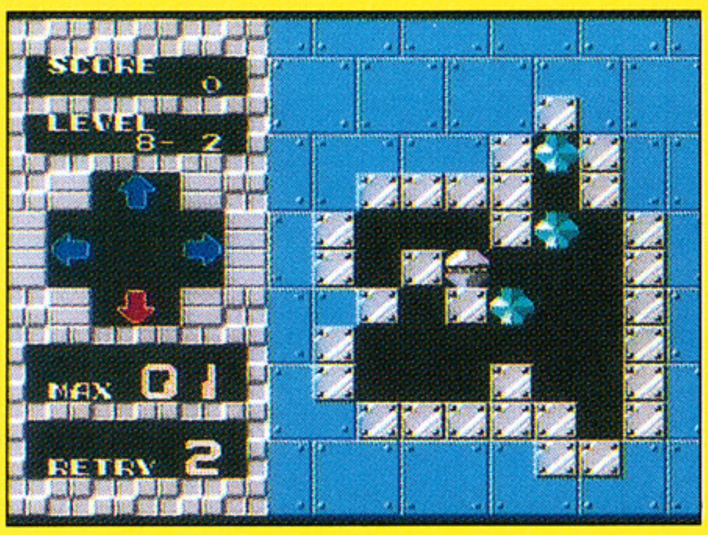
As it reaches the top, you must move the blue block over to the right so that it will cancel out the other two. You should now be left with the three gray blocks.

Starting with the gray block on the left (the one that's not on the platform), move both one space to the right. Now let the block on the platform fall between the two. If you have any problems doing this, the code for Level 12-7 is ZFC7.

Finally, to solve Level 8-2 in Gravnic, *press D, L, U, R, D, R, U, L, D.*





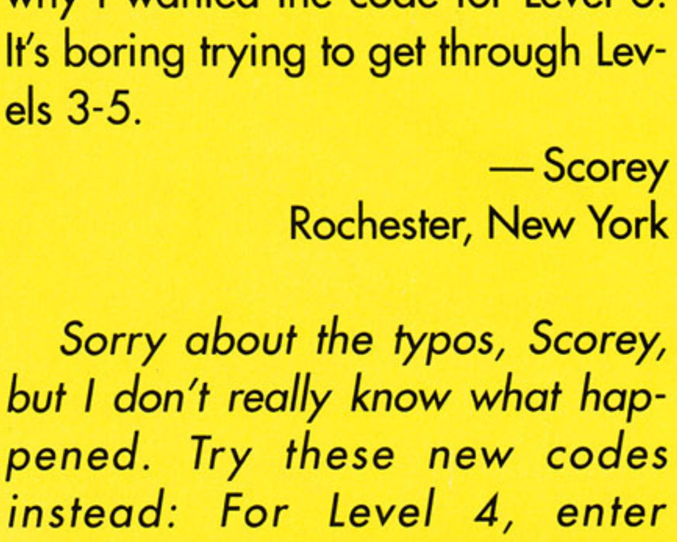


I have the game *The Immortal*, and I can't get by the worm room. I recently bought the August 1991 edition of VIDEOGAMES & COMPUTER ENTERTAINMENT magazine, because it had the codes for Levels 2-7 of *The Immortal* in it (page 34).

The code for Level 6, "650V61-0005Y0," was wrong. There must be a letter or number missing because it didn't work, and the code for Level 4 had too many *T*s in it. Level 5 is the only place I'm having trouble with so far. The worm room is very hard. That's why I wanted the code for Level 6. It's boring trying to get through Levels 3-5.

— Scorey
Rochester, New York

Sorry about the typos, Scorey, but I don't really know what happened. Try these new codes instead: For Level 4, enter XS9V131001X6, and for Level 6, try 6590Y63000SY0. That should help you out.

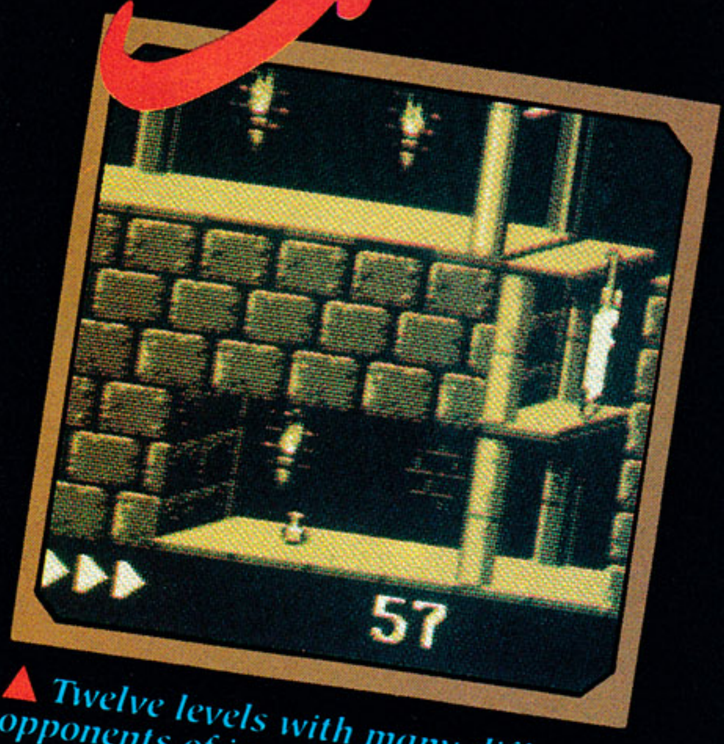


SHARPEN *Your Skills*

Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

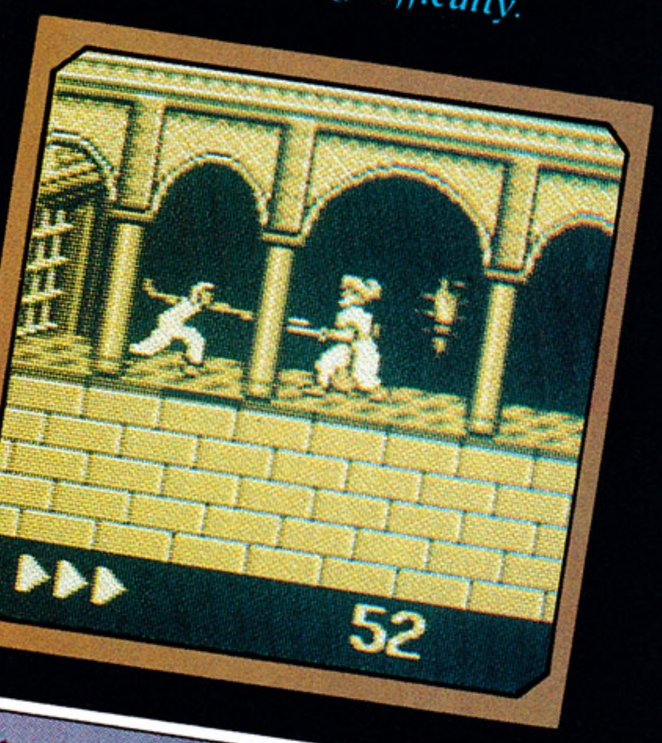
PRINCE OF PERSIA™ will plunge you into an exotic world of challenging puzzles and non-stop action, featuring the most fluid and realistic animation you've ever seen on your Game Boy®!

You may be swift and cunning enough to slash your way past palace guards and dodge trap doors... but how will you withstand the wicked sorcery of Jaffar?



▲ *Twelve levels with many different opponents of increasing difficulty.*

Movie-like storyline with intrigue, romance and surprising twists. ▶



▲ *Fluid, stunning animation and quick, responsive controls.*

▶ "An unmitigated delight..."
NIBBLE

▶ "A tremendous achievement..."
COMPUTER GAMING WORLD

▶ "Prince of Persia™ is the Star Wars of its field."
COMPUTER GAMING WORLD

"ENTERTAINMENT PROGRAM OF THE YEAR" COMPUTER ENTERTAINER

LICENSED BY Nintendo

Virgin GAMES®

Prince of Persia is a trademark of Broderbund Software, Inc. © 1989, 1991 Broderbund Software, Inc., Jordan Mechner.
All rights reserved.
Licensed by Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd.
NINTENDO, GAMEBOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality®

Virgin Games, Inc. 18061 Fitch Ave. ,Irvine, CA 92714 TEL: 1(800) VRG-IN07

CIRCLE #110 ON READER SERVICE CARD.

IT'S SO REAL, IT'S UNREAL.

There's so much friction in this game, it'll melt the ice.

TV SPORTS™
HOCKEY

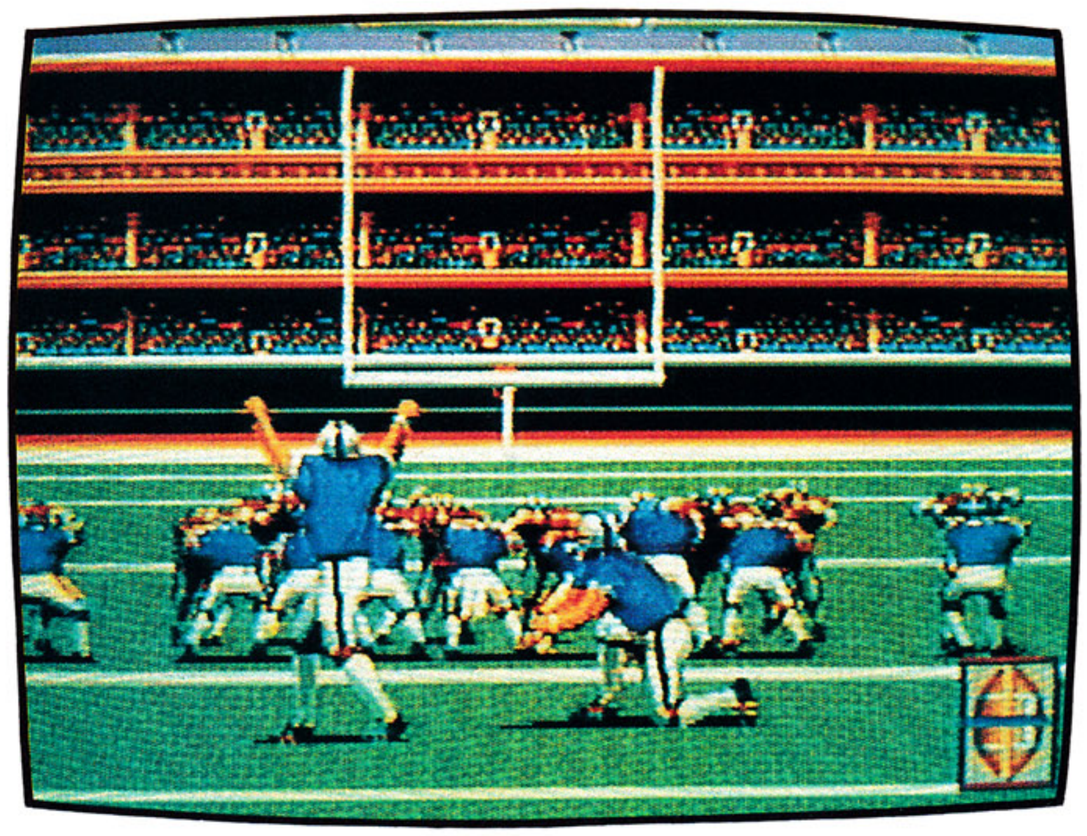
TV Sports Football © 1990 Cinemaware Corp., TV Sports Hockey and TV Sports Basketball © 1991 Cinemaware Corp.
TV Sports Football, TV Sports Hockey and TV Sports Basketball are trademarks of Cinemaware Corp.

TurboGrafx-16 introduces the three most realistic games you can play outside of the pro leagues.

With TV Sports Hockey, the ferocious power of the puck is in your hands. Slam home a slap shot, or get into a brawl.

On the TV Sports Basketball court, shoot a 3-pointer with one second left on the clock, or call offensive *or* defensive plays.

With TV Sports Football, you'll lead a team's brutal defense and punishing offense. Your



As real as you can get, without buying collision insurance.

TV SPORTS™ FOOTBALL

A victory on this one will make you feel ten feet tall, even if you're only 5'2".

TV SPORTS™ BASKETBALL

audibles, quarterback options, and shotgun formations will win or lose this one!

They're the only sports games five of your best pals (or worst enemies) can play at once.

Try-outs are this fall, so get your thumb ready to scrimmage!

Look for upcoming sports games from TurboGrafx-16: Davis Cup Tennis, Andre Panza Kick Boxing, TV Sports Baseball and Champions Forever Boxing.

TURBO 16 GRAFX™

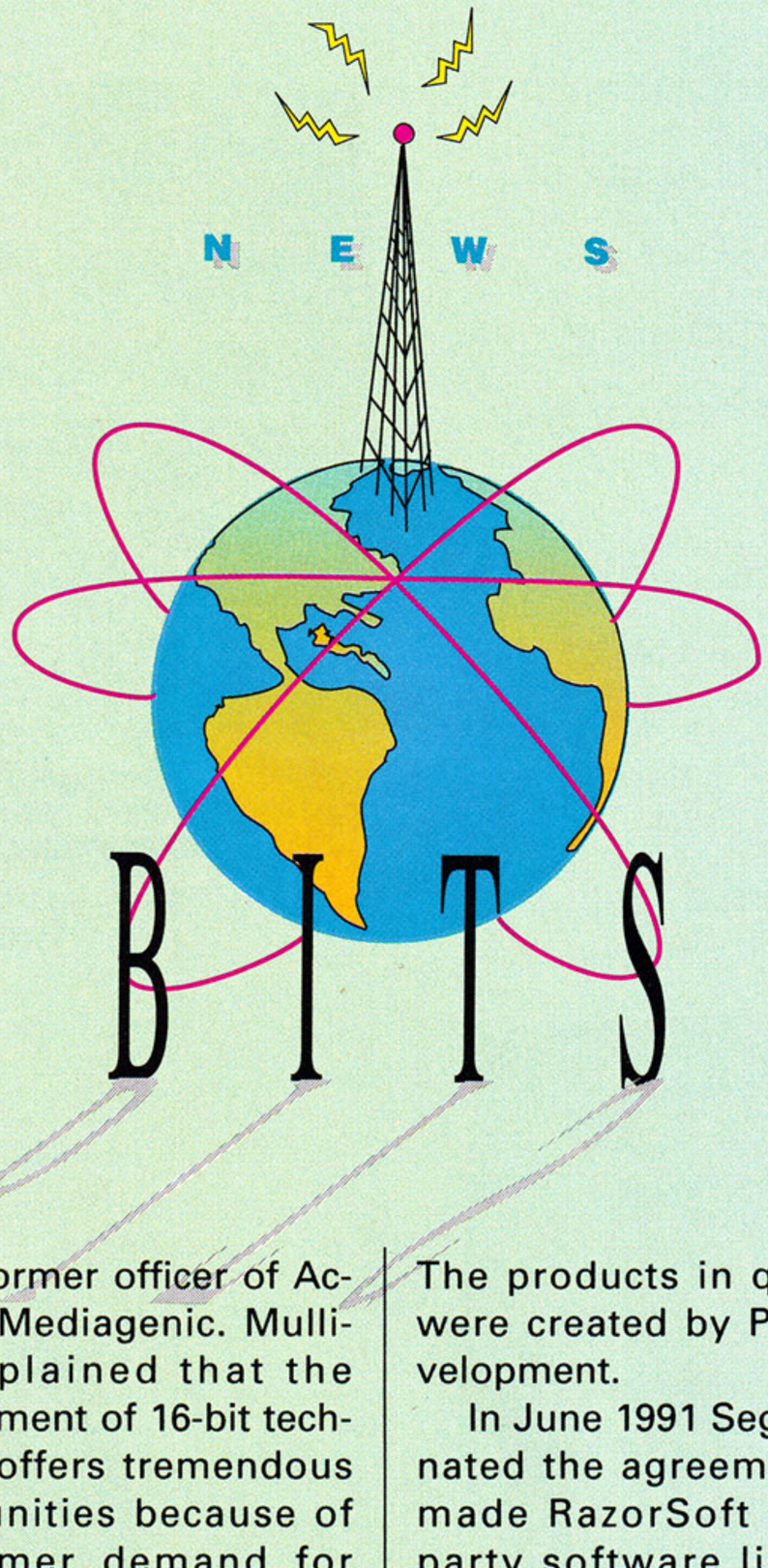
NEC

Available at: Toys R Us, Babbage's, Electronics Boutique, Montgomery Ward, Software Etc., McDuff Electronics, VideoConcepts, Sears Catalog, and other leading retailers.

© 1991 NEC Technologies, Inc. For information on these games, call the TurboTeam at 1-900-FUN-TG16. The first 30 seconds are free, 99¢ per minute thereafter, maximum $5 per call. Get your parents' permission first.

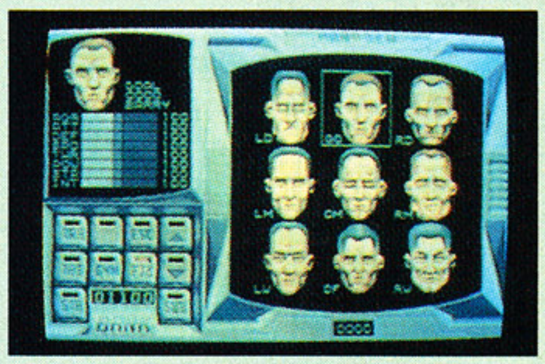
CIRCLE #111 ON READER SERVICE CARD.

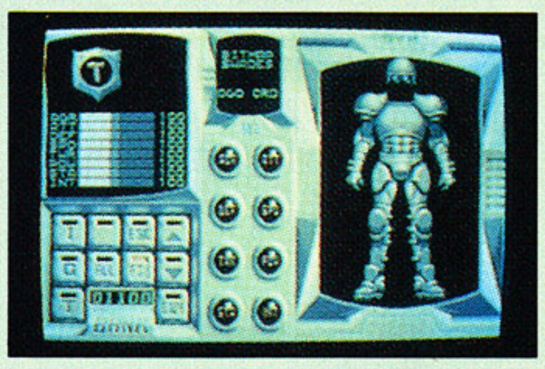
COMPILED BY
JOYCE WORLEY



Media Magnate in Video-Game Arena

The Maxwell Entertainment group, owned by Robert Maxwell, announced the creation of a new company that will herald its entry into the video-game market. Arena Entertainment will join Maxwell's





other holdings (Macmillan Publishing, *The New York Daily News*, the Mirror Group of newspapers, plus holdings in MTV, cable and satellite TV networks).

Arena plans three products in 1991: *Back to the Future III*, *Speedball 2* and *Battlemaster*, all for play on the Sega Genesis game system. Development is currently under way for a first-quarter 1992 release of *Predator 2* and *Aliens 3*.

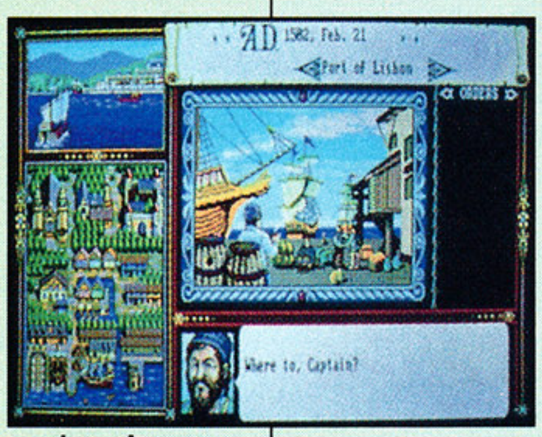
The new company, created to publish software-cartridge products for the U.S. video-game market, is headed by Geoffrey Mulligan, a former officer of Activision/Mediagenic. Mulligan explained that the development of 16-bit technology offers tremendous opportunities because of "consumer demand for newer, more technologically advanced games." He went on to say, "As video-game machines get more powerful, the lines separating traditional entertainment media will be gradually erased by multimedia entertainment. Eventually video games will use evolving technologies like CD-ROM to merge video, digitized speech and music and computer-generated graphics like those you see in today's blockbuster movies."

Sega Sues RazorSoft

Sega filed suit against RazorSoft International of Oklahoma City and Punk Development of Sunnyvale, California, alleging that the companies made unauthorized use of Sega's trademarks, copyrights, logos and trade secrets. Sega further claims that RazorSoft breached their contractual agreements and engaged in conspiracy and fraud. The products in question were created by Punk Development.

In June 1991 Sega terminated the agreement that made RazorSoft a third-party software licensee. Now Sega alleges that RazorSoft is marketing products that use proprietary information and make unauthorized use of the Sega logo.

The general counsel for Sega, Kiichi Nishikura, explained, "In order to protect the strong brand identification and equity that we have developed in the Sega and Sega Genesis trademarks, it was necessary to bring this action."

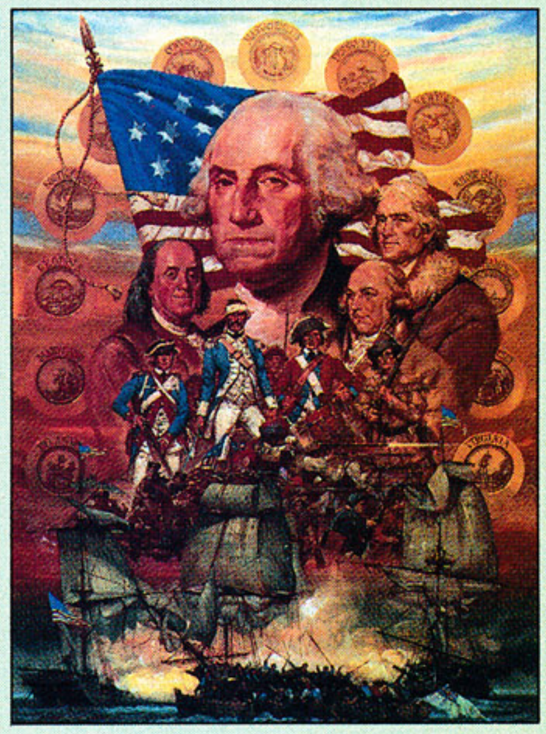


In an exclusive VIDEO-GAMES & COMPUTER ENTERTAINMENT interview RazorSoft's spokesman, Mike Brazier, explained that Sega is currently holding $250,000, which represents the costs of their June and July shipments. RazorSoft, after protracted negotiations, had brought an earlier "sealed" lawsuit against Sega. The countersuit by Sega is what made this public knowledge. "The content of the games is the issue," says Brazier.

The games that RazorSoft and Sega are believed to have had difficulty with are *TechnoCop* and *StormLord*. RazorSoft denies any technological infringement.

KOEI to Introduce RPG

KOEI Corporation, best known for its line of historical simulations, is sailing up a new creek in *Uncharted Waters*. The story, set in the 16th century, when Spain and Portugal ruled the seas, casts the gamer as a captain/explorer—trading, pirating, gambling and achieving fortune, fame and the hand of a princess



Ultima®

No Other Adventure Even Comes Close.

For NES™ from FCI® Not Just Kid Stuff

Ultima Warriors of Destiny

Ultima Quest of the Avatar

For GAME BOY® from FCI® Not Just Kid Stuff

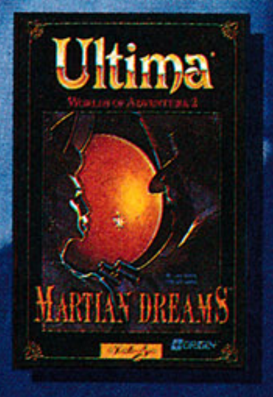
Ultima Exodus

Ultima Runes of Virtue

For hints on Nintendo games, call FCI's hotline – (708) 968-0425

Nintendo and Game Boy are registered trademarks of Nintendo of America, Inc.

On IBM & 100% compatible computers from ORIGIN™ We create worlds.™



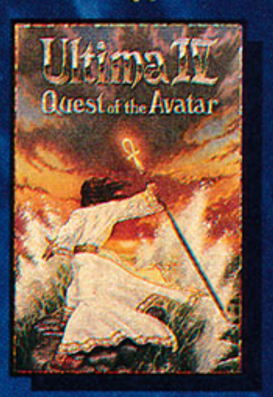
ULTIMA Martian Dreams

ULTIMA Savage Empire

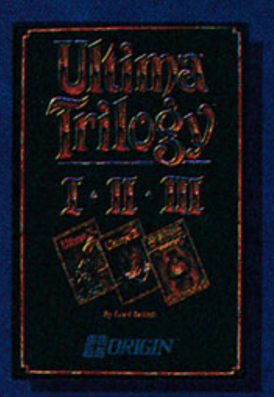
Ultima VII The Black Gate

Ultima VI The False Prophet

Ultima V Warriors of Destiny



Ultima IV Way of the Avatar



Ultima Trilogy

Available everywhere that computer software and/or video games are sold!

If you can't find ORIGIN products locally, call to order direct (MC/VISA); *free delivery.*
In the USA: 1-800-999-4939 Other countries: 1-512-328-0282 8 a.m. - 5 p.m. (Central)

CIRCLE #112 ON READER SERVICE CARD.

in marriage. KOEI expects to have the game up and sailing before the holiday buying season for play on NES and IBM PC-compatible computers.

Other new titles out this autumn are *Romance of the Three Kingdoms II* (features six new scenarios, up to 12 players, 400 characters, Ad Lib sound support, plus more advanced diplomacy and strategy than the first *Romance*); *L'Empereur* (Napoleonic strategy contest); and *Liberty or Death* (relive the American Revolution, land and sea, from either side).

EA Starts Hint Line

Electronic Arts has a new customer service line for frustrated gamers. The new 900 service [(900) 288-HINT] provides hints and passwords on the most popular EA games. The caller must use a touch-tone phone, then enter the system and key into the specific game through a series of push-button commands. It costs 95 cents for the first minute and 75 cents for each additional minute.

Currently the line includes hints for *The Immortal*, *James Pond*, *Might and Magic: Gates to Another World*, plus passwords on *Lakers vs. Celtics and the NBA Playoffs*, *John Madden Football*, *Sword of Sodan*, *Populous*, *Centurion*, *Defender of Rome*, *Faery Tale Adventure* and *King's Bounty*. The list will be updated and expanded over time.

Developer Donates Game

Incredible Technologies, Inc., donated a *Peggle* game to the Give Kids the World Foundation. That's the group that gifts terminally ill children and their families with free trips to Orlando, Florida, and Walt Disney World. The *Peggle* is to be set up in a free-play game room, housed in a refurbished train caboose, in the Holiday Inn Kids Village. The game room is a popular play place for kids during their visits in Florida. It is stocked at all times with a music jukebox and at least six games.

Peggle, developed by Incredible Technologies, is manufactured and sold by Strata Group, Inc., as a coin-operated game kit. Other I.T. designs currently in the arcades are *Golden Tee Golf*, *Strata Bowling*, *Hot Shots Tennis* and *Arlington Horse Racing*. The company also designed and developed *BattleTech*, the six-player head-to-head space game in Chicago's *BattleTech Center*.

New Lynx on the Prowl

Atari has started shipping a new version of the Lynx, the company's hit handheld video-game system. Totally compatible with earlier models, the new Lynx is smaller, more lightweight and boasts a couple of extra features. Now the player can turn off the backlight (to extend battery life), and the new playscreen is recessed, protecting it from harm and providing a better viewing angle.

The new Lynx is currently available for the same price as the older model ($99.95 by itself) and is also packed in the $149.95 set (which includes an adapter, the *California Games* cart and a coupon good for a second Lynx cartridge).

In a separate announcement, Atari introduced upgraded Lynx documentation. The latest games now include a four-color sheet with graphics and instructions on one side and a collectible poster on the back.

Paris to Host Game Show

Paris, France, is the site of the SuperGames Show '91, a trade fair for professionals and shopping spree for the public, which will be held December 6-9. European software professionals will demonstrate their products and give the pre-holiday crowd a chance to see and buy the latest new computer and video games. The event is sponsored by Micro News.

If you love Paris in the winter, or plan to be in France at that time, call (33) 1 48 91 04 51 for information about the time and place.

Canada Gets TV Show

Canada's first video and electronic TV show, *Video & Arcade Top 10*, is currently airing on Youth Television Network (YTV). Each half-hour segment features two game playoffs, with head-to-head competition using five players chosen from the studio audience. The program also has reports on youth fashions, top-10 music videos, Canadian concert listings, top-10 arcade games, movie previews, news reports and viewer contests.

The on-air personality is Gordon Michael Woolvett, an experienced program jockey on YTV. Other screen participants are Liza Fromer, music editor and field reporter, Elissa Mills, fashion and field editor, and Joel Keller, who provides color commentary during the competitions, which feature both computer and video games.

Hearing Is Seeing, With Pixound

Hologramophone Research, Inc., got together with Cilantro Computing Services, Inc., to release *Pixound*, a musical screen interpreter for Amiga and IBM PC computers. It uses MIDI sound synthesis to turn graphics into audio.

Pixound lets the user load any graphic (from paint program or scanner) or view any of the art on disk, then translates the hues of each pixel into chords. Using auto play, the program browses through the graphic, playing the music of the colors, or the computerist can scan (using a mouse) the picture. Colors can be changed to produce new sounds, and the 60 scales included vary the sounds to suit the situation.

Best Coverage In The Universe!

1 Year Only

$26.95!

Save $20.45 Off The Cover Price!

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

☐ YES! Sign me up for 12 issues for only $26.95! I'll save over $18 off the cover price and pay just $2.25 an issue!

☐ PAYMENT ENCLOSED CHARGE MY ☐ VISA ☐ MC

EXP. SIGNATURE

NAME

ADDRESS

CITY/STATE/ZIP

MONEY BACK ON UNUSED SUBSCRIPTIONS IF NOT SATISFIED. Foreign add $10 per year. California residents add 8.25% sales tax. Make checks payable to L.F.P. Inc. Your first issue will arrive in 6 to 8 weeks. WATCH FOR IT!

OFFER EXPIRES JANUARY 29, 1992

CLXAA

Of course, it has uses for serious musicians, as well. It's a MIDI controller and sequence recorder, with 20 preset harmonies for three voices and 60 scale modes. It bridges with most graphic and music programs and works with MIDI or internal voices.

Pixound retails for $79

Cilantro Computing
Service, Inc.
2277 W. Highway 36,
Suite 224
St. Paul, MN 55113
(612) 636-5777

Lemmings Marches to CDTV and Other Formats

The *Lemmings* are on the move. Psygnosis' hit Amiga, Amstrad, Atari ST and IBM PC game is marching to the CDTV format. It's also scheduled for release on the Macintosh and has been licensed for most video-game systems. Inside sources also tell us that a coin-op is currently under construction.

The untiring marchers are raking in awards all over the world. Most recently *Lemmings* was tagged as the "Computer Game of the Year" in the European Computer Leisure Awards ceremony that took place at the Hippodrome in London.

UBI Soft Enters Star Wars Agreement

UBI Soft made an agreement with Lucasfilm Games that gave the French manufacturer worldwide development and marketing rights for a *Star Wars* game for play on the Nintendo Game Boy. Game play in the new game will follow the film's plot. Christine Quemard, general manager of UBI Soft, expressed enthusiasm for the project, "Star Wars is the perfect theme. From fighting your way out of the Mos Eisley cantina to piloting the Millennium Falcon to attacking the Death Star, the movie is like one big video game."

The game will be available early in 1992. May the Force be with the programmers and designers.

In other UBI Soft news, the company announced shipment of three titles for winter 1991-92. *Battle Isle* (Amiga, IBM PC) is a strategy war game with land, sea and air forces. In addition to 32 levels, the game also provides maps for Europe and Iraq. *Light Quest* (Amiga, IBM PC) combines adventure and arcade action, as players choose their character for the multidirectional scrolling quest. *Starush* (IBM PC) requires the gamer to restore balance to the constellations. It features oversized graphics through 13 levels, ten intermediary screens and eight parallax levels, for one or two players.

Sharp Games Added to Wizard

Sharp introduced a new line of game software cards for the Wizard. That's Sharp's handheld electronic organizer for execs. The games come on cards, each with a custom keyboard that is activated by the Wizard's touch key pad.

Box Jockey features a warehouse worker who must make his way through 130 different mazes without hitting a dead end. *Tetris* is the familiar tumbling block game and *Hatris* features tumbling hats that must be stacked. *Organizer Chess* provides six levels of difficulty and stores up to 10 games, as players compete against each other or the Wizard.

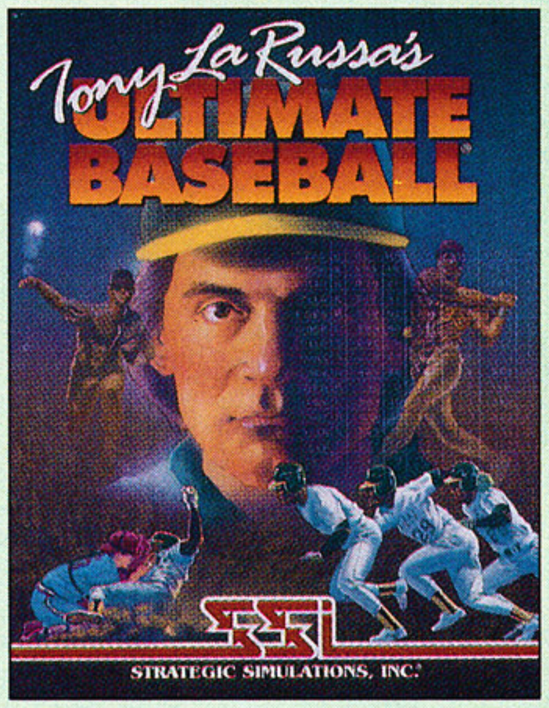
The Wizard features a full typewriter keyboard and either 64K or 128K RAM memories. The ten-ounce units hold built-in functions such as outline processor, business cards, calendar, telephone, schedule, memos, calculator and a world clock. Information can be transferred from a Wizard to the IBM PC and compatibles, and the units connect to a printer or to a modem for data transfer.

SSI's Scratch-Off Will Send Two to the World Series

The top prize in the Strategic Simulations, Inc. (SSI), Scratch-Card Contest is a baseball-lover's dream; a trip for two to the 1992 World Series. Scratch-off cards enclosed in the first 50,000 units of *Tony LaRussa's Ultimate Baseball* will give prizes to over 2,500 purchasers. The company estimates that one out of every seven buyers will win.

Prizes include Wilson fielder gloves, autographed baseballs, Buckshot professional hand grip sticks, subscriptions to various magazines, Mizuno batting gloves, computer games, plus the grand-slam winner's trip to the Series.

Tony LaRussa's Ultimate Baseball is available for IBM PC and Commodore 64/128 computers for $49.95. It combines statistical modeling with action game play and is currently available in most software stores. It also can be ordered direct from Electronic Arts by calling (800) 245-4525.



Companies Court Edu-Bucks

Quality software for young learners will be plentiful this holiday season. Several software publishers have outstanding new programs for young computerists, including some hot sequels to already proven tutors.

Microlllusions' *Discovery 2.0* (Amiga, $69.95) updates and improves the original hit program. Kids explore five spaceships while they study spelling and math. Expansion disks cover geography, history, language, science, social studies and trivia, and the lessons are tailored for a wide range of ages, from kindergarten through high school.

New Math Blaster Plus (Davidson/IBM PC, Macintosh, $59.95) introduces a new problem-solving game, plus better sound, animation and graphics and covers addition, subtraction, multiplication, division, fractions, decimals and percentages in six levels of difficulty for elementary school kids ages 6 to 12.

Britannica Software's Berenstain Bears are the on-screen helpers in *The Berenstain Bears Learn About Letters* and *The*

All the graphics, all the action, all the stats!

SSI sets the standard with TONY LA RUSSA'S ULTIMATE BASEBALL. When the premier manager of pro baseball puts his name on a game, you know it has to be the very best: State-of-the-art graphics and ultra realistic action. Ballparks with different fence distances, wind conditions and turf surfaces. *And all the stats*: 49 batting, 14 fielding and 44 pitching stat categories! Sorted any way you like. You make the call.

Tony La Russa's ULTIMATE BASEBALL®

TONY LA RUSSA'S ULTIMATE BASEBALL comes with the stats of yesteryears' legendary superstars. You can also enter the numbers for any player on any pro team — or even those on your local league. Choose to play a game with top-notch arcade action, or let the computer play through a 162-game season in a few hours!

►IBM

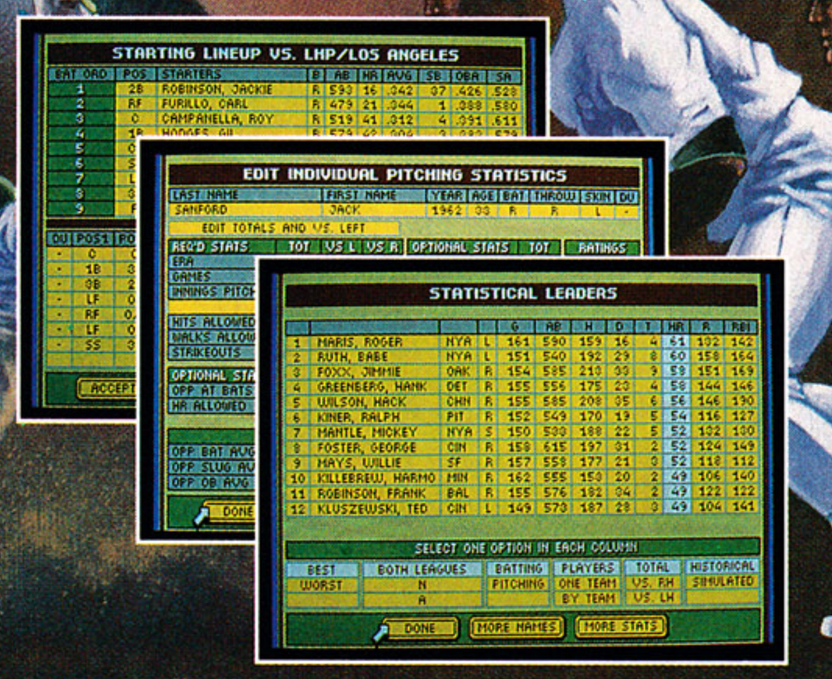
►C-64/128
(Not all features are available for C-64/128 version)

Watch for upcoming Data Disks!

POWER TO PLAY
$750.00
COUPONS INSIDE TO BUILD THE ULTIMATE GAME STATION

Topps® BUCKSHOT™
INSIDE SPORTS®
GAME Player's™
Wilson® MIZUNO®

TO ORDER: Visit your retailer. VISA/MC orders, call 1-800-245-4525 (in USA & Canada). By mail, send check or money order to Electronic Arts, P.O. Box 7530, San Mateo, CA 94403. To receive SSI's complete product catalog, send $1.00 to: SSI, 675 Almanor Ave., Suite 201, Sunnyvale, CA 94086.



IBM VGA DISPLAYS

STRATEGIC SIMULATIONS, INC.®

Berenstain Bears Fun With Colors (both IBM PC, $39.95 each). The first features a bearish adventure-quest to fill the alphabet book (for ages three through seven), and the second allows kids (three through ten) to color, animate and print pictures. It features 18 bear-country backgrounds and a bank of clip art to paste in for personalized animated scenes.

Kid Pix, originally introduced for the Macintosh, now has an IBM PC version (Brøderbund, $59.95). This paint program for kids has special effects, a clip-art section of "rubber stamps," on-disk pictures that appear when you erase and a bank of wacky brushes to create really strange effects. There's a kaleidoscope section that remakes pictures into near-psychedelic art and other features to make this a special child-pleaser that adults enjoy too.

Swamp Gas (Inline Design/Macintosh, $49.95) teaches geography to elementary students or adults. Up to four players are cast as extraterrestrials who must move from place to place and answer geography trivia questions. After each mission there's a visit to the mother ship's alien arcade to play arcade-style games; Stinky Snakes, Nerdoids and Quasar Klutzs.

Book Guides PC Upgrades

Got the out-of-date PC blues? State-of-the-art games require top equipment, and Osborne/McGraw-Hill has a new book to guide computerists through the fog. *Upgrading PCs Made Easy* (Bud & Alex Aaron, $19.95, 459 pages) explains when and how to upgrade a computer, with explanations and illustrations that cover memory increases, boosting processing power and speed, installing floppy and hard disk drives, replacing and maintaining power supply and adding peripherals (mouse, joystick scanner, printer, etc.).

The book focuses on IBM PCs and compatibles and XT, AT and PS/2 computers.

Software Maker Sponsors Rally Entry

Inline Design, Frank C. Brooks, Jr., and Sequel Development Corp. got together to sponsor an entry in the 1991 Cannonball One Lap of America Road Rally. Inline Design's President Darryl Peck drove a 1990 Acura Legend Sedan in the four-day 2,800-mile event.

This event started in 1984 with an eight-day, 8,900-mile drive around the entire perimeter of the USA. The race evolved into a multiskill competitive event in which drivers must do high-speed track racing and road rallying. This year, 83 entries went to the Nelson Ledges race track, Watkins Glen, Pocono Raceway, Charlotte Motor Speedway, Road Atlanta, Indianapolis Raceway Park and Indianapolis Motor Speedway.

Inline President Darryl Peck was asked what this had to do with Macintosh games. His reply, "Absolutely nothing, but as a game publisher it is important to know how to have a good time."

Sampler Previews Game Trio

Spectrum HoloByte is trying a new marketing ploy. The software manufacturer is giving players a pre-buy look at three games on the *3 Game Sampler: Fly It Drive It Play It.* The $3.99 IBM PC format disk contains a playable demo of the company's F-16 fighter simulation, *Falcon 3.0.* There's also a behind-the-wheel demo of *Stunt Driver*, plus an interactive demo of *Faces...Tris III*, which lets the player form faces from the tumbling blocks.

Gamers who buy the sampler can get a $5 rebate or a *Falcon 3.0* patch after purchasing any two of the games. The disk is available at most software stores or from Spectrum HoloByte at (415) 522-3584.

Top Coin-Ops of July 1991

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

Best Upright Videos

1. *Final Lap 2* by Namco
2. *Race Drivin'* by Atari
3. *The Simpsons* by Konami
4. *Steel Gunner* by Namco
5. *GP Rider* by Sega
6. *Indy Heat* by Leland
7. *Hard Drivin'* by Atari
8. *Galaxy Force* by Sega
9. *Desert Assault* by Data East
10. *Mad Dog McCree* by Betson/Icat

Best Coin-Op Software

1. *Street Fighter II* by Capcom
2. *Burning Fight* by SNK
3. *Sengoku* by SNK
4. *Clutch Hitter* by Sega
5. *King of the Monsters* by SNK
6. *Blue's Journey* by SNK
7. *Raiden* by Fabtek
8. *Final Fight* by Capcom
9. *Gun Force* by Irem
10. *High Impact* by Williams

Best New Videos

1. *Sonic Blastman* by Taito
2. *F-15* by MicroProse
3. *Laser Ghost* by Sega

Top 10 IBM PC Video Games for June 1991

The Software Publishers Association's hit list for June shows the best-selling IBM PC computer games and video games based on sales by Babbages, Comp-USA, Waldensoftware and Electronics Boutique.

Two state-of-the-art games dominate sales. Sierra's *King Quest V* continued in the number-one spot on the computer list, and *Sonic the Hedgehog* (from Sega, for play on the Genesis) rolled into first on the video-game list.

Top 10 IBM PC Games for June 1991

This Mo.	Last Mo.	Title	Publisher
1	1	*King's Quest V*	Sierra On-Line
2	2	*Jetfighter II*	Velocity
3	5	*Wing Commander*	Origin
4	*	*Flight Simulator*	Microsoft
6	3	*Eye of Beholder*	SSI
7	7	*SimCity*	Maxis
8	6	*A-10 Tank Killer*	Dynamix/ Sierra
9	9	*Links*	Access
10	8	*SimEarth*	Maxis

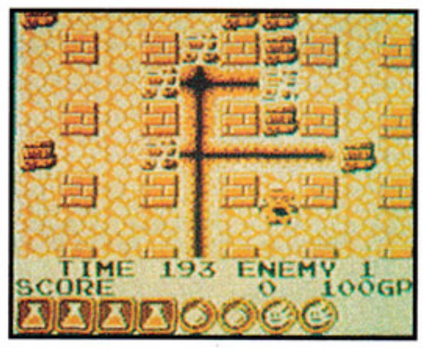
* First month in the Top 10.

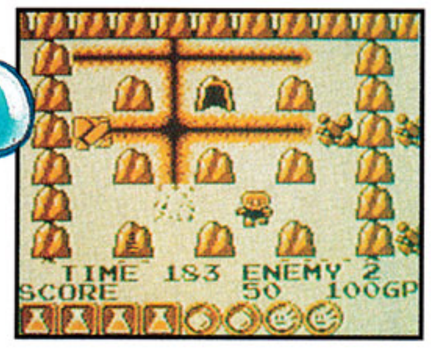
Top 10 Video Games for June 1991

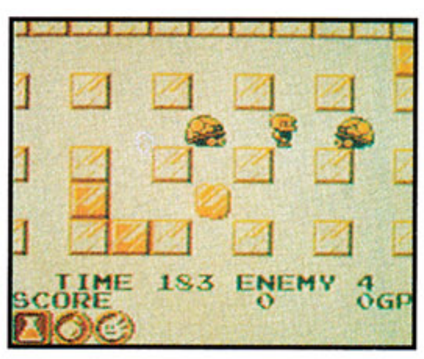
This Mo.	Last Mo.	Title	Publ./System
1	*	*Sonic*	Sega/Genesis
2	*	*Hardball!*	Accolade/ Genesis
3	*	*Battletoads*	Tradewest/ NES
4	1	*Super Mario Land*	Nintendo/GB
5	*	*Batman*	Sunsoft/ Genesis
6	3	*Lakers vs. Celtics*	EA/Genesis
7	*	*Star Control*	Accolade/ Genesis
8	7	*Tetris*	Nintendo/NES
9	8	*NBA All Star Challenge*	LJN/GB
10	*	*Simpsons*	Acclaim/NES

* First month in the Top 10.

The Nuke Kid on the Block!







Official Nintendo Seal of Quality

OFFICIAL GAME LINK GAME PAK

Atomic Punk™

Get bombarded by three blockbuster games in one!

First, blast into action as Atomic Punk, crusader for the invaded world of Atomica. Buy and sell your weapons to build up an arsenal that's powerful enough to blow the raiding aliens right off the map!

Next, dive deep into the planet as Bomberman!

Atomic Punk's dad is reactivated to root out the enemies from the core of Atomica. Gather power-ups, bombs and more to make him an unstoppable force!

Finally, challenge your friends to an Atomic Punk showdown. Hook up two Game Boys with a Game Link cable and watch the sparks fly! Find out who's the most explosive kid in town with this 2-player action game!

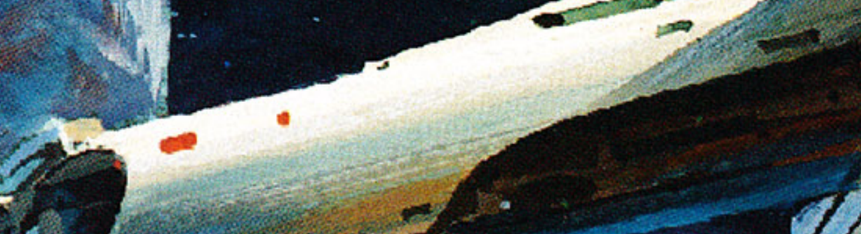
HUDSON GROUP HUDSON SOFT®

HUDSON SOFT USA, INC.
400 OYSTER POINT BLVD. SUITE 515
SOUTH SAN FRANCISCO, CA 94080

©1991 Hudson Soft USA, Inc. All rights reserved. Atomic Punk and Bomberman are trademarks of Hudson Soft USA, Inc. Hudson Soft USA, Inc. is a trademark of Hudson Soft Co., Ltd. Nintendo, Game Boy, Game Link and the Official Seals are trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

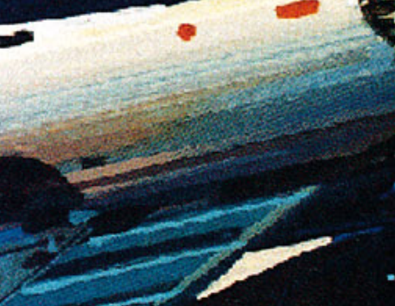
CIRCLE #114 ON READER SERVICE CARD.

"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half musing about the mission to save the universe. Half thinking about *Darlene-ß,* a Denebian clone I'd met last run in.



9 unique alien races, each with their own language and culture.

270 star systems and 800 planets, 8 Ultra-Compression™ megs with battery backup.



Unload your starship's arsenal in real-time combat against alien warships.

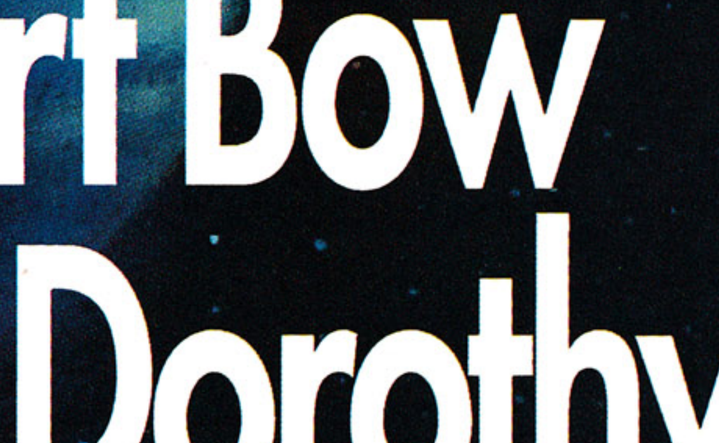
We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from

A Binary Systems game converted for the Sega™ Genesis™ by BlueSky Software. Sega and Genesis are trademarks of Sega Enterprises Ltd.

"This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

Visit your retailer or call 1-800-245-4525 anytime.



Starmap, cluebook and mission guide included. Plus a special addition in the manual from Robert Silverberg.

SEGA GENESIS

ELECTRONIC ARTS®

Starflight™ and Ultra-Compression™ are trademarks of Electronic Arts. Software ©1991 Binary Systems and Electronic Arts, all rights reserved. CIRCLE #115 ON READER SERVICE CARD.

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

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

Here's a key to the abbreviations:

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

TECHNOCOP

RazorSoft for the Genesis

Here are some helpful hints to get you through the game.

• You are TechnoCop, not RoboCop—don't try to kill every single enemy. A lot of enemies can be avoided by jumping past them, especially before you enter a building. It's possible to get through every part before you enter a building without getting hit. Simply jump over certain enemies or just run away from them. Jumping is also a good way to dodge knives or rocks when running away from an enemy after you have jumped over him. The jumping technique can be used almost anywhere in the game, but be careful of your stamina monitor. When in you're in a tight jam, it's okay to blow an enemy away—jumping won't get you through everything.

• It's also possible to kill rats by ducking and shooting. If you're going to kill a suspect, shoot your gun, and reload right before you go to him. That way you won't run out of ammo when you're trying to kill him. Similarly, if you only have a little bit of energy, kill yourself before you go to the suspect so you'll have full energy, and he won't kill you as easily.

• Driving is an essential part of the game. If you can't drive, you can't win. If you can outrun a car or truck then do it. When you're driving, always keep firing your cannon, and try to destroy as many cars as you can without slowing down too much.

• When you're ramming sideways, don't ram too hard, or you'll go right off the road with your enemy. If you have the wheel rams, it is possible to ram lightly and still knock your enemy off the road.

• Save your nuclear torpedoes in Stages 4 through 7. Stages 8-11 are each around 30 miles long, and you'll need the torpedoes then. If you have low energy and are near the end of the road, you can stop as soon as you hear the alarm; wait a little while and you'll still pull over.

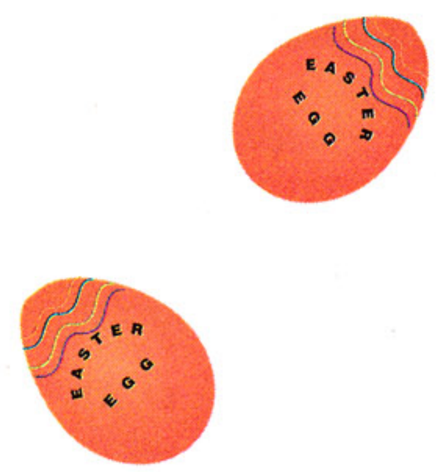
• On high levels when there are trucks with jumpers, ram the trucks. It will usually knock the jumpers off or make them disappear. If a jumper lands on your car, shake back and forth to shake it off.

Sonic the Hedgehog

Sega for the Genesis

To access the edit mode, during the title screen, press U, C, D, C, L, C, R, **START** and then press and hold A. If you have done this correctly, you should see the coordinates in place of a score. Press B to change Sonic into different characters found in that stage. The A button lets you cycle through the characters and the C button lets you put them into play.

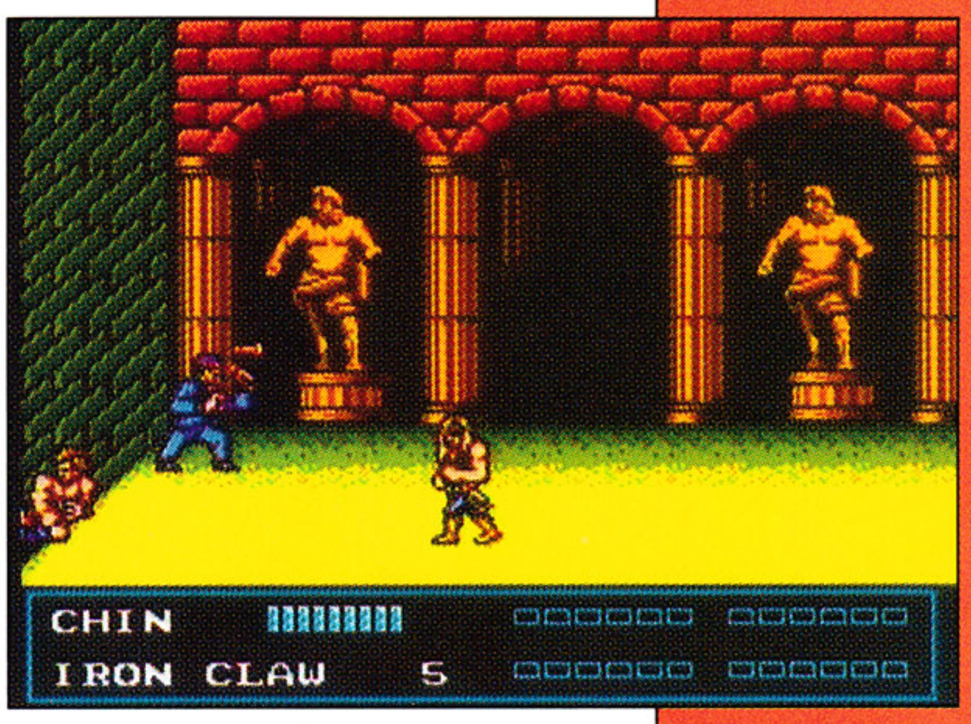
You can also create a slow-motion feature if you use the edit mode described above, pause the game, then press and hold B.

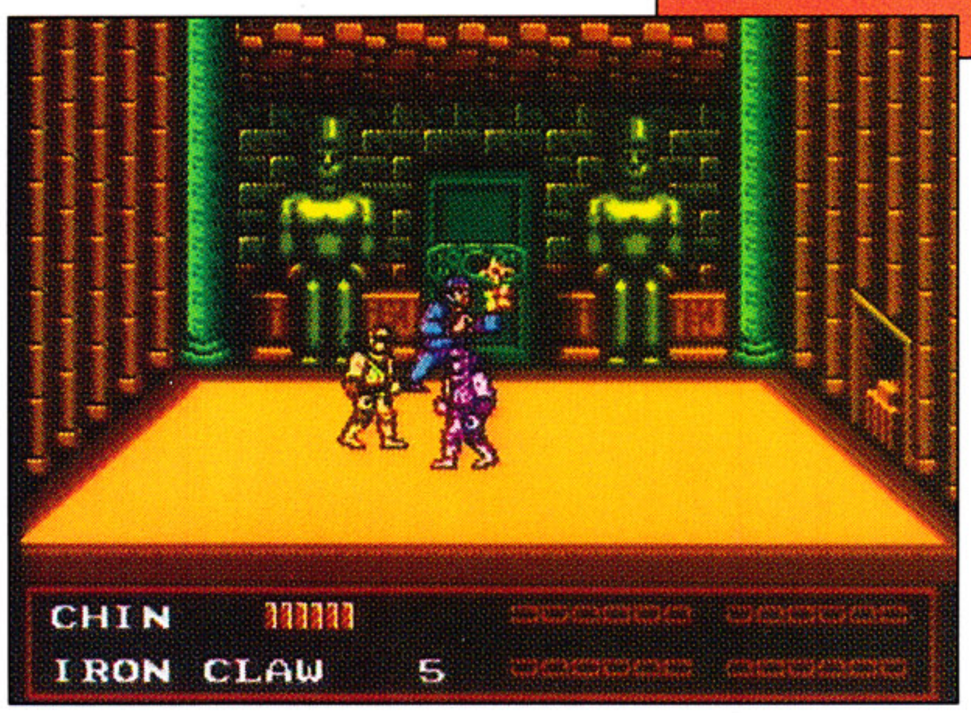


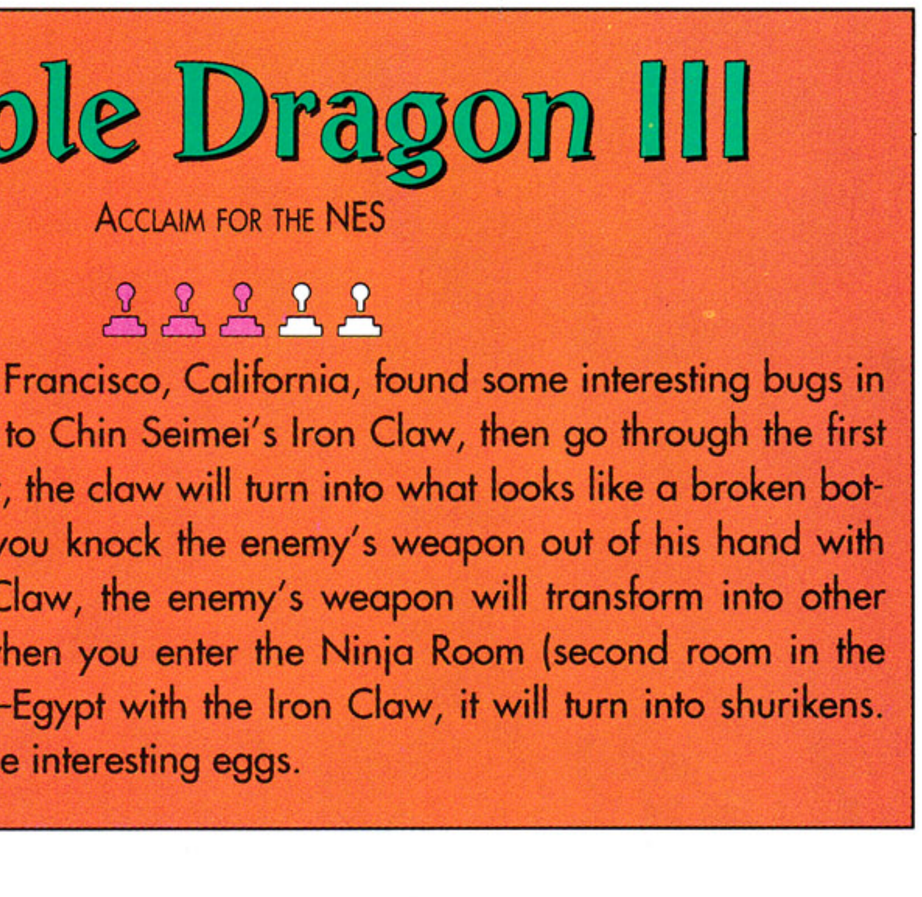
Double Dragon III

ACCLAIM FOR THE NES

Lawrence Lee of San Francisco, California, found some interesting bugs in this game. If you switch to Chin Seimei's Iron Claw, then go through the first door of Mission 4—Italy, the claw will turn into what looks like a broken bottle. And, sometimes, if you knock the enemy's weapon out of his hand with your transformed Iron Claw, the enemy's weapon will transform into other objects as well. Also, when you enter the Ninja Room (second room in the pyramid) of Mission 5—Egypt with the Iron Claw, it will turn into shurikens. Thanks, Lawrence, for the interesting eggs.



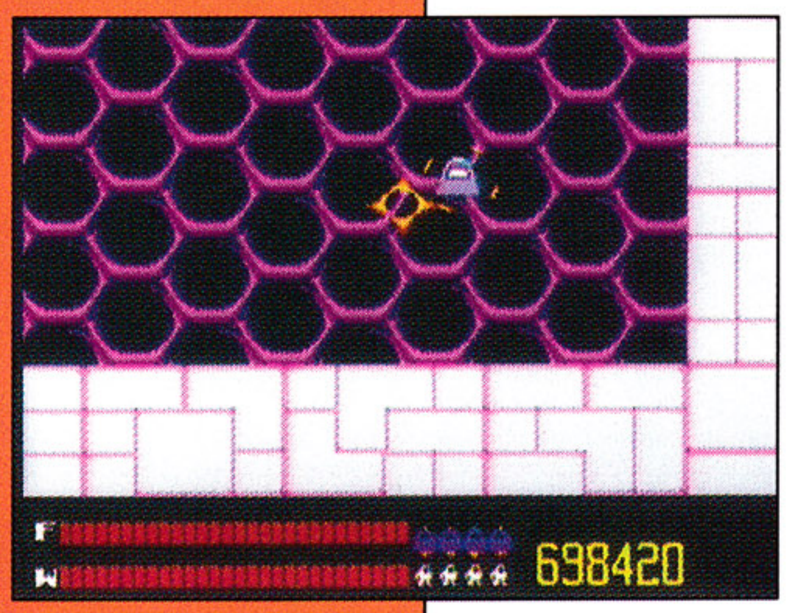




Solar Jetman

TRADEWEST FOR THE NES

Tim White of Duncan, Oklahoma, has found an invisible warp that's not mentioned in the game's instruction booklet. To find it, enter this code to reach the third planet, "Omebru," of the Zandor system: **MBBHKBPQTDNM**. Now fly to the right, and go down at the first opening. Continue to fly to the right until you reach a circular formation of grenade-spitting bad guys. Now work your way into the center, and spin in place while firing the pod's cannon. If all goes well, your pod should be sucked into the invisible door. Once inside, you'll be attacked by a very formidable guardian robot, but you don't have to fight this robotic creature—just work your way to the right until you see three star-shaped Warp Gates. The first will lead to World 5, the next to World 6 and the last to World 7. Regardless of which gate you choose, you'll automatically be awarded the Golden Warship parts from the preceding worlds. The thing to remember when in the middle of the circular formation is *not* to destroy all the bad guys. Thanks, Tim, for this great find.



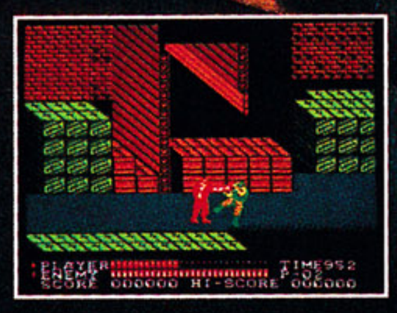
irem

KUNG FU II™

THE BEST BY LEAPS AND BOUNDS!

YOU'LL GET A REAL KICK OUT OF ITS KNOCK-OUT GRAPHICS FOR NES 8-BIT.

The Big City's baddest punks are in for a little sole music. Delivered by our hero's flying feet and awesome ki-yah! We've punched up the graphics, giving Kung Fu II a 3-D look, with an urban backdrop that scrolls by. There's nothing choppy about the action. The sound will send you reeling. Make the jump to Kung Fu II.



Licensed by

Nintendo®

Official Nintendo Seal of Quality

© 1991 Irem. Nintendo and Nintendo Entertainment System (NES) are registered trademarks of Nintendo of America Inc.

IREM AMERICA CORP

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052

CIRCLE #116 ON READER SERVICE CARD.

SUPER R-TYPE®

SUPER-CHARGED FOR 16-BIT!

IT'S SO INCREDIBLY GOOD IT'S SCARY!

Get your hands on the closest thing in the Universe to 3-D action. Eyeball-grabbing graphics, brilliant colors, phenomenal sound. Super R-Type® has it all. Grab the controls and enter a whole new dimension of realistic play. Your skill is all that stands between hero R-9 and the rampage of terror wrought by the evil Bydo Empire. With 16-Bit graphics and sound, you won't believe your eyes — or ears. Look for Super R-Type, coming to your planet soon.

Official Nintendo Seal of Quality

Licensed by Nintendo®

© 1991 Irem. Nintendo is a registered trademark of Nintendo of America Inc.

IREM AMERICA CORP

Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052

CIRCLE #117 ON READER SERVICE CARD.

ActRaiser

ENIX

For the Super NES (NA)

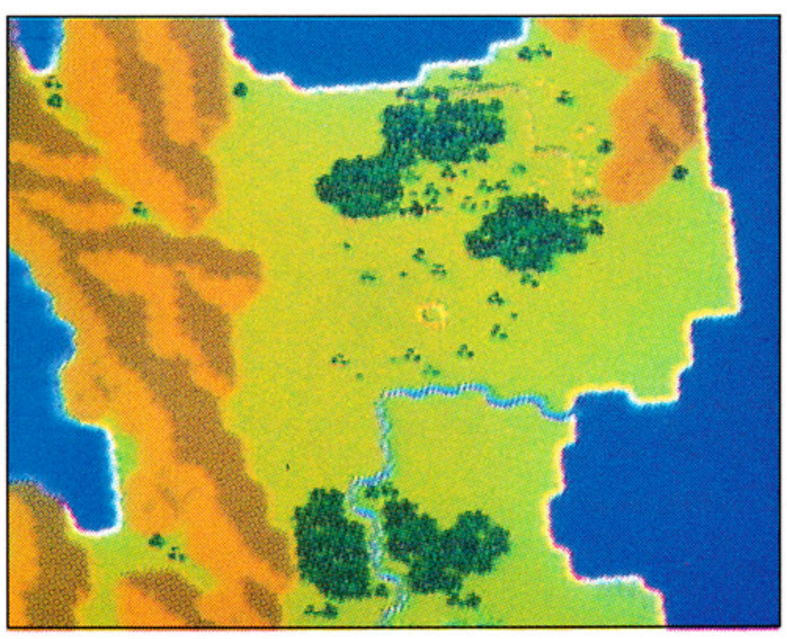
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	**10**
GRAPHICS	1	2	3	4	5	6	7	8	9	**10**
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	9	**10**

The land is dark and quiet, and people haven't settled in the area for hundreds of years. Meanwhile, monsters have crept in slowly and inhabited the region. During this time you were lost in deep sleep, until one day when you were awakened by an angel. Now you set forth, with the aid of your new-found friend, to rid the land of the demons.

The game is split into seven areas or lands and broken up into three modes of play. Each land is made up of two acts or action modes and one simulation mode. In the first act you take on the first wave of bad guys. (Your weapon through much of the game is a sword though there is one instance where you pick up a wave-type weapon.) Once you've defeated them, you'll get to direct the layout of the town in the simulation phase. Things aren't quite that easy. You still have monsters that are held up in lairs, and they make things difficult for you. For example, the blue dragons like to zap houses as quickly as the townspeople can build them, and Napper bats like to carry off the townspeople as well.

As the master of the land, you have the powers to use natural elements, such as lightning, rain and earthquakes, to rid the land of rocks, brush, deserts and other obstacles that might hinder progress. It's also during this stage of play that you'll find other items that will either help you in the acts or in the other simulation modes. You can find such items as the four magical spells (fire, star-dust, aura and light), which will help you defeat the various enemies you'll face. The leaders of one town have worked the townspeople too hard, and now they're fighting amongst themselves. That is, until they hear the beautiful music of the harp, another item you can use.

It's important for you to build the population of the towns. Your maximum life gauge and spell points—which determine how many of the natural elements you can use—are based on the level you have reached. This, in turn, is based on the number of people that have populated the region. Once you have ridded the land of the monster lairs, the boss of each level will put some dreaded curse on the people or threaten them to make sacrifices, and you'll have to battle the boss to free the people. Then there are other natural enemies (for example, a plague) that will affect your followers. The only way to cure them is to find the herbs. But where could they be? Another region perhaps?



I can't think of a game, not even on CD, that has better graphics. Everything from the smallest person to wheat crops to the largest end bosses have great detail. The sound and music of *ActRaiser* are equally incredible. While the action scenes have a fast-paced upbeat tempo, the simulation modes have music that would be reminiscent of medieval times with a lot of flutes, string instruments and harp music.

ActRaiser has taken some of the best types of game play and combined them into one setting. You have the action scenes found in games like *Ninja Gaiden* as well as the strategy found in games like *Populous* or *SimCity*. I only wish some of the end bosses were more difficult to defeat. It seems most of them can be defeated by using your available magic or running up to them and pounding them faster than they can hit you (though you will need to have a pattern for the bosses later in the game).

Overall, *ActRaiser* is an incredibly fun game to play. The action scenes have various ways you can take to get to the end boss, so it doesn't always have to be the same every time you play. *ActRaiser* is a must for all Super NES owners.

—Donn Nauert

Enix America
4030 148th Ave., N.E., NG-1
Redmond, WA 98052
(206) 885-9611

Micro Machines

CAMERICA

For the Nintendo Entertainment System ($49.95)

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

When a game is based on a "license," it's often a dud that has been rushed to market as a way to cash in on another

Wizardry

A Fantasy Role-Playing Simulation by D.W. Bradley

CRUSADERS *of the* DARK SAVANT

Welcome to the sequel to Bane of the Cosmic Forge and the only game that could possibly follow its lead.
It's everything Bane was...and more.

256 Colors • Outdoor Campaigns • Full Musical Score & Sound Effects • Auto Mapping
True Point & Click Mouse Interface • Unprecedented depth of story

SIR-TECH

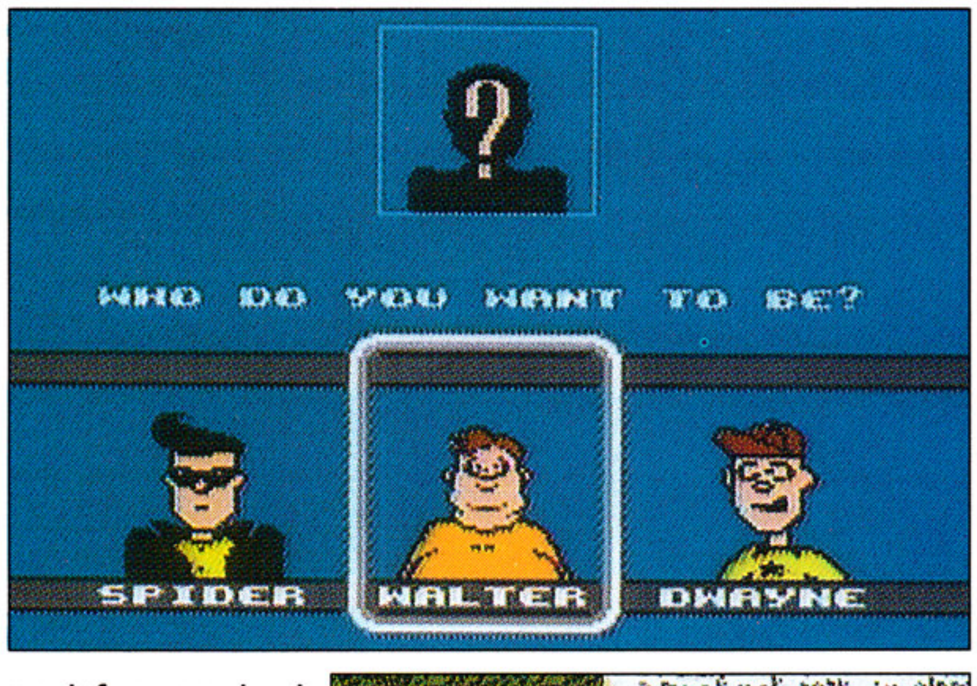
Ogdensburg Business Center, Suit 2E Ogdensburg, New York 13669
To order or for a dealer nearest you call

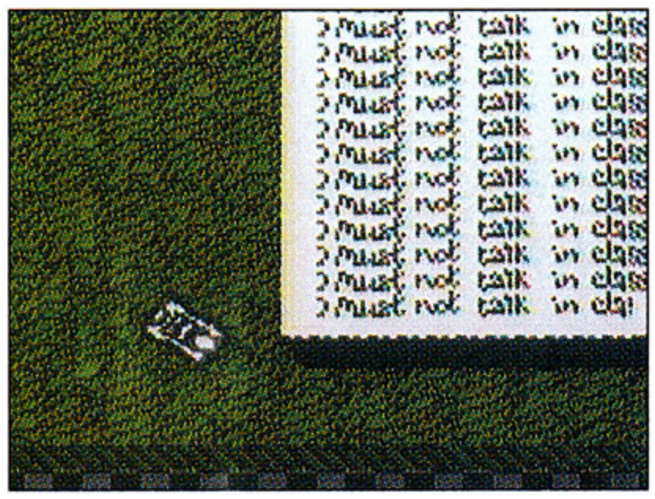
1-800-447-1230

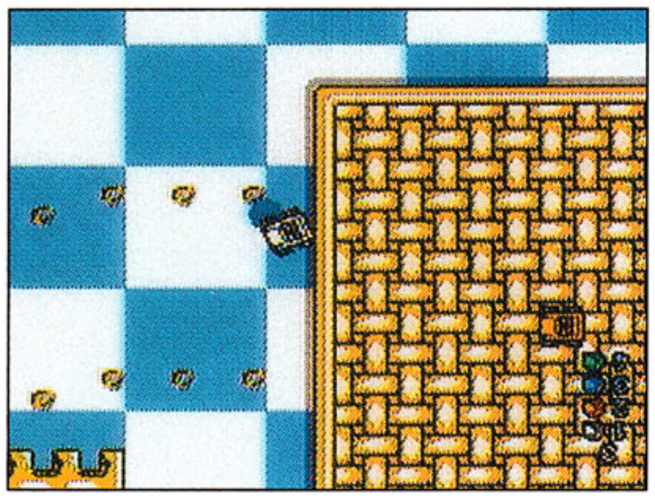
CIRCLE #104 ON READER SERVICE CARD.

product's popularity. So when *Micro Machines* arrived, you could've cut the cynicism with a knife. It seemed burdened with a double whammy: another racing game (yawn) based flimsily around a product that appeals primarily to the under-8 crowd. That was what I was expecting, anyway.

Well, I've spent the last week eating major crow. There's more imagination and fun packed into *Micro Machines* than in any half-dozen racing games I've played since the days of the Atari 2600. No, the graphics aren't state of the art, but they're wonderfully clever. The racing isn't complicated, but it's as wild and rollicking as *Super Off-Road*. Even the sounds are great, and the concept is so good—but so simple—that it has restored my faith that there *is* originality still to be found in video gaming.







Here's the twist: Micro Machines are tiny little racing vehicles (nine varieties of dune buggies, boats, tanks, helicopters, sports cars, monster trucks and more). What more logical place to race them than the places kids really use them? So you race on the kitchen table, dodging maple syrup, breakfast cereal and spilt milk. Or you race on the garage floor, avoiding glue spots, oily patches, nails, nuts and bolts, whatever. Pool tables, school desks, bedroom floors, sandboxes, backyard gardens and even the bathtub make up the race courses, which are filled with dozens of hazards made out of gargantuan versions of everyday objects. It's like racing in the land of the giants.

Control of the vehicles is extremely simple. The courses are viewed from overhead, and the vehicles are steered left or right simply by pushing the joystick left or right (as in *R.C. Pro-Am*). One button accelerates, one button throws you into reverse. You can race against three computer-controlled opponents in a 32-course extravaganza or head-to-head with another human in either a tournament or single-course mode.

Micro Machines is a hilarious, totally lighthearted, but definitely challenging, racing game.

There are an even dozen computer opponents to choose from, each with individual personalities and strategies. The personalities come out when the characters lose: They kick and scream or cry or hang their heads in shame. When they win, they're similarly unrestrained. Their individual strengths and weaknesses are explained in the manual, and this is a point of strategy: You learn which of the characters are toughest for you to beat, and you play against them first in the tournament so that you can (hopefully) eliminate them early on.

As mentioned earlier, the graphics aren't sophisticated, but they're more fun and pack more surprise than any of the realistic racing games. The vehicles are always taking wild leaps and bounces, knocking into each other like bumper cars (sometimes exploding), careening madly around corners, spinning into pool table pockets or down the bathtub drain. They're highly responsive, and each type of vehicle has different handling characteristics. The surfaces have different characteristics, too—you skid in the sandbox constantly, the school desks are slippery, etc.

The sounds are excellent: lots of screeching, bouncing and thudding, and the roar of opponents' cars gets louder the closer you are to them. When you're behind and catching up, you can actually hear them before you can see them.

Overall, *Micro Machines* is a hilarious, totally lighthearted, but definitely challenging, racing game. It's just as exciting for adults—maybe more—as for real *Micro Machines* connoisseurs (the kiddies). All it lacks is a mode for simultaneous four-human play—that might make it a perfect 10.

—Josh Mandel

Camerica
3415 14th Ave.
Markham, Ontario, Canada L3R 0H3
(416) 470-2515

Shining in the Darkness

SEGA

For the Sega Genesis ($79.95)

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

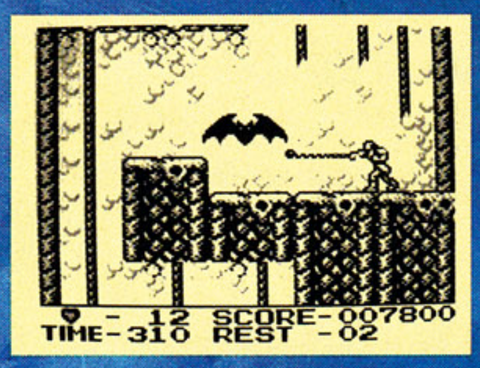
For Genesis owners, the *Phantasy Star* series has long been the only role-playing game in town. But *Shining in the Darkness* may just have what it takes to overshadow the *Phantasy Star* series. It's strong in all the areas where *Phantasy Star* is weak and offers a totally different execution.

This is another rescue-the-king's-daughter scenario, and you're the only knight in town brash enough to attempt the feat. The princess has been spirited away into the "Labyrinth," an enormous multilevel structure populated by thousands of monstrosities. To find the girl, you'll need to enter the Labyrinth and hack your way into its deepest recesses.

However, you can't just blithely walk into the place—you must first prove yourself

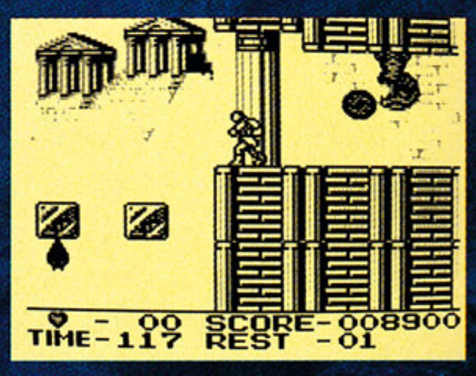
LOOKS LIKE DRAC'S BACK IN TOWN.

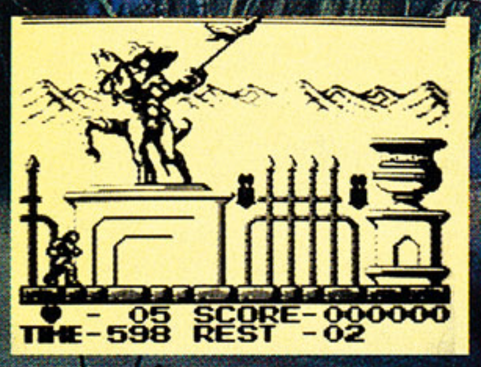
Something immortal is lurking in the mountains above Transylvania. The Prince of Darkness has formed a monolith of unspeakable horror in the second ghastly adventure, Castlevania II—Belmont's Revenge™. Four towering castles ridden with hideous creatures that would even make the mightiest of warriors cower in fear.

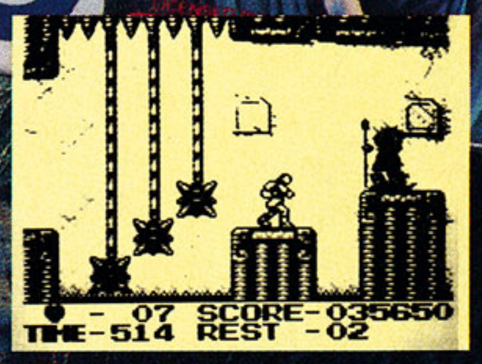


Nevertheless, Christopher Belmont must set out to face mobile brain matter, undead assassins, and the Iron Doll in the Stone Castle. Ghastly forces like Kumlo & Nimbler and flesh feeding jellyfish slither through the Cloud Castle. The Plant Castle is the horrific home of Angle Mummy, carnivorous Wolf Spiders and other slimy swamp mutants. And an unspeakable array of acid spewing snake heads and moat monsters lurk in the Crystal Castle. It's crucial that you find power up items to attain battle axes and holy water, your only hope against this underworld army.

So grab your Mystic Whip and say your good-byes. Darkness will soon be upon you.







Konami® is a registered trademark of Konami Co., Ltd. Castlevania II—Belmont's Revenge™ is a trademark of Konami Inc. Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America Inc. ©1989 Nintendo of America Inc. ©1991 Konami, Inc. All Rights Reserved.

KONAMI®

CIRCLE #118 ON READER SERVICE CARD.

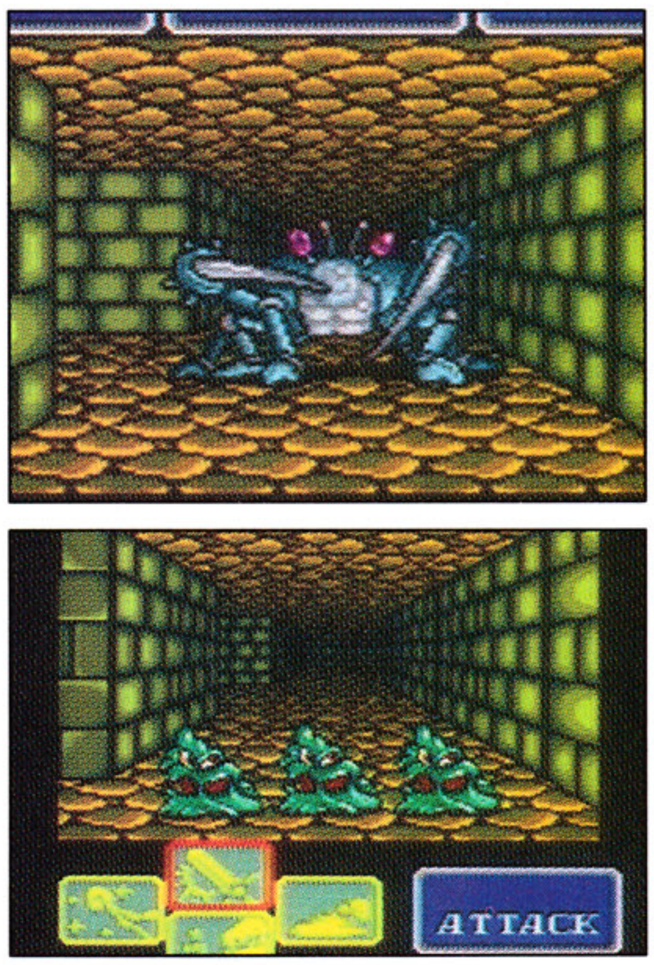
worthy by gaining the marks of strength, courage, wisdom and truth. Earning these marks requires you to explore four training dungeons. You'll also earn enough gold coins during the trials to start to outfit yourself with decent armor and weaponry. When you've finished the four trials, the Labyrinth proper opens, and the *real* fighting begins!

In structure, the game resembles the *Wizardry* series. There's only one maze (actually many mazes intricately strung together), parts of which only become accessible once you've completed certain subgoals or found the proper items. There's only one village and, thus, only one weapons shop, one armor shop, one magic shop and so on. Unlike the *Phantasy Star* series, there's no lengthy bookkeeping necessary to keep track of varying prices and items among dozens of stores. But you will need to map extensively. The mazes are much more complex than those in *Phantasy Star*. In some levels, there are numerous pits and traps, dead ends, chests (containing gold, equipment or hidden enemies) and "spinners," which spin you around and disorient you. Fortunately, one of your magic users is bound to have a "view" spell, which will show you where you are in the maze. This magical auto-mapping feature makes your job far easier than it otherwise would have been.

Although *Shining in the Darkness* has been in release overseas for some time, it's nothing like the role-playing games usually imported from Japan. The animation style is much more Disneyesque, with expressive characters as opposed to the usual stiff Japanimation style. The conversational English is much more natural. Basically, I was surprised to learn that the game isn't an American original.

The graphics are quite good, using more animation of the enemy creatures than in other video-game RPGs. First-person perspective is used in all the dungeons, and the scrolling is smooth, even when turning corners. Most impressive of all are the animated sequences accompanying the use of magic: ice crystals funnel toward the enemy in perspective; blasts of flames pop around the screen like fireworks; fires blaze and crackle; phantoms twist and spin; and so on, depending on which spells you cast. The game definitely offers the most magical bang for your buck.

Sega's *Shining in the Darkness* uses more animation than seen in previous video-game RPGs.



There's not nearly enough variety in the music to cover the many days this game will take you. However, the sound effects are great, and it's worth keeping the sound turned on to hear them. Particularly effective are the sounds of magic spells and the grunts and shrieks of fallen foes.

Shining in the Darkness is both challenging and highly rewarding. The interface is not only easy to learn, but slick and downright amusing. Combat is nicely balanced with exploration, and the battery backup and file utilities are nice luxuries. The mazes are complex, and the characters actually have—gasp—real character! In short, this game is pure role-playing satisfaction.

—J. M.

Sega of America
130 Shoreline Drive
Redwood City, CA 94065
(415) 502-2800

Shatterhand

JALECO
For the Nintendo Entertainment System ($49.95)

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

With so many games featuring mind-boggling weapons of destruction that must be used to tame the universe, it's nice to occasionally find a game that puts the future of Earth right in your own two hands—well, sort of.

The year is 2030. Medicine and technology have progressed to the point where many limbs can be reproduced and fitted to humans. *Shatterhand* is the code name for a man fitted with a pair of cybernetic hands that give him extraordinary strength.

As is the case with all new technology, the military has an interest in it, and scientists are put to work developing military applications for this new technology. Of course, the usual band of "mad scientists" have gotten together and are scheming for world domination by secretly creating an army of cyborg battle critters.

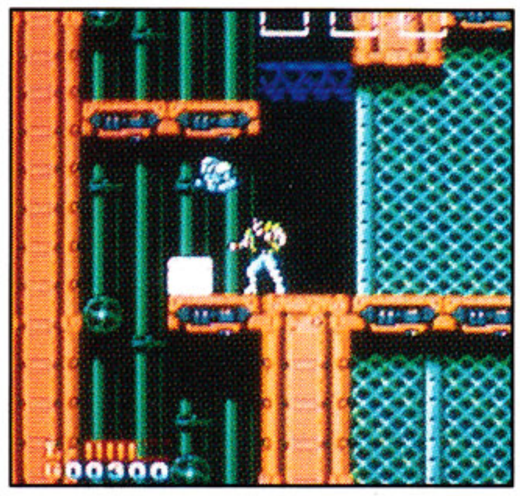
Storyline aside, if it sounds as if the stage is being set for (yet) another

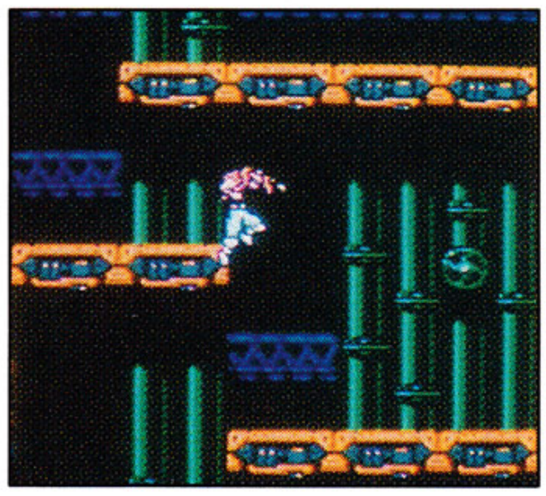
scrolling "fight through the stages until you beat the boss and advance to the next" scenario, you are pretty much on target. Not that this is necessarily bad, if you enjoy this type of contest, mind you.

There are seven stages to be completed. The first and the last are chosen automatically for you, but the stages in between may be chosen in any order. Only one player may play—there isn't a two-player mode.

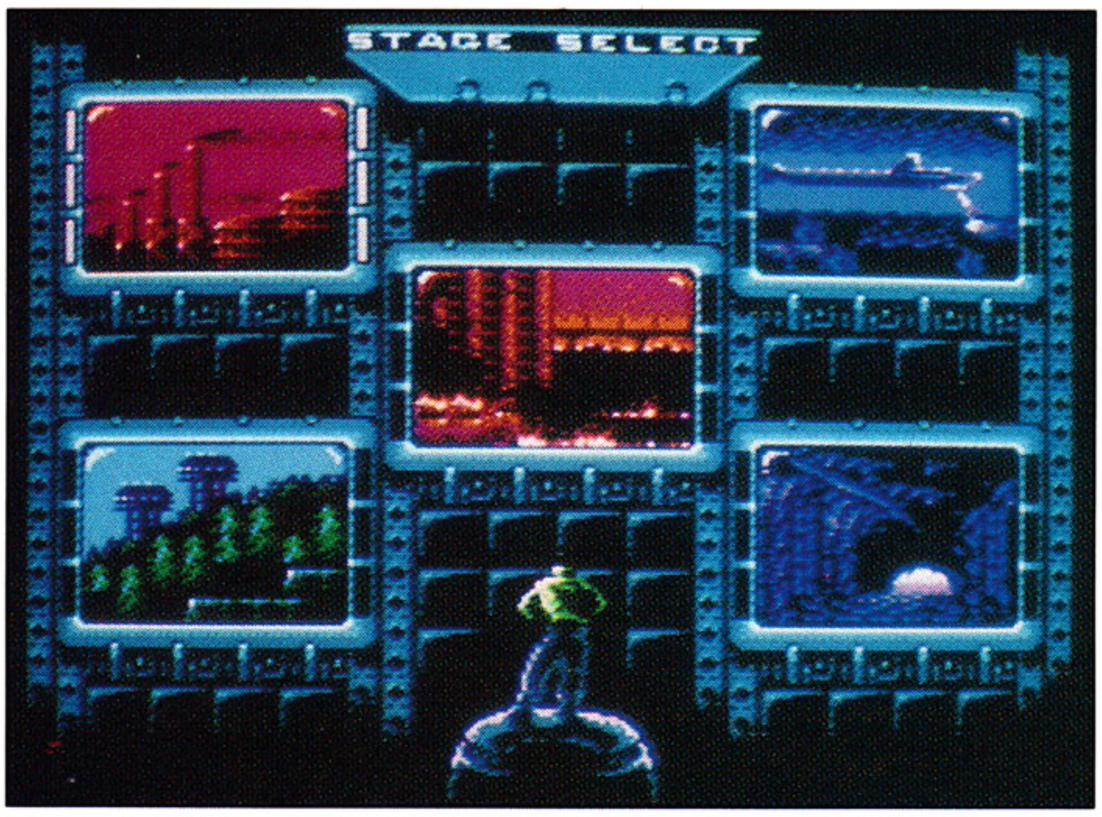
Although your character isn't equipped with any weapons personally, he can use one of eight different satellite drones by picking up special icons along the way. The icon can be switched between one of two symbols, and three symbols must be collected for the drone to appear. The order of the symbols is what determines which drone will appear. These drones aren't invincible, however, and take damage and are destroyed in the same fashion that you are. If you manage to collect the same sequence of symbols twice in a row (and your drone is still functional), you will become invincible for approximately 15 seconds—an especially handy feature in the last area of the game.

Other than these drones, it's strictly hand-to-hand combat all the way. A few other power-ups and 1-Ups are available as well, but the manner for getting them is a bit different. When an enemy is wasted, coins will sometimes appear, and these coins must be saved up in order to purchase the power-up desired.





Gamers must complete seven stages in Jaleco's *Shatterhand*.



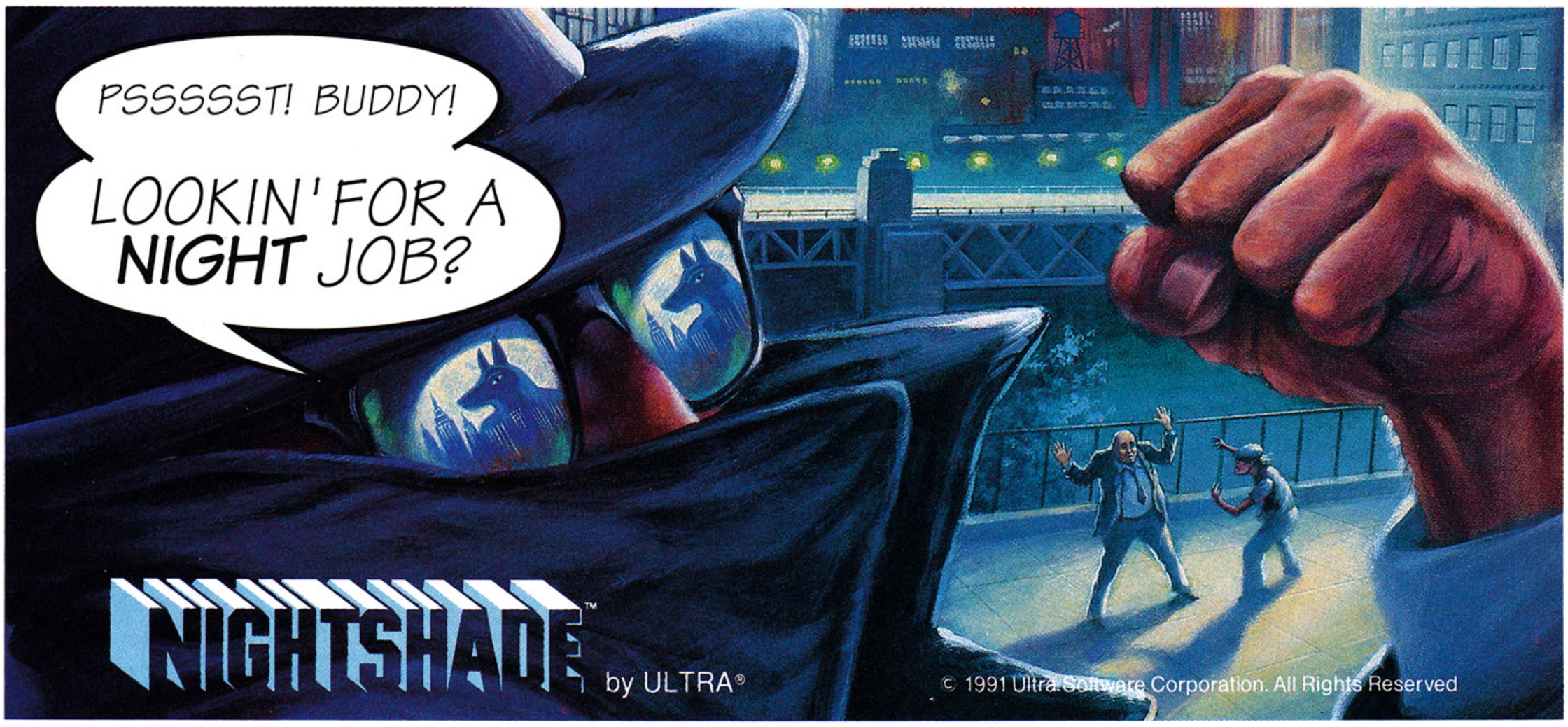
There really isn't anything drastically different in *Shatterhand*, but that doesn't make it a bad game. The action proceeds smoothly, and figuring out which drone to bring up to deal with each stage takes some thought.

The graphics are adequate for both backgrounds and critters, and each stage varies enough from the other to keep things from getting boring right away. Flickering or graphic slowdown weren't frequent enough to be a problem.

As far as being challenging, you won't likely zip through this one in an afternoon. Sure, there are apparently unlimited continues, but each continue takes away your coins and puts you back at the beginning of an area.

Getting through each area still won't take long once you figure out which drones work best and where, but just wait until that last level! Something that seems to be becoming more common is the practice of having a player defeat all of the previous bosses again in the last level, which is the case here. This makes things just a teensy bit more difficult, believe me.

Basically, *Shatterhand* is another scrolling action game (but one that plays well) with good graphics, sound and



CIRCLE #119 ON READER SERVICE CARD.

action. If you have an insatiable appetite for this type of game, or are just looking for something a bit different, you should be satisfied overall.

—Brent Walker

Jaleco USA
310 Era Drive
Northbrook, IL 60062
(708) 480-1811

Pac-Mania

TENGEN

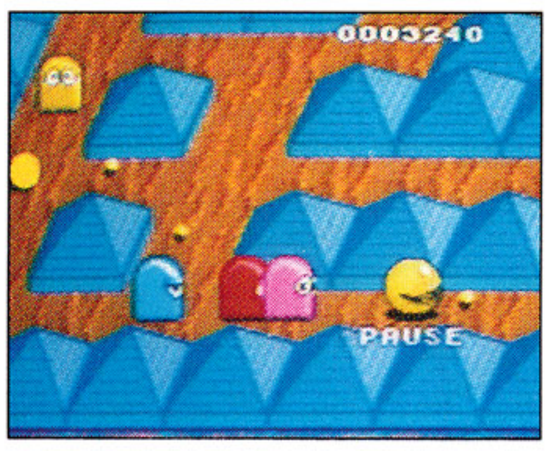
For the Sega Genesis ($49.95)

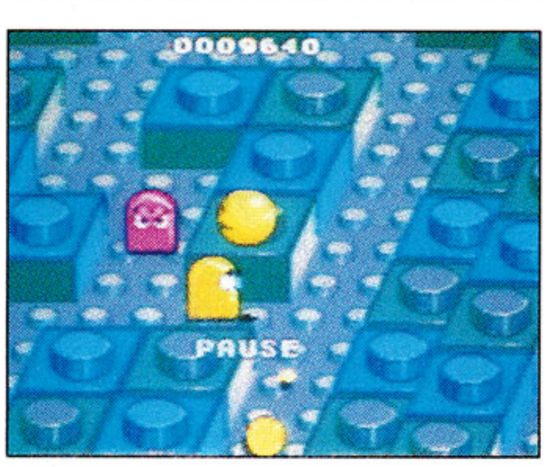
SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Blame premature nostalgia and "sequelitis," if you will, for the number of reappearances *Pac-Man* has made in the electronic-gaming world. Yet, those in charge of his career seem unable to bring Pac-Man back to the level of his greatest glory in 1982 when he was hot—hotter than any video-game character even today. Whereas fellow colleague Mario went from *Donkey Kong* bit player to mega-marketed corporate logo for Nintendo today, the *Pac*-guy has become like an aging rock-music icon: a legend for would-be successors to live up to but appearing antiquated and silly whenever he tries for a serious comeback.

Pac-Man's last serious comeback was in 1989 with Atari Games' coin-op *Pac-Mania*, a title that pretty much said it all. It was merely a 3-D graphics version of the old *Pac-Man* game. Nobody cared for this whimsical and simple-playing offering in their local arcade. No wonder. Hey, *Pac*-programmers: Whimsical and simple playing just don't cut it with today's gamers. Give Pac-Man a power-pellet machine gun, and send him out on a mission to save Ms. Pac-Man. Then we're talking.

It's fortunate that the Atari Games folks thought it enough to bring *Pac-Mania* home through their Tengen "any game system—no problem" division. Now they've brought out a Genesis version. Besides the aforementioned 3-D graphics, with *Pac-Mania* you also get four different maze layouts and two additional ghosts (bringing the total to six), and Pac-Man now has the ability to leap over the ghosts—a longtime wish of *Pac-Man*iacs that finally has been realized. The familiar dots, power pellets and fruit bonuses remain.





Tengen's *Pac-Mania* will appeal more to video-game old-timers in their twenties, than to today's younger set.

The first maze is constructed of colorful Lego-like blocks. The second is instantly recognizable as a 3-D variant of the layout from the old *Pac-Man* arcade game. The other two are a sandbox decorated with pyramids and a series of interconnected shiny pipes. Besides being pretty to look at, these screens scroll smoothly in the four directions that Pac-Man travels.

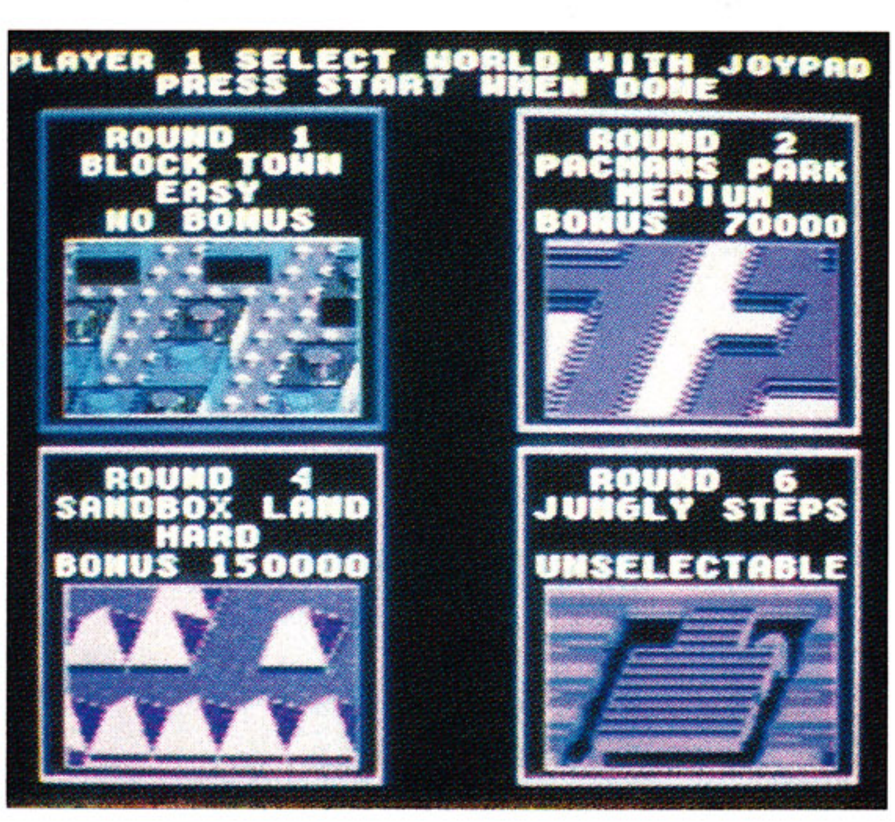
A few of the options provided with *Pac-Mania* prove unnecessary. Not only is there an option to turn off the game's background music, but you can do the same to the sound effects. Switching both off results in game play with absolutely no sound. This comes in handy if you happen to own one of those super-hard-to-find televisions or monitors that come with no volume knobs.

Another pointless selection is the Pac-booster. This gives Pac-Man an extra burst of speed to outrun ghosts, but it doesn't work too effectively during actual play, especially when you have to deal with the jump button at the same time. The arcade version didn't have this feature.

There's no denying *Pac-Mania* will appeal more to old-timers than to today's younger set, despite efforts to convince otherwise. There was a time when games like this were all the rage. Sure, they were stupid, pointless little contests, but gosh darn it, we loved them and got to exercise our hand-eye coordination (whatever that means). With *Pac-Mania*, aging video-game geezers in their twenties now have another nostalgia trip to add to the growing list of updated classic game titles.

—Howard H. Wen

Tengen
675 Sycamore Drive
Milpitas, CA 95035
(408) 473-9400



Parasol Stars

WORKING DESIGNS

For the TurboGrafx-16 ($59.99)

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

Parasol Stars: *Bubble Bobble III* is similar in play to Taito's original *Bubble Bobble*. The major difference lies in the theme of the game. Instead of the bubble-blowing dinosaurs, Bub and Bob, their incarnations in *Parasol Stars* are Bubby and Bobby, boys who catch and fling water bubbles at enemies with their umbrellas.

Getting it Together with Game Boy®

Official Nintendo Licensed Product

Nintendo, Game Boy and the Official Seals are trademarks of Nintendo of America.

Our Story Begins...

Bip Bip Bip

RIF

GAME BOY GAMES

Major *problem*, dude. Organizing's a drag **at home** and **on the road**. I, like, need some help, pronto! What's a guy gotta' do to chill with this Game Boy Stuff?

TURN CLICK CRANK

Meanwhile in the ASCII Factory

We, at **ASCII**, understand Rif's dilemma of lost Game Boy cartridges and misplaced manuals. **ASCII's Showcase System** will *systemize* Rif's Game Boy games **at home**. **Please note:** Exhibit A, The Showcase System easily sits on a desktop with desk mounts that are included. Or in Exhibit B, your collection can be mounted on the wall, its your choice! Finally, Exhibit C clearly displays 16 games plus manuals.

The ultramodern design will keep Game Boy games *together*!

GAME BOY

EXHIBIT A

EXHIBIT B

EXHIBIT C

Gnarly!

I'm stoked! This **Showcase System** is *Totally Cool*. Totally.

Look for Ishido: The Way of Stones, Penguin Wars and CYRAID for Game Boy at a store near you! Also soon to be released, DOOMSAYER™: A Hero's Crusade!

For Rif's. ...*On the Go*...events,

ASCII's PORTABLE CARRY-ALL DLX! Note: Exhibit A. Sleek design that can be transported by hand or over the shoulder with an adjustable strap. Either way presents ease and comfort. Note: Exhibit B. Portable enough to transport 12 of your favorite games, Rechargeable Battery Pack, AC Cord, Game Link™ Cable, a Light or Magnifier, instruction manuals, extra batteries, and of course, the Game Boy unit. The **Portable Carry-All DLX** makes"*Getting it Together*" easy!

Any Questions?

ASCII

GAME BOY

PORTABLE CARRY-ALL DLX by ASCII

EXHIBIT A

EXHIBIT B

Now, We're talking **Major Motion!**

I can handle this.

Call for more details! Write to receive the ASCII News Newsletter!

A most triumphant dilemma *solved* by **ASCII's Portable Carry-All DLX** and **Showcase System!** Now, ***I*** **got** it Together!

GAME BOY

GAME BOY

Get it Together!

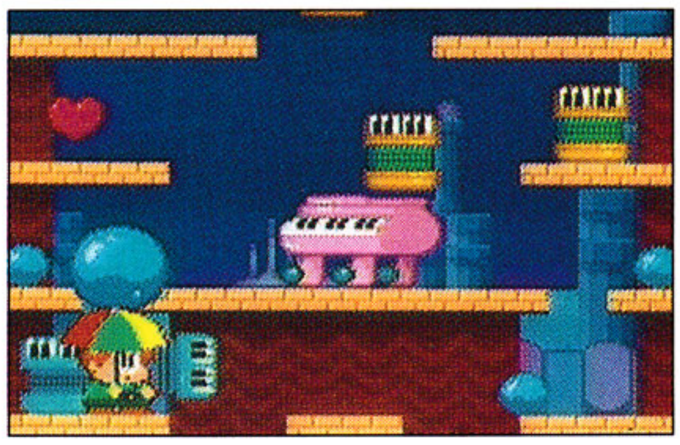
"Getting it Together" has never before been easier for Game Boy Players *at home or on the road!* ASCII Entertainment Software's SHOWCASE SYSTEM gives you a clean functional way to display your gaming collection in complete style. Meanwhile, on the road, the PORTABLE CARRY-ALL DLX is a complete organizer for all your Game Boy accessories on the go! Get it together with ASCII!

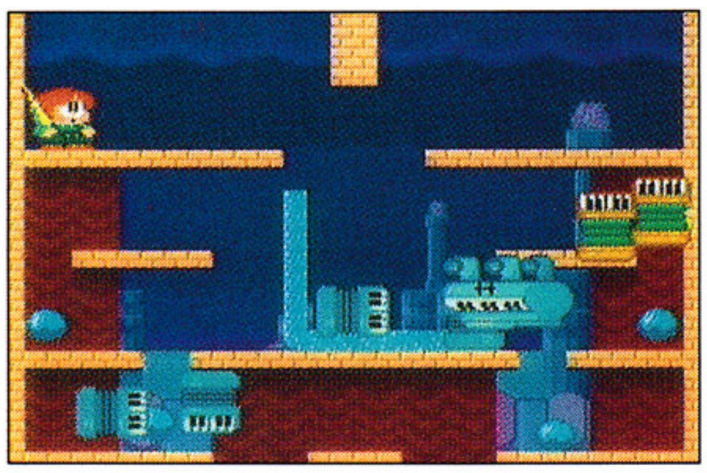
ASCII ENTERTAINMENT SOFTWARE, INC. • 11105 DANA CIRCLE • CYPRESS, CA 90630 • (714) 373-2054

©1991 ASCII Entertainment Software, Inc. • Penguin Wars, Cyraid™, and Doomsayer™ are trademarks of ASCII Entertainment Software, Inc. Ishido™-The Way of Stones ©1990 ASCII Corporation ©1989, 1990 Software Resources International. Published under license from Publishing International. Publishing International and ISHIDO are trademarks of Publishing International and are used with permission. ALL RIGHTS RESERVED. Licensed in conjunction with JPI. • Nintendo, Game Boy, the Official Seals, Alleyway, Dr. Mario, SolarStriker, Golf and Baseball are trademarks of Nintendo of America Inc. All Rights Reserved Tetris ©1991 Elorg/Nintendo. All Rights Reserved. ©1991 Nintendo.

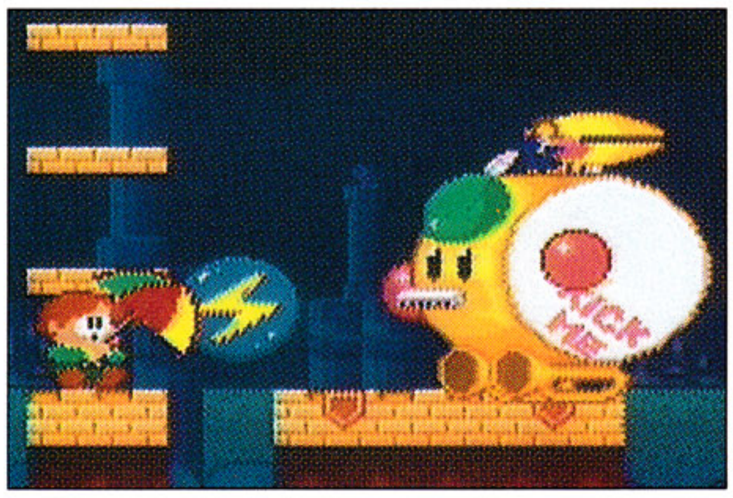
CIRCLE #120 ON READER SERVICE CARD.

Responding to interplanetary SOS calls, Bubby and Bobby go from one planet to another, via umbrellas, to liberate them from armies of cuddly animals and musical instruments gone bad. Put in a more mentally conceivable way, each planet functions as the typical video-game level that features a series of screens littered with enemies to clear away. The last screen on every planet level is the ever-popular end-boss character. Defeating this whimsical monstrosity will take Bubby and Bobby to the next planet requiring their salvation.





Whereas dinos Bub and Bob had the distinct advantage of producing bubbles through their own oral secretions (ewww!), Bubby and Bobby must make do with umbrellas. They catch water drops leaking from certain spots, hold onto them with their umbrellas and then fling them in the direction of an enemy animal or musical instrument. Catching and holding several drops causes a huge water ball to form that breaks into a destructive mini-flood once it is thrown. Electrolytic water drops burst into electric sparks when Bubby and Bobby throw them—and turn into a lightning bolt when many are gathered together. As you might expect, these electrified drops are more powerful than the normal aqua drops.



Hitting an enemy will usually faze it first, and Bubby and Bobby have to quickly catch and fling the creature before it regains consciousness and turns into a more aggressive adversary. The thrown enemy will transform into a dessert treat once it stops moving, and Bubby or Bobby can eat it for points. Getting rid of all of the creatures takes the 'brella boys to the next infested screen.

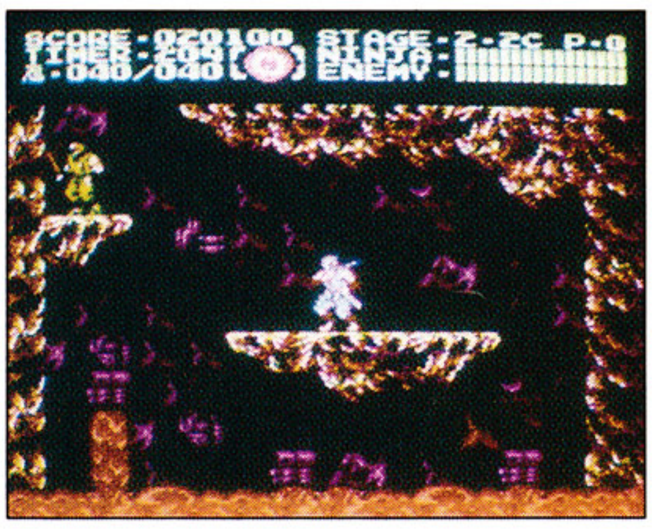
Working Designs' *Parasol Stars* features simple game play and moderate gaming difficulty.

Bubby and Bobby's umbrellas have two more helpful functions. The lads can use them like parachutes or faze enemies by whopping them directly with their umbrellas. Bonus items appear at random that will grant Bubby or Bobby such gaming perks as faster movement for themselves, free lives or instant flooding of the entire game screen.

Parasol Stars features play that is simple with moderate gaming difficulty. You can play by yourself as either Bubby or, with the addition of a TurboTap, Bobby, but the excitement and interest level isn't as high as that of cooperative and competitive play between two people. It's a nice two-player arcade game, though it's still a bit light in this area too.

—H. H. W.

Working Designs
1701 Clear Creek Road
Redding, CA 96001
(916) 243-3417



Ninja Gaiden III: The Ancient Ship of Doom

TECMO

For the Nintendo Entertainment System ($49.99)

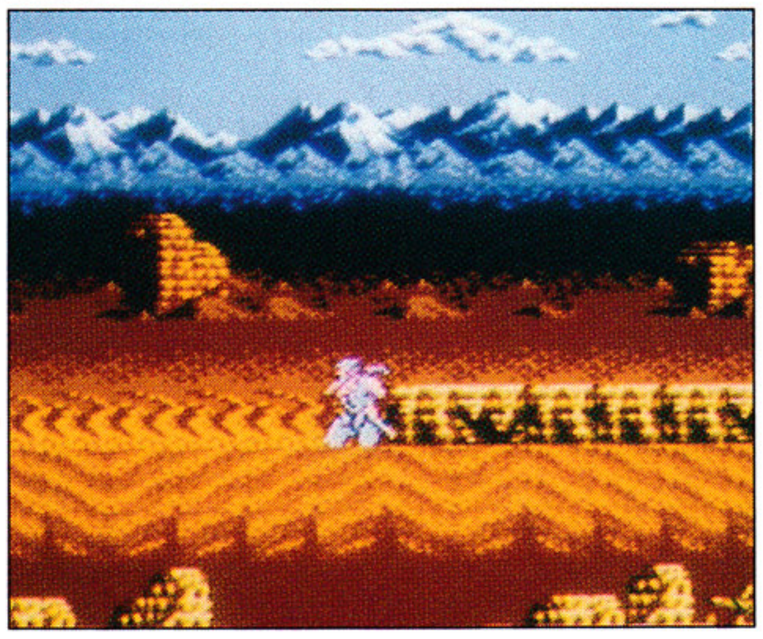
SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Ryu Hayabusa is back, and this time he's got real trouble. They're saying that he killed Irene Lew. How could that be? Ryu is sure of one thing: Something bizarre is going on, and he's determined to get to the bottom of it. Ryu decides that his best bet is to research Irene's last mission, and so the story begins with his arrival at a secret lab.

This is the third time around for *Ninja Gaiden*, and this new edition's game play is as fast and furious as that of its predecessor. If you've played the first two chapters of the ever-popular story of Ryu and Irene, you'll feel right at home leaping, spinning, climbing, slicing and blasting your way through the seven levels that make up *Ninja Gaiden III*. In this journey, you'll travel through a secret lab, a desert, an Amazon tunnel, a fortress and more. Only true ninja masters will make it through to the interdimensional warship found in Act 7, the final stage.

As with the previous games, various power-ups and weapons are available along your route of conquest. You'll find ninja stars, which shoot like boomerangs; fire wheels, which surround Ryu with an impenetrable shield; down blasts, which send fireballs down at an angle; fire shots, which send fireballs upward; super swords, which extend the range of your regular weapon; and up and downs, giant axe blades that slice apart enemies above or below you.

Of course, you must have enough ninja power to use the special weapons. Your ninja power and your health can be increased by finding ninja-power extenders or health extenders. (You'll find 1-Ups, too.) Every time you use a special weapon, your ninja power goes down, so



you must learn to conserve special weapons for special times. Knowing which weapons to hold on to is important. Luckily, in *Ninja Gaiden III*, you can tell what a weapon is before you grab it.

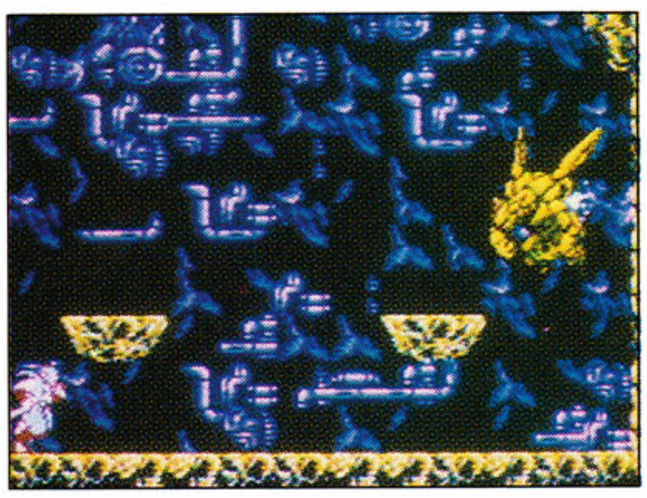
The game controls are slick and smooth. Considering how many moves you're capable of, it's amazingly easy to get the hang of piloting Ryu from one danger to the next. You'll master all the spinning and climbing by the end of the first level. Your friends will marvel at your joypad dexterity—until they get their turn and realize how easy it all is.

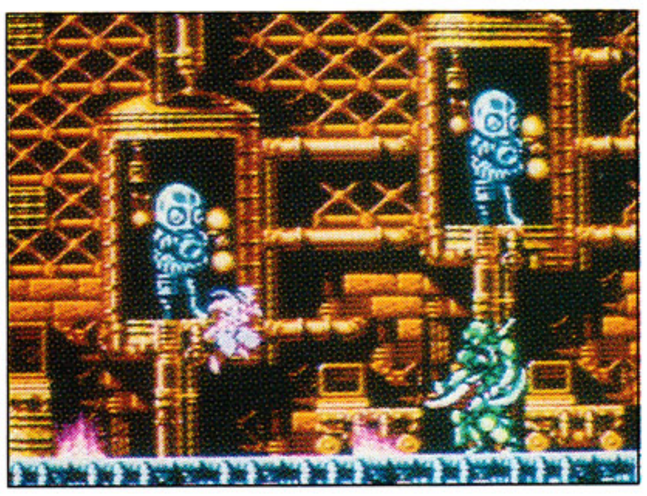
The background graphics in *Ninja Gaiden III* are detailed and colorful, and the animation smooth and believable. You'll get to battle a ton of villains in this martial arts extravaganza, each cleanly rendered. Some bosses you'll challenge include Dr. Fire, who slides fire across the floor while blocking your attacks with his shield; the Mutant Twins, who attack with ninja stars; and Fortress Fats, who keeps you jumping by blasting wherever you last stood.

All in all, *Ninja Gaiden III* is more of the high-quality, jump-and-shoot ninja action that the first two games were famous for. Its game play is simple enough to get novices started quickly, but challenging enough for even ninja gurus. Recommended.

—Clayton Walnum

Tecmo
18005 S. Adria Maru Lane
Carson, CA 90746
(213) 329-5880





Ninja Gaiden III: The Ancient Ship of Doom has game play as fast and as furious as that of its predecessors.

Darkman

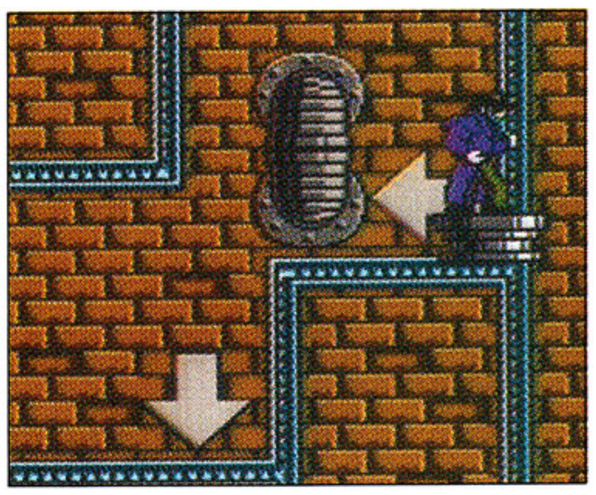
OCEAN
For the Nintendo Entertainment System ($49.95)

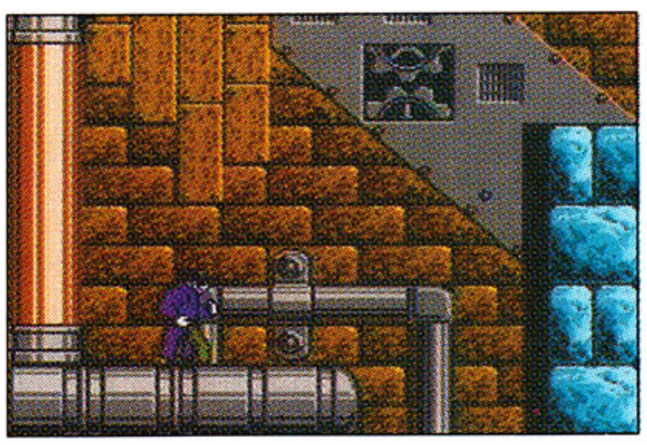
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Lately any action movie that makes it big in the theaters is almost sure to spawn game versions at home in the manner of *Batman*, *Total Recall* and now the soon-to-be-released *Darkman*.

The storyline centers around one Dr. Peyton Westlake, a scientist working on a type of synthetic skin that could be helpful in the treatment of people with severe burns or other disfigurements. With the aid of a computer and photographs of a subject, he has made progress in creating masks that very closely resemble the person.

While trying to perfect the material, his lab was broken into by a crime organization looking for an important document. The doctor's lab is destroyed by the evil Durant, who sets a fire that also takes out Dr. Westlake—almost.





Severely burned, with little original skin left on his body and severe pain to boot, Dr. Westlake must undergo a treatment that will deaden his pain. This treatment has serious side effects, however—he suffers violent mood swings and has adrenaline rushes that give him great strength. He escapes from the hospital and becomes Darkman, determined to seek revenge against his attackers.

By salvaging some of his equipment from his lab, Darkman has managed to reconstruct the necessary equipment to continue making the synthetic skin, but now concentrates on making masks of Durant and his henchmen from photographs he takes.

Darkman is made up of several different and often lengthy stages and isn't a game that can be easily beaten. As each level begins, Darkman must make his way through a horizontally scrolling landscape of one sort or another and often in many directions within the same area.

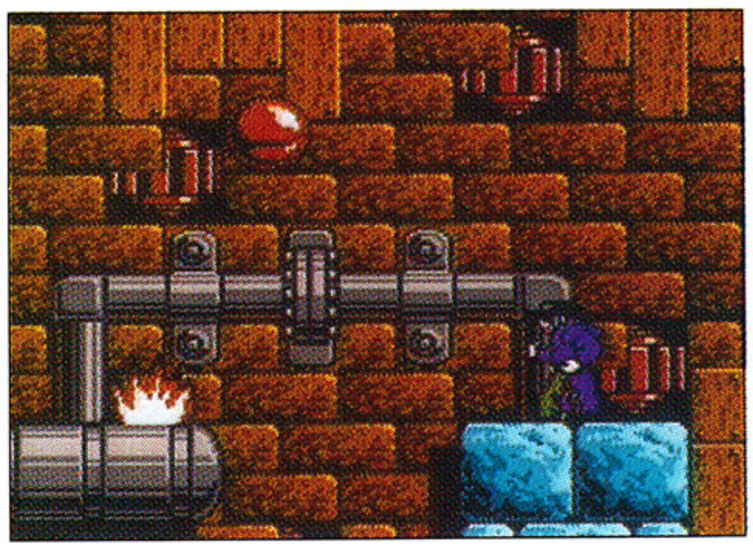
Reminiscent of *Hogan's Alley* is a photo sequence where Darkman must grab his camera and attempt to sneak snapshots of gang members while trying to avoid being shot himself. The more pictures he takes, the more time he'll be given to complete the following stage.

When Darkman assumes the identity of the villains he is attempting to defeat, his abilities change. Some characters have extraordinary jumping abilities, while others are less gifted. Accordingly, much of the challenge lies in overcoming difficult jumps and landings.

Occasionally Darkman will have a weapon, but often he is only able to kick and punch against those with guns and other weapons. Fortunately, Darkman is usually able to survive several attacks before defeat, and blue flasks picked up along the way will restore his health at the end of an area.

The backgrounds for all this action are well done, though some admittedly better than others. The fun house layout is especially interesting, while the backgrounds for Darkman's tree-leaping adventure are somewhat plain. However, how fancy do trees and water really need to be?

Occasional flickering aside, the graphics are consistent. Who can resist lending Darkman a hand as a tear rolls out of his eye



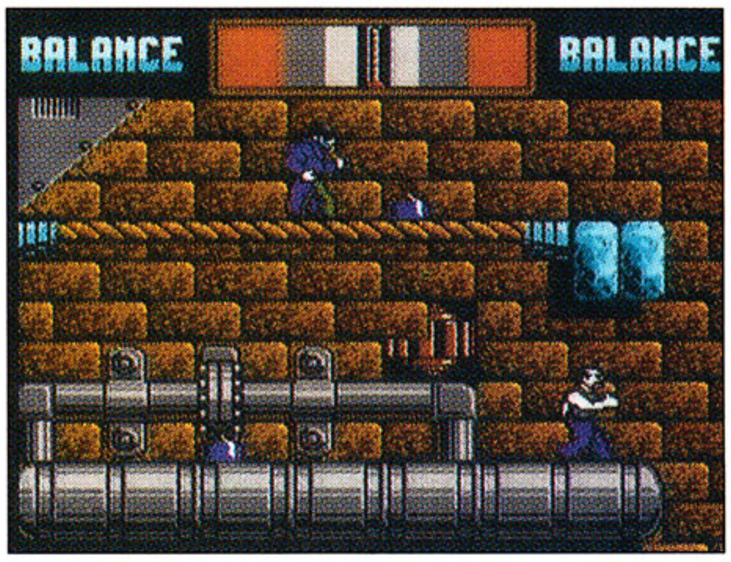
after an unsuccessful attempt? A built-in storyline option gives the rundown on what is going on from scene to scene, so everything proceeds logically.

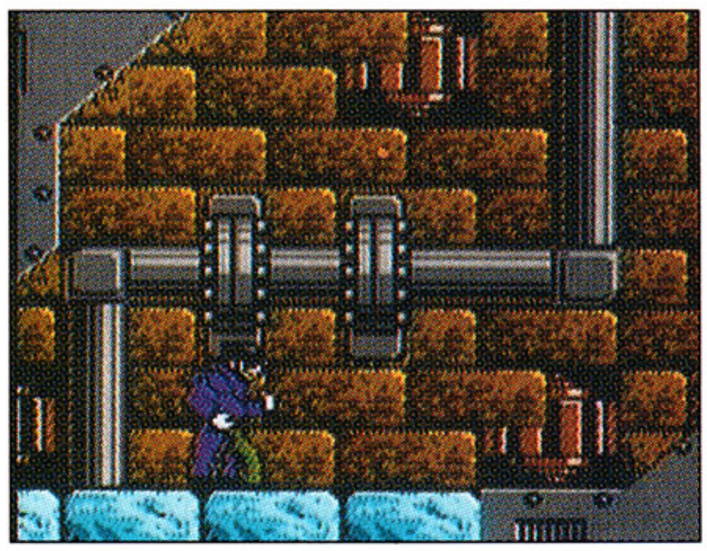
For those that have their NES hooked up to a stereo, get the woofers out. Darkman throws some bass.The music is great, though the sound effects are perhaps somewhat average. Both music and sound effects may be turned off if they get to be a bit too much.

Darkman has great game play, and I was really pulled into this game. Although four lives are presented and three continues allowed, it really does take some time to make progress. A high-score table and a two-player option are also present to stimulate competition in what will surely be a successful game.

—B. W.

Ocean of America
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131
(408) 954-0201





***Darkman* is made up of several different and often lengthly stages, making it a game that can't easily be beaten.**

Arcus Odyssey

RENOVATION

For the Sega Genesis ($69.99)

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

Arcus Odyssey is an excellent example of the high-concept nature of video games these days. Like blockbuster movies, the premise of many games can now be summarized into just a few buzz words. *Arcus Odyssey* is 3-D *Gauntlet* with spell-casting. How simplified the game reviewer's life is today.

It's no surprise that the story that backs up *Arcus Odyssey* is uninteresting and inconsequential to game play. But the opening animated scenes are depicted spectacularly. The evil sorceress Castomira has taken the Sword of Light from her good counterpart, Leaty. It's up to you (and a friend, if one is available) to trek into Castomira's mountain domain, destroying her minions along the way, and retrieve the Sword of Light.

In traditional *Gauntlet* style, players get to choose from four adventurers of varying offensive and defensive ability. Regardless of character, everybody has, at least on a minimal level, spell-casting powers. How powerful a character's spell-casting is depends upon both the current gaming level and items that are retrieved.

Throughout the seven levels in Castomira's mountain, treasure chests are to be found and opened. The treats they contain include spells, helpful items and automatic restoration of your character's life energy. Spells can perform tasks like healing your character from life-sapping poisons and obliterating the bad guys off the screen. Some items to take are keys that can unlock prisons and exit doors and Dolls of Life, which resurrect your character upon death.

Your characters will need to work their way through differing kinds of environments like dungeons, pyramids, rivers of fire and even see-through platforms high above the ground, all of which are laid out in a labyrinth. In order to find your way out and into the next level, certain things have to be done. Most only require that you find the exit (a task easier said than done). Some elevate the difficulty of this goal by making you destroy dams so as to put out fires blocking your pathway or by having you break magical mirrors. At the end there's a powerful bouncer guarding the entrance to the next level, and you and your party must bring him down.

An interesting feature of *Arcus Odyssey* is that prisoners you free can tag along with your character, greatly augmenting his or her attack power. There are even enemy characters who will join you and perform the same tasks, but these allies won't stay with you as long as your adventure lasts. Castomira's henchmen will forcefully kidnap them once you complete a specific level and thus strip you of the unfair edge.

The 3-D graphics of the gaming screens are good, though not as impressive as those displayed in the animated introduction. This is expected in any game, but it's sort of a disappointment with *Arcus Odyssey* especially. Technically, there's a bit of a slowdown caused when two people are playing and the screen is filled with enemies—definitely so when both players have an accompanying ally.

The final showdown with Castomira appears incongruous with the rest of the game's settings. It takes place in outer

TOLKIEN'S EPIC MIDDLE-EARTH TRILOGY CONTINUES!

ORDER DIRECT
FROM INTERPLAY AND RECEIVE A VIDEOCASSETTE COPY OF
THE RALPH BAKSHI MOVIE THE LORD OF THE RINGS™
ALONG WITH
THE LORD OF THE RINGS, VOL I™ CLUE BOOK
A $41.95 VALUE
FREE
WHILE SUPPLIES LAST

J.R.R. TOLKIEN'S THE LORD OF THE RINGS, VOL. II

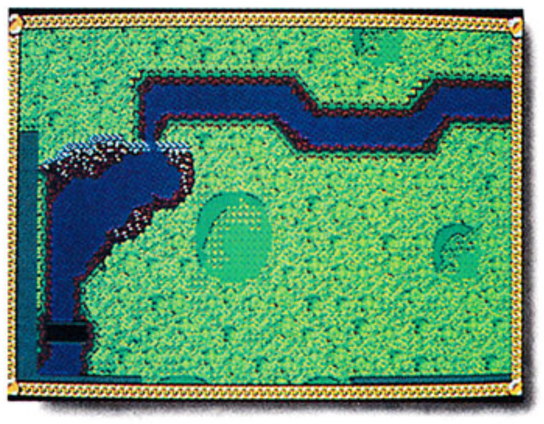
The Two Towers™

The legendary tale lives on, as *The Two Towers*™ picks up where the critically acclaimed *The Lord of the Rings, Vol. I*™ left off. The wicked Lord Sauron persists in his quest to capture the one true ring of power. But now the Evil Wizard Saruman, with his insatiable lust for power, is after it as well.

You, the player, control a party of benevolent characters in this captivating, role-playing adventure as they battle orcs, trolls, wargs, ghosts, and oliphaunts.

You'll travel through the dark and mysterious Forest of Fangorn, over treacherous mountain passes, past the great fortress cave complex, through the ghastly marsh of the eternal spirits and, ultimately, come face to face with the mysterious two towers.

All the color and imagery of Middle-earth comes to life with state-of-the-art, 256 color VGA graphics, a new and enhanced interface, full musical score, digitized speech, and colorful animations.



MS-DOS Screens Pictured.

The Two Towers™ is a stunning sequel that will involve you deeply in the Tolkien experience.

- *Stands alone as a game or plays as a sequel*
- *Automapping*
- *Full screen, 256 color VGA graphics*
- *Complete musical score and digitized speech and sound effects for all major sound boards*
- *Enhanced, easy to use, point-and-click interface*
- *Thousands of screens of Middle-earth terrain to explore*

To order *The Two Towers*™, call 1-800-969-GAME. *The Two Towers*™ is available for MS-DOS machines at $59.95.

Interplay™
Interplay Productions
3710 S. Susan, Suite 100
Santa Ana, CA 92704
(714) 549-2411

The program is published with the cooperation of the Tolkien Estate and their publishers, George Allen & Unwin (publishers) Ltd. The plot of The Lord of the Rings, characters of the hobbits, and the other characters from the Lord of the Rings are © George Allen & Unwin Publishers Ltd. 1966 1974 1979 1981 © 1991 Interplay Productions. All rights reserved. J.R.R. Tolkien's The Lord of the Rings, Vol II: The Two Towers™ is a trademark of Interplay Productions, Inc. MS-DOS is a trademark of Microsoft Corporation.

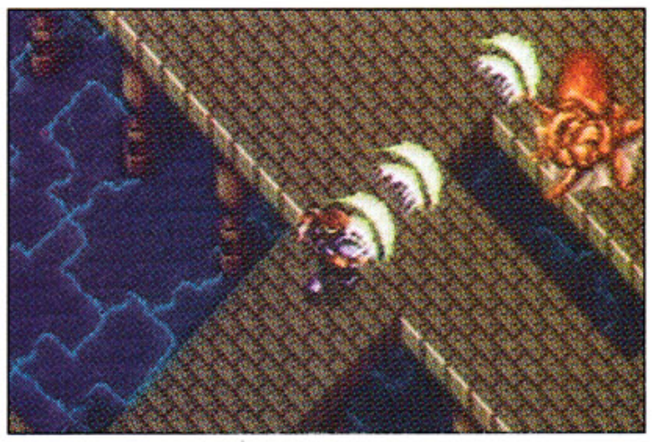
CIRCLE #121 ON READER SERVICE CARD.

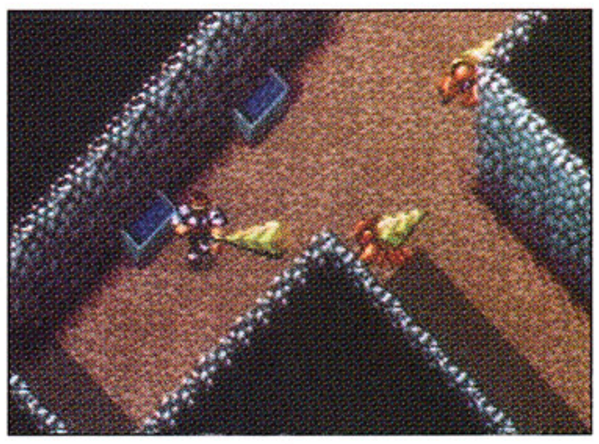
space—or some kind of cosmic void—where Castomira attacks you in the form of a space alien or something of the like. But the biggest letdown is the end. Again, compared to the game's opening, the ending displays what could possibly be the dullest, most long-winded scrolling epilogue in video-gaming history. Had the programmers simply removed the opening, perhaps these faults in *Arcus Odyssey* wouldn't have seemed so bad.

Still, *Arcus Odyssey* dutifully provides excitement with moderate difficulty in skill. For two players, it takes only less than four hours to complete this game from beginning to end. Thus, if you can manage to rent *Arcus Odyssey* from your video store, it will provide a nice evening's worth of entertainment.

—H. H. W.

Renovation Products
987 University Ave., Suite 10
Los Gatos, CA 95030
(408) 395-8375





Dragon Warrior III

ENIX

For the Nintendo Entertainment System (NA)

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

Many gamers shy away from computer role-playing games, believing them to be lengthy and repetitive. Even a true CRPG fan would have to admit that that's generally a reasonable assessment, given the incredible amounts of time spent combatting creatures. But a well-crafted CRPG balances combat with exploration, interesting characters and locations, rich plots and good storytelling. *Dragon Warrior III*, unfortunately, puts emphasis on the combat side, while other elements take a back seat.

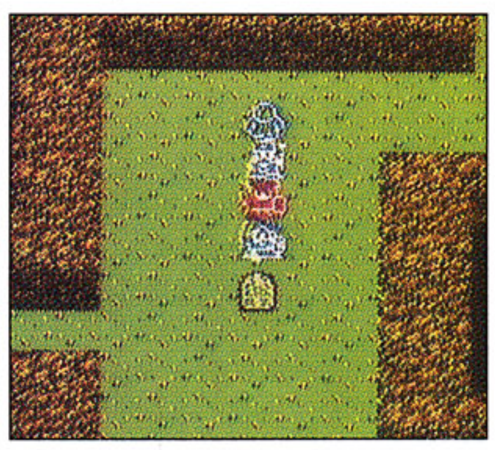
The plot appears tacked on as an afterthought. You choose your sex (which seems to make no difference; a female is even identified as a "lad," the "son of Ortega") and proceed to the castle on your 16th birthday. The king tells you that the enemy this time is the arch fiend Baramos. You're supposed to do away with him—now go to it. That's about it; a pretty thin setup for a game that takes well over 50 hours to finish.

You can add up to three additional characters to your party, choosing the character classes and names, or you can simply take three preformed characters. That's quicker, but it's more fun to name your own characters so you feel more connection with them. Having chosen your party and perhaps purchased a bit of extra equipment, it's time to leave town and start battling those monsters roaming around the countryside.

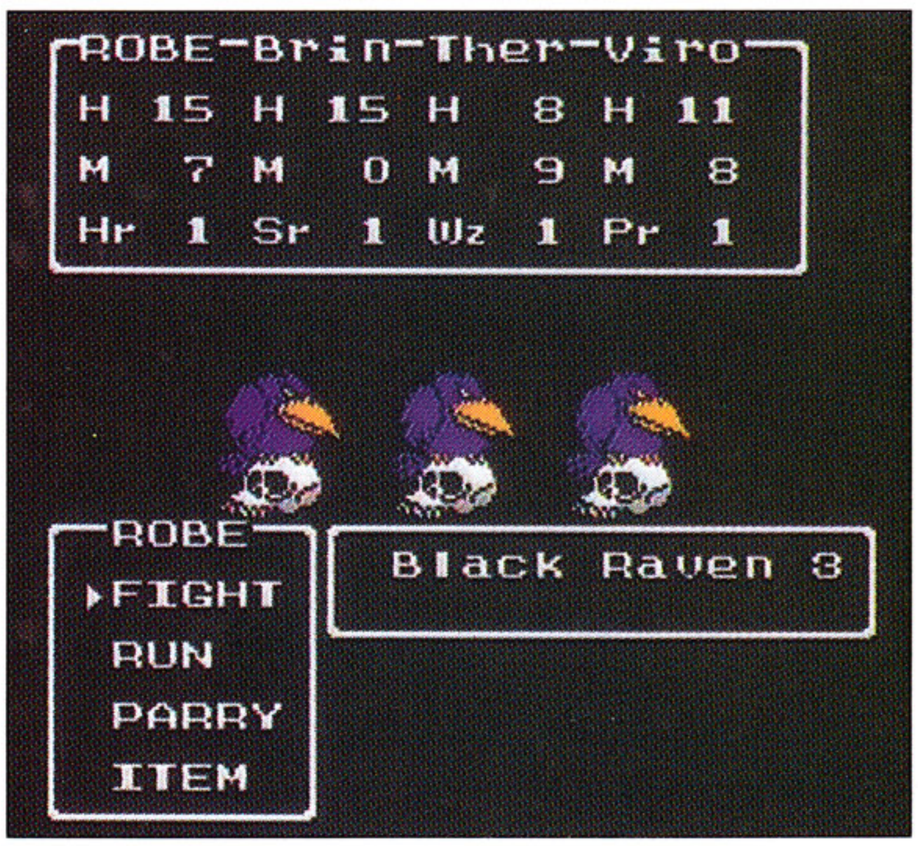
Battles can occur at literally every step you take. Luckily, the first encounters involve very mild creatures, so you're not likely to find your whole party dying off immediately—not unless you're reckless, anyway. There is no animation nor any backgrounds during combat, which makes for a pretty static, boring screen to be looking at for hours on end.

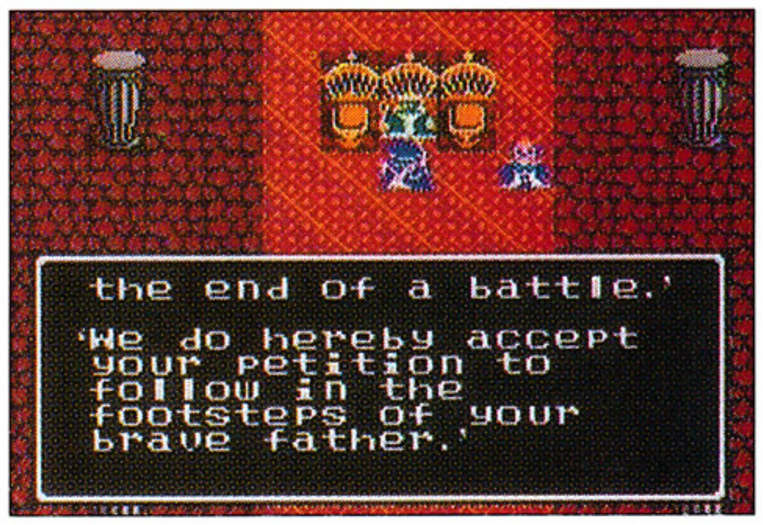
If the exploration weren't interrupted so often by combat, the game would actually rate highly. There are plenty of dungeons and towers that must be explored at length. They're intricate but not so huge that they require mapping. Towns, islands, mountains, forests, oceans and deserts are all scattered around profusely. Because the directions and advice you get from townsfolk and castle dwellers are occasionally vague, you spend some time just looking around trying to figure out where you should go next. This is a refreshing change from other CRPGs that lead you around by the nose.

Dragon Warrior III (which has no dragons to speak of) also has many interesting plot twists buried under all that combat. There's gambling, tricky characters who pull quick switches and some nicely convoluted puzzles. There's even a complete day and night sequence, with characters that close up shop, go to bed or come out to party at night. The armor and weaponry options are fewer than in other CRPGs, so



Battles can occur at literally every step you take in *Dragon Warrior III*.





that means less bookkeeping. The wide variety of useful magic spells must be carefully utilized in combat with creatures who are resistant to brute force. The battery backup allows you to save up to three games in progress, but games can only be saved in castles, which is a royal pain.

Graphics are a low point: Most of the figures are poorly defined and difficult to see. Flickering at the bottom of the screen frequently occurs during southward movement, and characters also flicker when there are five characters on the same horizontal line. What music there is is quite good, but there isn't nearly enough of it, nor is there much variation in the sound effects.

For CRPG fans who aren't deterred by a game with 75% combat and 25% quality role-playing, *Dragon Warrior III* may fill many hours. Everyone else: Hang tight till the next *Ultima* hits the shelves.

—J. M.

Enix America
4030 148th Ave. N.E., NG-1
Redmond, WA 98052
(206) 885-9611

Raiden

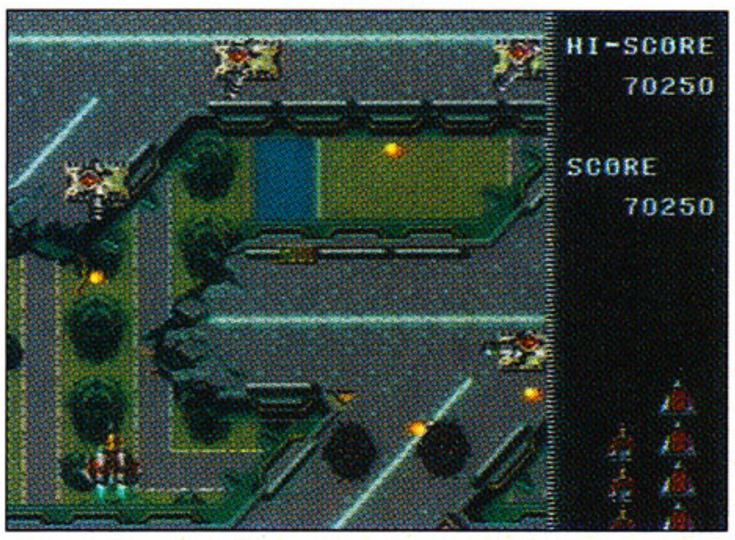
BIGNET

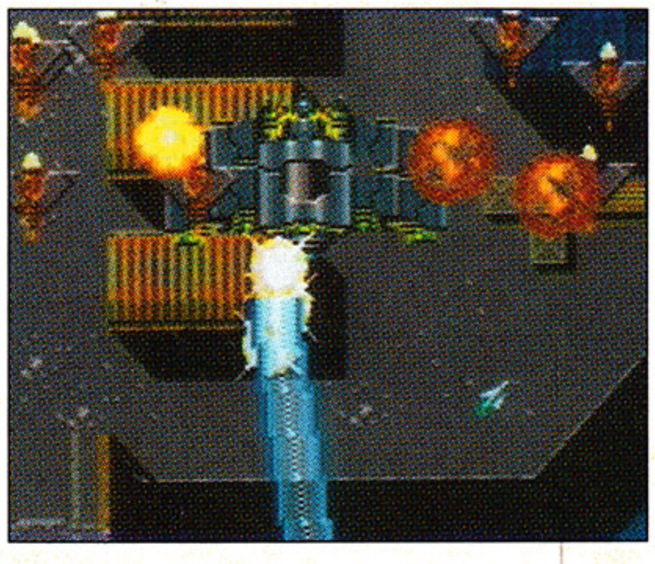
For the Sega Genesis ($59.90)

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

The shooter genre is probably one of the oldest types of video games. From *Galaxian* to *Blazing Lasers*, shooters have generally been countless and of little variety. Bignet's *Raiden*, based on the Irem arcade game, does not break the standards by which shooters are made as much as present them in a nice manner. It also gives the Genesis its much needed *Blazing Lasers*-type game. This game is not as varied as *Thunder Force III*, but for a straightforward shoot-'em-up it serves its purpose.

As far as object or plot goes, who cares? In standard shooters we don't concentrate on saving our universe. Our short-term goals fall more into the line of: "What do we blow up next?"





If you've been looking for a good shooter for the Genesis, *Raiden* will fill the void.

The game itself does not change much from start to finish. Basically, you pilot a spaceship and pick up weapons as you go along—and there's not much variety in that department. As far as choices for preliminary weapons, you can only choose between two: a machine gunlike shot and a laser. You can power-up the weapons to higher levels, however. You also have some secondary weapons in the form of rockets and missiles, which can also be powered-up.

In terms of graphics and sound, *Raiden* doesn't make full use of the Genesis' advanced features. The graphics are far from superior, but a few of the terrain

As seen on Video Power TV show.

VIDEO GAME GLOVES

Its HOT
Its NEW

Sega gloves Turbo Grafx gloves Hot Gloves

For ultimate scoring potential, get your hands into a pair of new Video Game Gloves. Better grip, awesome control, total comfort plus the hot look you need to be one of the best players around!

Sega and Genesis are Trademarks of Sega Enterprises, Ltd. • Turbo Grafx and Bonk are Trademarks of NEC Technologies.

CIRCLE #122 ON READER SERVICE CARD.

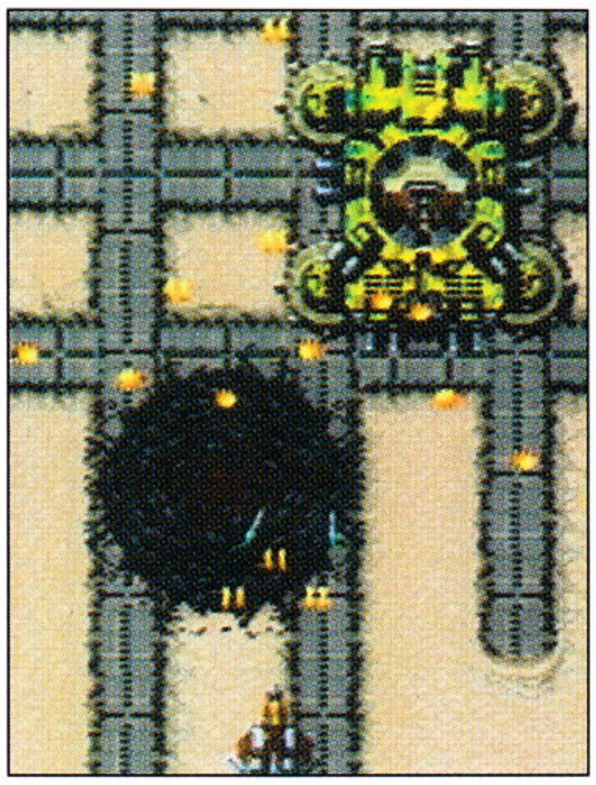
shots look nice. Let's face it—you're not into shooters for scenery. In the same way, the sound is very arcadelike. It is not orchestral, but a steady, repetitive, monotonous rhythm that provides a backdrop for the action. The action is the true test, and this game has a fair amount, to say the least. The game also plays so fast that you don't have much time to think about what you are doing. In some scenarios, you just maneuver around and pray a bullet doesn't cross your path. In most cases, your progress can be attributed to getting lucky, but it's hard to get bored playing or blink without a bullet coming straight at your ship. Chances are that with nine levels (eight from the arcade and one new and *extremely* difficult) of nonstop action, your fingers will get tired.

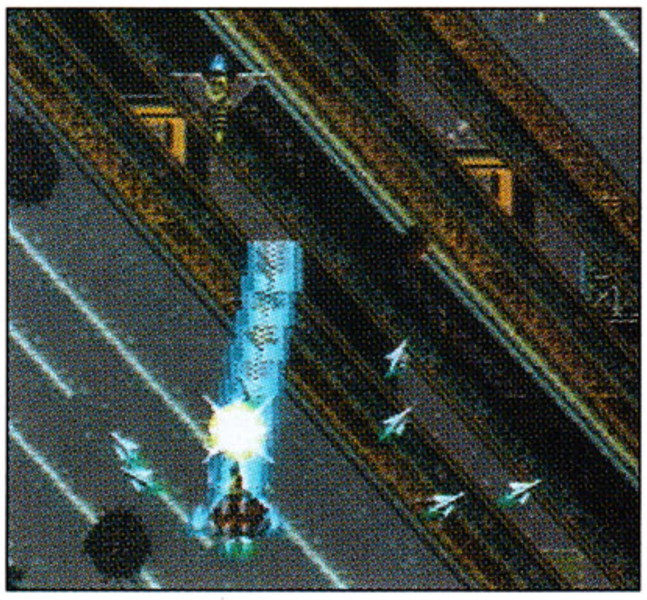
Each level has its own unique look, and new enemies are introduced in each one. The basic enemies of each level are not too hard, but a few will slow you down and give you trouble. Most chances are used up on the final boss of each stage. This is where the game holds its greatest challenge, but you will find that a little experimentation of where to drop bombs will aid you. An experienced gamer will find that after a few plays, you can memorize the dos and don'ts to steadily progress through the game. The easy mode, which gives you four lives and nine continues, will give you a good chance for practice.

There are definitely better shooters, but if you've been looking for a good shooter for the Genesis, *Raiden* fills the void.

—Glenn Rubenstein

Bignet USA
388 Market St., Suite 500
San Francisco, CA 94111
(415) 296-3883





Wolverine

LJN

For the Nintendo Entertainment System ($47.95)

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

Along with the many game heroes that were born on the NES are those given birth by other media. In this case, Wolverine, a member of the X-Men, is a comic-book character brought to life to battle his arch enemy, Sabertooth.

The members of X-Men are all mutants of one sort or another, and Wolverine is no exception. He gets his name from sets of foot-long indestructible claws, implanted within his forearms that can be extended at will, and from his ability to slice through just about anything. His body is also empowered with remarkable regeneration abilities that enable wounds to heal much faster than normal.

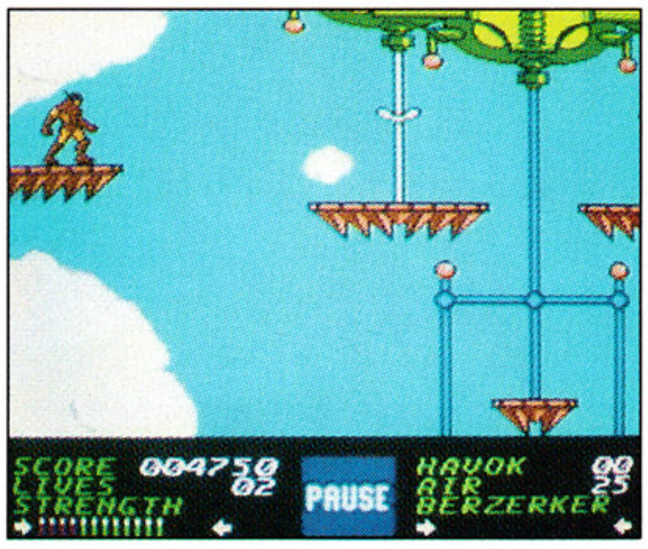
As the game begins, Wolverine has been washed up on an island without an idea as to how he has gotten there. There is only one place to go, and that's inland. But without anybody to help him, it will most certainly be dangerous. We soon learn that Sabertooth has prepared the island as a trap to permanently take out Wolverine. Nine areas of deadly machinery, traps and enemies stand between them; but then again, Wolverine is no weakling.

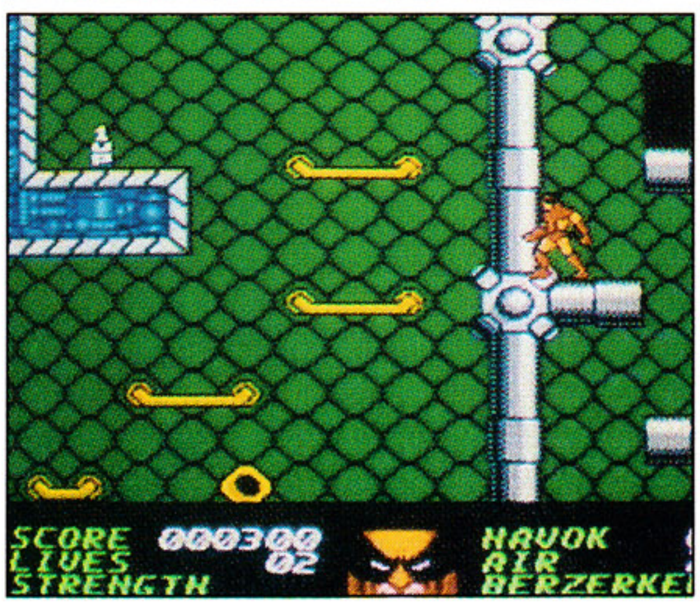
Basically *Wolverine* is a multilevel, multidirectional, scrolling action game. Running, jumping, swimming and crawling through each area, Wolverine must reach a doorway at the end of the level in order to escape that section.

Often it isn't much trouble to head straight for the exit if its location is known, but in order to pick up 1-Ups, food (cheeseburgers with the works!), "power potions" (pick-me-up drinks) and additional continues, you must thoroughly explore each level. For example, fellow X-Men member Havoc will shield Wolverine for short periods of time throughout the game so that he may regain his strength—but you have to find him first. A few other members also make brief cameo appearances to lend a hand throughout the game. When you start out, only one continue is available; after which your game will start over completely. So the extra continues and other bonus items are really worth the search.

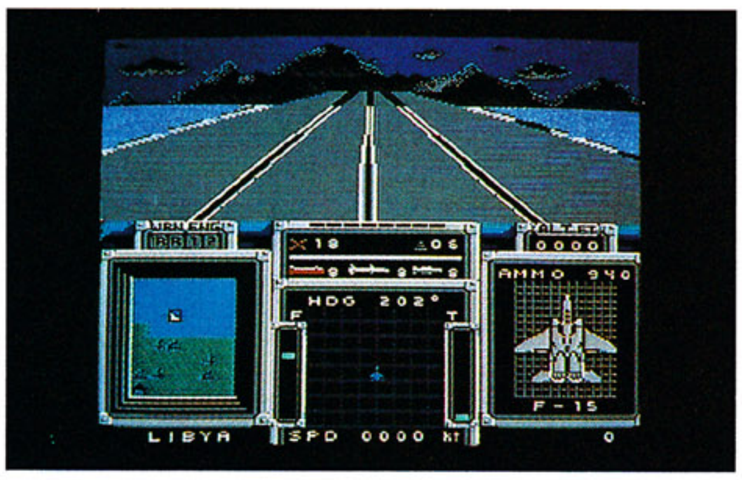
Another feature of Wolverine is his ability/curse to go berserk on certain occasions. As enemies are killed, a "berserker" bar slowly fills up. Power potions will also add to this bar, which, when full, causes Wolverine to begin flailing about wildly—so much that he is invulnerable until his berserker energy bar is completely spent. I say ability/curse because though you are invincible, it's difficult to control Wolverine. Running and jumping are much more dangerous, especially when you are located on a high platform or near some other natural danger such as a pit full of spikes. Though this ability is not truly controllable, it does come in handy in many places regardless.

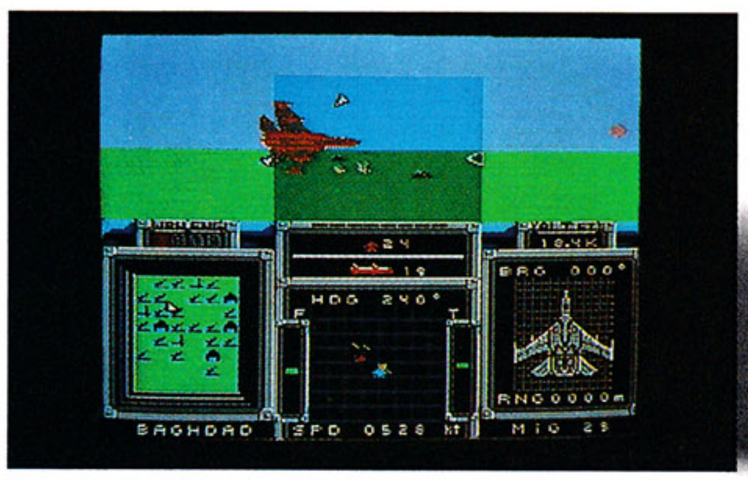
Overall, *Wolverine* does resemble several other games of the same genre, but is enjoyable nonetheless. I was actually surprised that the designers didn't feel obligated to put some sort of boss at the end of each level, which makes this game flow smoothly. I pushed my way through six of the nine levels and was gratified that they were substantially different from one





F-15 STRIKE EAGLE™





"Major Wild Bill" Stealey, President of MicroProse.

Real Pilots Don't Just Play F-15 Strike Eagle, They Help Design It

Meet "Major Wild Bill" Stealey:

"Life for a fighter pilot is that gut-wrenching adrenalin rush you get when going supersonic with heat-seeking missiles hot on your tail, pulling into a hard turn while warning displays light up the cockpit — and as an Air Force Academy grad with over 4,000 hours of military flight, I ought to know! Real pilots know that feeling, and real pilots also know that *F-15 Strike Eagle* is the only NES™ game to deliver the authentic dogfighting experience, because *F-15* is designed by *real* pilots, and *real* military simulation experts. Find out for yourself. Play *F-15 Strike Eagle* and see what real dogfighting is all about."

- *Thrilling real-life missions in the Persian Gulf!*
  - Destroy chemical weapons plants
  - Blast entrenched forces with high-tech weaponry
  - Shoot down enemy fighters
  - Dodge incoming enemy missiles

- *Authentic Combat Flight Maneuvers & Tactics!*
  - Real loops, rolls and high-speed turns
  - Dogfight in a full 3-D world that lets you go where you want
  - Outsmart enemy pilots trying to shoot you down

For the Nintendo Entertainment System. For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151, 9 am to 5 pm EST, weekdays. © 1991 MicroProse Software, Inc. Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America Inc.
This product is not affiliated or endorsed by the U.S. government or any branch of the service. Bill Stealey is a Lt. Colonel in the United States Air Force Reserve (USAF).

Licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

MICROPROSE™
ENTERTAINMENT • SOFTWARE

180 Lakefront Drive • Hunt Valley MD 21030
(301) 771-1151

CIRCLE #123 ON READER SERVICE CARD.

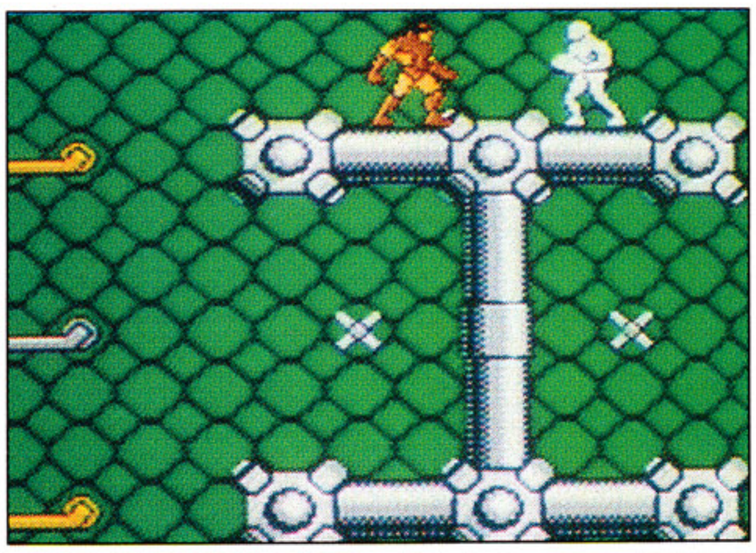
Official Nintendo Seal of Quality®

another, with different themes and obstacles to overcome.

The background music and effects are well-done, from the introductory music as the game begins to the mad thumping of Wolverine's heart when in a berserker rage. Screen representations of Wolverine and his enemies are adequate, and the backgrounds are generally okay.

Game play is challenging without being frustrating, and players should be able to advance fairly quickly after memorizing levels and strategies for dealing with Sabertooth's traps. *Wolverine* is a game that most players will enjoy sinking their claws into.

—B. W.



Overall, *Wolverine* resembles several other games of the same genre, but it's enjoyable nonetheless.

LJN
71 Audrey Ave.
Oyster Bay, NY 11771
(516) 922-2400

Silent Debuggers

NEC

For the TurboGrafx-16 ($61.99)

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

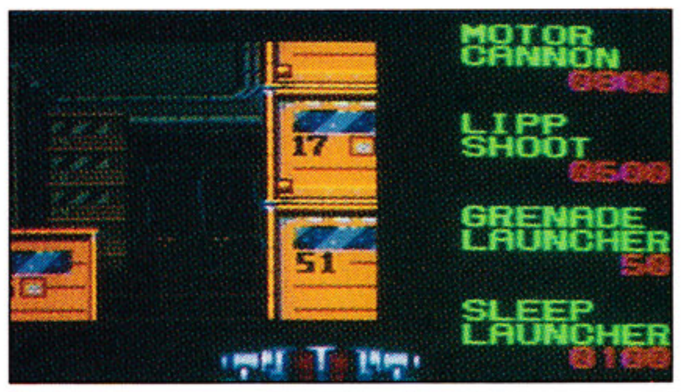
I know, I know—what kind of game is titled *Silent Debuggers*? Is it some kind of crazy exterminator game? Perhaps an exciting twist to debugging computer code? Not quite. Sure, I suppose you are up against what could be termed "bugs," but when they stand six feet tall, have a bellowing roar and can blast holes through your armor, yelling, "Raid!" isn't going to help much.

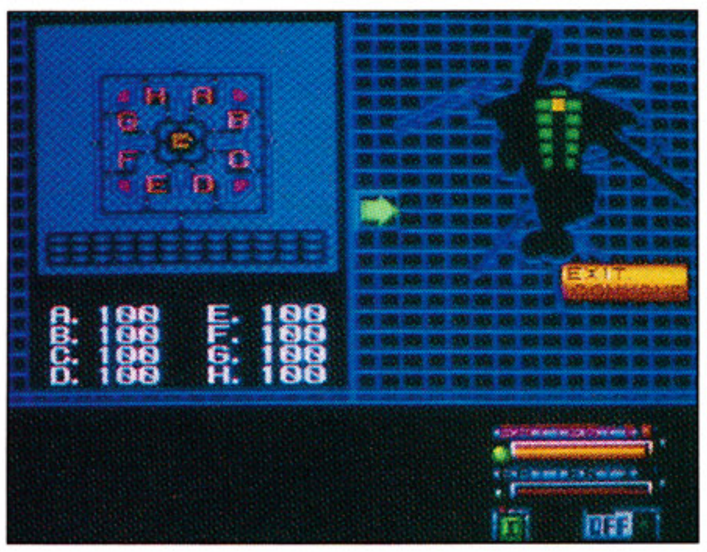
I found this game somewhat different in that I didn't find out what the storyline behind all the action was until the game was completed. Rather than give away the true nature of your mission and what you are pitted against, I'll just fill in the basic info as I see it.

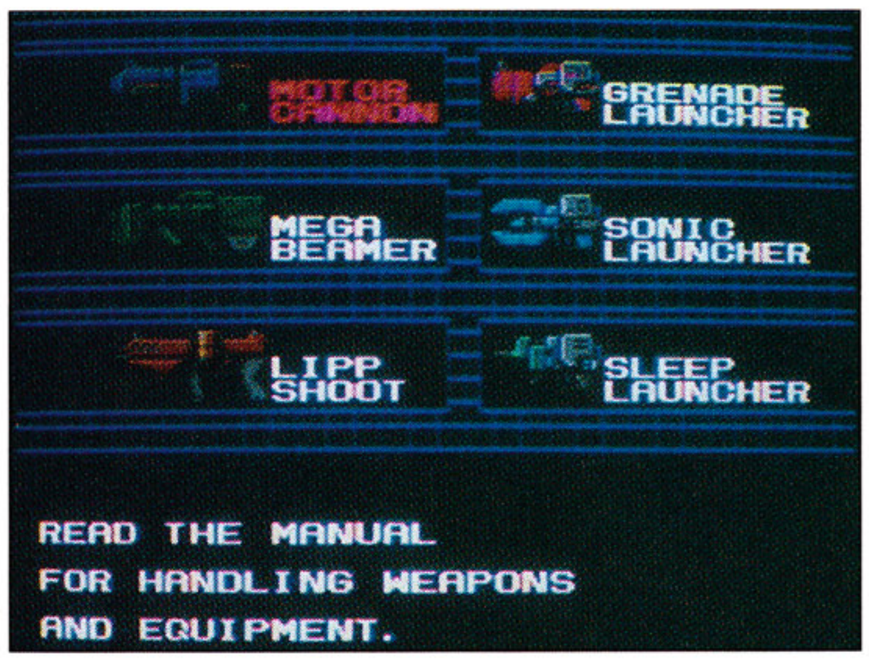
As a member of a two-person team that is collectively known as "Debuggers," your job is to go where there is a need for the removal of aliens. The Debuggers are mercenary types who are experts in battle, having gained their experience in a recent war. In this mission, a space cargo station is shut down and has apparently been overrun by some kind of monsters.

While cleaning out these monsters from the station is the main objective, the incentive for the job comes from rumors that there is great wealth within the bowels of the station—it's just a matter of reaching it.

Your other team member is your "pal" Leon, a computer whiz who handles operations from the station's control center. Your job (you lucky stiff) is to creep around through the passageways and cargo areas of the station doing the dirty work of cleaning out the monsters one by one.







The game options consist of either normal or hard skill levels, and only a one-player mode is available. The viewpoint is from a 3-D perspective. As you travel through the station, everything looks as if you are traveling down a hallway; doors and entrances get larger as you approach them.

Your equipment consists of an overhead map, two of six different weapons at any one time, two battery packs for your weapon and/or shields, sensors that detect monsters and other possible goodies that Leon will offer you.

If it sounds simple enough to just run and blast through a mazelike structure of hallways and doors, think again. These guys don't sit around waiting to be cooked. While they stay predominately in the cargo area, some of the smarter (and tougher) ones will soon venture into the main hallways and even into any of the eight areas of the station that you must guard.

If an alien gets into one of these areas, it will draw power out of it as it feeds on it, and the computer will shut down that area permanently. This is no big deal for some of the areas, as they don't do much for you. However, let them get into the area where your batteries are recharged, your ammo is stored or where the sensors and lighting for the entire station are located, and you can get into deadly trouble mighty quickly.

There are six levels of increasingly difficult passageways and tougher aliens to take care of in order to secure the station. While the majority of the graphics consist of scrolling hallways, the aliens and other backgrounds are done well.

The sound is great, especially in stereo. There is nothing like the feeling of slipping down a hallway as your sensors steadily rise in pitch, and then having one of the aliens jump right out in front of you, blazing and roaring at you. Be prepared to have more than a few sudden encounters when exploring the station.

My only negative comment would be to

say that after making it to the bottom of the station and preparing to blast a boss creature, computer whiz Leon finally gets in on the action and takes matters into his own hands. Otherwise, *Silent Debuggers* is a fairly challenging and intense game, with good action and a good storyline.

—B. W.

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

The Bard's Tale: Tales of the Unknown

FCI

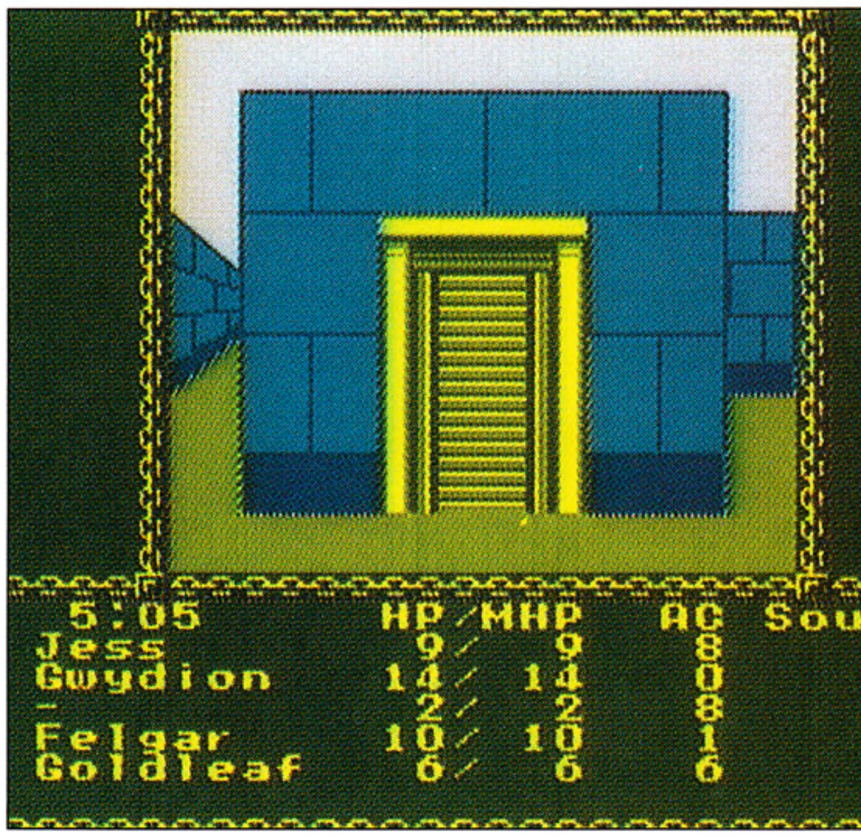
For the Nintendo Entertainment System ($54.99)

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

While many people are used to the hack-and-slash adventures where all you need are a few warriors and perhaps a mage or two, *Bard's Tale* is somewhat different in that a bard is an essential part of your party.

What can bards do? They can swing a blade right alongside your fighters and later play songs that have more than just a catchy tune behind them. These songs may be used to bolster the spirit of the party or even to teleport them.

Bard's Tale contains many elements familiar to those who have played any type of RPG on a computer or cartridge system. The first steps include generating characters, naming them, furnishing them with weapons (or musical instruments in the bard's case) and purchasing armor and any other miscellaneous items useful for a quest.



Some of these actions take place within the confines of the "Adventurers Guild," wherein you may create and delete characters, form or disband parties, check the status of individual members, and, most important, save your game. Thank goodness for battery backups!

Weapons, armor and other items may be purchased from weapons shops that are found within a city, or occasionally within chests obtained after battle. Other important "shops" include the shrines where players may have hit or magic points restored or be resurrected if necessary. Equally important is a "review council" where players may take their characters to go up levels or gain spells when the proper amount of experience points have been amassed.

There are six character types to choose from, each with particular strengths and weaknesses, but when they're combined within a

Free Games Available!

Call for details

TRADE-IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS & SAVE $2 - $300.00 FOR EACH ONE WE NEED!

New & Used Video Games & Systems

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

Radio Controlled Vehicles & Models

Skateboards · Clothing · Sneakers

HO RC HOBBIES

VIDEO GAME TRADE-IN CENTER

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

(716) 244 - 8321

Wholesale Inquiries for New & Used Games Invited

Free Games Available!

Call for details

TRADE-IN YOUR UNWANTED VIDEO GAMES OR SYSTEMS & SAVE $2 - $300.00 FOR EACH ONE WE NEED!

New & Used Video Games & Systems

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

Radio Controlled Vehicles & Models

Skateboards · Clothing · Sneakers

HO RC HOBBIES

VIDEO GAME TRADE-IN CENTER

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

(716) 244 - 8321

Wholesale Inquiries for New & Used Games Invited

CIRCLE #124 ON READER SERVICE CARD.

party, they tend to complement one another nicely.

As your party moves about through a town or dungeon area, two views are presented of your movement on-screen. Encompassing most of the left portion of the screen is a 3-D representation showing your forward view. To the right of this display is a smaller overhead view that shows a portion of the area you are in and includes identification of doorways, if not what is behind them. When an encounter takes place or when a shop is entered, both of these disappear and are replaced by a window showing either the monsters you are facing or which shop you have entered. The animation for both views moves quickly, without any slowdown as you move about. Especially useful is the fact that this game is set up so that at any time, one character within the party may choose to battle another member. This feature encourages multiplayer participation as opposed to just one player controlling all characters.

I can't offer much in the way of a storyline or a definite goal, as there wasn't any documentation available at review time, and it has been some time since I sat down to the computer version. However, *Bard's Tale* does have quite a bit of territory contained within it to be explored, and it didn't take me long to get pulled into it. There are several cities to explore, with hidden dungeon areas contained within and tough opposition along the way.

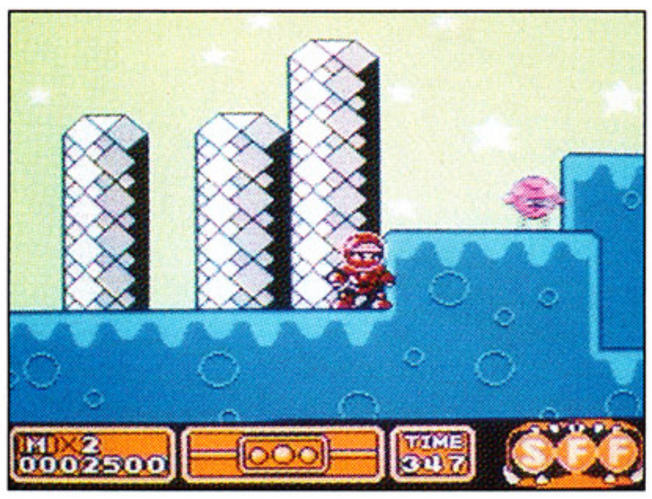
The graphics really aren't too great for the most part, especially with so many of the latest games taking advantage of the newer graphics capabilities of the NES. As I have said before, for this type of game, graphics really are somewhat secondary to the game play, which is pretty good. The music and sound effects are in about the same class as the graphics and tend to become old rather quickly—they remind me of the type that was common a few years back in regards to quality.

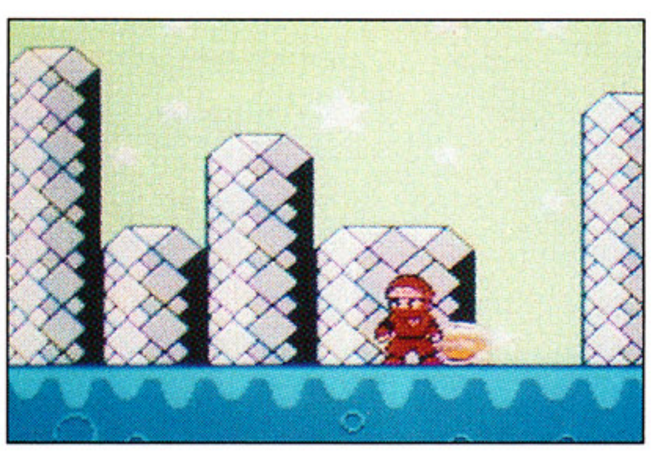
Adventure game fans that are familiar with the earlier computer versions, or those who can look past the packaging to the truly decent game contained within, will find a challenging adaptation for the NES. Those without the patience for this class of games that shares the company of *Wizardry* and *Ultima* may want to wait for the next *Zelda* clone.

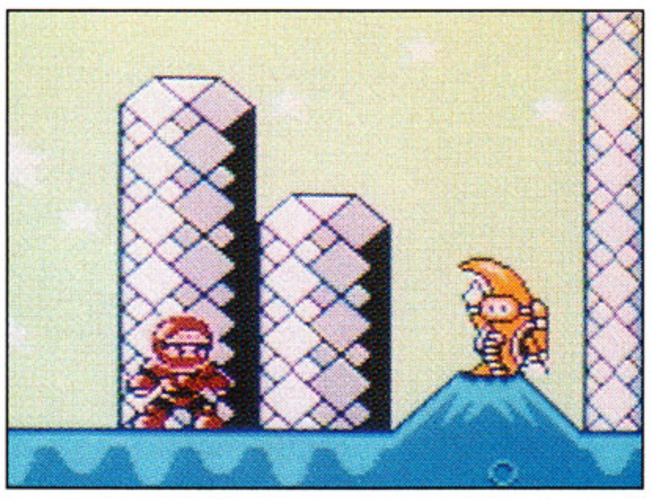
—B. W.

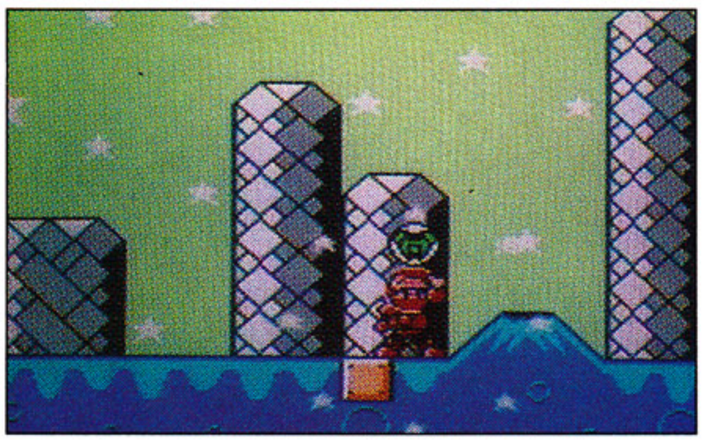
FCI
150 East 52nd St., 34th Floor
New York, NY 10022
(212) 753-8100

***Tales of the Unknown* is somewhat different in that a bard is an essential part of your party.**









***Squashed*, by Jaleco.**

Squashed

JALECO
For the Nintendo Entertainment System ($45.95)

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

Being so popular, the *Super Mario* games were bound to spawn a few clones. *Squashed*, however, is so similar to *Super Mario Bros.* and *Super Mario Bros. 2* that it's downright astounding. I don't think anyone at Jaleco could look you in the eye and deny the source of their inspiration. Even the storyline rings a bell: Two eight-year-old kids, Maru and Cori, are sent to bed without dessert because they refused to eat their vegetables. (Are there actually kids who *do* eat their vegetables?) When they fall asleep, they share a dream about King Kale, the ruler of the Planet of the Grapes. King Kale tells them that the Mutant Squashoids have taken over the planet, and he would like their help in defeating the enemies.

Obviously, if you're a big fan of the Mario boys, you'll love this game. The game play is virtually identical to the *Mario* games, with a couple of minor twists thrown in here and there. Your quest is to make your way through seven worlds, each of which comprises several levels. (Wow. Déjà vu.) You move through the horizontally scrolling scenery, all of which looks amazingly familiar, jumping on enemies and gathering power-ups that give you extra abilities like flying, shooting and indestructibility. The power-ups are usually found by jumping on cubes embedded in the ground or by using your head to bop cubes above you. As you advance, you'll find pipes with secret entrances and surprises like free lives hidden in the sky.

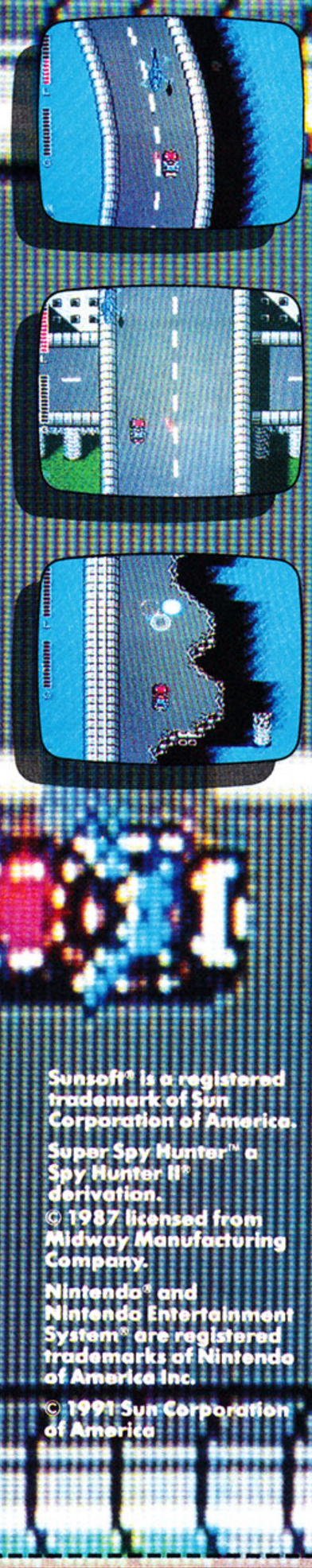
Other power-ups include: the spin cycle jump, which causes your character to spin into nearby enemies; the boomerang bananas and throwing starfruits, which can be fired at approaching meanies; and the darn big frog, which lets you gobble up attackers for free lives. In addition, special letter cubes give you a chance to get a boss-beating beastie who will help you fight the world-end boss. Get three of the same letter, and the boss beastie is yours.

Your character has a selection of special moves that he can call on when the need arises. For example, if you hold down the "B" button, your character will "build up steam," allowing you to run faster and take longer or -

SUNSOFT®
for the Nintendo Entertainment System®

SUPER SPY HUNTER™

ALL-OUT ASSAULT AT WARP SPEED.



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

Super Spy Hunter™ a Spy Hunter II® derivation.
© 1987 licensed from Midway Manufacturing Company.

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

© 1991 Sun Corporation of America

JOIN The Club

The Sunsoft Blasterz™ Club is your ticket to the inside. Get a 1 year membership, 3 issues of the Sunsoft newsletter "Blast-On," plus an official membership card, erasable score card with marker, and Blasterz stickers. All for just $5.

Name _____ Age _____

Address _____

City _____

State _____ ZIP _____

Mail this coupon with a check to:
Sunsoft Blasterz Club
11165 Knott Ave.
Cypress, CA 90630
Please allow 8-10 weeks for delivery.

COMING SOON

Official Nintendo Seal of Quality

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

higher jumps. In addition, he can climb walls and use something called a flying dash attack, which rolls him along the ground like a bowling ball, blasting everything in his path.

Yes, this jumping-and-shooting contest might as well be called *Super Mario Bros. 4*, but that isn't necessarily bad. Jaleco gets no points for originality, of course. Still *Squashed* is entertaining enough. If you just can't get your fill of the Mario Bros., this one belongs plugged into your NES. But don't be surprised if you get the feeling you've been there before.

—C. W.

Jaleco
310 Era Drive
Northbrook, IL 60062
(708) 480-1811

Champions Forever Boxing

NEC

For the TurboGrafx-16 ($61.99)

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

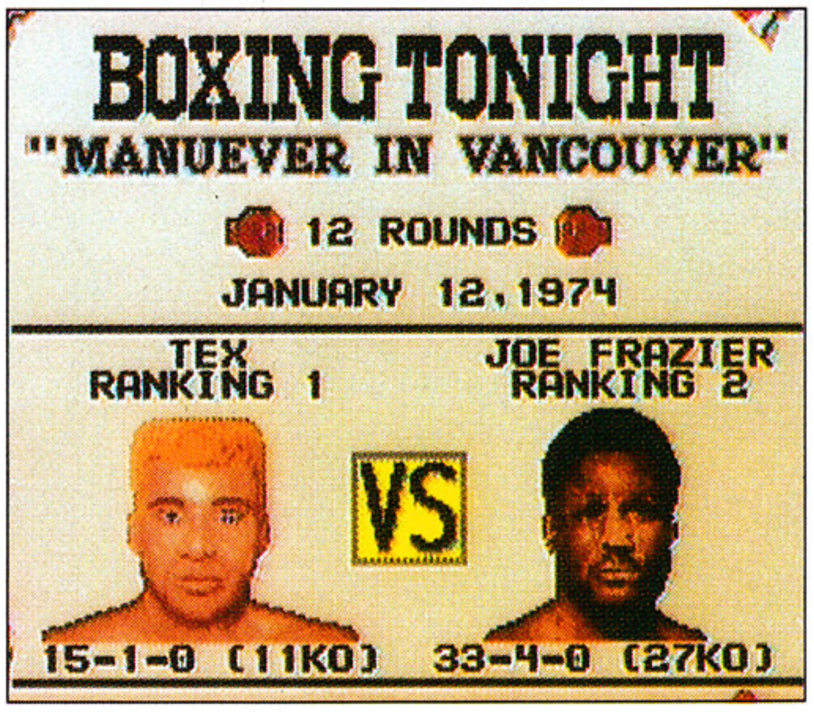
Tired of those cartoon boxing games that put you in the ring against 20-foot giants with supernatural powers? Looking for a *real* boxing challenge—one that requires you to float like a butterfly and sting like a bee? Try *Champions Forever Boxing* and take your best shot at five of the greatest pugilists in the history of the sport, each of them having reigned as the heavyweight champion of the world.

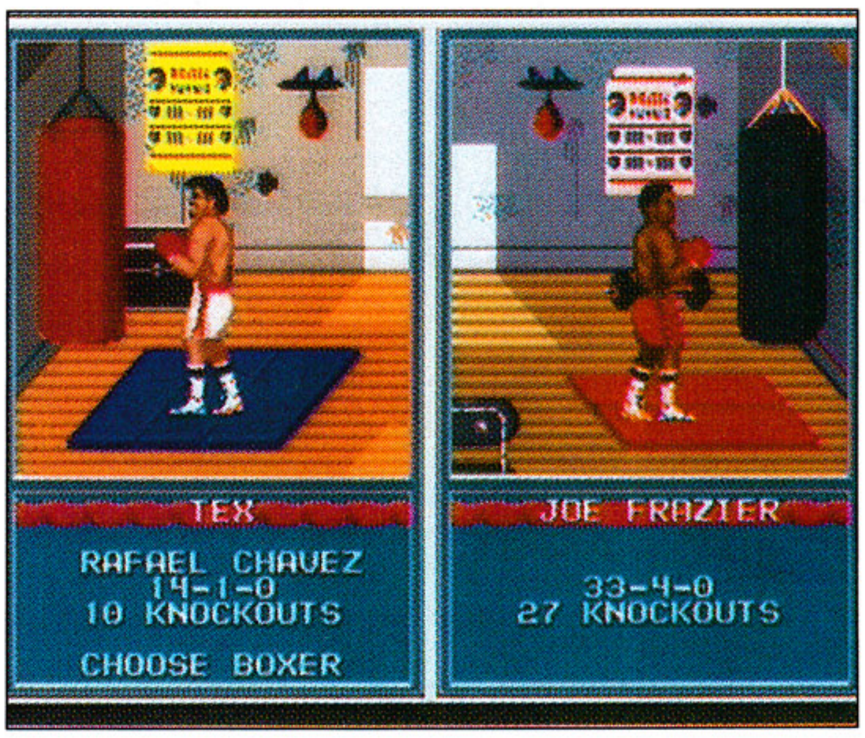
The game opens with cleanly digitized photos of this classic quintet. You'll see a bare-knuckled Muhammad Ali locked in a stare that must have intimidated his opponents for the better part of a decade. Shots of Ken Norton, Larry Holmes and Joe Frazier are equally stunning—each fighter is depicted in his prime, and yet the pictures all look like they were taken within minutes of each other, all under the same lighting conditions. There's even a youthful George Foreman with a full head of hair!

One or two players can participate, and there's also a one-player "career" mode that allows you to compete for the title over the course of a 14-year period, from 1968 to 1982. If you don't want to assume the persona of one of the five champs, there are three generic boxers to choose from, and you can rename any of these eight fighters any way you like.

The first thing you'll notice about *Champions Forever* is the intricacy of the control scheme. There are a lot of different button combinations that are used to maneuver your on-screen surrogate, and you'll have to master them all if you expect to defeat any of the computer-controlled opponents. Blocking is particularly important—if you just jump in and start jabbing away without discretion, you'll tire quickly and leave yourself open to a lot of powerful, accurate punches. This strong emphasis on strategy makes for a fairly realistic boxing simulation, a condition that's partly due to the game's well-rendered graphics and smooth character animation.

As the first TurboGrafx-16 boxing game, *Champions Forever* proves to be worth the wait.





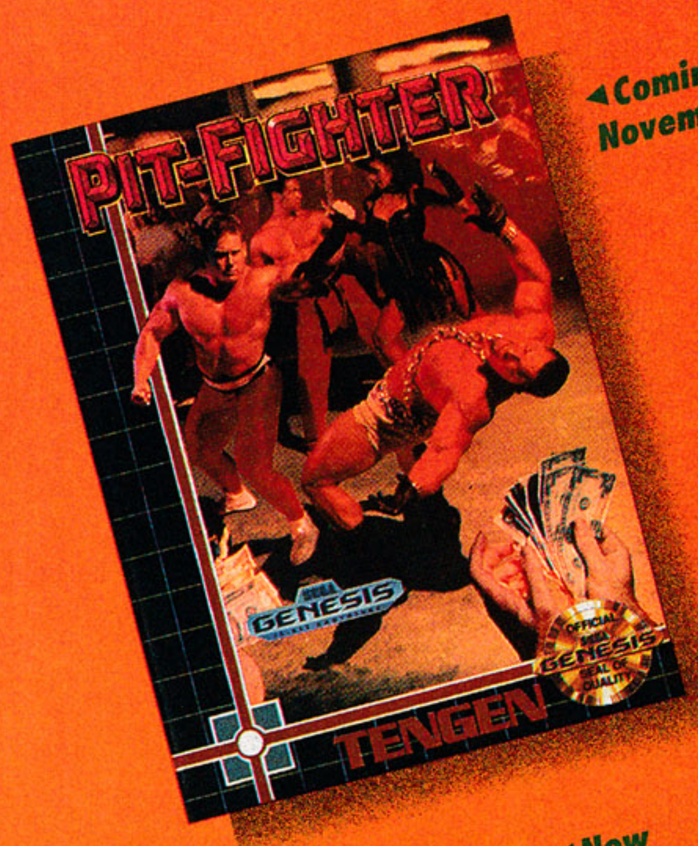
The two-player mode is really enjoyable, and it's a lot less frustrating if you play against someone whose gaming skills are roughly equal to your own. As a one-player game, it gets a bit redundant after a while. An uncompromising commitment to realism seems to have taken a bit of the fun out of the game—there are no surprise opponents, no hidden Achilles' heels or any of the other neat elements that gave games like *Punch-Out!* a huge word-of-mouth following. This is boxing in its purest form, and I guess that's not necessarily a bad thing.

My only real complaint is one that applies to a lot of other games for all of the game systems. In the city where I live, *Champions Forever* could cost as much as $67 when state and local sales tax are included. Make no mistake, I'm *not* saying that the game isn't worth that much money—on the contrary, this is a fine product that deserves a place in your collection. But it still hurts when a game retails for more than half of the price of the machine it's played on.

As the first TurboGrafx-16 boxing game, *Champions Forever* proves to be well worth the wait. It's not a first-round knockout, but compared to boxing games on other systems, it's definitely a contender.

—Chris Bieniek

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



◀Coming in November!

Coming in December!▶

Coming in November!▶

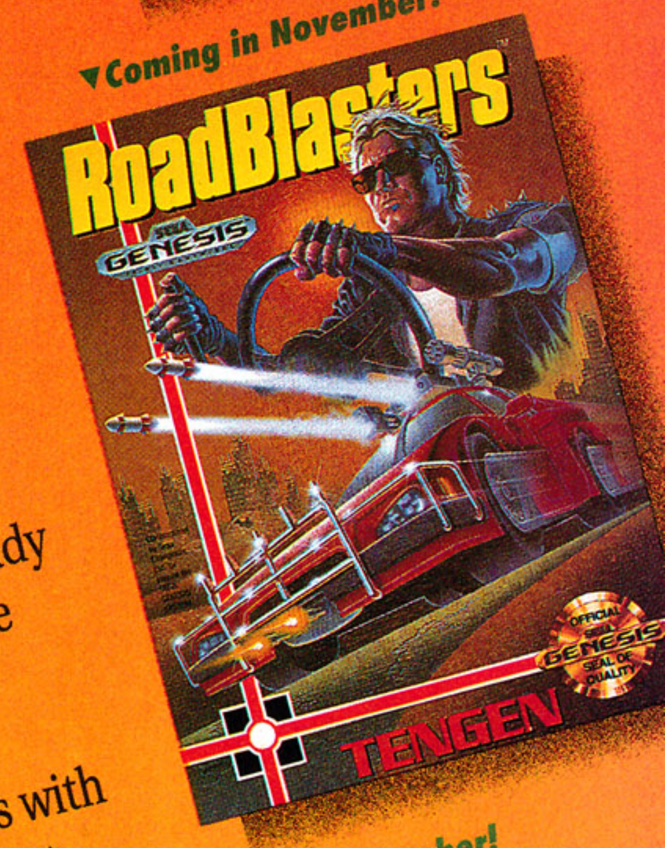
Also available *now* for play on Nintendo®!

◀Now available!

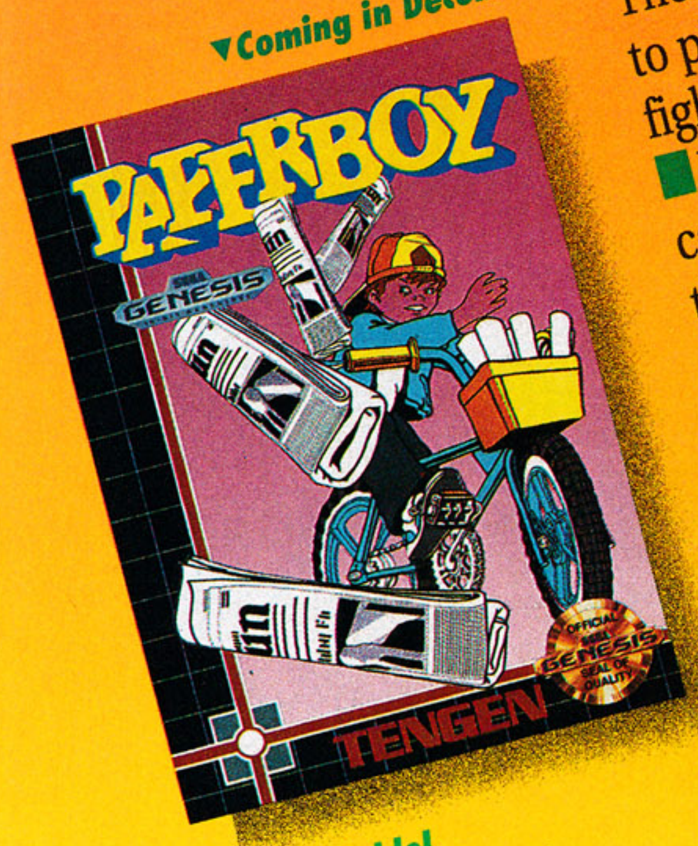
Also available *now* for play on Nintendo®!

Catch these hits on your Genesis™... Now the arcades come home!

▼Coming in November!

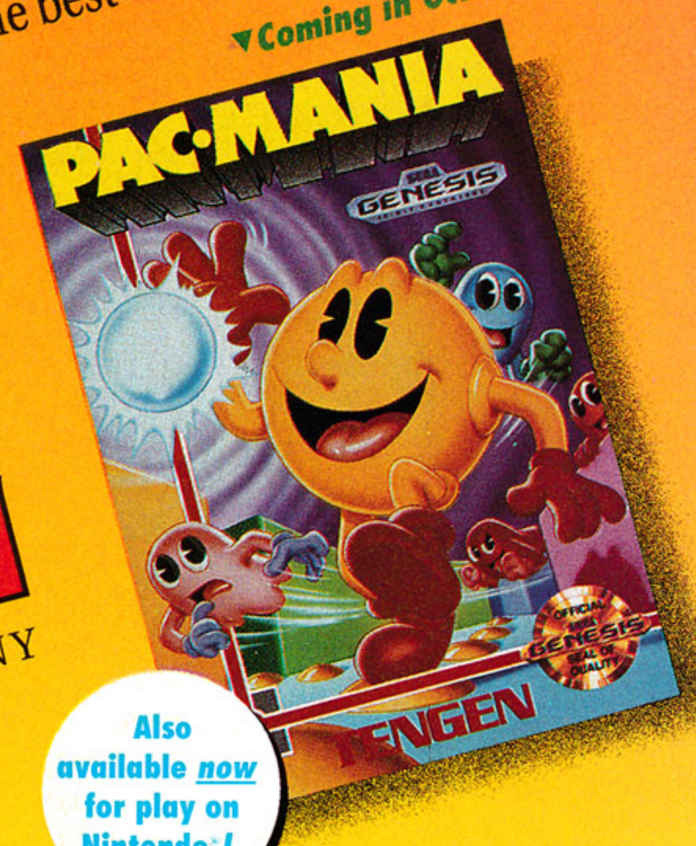


▼Coming in December!



These games made it to the top of charts in the arcades. Now get ready to play them at home! ■ **PIT-FIGHTER** uses digitized images of live fighters for super realistic hand-to-hand combat action! ■ In **RAMPART**, you're a medieval king building and conquering castles! ■ **RBI BASEBALL 3**'s awesome graphics, real pro players with their 1990 stats, and Division Winners from '83-'89 make it the best game around! ■ Drive a super armed car in the deadliest race of your life—**ROADBLASTERS**! ■ Perform breath-taking stunts at high speeds in **HARD DRIVIN'**! ■ If you'd do the job for free! ■ **MS. PAC-MAN**'s 36 mazes will amaze you! ■ **PAC-MANIA** fever will grip you when you play Pac-Man in 3-*D*—and jump over ghosts!

▼Coming in October!



Also available *now* for play on Nintendo®!

▼Now available!

TENGEN
AN ATARI GAMES COMPANY
675 Sycamore Drive, Milpitas, CA 95035

Call Tengen today to pre-order these smash hits with VISA/MC:
1-800-2-TENGEN
(1-800-283-6436).
Or go to your retailer when these games are available!

Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo is a registered trademark of Nintendo of America, Inc.

CIRCLE #126 ON READER SERVICE CARD.

THE PLAYER'S GUIDE TO ELECTRONIC GOLF

BY BILL "9 IRON" KUNKEL

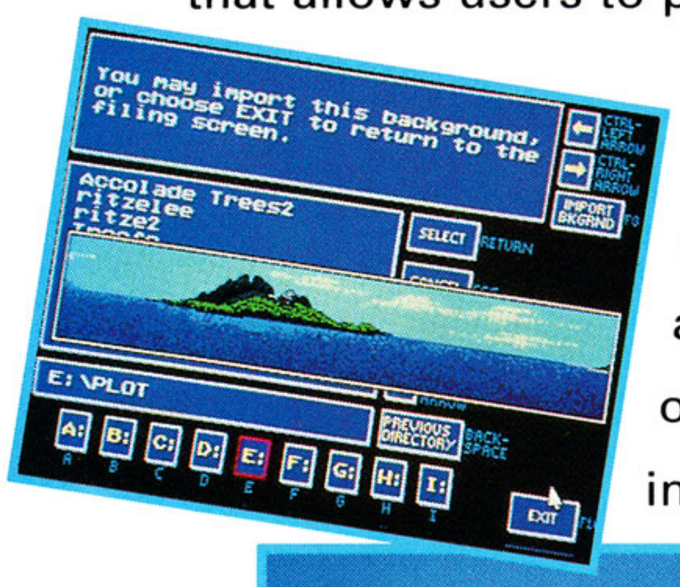
"Fore!" My goodness, it's getting crowded here at the Computer Country Club. In the past year (see "Computer Country Club," June 1990, VIDEOGAMES & COMPUTER ENTERTAINMENT, for a detailed look at earlier electronic links competitions), golfing simulations have been one of the major growth areas in entertainment software. These days, you can't swing a simulated putter without giving a fellow duffer a concussion.

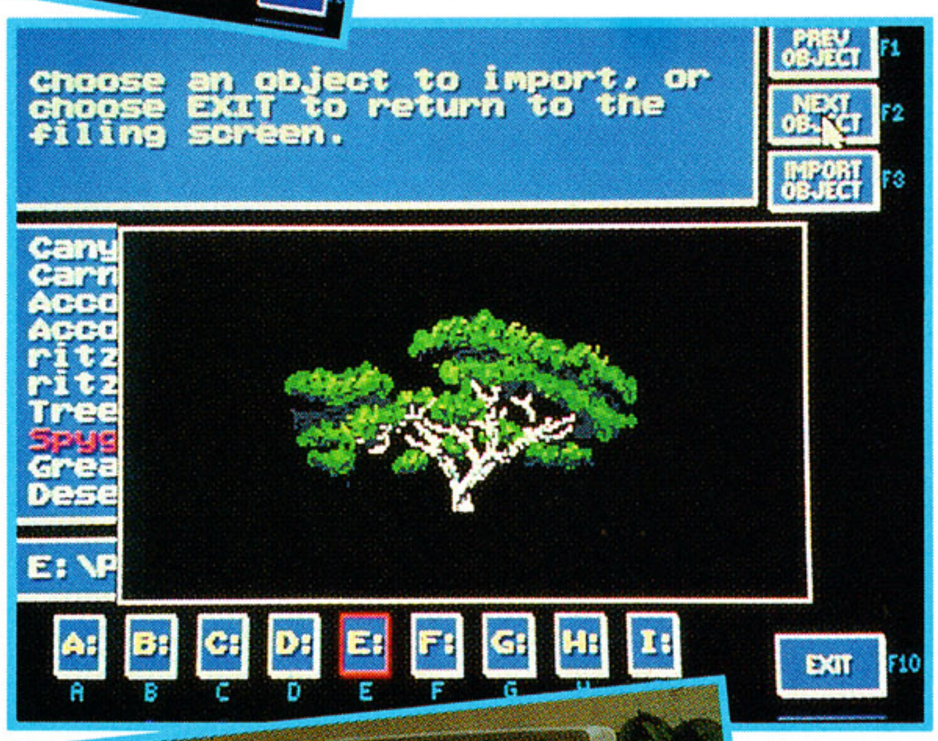
In the computer arena, last year's most popular entry, Ned Martin and Sculptured Software's *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf* (Accolade) is now supported by several course disks, including; *The Major Courses of 1989*, *The International Course Disk*, *The Major Championship Courses of 1990* and *1991* and *The Great Courses of the U.S. Open*. These disks offer a broad spectrum of courses, some of which include Kemper Lakes, Shoal Creek and Baltusrol, just to name a few.

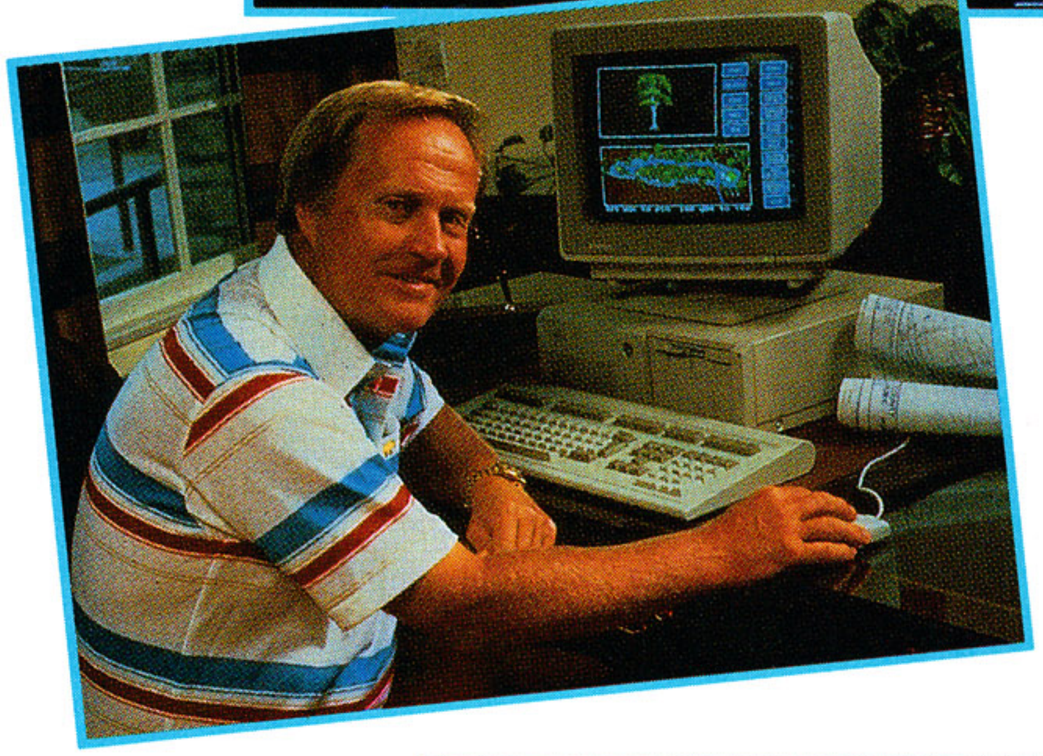
Additionally, Accolade and the creators of *Jack Nicklaus' Greatest 18 Holes* brought us a new game: *Jack Nicklaus' Unlimited Golf & Course Design*. A dream construction kit for computer duffers, *Unlimited Golf & Course Design* is certainly the most elaborate, yet user-friendly, roll-your-own golf course program ever produced. Gamers begin the design process by first

Above (left and right): *Jack Nicklaus Presents the Major Courses of 1990* and *The International Course Disk*. Left: *Jack Nicklaus Presents the Major Championship Courses of 1991*.

"routing," or creating a rough layout for the entire course, then placing individual touches on each of the 18 holes. Trees, bushes, water, rocks and even houses can be positioned to exact user specifications; there's even a drawing program that allows users to produce their own objects. Finally, the user moves to the paint program, which allows the user the option of "climatizing" their course with







Top and second from the top: *Jack Nicklaus' Course Designers Clip Art, Volume I*, is the first of several planned clip art disks.
Above and right: *Jack Nicklaus' Unlimited Golf & Course Design.*

Non-Gaming Golf Programs

Not all golfers will links-related software deals with want to simulation of the game itself. check out *Personal Pro—Interactive Golf Instruction* from SGA's *Fantasy Golf.* The MicroLeague Sports, for example, is an interactive instructional program designed to help the average golfer improve his or her game. A swing consultant analyzes, diagnoses and corrects problem areas; animated diagrams pinpoint physical game flaws; an experience profile records the user's personal golfing history; the interactive analyzer feature adapts the program as the user's game improves; and checklists are to help the user improve on golfing difficulties using a problem/solution checkoff system.

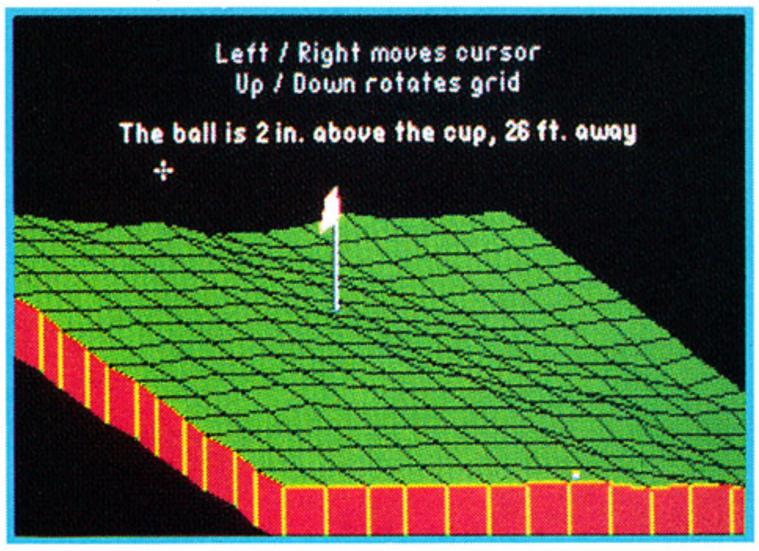
In the future, MicroLeague promises additional disks that will even allow players to calculate their handicap.

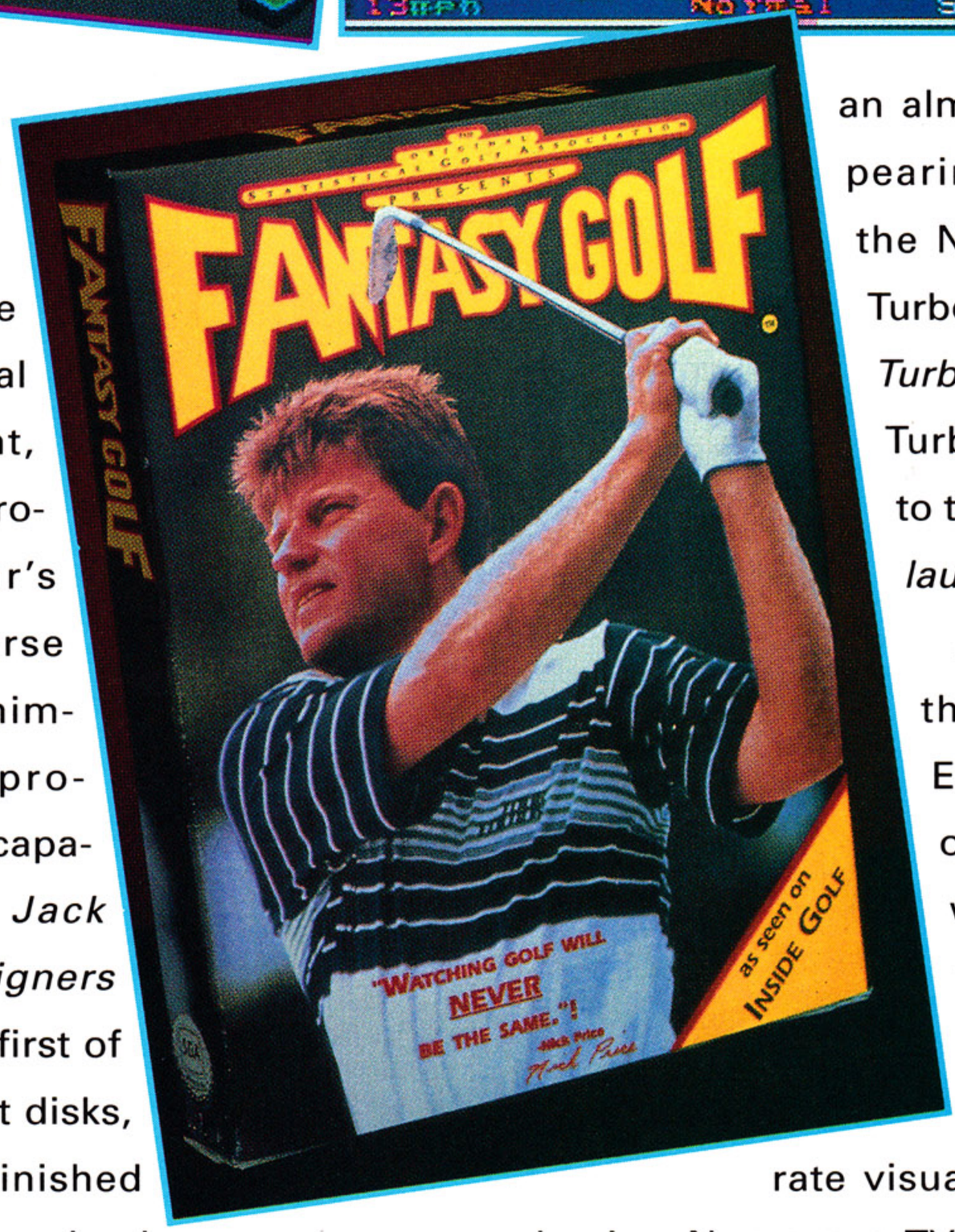
Meanwhile, fans of professional golf and pro SGA (Statistical Golf Association) is a national network of golf enthusiasts whose founders developed a software program that enables members to create their own league, comprising up to 12 ten-golfer teams. The system works much like the fantasy baseball-football programs in which manager-owners "draft" pro players and are awarded points based on their real-world performance.

Every Monday, *Fantasy Golf* team owners fill in the results of the weekly pro tour on their fantasy score card. The software then compiles the stats and computes each team's score and standing.

Because of limited distribution, gamers interested in forming a *Fantasy Golf* league should call SGA directly at (800) 800-4SGA.

PGA TOUR Golf, by Electronic Arts, for the Sega Genesis (left), will also be released in Super NES format (right). Bottom: SGA's (Statistical Golf Association) _Fantasy Golf_.





a choice of desert tones, bright greens or a varicolored autumnal color scheme.

Muirfield Village, the site of Nicklaus' annual Memorial Tournament, is included with the program, as is the Bear's Track, a fictional course created by Nicklaus himself by using this program's course-design capabilities. In addition, *Jack Nicklaus' Course Designers Clip Art, Volume I*, the first of several planned clip art disks, offers users over 70 finished course objects, three new land plots and nine new scenic backgrounds, in addition to a bonus course: Arizona's Desert Highlands Golf Club.

The original Nicklaus program, meanwhile, *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*, proved so successful that it has been transferred to the video-game universe on an almost unilateral level, appearing on everything from the NES (from Konami) and TurboGrafx-16 (*Jack Nicklaus Turbo Golf* from Accolade in TurboChip and CD formats) to the Game Boy (*Jack Nicklaus Golf* from Tradewest).

PGA TOUR Golf, new this year from publisher Electronic Arts and developer Sterling Silver Software, impressed electronic links mavens everywhere with its deft combination of first-rate visuals and simple play mechanics. Numerous TV-style camera flourishes are featured, including a "tour" of each hole from pin to tee before the gamer tackles it. *PGA TOUR Golf*, like *Jack Nicklaus' Greatest 18*

NO GUTS! NO GLORY!

NFL PRO LEAGUE FOOTBALL...
COMPUTER SIMULATION GAME

It's 4th and goal from your opponent's 2 yard line, you trail 20-17, time for one more play. Do you kick the field goal and go into overtime or do you call a 24 counter trap to your fullback. In the NFL there is only one way to look at it... No Guts! No Glory!

New graphics featuring NFL Teams and official uniforms.

UPGRADES AVAILABLE

COLLEGE FOOTBALL ALSO AVAILABLE

From league play, to head to head, to historical replays NFL Pro League Football features endless strategy, unrivaled graphics, an abundance of statistics, in a game so real, USA TODAY has used it to project the last 4 Super Bowls!

NFL Pro League Football features: Weather conditions, 2 billion play combinations, a league play feature that allows a coach not to be present to play, stats compiling, and 3 seasons of NFL teams (with player names and statistics). And just look at these print out options: Post Game Stats, Play by Play, League Standings, Season Stats and League Leaders, to name just a few!

IBM EGA/VGA Screen

NFL Pro League Football is available for IBM or Compatible Computers with EGA or VGA Graphics. Printer is optional.

Officially Licensed Product NFL **MICRO SPORTS** LICENSED BY NFL PLAYERS

1 - (800) - 937 7737

ALL USA ORDERS SHIPPED UPS 2ND DAY AIR.
For Credit Card Orders and pricing call 1-(800)-937 7737. Make checks payable to Micro Sports Partners - PO Box 1178 Hixson TN 37343.
Tennessce residents please include 7.25% sales tax.

IBM is a trademark of International Business Machines - NFL Pro League Football is a trademark of Micro Sports, Inc.

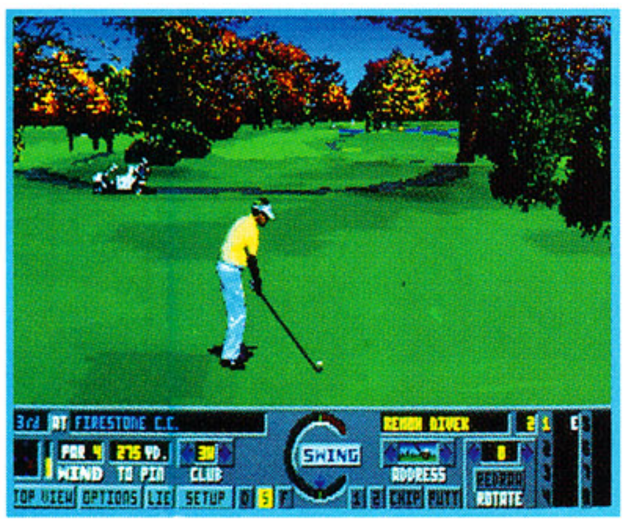
CIRCLE #107 ON READER SERVICE CARD.

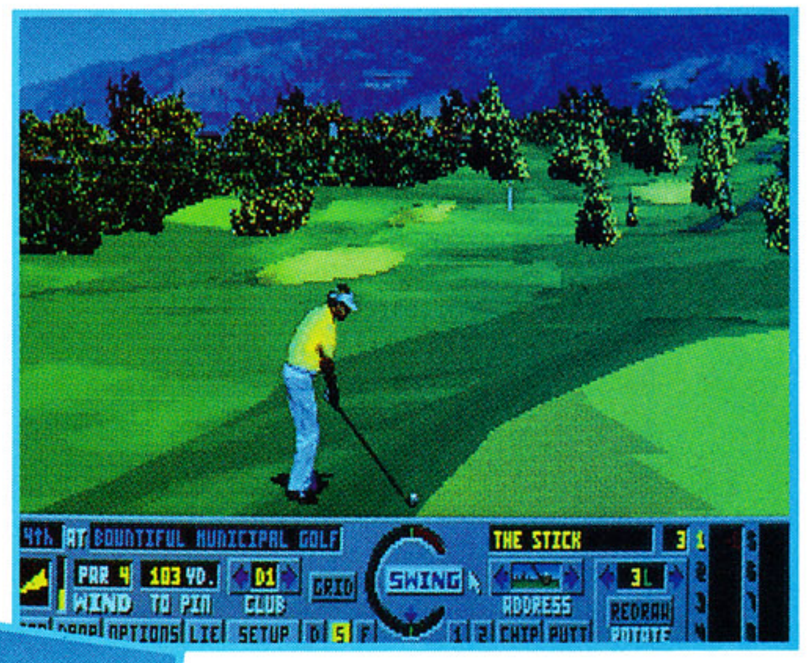
NMD&D ADVERTISING

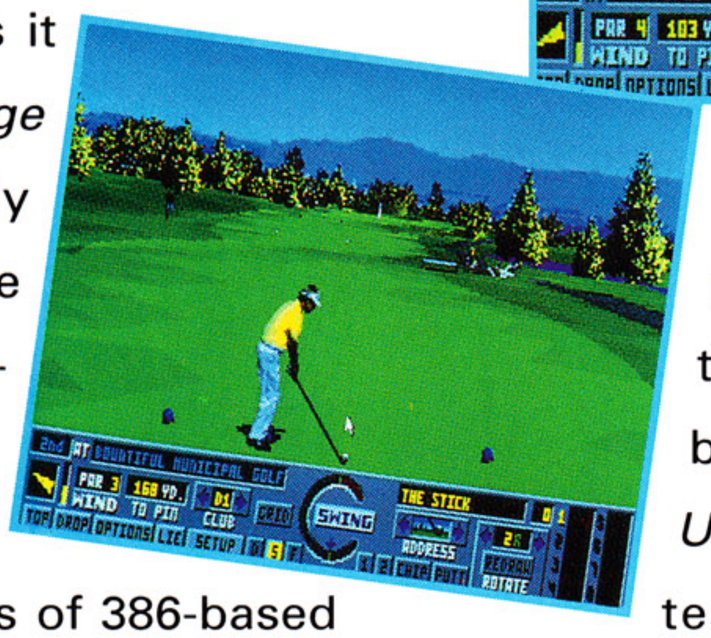
LINKS The Challenge of Golf, by Access Software, offers a variety of course disks to choose from, including Bay Hill, Bountiful, Firestone and a just-released fourth disk, Pinehurst.

Holes, has made the transition from computer to video game with good success, appearing in Genesis format with a Super NES version on the way.

The other major new entry on the computer-golf scene in 1991 has been Access Software's amazing *LINKS The Challenge of Golf*, a 256-color VGA-only PC simulation that stood the gaming world on its collective ear (or is it eye?). *LINKS The Challenge of Golf* combines a fairly sophisticated interface with visuals that totally redefine state of the art. *LINKS* has become one of those games all owners of 386-based VGA PC systems "just have to own," along with *Wing Commander, Red Baron* and the latest adventure from Sierra. *LINKS* pushes technology to the max and gives PC owners the chance to show friends and family what their amazing system can really do.







The success of *LINKS* has generated quick follow-up appearances by course disks for Bay Hill, Firestone and Bountiful, a little-known but amazingly beautiful course in Utah, near Access headquarters. Originally chosen for its "*access*ibility," the course turned out so well it was decided to release it as a course disk, while the original program includes the Torrey Pines Golf Course. At press time, *LINKS* and its three course disks all occupied selling positions in the Top 20.

In addition to the computer-to-video-game translations that were already mentioned, two new NES golf simulations will be showing up before the end of the year. *U.S. Open Tournament Golf* will be Nintendo's first golf game since the earliest days of the NES, while Atlus brings the amusingly titled *Super Real Golf Grand Slam* to the 8-bit NES world.

Even the handheld systems have jumped aboard the golfing bandwagon,

continued on page 66

PARASOL STARS™

THE STORY OF BUBBLE BOBBLE III

1 or 2 Player Action!

Get ready for some finger-searing action as Bubby and Bobby blast their way onto the TurboGrafx™-16!

This third installment in the Bubble Bobble™ series is packed with eye-popping 16-bit graphics spread throughout eight different worlds and countless levels!

Use four kinds of elemental drops (Fire, Water, Lightning, and Star) to overcome waves of nasties bent on ending your quest to rid the universe of the evil mastermind Chaostikahn!

Whether you play alone or have a friend join the fray via the TurboTap®, stay alert! Your only hope of reaching the final showdown is to unlock the secret of the Parasol Stars™!

AUTHORIZED TURBO GRAFX 16™ SEAL OF APPROVAL

WORKING DESIGNS

"TurboGrafx" is a trademark of NEC Technologies, Inc., "TurboTap" is a registered trademark of NEC Technologies, Inc. © 1991 Taito Corp. "Parasol Stars" and "Bubble Bobble" are trademarks of Taito Corp. Licensed from Taito Corp. by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. For a dealer near you call (916) 243-3417 ext. 190.

CIRCLE #125 ON READER SERVICE CARD.

THE ULTIMATE QUEST FOR FANTASY PRIZES PLAY AT HOME TO WIN!

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure…**but gets to keep it!**

It's up to you to guide him there to keep your share when the Treasure Master™ vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Scooter will have to be in top training to get there first because it won't be easy.

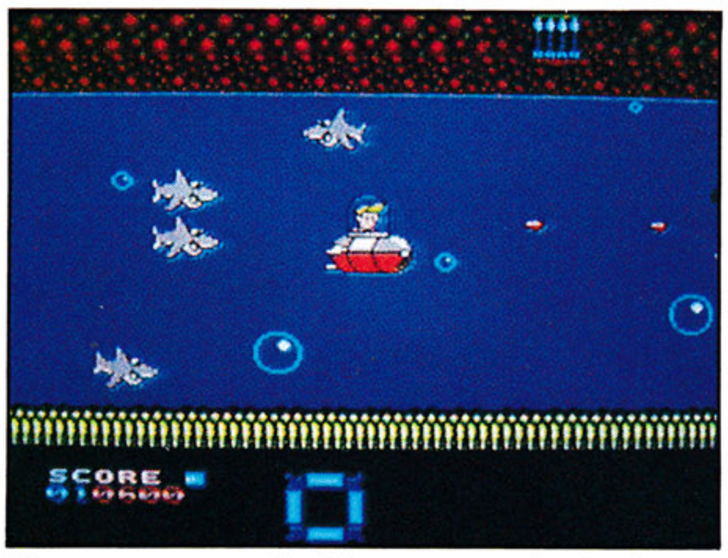
But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!

AS THE TREASURE MASTER YOU WILL:

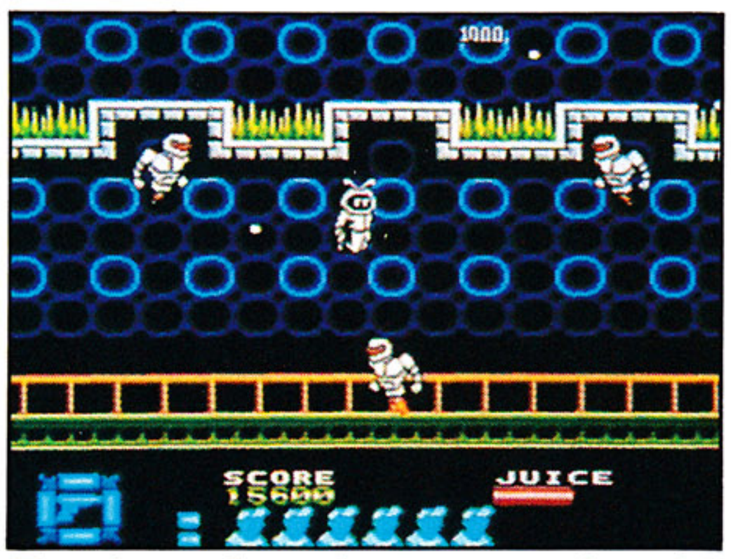
- Navigate treacherous depths in your personal submarine
- Explore exotic foreign planets
- Engage hostile aliens in arcade-style combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- Find the treasure within 12 hours of learning the Secret Password

Official Nintendo Seal of Quality®

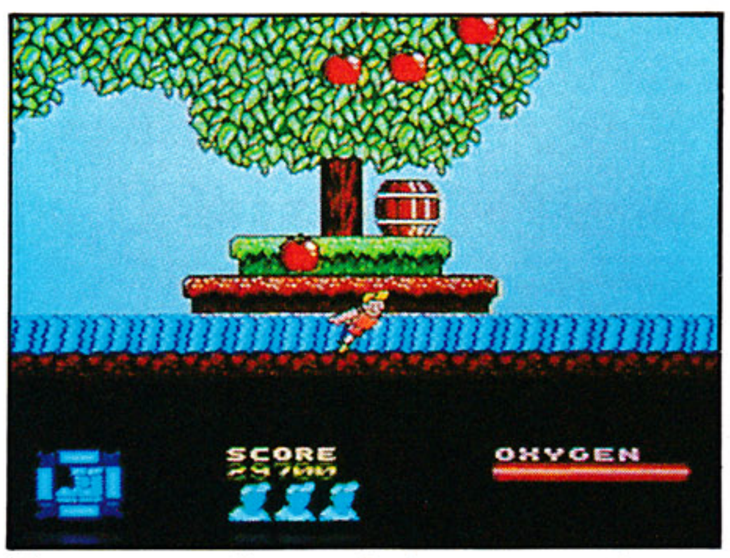
Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®



If your oxygen holds out, you're in for a blast.



Travel to a place where maps and roads don't exist.

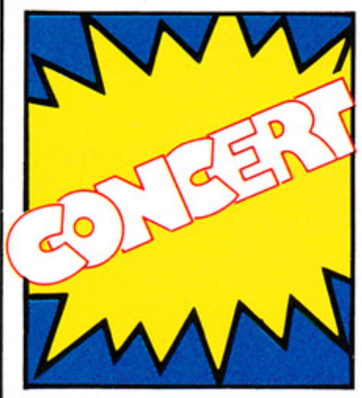


You can nearly touch the treasure, but will you get there in time?

$250,000 IN FANTASY PRIZES*

TWO GRAND PRIZE WINNERS

WILL CHOOSE ONE OF THE FOLLOWING:



FANTASY CONCERT

Anywhere in the U.S. for you and 3 friends.

- The best available seats
- All air and hotel for 3 days and 2 nights, plus $5,000 spending cash.

FANTASY GAME ROOM

- 50" big screen projection TV. Awesome component sound system.
- Super NES™ with 12 Super NES™ game packs installed wherever you want in the U.S.

FANTASY SPORTS SPECTACULAR

- The best available seats
- All air and hotel for 3 days and 2 nights, plus $5,000 spending cash.

$10,000 CASH EQUIVALENT

Create your own personal fantasy

250 SECOND PRIZES

SUPER NINTENDO® ENTERTAINMENT SYSTEM

36,000 THIRD PRIZES

Official poster-size TREASURE MASTER™ certificate

*See official Treasure Master™ Competition Rules for complete details.

DATE INFORMATION

- **April 11, 1992** at **12 PM EST** watch MTV from **12-1 PM** or call 1-900-370-TREASURE any time during the competition period and discover the secret password.
- You will only have **12 hours** to open the treasure vault **(April 11, 1992 12 PM until April 12, 1992 12AM).**
- **To be eligible we must receive your official Treasure Master™ registration before April 8, 1992.**

For more information call

1-900-370-TREASURE

(Call will cost $.50 per minute–ask your parents first.)

ASC AMERICAN SOFTWORKS CORP.

$5.00 CASH REBATE WITH 6 PROOFS FROM NESTLE® CANDY BARS
EXPIRES 1/15/92

The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes.

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

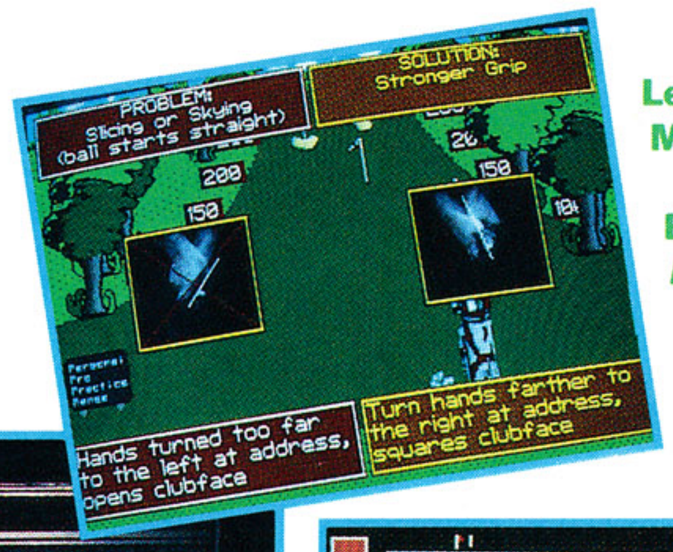
Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.

CIRCLE #129 ON READER SERVICE CARD.

continued from page 62

where golf simulations are now available for the Game Boy (Nintendo's *Golf* and Tradewest's *Jack Nicklaus Golf*), Game Gear (Sega's *Leader Board Golf*) and Lynx (Atari's *Golf*).

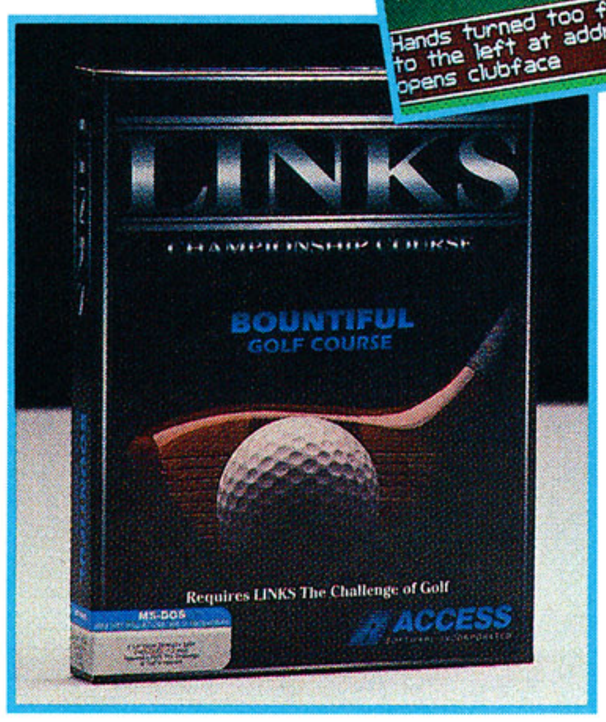
So get in the swing, all you armchair duffers, because electronic golf is clearly happening. Virtually every famous golf course on the planet has been simulated, and design-your-own features now allow game players to let their imaginations run wild. But best of all, you won't need a golf cart to cruise the fairways.



Left: *Personal Pro*, By MicroLeague Sports.

Below left: *LINKS Bountiful Golf Course* disk.

Below: *Jack Nicklaus Turbo Golf*.



A Survey of the Electronic LINKS

GOLF SIMULATIONS:
COMPUTER GAMES

Championship Golf: The Great Courses of the World Vol. 1 Pebble Beach (GAMESTAR/ACTIVISION) The first serious attempt to simulate a full-course golf game, this dates back to the days of the PC Jr. A superb job by Brian Fargo and Interplay Productions. The behind-the-golfer viewpoint, multiple camera angles and all-purpose interface has been adapted by other designers many times over the years. No further volumes were ever issued.

World Tour Golf (ELECTRONIC ARTS) This solid simulation from Evan and Nicky Robinson and Paul Reiche was the first computer golf simulation to appear on multiple systems, including the C-64. *World Tour Golf* lets the gamer use surrogate golfers modeled on real links champions (Jack Nicklaus becomes "J. Snicklaus"). The game includes 12 courses and a course-construction set.

Mean 18 (ACCOLADE) Microsmiths' golf simulation may not be the most visually impressive of its era, but it was one of the most successful. Designed for ease of play, *Mean 18* was voted "Best Simulation" in 1986 by the Software Publishers Association (SPA). Graphics have a simple, almost cartoonish look; the on-screen golfer is seen from above and behind as he hits the ball into the distance.

Pebble Beach and St. Andrews courses were included with the game, along with a make-your-own course construction module. At least six *Mean 18* course disks have been subsequently released.

Leader Board (ACCESS) Bruce and Roger Carver used sophisticated animation techniques in *Leader Board* to capture the interest of electronic duffers. It captured and improved on the realistic look of *World Tour Golf* while offering the simplicity and ease of play offered by *Mean 18* .

World Class Leader Board (ACCESS) This enhanced version of *Leader Board* included Champions-Cypress Creek, Doral Country Club, St. Andrews and the mythical Gauntlet Country Club, as well as a course editor for modifying each one. This was subsequently reissued in PC format with Real Sound.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf (ACCOLADE) Ned Martin and Sculptured Software, in association with the Golden Bear himself, produced this successor to *Mean 18*. The beautifully rendered courses include St. Andrews, Riviera, Augusta, Baltusrol, Muirfield, Merion, Oakmont, Royal Lytham and the ubiquitous Pebble Beach. One to three human players can compete, or the user can opt to go head to head with one of a quartet of computerized golfers, including one based on Nicklaus himself. Features include wind direction/intensity, hazards, random pin placement (no hole plays the same way twice) and skins scoring/stroke play options. Several course disks are available.

Jack Nicklaus' Unlimited Golf & Course Design (ACCOLADE) This ultimate golf construction set allows users to create any course in the world. The program supports all *Jack Nicklaus'* course disks. The first supplemental disk is already available: *Jack Nicklaus' Course Designers Clip Art, Vol. I.*

California Pro Golf (VIRGIN/MASTERTRONIC) This budget links simulation offers tournament or match play, two courses and club selection.

Greg Norman's Shark Attack! (VIRGIN) Greg Norman hosts this journeyman golfing simulation with putting and driving ranges, variable play levels, matchplay/strokeplay, wind and weather conditions.

Challenge Golf (ON-LINE ENTERTAINMENT) A stylish-looking British entry that offers, among other features, four courses, instant replay, save games, club selection and power/curve controls. Nice-looking 3-D graphics.

PGA TOUR Golf (ELEC-

TRONIC ARTS) For a combination of great visuals and ease of play, this is the golf game of choice, circa 1991. Before each hole, the "camera" pans to the hole and back to the tee, covering the entire distance to give the user a sense of what lies between him or her and the pin.

LINKS The Challenge of Golf (ACCESS) State of the art in terms of its visual presentation. Glorious graphics, unparalleled realism and a good interface. Every inch of every course is mapped in painstaking detail. Available course disks include Bountiful, Bay Hill and Firestone. Torrey Pines is included with the game disk. With Real Sound, but no course-design capability.

Fantasy Golf (SGA) A utility program that allows gamers to set up a fantasy golf league.

Personal Pro (MicroLeague Sports) An interactive golf instruction that's geared to the individual user. Not a game. Designed for the weekend golfer, rather than the pro.

GOLF SIMULATIONS: VIDEO GAMES

Golf (MAGNAVOX FOR THE ODYSSEY²) One of the earliest golf simulations. Even without scrolling, it offered an entertaining, albeit crude, version of the game.

GOLF (NINTENDO FOR THE NES) Mario stars in this early home version of Nintendo's Vs. Golf coin-op. Choose clubs, stance, swing and the angle of impact.

Pebble Beach (BANDAI FOR THE NES) The most frequently simulated golf course in the world comes to the NES in this multiperspective game. The main window offers the standard perspective, while the top of the screen contains an extremely unusual side view.

Lee Trevino Fighting Golf (SNK FOR THE NES) Despite the title, this is a fairly traditional golf simulation. One unique feature comes after hitting the ball and watching it fly into the distance: The viewpoint quickly switches, and the ball is seen coming toward the player as it lands! Graphics include facial reactions by the on-screen golfer.

Golf Power (VIRGIN FOR THE NES) A solid NES adaptation of the computer game *Greg Norman's Shark Attack!* One of the better NES golf simulations.

Power Golf (NEC FOR TURBOGRAFX-16) The first golf simulation for the TG-16 did a pretty good job of combining behind-the-golfer and top-down views to produce a nice visual effect. Arcade-style golfing.

Jack Nicklaus Turbo Golf (ACCOLADE FOR THE TURBOGRAFX-16) A feature-laden TG-16 version of Accolade's *Jack Nicklaus' Greatest 18 Holes*. Includes tips from the Golden Bear. Available in both TurboChip and CD formats.

Jack Nicklaus' Greatest 18 Holes of Major Championship Golf (KONAMI FOR THE NES) You wouldn't think a game with such an unwieldy title would get around so much, would you? But here it is on the NES. Each hole is different, from the greens at Oakmont to the 14th at St. Andrews. Excellent.

Arnold Palmer Tournament Golf (SEGA FOR THE GENESIS) An excellent Genesis golf game with the visual impact that is lacking in the comparatively drab Genesis version of *PGA TOUR Golf*. Uses standard play mechanics, based around the use of a power/accuracy meter, and a traditional visual presentation.

PGA TOUR Golf (ELECTRONIC ARTS FOR THE GENESIS) An excellent translation of the first-rate computer game by Sterling Silver Software. Virtually all the play and features survived the transfer to cartridge in great shape, with the exception of the color scheme, which seems surprisingly limited for a Genesis game.

PGA TOUR Golf (ELECTRONIC ARTS FOR THE SUPER NES) Play four tournaments in this SNES version of the popular computer and Genesis game: the Player's Championship at Sawgrass; PGA West; the Kemper Open at Avenel; and the Honda Classic at Eagle Trace. Ten top PGA TOUR stars offer tips and suggestions, as in the other versions.

Top Player's Golf (SNK FOR THE NEO•GEO) Visually impressive cartridge is literally the same program as the arcade game of the same title. Split screen mixes behind-the-golfer and top-down perspectives. Not much strategy.

U.S. Open Tournament Golf (NINTENDO FOR THE NES) Brings the old Nintendo golf game up to date. Gamers can put backspin on the ball, get close-up looks at the pin and compete with 35 computerized golfers for a million bucks.

Super Real Golf Grand Slam (ATLUS FOR THE NES) There's interesting visuals in this NES game. The course is seen from a horizontally scrolling top-down view, with windows showing club, stance, shot, lie and position at the bottom of the screen.

GOLF SIMULATIONS: HANDHELDS

GOLF (NINTENDO FOR THE GAME BOY) A surprisingly playable version of the NES game. Two players can go head to head via the Game Link cable.

Jack Nicklaus Golf (TRADEWEST FOR GAME BOY) THE Game Boy version of the outstanding Accolade game.

Leader Board Golf (SEGA FOR THE GAME GEAR) Good-looking adaptation of the old Access game for the Game Gear.

Golf (ATARI FOR THE LYNX) Large character graphics highlight this Lynx golf simulation with club selection, wind effects and swing and stance settings.

MINIATURE GOLF: COMPUTER GAMES

Mini-Putt (ACCOLADE) Three graphics windows are used to capture the look and feel of miniature (a/k/a putt-putt) golf. The main display consists of a behind-the-ball view, while secondary windows show the golfer and a top-down view of the entire hole.

Hole-in-One Miniature Golf (DIGITEK) Top-down and first-person perspectives are combined in this somewhat dated putt-putt program. The original package includes five course disks with three more supplemental courses available in a single package.

Will Harvey's Zany Golf (ELECTRONIC ARTS) This spectacular simulation offers both a superb rendition of traditional miniature golf as well as more exotic holes made possible through the magic of the computer. The only drawback to this program, which is the finest such simulation ever produced, is the lack of subsequent course disks.

MINIATURE GOLF: VIDEO GAMES

Miniature Golf (ATARI FOR THE ATARI 2600) Top-down bagatelle-type game is a lot of fun, but not much like miniature golf.

Zany Golf (ELECTRONIC ARTS FOR THE GENESIS) A disappointing translation of the superb computer game. Animation is slow and jerky, while the visuals have a grainy look. Still, even at 75%, it's the best miniature golf simulation available in video-game format.

Mini Putt (JVC FOR THE NES) The NES version of the Accolade disk game *Mini-Putt*.

ILLUSTRATION BY MIKE WEPPLO

Gaiares

STRATEGY GUIDE

PART II

by Donn Nauert

The human race has left the Earth an environmental wasteland, but, like the saying goes, "One man's trash is another man's treasure"—that's the way an intergalactic terrorist group sees it as well. They want to build weapons with the Earth's polluted waste. To aid Earth in its struggle, the United Star Cluster of Leealuth has sent two warriors with a modified spacecraft that carries the TOZ weapon system.

In this issue we'll take a look at the last four stages of *Gaiares*, where you'll try to save Earth and the human race.

Here's a little help if you can't get through all this. To get invincibility, at the beginning of each stage, press START to pause, then hold A and C and press L. All the action on the screen should stop. This lets you know you've done the trick correctly.

FOR THE GENESIS

STAGE 5

In this stage, you'll move up and down repeatedly. As you move up, you'll see stalactites made of ice. Be careful of the pieces that break off and fall. When you move down, you'll reach a lava flow. In this part, large fire balls will appear from the lava and break into pieces as they near you. Enemy ships will also be present as you go. Simply shoot everything in sight.

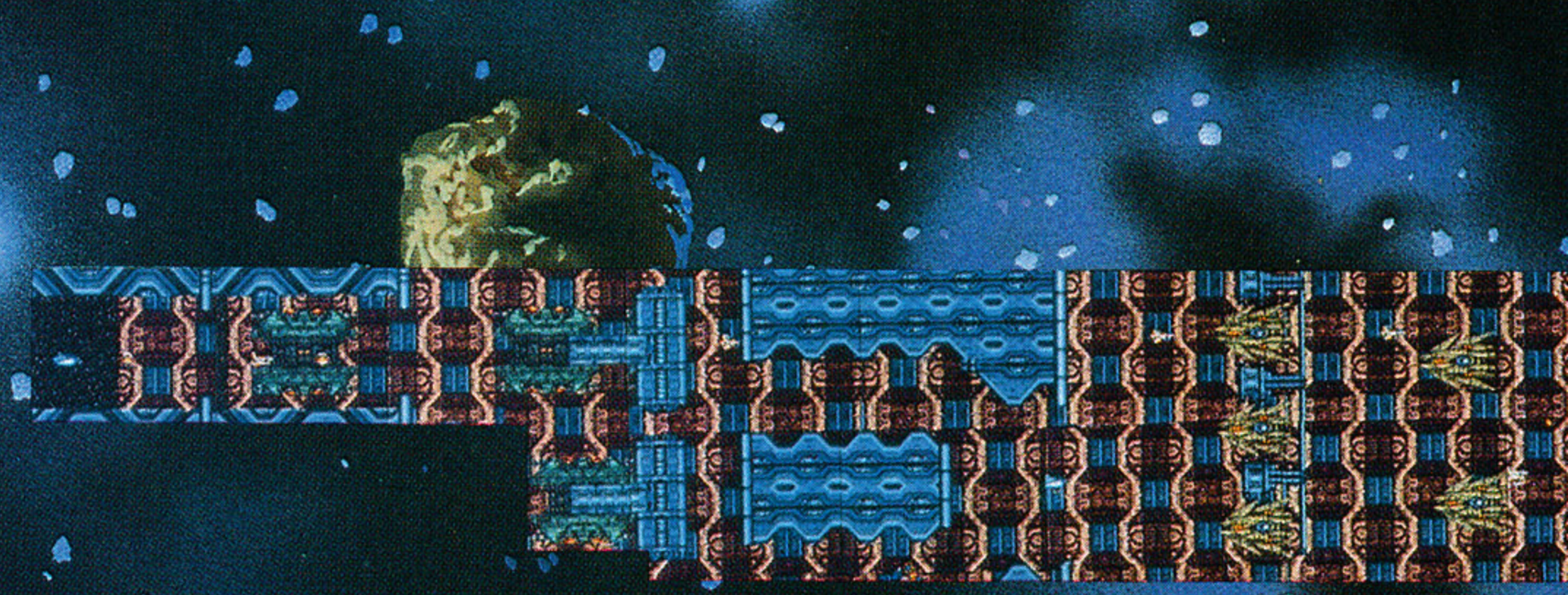
More enemy ships try to stop you from succeeding in your mission.

STAGE 6

This stage will start off with you battling a swarm of despiders.

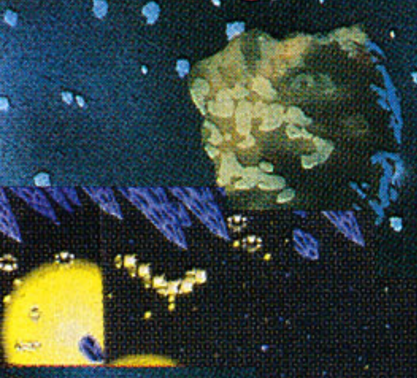
After the first few waves, these large moving tunnels will approach you from the left side of the screen. Maneuver your way through the middle of them as you take on a steady flow of despiders.

You'll now enter a deadly chamber filled with the game's largest enemies and mini-bosses. If you use the Giga-Beam or T-Braster, you can take out the enemies, but the biggest problem is maneuvering your ship through the narrow openings without hitting the walls. Though the map shows quite a few enemies coming at you at once, normally only two bosses will appear at one time.

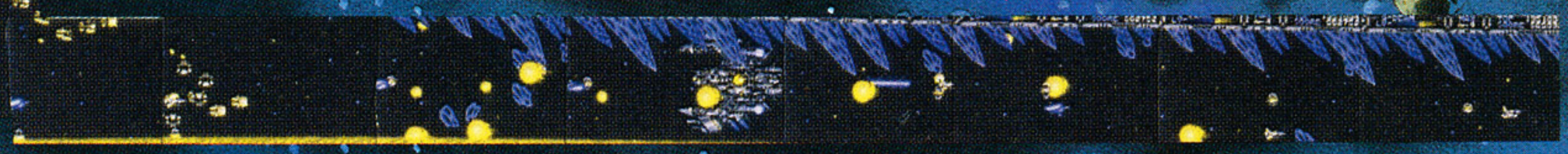


First up is the Gilbase...

This guy should look familiar. Try to obtain the Giga-Beam from it.

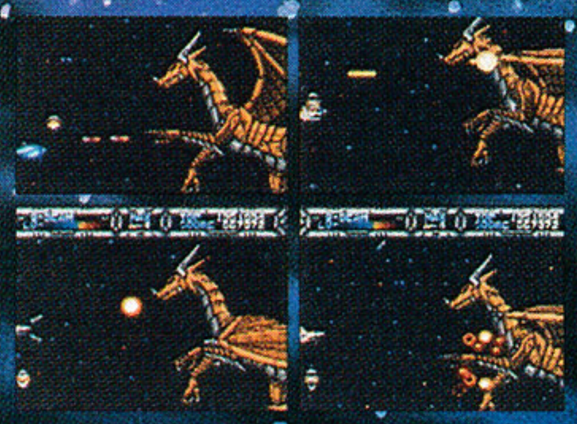


This is the last major obstacle before the end boss.



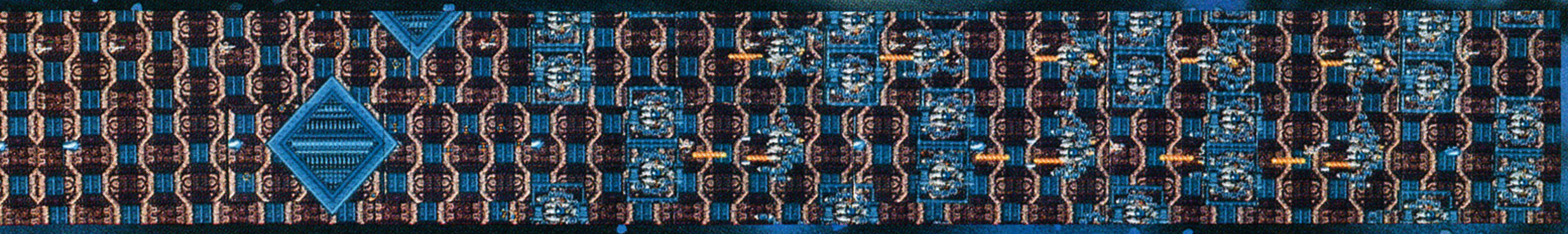
STAGE 5

END BOSS



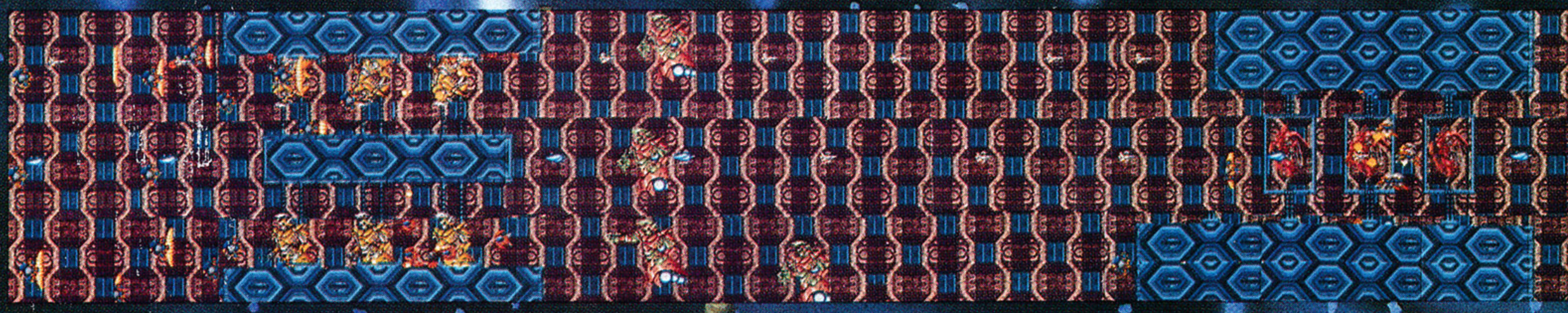
Initially, this dragon has four types of weapons it will use. The only one you really have to worry about is the fire ball. It'll track you for a few seconds, then disappear off the screen. Dodge until it disappears, or use your TOZ (since it's invincible) to destroy it. Your target on the dragon is right above the front or left arm, but you'll have to wait until the dragon lowers it in order to hit it. Once you destroy the arm, the dragon will shoot waves of fire at you. The waves are easy to avoid, and your target is still the chest area.

...followed by a slew of refredlys.



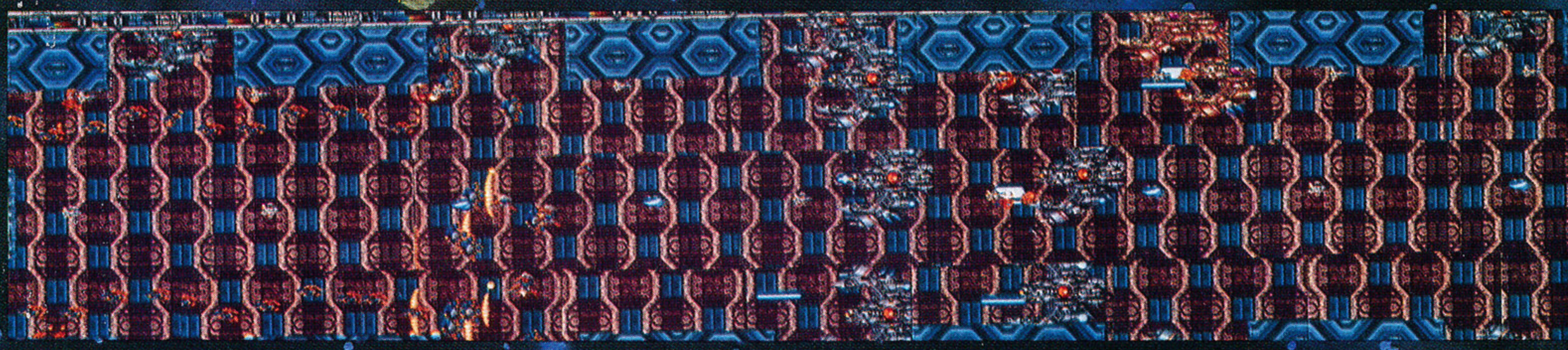
Now a couple of volkens get into the action...

...and these anonymous red guys put their two cents' worth in.



Don't think you'll find only mini-bosses—there'll be plenty of regular enemies to keep you busy. Look for a shield at the top of this section also.

Finally, this guy will appear. When you reach him, you'll know you're almost through the stage.

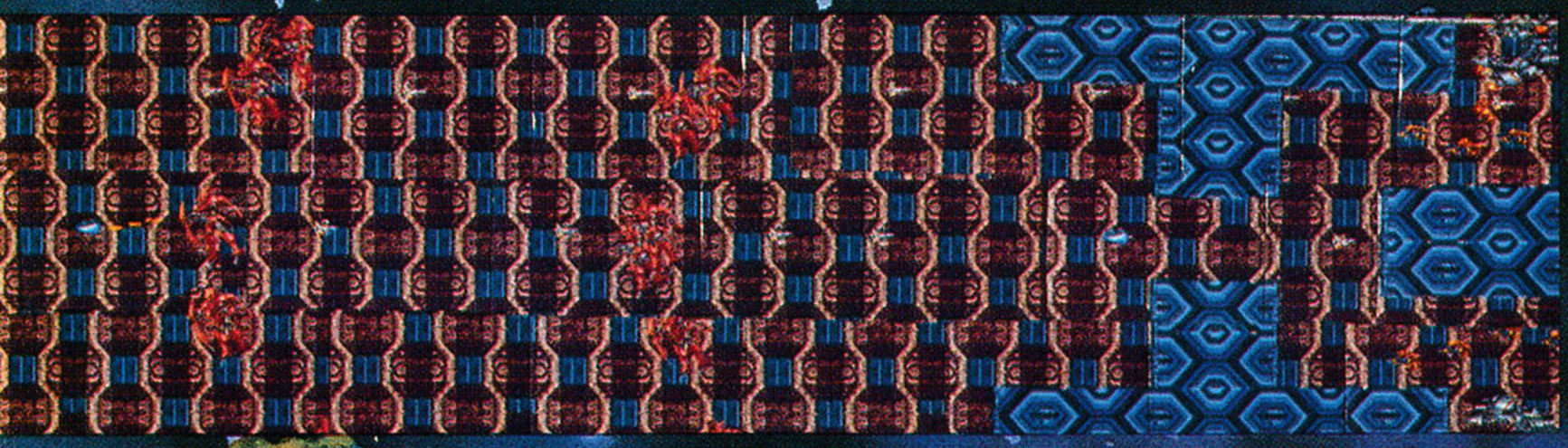


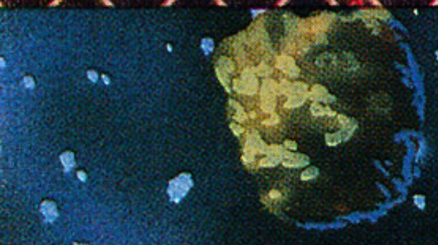
STAGE 7

This stage is made up of all the end bosses from Stages 1 to 6, with a few other enemies thrown in for good measure. In case you missed Part 1 of the strategy, here's how to defeat Bosses 1 through 4:
The Stage 1 boss, Galudia, will fire a three-directional shot and, when she puts her hands together, an energy blast. The shots are easily avoided, and you'll need to move up and down to avoid the blast.

Demarina, the Stage 2 end boss, will initially appear as a clam. You'll need to shoot the opening in front while avoiding the laser shots. Once she actually appears, she'll fire one small shot at you, then fire shock waves straight ahead. You can move up or down to avoid the small shot, but make sure you leave yourself plenty of room to get out of the way of the shock wave.

Death Ghetto will first materialize on the left side of the screen. Unless you have a homing missile-type weapon, you won't be able to do much at this point except dodge the rotating blades. After Death Ghetto sends three blades at you, he may move to the right side of the screen. He won't hurt you as he moves from side to side, but be ready for him to appear on the left side again. If he appears on the right side of the screen, blast him in the head with whatever you have. The first two blades will travel straight, but the last one will follow you. If you move in a counterclockwise pattern, you should be able to avoid it.

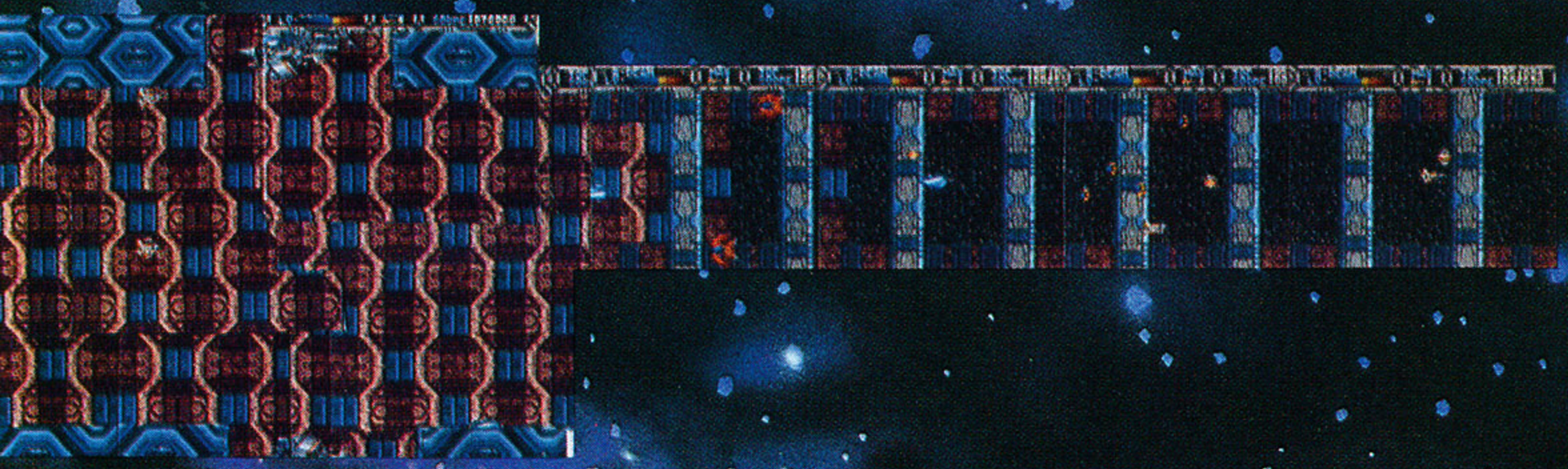




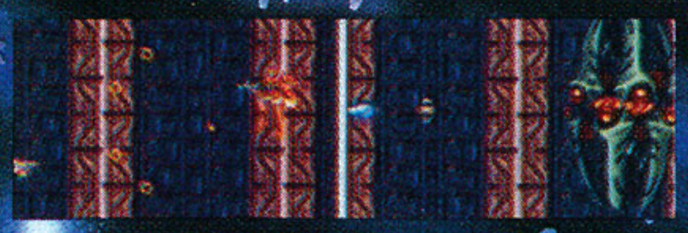
STAGE 6

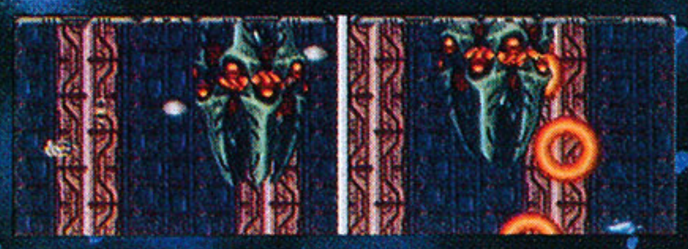
END BOSS

This character will hide behind his shield. His problem is that the shield is also his weak spot. When he's not shooting one of his weapons at you, pump as many shots as you can into the center of his shield. When his sword comes down, that's when you'll do damage. Avoid the energy blast by moving in circles, and use the TOZ to destroy it.



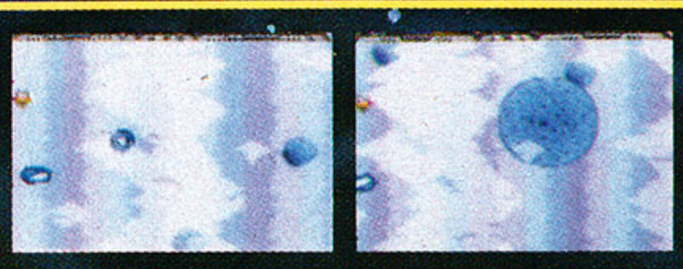
STAGE 8

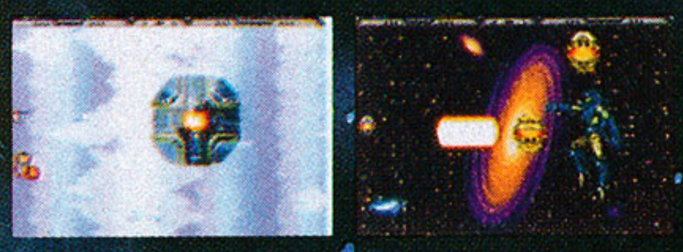




Guzalik will appear on the right side of the screen and begin to fire pulse shots at you, which can be easily avoided. It'll then move around the screen in a counterclockwise motion. Try to stay ahead of it as you also move counter-clockwise. When Guzalik stops, it'll fire large rings counterclockwise as well. There is an opening in the pattern at about 3:30 on the screen. Try to get to that position before it starts firing. To destroy Guzalik, you'll have to fire shots into the center.

To defeat the last boss of Stage 7, position yourself just above the center on the left side of the screen, and fire into the center of the machine. Watch for the claw that will shoot out, and as it does, move down to just below center. As it retracts it'll fire some shots at you, but if the TOZ is above you, it will absorb them instead. Now you can either move back up to the same position and repeat the process, or stay where you are, and move up as the claw comes at you again.





This is a very short stage. Only one enemy appears, but it shows up in three forms. First it'll appear as a large moon that fires asteroids at you, then as a gunship. Finally, it will appear in its true form. To defeat it simply fire away with whatever weapon you have. She will shoot a spread of single shots as well as large blast (if you have the Giga-Beam) that are easy to avoid. The large TOZ that she has will not harm you, so don't be intimidated by it.

Spine-

by Bill "The Crypt Keeper" Kunkel

ILLUSTRATION BY JIM MCDERMOTT

Tinglers

Welcome, mavens of the macabre, to VG&CE's third-annual survey of the new horror-oriented electronic entertainments. Playing host on such a gory tour is a grave responsibility, but anything is preferable to seeing our dear readers buried under a moldy mound of mysterious new releases. So toss another log on the fireplace, fear fans, knock back a serious slug of hot chocolate and we're off on a tour of the world's most spine-tingling software, circa 1991!

Movie Monsters

As usual, most of the game-generated characters who will evoke chills and shudders on our monitors and TVs were originally spawned on the silver scream, err, screen. Films such as *Darkman*, *Arachnophobia*, *Predator 2*, *The Terminator* and several others are making the transition from cinema to silicon this year.

The terminator, that loveable killer cyborg from a future in which the remnants of humanity are ruthlessly hunted down and expunged, promised us he'd be back. He kept his word, returning in comic books, a big-budget movie sequel (see below) and now, a major new computer title from Bethesda Software. *The Terminator* casts the gamer as Kyle Reese, urban commando from the year 2029, who has been sent back in time in order to protect Sarah Connor, the woman who will someday give birth to mankind's future savior.

***The Terminator*, by Bethesda Software, uses a more realistic first-person presentation, than the tried-and-true side-scrolling formula.**

Rather than rely on the tried-and-true formula of placing the player-character in a side-scrolling universe bristling with terminators, booby traps and power-ups, Bethesda opted for a more realistic, first-person presentation. Kyle moves about a computer simulation of Los Angeles complete with cars, stores and dance clubs.

The player also has the fascinating option of playing the game as the terminator, with its objective being the elimination of both Kyle and Sarah.

Gamers who prefer the more traditional, side-scrolling approach to licensed video games, however, will want to check out Virgin Games' *Terminator* game for the Sega Genesis. This version embraces the traditional virtues of good graphics and ease of play.

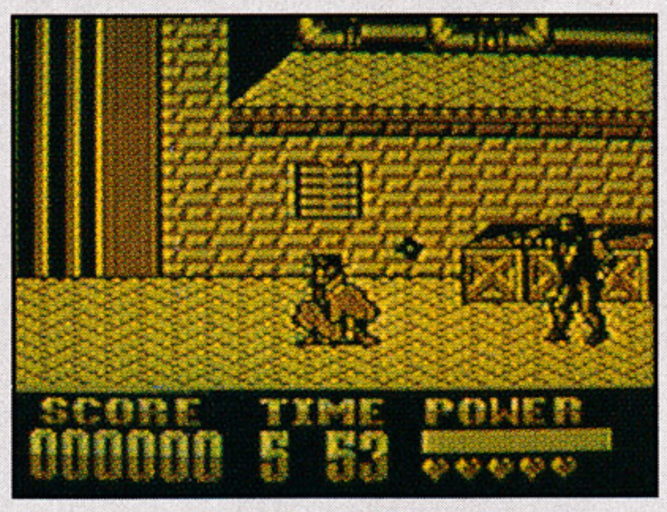
And while we're on the subject of Arnold Schwarzenegger's famous cinematic creation, perhaps the most eagerly anticipated of this year's movies-to-microcircuits monsters is Bally/Williams' coin-op version of *Terminator 2: Judgement Day*. The game was produced in close cooperation with the filmmakers, who supplied the arcade giant with advance access to everything from scripts to actual footage. For the first time since Disney Studios gave us *Tron* while Bally simultaneously produced a coin-op based on the film, moviemakers and game makers worked hand in glove to get maximum output from the film's incredibly expensive budget (*Terminator 2* is reported to have cost well over $100 million to produce).

Today's movie special effects carry increasingly more astronomical price tags, so it's only natural that movie studios want to optimize potential profit streams by steering their property into as many viable licensing avenues as possible. Cable, video, comic books and T-shirts have all proven to be compatible mediums for licensed movie characters, but the ever-expanding technological capabilities of interactive entertainment make the marriage of movies and electronic games perhaps the best match of all. Digitized sound and graphics, along with the burgeoning CD-ROM and CD-I technology, will allow state-of-the-art video, computer and coin-op games to duplicate entire scenes from favorite films while adding the benefits of interactivity.

Feature Film Nightmares

Other film fiends who are making the flight from silver screen to CRT include last year's surprise hit *Darkman*, the story of a brilliant scientist whose face and hands are destroyed by gangsters

but who uses ray-tracing, holograms and advanced computer technology to create perfect, masklike replicas of anyone. With these flesh-like masks covering his ruined face, he masquerades as his enemies and walks among them, taking his revenge as he goes. The chameleon aspect of *Darkman*'s story works perfectly in the side-scrolling adaptation from Ocean for the NES and Game Boy, as does his achilles heel: the masks decompose in less than an hour!



Darkman, for the NES and Game Boy, is a side-scrolling-style adaptation of the movie.

Ocean will also be publishing NES and Game Boy titles based on Paramount's upcoming cinematic treatment of "The Addams Family." Based on the Charles Addams cartoons, which appeared in *The Saturday Evening Post* for years, and the TV show from the '60s, the game brings back all the members of that "mysterious and spooky" family, including Gomez, Morticia, Pugsley, Uncle Fester and Lurch—the faithful butler. Addams Family fanatics can also look forward to a very special Christmas present: a CD-format game from NEC for the TurboGrafx-16 starring our favorite nuclear family!

While they were licensing every horror title that slithered in their direction, Ocean also announced PC and Amiga versions of *Nightbreed*, based on the commercially unsuccessful but interesting film by British scream-writer Clive Barker, best known for the *Books of Blood* series and the *Hellraiser* films. *Nightbreed* is the story of Median, a subterranean city long hidden from the eyes of mankind, which is home to a race of beings known as the "Nightbreed" or simply "the Breed." Boone is a member of the Breed who was unaware of his exotic heritage and, in fact, passed for human until the onset of maturity. Then his developing powers and some strange circumstances revealed his nonhuman nature. Boone's arcade-style journey into the depths of Median comprises the main element of this interesting adaptation.

Available on home computer systems, _Nightbreed_ focuses on the main character's journey into Median.

Gremlins in Your Game Boy!

Only gamers with extremely sharp memories will recall the first video-game treatment of the stylish Joe Dante film, *Gremlins*. That's because this long-forgotten classic was designed by Atari for its ill-fated 7800 system, and the game was barely in release before the "Age of Atari" ended. The game was similar to Brøderbund's innovative and delightful *Spare Parts*, a task-performance classic in which gamers had to keep an arcade operating while under siege from weird creatures called Zerks. In *Gremlins*, the idea was to keep Gizmo and his mogwai friends from eating after midnight or coming into contact with water—the two things that transform cuddly mogwais into the leathery little monsters known as gremlins.

Gremlins 2: The New Batch, based on the sequel, comes to the Game Boy from Sunsoft. It's a side-scroller in which the gamer controls Gizmo on his quest to defeat his malevolent cousins. They have broken into a genetics laboratory and transformed themselves into more different types of gremlin than Howard Johnsons has flavors of ice cream! There are gremlins with huge, batlike wings; articulate gremlins; and even a monstrous gremlin-spider! Is little Gizmo up to the challenge? Well, he *has* been watching a lot of Sly Stallone movies lately....

Let All Prey

The original *Predator* visited the computer universe courtesy of Activision, but the sequel, the oh-so-cleverly titled *Predator 2*, will stalk computer-software outlets wearing the Konami imprimatur.

In this contest, the player is cast as Detective Mike Harrigan, the role played by Danny Glover in the film. It's been ten years since a group of mercenaries encountered a big-game-hunting alien in the jungles of Central America. Now another member of that race is back on Earth, in Los Angeles of all places, and anyone with a weapon—cops, drug lords and even self-defense-minded citizens—is fair game.

As in the original, the Predator is well armed, equipped with a laser-guided rifle, body armor and total camouflage capability that allows it to instantly disappear into the surrounding environment. The game begins with Harrigan's arrest of a drug lord who has some information about the Predator, and ends, appropriately enough, in a slaughterhouse. This multilevel action game will be available for PC, Amiga and C-64 systems by this fall.

And Along Came A Spider

One of this year's best-executed movie-to-game adaptations is Disney Software's *Arachnophobia*. This computer contest is, of course, based on the hit movie in which a small California town is invaded by killer spiders. The player is cast as the brave exterminator who must travel from house to house, using a variety of high tech antiarachnid devices to exterminate the spiders and, most important, their nests. Combining a top-down and multilevel side perspective, *Arachnophobia* is not only extremely playable, it is actually *scary*! When the player-character encounters the fierce South American spider, for example, and the aggressive little monster attacks him, the gamer's heart may very well skip a beat.

CADASH™

1 or 2 Player Action!
4 Different Characters!

Arise brave warriors, your skill is about to be tested! Baarogue the Destroyer has captured lovely princess Sarasa, and it is up to you to rescue her and defeat him.

Overwhelmed? Fear not, for this quest allows two brave souls to venture forth simultaneously via the TurboTap® !

Hurry, for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit Taito arcade game is now available exclusively for the TurboGrafx ™ -16!

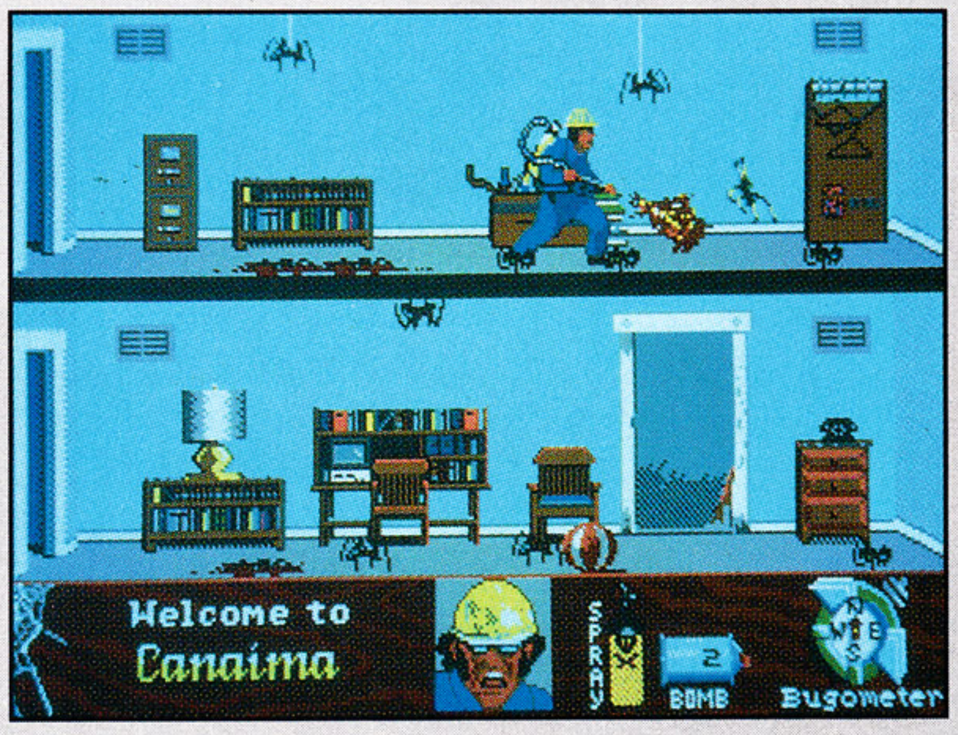
AUTHORIZED TURBO GRAFX 16 SEAL OF APPROVAL

WORKING DESIGNS

"TurboGrafx" is a trademark of NEC Technologies, Inc., "TurboTap" is a registered trademark of NEC Technologies, Inc. © 1991 Taito Corp.
"Cadash" is a trademark of Taito Corp. Licensed from Taito Corp. by Working Designs, 18135 Clear Creek Road, Redding, CA 96001.
For a dealer near you call (916) 243-3417 ext. 190.

CIRCLE #132 ON READER SERVICE CARD.

***Arachnophobia* represents Disney's first for-all-ages game release based on a major film property.**



Definitely not a game for real-life spider-haters, *Arachnophobia* does a marvelous job of both capturing a movie's thrills and chills and transporting that ambiance to the game arena.

Sequelmania

Several nonmovie spooky sequels will also be rearing their ugly heads this year. And the ugliest heads of all may well belong to a 60-foot tall, three-headed, dogfaced demon named Cerberus, the primary antagonist in Horror Soft's *Elvira II: The Jaws of Cerberus,* which will be published in this country by Accolade. The follow-up to last year's *Elvira, Mistress of the Dark,* this dark fantasy adventure begins at the front gates of Black Widow Productions, movie studio and home to everyone's favorite slinky, sexy, spook-show hostess. But what's this? The studio is abandoned. No director, no crew—no Elvira! Suddenly, the black-garbed beauty appears as a ghostly image and informs the player that she has been captured by an evil entity and is being held prisoner in one of the studio's three sound stages. But before she can spell out her location, Elvira's image disappears and is replaced by a book of magical incantations and a trio of doorways leading to the three sound stages. One is the set for a Victorian mansion, another a labyrinth housing a huge spider web (spiders again!) and the third is a massive, fog-laden cemetery.

This PC adventure, scheduled for fall release, features 256-color VGA graphics and a refined version of the interface that was used in the original Elvira adventure.

More spooky sequels shambling in our direction include *Super Ghouls and Ghosts,* from Capcom, for the Super NES. Based on the extremely popular coin-op, *Ghouls and Ghosts,* this souped-up sequel offers graphics and animation that are actually superior to the Genesis version. Once again, the setting is medieval with the player cast as Sir Arthur, battling the horrible hoards of "the Prince of Darkness" in a side-scrolling quest to rescue a kidnapped Princess.

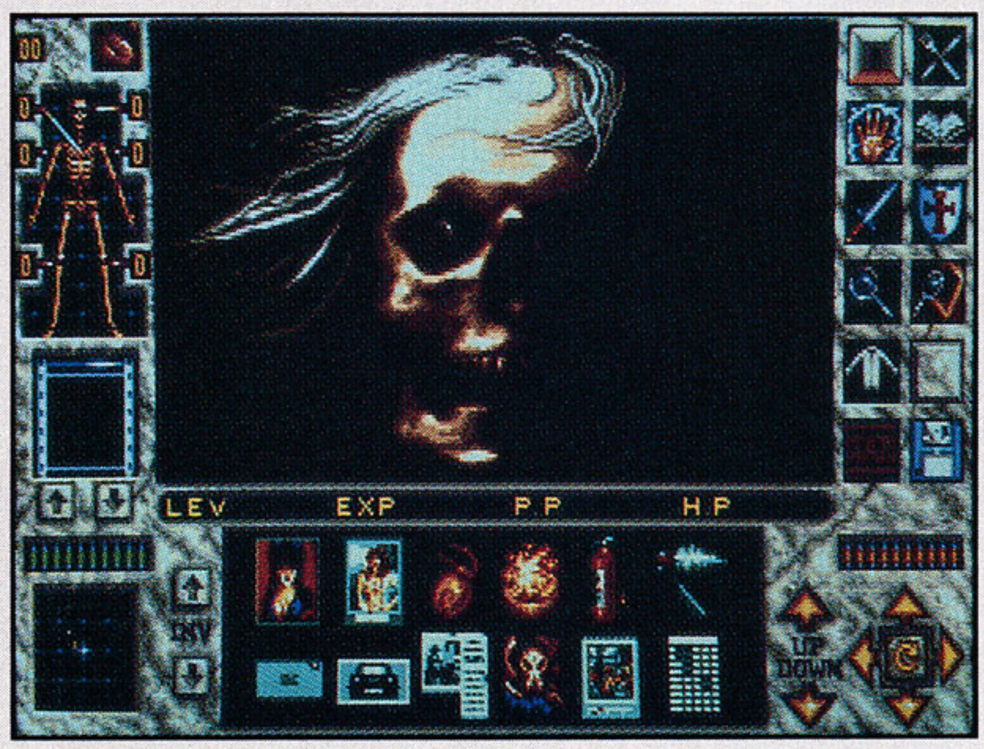
Fans of big monsters won't have a lot of new offerings to chew on this year, but *Godzilla 2: War of the Monsters* is stomping its way to NES game shelves from Toho Co., Ltd. Instead of producing a simple side-scrolling contest like the original, this follow-up offers gamers a much higher strategy component, including a pop-up command menu and map screens, in addition to the animated battle sequences. The player takes the role of the commander of the allied forces and must position troops and weapons on the map, then give the order to attack. Good news: some of the monsters are on your side.

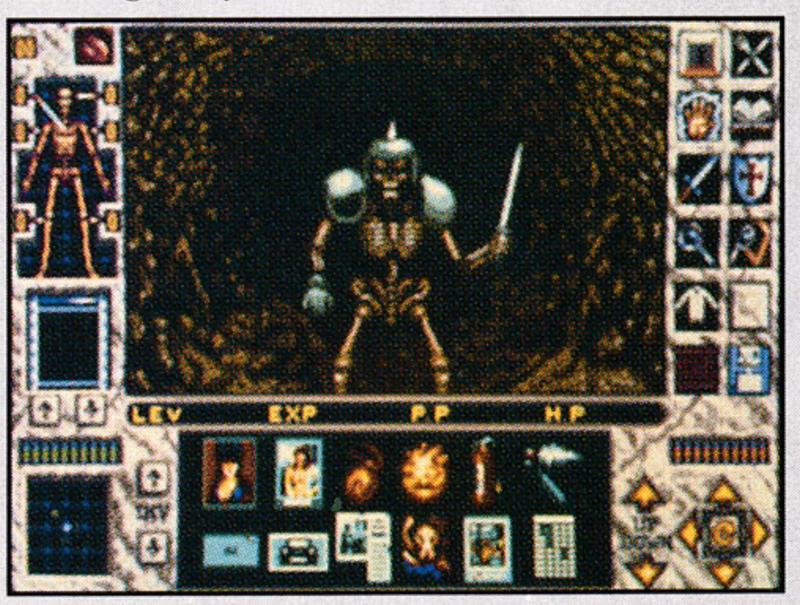
Finally, would any section on scary sequels be complete without news of the latest Castlevania incarnations? Of course not. *Castlevania II—Belmont's Revenge* is on its way to the Game Boy in all its side-scrolling glory. Players must maneuver their surrogates through a series of creepy castles, including the Plant Castle, Crystal Castle, Rock Castle, Cloud Castle, secret bonus rooms and even a secret castle. Meanwhile, the series breaks new ground with *Castlevania IV* for the Super NES. This time out, the player-character is equipped with one heck of a whip to help him whip through the 11 spooky stages. The graphics reflect the enhanced capabilities of the 16-bit Nintendo system, as does the stereo sound and double-scrolling. In this newest wrinkle on the saga of the haunted Belmont family, Dracula himself is back to make their lives miserable. *Castlevania II* for the Game Boy is due this fall, while *Castlevania IV* is scheduled for release around Christmas.

New and Horrible

Some of the original horrors slated for release through the remainder of this year include a pair of terrifying titles from AGCI, one of the NES publishers not licensed by Nintendo.

Death Race, originally developed as an Exidy arcade game by James Ferguson, puts the player in the cockpit of a heavily armed, futuristic vehicle in a cross-country race against an army of gremlins. The gruesome gremlins, meanwhile, are equipped with their own vehicles, not to mention nuclear missiles and the silos from which to fire them. *Chiller,* developed by Christopher Erhardt and Uncle Otto's for Exidy's coin-op line, offers two-player simultaneous action and multiple levels and is playable with either the Nintendo Light Gun or regular NES controllers. Set in





***Elvira II: Jaws of Cerberus*, by Accolade.**

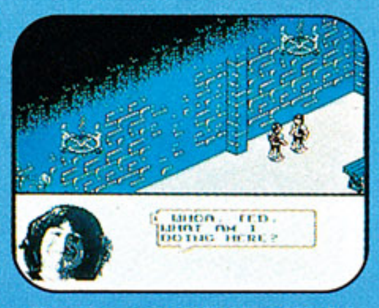
Now, Bill & Ted have two excellent adventures...for NES™ and Game Boy®. *MOST TRIUMPHANT!*

Bill & Ted's Excellent Video Game Adventure™ for your NES lets you power up to six different worlds searching for historical dudes lost in time. Most Heinous! Better send them back quickly or you'll miss the Wyld Stallyns concert...starring Bill and Ted.

Bill & Ted's Excellent Game Boy® Adventure™ sends our two most excellent compatriots, Bill and Ted, on a "Bogus Journey" against evil versions of themselves and the Grim Reaper as you race against the clock to collect stolen time fragments. Stellar!

Tough choice, dude. But you know what Bill and Ted would do: Choose both!

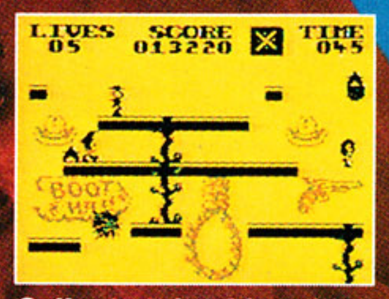
The locals give you clues to the whereabouts of famous historical dudes.



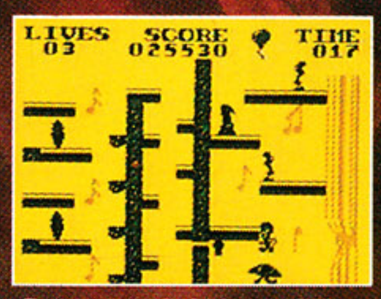
Party on with the Wyld Stallyns – if you complete your noble quest.

Say Ted, isn't that Ted? No way – yes way!

An evil plan to totally destroy your future? Bogus!



Collect stolen historical fragments, like bodacious Billy the Kid's Sheriff Star.

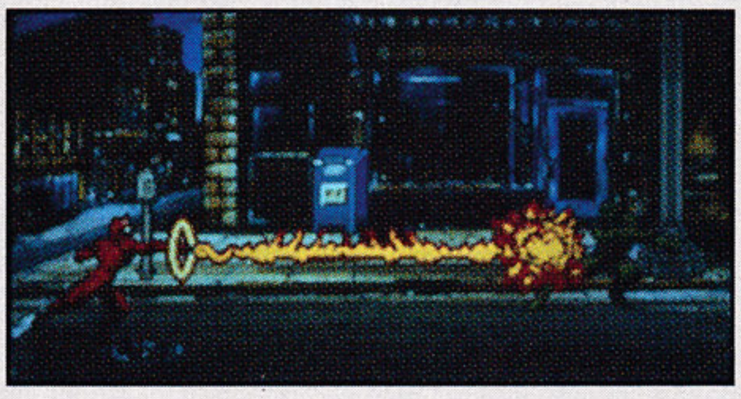


Run out of time and the most heinous Grim Reaper sends you to the land down under.

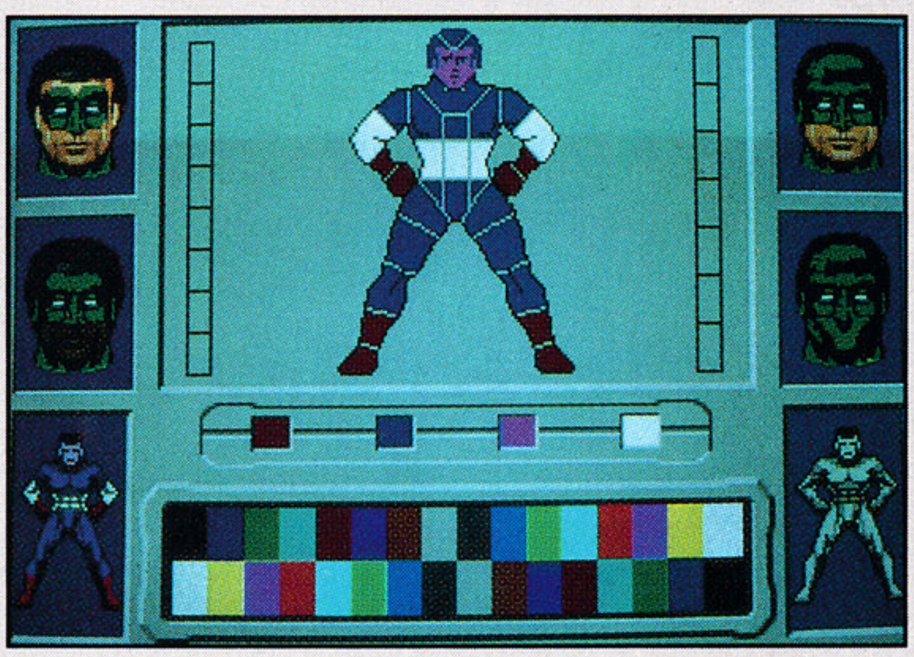
Bill and Ted's Excellent Video Game Adventure™ and Bill & Ted's Excellent Game Boy® Adventure™ © 1991 Nelson 1991 Inc. Bill and Ted's Bogus Journey © 1991 Orion Pictures Corporation. All Rights Reserved. Nintendo®, Nintendo Entertainment System®, Game Boy® and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. © 1991 LJN, Ltd. All Rights Reserved.

CIRCLE #131 ON READER SERVICE CARD.

the Middle Ages, the game begins with the player-character accidentally overhearing the news that a malign force invaded and occupied a nearby castle and is causing the dead to rise from their graves. Soon an army of zombies gathers to march on the town. With no time to waste, the player must get through the local graveyard, which is literally crawling with the undead, and reach the castle in order to stop this horrible plague.



Speaking of plagues, have you heard about the unauthorized research going on at the Genoq Company? Terrible. The experiment got out of hand, and now the plant has been overrun by a series of degenerative viruses that threaten everyone in the complex! That's the theme behind *Degeneration*, a new adventure for PC systems from Software Toolworks. The player is cast as a mercenary hired to lead a rescue attempt, but it's no milk run. The plant has over 150 rooms filled with a variety of traps and other surprises. The game offers 256-color VGA support and employs an offbeat cutaway perspective with nonlinear travel between rooms and conversation capability.



Konami's *Champions* is based on the popular nonelectronic board game.

Perhaps the most unusual new entry in the shudder sweepstakes is Alan Grant's *Demoniak* from Palace Software for the PC and Amiga. Grant, best known as the author of the long-running British "Judge Dredd" comic book series, employs a new development system called "Pure Fiction," which allows the user to play any of the game's 50-plus artificially intelligent characters.

And who exactly is *Demoniak*? According to the notes on the back of the box: "Demoniak is Evil Incarnate. Demoniak is claws that rip at innocent eyes—fangs that tear at the throats of angels; Demoniak is the curse that shrieks down the centuries—the scream that cries 'Blood' and blots out the sun...." Boy, don't you just love that kind of talk? In other words, he/she/it is nobody's sweetheart, not to mention being involved in the systematic destruction of entire planets. So, Doctor Cortex assembles a team of superheroes to kick some Demoniak butt. There's Johnny Sirius (idol of mankind), the "voluptuous but deadly human inferno" known as Flame Madlok (vicious sorcerer with a sinister past) and Sondra (a radical feminist and brain-splitting psychic). Some combination, huh? Besides, any game that offers such special powers as vampirism is worth playing on that basis alone!

While on the subject of spooks and superheroes, Lucas Arts will be offering *Defenders of Dynatron City* this fall for the NES. In this intriguing entry, a team of super-powered good guys including Toolbox, Buzzsaw Girl, Monkey Kid, Jet Headstrong, Ms. Megawatt and Radium Dog are pitted against Dr. Mayhem, Atom Ed, the Floating Head, an army of robot drone soldiers and other creepy minions. In case you haven't heard of any of these characters, no need to shore up your comic book IQ. They're all original LucasArts creations.

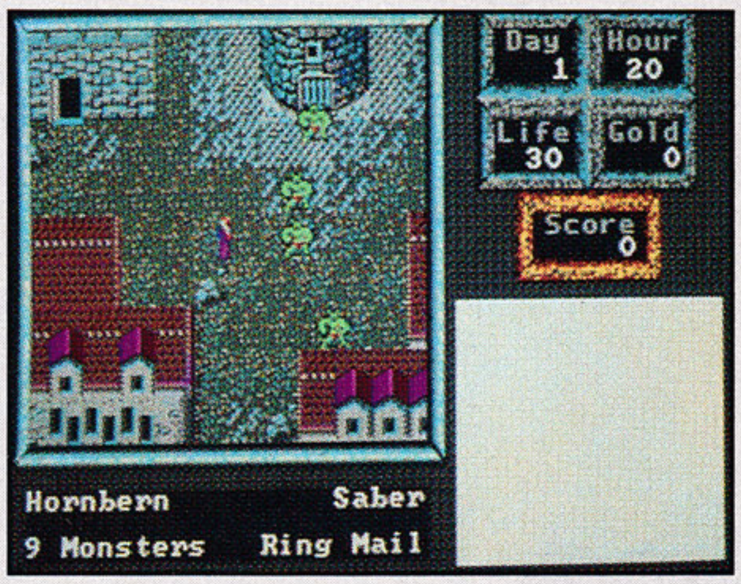
Closing out the subject of comic book adaptations is Konami's *Champions*, due this fall for the PC. Based on the popular nonelectronic board game, *Champions* allows users to build their own super-beings, who then do battle with a variety of sinister super-heels.

Other original horror titles include a stunning new Genesis version of Will Harvey's *The Immortal* from Electronic Arts, in which the player, as the wizard Mordamir, must seek out and locate his lost mentor through a horrific landscape of traps and terrors. *Keys to Maramon*, from Mindcraft, is an Amiga program in which the player must save the island town of Maramon from the horrible creatures who infest it at night. Then there's *Zombie Nation*, an NES shooter from Meldac, notable mostly for its super sound effects and spooky but colorful graphics.

Monsters in Your Video Game

Matchbox's "Monster in My Pocket" toys are the basis for Konami's NES video game of the same title. Seems all the most famous monsters got together for a jamboree and were somehow shrunk down to pocket-size as the result of a volcanic eruption. Now a pint-sized vampire and a mini-monster embark on an action-oriented adventure through six game levels in order to find their fellow fiends who were lost in the aftermath of the volcano. Players can use a variety of objects, including compasses, keys and magnets, to outmaneuver the various traps positioned between the questing monsters and their ultimate goal. Remember, the vampire and his sidekick are teeny-weeny, so even ordinary household objects, like vacuum cleaners or a water faucet, can be deadly obstacles! *Monster in My Pocket* is due out in early 1992, but I wonder if the werewolf, mummy and all can wait that long?

Speaking of mummies, that wraps up this year's look at spooky software. So until next Halloween, be good monsters, and keep telling yourself: "It's *only* a *game*! It's *only* a *game*!"



In Mindcraft's *Keys to Maramon* the gamer must save an island town from the creatures that infest it at night.

ROGER CLEMENS

FEEL THE HEAT!

FEEL THE HEAT with the best NES™ baseball game!

OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

CLOSE-UP PLAYS AT THE BASE: players control the slide and tag.

Roger "The Rocket" Clemens, the best pitcher in baseball, brings home the greatest NES™ baseball game ever.

The view is as good as it gets, with true over-the-shoulder perspective, close-ups of the close plays and even pitching tips from The Rocket himself!

If you're looking for NES™ baseball the way it was meant to be played, get Roger Clemens' MVP Baseball™ and feel the heat.

LEAGUE PLAY: can your team go all the way?

CHOOSE YOUR LINEUP: 26 teams with complete rosters and stats.

LJN LTD.

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

Roger Clemens' MVP Baseball™ is a trademark of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved. Nintendo®, Nintendo Entertainment System® and the official seals are trademarks of Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. ©1991 LJN, Ltd. All rights reserved..

CIRCLE #130 ON READER SERVICE CARD.

KILL A HAPPY FACE

by Andy Eddy

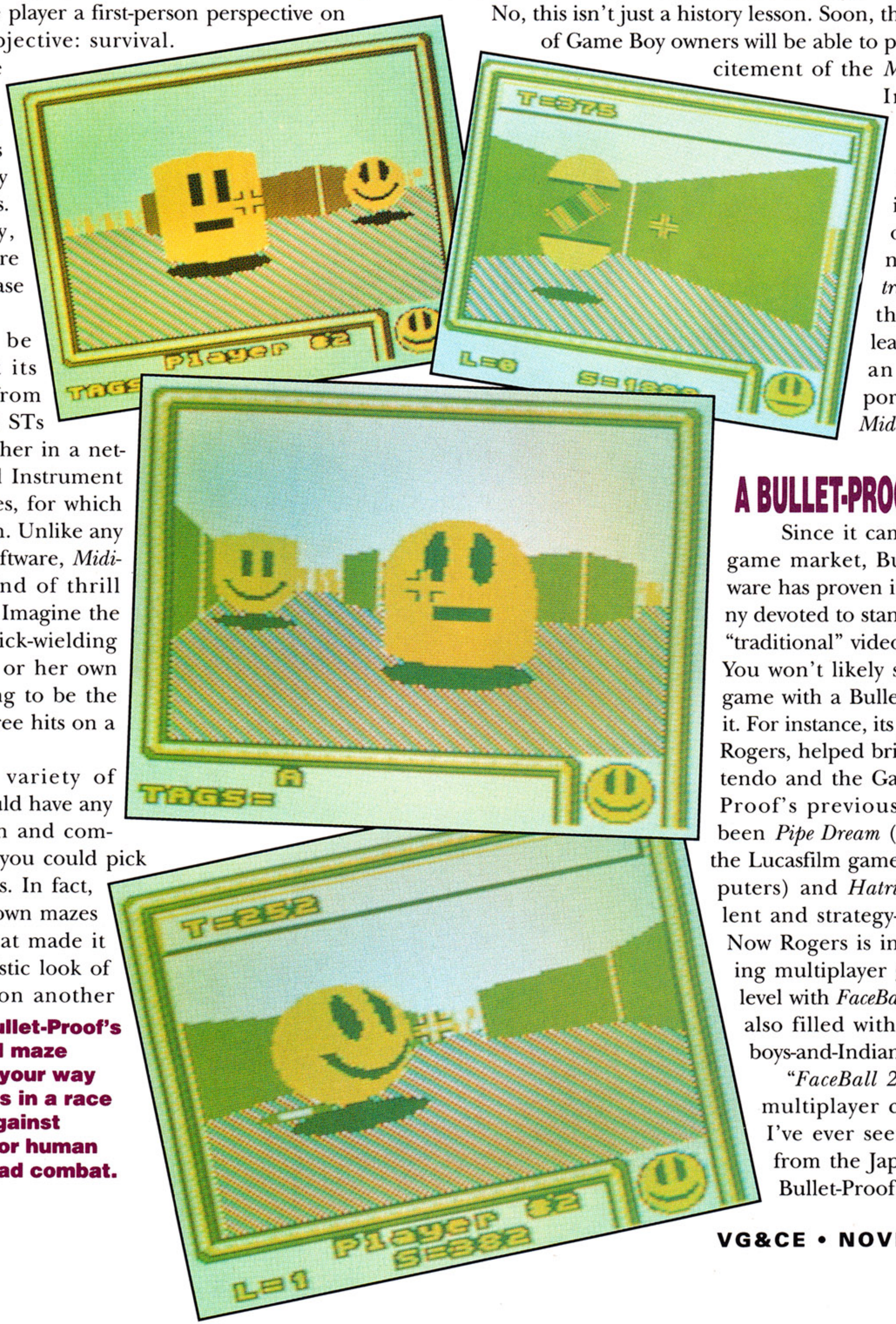
Once upon a time, a music-software company called Hybrid Arts released a game for the Atari ST called *MidiMaze*. Originally developed under the working title *Kill a Happy Face* (by a group best known for graphic demos on the Atari computers), the game gave the player a first-person perspective on a maze with a sole objective: survival.

What made the game so enjoyable was the nonthreatening appearance, stark walls and an army of "happy faces" cruising the halls. Uncharacteristically, these spherical faces were armed with guns—a case of every face for itself.

The game could be played solitaire, but its popularity stemmed from the fact that up to 16 STs could be hooked together in a network of MIDI (Musical Instrument Digital Interface) cables, for which the ST has ports built in. Unlike any other entertainment software, *MidiMaze* provided the kind of thrill never before achieved. Imagine the excitement of 16 joystick-wielding gamers, each with his or her own view of the maze, trying to be the first to get ten kills (three hits on a particular face).

The game had a variety of configurations. You could have any combination of human and computerized players, and you could pick from a library of mazes. In fact, you could create your own mazes in any text editor. What made it more fun was the realistic look of it all. If you came upon another player and saw his face, he, too, would be looking right at you. But if you caught a player looking the other way, you could blast away—shooting someone in the back may be somewhat discourteous, but it's a valid *MidiMaze* battle strategy.

No, this isn't just a history lesson. Soon, the giant universe of Game Boy owners will be able to partake in the excitement of the *MidiMaze* legacy. In December, Bullet-Proof Software, best known for bringing the talents of Alexey Pajitnov (*Tetris, Welltris* and others) to the U.S., will release *FaceBall 2000*, an updated and portable version of *MidiMaze*.



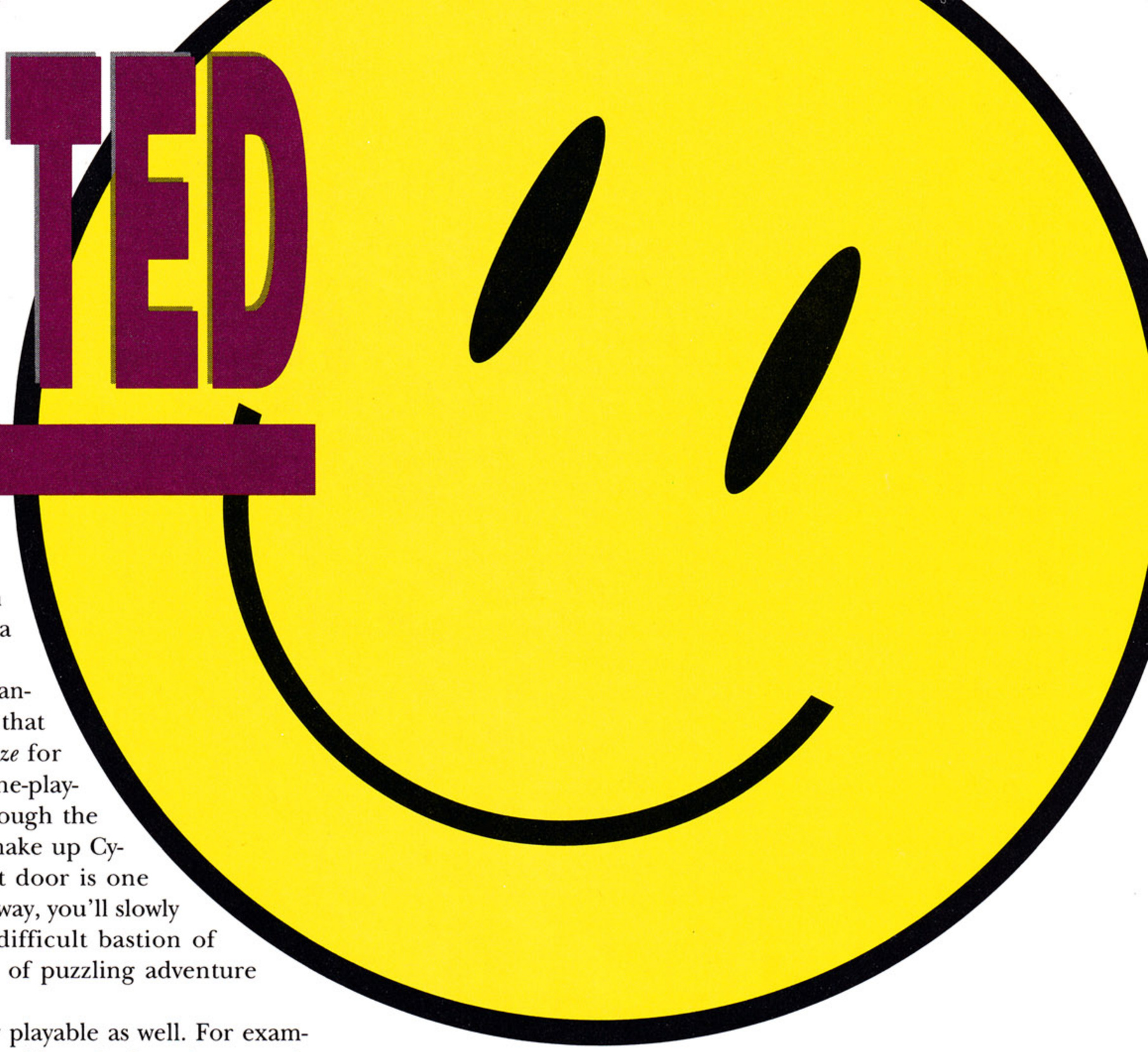
The many faces of Bullet-Proof's *FaceBall 2000*, a dual maze game: You can work your way through over 70 levels in a race against time, or go against computer-controlled or human players in head-to-head combat.

A BULLET-PROOF STRATEGY

Since it came to the video-game market, Bullet-Proof Software has proven itself as a company devoted to standing apart from "traditional" video-game software. You won't likely see a scroll-boss game with a Bullet-Proof label on it. For instance, its president, Henk Rogers, helped bring *Tetris* to Nintendo and the Game Boy. Bullet-Proof's previous releases have been *Pipe Dream* (a translation of the Lucasfilm game for home computers) and *Hatris*, both nonviolent and strategy-based contests. Now Rogers is interested in taking multiplayer games to a new level with *FaceBall 2000*, which is also filled with bloodless cowboys-and-Indians-type combat.

"*FaceBall 2000* is the best multiplayer computer game I've ever seen," Rogers said from the Japanese offices of Bullet-Proof.

REVISITED



"[*MidiMaze*] is great, but it's hard to get a bunch of STs hooked up in one room. It's certainly easier to get a few Game Boys together."

Programmed by the now Canadian-based Xanth F/X, the same group that created and programmed *MidiMaze* for Hybrid Arts, *FaceBall 2000* is a hot one-player game. The goal is to make it through the more than 70 levels of mazes that make up Cyberscape. Finding the blinking exit door is one thing; survival is another. Along the way, you'll slowly be introduced to an increasingly difficult bastion of faces to overcome. This is the type of puzzling adventure that will drive you crazy.

Xanth has made Cyberscape very playable as well. For example, as you progress you cross paths with pods that give you advice on new enemies you may meet or the benefit of certain items. This leads the rookie player gently into the Cyberscape universe, though the well-versed *FaceBall*er can bypass them with the push of a button. Also, certain pods offer warps once you've passed a particular level. This gives the experienced player the opportunity to skip the simpler, previously mastered levels.

The real fun in *FaceBall 2000*, however, comes from the Arena, the basis of the original *MidiMaze*'s attraction: a variety of mazes that pits player against player...against player...against player. Using the Four-Player Adapter (packaged with Nintendo's *F-1 Race* cartridge), up to four players can go head-to-head in a maze that can be selected from a bunch of preprogrammed labyrinths at the start. These maze layouts can be as simple as an open room or incredibly complex with lots of nooks and crannies that can be used as hiding places. The Arena is wonderfully addictive.

Indeed, VG&CE's editors had a hard time getting anything done once a *FaceBall 2000* competition was started up. It's a pure adrenaline rush when you hit the **SELECT** button (which switches from the *Battlezone*-like point-of-view perspective to the overhead map) and find that you're right around the corner from another player. Even though damage can be "repaired" if a face hasn't been hit for a while, it takes three hits to kill a player. Therefore, you have to be both aggressive and cautious at the same time. In fact, strategies must be developed: A basic strategy consists of ducking behind a wall until an opening is realized, popping out to blast off a shot, then slipping back behind the safety of the wall. Of course, backing into a corner can be potentially fatal. You also may find yourself in a crossfire between two players. It's a simple game to learn and play, but it's heavy on strategy.

TEA FOR TWO, FACEBALL FOR TEN

While most of the video games out these days don't encourage "social" playing, *FaceBall 2000* is a welcome exception. In fact, when *FaceBall 2000* was first shown at the Winter CES in January 1991, Bullet-Proof was showing off the game's networking capabilities. The demo centered around a custom cable that the company was hoping to pack in each *FaceBall 2000* box. This cable allowed up to *ten* players to compete simultaneously with little or no effect on the processing speed. Rogers considers the programming group that completed *FaceBall 2000* to be among the best Game Boy programmers. Certainly, playing the game bears that out.

"From the beginning," Rogers explained, "everyone—including me—doubted that this could be done on the Game Boy. There's so much going on that there is little calculating time."

For the record, Bullet-Proof hasn't squelched the chances that the ten-player *FaceBall 2000* cable might eventually be released anyway. "We want to listen to the voice of our players. If I hear enough of 'I want to be able to play with a bunch of friends,' I'll do it," Rogers noted.

Rogers made a point that the Game Boy version is simply the beginning of a series. It's encouraging that he started to talk about *Face Ball 4000*, an SNES version of *FaceBall 2000*. The multiplayer capabilities will be as prevalent, though some details still have to be worked out. The design calls for either a two- or four-player split screen, which will enable each player to view the action from his own face's perspective. This version is targeted for release around the spring of 1992.

Come Christmas, though, the cry will echo across the land, from Game Boy to Game Boy: Have you killed a happy face today?

GAMING ON THE GO

by
Chris Bieniek

Welcome, friends, to the world of portable video games! Starting this month, we're changing the way we cover the portable systems. With the recent growth in this segment of the industry, we're seeing more and more portable titles that compare very favorably to their cousins on the full-sized game systems, and there's no reason why they shouldn't get the same kind of coverage. From now on, each game review will include number ratings, the suggested retail price and the manufacturer's address, just like the reviews in our *Video-Game Reviews* column. We're also committed to bringing you better information about a larger number of games per month without sacrificing the candid opinions and insightful commentary that you've come to expect from the pages of VIDEOGAMES & COMPUTER ENTERTAINMENT. Hope your batteries are charged up, 'cause here we go.

Checkered Flag

ATARI

For the Atari Lynx ($39.99)

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

Every game system should have at least one decent auto-racing game, and the Lynx is no longer an exception. *Checkered Flag* is not a true first-person driving game like *Super Monaco GP* or *Hard Drivin'*, where the road is seen through your windshield and your car's exterior doesn't appear on the screen. It's more along the lines of *Rad Racer* or the classic *Enduro*.

The Lynx's hardware-scaling capabilities make this one of the best-looking racing games yet. Roadside objects and traffic appear on the horizon and grow smoothly, and when they pass, you can see them shrink into the distance in the rear-view mirrors that are positioned on both sides of your display. I got a big kick out of the billboards—they advertise every imaginable Atari product, from future Lynx releases to the ST home computer line and even the "palmtop" Portfolio computer.

But the best thing about *Checkered Flag* is the number of available options. You can choose from a whole hatful of courses to race on at different locations across the country, set the number of laps, choose manual or automatic transmission, change the color of your car, set the number of other competing cars on the track (from zero to nine, up to six players can "Lynx up") and even identify whether you're a male or female driver! The latter choice has no effect on your performance, but will change the gender of the person who walks out in a swimsuit at the end of the race to give you a trophy and a kiss.

The car handles smoothly enough to keep the frustration level down low, and the graphic treats and digitized sounds combine with the aforementioned options to make *Checkered Flag* a winner.

Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94088-3427
(408) 745-2000

MegaMan in Dr. Wily's Revenge

CAPCOM

For the Nintendo Game Boy ($29.95)

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

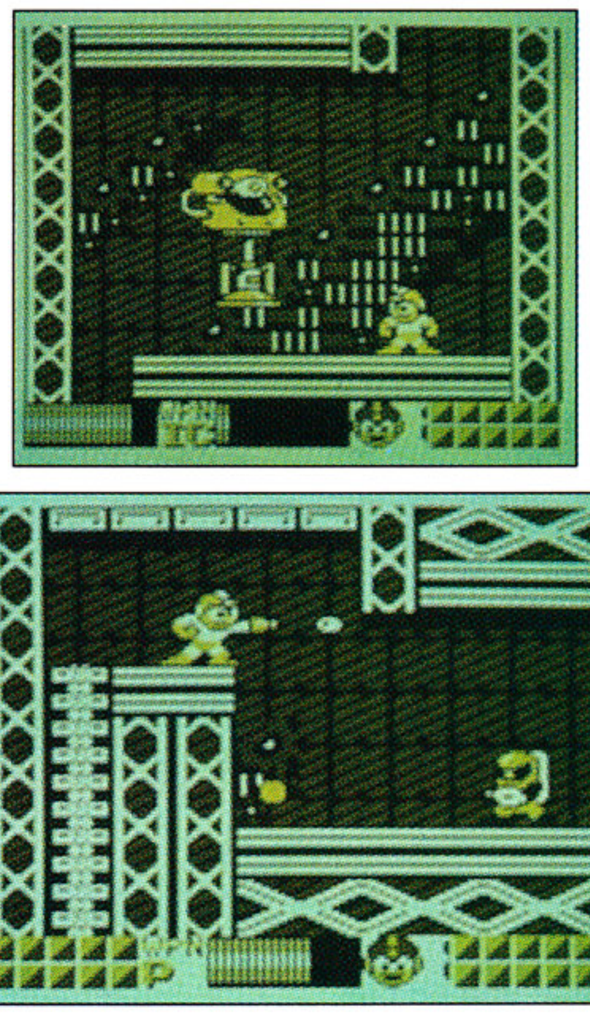
It's always a pleasure when old friends from the NES show their faces on the other side of the Game Boy's magic window, and *MegaMan* is one of the oldest and friendliest. I always felt that if his first NES adventure hadn't been cloaked in the ugliest box art of all time, he'd be a lot more popular than he already is.

For the uninitiated, MegaMan is a humanoid robot created by a benevolent scientist named Dr. Light. In his latest adventure, MegaMan has to fight through four robot mazes, a factory complex with four more robots inside and the ultimate challenge at the "Space Node," lair of the evil Dr. Wily. Every time our hero defeats one of Dr. Wily's robot masters, he acquires the ability to use that character's weapon in addition to his own plasma cannon.

MegaMan fans are sure to recognize villains like "Cutman" and "Elecman" from the first *MegaMan* game—and their musical themes sound better than ever on the Game Boy in full stereo.

There's not much here that's really new or innovative—MegaMan is basically a science fiction (Super) Mario with lots of neat weapons. He runs, jumps and shoots just like most other video-game heroes, but the universe he inhabits is slick, dynamic and full of personality. The cartoonish looks of the background graphics and all of the enemy creatures are so clearly recognizable that NES veterans could probably identify the game without even seeing the main character.

***MegaMan in Dr. Wily's Revenge*, by Capcom.**



SEGA™ GENESIS™

RAIDEN™

©MICRONET 1991

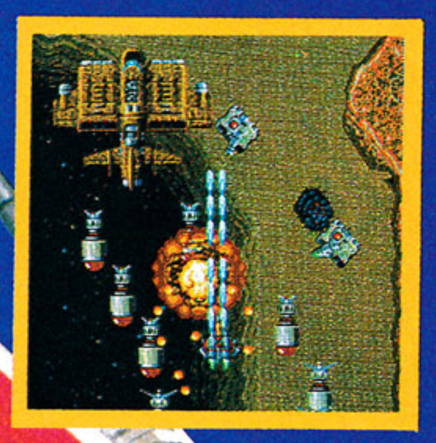
8 MEGA-BIT MEMORY

Continuously dominating No-1 popularity long after debut at arcades!

A.D.2090
The world is attacked by aliens from outer space. The world has united forces which fight back fiercely. Top world scientists have analyzed wreckage of enemy planes shot down, and created a supersonic fighter bomb called "Raiden".

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

The Raiden is just about to take off, and the entire world is now depending on this Raiden!



AVAILABLE EARLY SEPTEMBER 1991

OFFICIAL SEGA™ GENESIS™ SEAL OF QUALITY

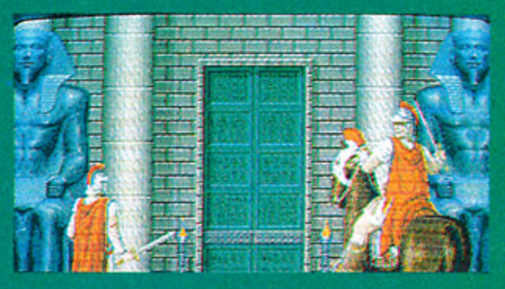
8-MEGABIT MEMORY FOR ONE PLAYER

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES LTD.

WARRIOR OF ROME™

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

This is it–a realtime war simulation game!



Victory to Caesar!

AVAILABLE NOW

LICENSEE
Micronet CO., Ltd.
3F MURAKAMI BLD. S10. W15. CHUO-KU,
SAPPORO, HOKKAIDO, 064 JAPAN TEL.(011)561-1370

DISTRIBUTED BY
Bignet U.S.A., Inc.
388 MARKET STREET SUITE-500
SAN FRANCISCO, CA94111 TEL.(415)296-3883

Licensed by
© SEIBU KAIHATSU, INC.

CIRCLE #133 ON READER SERVICE CARD.

Whether you're a longtime fan of the NES *MegaMan* series or just a Game Boy rookie, you'll probably enjoy *MegaMan in Dr. Wily's Revenge*. But don't be deceived by the charming graphics and comical enemies—this is a pretty tough game, and I've got the sore fingers to prove it.
Capcom U.S.A., Inc.
3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400

Turbo Sub

ATARI

For the Atari Lynx ($34.99)

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

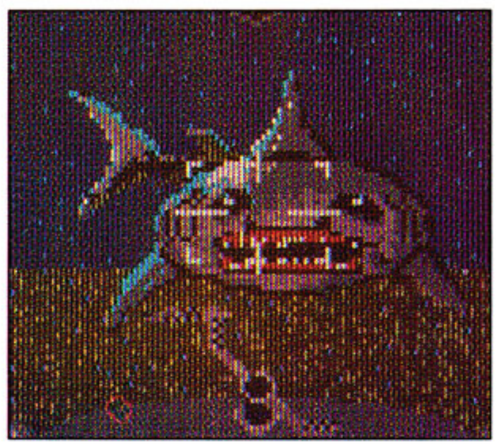
If you heard the name *Turbo Sub* and expected a boring, slow-paced submarine simulator, you're in for a surprise. I was floored when I got my first look at this game—it's the hottest first person shoot-'em-up I've seen in months.

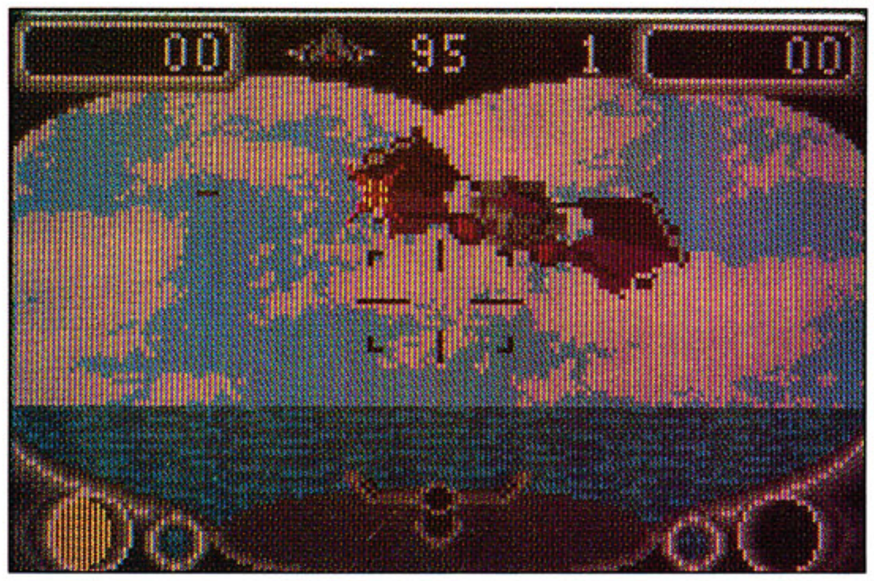
At the helm of your ultra-powerful turbo sub, you'll see a breathtaking view of Earth in the 28th century through the cockpit window. The game's instruction manual spins a mercifully brief tale of "intergalactic barbarians" who must be eliminated, but this is truly one of those games that needs no documentation. Armed with an electro-plasma cannon, a supply of mega-bombs and the ability to purchase bonus weapons and power-ups, your real assignment is to survive long enough to get a look at all of the neat enemies and tricky obstacles that lie in store.

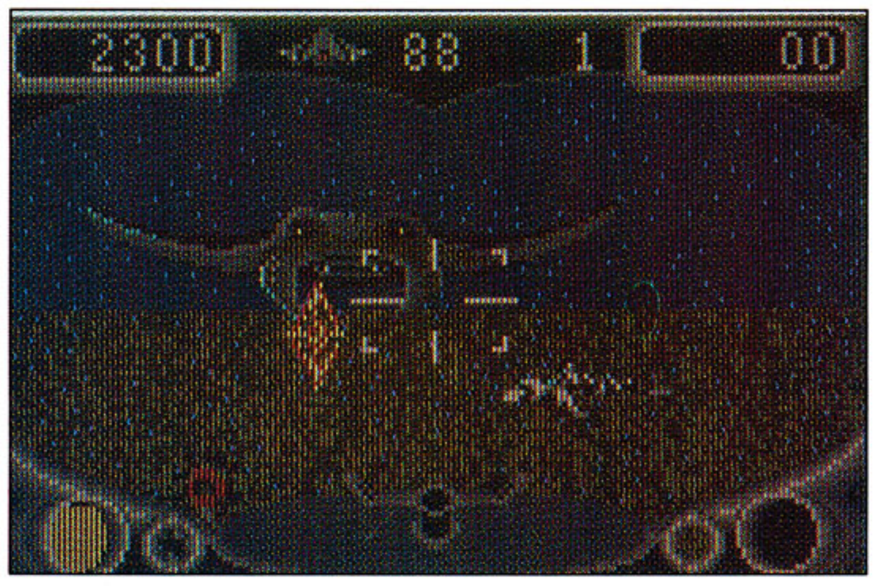
The game's soundtrack downplays music in favor of a gloriously noisy symphony of sizzling lasers, thunderous explosions and rattling collisions. But *Turbo Sub*'s graphics really steal the show. When the ship is submerged, you really feel like you're passing through a murky, bubbly ocean, and you can see the grit of sand and the skeletons of long-dead creatures lying at the bottom of the briny deep. The sub can fly, too, which offers a great pseudo 3-D effect with the water rippling beneath you and clouds shifting in the distance. The transitions between these two scenarios are stunning—watch how the water splashes and slides off the cockpit window when you surface.

Though it's occasionally impossible to avoid certain underwater obstacles, *Turbo Sub* handles pretty well. It's one of the fastest Lynx titles yet, and the variety of enemies (mutant barracudas, giant *I, Robot*-style heads) gives the theme a lot more play value than you might expect.
Atari Corporation
1196 Borregas Ave.
Sunnyvale, CA 94088-3427
(408) 745-2000

***Turbo Sub*, by Atari.**







Choplifter II

JVC

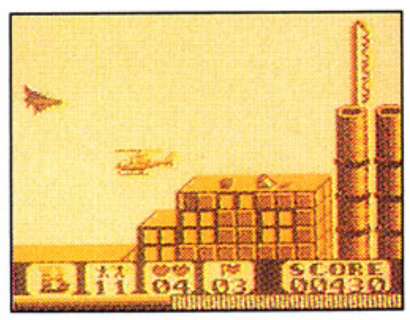
For the Nintendo Game Boy ($27.95)

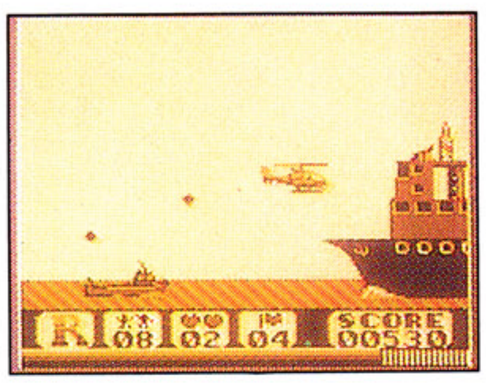
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

JVC's first portable game resurrects the theme of an old computer title—namely, Dan Gorlin's groundbreaking *Choplifter*. "Portable" is an apt word in more ways than one, since the game has already been "ported" from the computers to the arcades and even to the Sega Master System. A good game should be able to find a home on any machine, and this one seems perfectly comfortable with the Game Boy's small screen and monotone graphics.

In *Choplifter II*, you'll pilot a powerful AH-90 Comanche attack helicopter on a series of rescue missions in the heart of a raging war. You'll need the patience of a saint and the gaming skills of a Nauert if you expect to make it through the battlefield without being taken down by a mortar shell, a thunderstorm or even a stray seagull. When you see hostages on the ground flailing their arms, you set your chopper down, pick them up and fly them back to the embassy. That sounds easy enough when you're hovering over a simple landscape of buildings and trees—but soon you'll move on to more difficult missions where you'll have to maneuver through a series of underground caverns and where the hairsbreadth between your chopper's blades and a craggy rock wall can mean the difference between success and the scrap heap.

***Choplifter II*, by JVC.**





The graphics and sounds are above average, but the thing that makes *Choplifter II* fun is the engaging game play. The chopper is easy to control, and the level of challenge is perfectly balanced—it's never ridiculously easy, and it's never frustratingly difficult. Best of all, the increase in the game's challenge from one level to the next is orchestrated with great care, and the result is a fairly addicting contest.
JVC Musical Industries, Inc.
Games Division
3800 Barham Blvd., Suite 305
Los Angeles, CA 90068
(213) 878-0101

CHIPS & BITS • CALL 802 767 3033

GENESIS ROLE PLAYING

Arcus Odyessy	$56
Battlemaster	$46
Corporation	$49
Faery Tale Adventure	$42
Fatal Labyrinth	$29
Immortal	$52
King's Bounty	$36
Might & Magic 2	$59
Might & Magic 2 Hint Book	$10
Phantasy Star 2	$59
Phantasy Star 3	$59
Phantasy Star 3 Hint Book	$14
Rings of Power	$49
Shining Darkness	$59
Starflight 1	$59
Super Hydlide	$47
Sword of Vermillion	$59
Vasum (was Dando)	$56

GENESIS ADVENTURE

Adventures of Syd Vallis	$42
Alex Kidd Castle	$35
Alien Storm	$42
Atomic Robo Kid	$49
Batman	$42
Bean Ball Benny	$42
Bimini Run	$42
Chuck Rock	$49
Crack Down	$42
Dark Castle	$36
Decapattack	$42
Dick Tracy	$34
El Viento	$56
E-SWAT	$42
Fantasia	$42
Final Zone	$35
Flicky	$19
Gain Ground	$42
Ghostbusters	$42
Ghouls 'N Ghosts	$48
Golden Axe 1	$52
Golden Axe 2	$49
James Pond	$36
Marvel Land	$50
MERCS	$49
Mickey Mouse	$42
Midnight Resistance	$45
Mystic Defender	$39
Predator 2	$56
Onslaught	$43
Quackshot Donald Duck	$42
Rambo 3	$45
Rastan Saga 2	$42
Revenge of Shinobi	$52
Saint Sword	$43
Shadow of the Beast	$52
Shadow Blasters	$39
Shadow Dancer	$42
Sonic the Hedgehog	$45
Spiderman	$45
Stormlord	$49
Strider	$56
Swamp Thing	$45
Sword of Sodan	$34
Target Earth	$47
Techno Cop	$47
Terminator	$49
Thunderfox	$43
ToeJam & Earl	$49
Turrican	$43
Vallis 3	$56
Wardner	$42

GENESIS SHOOTERS

After Burner 2	$42
Air Buster	$43
Arrow Flash	$44
Battle Squadron	$26
Burning Force	$29

MIGHT & MAGIC $59

Caliber 50	$52
Crossfire	$44
Crystal Quest	$45
Death Duel	$56
Dynamite Duke	$34
Elemental Master	$56
Fire Shark	$43
Forgotten World	$48
Gaiares	$56
Grenada	$44
Hellfire	$43
Insector X	$44
Musha	$49
Phelios	$29
Raiden	$56
Road Blasters	$42
Sagaia	$43
Space Harrier 2	$37
Space Invaders	$38
Super Thunder Blade	$37
Task Force Harrier Ex	$45
Thunder Force 2	$37
Thunder Force 3	$49
Truxton	$37
Twin Cobra	$38
Vapor Trail	$56
Whip Rush	$34
Wings of Wor	$46

GENESIS SPORTS

Arnold Palmer Golf	$39
Budokan	$42
Buster Douglas Boxng	$42
Cyberball	$42
Earl Weaver Baseball	$49
Hardball	$46
Jesse The Body Ventura	$46
Joe Montana Football	$42
John Madden Football	$34
Lakers vs Celtics	$42
Mario Lemieux Hockey	$42
Mike Ditka Football	$46
NHL Hockey	$46
Pat Riley Basketball	$34
PGA Tour Golf	$49
Powerball	$45
RBI 3	$49
Speedball 2	$43
Super Volleyball	$35
Soccer	$35
Tommy Lasorda Basebll	$52
Zany Golf	$24

TG16 STRATEGY

Bomberman	$39
Boxyboy	$37
Chew Man Fu	$39
Drop Off	$39
KLAX	$43
King of Casino	$40
Military Madness	$47
Timeball	$40

TG16 ADVENTURE

Bonk's Adventure 1	$42
Bonk's Revenge	$45
Bravoman	$47
Cratermaze	$27
Darkwing Duck	$48
Double Dungeons	$47
Dragon's Curse	$36
Dungeon Explorer	$36
Impossamole	$48
JJ and Jeff	$27
Legendary Axe 1	$36
Legendary Axe 2	$41
Neutopia	$36
Ninja Spirit	$42
Pac Land	$19
Silent Debuggers	$48
Splatter House	$49
Tactical Gladiator	$47
Talespin	$48
Tiger Road	$47

SEGA GENESIS

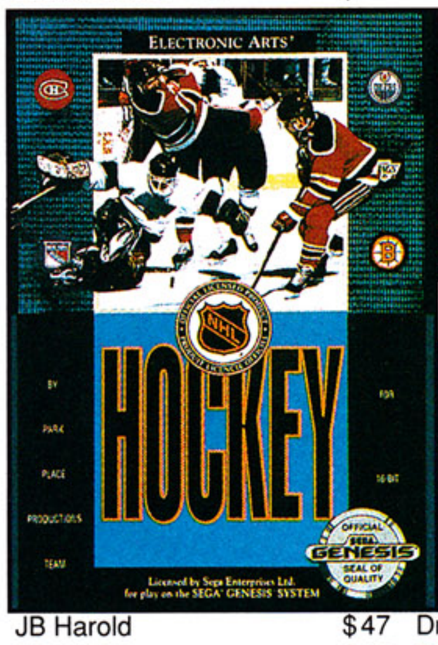
GENESIS System	$149
Arcade Power Stick	$39
Control Pad	$19
Genistick	$27
Power Base Converter	$34
Video Monitor Cable	$ 9
Wireless Control Pad #1	$39
Wireless Control Pad #2	$19

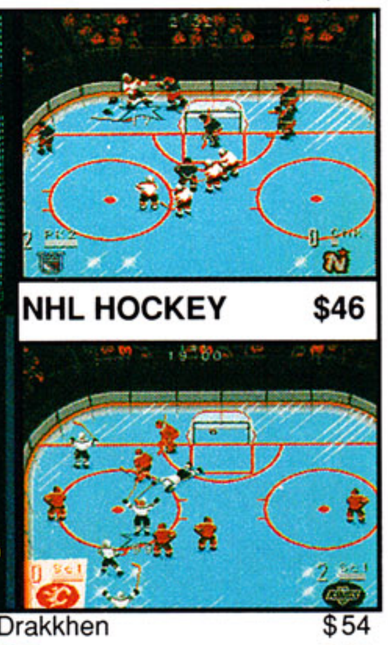
GENESIS KICK & PUNCH

Beast Warrior	$56
DJ Boy	$39
Growl	$44
Kageki	$42
Last Battle	$37
Moonwalker	$42
Pit Fighter	$49
Slaughter Sport	$50
Street Smart	$42
Streets of Rage	$45

TG16 HARDWARE

TurboExpress	$289
Turbo AC Adaptor	$29
Turbo Car Adaptor	$29
Turbo Comm Cable	$19
TurboGrafx 16	$99
TurboGrafx CD Player	$289
TurboBooster	$32
TurboBooster Plus	$46
TurboCable	$ 9
TurboPad or TurboTap	$19
TurboStick	$38
TurboVision	$89





NHL HOCKEY $46

TG16 CD GAMES

Addams Family	$48
Fighting Street	$36
Final Zone 2	$47
It Came from Desert	$48
Jack Nicklaus Golf	$44
JB Harold	$47
Last Alert	$47
Lords of the Rising Sun	$44
Magical Dinosaurs	$47
Monster Lair	$42
Sherlock Holmes	$47
Shape Shifter	$44
Vallis 2	$47

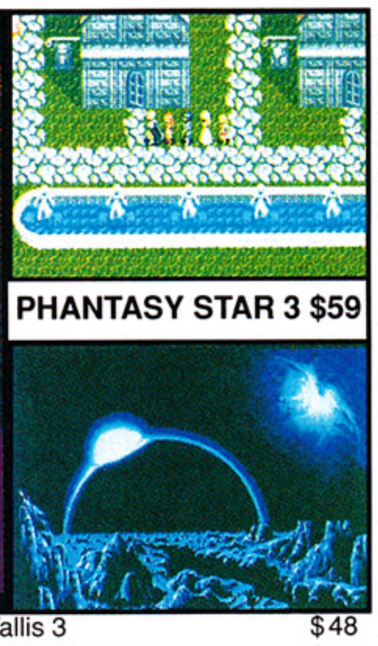
SUPER NES

SNES System	$200
Castle Vania	$54
Chessmaster	$49
Darius Twin	$54
D-Force	$54
Drakkhen	$54
F-Zero	$49
Gradius 3	$49
Hole in One Golf	$54
Hyper Zone	$43
Legend of Mystical Ninja	$54
Madden Football	$52
Paperboy2	$54
PGA Tour Golf	$49
Pilot Wings	$49
Raiden	$54
SimCity	$49
Super Baseball Sim 1000	$54
Super Battle Tank	$54
Super R Type	$54
Ultraman	$46

GAME GEAR

Game Gear	$149
TV Tuner	$99
AC Adapter or GtoG Cable	$15
Battery Pack	$42
Car Adapter	$22
Carrying Case	$15
Deluxe Carrying Case	$19
Gear to Gear Cable	$15
Chessmaster	$29
Dragon Crystal or G-LOC	$29
Golden Axe	$39
Golf	$34
Joe Montana Football	$34
Mickey Mouse	$29
Outrun or Psychic World	$29
Revenge of Drancon	$29
Shinobi	$34
Slider or Solitaire Poker	$29
SpaceHarrier or WoodyPop	$29
Super Monaco GP	$29

SPIDERMAN $45



PHANTASY STAR 3 $59

GENESIS STRATEGY

Berlin Wall	$39
Blockout	$36
Centurion:Defndr Rome	$42
Columns	$29
Herzog Zwei	$39
Ishido	$19
Junction	$38
Killing Game Show	$42
Klax	$44
Marble Madness	$42
Master of Monsters	$42
Ms Pac Man	$35
Pacmania	$42
Populous	$42
Shove It	$37
Star Control	$52
Ultimate Qix	$40
Warrior of Rome	$59

TG16 SPORTS

Battle Royal	$47
Davis Cup Tennis	$43
Jack Nicklaus Golf	$44
Panza Kick Boxing	$43
Power Golf	$42
Super Volleyball	$39
Takin' It to the Hoop	$27
TV Sports Baseball	$43
TV Sports Basketball	$43
TV Sports Football	$43
TV Sports Hockey	$43
World Class Baseball	$19
World Court Tennis	$19

TG16 SIMULATION

Alien Crush	$19
Devil's Crush	$47
Final Lap Twin	$19
Moto Roader	$37
Victory Run	$19

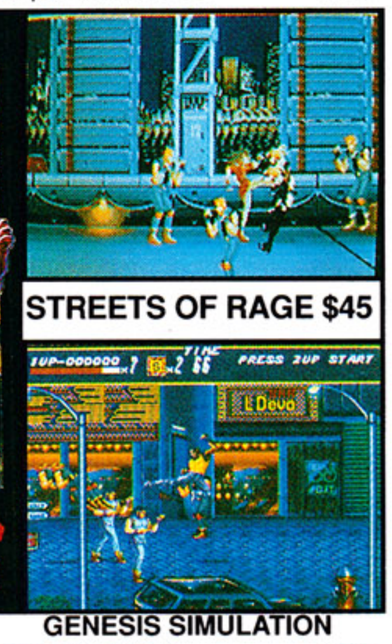
TG16 SHOOTERS

Aero Blasters	$49
Blazing Lazers	$37
Bloody Wolf	$43
Cyber Core	$42
Deep Blue	$27
Dragon Spirit	$37
Fantasy Zone	$27
Galaga '90	$19
Ordyne	$37
Psychosis	$39
R -Type	$56
Space Harrier	$37
Super Star Soldier	$49

TG16 KICK & PUNCH

China Warrior	$27
Vigilante	$27

SHINING DARKNESS $59



STREETS OF RAGE $45

GENESIS SIMULATION

688 Attack Sub	$59
Abrams Battle Tank	$49
Dinoland	$42
F22 Interceptor	$42
Hard Driving	$47
Paperboy	$39
Road Rash	$42
Super Hang On	$37
Super Monaco GP	$42

Most items shipped same day. Cartridge Shipping UPS Ground $3.5 / Order: PO Box, APO, FPO $4 / Order: 2 Business Day Air $5 / Order: Air Mail to Europe $12 Minimum
Air Mail to Canada $6 / Order: HI, AK, PR Surface $6 / Order: HI, AK ,PR 2 Day $10 / Order: Call for hardware shipping rates.
Advertised prices are for new cartridges. Used software traded at $25 to $40 less than new price. No cash paid, store credit only. Used software sold at $10 to $25 less than new price.
Shipping times not guaranteed. No returns accepted. Nothing is cast in stone. Everything is subject to change. Visa & MC accepted. CODs $4. Personal checks held 4 weeks. Money Orders treated as cash.

Chips & Bits Inc PO Box 234 Rochester VT 05767 • CALL 802-767-3033

CIRCLE #134 ON READER SERVICE CARD.

Slider

SEGA

For the Sega Game Gear ($29.95)

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

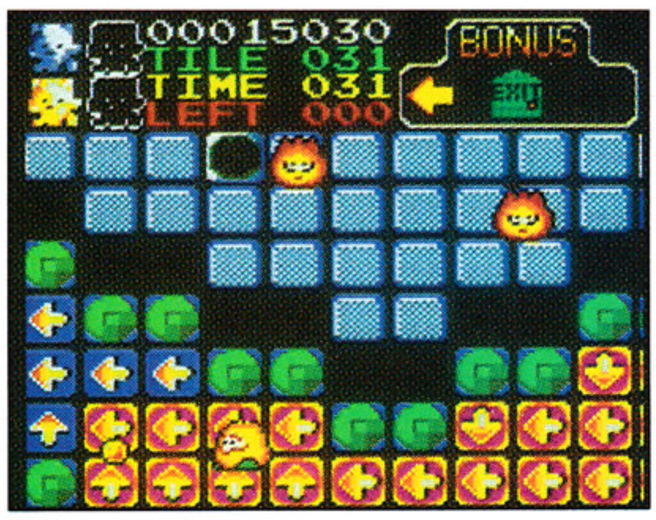
No, not *Strider*, not yet anyway. There's no way anyone is going to confuse this cute little cartridge with that 8-meg Genesis monster—though it's interesting to note that the game has appeared in Japan as *Skweek*, a PC Engine title.

Slider is a kind of action/puzzle game that lets you control the title character, a smiley-faced furball who must clean up the polluted land of Rozen by sliding over "tiles" and changing their color to pink. You'll have a gun to keep the ghosts, blobs and "fire faces" out of your way, and there are a lot of interesting power-ups and hidden warps that keep you on your toes in your race against the clock.

Each level is several screens wide, and many of them are extremely difficult to clear without experiencing some sort of mishap. I'm not going to reveal how many areas exist in *Slider*. Before I got my hands on the documentation, I had no idea how many there were, and that seems to have contributed to my enjoyment of the game. I expected it to end after 50 or so, and I was delighted to see a level 51, and 52 and 53.

Slider's biggest flaw is a problem that's unique to games on the portable systems: an interesting catch-22 exists with regard to the game's difficulty factor. Without a password system, you probably wouldn't be able to play through the entire game before the batteries died in your Game Gear—but with the passwords, the game seems too easy and a bit too short. Fortunately, the large number of levels softens this potentially fatal blow, and the game is too colorful and addicting to put down for too long.

Sega of America, Inc.
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800



***Slider*, by Sega.**

Pac-Man

NAMCO

For the Sega Game Gear ($29.95)

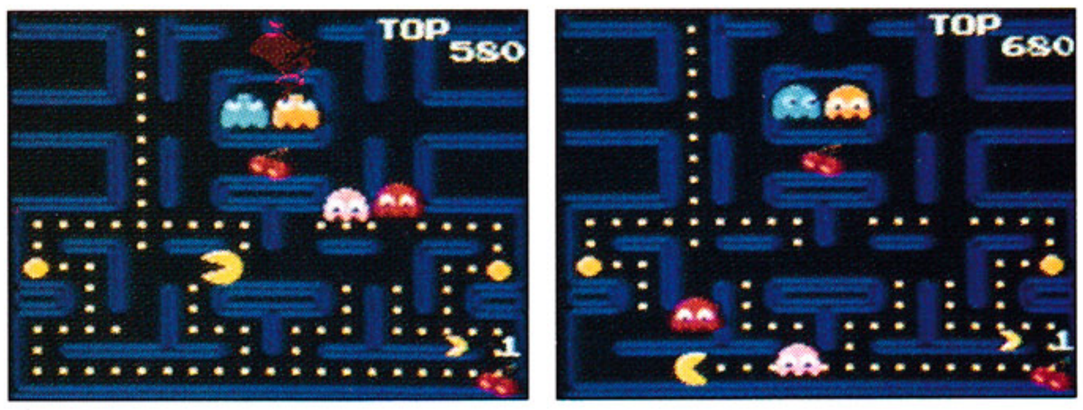
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	**3**	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

Yeah, I've still got "*Pac-Man* Fever." Some of us will never grow out of it. This little yellow guy has been chompin' dots and chasing after ghosts for a decade now, but I can still remember the first time I dropped two bits into a *Pac-Man* machine.

That maze feels like home now, and Inky, Blinky, Pinky and Clyde are like old friends. I can't guarantee that everyone will feel this way about the Game Gear version of *Pac-Man*, but it's as close to the arcade original as you can get. It doesn't even come close to the limits of the Game Gear's technical abilities—though I can't help wondering how this version would have been received in 1982. Back then, gamers were content with flickering, blocky one-note interpretations of the theme, not to mention black-and-white LCD tabletop models. At the time, I would have *devoured* this game—the Game Gear is truly as powerful as many of the full-sized coin-op machines of the day.

Interestingly, the sound seems to play a major role in keeping the game faithful to its coin-op roots. The tunes and sound effects (waka waka waka!) are reproduced with uncanny accuracy, right down to the slight echo effect that makes the opening theme send chills up my spine.

There are many who will undoubtedly claim that *Pac-Man*'s primitive game play has no place in today's electronic entertainment industry, and others will complain that the game was meant to be played with a joystick and not a control pad. I'll agree with the latter—at times it's pretty tough to steer the little guy—but



***Pac-Man*, by Namco.**

the former is a fallacy. There's a market for video-game nostalgia, and I hope that Namco and the Game Gear will find it.

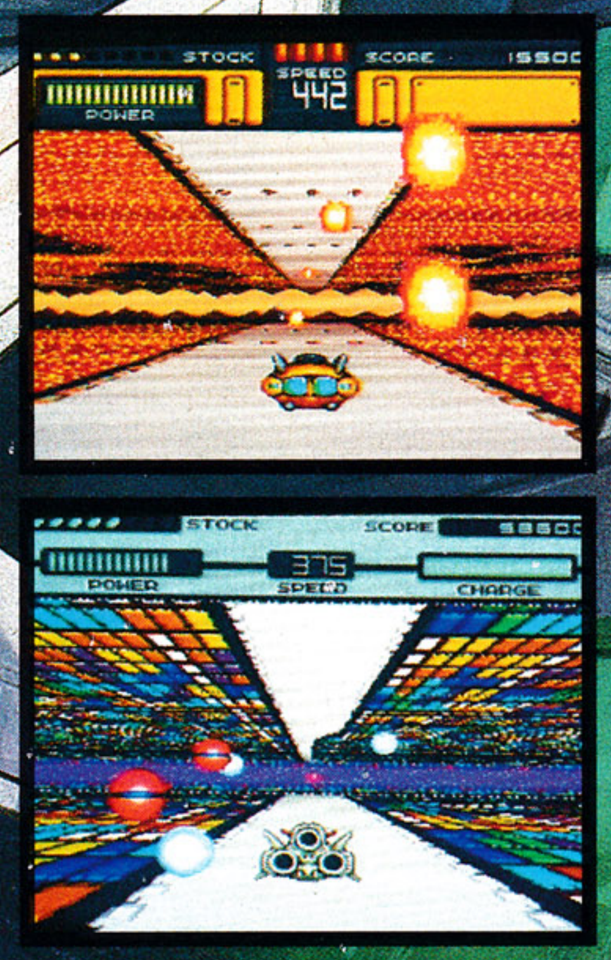
Namco Hometek, Inc.
3255-1 Scott Blvd., Suite 102
Santa Clara, CA 95054-3013
(408) 496-6371

Next month, we'll find out what happens when the hottest NES game of 1991 gets squeezed into the Game Boy. Let us know how you feel about the new, improved *Gaming on the Go*—send your comments and suggestions to **VIDEO GAMES & COMPUTER ENTERTAINMENT, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.**

HYPERZONE™

The game of the future is here today!

- High-speed futuristic action/adventure.
- Graphics with full 16-bit power.
- Stereo sound with fresh effects.
- 3-D backgrounds pull you into the action!
- High tech at a great price!



SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

HAI™
HAL AMERICA INC.
The Funatic Specialists

7873 S.W. Cirrus Drive, Building 25F • Beaverton, Oregon 97005 • Tel 503/644-4117 • Fax 503/641-5119

LICENSED BY Nintendo

Nintendo, Super Nintendo Entertainment Systems and the Official Seals are registered trademarks of Nintendo of America Inc.
© 1991 Nintendo of America Inc. TM and © HAL America, Inc. 1991. All rights reserved.

CIRCLE #135 ON READER SERVICE CARD.

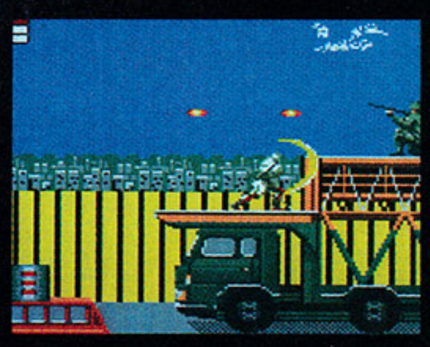
Joe Montana Is The Only QB

Pictured: Joe Montana Football*

Columns
(included with system)

Super Monaco

Shinobi



Castle of Illusion starring
Mickey Mouse

Slider

*Screens shown are actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA of America, Inc.

GOOD ENOUGH FOR OUR LINE.

Joe Montana quarterbacked his San Francisco team to 4 Super Bowl titles. Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe Montana, pro football's "Athlete of The Decade". But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test your intelligence, stamina, and reflexes. That take you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 25 captivating titles available by Christmas. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montana, and a full line of super titles. It's a sure winner. At home, and on the road.

TV Tuner

Simulated television picture.

GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM

World Class Leaderboard Golf

G-LOC

Ninja Gaiden**

Space Harrier**

Solitaire Poker

except Castle of Illusion starring Mickey Mouse ©The Walt Disney Company, World Class Leaderboard ©Access Software, Inc. and Ninja Gaiden ©1988 Tecmo, LTD. All rights reserved. ©1991 SEGA of America, Inc.

CIRCLE #136 ON READER SERVICE CARD.

State OF THE Art

A Look at the Games That Set the Standards

BY BILL KUNKEL & ARNIE KATZ

It's a phrase we hear all the time. Reviewers refer to a new product or to that title's sound, graphics and/or interface as "state of the art." What do these four words, electronic gaming's ultimate compliment, *really* mean? Which video and computer games genuinely represent state of the art in modern interactive entertainment?

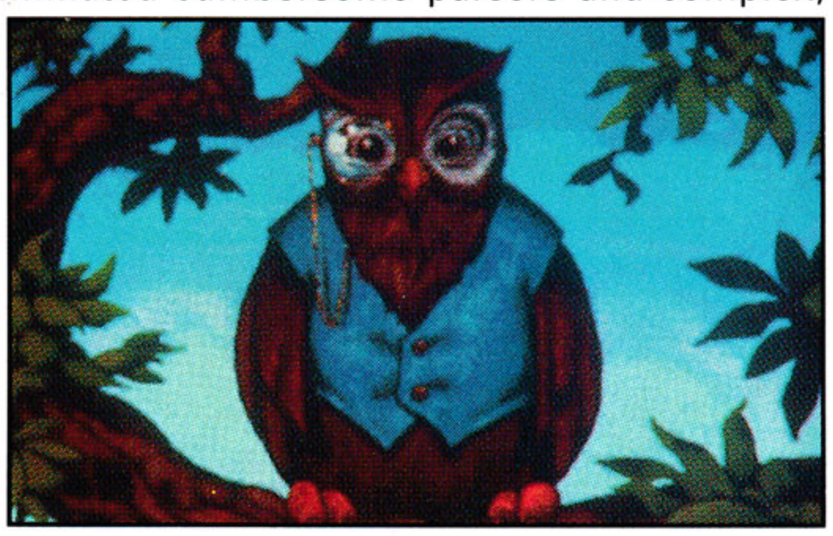
This is a difficult question, because critics apply that simple-sounding phrase in two different ways. A game may be state of the art in terms of electronic gaming, or it may simply be state of the art for a specific computer or game system. This article considers *all* forms of electronic entertainment in competition. The Game Boy versus the Neo•Geo; IBM PC computers versus the slickest coin-ops. In short, we are talking *pure* state of the art; the best home electronic gaming can offer.

The Art of the Interface

The term "state of the art" generally does not refer to a game's design. As a rule it deals with the implementation of a game's concept. Designs are ideas, and ranking gaming's best thinkers is beyond the scope of this article and possibly the ability of the authors.

One thing we can talk about here is the interface; the device or system through which the user interacts with the game. Though adventure-game interfaces are the kind most frequently mentioned, for good or ill, *all* games have an interface. Electronic games couldn't be interactive if players didn't have some means of communicating with the game program.

In most cases, a mouse, joystick or other control device is the primary, if not only, interface device. The trend has been toward the user-friendly, transparent interface. Publishers have systematically eliminated cumbersome parsers and complex, keyboard-oriented systems in favor of menu- and icon-driven interfaces.



Games that are generally regarded as possessing a state-of-the-art interface include *King's Quest V* (Sierra/IBM PC), *Ultima VI* (Origin/IBM PC), *Rise of the Dragon* (Dynamix/IBM PC) and *Eye of the Beholder* (SSI/IBM PC). Let's take a look at each and see why they qualify for this elite company.

Roberta Williams' *Kings Quest* epics have been among the most successful adventure games in the history of electronic entertainment, but before the fifth installment, the interface used was not highly regarded. *KQ V* changed all that by stripping away the parser and substituting a series of icons representing all relevant commands (walk, travel, look, action, talk). At long last, a series that has traditionally represented state of the art in sound and graphics has an interface worthy of it.

Ultima VI also represented a major break with earlier chapters in Lord British's epic adventure series, again through the use of icons representing the necessary commands. This same interface also appears in the first *Worlds of Ultima* adventure, *The Savage Empire* (Origin/IBM PC).

Nothing remains state of the art forever; that's the nature of life on the cutting edge. One day you've revolutionized game play, and the next day some clever young turk adds a wrinkle or two to the scheme and displaces your now-dated game system.

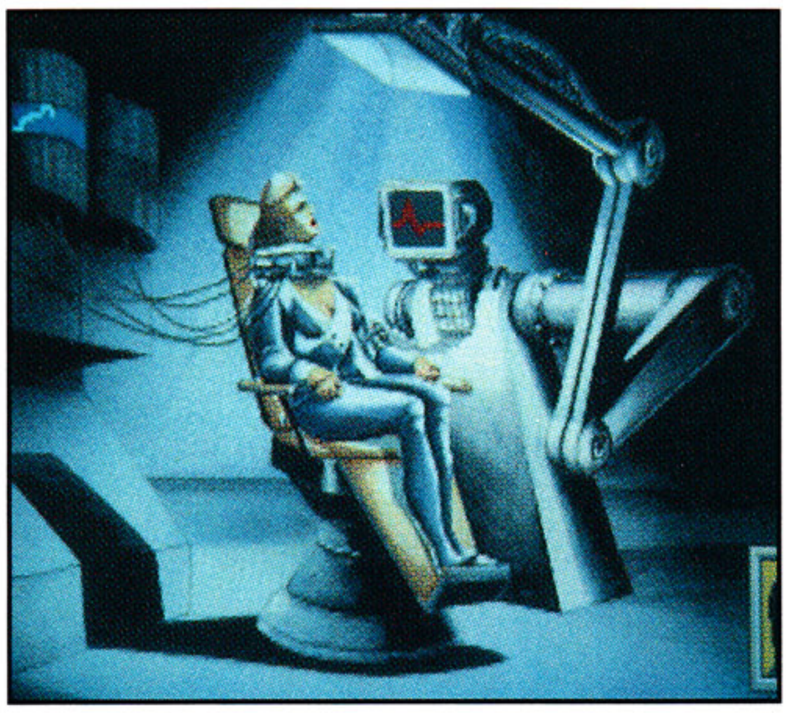
The most significant breakthroughs in terms of a gaming interface in the last five years were probably FTL's *Dungeon Master* and Icom's *Déjà Vu.* The *Dungeon Master* interface has been modified and adapted by numerous developers, most recently by Westwood Associates for *Eye of the Beholder* (SSI). It marked the first significant advance in fantasy role-playing interfaces since Woodhead and Greenberg revolutionized electronic RPGs with *Wizardry. Dungeon Master* set new standards in several areas, some of which have since been surpassed, but the flexibility and simplicity of its control scheme present a wide range of options without undue complexity.

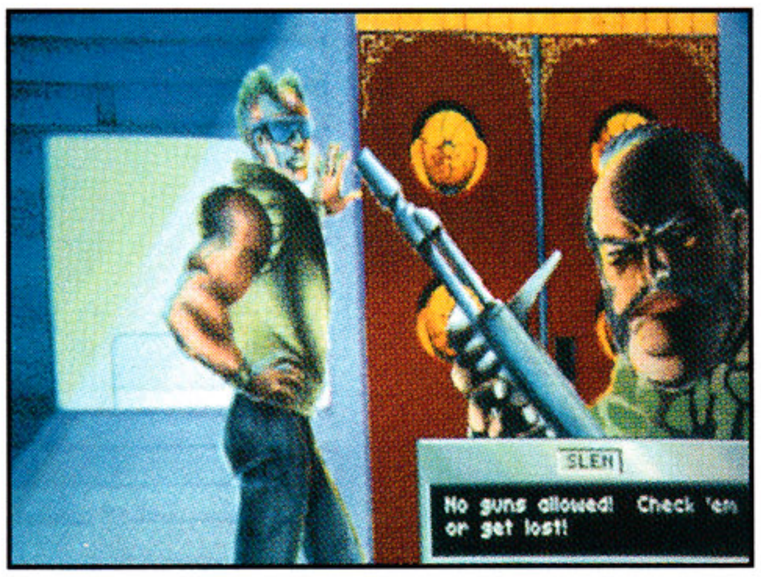
Similarly, Icom revolutionized first-person adventures with its remarkable point-and-click interface introduced in *Déjà Vu, Shadowgate* and *The Uninvited* (all from Mindscape). In these games, players point an on-screen cursor at any object on the screen, from a water faucet to a particular book on a library shelf. After selecting an object, the gamer moves the cursor to a menu of verbs (open, close, take, use, etc.) to interact with it.

Top left and above: *King's Quest V*, by Sierra On-Line. Bottom left: Origin Systems' *Ultima VI*.

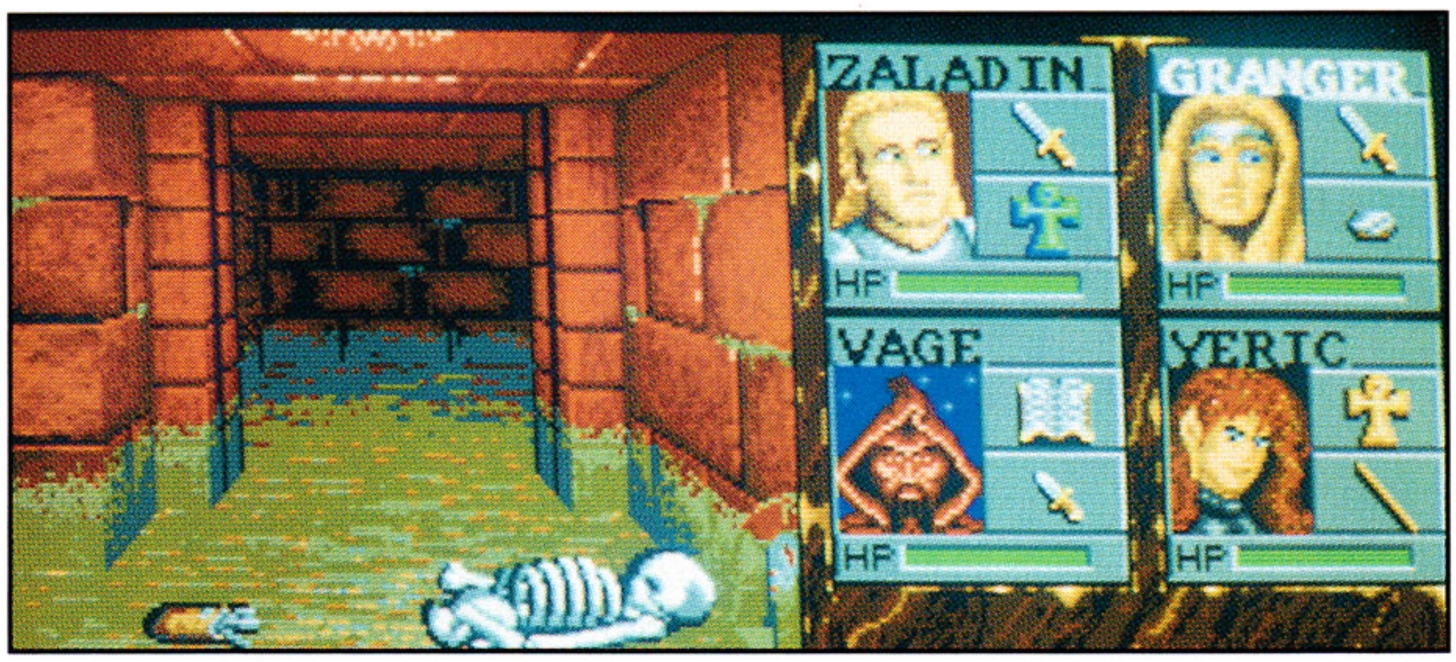
The system was simplicity itself, though it had certain built-in weaknesses. For one thing, the finite number of choices allows a relentless gamer to click every possible action. For another, the system had no satisfactory method of conversation with non-player characters.

The old Icom system has been updated, and in some cases, totally revamped by today's leading edge developers, such as Dynamix. Jeff Tunnell's *Rise of the Dragon* uses a state-of-the-art version of the point-and-click interface and throws in a feature





***Rise of the Dragon*, by Dynamix (left and below), and SSI's *Eye of the Beholder* (bottom) are both regarded as having state-of-the-art interfaces.**



dubbed "the smart cursor." The smart cursor changes according to the situation; the cursor changes to an exit sign, for example, when it is placed over a position representing a way out of the current location. When it is pointing to a character with whom you can converse, it transforms into a word balloon. And finally, when you want to take a closer look at a given object, it can be changed into a magnifying glass.

What's That I Hear, State of the Art Audio?

Sound has come into its own in electronic entertainment only within the past few years. A few appropriate beeps and boops and some simple theme music were enough in gaming's stone age, but 16-bit video-game systems and the PC sound board boom have raised the sound stakes considerably.

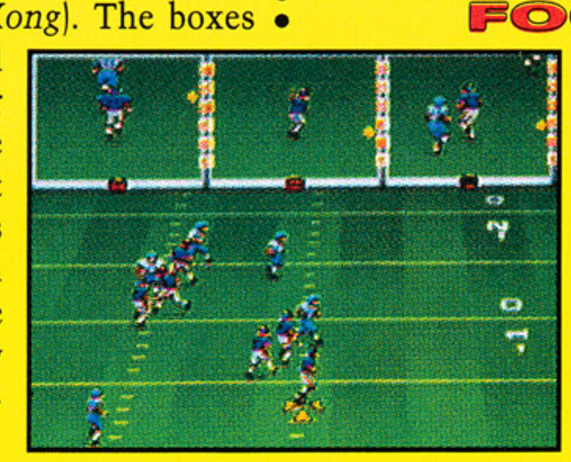
State-of-the-art sound is available on several different computer- and video-game systems. The TurboGrafx-16's CD drive, for example, produces music that's as good as the amplifier and speakers. It is played through, but it does not necessarily represent state of the art. *Y's (Books 1 & 2)* (NEC/TurboGrafx-16 CD) swept most of the sound category awards given out by video-game magazines last year, but the audio is not interactive; it simply plays in the background, regardless of what the player-character does on-screen. This is the equivalent of listening to a record while playing a game.

True interactive sound effects and music are available to gamers with an IBM PC machine equipped with a Roland sound board (the MT-32 or the LAPC-1), and Sierra adventures (especially the *Space Quest* games) represent the best of the best. The Sega

STATE OF THE ART SURVEY

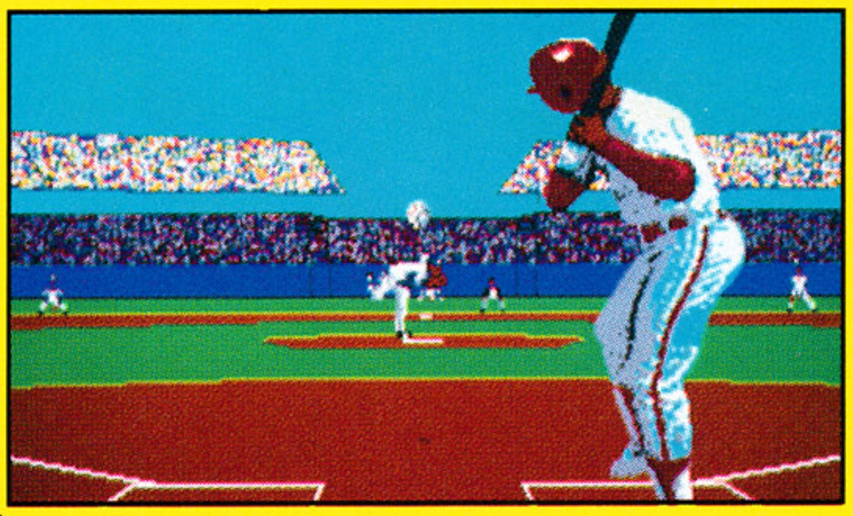
TRUE STATE-OF-THE-ART GAMING DEFIES CATEGOrization. *Star Tropics* (Nintendo), for example, represents state of the art in the 8-bit world, but it would hardly turn a head in an arcade. When it comes to adventure gaming, on the other hand, the strongest arcade entry could hardly be expected to hold a candle to *Ultima VI.*

In the early '80s, coin-ops *were* state of the art. In terms of sound, graphics and game design, the arcades were the cutting edge, and the home-gaming market was largely obsessed with producing the best possible facsimile of those coin-ops. To give some idea of the extent to which coin-ops dominated the entire electronic-gaming universe, remember that most of the early Coleco-produced games for its own Colecovision were coin-op licenses (*Cosmic Avenger, Ladybug, Donkey Kong*). The boxes that housed these cartridges all used the same simple cover format: a color photo of the original coin-op's cabinet. That was it. Coleco's reasoning was obvious: the very fact that a game was a coin-op license gave it credibility and quality no non-license could even aspire to.



These days, arcade games represent state of the art only in isolated cases. Last year's *Hard Drivin'* (Atari) represented state of the art in terms of polygon-fill driving simulations, and this year *Race Drivin'* picks up the banner. But in categories such as sports, RPGs, flight and combat simulators, strategy and even arcade-action, the coin-ops are equalled, if not bettered, by the current generation of home-entertainment devices. The Neo•Geo video-game system (SNK), for example, is the same technology that drives SNK's arcade games.

Here, then, is a rundown of what qualifies as state of the art in a sampling of categories:



FOOTBALL

•*John Madden Football* (Electronic Arts/Sega Genesis)—Football action-strategy is taken to dizzying heights of brilliance by the development group Park Place. Sound, graphics and interface all represent high-water marks in electronic-entertainment history.

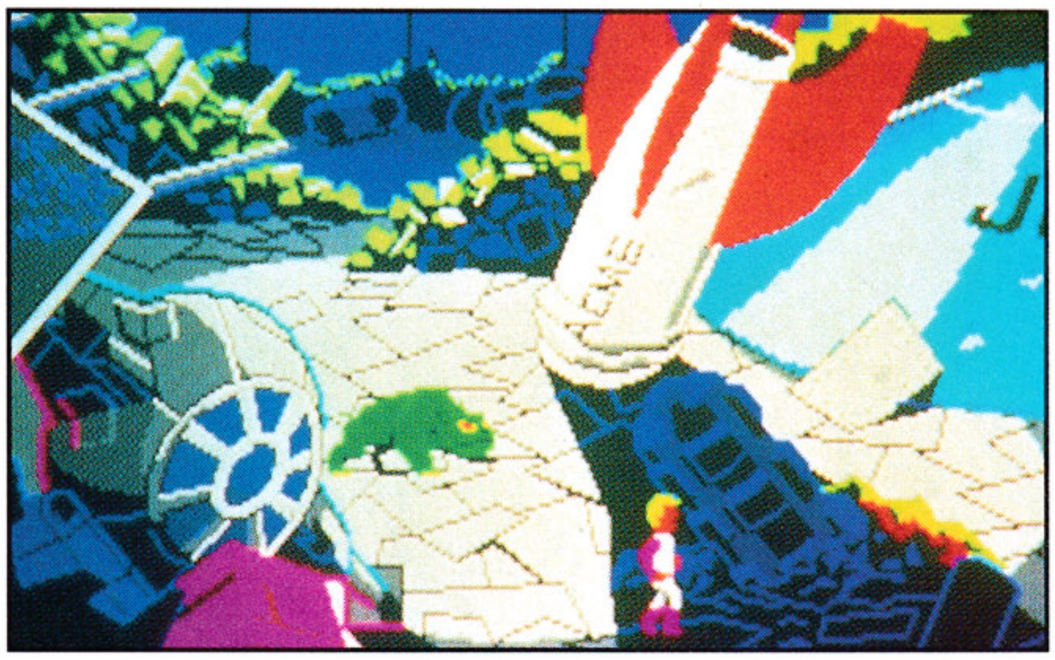
BASEBALL

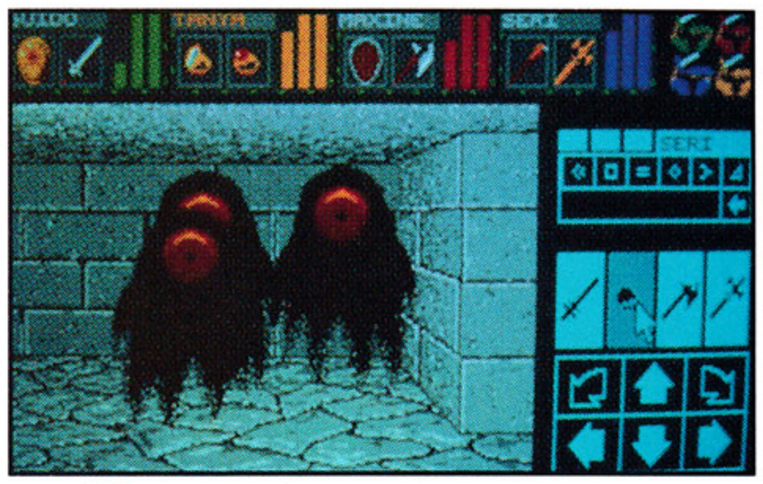
•*Earl Weaver Baseball II* (Electronic Arts/-IBM PC)—Eddie Dombrower has created a true state-of-the-art baseball experience with this revamp of the popular *Earl Weaver Baseball.* In addition to a solid statistical underpinning, *EWB II* allows users to position the game "cameras" literally anywhere on or outside the field.

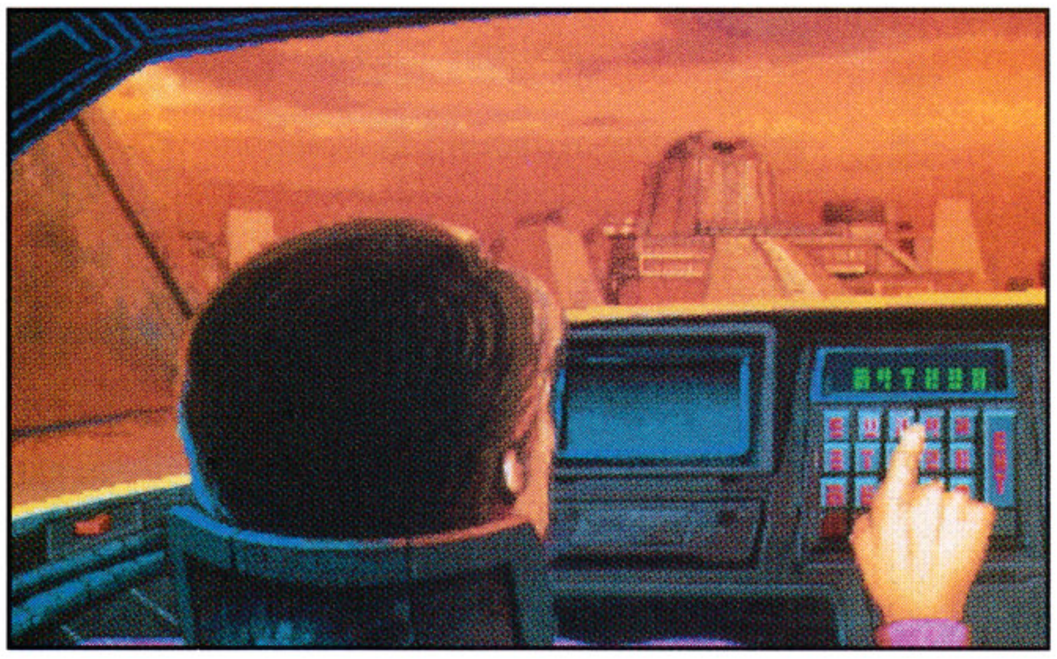
GOLF

•*Links* (Access/IBM PC)—Spectacular VGA graphics and intelligent design create a golfing simulation of unparalleled realism. Additional course disks include Firestone, Bountiful and Bayhill.

Sierra's *Space Quest III* and *IV* (top and bottom left, respectively) represent the "best of the best" in state-of-the-art audio. At the time of its release, FTL's *Dungeon Master* (top right) was a significant breakthrough in terms of gaming interface. Mindscape's *Shadowgate* (bottom right).







State-of-the-Art Art: Graphics

Quality graphics are crucial to a successful game for obvious reasons. Oftentimes the only guides a gamer has when purchasing software are the playfield photographs on the back of the game box.

The trend toward VGA versions of PC games has brought the IBM PC systems up to and, in some cases, beyond the visual sophistication of the Commodore Amiga. State-of-the-art graphics can be seen in the Amiga versions of *It Came From the Desert* and *Lords of the Rising Sun* (both Cinemaware) and on IBM PC computers, in Access Software's astounding golf simulation *Links*.

It Came From the Desert offers stunning visuals to complement a game based on the popular giant insect movies of the '50s (*Them, Beginning of the End, The Black Scorpion, Tarantula*), while *Lords of the Rising Sun* brings the sweep and grandeur of battle to the gaming screen for the very first time.

Genesis also boasts extremely impressive stereo sound—best appreciated with headphones—as does the tiny Atari Lynx. An impressive array of state-of-the-art music and sound effects can be heard on *Mickey Mouse in the Castle of Illusion* (Sega/Genesis), *Star Control* (Ballistic/Genesis) and *Klax* (Tengen/Lynx).

•*PGA Tour Golf* (Electronic Arts/IBM PC)—For a combination of good graphics and ease of play, this golf game is hard to beat. For non-VGA PC users, this is state of the art; for everyone else, it's pretty darned close.

HOCKEY

•*TV Sports: Hockey* (Cinemaware/TurboGrafx-16)—Extremely realistic graphics and a great interface allow this entry to supplant *Superstar Ice Hockey* (Mindscape/Various computer systems) as the best available hockey simulation, home or arcade.

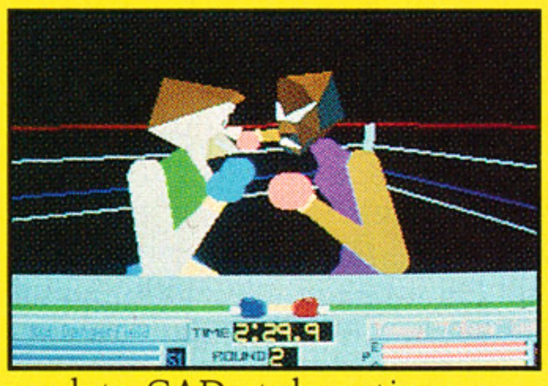
BASKETBALL

•*TV Sports: Basketball* (Cinemaware/IBM PC)—Cinemaware has always prided itself on presenting state-of-the-art product with each of its games. *TV Sports: Basketball* offers unparalleled graphic excellence in a roundball simulation.

•*Lakers Vs. Celtics* (Electronic Arts/IBM PC)—Depending on personal taste, this game is either slightly better or slightly worse than *TV Sports: Basketball*. In either case, it still represents state of the art in terms of simulating real on-court players in action.

BOXING

•*Sports Simulated Boxing* (Brøderbund/IBM PC)—DSI, best known for the first two *Test Drive* games, has moved into the sports-simulation genre, and the result is a knockout of a boxing game. Complete CAD-style options allow the user to set the "camera" from any point in the arena, including a true first-person perspective from either boxer!



TENNIS

•*Sports Simulated Tennis* (Brøderbund/IBM PC)—Also produced by DSI (see *Simulated Sports Boxing* above), this game takes the same visual approach with tennis, letting the user position the game "camera" anywhere on or near the court. Truly impressive stuff.

STUNT DRIVING

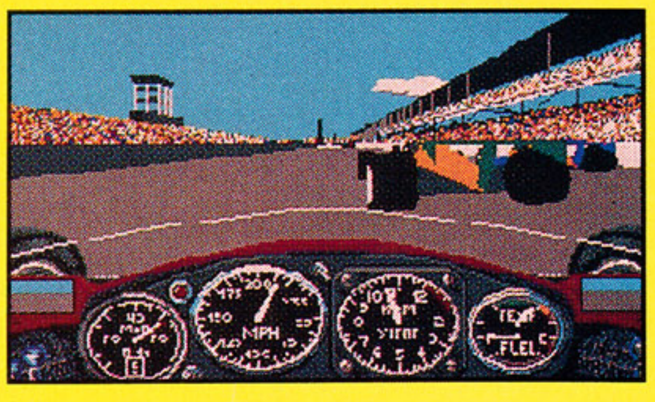
•*Race Drivin'* (Atari/Coin-Op)—Even more amazingly realistic than *Hard Drivin'* (Atari), this upgrade offers gamers a choice of four vehicles and four tracks, including the Autocross, with a computerized pace car and lap timer, and the Super Stunt track, which boasts a mountain road, a jump and a corkscrew loop. The polygon-fill graphics are breathtaking, and the game speed is phenomenal.

DRIVING

•*Rad Mobile* (Sega/Coin-Op)—This 32-bit driving simulation is an eye-popping spin through traffic-clogged city streets into the country and over treacherous mountain roads. The bit-mapped graphics have to be seen to be believed. (The sit-down model is recommended over the upright, which is true of most coin-op driving games.)

AUTO RACING

•*Indianapolis 500* (Electronic Arts/IBM PC)—Race the Indy then watch your performance replayed from your choice of camera angles. High performance stuff.



NO MATTER WHAT YOUR PROBLEM...

Does your video game system have a problem with flashing, scrambled or blank TV screens? My original cleaning kits are the cure!

"FLASHITIS" "SCRAMBLITIS" "BLANKITIS"

FIX-A-GAME

FIX-A-SYSTEM PLUS

FIX-A-SYSTEM

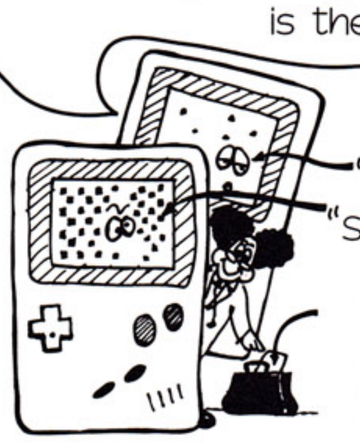
Is your Nintendo® controller malfunctioning? Are the on-screen figures not jumping , kicking or punching? Is it difficult to change directions or shoot and fire correctly? My Fix-A-Pad repair kit is the cure!

"CONTROLLOROSIS"

New!

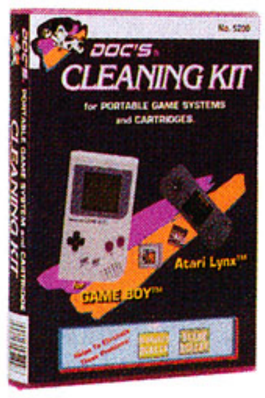
FIX-A-PAD

Does your Game Boy™ or Lynx ® suffer from blank or scrambled screens? My cleaning kit for portables is the cure!



"BLANKOSIS"
"SCRAMBLOSIS"

New!



CLEANING KIT FOR PORTABLES

New!

AC ADAPTOR FOR GAMEBOY®

Tired of spending money to replace your Game Boy's™ worn out batteries? My AC Adaptor for Game Boy™is the cure!

"BATTERIMIA"

...DOC'S® HAS THE CURE!

Check out Doc's® other products including:

- Doc's Power Up A.C. Adaptor for NINTENDO®: Replaces broken Control Deck™ AC Adaptors.
- Doc's Auto Switch: automatic TV antennae/game switch for NINTENDO®, Genesis®, Turbo Graf X® etc.
- Doc's Auto Power for Game Boy™:Plugs into any cigarette lighter adaptor to power Game Boy™ without batteries.
- Doc's 1 Minute Encyclopedia of simplified Nintendo® game instructions.

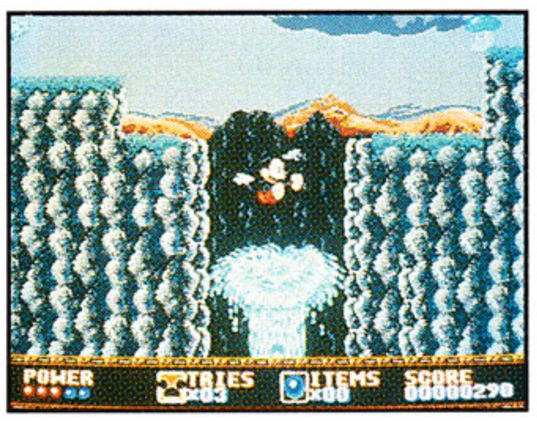
Find Doc's products at Toys R Us, Lionel Playworld, K & K, Kay Bee Toys, Venture, The Electronics Boutique, Software Etc., Hills, Fred Meyer, Meijer's Thrifty Acre.

©1990 DOC'S HI TECH GAME PRODUCTS, RIALTO CA, 92376 Doc's® is a registered trademark of Doc's Hi Tech Game Products Inc.
Game Boy™ is a trademark of Nintendo of America Inc.Lynx™ is a trademark of Atari Corp.Nintendo®, Nintendo®Control Deck™
and Nintendo Entertainment System ® are registered trademarks of Nintendo of America Inc.
Genesis® and Sega® are registered trademarks of Sega of America Inc.Turbo GrafX 16™ is a trademark of NEC inc

CIRCLE #137 ON READER SERVICE CARD.

Links presents golf course graphics so rich, so lushly textured, that the images almost look digitized. The airbrush-style artwork offers gamers a truly unique optical experience.

The 16-bit home video-game systems also frequently offer state-of-the-art graphics, as seen in games like *Castle of Illusion Starring Mickey Mouse* (Sega/Genesis), *Tommy Lasorda Baseball* (Sega/Genesis), *Baseball Stars* (SNK/Neo•Geo), *Nam 1975* (SNK/Neo•Geo) and *Devil's Crush* (NEC/TurboGrafx-16).



Top left and right: *It Came From the Desert* and *Lords of the Rising Sun*, both by Cinemaware. Above: Sega's *Mickey Mouse in the Castle of Illusion*.

Tomorrow's State of the Art

Crystal ball-gazing is a difficult business; there are so many factors at work that it is virtually impossible to see more than only the broad outlines of any possible future.

CD technology is temporarily stalled while the industry waits for a more viable CD format than the current audio-compatible one. Still, CD seems inevitable, ultimately, for both the video- and computer-game industry. From the video-game point of view, CD is a much cheaper medium than ROM cartridges, while computer-game publishers, especially those who produce lavish adventure games (Sierra, Dynamix and Origin, for instance) are at the point where VGA versions of major releases require a dozen or more floppy disks and all but fill up any hard drive.

Talk of a 32-bit video-game system continues, and the 386 processor is fast becoming the standard for IBM PC based computers. With all this competition in the home market, the arcades will be hard-pressed to compete for the entertainment dollar. Will coin-ops up the technological ante? They may have to. In the March '91 issue of *RePlay* magazine, arcade expert Marcus Webb says: "...we now have it from at least three well-connected, reliable sources that a well-known video-game license broker has a deal in the works to bring authentic 3-D vision to coin-op (no glasses needed).... At press time, the broker was reportedly ready to strike a deal with one of the largest Japanese video-game developers...."

Then there are the BattleTech Centers, where video games are married to the league orientation of a bowling alley. It's evident that coin-op developers will have to kick it in gear and come up with more innovative concepts if they want to compete with the increasingly sophisticated home systems.

The only sure thing in this whole business is the certainty that today's state of the art is tomorrow's antique. Electronic gaming is a technology-driven business and technology, like rust, never sleeps.

FLIGHT SIMULATOR (Modern)

•*Flight of the Intruder* (Spectrum HoloByte/IBM PC)—Vietnam-era combat flight simulator based on the best seller by Stephen Coonts. The player controls up to eight friendly aircraft—four A-6 Intruders and four F-4 Phantoms—during the course of a single mission.

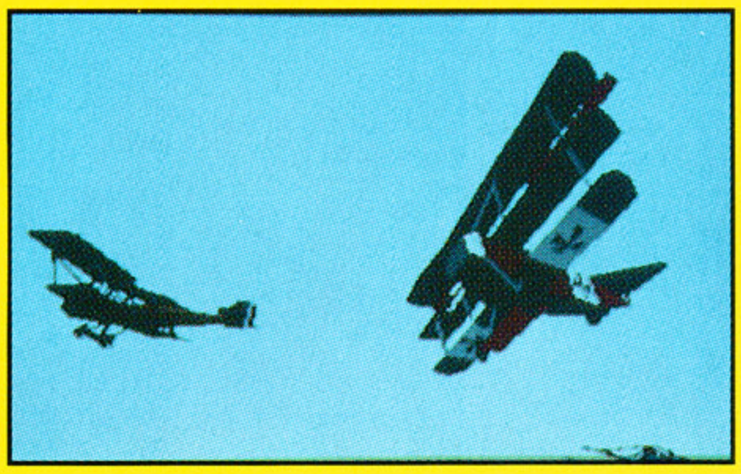
•*F-15 Strike Eagle* (Microprose/Coin-Op)—It may not be the easiest coin-op you've ever played, but if it's graphic realism you're looking for, this baby leaves everyone in the dust. Based on the popular computer game, this arcade game will leave you breathless.

FLIGHT SIMULATOR (WWII)

•*Secret Weapons of the Luftwaffe* (Lucasfilm/IBM PC)—Lawrence Holland's high concept follow-up to *Their Finest Hour* offers users nine aircraft and over two-dozen missions.

FLIGHT SIMULATOR (WWI)

•*Red Baron* (Dynamix/IBM PC)—Elegant, eye-popping World War I action offers 28 different aircraft (German and British) and the Dynamix 3SPACE system. Fly over the German-French front, Verdun, the Somme, Paris and London in either a single mission or an entire campaign.



SCIENCE FICTION

•*Wing Commander* (Origin/IBM PC)—Incredible state-of-the-art sound and graphics surround the gamer, who plays a space ace engaging the dread Kilrathi in deep space dogfights. Subsequent add-on disks include *Wing Commander (The Secret Missions)* (Origin/IBM PC) and *Wing Commander (The Secret Missions 2: Crusade)* (Origin/IBM PC).

WAR GAMES

•*Universal Military Simulator 2* (Microprose/ Amiga, IBM PC, Macintosh)—Some wargamers howl about designer Eza Sidran's approach to wargaming, but his miniatures-oriented approach may lift the category to new heights of popularity. *UMS 1* and *UMS 2* aren't just accurate simulations; they are involving and eye-catching depictions of warfare.

•*Napoleon at War* (SSI/IBM PC)—The conventional hexgrid military simulation has been a staple of computer gaming for a decade. No one does it better than SSI, and *Napoleon at War* optimizes every phrase of the company's time-tested formula.

ARCADE ACTION

•*Smash TV* (Williams/Coin-Op)—This 32-bit action game is reminiscent of the venerable classic *Robotron*, but has all the bells and whistles modern technology can muster.

•*NY Warrior* (Virgin Mastertronic/Amiga)—One of Mastertronic's "Mega" games, this is an exact duplicate of the coin-op. The digitized sound effects are especially state of the art.

ARCADE ADVENTURE

•*Mickey Mouse in the Castle of Illusion* (Sega/Genesis)—This is the most beautiful, most enchanting side-scrolling action-adventure ever produced.

718-229-1435 **718-229-1435**

NINTENDO
We Sell $13.95
We Buy $4.00

- ☐1942
- ☐ADV. OF BAYOU BILLY
- ☐ADV. OF LINK
- ☐ATHENA
- ☐BALLOON FIGHT
- ☐BASEBALL
- ☐BIONIC COMMANDO
- ☐CASTLEVANIA
- ☐COMMANDO
- ☐DEADLY TOWERS
- ☐DEMON SWORD
- ☐DOUBLE DRIBBLE
- ☐DRAGON POWER
- ☐DRAGON WARRIOR
- ☐EXCITEBIKE
- ☐FAXANADU
- ☐GAUNTLET
- ☐GHOSTS N GOBLINS
- ☐GOLF
- ☐GOLGO 13
- ☐GOONIES II
- ☐GOTCHA
- ☐GRADIUS
- ☐GUMSHOE
- ☐GUNSMOKE
- ☐HYDLIDE
- ☐ICE CLIMBER
- ☐ICE HOCKEY
- ☐IKARI WARRIORS
- ☐IKARI WARRIORS II
- ☐IRON TANK
- ☐JACKAL
- ☐KARATE CHAMP
- ☐KARATE KID
- ☐KUNG FU
- ☐KUNG FU HEROES
- ☐LEGACY OF THE WIZARD
- ☐LEGEND OF KAGE
- ☐LEGEND OF ZELDA
- ☐LIFEFORCE
- ☐MACH RIDER
- ☐METROID
- ☐MUSCLE
- ☐OPERATION WOLF
- ☐PLATOON
- ☐PRO-AM RACING
- ☐RAMBO
- ☐RENEGADE
- ☐RUSH N ATTACK
- ☐RYGAR
- ☐SECTION Z
- ☐SIMON'S QUEST
- ☐SKATE OR DIE
- ☐SPY HUNTER
- ☐SPY VS. SPY 1
- ☐STAR FORCE
- ☐STAR VOYAGER
- ☐T&C SURF DESIGNS
- ☐TIGER-HELI
- ☐TOP GUN
- ☐TRACK AND FIELD
- ☐TRACK AND FIELD II
- ☐TROJAN
- ☐URBAN CHAMPION
- ☐WILD GUNMAN
- ☐WINTER GAMES
- ☐WIZARDS & WARRIORS
- ☐WORLD RUNNER 3-D
- ☐WRECKING CREW
- ☐XENOPHOBE
- ☐XEVIOUS

We Sell $16.95
We Buy $5.00

- ☐8 EYES
- ☐1943
- ☐720
- ☐ADV. OF LOLO
- ☐ALIEN SYNDROME
- ☐ANTICIPATION
- ☐ARCHON
- ☐ASTYANAX
- ☐BACK TO THE FUTURE
- ☐BAD DUDES
- ☐BASES LOADED
- ☐BLASTER MASTER
- ☐BOMBERMAN
- ☐BREAKTHRU
- ☐BUMP N JUMP
- ☐BURAI FIGHTER
- ☐BURGERTIME
- ☐CASTLE QUEST
- ☐CITY CONNECTION
- ☐CLASH AT DEMONHEAD
- ☐COBRA COMMAND
- ☐COBRA TRIANGLE
- ☐CODE NAME VIPER
- ☐CONTRA
- ☐CYBERNOID
- ☐DASH GALAXY
- ☐DEFENDER OF THE CROWN
- ☐DEFENDER II
- ☐DESERT COMMANDER
- ☐DESTINATION EARTHSTAR
- ☐DR. CHAOS
- ☐DONKEY KONG
- ☐DONKEY KONG JR.
- ☐DONKEY KONG 3
- ☐DOUBLE DRAGON
- ☐ELEVATOR ACTION
- ☐ELWAY'S QUARTERBACK
- ☐FESTERS QUEST
- ☐FLYING DRAGON I
- ☐GHOSTBUSTERS
- ☐GODZILLA
- ☐GUARDIAN LEGEND
- ☐GUERILLA WAR
- ☐GYRUSS
- ☐HOOPS
- ☐INDIANA JONES TEMPLE
- ☐INFILTRATOR
- ☐IRONSWORD
- ☐JAWS
- ☐JORDAN VS. BIRD
- ☐JOUST
- ☐KARNOV
- ☐KID NIKI
- ☐LEGENDARY WINGS
- ☐MAJOR LEAGUE BASEBALL
- ☐MAPPY-LAND
- ☐MARIO BROS.
- ☐MILON'S SECRET CASTLE
- ☐MONSTER PARTY
- ☐MYSTERY QUEST
- ☐NINJA GAIDEN
- ☐NINJA KID
- ☐PEBBLE BEACH
- ☐POPEYE
- ☐P.O.W.
- ☐PREDATOR
- ☐PRO WRESTLING
- ☐PUNCHOUT
- ☐RBI BASEBALL
- ☐RACKET ATTACK
- ☐RAD RACER 3-D
- ☐RAMPAGE
- ☐RESCUE
- ☐RIVER CITY RANSOM
- ☐ROBO WARRIOR
- ☐ROLLING THUNDER
- ☐SHADOWGATE
- ☐SKYKID
- ☐SKY SHARK
- ☐SLALOM
- ☐SNAKES REVENGE
- ☐SOCCER
- ☐SPELUNKER
- ☐STINGER
- ☐STRIDER
- ☐TAG TEAM WRESTLING
- ☐TENNIS
- ☐THREE STOOGES
- ☐THUNDERCADE
- ☐TWIN COBRA
- ☐TWIN EAGLE
- ☐VINDICATORS
- ☐VOLLEYBALL.
- ☐WILLOW
- ☐WRESTLEMANIA

We Sell $22.95
We Buy $8.00

- ☐ABADOX
- ☐A BOY AND HIS BLOB
- ☐ADV. IN MAGIC KINGDOM
- ☐ADVENTURE ISLAND
- ☐ADV. OF LOLO 2
- ☐AFTERBURNER
- ☐AIR FORTRESS
- ☐AIRWOLF
- ☐ALL PRO BASKETBALL
- ☐BACK TO FUTURE 2&3
- ☐BATMAN
- ☐BATTLE OF OLYMPUS
- ☐BATTLE TANK
- ☐BIGFOOT
- ☐BLADES OF STEEL
- ☐BOULDER DASH
- ☐BUBBLE BOBBLE
- ☐CABAL
- ☐CAPTAIN COMIC
- ☐CAPTAIN SKYHAWK
- ☐CASINO KID
- ☐CASTLE OF DRAGON
- ☐CIRCUS CAPERS
- ☐DEXTERITY
- ☐DIG DUG 2
- ☐DOUBLE DARE
- ☐DOUBLE DRAGON II
- ☐DONKEY KONG CLASSICS
- ☐DONKEY KONG JR. MATH
- ☐DRACULAS CURSE
- ☐DRAGON SPIRIT
- ☐DUNGEON MAGIC
- ☐DYNOWARZ
- ☐FANTASY ZONE
- ☐FAST BREAK
- ☐FIGHTING GOLF
- ☐FIST OF THE NORTH STAR
- ☐FREEDOM FORCE
- ☐GALAGA
- ☐GALAXY 5000
- ☐GHOSTBUSTERS 2
- ☐GILLIGANS ISLAND
- ☐HEAVY BARREL
- ☐HEAVY SHREDDIN
- ☐JEOPARDY
- ☐JEOPARDY JR.
- ☐JEOPARDY 25TH ANNIV.
- ☐JOURNEY TO SILIUS
- ☐KICKLE CUBICLE
- ☐KID ICARUS
- ☐KID KOOL
- ☐KINGS OF THE BEACH
- ☐KIWI KRAZE
- ☐KLAX
- ☐KNIGHT RIDER
- ☐LAST STARFIGHTER
- ☐LODE RUNNER
- ☐LOOPZ
- ☐LOW G MAN
- ☐MAD MAX
- ☐MAFAT CONSPIRACY
- ☐MAGIC OF SCHEHERAZADE
- ☐MARBLE MADNESS
- ☐MARVEL'S XMEN
- ☐MECHANIZED ATTACK
- ☐MEGAMAN 2
- ☐MICKEY MOUSECAPADE
- ☐MIGHTY BOMB JACK
- ☐MILLIPEDE
- ☐MULE
- ☐NARC
- ☐NFL
- ☐NINJA GAIDEN II
- ☐NOBUNAGAS AMBITION
- ☐ORB 3-D
- ☐PACMAN
- ☐PICTIONARY
- ☐PINBALL
- ☐PINBALL QUEST
- ☐PINBOT
- ☐PIRATES
- ☐PUSS N BOOTS
- ☐QBERT
- ☐REMOTE CONTROL
- ☐RING KING
- ☐ROAD BLASTER
- ☐ROAD RUNNER
- ☐ROBOCOP
- ☐ROCKET RANGER
- ☐ROCK N BALL
- ☐ROGER RABBIT
- ☐SHINGEN THE RULER
- ☐SHINOBI
- ☐SHOOTING RANGE
- ☐SILENT SERVICE
- ☐SILKWORM
- ☐SNAKE RATTLE ROLL
- ☐SOLAR SYSTEM
- ☐SOLOMONS KEY
- ☐SOLSTICE
- ☐SPOT
- ☐SQOON
- ☐STARSHIP HECTOR
- ☐STEALTH
- ☐STREET FIGHTER 2010
- ☐SUPER DODGE BALL
- ☐SUPER MARIO BROS 2
- ☐SUPERSPIKE V BALL
- ☐SUPER SPRINT
- ☐SUPER PITFALL
- ☐TECMO BASEBALL
- ☐TEEN NINJA TURTLES
- ☐TIMELORD
- ☐TOP GUN II
- ☐TOTAL RECALL
- ☐TURBO RACING
- ☐ULTIMA
- ☐WALL ST. KID
- ☐WHEEL OF FORTUNE
- ☐WHEEL OF FORTUNE Family Edition
- ☐WHEEL OF FORTUNE JR.
- ☐WIN LOSE OR DRAW
- ☐WIZARDRY
- ☐WORLD GAMES
- ☐WORLD GRAND PRIX
- ☐WRATH OF BLACK MANTA
- ☐XEXYZ
- ☐YO! NOID

We Sell $29.95
We Buy $12.00

- ☐ARCH RIVALS
- ☐BAD NEWS BASEBALL
- ☐BATTLE CHESS
- ☐BIG BIRD
- ☐BUGS BUNNY CASTLE
- ☐BUGS BUNNY BIRTHDAY
- ☐CALIFORNIA GAMES
- ☐CAVEMAN GAMES
- ☐CHIP N DALE
- ☐CLASSIC CONCENTRATION
- ☐CONFLICT
- ☐CONQUEST CRYSTAL PALACE
- ☐CRYSTALIS
- ☐DAYS OF THUNDER
- ☐DEATH RACE
- ☐DESTINY OF AN EMPEROR
- ☐DICK TRACY
- ☐DIRTY HARRY
- ☐DR. MARIO
- ☐DUCKTALES
- ☐DUSTY DIAMOND SOFTBALL
- ☐EVERT AND LENDL TENNIS
- ☐FINAL FANTASY
- ☐FUNHOUSE
- ☐GAUNTLET 2
- ☐GOAL
- ☐GREMLINS 2
- ☐HEROES OF THE LANCE
- ☐HOLLYWOOD SQUARES
- ☐HUNT FOR RED OCTOBER
- ☐INDIANA JONES LAST CR.
- ☐JACK NICKLAUS GOLF
- ☐JACKIE CHAN'S KUNG FU
- ☐LITTLE NEMO
- ☐LUNAR POOL
- ☐MANIAC MANSION
- ☐MEGAMAN
- ☐MEGAMAN 3
- ☐MENDEL PALACE
- ☐METAL FIGHTER
- ☐METAL MECH
- ☐MUPPET ADVENTURE
- ☐NINJA CRUSADERS
- ☐PAC-MANIA
- ☐PALAMEDES
- ☐PAPERBOY
- ☐PIPE DREAM
- ☐PLAY ACTION FOOTBALL
- ☐PUNISHER
- ☐RAD GRAVITY
- ☐RAD RACER II
- ☐ROLLERBALL
- ☐ROMANCE 3 KINGDOMS
- ☐SESAME ST. ABC
- ☐SESAME ST. 123
- ☐SHADOW OF THE NINJA
- ☐SILVER SURFER
- ☐SKATE OR DIE 2
- ☐SKI OR DIE
- ☐SNOOPY
- ☐SOLAR JETMAN
- ☐STAR TROPICS
- ☐SUPER C
- ☐SUPER GLOVEBALL
- ☐SUPER OFF ROAD
- ☐SUPERMAN
- ☐SUPER MARIO BROS 3
- ☐SWORDS & SERPENTS
- ☐TECMO BOWL
- ☐TECMO WRESTLING
- ☐TEEN TURTLES II
- ☐TETRIS
- ☐TOMBS & TREASURES
- ☐TOOBIN
- ☐TRICK SHOOTIN
- ☐ULTIMATE BASKETBALL
- ☐WWF CHALLENGE
- ☐WEREWOLF

We Sell $34.95
We Buy $20.00

- ☐BASEBALL SIM. 1.000
- ☐BASEBALL STARS
- ☐BASE WARS
- ☐BATTLE TOADS
- ☐BLACK BASS
- ☐CHAMPIONSHIP BOWLING
- ☐CHESSMASTER
- ☐CHUBBY CHERUB
- ☐DOUBLE DRAGON III
- ☐DRAGON WARRIOR 2
- ☐GENGHIS KHAN
- ☐MONOPOLY
- ☐MS. PACMAN
- ☐RBI BASEBALL II
- ☐ROBOCOP 2
- ☐SIDE POCKET
- ☐THE SIMPSONS
- ☐ULTIMA QUEST AVITAR
- ☐VEGAS DREAM

SEGA GENESIS
We Sell $19.95
We Buy $8.00

- ☐AIR DIVER
- ☐ALEX KIDD ENCH. CASTLE
- ☐ATOMIC ROBO-KID
- ☐BUDOKAN
- ☐BURNING FORCE
- ☐COLUMNS
- ☐CYBERBALL
- ☐FATAL LABYRINTH
- ☐FORGOTTEN WORLDS
- ☐GHOSTBUSTERS
- ☐GHOULS AND GHOSTS
- ☐HERZOG ZWEI
- ☐JAMES POND
- ☐KLAX
- ☐LAST BATTLE
- ☐MOONWALKER
- ☐MYSTIC DEFENDER
- ☐PAT RILEY BASKETBALL
- ☐PHELIOS
- ☐RAMBO III
- ☐SHADOW BLASTER
- ☐SHOVE IT
- ☐SOCCER
- ☐SPACE HARRIER II
- ☐SUPER HANG ON
- ☐SUPER HYDLIDE
- ☐SUPER THUNDERBLADE
- ☐TARGET EARTH
- ☐THUNDER FORCE II
- ☐TRAMPOLINE TERROR
- ☐TRUXTON
- ☐WHIP RUSH
- ☐ZANY GOLF
- ☐ZOOM

We Sell $24.95
We Buy $10.00

- ☐AFTERBURNER II
- ☐ARROW FLASH
- ☐BATTLE SQUADRON
- ☐BIMINI RUN
- ☐BUSTER DOUGLAS BOXING
- ☐DICK TRACY
- ☐DJ BOY
- ☐DYNAMITE DUKE
- ☐E SWAT
- ☐FINAL ZONE
- ☐FIRE SHARK
- ☐GAIN GROUND
- ☐GRANADA
- ☐HELLFIRE
- ☐INSECTOR X
- ☐ISHIDO
- ☐JUNCTION
- ☐POPULOUS
- ☐SUPER MONACO GP
- ☐SUPER VOLLEYBALL
- ☐TECHNOCOP
- ☐TOURNAMENT GOLF
- ☐WINGS OF WOR

We Sell $29.95
We Buy $15.00

- ☐BLOCKOUT
- ☐GAIARES
- ☐GOLDEN AXE
- ☐JOE MONTANA FOOTBALL
- ☐JOHN MADDEN FOOTBALL
- ☐HARD DRIVIN
- ☐KINGS BOUNTY
- ☐LAKERS VS. CELTICS
- ☐MICKEY MOUSE
- ☐MIDNIGHT RESISTANCE
- ☐MIGHT AND MAGIC
- ☐MUSHA
- ☐NHL HOCKEY
- ☐PHANTASY STAR II
- ☐POWERBALL
- ☐RASTAN II
- ☐REVENGE OF SHINOBI
- ☐SHADOW DANCER
- ☐SPACE INVADERS 91
- ☐STAR CONTROL
- ☐STORMLORD
- ☐STRIDER
- ☐SWORD OF VERMILLION
- ☐THUNDERFORCE III
- ☐TOMMY LASORDA BASEBALL
- ☐ULTIMATE QIX
- ☐VALIS III
- ☐WARDNER

We Sell $39.95
We Buy $20.00

- ☐ABRAMS BATTLE TANK
- ☐BATMAN
- ☐CENTURION
- ☐FAERY TALE ADV.
- ☐FANTASIA
- ☐HARDBALL
- ☐PHANTASY STAR III
- ☐PGA GOLF TOUR
- ☐SONIC THE HEDGE HOG
- ☐WARRIOR OF ROME

SUPER NES SYSTEM IN STOCK

Send $1.00 for complete catalog of over 800 titles including Gameboy, Turbografx-16 and Sega Master System Games.

ORDERING INSTRUCTIONS: Send orders to: Play It Again, P.O. Box 6718, Flushing, NY 11365, Attn: Order Dept. **PLEASE PRINT CLEARLY. NO FOREIGN ORDERS.** In Canada only, write first to: Microplay Video Games, 2555 Dixie Rd., Mississagua, ONT L4Y 4C4. Add $3.50 for shipping and handling on each order; $8.50 for Alaska, Hawaii and Puerto Rico. **NO CREDIT CARDS ACCEPTED. NO C.O.D. Orders.** New York residents must add appropriate sales tax. Personal check will delay shipment up to three weeks. We ship by United Parcel Service and U.S. Mail. If you order **three or more** cartridges **in one order** and **list alternates for each,** we will pay the shipping (U.S. only). **We reserve the right to refuse any order.** All used cartridges are sold with a **ONE YEAR** limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence.

718-229-1435

SHIPPING INSTRUCTIONS: Send to: Play It Again, Dept. 1B, 67-25B 186 Lane, Flushing, N.Y. 11365. **PLEASE PRINT CLEARLY.** Wrap cartridges securely. Include a list of what you are selling with your name, address and telephone number. If you send (5) five or more cartridges at one time we will add $2.00 to the total amount due. Please ship by UPS or U.S. Mail. Sega Genesis and Sega Master System cartridges must include the complete box. We will deduct $1.00 for each missing instruction booklet, 50¢ for missing slip case and $3.00 for each missing Gameboy box. We deduct $3.50 for any cartridge we have to ship back to you. If your games are not received by December 31, 1991, we will pay you using list #23 effective January 1, 1992.

We are not related to or endorsed by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors. All items subject to availability. ©**PLAY IT AGAIN 1991. All Rights Reserved.**

CIRCLE #138 ON READER SERVICE CARD.

SWAP YOUR OLD NINTENDO GAMES FOR CASH OR NEW TITLES

Send Us Your Used Games and RECEIVE Up To $38.00 Per Game

WE PAY YOU/WE SELL

10 Yard Fight	$8/$12
1942	10/16
1943	14/24
720	6/9
8 Eyes	6/9
Abadox	8/14
Adv. Byu Billy	6/12
Adv. Dino Riki	12/19
Adv. Island	24/39
Adv. Island II	34/54
Adv. of Lolo	14/22
Adv. of Lolo II	30/49
*Adv. of Lolo III	28/48
Adv. T Sawyer	12/19
After Burner	20/34
*Air Ball	24/39
Air Fortress	14/22
Airwolf	8/14
Al Uns	14/24
Alien Synd	8/14
All Pro Bsktbl	12/19
Alpha Miss	4/9
Amagon	8/14
Anticipation	3/9
Arch Rivals	12/34
Archon	10/16
Arkanoid-Game	18/29
Arkistas Ring	6/12
Astyanax	6/9
Athena	10/16
Athletic World	10/16
Baby Boomer	32/54
Back/Futr	6/12
Back/Futr II & III	10/24
Bad Dudes	6/12
Bad News Bsball	16/26
Bad Str Brawl	10/16
Balloon Fight	8/14
Band Kings Anc	32/54
*Bards Tale	32/49
Baseball	4/9
Baseball Smltr	24/39
Baseball Stars	34/59
Bases Loaded	10/16
Bases Loaded II	18/29
Batman	8/14
Battle Chess	12/19
Battle Olym	16/26
Battle Tank	24/39
Battle Tank	26/39
Battle Toad	24/39
Battle Toad	24/39
Beetlejuice	30/48
Big Bird Hd/Sk	26/42
Big Foot	16/26
*Bill/Ted Adv	30/48
Bionic Cmmnd	6/12
Black Bass	30/49
Blades of Steel	16/29
Blaster Master	4/9
*Block Out	26/42
*Bo Jackson	24/39
Bomberman	8/22
Boulder Dash	10/16
Boy / His Blob	10/16
Breakthru	4/19
Bubble Bobble	18/32
Bugs Bny	24/42
Bugs Bny Bthdy	18/29
Bump /Jump	10/16
Burai Fighter	8/16
Burger Time	12/19
Cabal	8/14
Calif Games	12/19
*Calif Raisins	26/44
Capt Comic	12/19
Capt Skyhawk	14/22
Casino Kid	18/29
*Castelian	26/42
Castle Deceipt	18/29
Castle Dragon	14/24
Castlequest	6/12
Castlevania	6/12
Castlevania II	4/9
Castlevania III	14/24
Cave Mn Gms	16/26
Chall Dragon	14/24
Champ Bowlng	$20/$32
Chessmaster	20/34
Chiller	20/34
Chubby Cherub	14/22
Circus Caper	10/16
City Connection	6/12
Clash/Dmnhd	8/14
Classic Cncnt	24/39
Clu Clu Land	12/19
Cobra Cmnd	6/12
Cobra Triangle	8/14
Code Nm Vpr	12/19
Commando	4/9
Conan	22/36
Conflict	24/39
Conq/Xtal Plce	14/24
Contra	8/19
*Crater Maze	24/39
*Cross Bow	24/39
Crystal Mines	30/49
Crystalis	20/34
*Cyberball	26/42
Cybernoid	4/7
Dance Aerobcs	12/19
*Darc Seed	24/39
Dash Galaxy	8/14
Days Thndr	22/36
Deadly Towers	6/14
Death Race	18/32
Deathbots	18/29
Defend/Crwn	8/14
Defender II	12/19
Deja-Vu	12/24
Demon Sword	6/12
Desert Com	18/29
Dest. Erth Str	6/12
Dest/Emp	16/26
Dick Tracy	6/12
Dig Dug II	8/14
Digger	26/44
Dirty Harry	14/22
Disney Adv	18/29
Dnky Kng Math	20/36
Dnky Kong	12/19
Dnky Kong 3	8/14
Dnky Kong Clas	12/19
Dnky Kong Jr	8/14
Doubl Dare	14/22
Doubl Drgn	6/14
Doubl Drgn II	10/19
Doubl Drgn III	18/34
Doubl Dribble	8/16
Doubl Strike	18/29
Dr. Chaos	6/12
Dr. Jekyll/Hyde	10/16
Dr. Mario	14/29
*Drac Nite Out	24/39
*Drag Fghtr	24/39
Dragon Power	8/16
Dragon Spirit	8/14
Dragon Warrior	6/12
Dragon Warrior II	32/54
*Dragon Warrior III	24/39
Dragon's Lair	22/36
Duck Hunt	3/3
Duck Tales	12/19
Dudes/Attitudes	18/29
Dungeon Magic	8/16
Dusty Diamnd	26/44
Dyno Warz	10/16
Elev. Action	10/16
Evrt/Lndl Ten	16/26
Excitebike	6/12
Family Feud	32/54
Fantasy Zone	18/29
*Faria	28/48
Faxanadu	6/12
Fester's Quest	4/9
Fght Golf LT	30/49
Final Fantasy	16/26
*Final Fantasy II	24/39
*Firehs Rescue	32/54
Fist / No. Star	16/26
*Flght / Intrdr	26/42
Flyng Drag I	6/12
*Flyng Drag II	24/39
*Flyng Drag III	26/44
*Flyng Warriors	26/42
Formula 1	$28/$44
*Frankenstein	26/44
Freedom Force	10/16
Friday 13th	6/12
Fun House	22/36
G. I. Joe	28/48
Galactic Crsdr	20/34
Galaga	22/42
*Galaxy 5000	26/42
Gauntlet	4/7
Gauntlet II	8/14
Genghis Khan	30/49
Ghost Bstrs	4/12
Ghost Bstrs II	12/22
Ghost/Goblins	4/9
Gilligans Isl	20/34
Goal	10/16
Godzilla	12/19
Golf	12/19
Golf Peble Bch	14/24
Golgo 13	6/12
Goonies II	4/7
Gotcha	3/7
Gradius	4/9
Gremlins II	16/26
Guardn Lgnd	4/7
Guerilla War	8/16
Gum Shoe	4/9
Gunsmoke	12/19
Gyruss	10/19
*H Glbtrttrs	30/48
*Happy Cmpr	26/44
*Hard Driven	30/49
*Hatris	26/42
Heavy Barrel	10/16
Heavy Shredin	10/22
*Hell Raiser	24/39
Heroes/Lance	14/22
Hogans Alley	8/19
Hollywood Sqs	12/19
Hoops	6/12
Hunt Rd Oct	20/36
Hydlide	6/12
I Cn Rmembr	28/48
Ice Climber	8/14
Ice Hockey	8/14
Ikari War	6/14
Ikari War II	4/9
Ikari War III	22/36
Image Fight	8/14
Immortal	24/39
Imp Mission II	14/22
Ind Jns Lst Crsd	22/36
Indiana Jones	8/14
Infiltrator	4/7
Iron Sword	4/9
Iron Tank	8/14
*Ishido: Stones	24/39
Isltd Warrior	24/39
J Chan Kg Fu	26/44
J. Nicklaus Glf	22/39
Jackal	4/9
Jaws	6/14
Jeopardy	14/22
Jeopardy 25th	18/29
Jeopardy Jr	22/36
John E. Qtrbck	4/9
Jordan/Bird	6/12
Journey Silius	10/19
Joust	6/16
Karate Champ	4/5
Karate Kid	6/12
Karnov	6/12
Kickle Cubicle	8/19
Kid Icarus	16/26
Kid Kool	8/14
Kid Niki	10/16
King Knight	4/9
King Neptune	18/29
Kings/Beach	10/16
*Kiwi Krayz	24/39
*Klash Ball	24/39
KLAX	18/32
Knight Rider	8/14
Krazy Krtrs	18/32
Krion Cnqst	24/39
Kung Fu	3/5
Kung Fu Hero	6/12
Last Ninja	$24/$39
Last Starfighter	14/24
Legacy/Wizzard	6/12
Legend Kage	6/14
Legend Wings	4/9
*Legnds/Dmnd	24/39
Life Force	10/16
Litl Lg Bsbl	10/16
Litl Nemo Dr Mstr	14/24
Litl Ninja Bros	26/42
Lode Runner	8/14
*Lone Ranger	24/39
Loopz	14/24
*Lord Lightning	24/39
Low G Man	4/12
Lunar Pool	16/26
M Andretti G.B.	24/39
*M Ditka Bg Ftbl	30/49
M.U.L.E.	20/34
Mach Rider	6/14
Mad Max	4/7
Mafat Cnsprcy	14/22
*Mag Candle	24/39
Mag Darts	24/39
Mag Jhnsn Bskb	12/19
Mag Sherezade	14/22
*Mag/Shrzd II	32/54
Magician	28/48
Magmax	4/9
Maj Lg Bsbl	10/16
Maniac Mansion	12/24
MappyLand	16/26
Marbl Mdns	10/16
Mario Brothers	8/14
Marvels X-Men	6/12
Master Chu	10/22
*Match Bx Racers	24/39
Mech Attack	8/14
Mega Man	28/48
Mega Man II	16/26
Mega Man III	18/29
Menace Beach	26/44
Mendel Palace	14/22
Metal Fighter	14/22
Metal Gear	4/7
*Metal Mech	22/36
Metal Storm	20/34
Metroid	4/7
Mickey Mouse	14/22
Might Bmb Jck	10/16
Millipede	18/29
Milon Sec Castle	6/12
Mission Cobra	14/22
Mission Imp	6/12
*Mnstr Trck Rlly	28/48
Monopoly	38/59
Monster Party	12/19
*Mnstr Trk Rally	24/39
*Moon Ranger	24/39
*Motr Cty Ptrl	24/39
Ms Pacman	24/39
Muppet Adv	10/22
Muscle	6/12
Mystery Quest	10/16
NARC	8/14
Nascar Chllng	30/49
Natl Ftbl Lg	8/14
*New Zlnd Stry	24/39
Nghtmr Elm Str	8/14
Ninja Crsdrs	18/29
Ninja Gaiden	10/16
Ninja Gaiden II	10/16
Ninja Kid	6/12
Ninja Taro	26/42
Nobun Amb	18/29
Nobun Amb II	36/59
North/South	28/48
Operation Wolf	4/9
ORß 3D	6/14
Othello	12/19
P.O.W.	8/14
P Pan Pirates	26/42
P' radikus	18/29
Pacman	14/36
Pacmania	12/29
Palamedes	26/42
Paper Boy	14/24
*Password	26/44
Perfect Fit	$20/$34
Pesterminator	12/19
Phntm Fighter	4/9
Pictionary	12/19
Pinball	14/24
Pinball Quest	14/24
Pinbot	16/26
Pipe Dream	12/19
*Pirates	24/39
Platoon	3/5
Play Act Ftbl	6/12
*Plce Academy	24/39
*Pool Radiance	24/39
Popeye	6/12
Powerblade	22/36
*Powr Pd Ftbl	24/39
Predator	6/12
Prncs Tomato	30/49
Pro Am Racing	12/19
Pro Wrestling	4/7
Punch Out	8/14
Punisher	12/24
Puss/Boots	14/22
*Puttmaster	24/39
Puzzle	24/39
Puzznic	20/36
Pyramid	26/42
*Pyross	24/39
Q-Bert	12/19
Qix	32/54
Quantum Fighter	20/34
Racket Attack	6/12
Rad Gravity	6/14
Rad Racer	6/12
Rad Racer II	14/22
Raid 2020	14/24
Raid Bungl Bay	6/12
Ralley Bike	14/24
Rambo	4/9
*Rambo III	24/39
Rampage	8/14
RBI Baseball	10/16
RBI Bsbl II	28/44
*RBI Bsbl III	28/48
Remote Cntrl	8/14
Renegade	6/12
Resce Emb Miss	4/9
Rescue Ranger	16/29
Ring King	12/19
Rivr Cty Rnsm	10/19
Road Blasters	14/22
Road Runner	16/26
*Robin Hood	24/39
Robo Cop	6/12
Robo Cop 2	24/39
Robo Demons	14/22
Robo Warriors	8/16
Rock N Ball	10/16
Rocket Ranger	4/7
Rocketeer	24/39
Roger Rabbit	10/16
Roller Ball	24/39
Roller Games	8/14
Rolling Thunder	6/12
Romnc/3 Kings	20/36
Rush N Attack	4/7
Rygar	4/9
S.C.A.T.	22/36
*Samrai Cnflct	24/39
*Search King	24/39
Section Z	4/7
Seicross	10/16
Sesame Str 123	16/26
Sesame Str ABC	24/39
Shadow Ninja	18/29
Shadowgate	4/12
Shingen Ruler	18/32
Shinobi	12/19
Shock Wave	18/32
Shooting Range	6/16
Short Order	12/22
Side Pocket	30/49
Silent Assault	6/12
Silent Service	4/9
Silk Worm	14/22
Silver Surfer	12/19
Simpsons.The	20/34
Skate Or Die	4/7
Skate Or Die II	$12/$19
Ski Or Die	18/32
Skull/Crssbns	14/22
Sky Kid	12/19
Sky Shark	8/16
Slalom	4/9
Snake/Rattle/Roll	12/19
Snakes Revenge	12/19
Snpy Sily Sprts	22/36
Soccer	6/12
Solar Jetman	8/16
Soloman's Key	6/12
Solstice	12/19
Spelunker	12/19
Spot:Game	18/34
Spy Hunter	6/12
Spy Vs. Spy	6/12
Sqoon	6/12
Stadm Events	32/54
Star Force	4/9
Star Ship Hctr	8/14
Star Soldier	4/9
Star Tropics	16/26
Star Voyager	4/9
*Starblade	24/39
Stealth	14/24
Stinger	6/14
Street Cops	6/14
Street Fighter	4/7
Strider	6/12
Super Cars	24/39
Super Contra	14/26
*Super Xevious	24/39
Superman	18/29
Supr Ddge Ball	14/22
Supr Glve Ball	12/19
Supr Mario	1/3
Supr Mario II	10/19
Supr Mario III	18/36
Supr Mr/Dk Ht	3/3
Supr Mr/Dk/Trk	3/7
Supr Off Road	18/29
Supr Pitfall	10/16
Supr Spk Vlybl	18/29
Supr Sprint	10/16
Supr Tm Games	8/22
*Suprsushi Pnbl	26/42
*Swrd Mstr	26/42
Swrds/Serpents	6/14
T. M.N.T.	6/12
T. M.N.T. II	16/32
Taboo 6th Sense	10/19
Tag Team Wrst	6/14
Tagin Dragon	22/36
*Talespin	24/39
*Talkg Spr Pwrd	24/39
Target Rengade	4/9
*Targhan	24/39
Tecmo Baseball	14/22
Tecmo Bowl	12/39
*Tecmo Bowl II	24/39
Tecmo Wrld Wrst	8/14
Tennis	12/19
Terra Cresta	4/7
Tetris-Nintendo	16/29
Three Stooges	6/12
Thunderbirds	16/26
Thundercade	8/14
Thundr & Lightng	22/36
Tiger Heli	4/9
Tiles Of Fate	18/29
Time Lord	6/12
*Times Lore	28/44
*Titan Warrior	24/39
To the Earth	4/9
Tombs/Trsrs	12/19
Toobin	32/54
Top Gun	8/14
Top Gun II	10/22
Total Recall	12/19
Totally Rad	20/36
Touchdwn Fvr	20/34
Town/Country	4/5
Track & Field	4/9
Track/Field II	6/12
Trick Shooting	14/22
Trojan	6/12
Twin Cobra	16/26
Twin Eagle	14/24
Ult. Basketball	22/36
*Ult Journey	24/39
Ultima	16/26
Ultima II	24/39
Uninvited	28/48
Untouchables	26/42
Urbn Chmpn	6/14
Vegas Dreams	30/54
Vindicators	8/14
Volleyball	4/9
Wall Street Kid	16/26
*Wally Bear	24/39
*War vs Drugs	24/39
*War Wheels	24/39
Way Grtsky Hcky	22/39
Werewolf	6/12
Wheel /Fortune	16/26
Wheel /Frtn Fam	28/48
Wheel /Frtn Jr	26/42
*Where's Waldo	24/39
Whomp'em	22/36
Wild Gunman	10/16
Willow	12/19
Win/Lose/Draw	10/16
Winter Games	4/9
Wizardry	20/34
*Wizardry II	24/39
Wizards/Wrriors	4/7
World Champ	26/42
World Chmp Wrst	18/29
World Cls Tr Mt	4/9
World Cup Socr	26/42
World Games	10/16
World Runner	4/12
Wrath Blk Mnta	6/12
Wrecking Crew	8/14
Wrestlemania	6/12
*Wurm	24/39
WWF Challenge	16/26
Xenophobe	4/9
Xevious	6/16
Xexyz	6/12
Yo! Noid	18/29
Zanac	12/19
Zelda	6/14
Zelda II	8/14

***New Releases Please Call—These may or may not be out by the manufacturer.**

NINTENDO® ACCESSORIES

AC Power Supply	$8/$15
Adv Joystick	14/22
Arkanoid-Ctrl	30/49
Control Deck	**37/49**
Dbl Player Syst	14/22
EPYX Joystick	6/12
Four Score	14/22
Game Cleaner	14.95
Game Genie	34/79.95
Game Holder	3/5
Light Gun	3/3
Mega Joy Pad	8/14
Misc. Joypad	8/14
Misc. Joystick	4/7
NES Max Joypad	4/9
Power Glove	16/29
Power Pad	10/16
Quick Shot Round	6/12
RF Adapter	6/15
Rock N Roller	4/9
Satelite	16/26
Sgle Wrles Rem	4/12
Star Master Joytick	8/14
Supercontroller	3/5
U Force	12/19
Ult. Wireless JS	8/14
Ultimate Joystick	8/14
Wizmaster Ctrl	8/14
Zipper Controller	8/14

CALL FUNCO! (612)533-8118

GAME BOY ™

WE PAY YOU/WE SELL	
Alleyway	$8/$14
Amazing Penguin	16/26
*Arazon's Lair	18/32
Balloon Kid	12/19
Baseball	4/9
Bases Loaded	12/19
Batman	8/14
Battle Bull	14/24
*Battleship	18/29
*Beetlejuice	18/29
*Blaster Master	14/22
Boomer's Adv.	8/14
Boxxle	12/19
Bubble Bobble	14/24
Bubble Ghost	18/29
Bugs Bunny	10/16
Castlevania Adv.	6/12
Cat Trap	14/22
Chase HQ	18/32
Chess Master	18/32
Chins Gourmet Par.	14/24
Cosmo Tank	14/24
Daedalain Opus	6/12
*Days of Thunder	20/34
Dead Ht Scramble	14/22
Dexterity	6/12
*Dick Tracy	14/22
Double Dragon	10/16
Dr. Mario	10/16
*Dragon Fighter	14/22
Dragon Lair	12/19
Ducktales	14/22
*Dweebers	14/22
Extra Bases	14/22
F-1 Racer	14/22
*Fastrack	14/22
Final Fant. Leg.	14/24
Fish Dude	14/22
Fist of N. Star	6/12
Flipull	8/14
Formula 1	20/34
Fortress of Fear	6/12
Gargoyles Quest	12/19
Ghostbusters II	12/26
Go Go Tank	14/22
Godzilla	18/29
Golf	10/16
Gremlins II	16/26
HAL Wrestling	14/22
*Hatris	18/29
Heianko Alien	4/9
*Hunt/Red October	14/24
Hvy Wt. Chmp Box	12/19
Hypr Lode Runner	8/14
In Your Face	16/26
Ishido	12/19
*Jeopardy	18/32
Jordan Vs. Bird	14/24
*Kung Fu Master	14/22
Kwirk	12/19
Loc 'n Chase	10/16
Loopz	18/32
Malibu Volleyball	24/39
Maru's Mission	14/22
*Mega Man	18/32
Mercenary Force	18/29
*Mcky Dngr Chs	14/22
*Monster Party	14/22

WE PAY YOU/WE SELL	
Mtr Crs Maniac	$6/$12
*MouseTrap Hotel	14/22
Mr Chin	14/22
NBA All Stars	18/29
Nemesis	6/12
NFL Football	6/12
*Nightstalker	14/22
Ninja Boy	14/22
Nobungas Ambition	14/22
*North & South	18/32
Operation "C"	18/29
*Pacman	14/22
Paper Boy	10/16
Penguin Wars	14/24
Pipe Dream	10/16
Play Action Ftball	6/12
*Popeye	12/19
Power Mission	14/22
*Power Racer	16/26
Q Billion	6/12
Qix	10/16
Quarth	10/16
R-Type	20/34
Radar Mission	12/19
Res Princ Blobette	14/22
Revenge of Gator	8/14
Robo Cop	16/26
Rolans Curse	14/22
Ronguer Wars	14/22
*Selection	12/19
Serpent	14/22
Shanghai	14/22
Side Pocket	14/22
Skate or Die	10/16
Snoopy's Mg Show	16/26
*Soccer Mania	18/29
Solar Striker	4/9
*Soloman's Club	16/26
*Solstice	14/22
*Space Invaders	18/29
Spiderman	4/9
Str Fighters 2010	18/29
Super Mario Land	10/16
*Super Scrabble	18/29
*Tail 'Gator	14/22
*Tasmania Story	16/26
Tennis	8/14
Tetris	1/2
TMNT Fall Ft. Clan	6/12
*Ult Quest Arator	20/34
Volleyball	8/14
Wheel of Fortune	14/22
*Wiz & Warriors	16/26
World Bowling	14/22
World Boxing	14/22
WWF Superstars	18/32

ACCESSORIES

GAME UNIT	**$52/$69**
Ac Power Supply	8/14
Battery Pack	10/16
Carrying Case	3/3
Cleaners	14.95
Game Lite	4/9
Illuminator	8/14.95
Light Boy	14/22

SEGA GENESIS ™

WE PAY YOU/WE SELL	
Abrams Btltnk	$24/$44
*Adv. Syd Valis	26/44
After Burner II	12/26
Air Diver	12/19
Airbuster	18/32
Alex Kidd	12/19
Alien Storm	26/44
Altered Beast	2/1
*Arcus Odyessy	26/44
Arrow Flash	24/39
Atmc Robo Kid	12/19
Attack Sub	32/54
Batman	24/39
Battle Squadron	8/16
*Beanball Benny	26/44
Beast Warriors	32/59
Bimini Run	28/48
*Block Out	26/44
*Blu Alamanac	26/44
Budokahn	18/29
Burning Force	12/19
Bustr Doug Bxg	16/29
Centarian	24/39
Colums	16/26
Crack Down	28/48
*Cross Fire	24/39
*Curse	24/39
Cyberball	20/36
D.J. Boy	8/19
*Dando	26/44
*Dark Castle	26/44
*Death Dual	26/44
*Decap Attack	26/44
Dick Tracy	14/22
*Dinoland	26/44
Dyn Duke	18/29
E-Swat	10/22
*El Viento	26/44
Faery Tales	22/39
Fantasia	30/49
Fatl Labyrinth	6/16
Final Zone	22/36
Fire Shark	$18/$29
Flicky	16/26
Forgotten Wrlds	14/24
Gain Ground	14/26
Gaires	36/59
Ghost Busters	20/34
Ghouls Ghosts	18/29
Golden Axe	14/29
Golf	10/22
Granada	12/19
Hard Ball	28/48
Hard Driven	18/32
Hell Fire	14/22
Herzog Zwie	10/24
Insector X	18/32
Ishido	18/29
James Pond	14/26
*Jessie the Body	32/54
Joe Mntana Ftbl	16/26
John Madn Ftbl	26/42
*Junction	26/44
Junction	26/44
*Kage Ki	30/48
Kings Bounty	28/48
KLAX	10/22
Lakers Celtics	24/42
Last Battle	12/19
M Jcksn Mnwlkr	12/24
Mario Lemieux	26/42
*Maze Hunter	26/44
Mcky M. Castle	16/36
Mdnght Resist	14/36
*Mercs	26/44
Might & Magic	32/54
*Missle Defense	24/39
*Mndus Fght Plce	32/54
*Ms. Pacman	$26/$44
Musha	12/24
Mystic Defender	14/22
NHL Hockey	26/44
Onslaught	26/44
*Paperboy	32/54
Pat Riley Bsktbl	10/16
*Pend Laird	26/44
PGA Tour Golf	26/42
Phant Str II	20/44
Phant Str III	42/72
Phant Str III Book	8/14
Phelios	8/14
*Pitfighter	26/44
Populous	18/32
Powerball	26/44
*Quackshot	26/44
Rambo III	14/22
Rastan Saga II	26/44
*RBI III	30/49
Revenge Shinobi	12/22
*Road Blasters	28/48
*Road Rash	26/44
Rocky	26/44
Sagaia	26/44
Shadow Blaster	14/22
Shadow Dancer	14/26
*Shining Drkns	26/44
Shove It	6/12
*Skl/Crossbns	26/44
*Slaughter Sport	26/44
Soccer	14/24
Sonic Hdghog	32/54
Space Harrier II	16/26
Space Invaders	26/44
*Speedball 2	26/44
Spiderman	$36/$59
Star Control	30/49
*Storm Lord	34/54
*Street Smart	26/44
*Streets of Rage	26/44
Strider	12/36
Supr Hang On	18/29
Supr Hydlide	8/26
Supr Monoco GP	18/29
Supr Thndr Bld	14/22
Supr Vlybl	18/32
*Swampthing	26/44
Sword Sudan	18/29
Swrd Vermillion	22/36
T Lasorda Bsbl	18/32
Target Earth	10/19
*Targhan	26/44
Techno Cop	20/36
Thndr Force II	6/12
Thndr Force III	18/34
*Toe Jam/Earl	26/44
Trmpln Terror	16/26
Truxton	6/12
*Turrican	26/44
Twin Cobra	26/44
Ultimate Qix	26/44
Valis III	30/49
*Vapor Trail	26/44
*Vice	26/44
Wardner	26/44
Warriors of Rome	28/48
Whip Rush	14/22
Wings of Wor	26/44
Zany Golf	14/22
Zoom	10/16

WE PAY YOU/WE SELL	
ACCESSORIES	
AC Plug (NEW)	$8/$20
Cleaner	14.95
Control Dk New	149.95
Control Dk-Used	102/129
Controller	12/19
Controller (NEW)	24
Misc Joypad	6/12
Misc Joystick	6/12
Power Joystick	28/48
Pwrbse Converter	12/19
RF (New)	16
Scope Glass	12/19
Pro Cntrl	14/24

GAME GEAR

Columns	$8/$14
Dragon Crystal	10/19
G-Loc	14/22
M. Mouse/Castle	12/22
Psychic World	12/22
Rev Of Drancon	10.19
Super Monaco GP	14/22

ACCESSORIES

GAME UNIT	**$82/$129**
AC Adapter	8/14

***New Releases**
Please Call—These may or may not be out by the manufacturer.

SUPER NES

***Control Deck $100/$189**

*Act Raiser	$32/$69
*B L Cmbt Bsktbl	30/59
**Blue Bros	TBA
*D-Force	32/64
*Final Fight	30/59
*Ghouls & Ghosts	30/59
*Hole in One Golf	30/59
*Hype Zone	28/49
**NCAA Bsktbl	34/74
**Nosferatu	TBA
*Rd Psych Race	$30/$59
*Raiden	32/69
**Super Adv Isle	32/69
*Super Bsbl Sim	28/49
*Super Btltank	30/59
*Super F-1	TBA
*Super Ghouls	30/59
*U.N. Squadron	30/59
***Release in 1991**	
****Release in 1992**	

NEO•GEO®

Control Deck $192/$299
(1 Controller)

NEO GEO "Gold"	$649
*Alpha Mission	82/149
*Burning Fight	82/149
*Ghost Pilots	82/149
*League Bowl	82/149
*Puzzled	82/149
Baseball Stars	82/149
Blues Jrny	82/149
Cyberlip	82/149
King/Mnstrs	$82/$149
Nam 1975	82/149
Ninja Combat	82/149
Sengoko	82/149
Super Spy, The	82/149
Top Plyrs Golf	82/149
USED Contr	24/44
USED Mem	14/22
USED UNIT	192/299

SPECIAL!

All Games Come With A 90-Day Warranty!

CALL TODAY! **FUNCO, INC.**

(612)533-8118

VISA MasterCard DISCOVER

QUICK DELIVERY!

FUNCO, INC. (612) 533-8118

4948 Highway 169 No.
New Hope, MN 55428

VISA MasterCard DISCOVER

To Purchase: Send check or money order, or credit card number to **FUNCO, INC.**, 4948 Highway 169 North, New Hope, MN 55428. Please allow 3 weeks for personal checks to clear. Add $4.95 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 6.5% sales tax. WE DO NOT CHARGE YOUR CREDIT CARD UNLESS YOUR GAME IS IN STOCK. **(WE ARE NOT PART OF OR ENDORSED BY NINTENDO)**
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.

VGCE11/91

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 _____

CIRCLE #140 ON READER SERVICE CARD.

I DREAM OF (GAME) GENIE

THE GALOOB-NINTENDO FRACAS REVERBERATES THROUGH THE GAMING WORLD

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column takes readers inside the world of video and computer games. This month, Arnie talks about the consequences of the Game Genie case.

The Galoob-Nintendo hassle, though important, isn't the biggest legal engagement in electronic-gaming history. In fact, it probably doesn't qualify as the number-one trial this year. It may not be obvious to gamers frantically trying to get safely past the hula girl to the waiting rocket part in *ToeJam & Earl* (Sega/Genesis), but what happens in court affects what we see on the play screen, and 1991 has seen an unusual number of landmark court cases.

The Galoob case is special, however, because its elements relate to such intriguing subjects as the aesthetics of game design and the rights of consumers. Everyone has read the headlines, but I thought you'd like to know the inside story.

Nintendo sued Lewis Galoob Toys and secured an injunction to prevent distribution of the toy company's Game Genie NES-compatible controller. Invented by Britain's Darling brothers, the Game Genie allows the player to input codes that temporarily alter one or more facets of the game's rules. For example, by entering the correct code, found in a booklet included with the Game Genie, a gamer can slow down the play-speed, give the hero extra power-ups, gain additional lives, and so forth. In other words, the Game Genie sets up variable difficulty for games that previously have not had such options.

Nintendo claimed that providing a method that lets a player zip through a game at a much lower-than-normal difficulty setting ruins the market potential for that title. Galoob countered that the buyer of a video game should have the right to use that game as he or she wishes. They also asserted that the Game Genie doesn't permanently alter the game, and it lets adults and other less skilled players enjoy games they could not otherwise negotiate.

The fight was long and bitter. Nintendo won early victories. Galoob couldn't make or sell Game Genies and missed Christmas 1990. Then Galoob's attorneys began to gain ground. It started to look sunnier for Galoob when the court raised the escrow account that Nintendo was obliged to set up as a contingency against future assessment of damages.

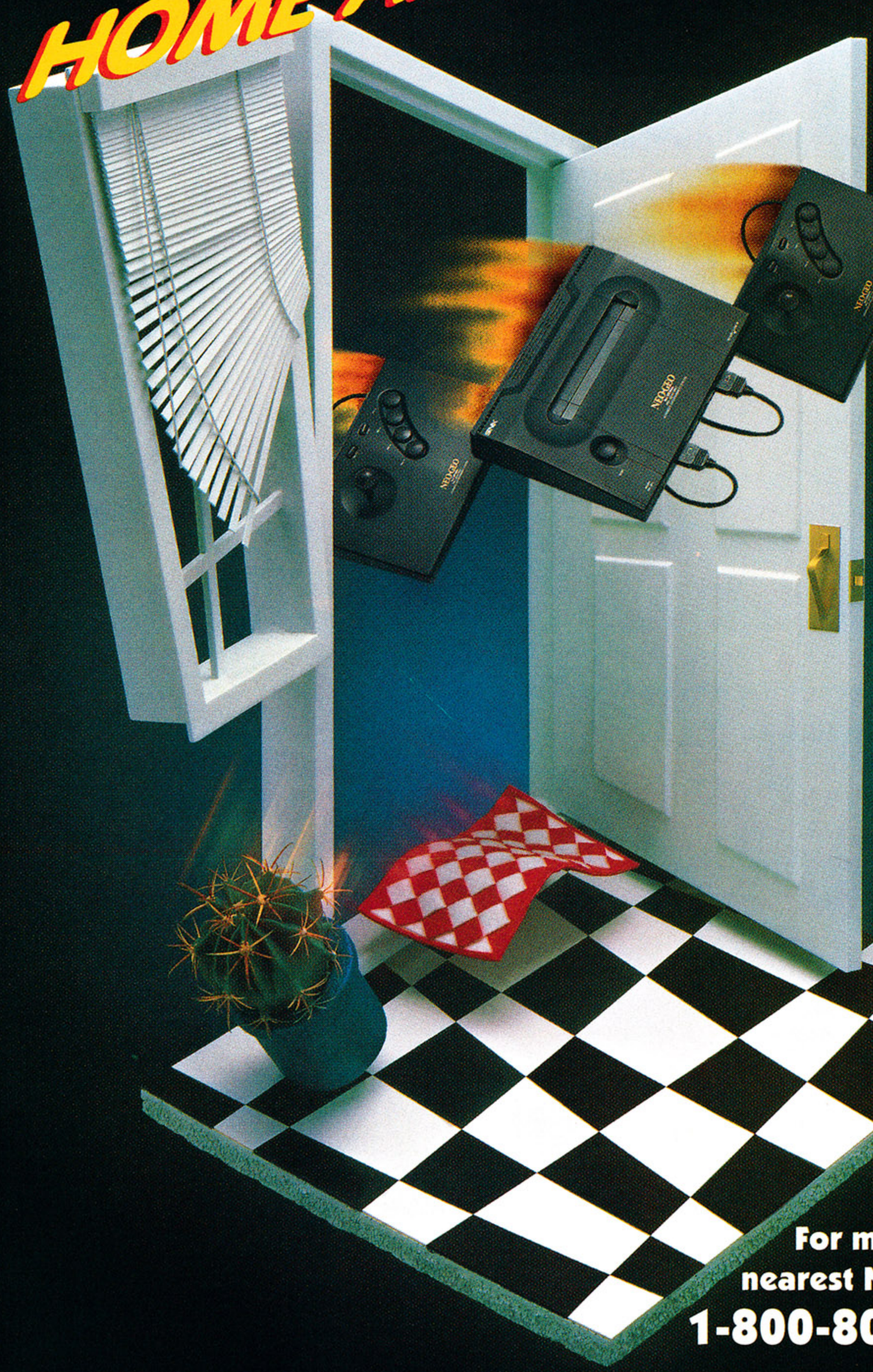
In July the U.S. District Court ruled that Galoob has a right to manufacture and distribute its special controller. What damages, if any, Galoob may seek is a matter for further litigation. Nintendo may decide to appeal this decision, but for now the court has affirmed the Game Genie's right to exist.

As in most cases, there appears to be some right on both sides. In a sense, it was a collision between the rights of the artist and those of the buyer.

I can sympathize with the testimony on behalf of Nintendo, that devices like the Game Genie violate the artistic integrity of the video games. I truly believe that electronic games are an art form, like sculpture or cinema. As a game designer, I want the player to experience the game as I intended when I concocted it.

It's a pride thing. On a considerably loftier level, I'm sure Leonardo da Vinci wouldn't have

THE ONLY 24 BIT HOME ARCADE SYSTEM!



TAKE COVER! The first and only true PROFESSIONAL home ARCADE system, NEO•GEO is soaring into millions of American homes at incredible "24 Bit" speed, delivering more SUPERIOR graphics, sound, and playability, than has ever been experienced in the history of video gaming.

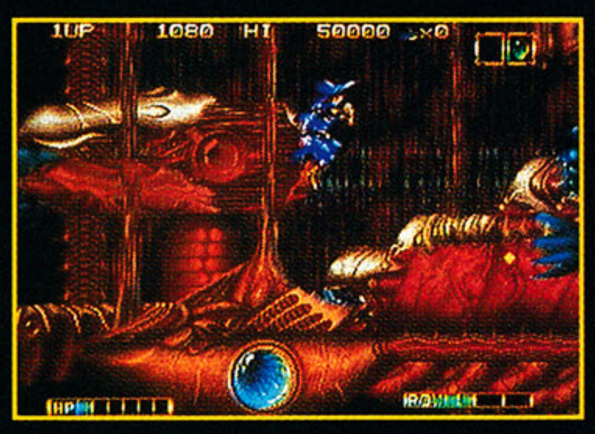
Take control of "2" real arcade ADULT SIZE 8 way Joystick/4 Button Controllers, while your ears feast upon 15 TRACKS of motion picture STEREO sound. 7 tracks devoted to REAL VOICE speech allow you to listen in on "live" play by play action from the announcers in ***BASEBALL STARS PROFESSIONAL***, or hear the actual blood curdling screams of war torn vets in ***NAM-1975.*** Countless worlds of imagination will absorb your entire soul as you're mesmerized by the 4 DIMENSIONAL GRAPHICS of 65,536 radiant COLORS in ***MAGICIAN LORD, GHOST PILOTS*** or ***CROSSED SWORDS.***

NEO•GEO is the only video game machine in the world capable of processing 330 megs of sheer undaunted power. 2 PROCESSORS & 3 CUSTOM SNK PRO CHIPS work in heated parallel to RAM over 20 hit arcade titles into your living room. ***TOP PLAYERS GOLF, ALPHA MISSION II, THE SUPER SPY, LEAGUE BOWLING, NINJA COMBAT, KING OF THE MONSTERS,*** and ***BURNING FIGHT***, are only the beginning of an experience that delivers the ultimate in pure "Advanced Entertainment" satisfaction.

Experience NEO•GEO for yourself. You will then believe the unbelievable is here...

For more information or the name of your nearest NEO•GEO dealer call:

1-800-800-NEO•GEO Ext. 409



Magician Lord

Baseball Stars Professional

NAM-1975

NEO® GEO

SNK Home Entertainment, Inc.

The trademark of NEO GEO is registered by SNK Corporation.

Distributed By SNK Home Entertainment, Inc.

CIRCLE #141 ON READER SERVICE CARD.

liked someone drawing a mustache on his Mona Lisa. Designers and developers who have worked long hours to balance a game's play mechanics, victory conditions, speed and difficulty get nervous about anything that disturbs their delicate constructions. Something like the Game Genie, which juggles parameters, worries some of the industry's creative people.

I part company with Nintendo here because this is only the artist's *wish*—it can't be legislated. It is impossible to force someone to look at a painting in a specific way, or stop them from flipping to the last page in the story to peek at the ending out of sequence. When you buy Lou Reed's latest album, the New York rocker would probably like you to listen to his music in the sequence in which he arranged it on the disc, but he can't stop you from using the programming feature of your CD player to put the songs in any desired order.

The ruling that legitimized the Game Genie affirms the rights of the gaming public. NES cartridges are notorious for having a single difficulty setting geared to challenge the best players. Every system needs contests that test the mettle of action aces. Relax, champs, I don't want to take away your heart-pounding shooters.

Electronic gaming is supposed to be for everyone. The super players are just a small fraction of the population; that's what makes them special. Yet there are many potential fans who don't get involved in the hobby because they can't penetrate games with a high skill requirement and no flexibility.

The ideal solution is for Nintendo, and all other game publishers, to provide variable difficulty and adjustable play-elements like the majority of home computer games.

A coin-op must keep difficulty high for economic reasons. The only way the arcade operator makes money is by having coins dropped into the slots, which means that a game that anyone could play for an hour wouldn't earn enough money to justify its place on the amusement center's floor.

Home games labor under no similar imperative. The player has already spent money; if variable difficulty would increase the enjoyment of the average player, shouldn't the companies incorporate it into their products? Since NES games don't have such features, by and large, the Game Genie seems to fill a gap for the typical electronic-gaming consumer.

Nintendo's opposition to this philosophy indicates what I believe to be the central weakness of so many of the cartridges in the NES library—limited replayability. The claim that the Game Genie hurts potential sales speaks directly to this problem.

The Game Genie lets players roar through games they couldn't finish without such help. The implication is that once someone conquers the boss of the top level, they won't touch that cartridge again. Limited playing time leads to reduced customer satisfaction. This hurts word-of-mouth on the existing game and makes it less likely that such NES owners will be as quick to buy the next one.

Nintendo also frets about what the combination of video-cartridge rental and the Game Genie might do to its sales. If the average player can polish off a game in a couple of evenings, and if the games aren't fun to play again once that happens, few rentals will convert into sales, further denting the already soft market for 8-bit titles.

Clearly, the answer to these problems lies in the development department, not the legal system. The level-upon-level construction of hundreds of NES side-perspective shooters cripples replayability and increases vulnerability to rental burnout.

The best way to fix this is to diversify the types of games and to give more weight to the needs of the players when calibrating play elements and skill settings.

I realize that sounds like the most obvious prescription, but that doesn't make it any less effective. It is shocking how many game companies don't think beyond impressing chain store buyers during the two-minute product demo.

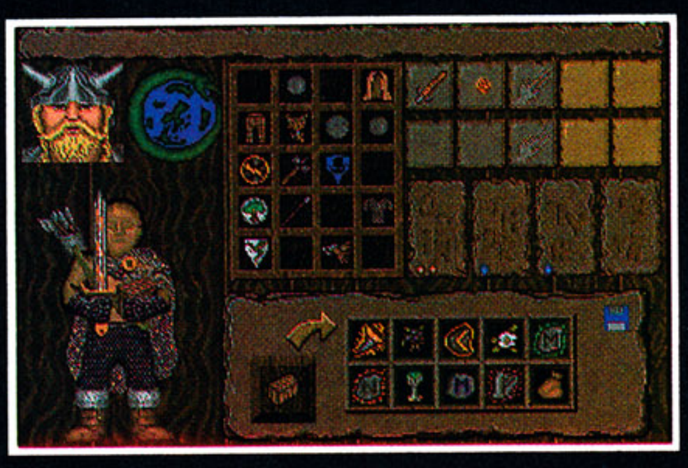
Preteen gamers dominated the 8-bit video-game market, but electronic gaming must reach beyond this enthusiastic segment to escape the stigma of being only for kids. To firmly establish and perpetuate the hobby of electronic gaming, companies must take a long-term view and not alienate customers with games they can't play or that don't deliver the promised entertainment value.

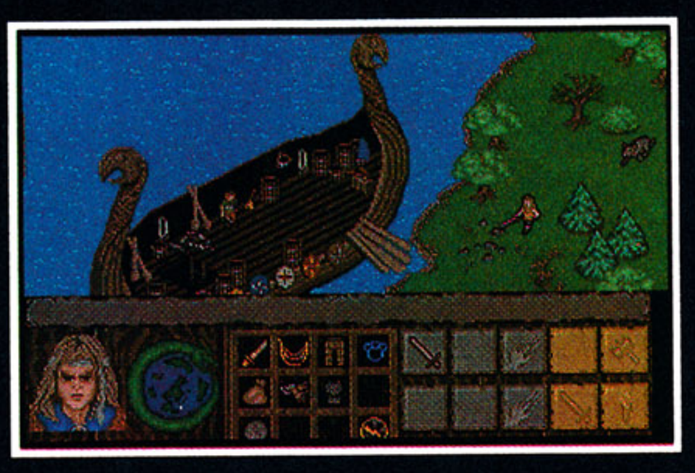
The Game Genie may hurt the 8-bit NES in the short run, but what it represents can only improve video gaming over the long haul. The temporary twists it puts on a cartridge may cause designers and developers to grimace occasionally, but everyone is sure to benefit from the way it, and similar devices bound to follow it onto store shelves, will broaden the hobby's accessibility.

COMPUTER ART BY BRIAN SPIELVOGEL

Dusk of the Gods

ENTER THE HALLS OF VAHALLA...





IBM 256 Color screens

BECOME ONE OF ODIN'S CHAMPIONS, TRAVEL THROUGHOUT ALL THE REALMS OF CREATION, AND ATTEMPT TO CHANGE THE COURSE OF FATE. QUEST FOR KNOWLEDGE AND ALTER EVENTS SO THE GODS MAY DEFEAT THE MINIONS OF LOKE AT THE BATTLE OF RAGNOROK.

- HISTORICALLY ACCURATE WORLD OF VIKING MYTHOLOGY
  including the realms of Midgard, Asgard, Jotunheim, and more
- STUNNING 256 VGA GRAPHICS
  Also support EGA and Tandy 16 color
- DYNAMIC MUSIC SCORE AND SOUND EFFECTS
  supports Ad-Lib'™, Sound Blaster '™ and Roland '™ MT-32/LAPC-1
- USER FRIENDLY "POINT-N-CLICK" GRAPHIC INTERFACE
  Keyboard, Joystick and Mouse supported

interstel corporation
AND
Event HORIZON SOFTWARE, INC.
825 Western Ave. Jeannette. PA 15644

For More Information Call (713) 946-7676

CIRCLE #142 ON READER SERVICE CARD.

ADVERTISER INDEX

Advertiser	Page #	RSC #
Acclaim	7,9, 11	107,127, 128
American Softworks	64-65	129
ASCII Entertainment	43	120
Bignet USA, Inc.	85	133
BRE Software	125	153
Camerica	13	106
Champion Glove	49	122
Chips and Bits	87	134
Doc's Hi-Tech	95	137
Electronic Arts	30-31	115
FCI	23	112
Fun Co.	98-99	140
Lewis Galoob Toys	BC	156
HAL America	89	135
HO/RC Hobbies	53	124
Hudson Soft	29	114
Interplay	47	121
Interstel	103	142
Irem	34,35	116,117
Koei	126	154
Konami	IFC-3-4, 39,41	100,101, 118,119
LJN	81,79	130,131
Meldac Of America	111	144
Micro Sports Partners	61	107
MicroProse Software	51	123
Namco	IBC	155
NTV International	119	149
NEC Technologies	20-21	111
New England Services	115,123	146,151
Play It Again	97	138
Quantum Gaming	115	145
Renovation Products	121	150
Sega	14-15	108
Sega Game Gear	90-91	136
Showcase Entertainment	10	105
Sir-Tech	37	104
SNK	101	141
Spectrum HoloByte	115,117	147,148
Strategic Simulations	27	—
Sunsoft	55	—
Telegames	123	152
Tengen	57	126
Three-Sixty	107	143
Working Designs	63,77	125,132
Virgin Games Inc.	17,19	109,110

TELL THEM YOU SAW THEIR AD IN VG&CE!

READER SERVICE INFORMATION/AD INDEX

FREE INFORMATION

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

EACH ISSUE PACKED WITH:

★ ***Game Strategies***

★ ***Hot New Information***

★ ***Turbo Tips*** ★ ***Reviews***

★ ***New Game Previews***

6 Issues Only

$9.95

Not Sold In Any Stores!

Send in the coupon below for one free issue of TurboPlay, the only magazine for the TurboGrafx-16 game player!

FREE ISSUE!

FREE ISSUE! FREE ISSUE!

Mail To: TurboPlay Subscriptions, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210

☐Yes! Send me my free sample issue!

Name _____

Address _____

City/State/Zip _____

(Limit one issue per name. Please send orignal coupon only–no photocopies accepted.)

NEC and TurboGrafx-16 are registered trademarks of NEC Technologies (U.S.A.) Inc.

Mail To: TurboPlay, P.O. Box 16928, N. Hollywood, CA 91615

☐Sign me up for 6 bimonthly issues of TurboPlay for the charter subscription rate of $9.95!

Name _____

Address _____

City/State/Zip _____

☐*Payment Enclosed–Charge My* ☐*Visa* ☐*MC*

_____ *Exp.* _____

Signature _____

MONEY BACK ON UNMAILED ISSUES IF NOT SATISFIED. Make checks payable to L.F.P. Inc. Foreign add $10 per year. Your first issue will arrive in 6-8 weeks. WATCH FOR IT!

OFFER EXPIRES JANUARY 29, 1992 California Residents Add 8.25% Sales Tax. CLXAW

Overlord

VIRGIN GAMES
Versions: Amiga ($49.99), Atari ST ($49.99), Commodore 64 ($39.99), IBM PC ($49.99)

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

The player, as the absolute despot of the Epsilon solar system, made a troubling discovery while experimenting with a hyperdrive portal. Apparently his meddling permanently linked four alien dimensions to the Epsilon system, each with its own buffer zone of barren planets. Realizing that these planets could be used to stockpile supplies for an eventual invasion of the Epsilon system, the gamer sets out on the offensive against each of the four alien races in turn (resources preclude engaging more than one at a time).

Such is the fictional background for *Overlord*. Based on the inevitable reality that all great empires are built on their economies (i.e., armies can't march on an empty stomach), *Overlord* focuses players on an increasingly complex economic model that in many ways dictates the military strategy.

Resource management is the key to winning. One must closely monitor levels of food, energy, minerals, fuel, credits and people on each of the planets controlled. All ships and equipment can only be purchased from the star base. In the first system, all that is necessary to buy ships is money, which can be "wired" instantaneously to the star base from the outlying colonies. In the remaining systems, however, it becomes necessary to pay for these purchases with minerals and energy, which must be transported back to the star base on a cargo carrier.

Money is generated from taxation and has an inverse affect on population growth. The army is drafted from civilians and for the purposes of the game does not consume resources like the general population. Thus, one can draw the population down in times of a food shortage by recruiting some platoons, up to a maximum of 24. This cap on army size becomes increasingly important in the later scenarios, which feature greater numbers of planets. It becomes impossible to garrison all of one's assets, so every decision is critical, and second-guessing the enemy becomes the order of the day.

The opponents vary greatly in terms of resources as well as strategic acumen. The first is Wotok, leader of a simian race that relies primarily on physical rather than mental ability. He is relatively easy to defeat, since he invades at random as opposed to targeting the richest planets. The gamer should format and develop two planets quickly, before beginning to build armies. Establish a sound economy, rake cash back to the star base often, then put 24 platoons in training all at once. While they are getting ready, build five battle cruisers to transport all but the four who will remain at the star base. Equip these troops with the best armor and weapons available for the cash on hand, and send them to the enemy star base. This approach will often catch Wotok off-guard and lead to a quick defeat.

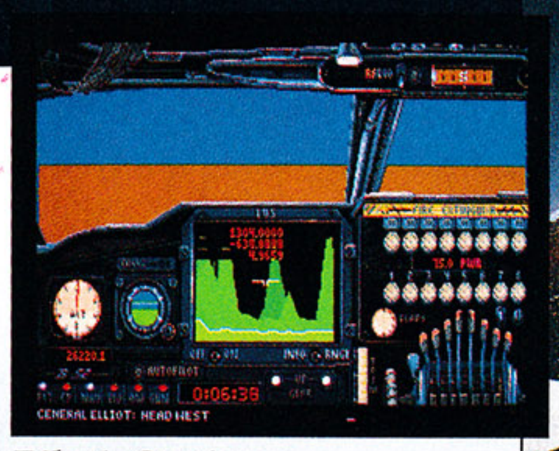
Virgin Games' *Overlord* may lack in the graphics department, but compensates for it in terms of replay value.

The player can use a more conventional "island-hopping" approach, taking and fortifying each planet in turn. This isn't a bad way to learn the mechanics of the game before progressing to more difficult opponents. Smine, leader of an insect race, employs tactics built on a telepathic hive mentality. Krart is reptilian and a savvy, cunning strategist who is tough to beat. The last opponent, Rorn, is almost unstoppable.

The mechanics of *Overlord* are smooth and simple. Most of the action takes place around a central screen, with icon control of all the major functions and hot-key icons to jump between the sub-screens. This is important because everything occurs in real time.

The graphics are nicely rendered but essentially static,

BIG, BAD, AND ARMED TO THE TEETH.



Pilot's Station

Electronic Warfare Station

Offensive Weapons Station

MEGAFORTRESS

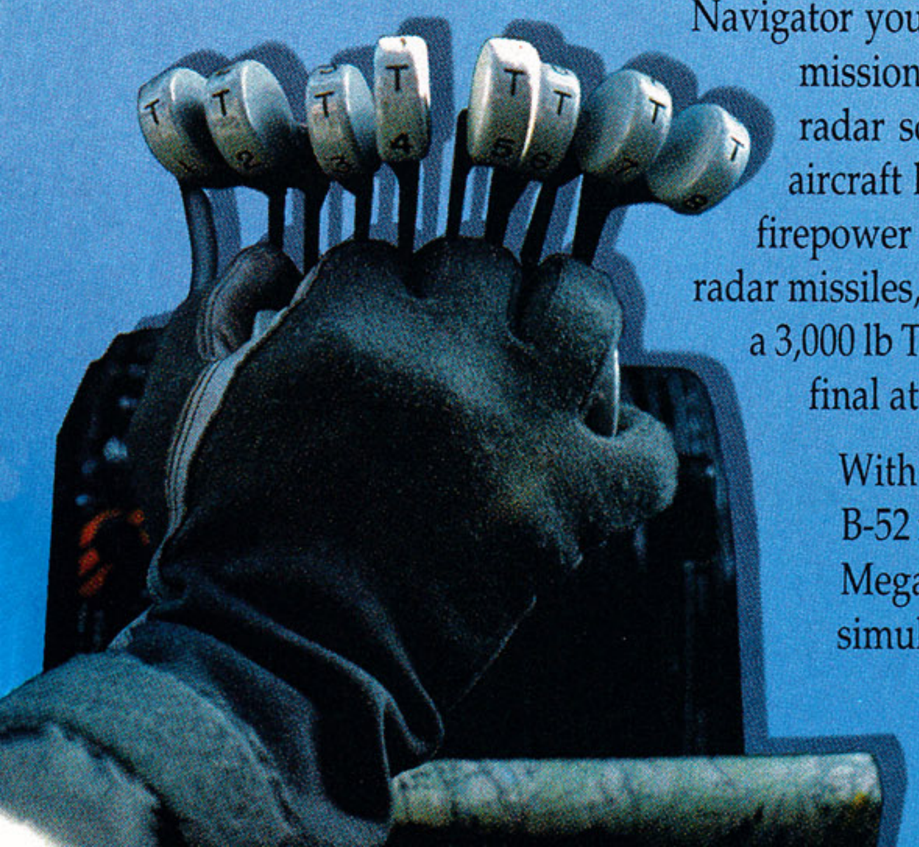
BASED ON FLIGHT OF THE OLD DOG, DALE BROWN'S BEST-SELLING NOVEL

It's the enemy's worst nightmare: a nearly-invisible heavy bomber, carrying enough firepower to destroy the most heavily defended installation in the world.

Forget run-of-the-mill flight simulators. Megafortress is in a class by itself: a radically modified B52H Stratofortress, with radar-absorbing fibersteel skin and enough state-of-the-art sensory and weapons systems to jam and blast its way into any target on earth.

It's a huge, complex aircraft that demands attention to a dizzying array of tasks. Your mission isn't simply to fly Megafortress; your job is to deliver 200 tons of death and destruction across 5000 miles of unfriendly airspace and eliminate a specific, heavily-defended target, all the while keeping your location a secret. To succeed, you must master the *four* different stations that control Megafortress' systems.

You're not just a Pilot, responsible for takeoff and landing, mid-air refueling and other basic maneuvers. As Navigator you'll plot a course halfway around the world, keeping the mission on track; as Electronic Warfare Officer you're glued to a radar scope, hunting for threats, jamming signals, keeping the aircraft hidden; as Offensive Weapons Officer you have massive firepower at your disposal: air-to-air missiles, anti-radar missiles, and air mine rockets for defense, and a 3,000 lb TV/infrared guided glide bomb for the final attack.



With missions designed by Dale Brown, B-52 navigator and best-selling author, Megafortress isn't just another flight simulator; it's an adventure in the reality of strategic air assault *today*.

THREE-SIXTY PACIFIC, INC
2105 S. BASCOM AVE. STE. 380
CAMPBELL, CA 95008
408-879-9144

TO ORDER: VISIT YOUR RETAILER OR CALL 800-245-4525 IN THE USA AND CANADA

FEATURES

- *Multi-position bomber simulation with Pilot, Navigator, Electronic Warfare and Offensive Weapons.*
- *Complete electronic countermeasures mirror current "stealth" technology.*
- *Multiple missions designed by Dale Brown in 3 different geographical areas: Iraq/Kuwait, eastern USSR, and USAF Red Flag training center.*
- *Arsenal includes air-to-air and air-to-ground missiles, anti-radar missiles, air mine rockets, standard high-explosive "iron" bombs, and a 3,000 lb TV/infrared guided glide bombs.*
- *Terrain guidance radar screens operating at realtime speed.*
- *Full 256 color VGA graphics in a 3D world with universal camera angles.*
- *Sound Blaster and AdLib sound.*
- *Package includes Dale Brown's bestselling novel,* Flight of the Old Dog.

CIRCLE #143 ON READER SERVICE CARD.

save for a couple of animation windows on the combat screen and planet-formatting section.

What *Overlord* lacks in flash is more than compensated for in terms of replay value. This is a hot little offering with a lot of bang for the buck!

—Ed Dille

Virgin Games
18061 Fitch Ave.
Irvine, CA 92714
(714) 833-8710

World Class Soccer

U.S. GOLD
Versions: Amiga ($44.95), IBM PC ($44.95)

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

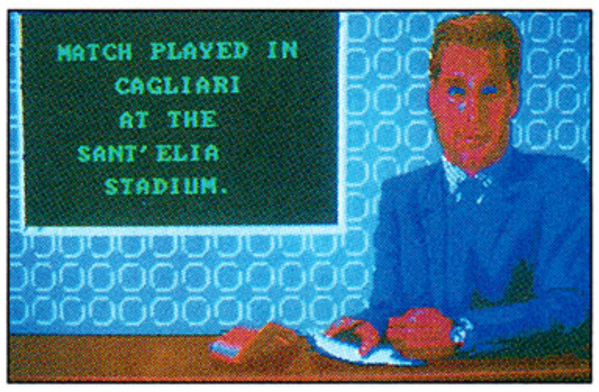
Real soccer fans will get a tremendous kick when they boot this exceptionally detailed simulation of the planet's favorite team sport. This joystick-driven action-strategy contest replicates the 24-team tournament of the 1990 World Cup. The World Cup is the sport's crowning event. One or two computerists can play a single match, set up a tournament or play through the entire World Cup competition ladder.

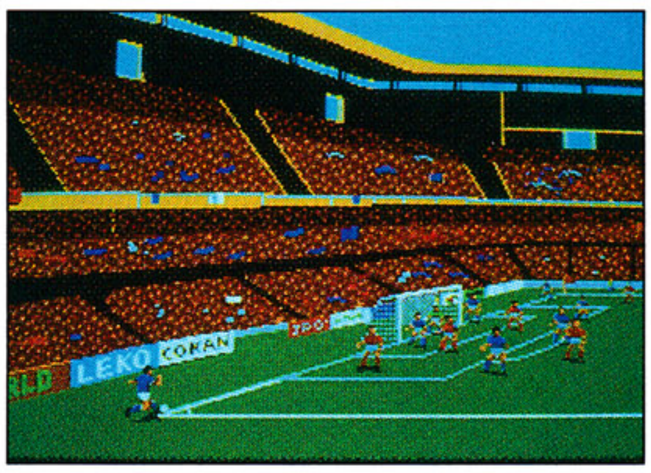
World Class Soccer incorporates real teams, complete with the players actually nominated for the 1990 World Cup. The program rates each athlete on a one-to-five scale in four attributes: Skill measures overall ability; speed governs how fast the player moves across the screen in response to joystick commands; strength determines distance when the gamer kicks (accomplished by pressing the action button); and aggression indicates propensity toward rough tackling and drawing penalties. The statistics influence how the player performs, although the computerist's reflexes and ability to implement savvy soccer strategy are also decisive factors.

The joystick control is excellent, and the players really zip up and down the vertically scrolling soccer pitch. The stick handles movement, while the action button sets the strength and heading of kicks. Well-drawn, though static, cut scenes portray special situations like goal kicks and penalty calls.

The instruction book is specially designed for America, though it was obviously written in the United Kingdom. Some stateside input might have disclosed areas that needed even more emphasis as well as sharpened the idioms of the manuscript. It includes rosters and exhaustive descriptions of each of the 24 teams and profiles of many individual World Cup superstars. It could have used a set of strategic hints to ease U.S. players into the unfamiliar environment.

U.S. Gold's *World Class Soccer* incorporates real teams, complete with the players actually nominated for the 1990 World Cup.





The opening of this review referred to "real soccer fans," and that is certainly the crucial phrase. Americans, in general, aren't very knowledgeable about soccer, and this program demands some soccer expertise. Imagine a Londoner trying to play the stat-influenced action mode of *Earl Weaver Baseball*. With the World Cup coming to the United States in 1994, *World Class Soccer* may be the most enjoyable way for sports fans to bridge the information gap in time to enjoy the tournament.

—Arnie Katz

U.S. Gold
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128
(408) 246-6607

Elite+

MICROPLAY
Version: IBM PC $39.95

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

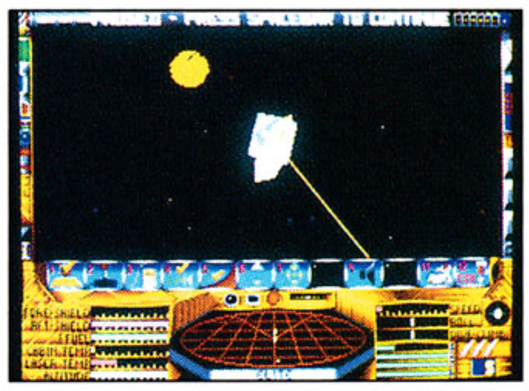
Elite+ takes a good look at what intergalactic trading would be like if the player

never went to a planet and instead traded entirely from the ship. It combines fighting skill with business sense to provide an enjoyable, if sometimes frustrating, space environment.

The objective is to achieve elite status by amassing thousands of credits and shooting down opposing spacecraft. As the money rolls in, the ship can be modified into a high-tech trading/warfare starship.

Modifications depend on the chosen way of life. A new starship commander may be a simple hard-working trader (a slow-but-honest way to earn credits), a bounty hunter (high-yield, but a very dangerous line of work) or a space pirate (gains the most in the shortest time but definitely the most risky career path).

The trader must look at the type of planet (industrial or agricultural) he visits and stock the appropriate goods to meet its needs. An industrial planet wants agricultural goods, obviously, and an agricultural planet needs to obtain machinery. To get the most profit, the trader should buy from a poor planet, then sell to a rich one. Each planet maintains its own space station; these stations are neutral and can't be destroyed.



***Elite+* combines fighting skill with business sense to provide an enjoyable, if sometimes frustrating, space environment.**

The planets also have varying governments. Some are relatively safe democracies, with few pirate problems. Others are anarchies with pirates running rampant. Some governments, such as dictatorships, may not mind the trader providing some pirate control.

In the long run, the trader has to deal with all types of worlds to achieve his goals. There are eight galaxies, each with more than a hundred systems. Life-forms vary, ranging from felines, amphiboids, bird forms and insects, and each has distinct differences and needs.

Honest trading requires a lot of patience and isn't as much fun as the more dangerous lifestyles. Bounty hunters roam the galaxies, seeking out and destroying pirates for reward.

Pirates have the most fun. They destroy and loot as many ships as possible while dealing in weapons, narcotics and slaves. These are all illegal, which keeps the profit high and the pirate's life short but exciting. As the player becomes more dangerous, other traders put a price on his head. He becomes the prey of other bounty hunters and wanted by the space police.

Although additions for the ship come faster to a pirate, survival keeps him on his toes. It requires more fighting skills than trading, and, therefore, modifications to the ship have to be to the weaponry.

The graphics could use improvement, but in the thick of battle, when you're involved in hyper-action, it's easy to overlook any shortcomings. The view screen is dominated by status screens, trading, ship equipment and maps. Planets and suns are rather lackluster; just solid blobs of color (green for the planets, yellow for the suns). The cockpit view, with the equipment, is more attractive than the outside views.

Joystick play is so good *Elite+* seems like a fine flight simulator. Keyboard and mouse play are slightly less responsive, but still provide good ship handling. The audio portion of the program is disappointing. The opening theme doesn't quite fit the mood. Worse, there is no other music in the game, only sound effects that are also inadequate.

Elite+ provides an addictive combination of fighting and trading to hold the player's interest. It might not appeal to every gamer, but it's a grabber for anyone who likes a good space simulation.

—David Ethell

MicroProse
180 Lakefront Drive
Hunt Valley, MD 21030
(301) 771-1151

Rotox

U.S. GOLD
Versions: Amiga ($39.95), IBM PC ($39.95)

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

Rotox is an exciting game with graphic twists that make it unusual. It does have some flaws, primarily in the control scheme and the copy protection, but it has an interesting concept coupled with challenging action that make it fun to play.

Rotox casts the gamer in the part of a cyborg (a mechanical man with a human brain). The goal is to survive ten levels of obstacle courses set up as a test environment. The levels have such fun names as "auto city," "invader" and the ever-popular "death." Each has obstacles consistent with its name—for example, the auto city

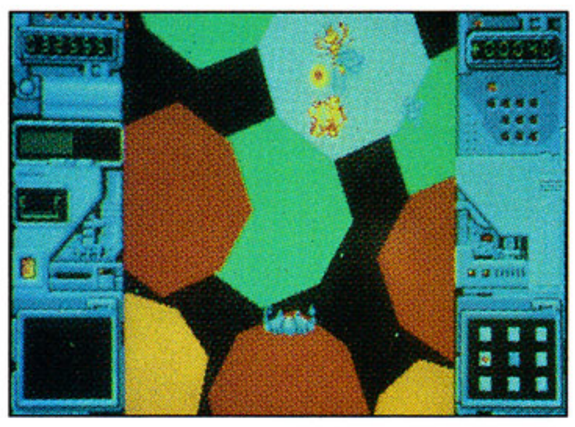
level is made up of a variety of old vehicles, while the "eco" level is infested with mutated life forms.

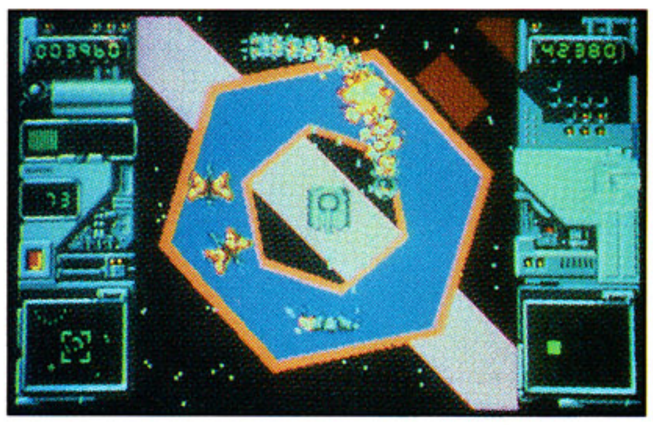
Each level is made up of nine adjoining areas. To move to the next level, the player must purge all nine segments of enemy life forms. Some of these can't be reached until the others are clear, so there is strategy involved in cleaning up each level.

Rotox is primarily an arcade game with a simple objective—blast everything in sight. The gamer starts with a low-powered laser, but there are more powerful weapons, as well as a jet pack, available.

The enemy life forms are inventive and well-animated, although the graphics of the landscape itself are not very detailed. The view is from above, and the controls permit the cyborg to move forward and backward, as well as rotate. There's one strange twist on the graphic treatment: When the player rotates the cyborg, he stays still and the landscape moves around him. This is a little disorienting at first.

It is important to master the art of guiding the cyborg, because missteps are so costly. An accidental step off a platform makes the cyborg fall through to another version of that level—with a resulting loss in energy. When the energy level falls to zero, one of your three lives is lost.

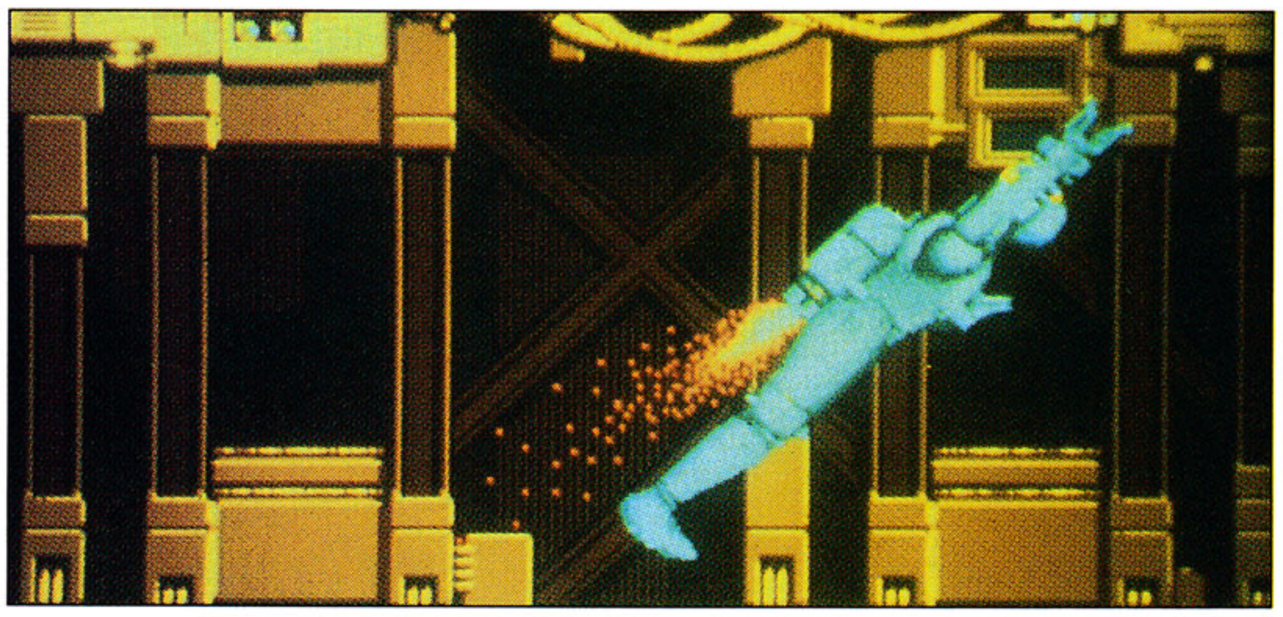




There is plenty of information available on the screen, including energy level, a map of the cleared segments of each level, score, weapons status and a radar scanner that indicates the direction of oncoming enemies. Pay close attention to this radar scanner—some of the enemies come in fast, and you can't see much of the area around you on-screen.

The PC version does not support a joystick or mouse; all control is from the keyboard. This problem is compounded by the fact that the keys selected seem strange and awkward—the *A* and *Q* keys control forward/back, while the *O* and *P* keys control rotation. The game does not support the arrow keys, nor can the gamer reconfigure key assignments to make them more comfortable.

The copy protection also presents some difficulty. Each time the game is started, a segment of a level is displayed on the screen for the player to identify. The levels are detailed in the instruction manual; however, the quality of the printing is so poor that it is extremely difficult to figure out which segment is shown.



Rotox is primarily an arcade game with a simple objective—blast everything in sight.

Worse, the PC version has a bug. Normally when you accidentally step off the edge of a segment and fall through, the cyborg lands in the solid area of the level below. However, a misstep off one of the narrow catwalks brings a killing problem. The cyborg lands on the level below and falls again and again until all the energy is gone, and a game life expires. There's no way to prevent this, and it's extremely frustrating. So be really careful on the catwalks.

Rotox has a pleasant concept and plenty of action. It's too bad that some small problems in its execution distract so much from what could have been a blastathon for arcaders.

—David Plotkin

U.S. Gold Ltd.
550 S. Winchester Blvd., Suite 200
San Jose, CA 95128
(408) 246-6607

Fast Eddie's Pool

OXXI

Version: Amiga ($34.95)

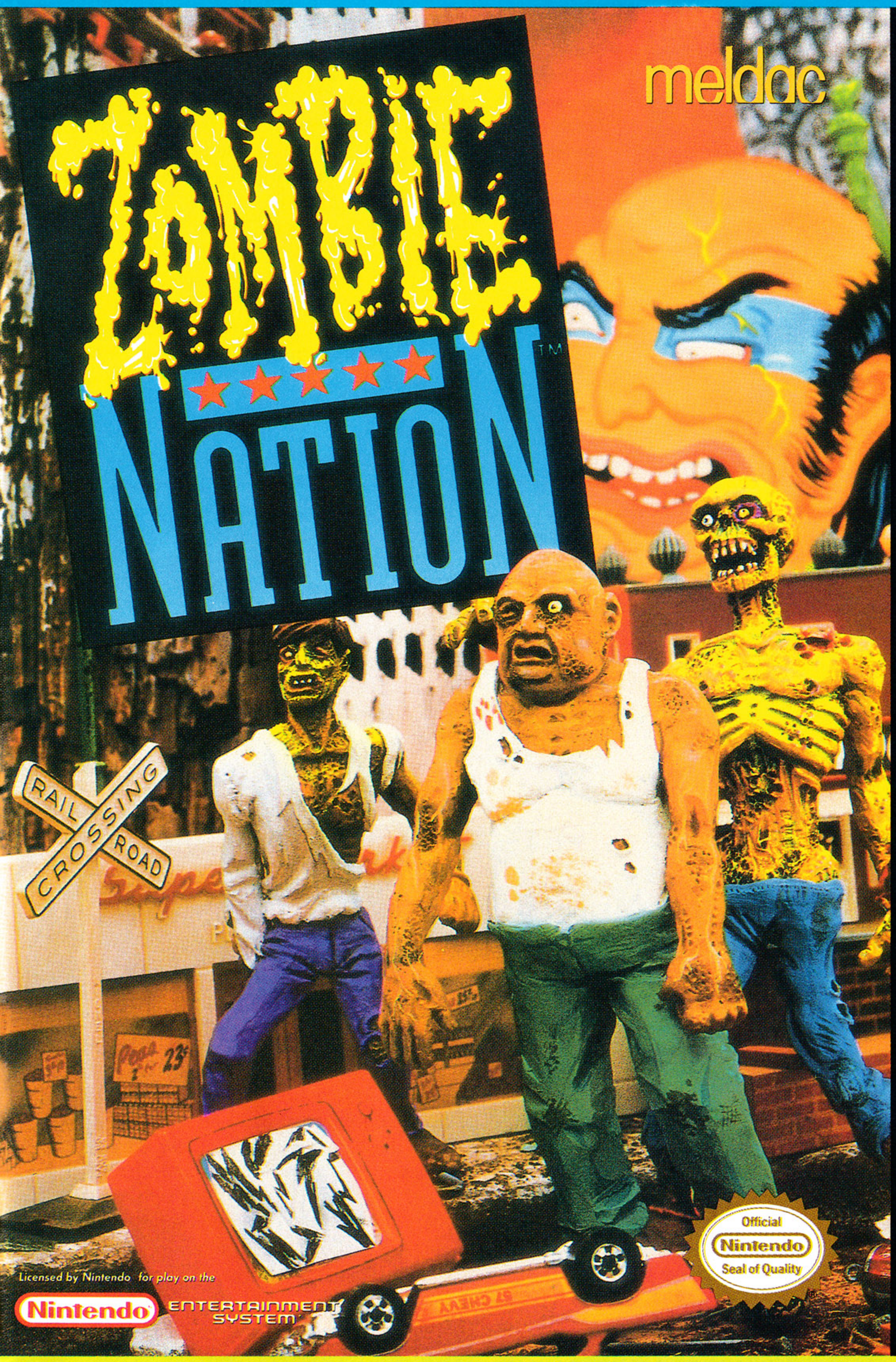
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Fast Eddie's Pool is a billiards game that features no less than 13 different contests. While there are pool programs that are done better, the variety of games available makes this one worth a look.

Fast Eddie's Pool opens with a view of a pool room complete with several different kinds of tables, Fast Eddie himself, a jukebox, cue racks and other paraphernalia, all in well-rendered drawings. The gamer uses the mouse pointer to select what to do. For example, clicking on the jukebox toggles the music on and off. Clicking on Fast Eddie elicits some comments, although these are only on the screen—Fast Eddie doesn't actually make any noise. There is even an arcade game that plays a passable round of *Missile Command*.

The real heart of the game is the series of pool tables. Clicking on one of these allows you to select from games that are

THE ZOMBIES ARE COMING!!!!



By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange rays, Darc Seed has turned the helpless nation into zombie slaves.

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er,ah, I am doing everything, ah, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and um, satisfactory close.

Ground Shaking NES Action

Zombie Nation is a ground shaking action/shooting game for the NES. The object of the game is to wreak total destruction on everything you see (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

Devastating Graphics and Pounding Sound

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path. So don't just stand there like a Zombie, get your copy now!

Distributed by Meldac of America, Inc. 1801Century Park East Suite 2210, Los Angeles, CA. 90067 (213) 286-7040

Zombie Nation is a trademark of Meldac of America, Inc.
© 1990 Meldac/Live Planning
Nintendo Entertainment System and the official seals are trademarks of Nintendo of America Inc. ©1990 Nintendo of America, Inc

ZOMBIE NATION

CIRCLE #144 ON READER SERVICE CARD.

appropriate to that table. Selections include 15-ball, cutthroat, 6/8/9 ball, bumper pool, snooker and standard billiards. If you're unsure of the rules for a particular game, select "help" for a brief description of how to play. Each game can be customized. You can change the table color, how fast the table is, skill level of your opponent, ball material (including Velcro, which behaves weirdly) and options, such as whether to show ball numbers, ball paths and shadows of balls.

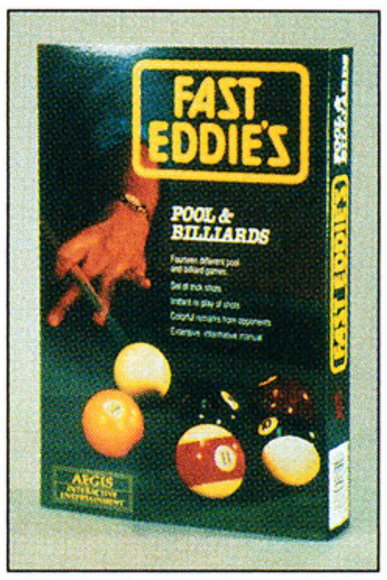
Making a shot is a little tricky. The mouse sets the direction of the shot by moving an on-screen cue stick. Once the cue stick is placed, you must press the mouse button and hold it down. While you are holding it down, you can move an indicator that selects how much spin to put on the ball. There is an indicator that shows how hard the ball will be hit. This indicator constantly grows and shrinks; the player must release the mouse button to hit the ball when the indicator is the proper size. As I said, tricky, but not really difficult.

Overall, *Fast Eddie's Pool* seems to be pretty accurate as far as physics go. There is a minor glitch in the bumper pool game—if your opponent accidentally sinks his ball in his own pocket, your closest ball is also relocated—which is not how bumper pool works.

The graphics, while nicely drawn, certainly don't tax the computer's abilities, nor is the sound anything special. Nevertheless, for anyone interested in a wide range of pool games, this package has a lot to offer.

—D. P.

Oxxi
P.O. Box 90309
Long Beach, CA 90809
(213) 427-1227



Fast Eddie's Pool is a billiards game that features no less than 13 different contests.

Where in America's Past Is Carmen Sandiego?

BRØDERBUND
Version: IBM PC ($59.95)

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

Computer games rarely teach players really useful information. How many people must deal with trolls or fly combat missions in the real world? Yet even the idea of education in a computer game turns off a lot of people. This is no longer true. Since Brøderbund introduced their charming anti-heroine *Carmen Sandiego,* the series has entertained millions of players while sneaking in real educational value. It's impossible not to learn something from a game that artfully weaves tidbits of information into the plot.

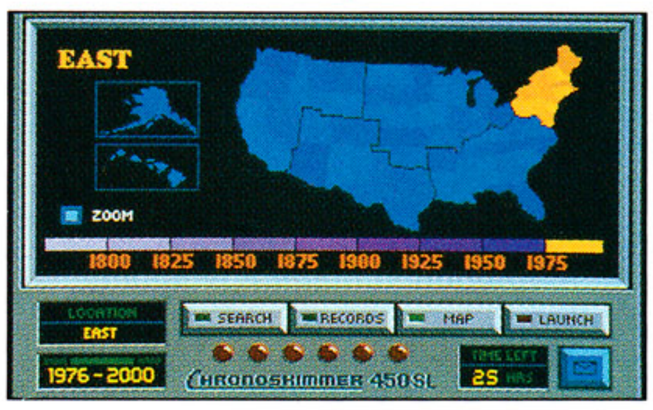
Carmen games are mysteries in which the player must investigate the theft of landmarks, historical treasures and other cultural artifacts by *Carmen Sandiego* or members of her gang of thieves. Through a series of clues, players follow the crook from location to location to gather data and narrow down the suspects. The detective enters facts such as hair color, favorite artist and favorite hobby into the game's computer and requests a list of matches. If there is only one match to the data, the computer issues a warrant for the arrest of the criminal. Then the player only has to find the next location of the suspect to arrest him or her and solve the mystery.

Where in America's Past Is Carmen Sandiego? is the latest and best of the popular series. It combines an intuitive interface with impressive graphics and background music. It's important that it's so easy to play *Carmen* games because players must spend time looking for information in the guide books instead of struggling with the interface.

Examples of stolen objects include the Statue of Liberty, the first gold nugget from the California Gold Rush, the "Star-Spangled Banner," the Golden Gate Bridge and Lincoln's "Gettysburg Address." Examples of clues are facts like the thief mentioned that he wanted to talk to Zebulon Pike, the thief wanted to watch the first space shuttle take off and the thief planned to visit Salem during the witch trials. To follow up clues, players consult a book, *What Happened When?* The most interesting volume included in any of the *Carmen* games so far, it's an American history guide organized by year and topic. It's remarkably easy to use.

Where in America's Past Is Carmen Sandiego? uses a slick, updated version of the series interface, then adds a few more features that take it beyond the previous games. The game screen is a control screen for the time-travel device that tracks the thieves. It shows a picture of something from the time period in which the player lands and provides some descriptive text on the right. The pictures are

This time around, Carmen Sandiego and her gang are being chased through American history.



impressive scanned artwork or photographs.

Along the bottom of the screen are four buttons (search, records, map and launch) controlled by mouse, joystick or keyboard control. Search gathers clues at a location; records accesses the game computer and dossiers on the crooks; map is used for destination selection; and launch sends the player off to the chosen time period and location. With five regions and nine time zones, *America's Past* stretches a long way.

America's Past features digitized sounds and ambient music throughout each round of play. The game supports all major sound boards and can be effortlessly installed on a hard disk.

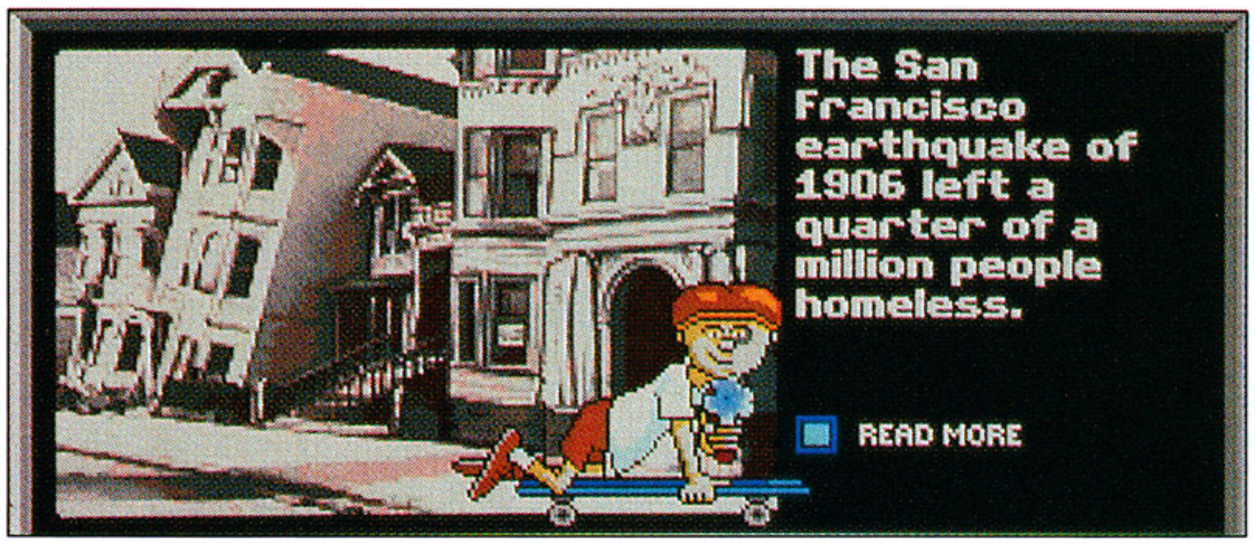
Brøderbund certainly didn't skimp on the documentation. The software package weighs in at a hefty two pounds because of the book and other support materials. The game manual looks like a colonial newspaper, and there are even nifty trading cards of the crooks. Another plus is that the package includes both 5.25" and 3.5" disks.

Where in America's Past Is Carmen Sandiego? should keep people entertained as long as they want to play. This really is not just for kids; it's fun, informative and well worth the travels through time.

The real question is, where will Carmen Sandiego pop up next?

—Russ Ceccola

Brøderbund
17 Paul Drive
San Rafael, CA 94903-2101
(415) 492-3200



Where in America's Past Is Carmen Sandiego? uses a slick, updated version of the series interface, then adds a few more features that take it beyond the previous Carmen games.

Pro Tennis Tour 2

UBI SOFT
Versions: Amiga ($49.95), IBM PC ($49.95)

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

Computerized tennis games pop up again and again, despite (or maybe because of) the fact that it is very difficult to accurately simulate a game with so many variables involved. The biggest problem is how the player controls the on-screen character. Some games require the player to move his or her character back and forth on the court as well as accurately hit the ball. Others only concentrate on the chore of returning the tennis ball over the net. *Pro Tennis Tour 2* leaves that choice of complexity up to the player, with a tennis system that's very simple to learn but as hard to master as the real game. Strong graphics and sound effects round out the contest to make it a necessity for any tennis enthusiast.

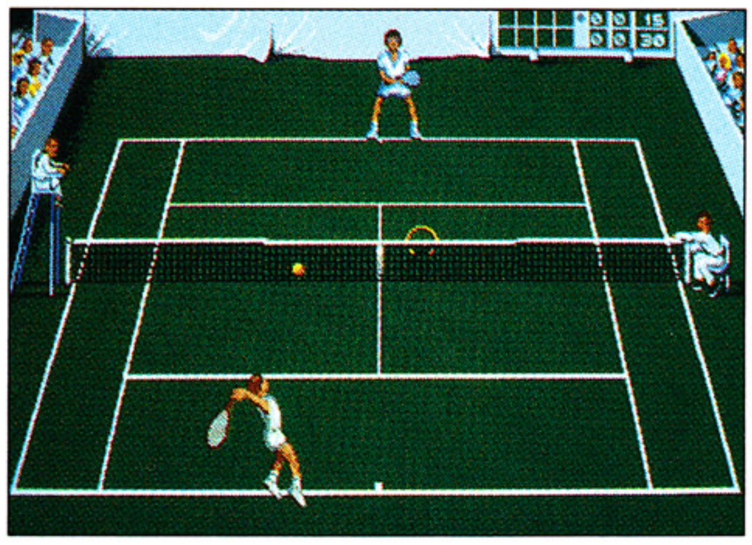
It only takes comparison with the first *Pro Tennis Tour* to really appreciate the sequel. The first program's tournament play pitted the gamer against others to capture the title. The tournament system was nice, but few players actually had a chance to take a stab at the title because the game was too hard to play.

The difference in game play is immediately noticeable in *Pro Tennis Tour 2*. In the original game, the player had little chance of beating the computer. *Pro Tennis Tour 2* requires skill from a player, not the whims of a difficult game, for a player to win a match.

The sequel also contains an updated interface, ball machine for practice and the ability to put together your own player from different skills. Role-playing in tennis? Absolutely! And it works; there's a noticeable difference between on-screen racketeers with varied skill attributes.

The main menu of *Pro Tennis Tour 2* offers a chance to modify game preferences and choices like a friendly match, character information, the ball machine or tournament play. It's best to use the ball machine for some practice games before entering a tournament (fun in itself). The junior and average skill levels only require the player to master ball return, but the character-skill level calls for movement of the player around the court. This extra control is realistic, but learn how to hit the ball first.

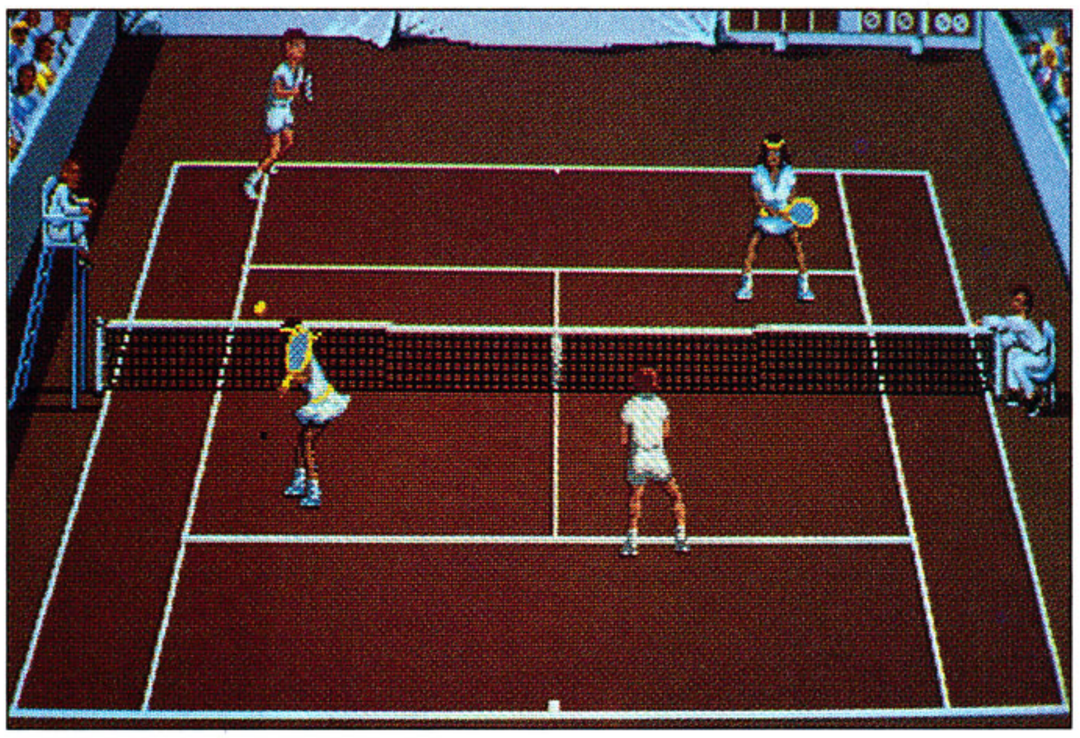
Pro Tennis Tour 2 has an improved interface, and is simple to learn, but hard to master.



The tournament mode of the game puts a player through a rigorous season: He or she can get money and possibly go for the Davis Cup. To get far in the season takes a lot of practice. Games are scheduled on a pop-up calendar in tournament

play. Wins move the compuplayer through the season, netting him or her money and a ranking on the way.

In tournament play, it is important to create a character to complement your real-life abilities. This is done by assigning points (à la role-playing games) to eight tennis skills such as forehand, backhand, smash and service. Tweaking these measures can correct inadequacies so the on-screen ego really storms over the opposition.



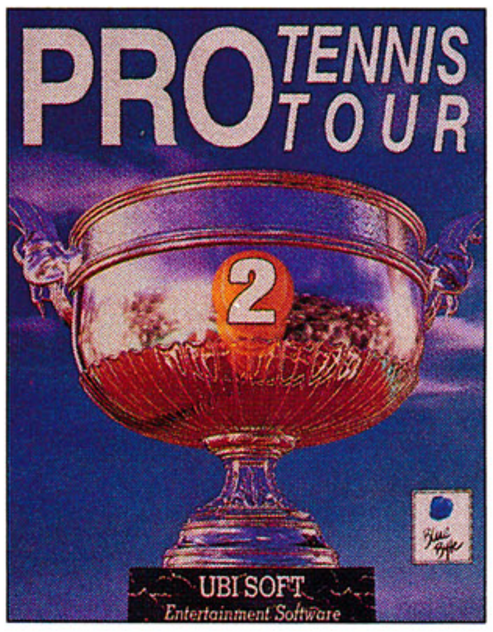
Pro Tennis Tour 2 requires skill from a player, not the whims of a difficult game, for a player to win a match.

The ball machine in *Pro Tennis Tour 2* is helpful in teaching how to return balls. Graphics and sound effects are nice; they are true enough to reality to help line up shots. The animation of the players is fluid, and the game speed is appropriate.

Pro Tennis Tour 2, with its new features, updated graphics and sounds, plus vastly improved game play, is the nicest tennis simulation available. Now if I could only make it to Wimbledon!

—R. C.

UBI Soft
15 Atwood Ave.
Sausalito, CA 94965
(415) 332-8749



F29 Retaliator

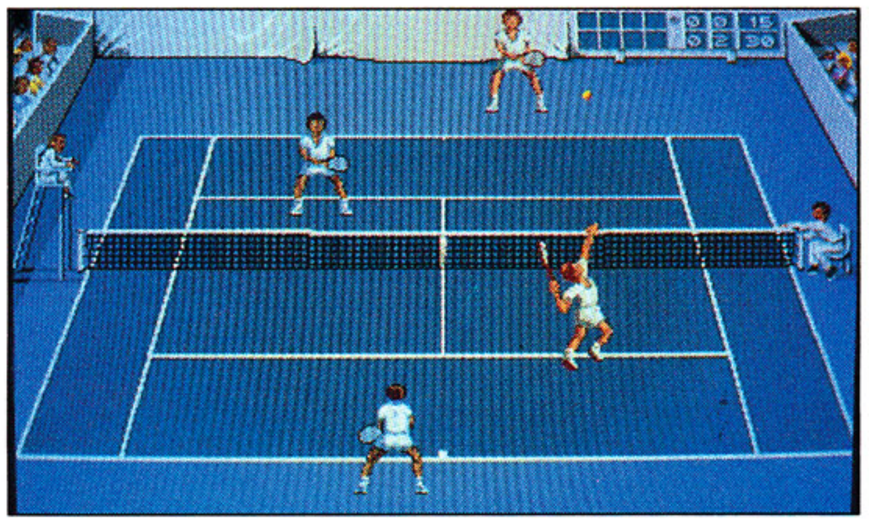
OCEAN

Versions: Amiga ($49.95), Atari ST ($49.95), IBM PC ($49.95)

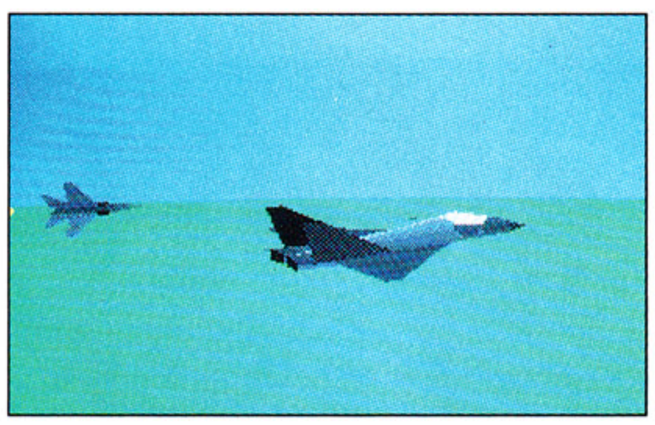
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

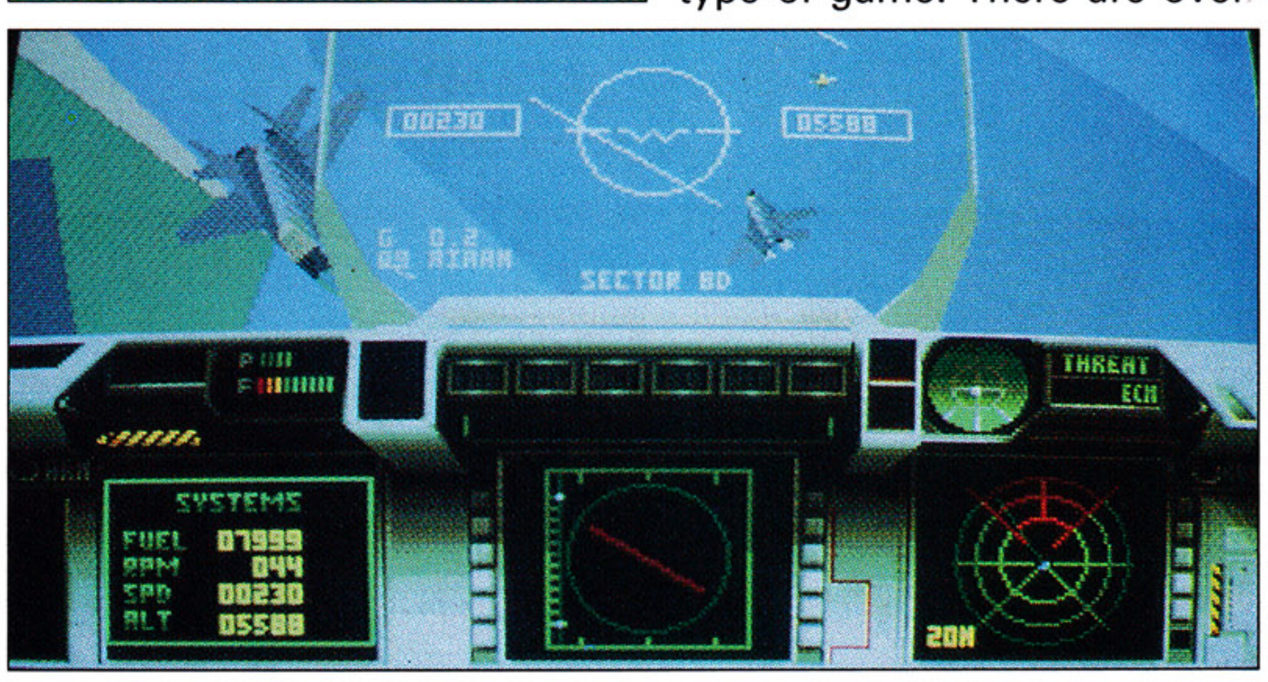
There are so many flight simulations flooding the PC market, it takes a rare program to stand out in the crowd. *F29 Retaliator* is that rarity, with features that put it a step ahead of the competition.

Players start by choosing a pilot rank from four designations that determine the complexity and difficulty of battle. There's also a choice between the advanced tactical fighter (ATF) F-22 and the forward swept Wing F-29. Mission control offers over 100 scenarios, ranging from practice missions in the deserts of Arizona to the thick of things in Europe or the Middle East.



Ocean's *F29 Retaliator* makes it a treat to get airborne, offering a variety of views from the plane you're piloting.





Once you're assigned a mission, players select weapons to carry for the job ahead. This is tricky; it requires memorization of all the missile abbreviations. (It's almost impossible to look up each one under combat circumstances.) There's one help; a wise pilot will read up on the upcoming mission in the handbook that accompanies the program and choose an arsenal accordingly.

The graphics on the selection screens are easy to watch. Every screen is well-thought-out and beautifully presented.

The real treat comes, however, when pilots get airborne. Gamers see the action from the cockpit and can switch viewing angles to every window. There are even multiple satellite views of the enemy available for study.

Smooth scrolling and attention to detail in the flight sequences give *F29 Retaliator* a clear edge over most other games of this type. Gone are the featureless floor grid and the polygon fighters. Instead, mountains, bridges and detailed buildings dot the landscapes, not to mention the intricate aircraft that are there for the pilot to blast away. Every possible action presents the player with a thoughtful graphical representation or a wild sound effect. This game will give your PC a real workout if it's equipped with an Ad Lib or Sound Blaster board to produce wind and machine gun noises, as well as the scream of the missiles as they launch.

The only bad side to *F29 Retaliator* is that it's not really a "sit-down-and-play" type of game. There are over 46 different keys to maneuver while flying. The weapons are numerous, and the abbreviations are difficult to memo-

QUANTUM GAMING ★ CALL 803-658-7016

ALL JAPANESE 16-BIT & CD GAMES ★ $53 & UNDER

All products come with a 1 year warranty. There is no hidden cost. Our prices never go up.
If anyone can match or beat our prices, call us and we'll give you an unbeatable price. Guaranteed!

MEGA DRIVE - NEW

Allisia Dragoon	$50	Battle of Axis	$50
Beast Warriors (8M)	$53	Gynoug	$50
Bonanza Brothers	$45	Dangerous Seed	$45
D-Axe	$48	Darwin 4081	$35
Devils Crush	$50	Heavy Unit	$45
Double Dragon II	$50	Monster Lair	$40
Elemental Master	$45	Rastan Saga II	$30
Exile (8M)	$53	Thunder Fox (8M)	$53
F-1 Hero	$50	X.D.R.	$35
Fastest One	$53	Zero Wing (8M)	$50
Fire Mustang	$53	Ring of Jewels	$49
Galaxy Force II (8M)	$53	Rolling Thunder II	$50
Golden Axe II	$50	Spaceship Gomola	$50
Kuuga	$48	Syd of Valis (8M)	$50
Majuura	$47	Undead Line	$50
M.E.R.C.S.	$50	Vapor Trail (8M)	$52
Ninja Warriors	$50	Verytex	$45

PLUS Over 60 More - Most $50 or less

PC ENGINE - NEW

Adventure Island	$50
Blue Blink	$45
Download	$50
Final Match Tennis	$50
Gomola Speed	$50
Image Fight	$40
Jackie Chan	$50
Lode Runner	$35
1943	$45
Over Ride	$50
Cyber Police	$47
Dead Moon	$49
Outrun	$50
Overhauled Man II	$50
Parasol Stars	$50
W-Ring	$50
Young Master	$50

PC ENGINE - CD - NEW

Super Darius II	$50
Golden Axe	$40
Hellfire-S	$50
L-Dis	$50
Side Arms Special	$40
Download II	$50
Dynasty Warriors	$50
Exile	$50
Fantasy Zone 3-D	$50
Forgotten Worlds	$45
Legion	$45
M.U.S.H.A.	$45
M.U.S.H.A. II	$50
Ray Xanber II	$50
Shadow of the Beast	$50
Valis IV	$50

PLUS Over 100 More
PC Engine & CD-Most $50

SUPER GRAFX - NEW

Aldynes	$45
Ghouls N' Ghosts (8M)	$50
Strider (8M)	$53
1941	$52

NEO GEO - NEW - JAP.

ASO II	$125
Ghost Pilot	$130
King of Monsters	$130
Basketball	$150
Boxing	$150
Alpha Mission 2	$145
Burning Fight	$145

We carry all Japanese 16-bit & CD titles. All are $53 and under–new. Most only $50–new. $20 to $30 lower than our competition.

Call For A Free Price List, Prices May Be Lower Than Advertised.
All Japanese Titles Comes With English Translations — FREE

MOST JAPANESE 16-BIT & CD GAMES ONLY $50 OR LESS

No Surcharge for Mastercard or Visa. Cartridge Shipping: UPS Ground $3, 2nd Day $5, Next Day $13. System Shipping: UPS Ground $6, 2nd Day $8, Next Day $20. COD's add $4. We accept VISA, Mastercard, personal checks, money orders and COD's.

WE SELL NEW GAMES ONLY

P.O. BOX 340 • JEFFERSON, SC 29718 • The Lowest Prices in the World

CIRCLE #145 ON READER SERVICE CARD.

DIRECT DISTRIBUTORS

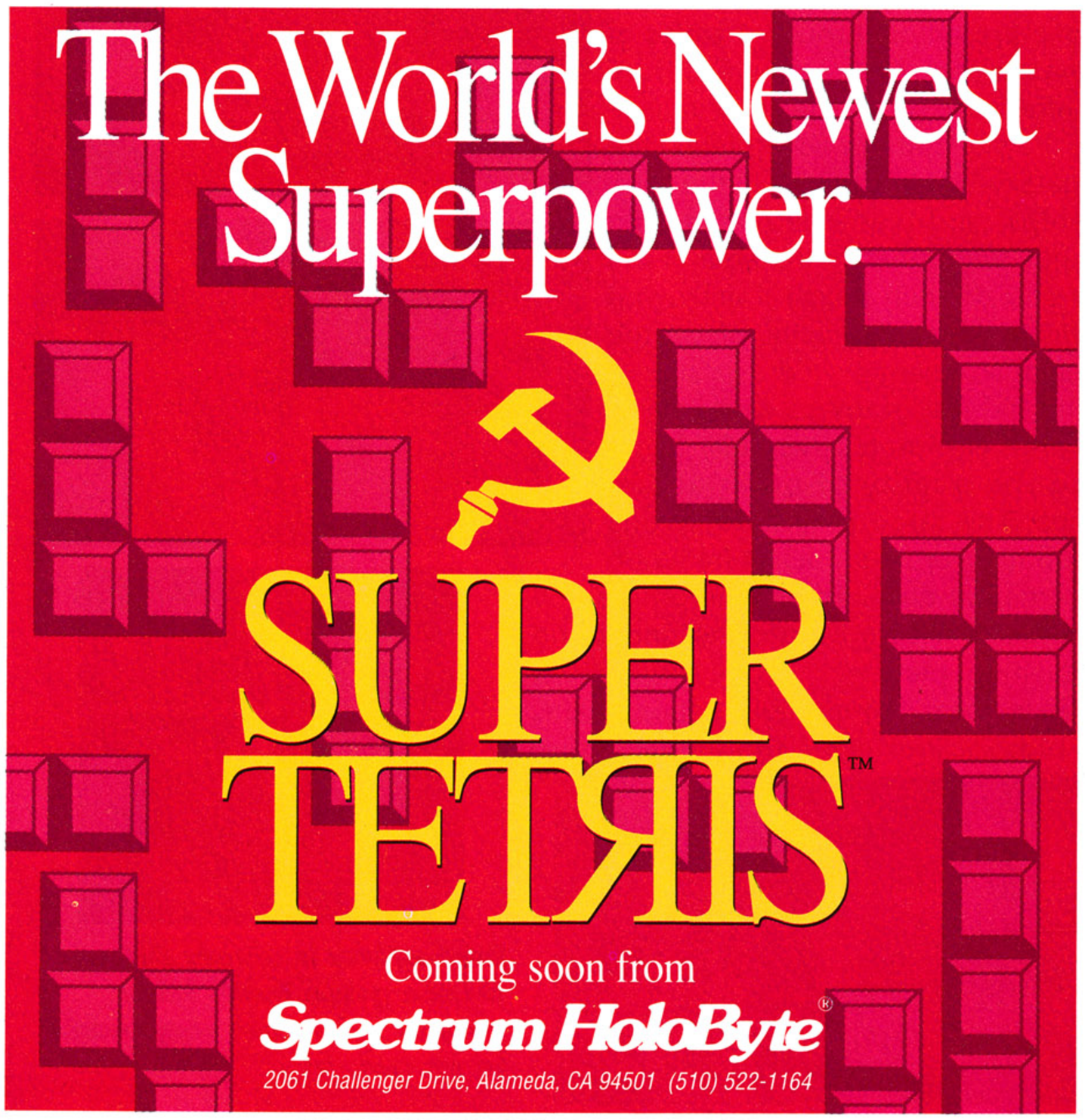
1-203-395-0851

-NEW GAMES AT DIRECT PRICES!
-USED GAMES AT BELOW COST!
-WE BEAT ANY PRICE ON ANY ITEM!
-WE SELL TO VIDEO STORES, TOY STORES, MINI-MARTS, MOM & POP STORES, AND OTHER BUSINESSES ONLY!
-WE STOCK ALMOST EVERY VIDEO GAME, SYSTEM, AND ACCESSORY MADE!
-BUY 1 TO 1,000 FROM OUR FULL COLOR CATALOG. SORRY NO SALES TO THE GENERAL PUBLIC!
-WE ALWAYS GET THE BEST GAMES FIRST!

ATARI ENTERTAINMENT · Nintendo · LYNX · SEGA GENESIS · TURBO GRAFX 16 · SEGA

IF WE DON'T HAVE IT- THEY DON'Y MAKE IT!!!

CIRCLE #146 ON READER SERVICE CARD.



CIRCLE #147 ON READER SERVICE CARD.

rize. The instruments are equally intricate and difficult to master.

No one ever said that flying an F29 was going to be easy. But gamers who take the trouble to learn the controls will find their time was well spent.

—Frank Tetro, Jr.

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

Battlestorm

TITUS SOFTWARE
Versions: Amiga ($49.95), Atari ST ($49.95), CDTV ($44.95), IBM PC ($49.95)

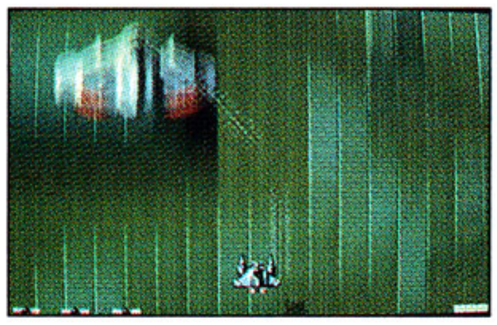
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

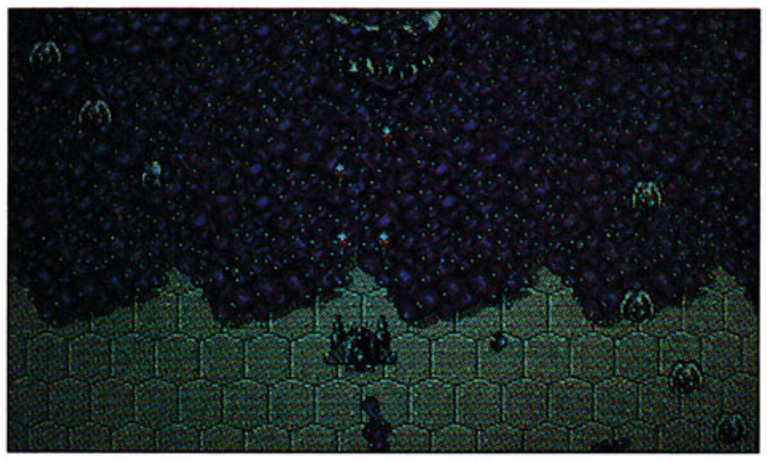
Titus Software's latest release into the computer-game field is *Battlestorm*, a quick-action, smooth-scrolling arcade game that features multidirectional scrolling and a large number of objects on the screen at once.

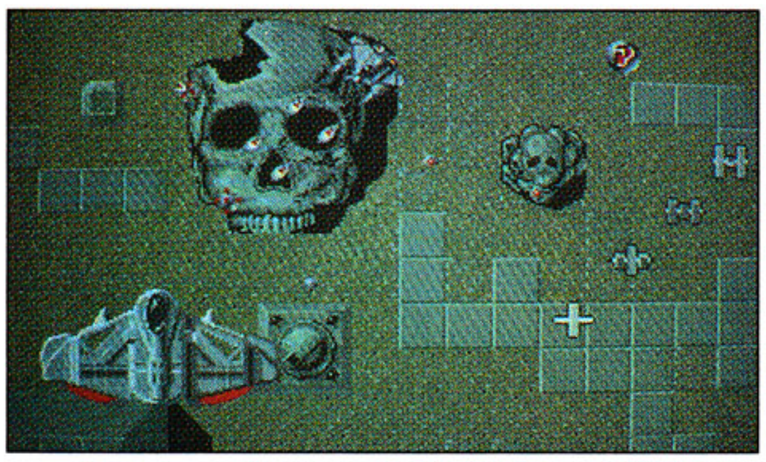
Though there is obviously a background story, Titus doesn't waste space on it in the manual. Instead the story is presented through a series of animated sequences shown before and after each level. The story is basically the standard for action fare: Free the galaxy by blowing up all the capital ships, and then destroy the big bad guy who inhabits the area at the very end of each phase. Destroying the final bad guy earns the player the praise of all creatures in the galaxy.

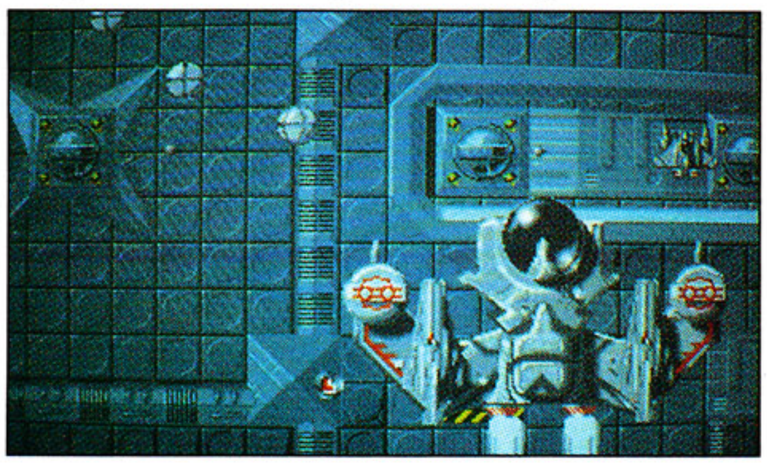
The game's graphics and animation are very impressive, fully living up to the quality of other action games. The large play field scrolls smoothly, even with lots of items on the screen at once. The sound effects and background music fit into the game and complement play.

Battlestorm features four action levels. The practice run gives the gamer an invincible ship, but only allows play on the first level of the game. The three remaining gradually increase the speed of the ship, the aggressiveness of the enemies and the number of shots they fire. The highest level is very difficult and should challenge even the most adept joystick jockey.









***Battlestorm* is a very sharp arcade game that's fairly easy to learn, but very tough to master.**

The biggest limitation of *Battlestorm* is the fact it only has four levels. However, each is split into two phases. The first uses the multidimensional scrolling indicated earlier, while the second is a vertically scrolling segment with the obligatory big nasty at the end. Though it may take a while to master the basic mechanics, even those without super action skills can quickly overcome all but the final level. It would have been nice to have a few more levels to explore and conquer.

Battlestorm is a very sharp arcade game that's fairly easy to learn, but very tough to master. One good point about the limited number of levels to conquer is that the game can be enjoyed even by those who don't usually master every twitch contest. This does make it more appealing. Though the theme is very characteristic of the genre, there is enough charm in *Battlestorm* for anyone who wants to add a quality shoot-'em-up to their collection.

—R. Bradley Andrews

Titus
20432 Corisco St.
Chatsworth, CA 91311
(818) 709-3692

Mario Andretti's Racing Challenge

ELECTRONIC ARTS
Version: IBM PC ($49.95)

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

Life is a trade-off; what it gives us with one hand, it takes away with the other. Take, for example, *Mario Andretti's Racing Challenge.* This eagerly awaited omnibus auto-racing simulation from Distinctive Software (best know for the first two *Test Drive* games) offers some truly impressive frills and options. For example, computerists can race in sprint cars, modifieds, stock cars, prototype vehicles, Formula One machines and Indy-style autos. There are also ten different tracks, pit stop

action, racing circuits, payoffs and instant replays.

On the other hand, the actual racing sequences are not *quite* up to the standards set by EA's last race car simulation, *Indianapolis 500—The Simulation*, which was developed by the Papyrus Design Group. Even with the graphics set on maximum detail, one sometimes gets the sense of racing in an open field in comparison to the gorgeous track sequences that were seen in the earlier game. Whether or not the extras in the game compensate for this slight deficiency is a matter of personal taste.

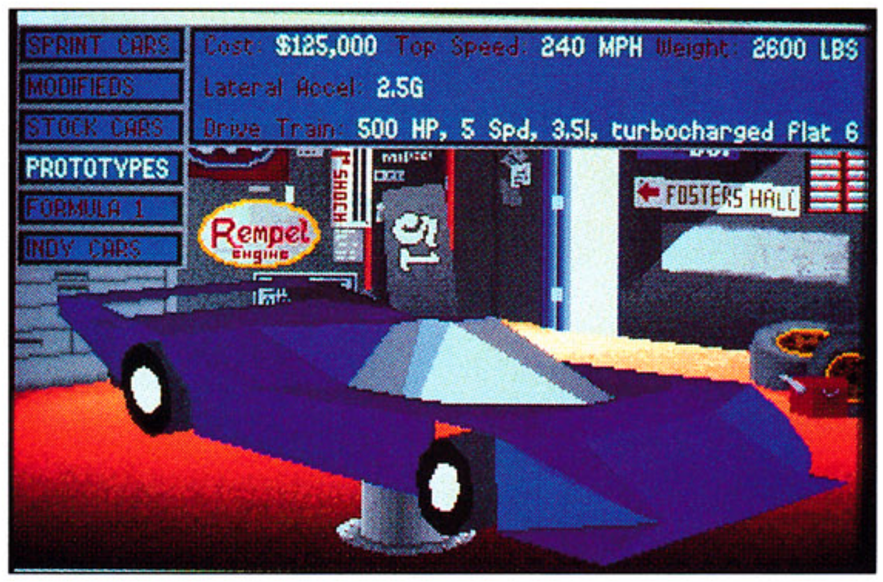
Mario Andretti's Racing Challenge begins by offering the user a menu of options. They can begin a new circuit, save or restore games in progress or practice. The very useful practice option allows the player to try out any of the six vehicle types on any available track. (Although there are ten different tracks, not all of them race all types of cars.)

Once the practicing is over, the gamer must select a sponsor (by typing a name) and start on the circuit with a Sprint car: a stripped-down, short haul speed machine. The available tracks are then displayed in beautiful, animated, angled top-down perspective. Once a site is chosen, the actual racing begins, with the winners collecting cash prizes that are subsequently used to buy ever-more-formidable vehicles.

The racing sequences combine the now-standard, behind-the-dashboard, first-person perspective with a top-down radar-style map of the course and relevant information on the car being driven

(cost, top speed, weight, lateral acceleration and drive train data). The radar map is a necessary addition, since it's so easy to get spun around on these tracks, and the lack of visual detail often makes it otherwise impossible to determine in which direction the car is currently pointing. Unfortunately, the designers chose to represent the user's vehicle with a dark blue dot on a black line drawing of the track, making it very difficult to spot at a glance.

The gamer can set the level of visual detail on races, and there are six camera angles for viewing replays. The game also adds pit stops to the proceedings, giving



***Mario Andretti's Racing Challenge* is the omnibus auto-racing simulation from DSI—designers of the first two *Test Drive* games.**

Can You Do A Better Job Than Gorby?

© Jeffrey Aaronson

CRISIS IN THE KREMLIN

Coming live in October from

Spectrum HoloByte®

2061 Challenger Drive, Alameda, CA 94501 (510) 522-1164

CIRCLE #148 ON READER SERVICE CARD.

the user a menu of options including tire changes and refueling.

—Bill Kunkel

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

Xenocide

MICRO REVELATIONS, INC.
Versions: Apple IIGS ($49.95), IBM PC ($44.95)

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

Xenocide, by Micro Revelations, is a considerable improvement over most action-oriented games of this variety.

Well, there goes the neighborhood!

Here you are, living happily in the Cire-Alto solar system, when who should show up but the slathering, reptilian xenomorphs, who, incidentally, were banished from their home world for numerous, not to mention distasteful, crimes. What's worse? Cire-Alto is neutral and has no defenses!

After massacring the citizens on one of the system's helpless planets, the xenomorphs are now hungrily scoping out Argenia, which is the home planet of the user's surrogate character. The first phase of the invasion consisted of the xenomorphs occupying Argenia's three moons, where they have established a base of operations.

Your player-character is now the system's sole remaining hope. The player must gather together as many weapons as possible, then embark on a mission to destroy the three moons, lest all of Cire-Alto be turned into lizard chow.

Xenocide mixes a variety of visual presentations (first person, side-scrolling and top-down) to produce a generic-looking multiphase action strategy contest. There are four levels of play on each moon, starting first with the hovercraft sequence, which uses a first-person, pseudo 3-D perspective. The gamer must navigate the hovercraft to a location that provides access to the moon's underground caverns while avoiding or incinerating the large, squishy space bugs that infest the lunar surface. Running into a space bug causes it to be squashed against the windshield, obscuring the view and certainly doing the hovercraft no good.

The second level is set in the moon's sub-surface caves, where the player-character dons a jet pack and uses a variety of weapons and shields to survive the weird creatures and booby traps that exist in this subterranean nether world. The object of this side-scrolling scenario is to locate the five bombs that are required to blow up this moon.

Level 3 is similar to the preceding level, except that the player-character maneuvers underwater in hopes of locating the keys and access points to the xenomorphs' underground headquarters. At the conclusion of this scenario, the player-character then gains access to the aliens' Bio Lab.

The Bio Lab sequence is presented in top-down perspective, with the player-character battling through the hoards of xenomorphs who inhabit its mazelike corridors. The goal: Reach the central core, where you must plant the five bombs then battle back to the teleporter before the entire moon goes boom. This four-stage process is then repeated on the remaining two Argenian moons.

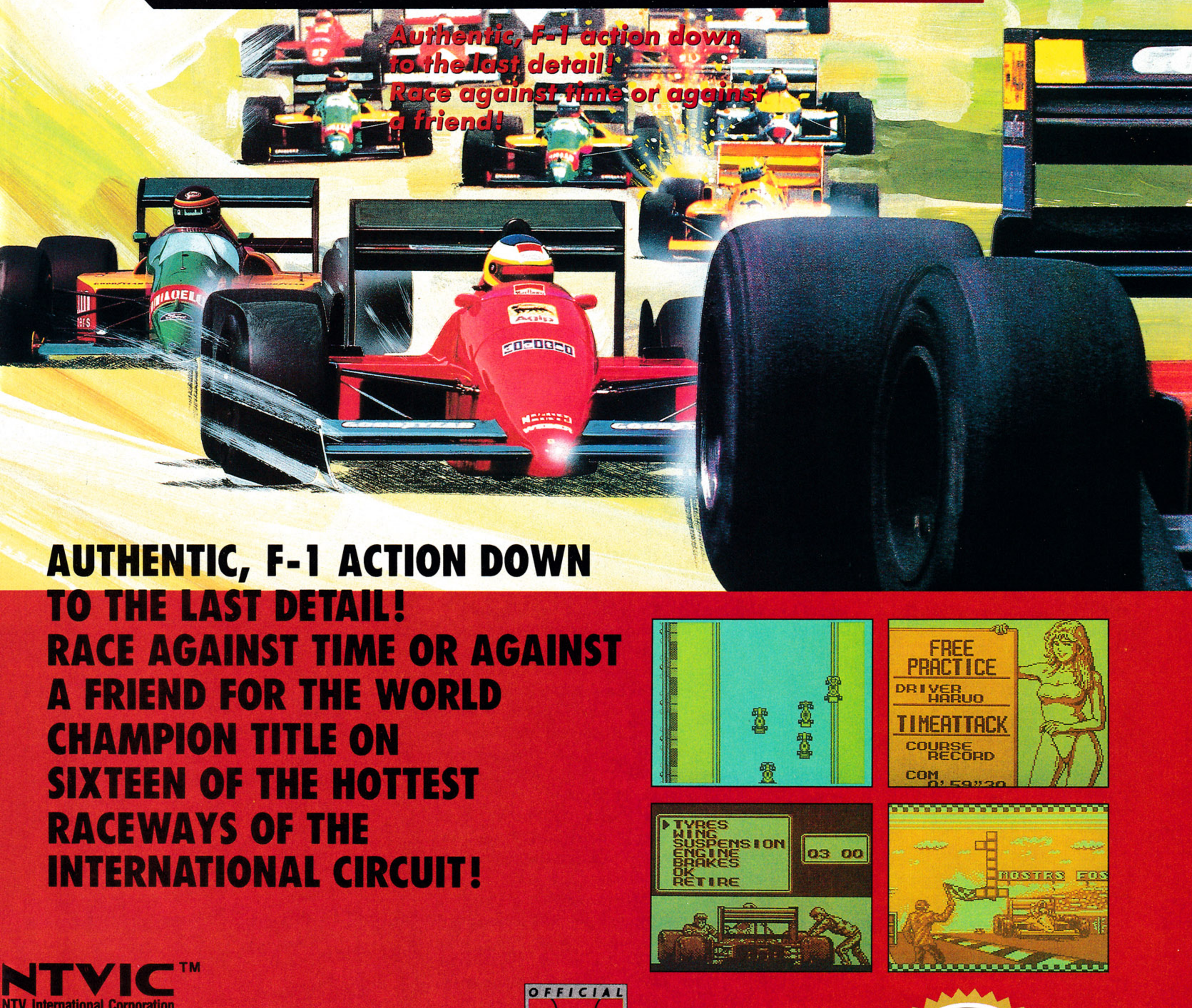
Xenocide, which was programmed and codesigned by Brian Greenstone, offers crisp, if uninspired, graphics, smooth scrolling and some nice strategic nuances. It's a long way from representing state-of-the-art, but it's also a considerable improvement over most action-oriented games of this type.

—B. K.

Micro Revelations, Inc.
P.O. Box 70430
Reno, NV 89570
(800) 442-6002

VAP GAME

FASTEST LAP™



AUTHENTIC, F-1 ACTION DOWN TO THE LAST DETAIL! RACE AGAINST TIME OR AGAINST A FRIEND FOR THE WORLD CHAMPION TITLE ON SIXTEEN OF THE HOTTEST RACEWAYS OF THE INTERNATIONAL CIRCUIT!

NTVIC™
NTV International Corporation
50 Rockefeller Plaza, NY, NY 10020
Tel:(212)489-8412

Nintendo®, Game Boy and the Official Seals are trademarks of Nintendo of America Inc.
©1990 Nintendo of America Inc.
TM & ©1990 VAP INC.

CIRCLE #149 ON READER SERVICE CARD.

OFFICIAL GAME BOY VIDEO LINK GAME PAK

LICENSED BY Nintendo

Official Nintendo Seal of Quality™

Printed in Japan

A FISTFUL OF FANZINE FUN FOR THE FALL

by Arnie Katz

Autumn—the weather is cool, the kids are back in school and the stack of fanzines is as high as a pile of leaves. That's a fancy way of saying that electronic-gaming fandom is doing very well, and more and more fanzines are entering the hobby by the day—the competiton is becoming fierce!

In fact, despite its comparatively recent origin, our fandom has become one of the largest sources of amateur periodicals. It's hard to think of a special interest or system that at least a couple of fanzines aren't covering.

Even the generous space allotted to *Fandango* by VIDEOGAMES & COMPUTER ENTERTAINMENT's Editor Andy Eddy doesn't allow me to treat more than a handful of the many fanzines I'm receiving these days. And now, by universal request, I'll shut up and get to the reviews!

BITz #3

Brendt Eickstaedt
10610 Beacon Hill Drive
Franklin, WI 53132-2346
$1.25—Monthly
Ten pages

This fanzine embodies an important lesson for all fans. The first issue wasn't very good, and it would have been easy to write off Brendt with no great shakes. How wrong that would have been! Now in its third issue, this fanzine has an impressive staff of contributors who provide material on every facet of gaming. It's also one of the better-looking fanzines, though three pages may have been a little too much of Todd Umbarger's comic strip.

The Sega Genesis stuff is particularly good. It includes a 1991 cartridge-release schedule and instructions for connecting Sega's 16-bit system to an RGB monitor. Columns present coin-op, TurboGrafx-16, Super NES and Lynx news this time. The editor promises computer gaming and overseas news in the next issue, so it's clear that he's aiming for comprehensive coverage.

If you haven't seen *BITz*, it's time to give it a try. If you got the debut issue, you should see the tremendous improvement in what is now one of the best fanzines around.

Portable Entertainment #1

Cameron Jacobs
28 Starling Court
Brampton, Ontario L6Z 3P5
CANADA
65¢(Canadian)—Monthly
Six pages

I don't know if this is Canada's first electronic-gaming fanzine, but it's certainly a good representative from our northern neighbor. It's packed with news about the Game Boy, Lynx, TurboExpress and Game Gear, by a group of fans who really seem to know their subject. Senior Editor Chadwick Severn, with a little help from Springboard's *Newsroom Pro*, has designed an attractive format that is easy to read. With a little practice, future issues should have even more eye-appeal, and the content is already on the right track. Fans of the portable systems will like this one.

Hard Rock Arcade #7

Frank Eva
7570 S. Manor Ave.
Oak Creek, WI 53154
$2.00—Frequent
Eight pages

It's heartening to see new fanzines coming along so well, but let's not forget the mainstays of the hobby. Although *Hard Rock Arcade* has fine-tuned its editorial formula several times—it now concentrates on home computer and video games—the quality has never dipped below Frank Eva's high standard. *Hard Rock Arcade* is a literate and intelligent publication that never talks down to the reader. No fanzine is better for sophisticated discussion of hardware and software.

WHAT IS FANDOM?

Electronic-gaming fandom is a like a club, but with no rules, dues or membership requirements except a love of interactive electronic entertainment and the desire to participate. Fans are intelligent people who share an interest in games and like to trade opinions with others.

Among the most popular forms of fan activity are editing, writing and reading limited circulation amateur publications we call fanzines. Fanzines allow fans to exchange views on all aspects of the topic.

The logical way to sample the delights of electronic-gaming fandom is to send for sample copies of one or more of the fanzines mentioned in *Fandango*. Read a few, and see if you catch the spirit.

Most fanzines are available for a letter of comment on the previous issue, contribution of artwork or written material, trade for other fanzines or, of course, cash. And don't be impatient if it takes six-to-eight weeks to get a response. Remember, this is a hobby and everyone is writing and publishing in spare time.

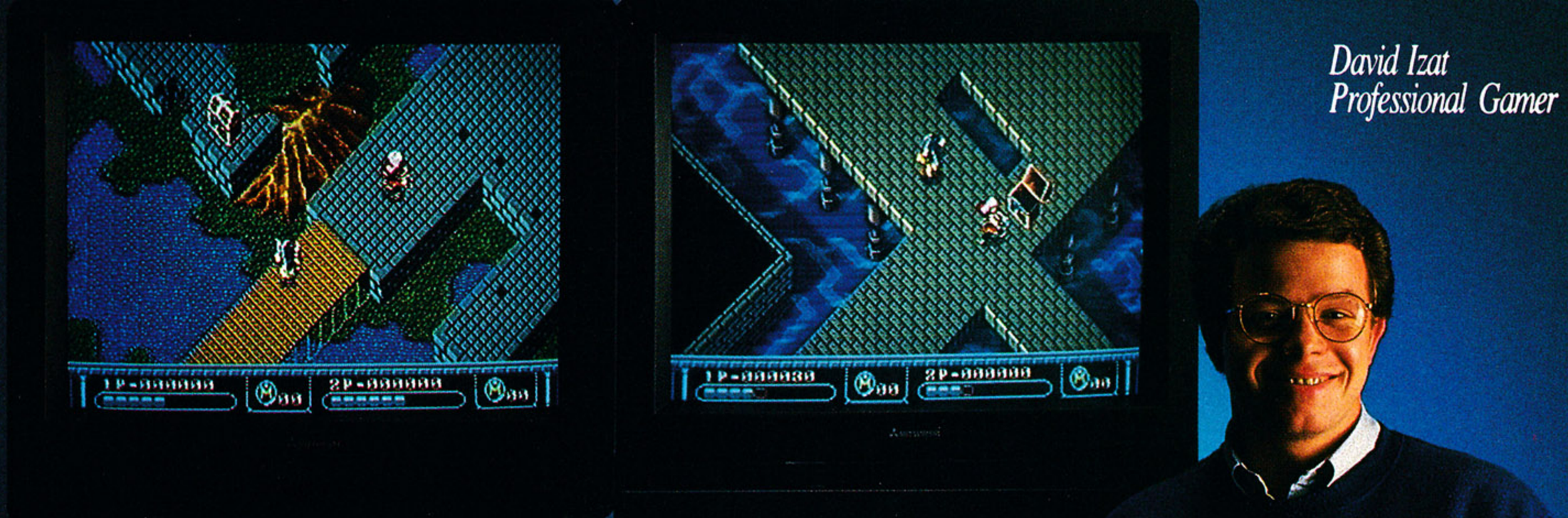
ATTENTION FANZINE READERS

The Fanzine Readers List is available to any fanzine editor who sends a self-addressed stamped envelope. It's a great way to start your own mailing list of possible subscribers. If you want your name and address included on the list, simply write and ask. In either case, here's the address: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

You can now get the Fanzine List from Arnie Katz (see address above), also available for a self-addressed stamped envelope. It contains the name, address, price and a brief description of content for dozens of current electronic-gaming fanzines. If you want to get into this fast-growing hobby, send for the list and try some sample copies of the ones that sound best.

MEGAGAMING

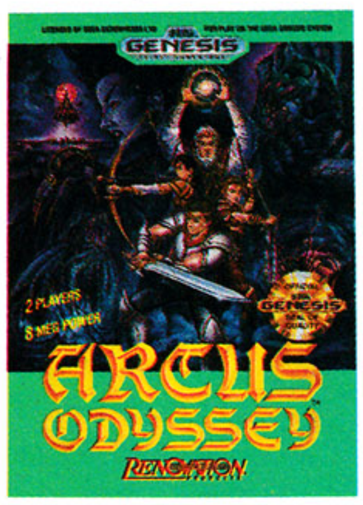
The biweekly "Voice of Electronic Gaming," produced by Arnie Katz, Bill Kunkel and Joyce Worley, contains news and commentary from a behind-the-scenes perspective. It features reviews of current fanzines and an advice column for novice (and experienced) fanzine editors. For a four-issue trial subscription, send $5 to *Megagaming*, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.



IT'S TIME TO LEARN A THING OR TWO ABOUT FUN.

Professional gamer David Izat knows a lot about fun and games, especially with Arcus Odyssey.

Equipped with 8 meg graphic power, Arcus Odyssey is pure strategy. With up to four warriors (two warriors per game) work your way through daring levels and mind boggling mazes, and as you master each level, your weapons become stronger. Challenge your mind by finding hidden clues; reward yourself with hidden treasures. Now that you've learned the basics, ask the ultimate question; are you ready to learn a thing or two about fun?



RENOVATION™ PRODUCTS

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

CIRCLE #150 ON READER SERVICE CARD.

COMPUTER STRATEGIES

Taking Up Bill Elliott's NASCAR Challenge

KONAMI
Versions: Amiga, IBM PC, Macintosh

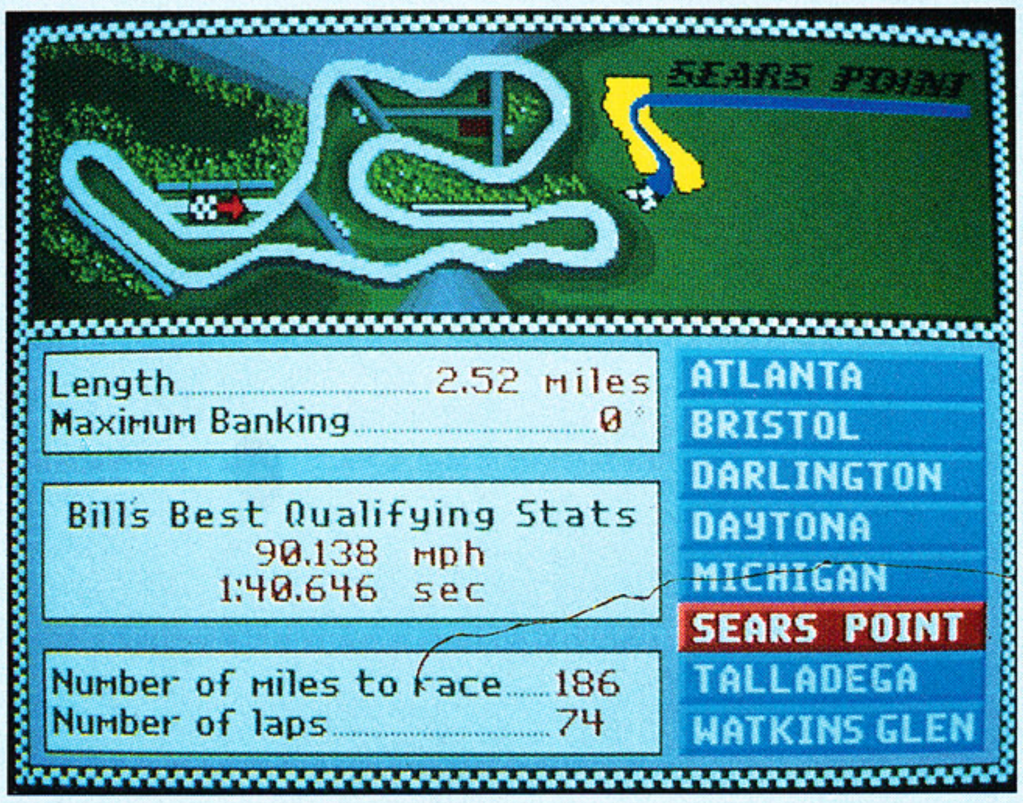
A hot stick or a cool head alone will not prevail on the Winston Cup circuit. What you need to become a symbiotic meshing of man and machine is an intimate knowledge of your own driving ability and a keen appreciation of your automobile. Add an intimate knowledge of each of the tracks to be faced and victory becomes possible.

Bill Elliott's NASCAR Challenge models the entire Winston Cup circuit, from the super speedways like Daytona, Talladega and Darlington to the road tracks like Sears Point and Watkins Glen. Each raceway requires different driving strategies and mechanical modifications to one's vehicle in order to obtain optimum performance. That translates as: don't expect to beat Bill Elliott at his own game without a lot of effort and trial and error.

This game is infinitely more challenging than anything else in this genre. To help the player achieve as much satisfaction as possible while avoiding frustration, here's a complete model for the Daytona setup, as well as some specific and generic guidance to deduce the best approach for the other tracks.

First, a quick lesson on the parameters that may be modified on these stock cars. These apply regardless of the make or model of the car. For example, you can choose the Ford Thunderbird, the "most winning" car on the circuit.

The first variable or factor to be manipulated is the tire stagger—the difference in diameter between the inner and outer tires when racing on banked tracks (Sears Point and Watkins Glen will use zero stagger). Increasing the stagger will increase the amount the car pulls to the inside. This is good on turns but can be detrimental in the straightaway. The second factor is the top gear ratio, which affects both the rate of acceleration and the maximum speed. Lowering the gear ratio yields the best top speed but the slowest acceleration coming out of turns, so consider the track closely when evaluating this setting.



The final factor on performance is the setting of the spoiler angle. Increasing the spoiler angle provides more down force on the rear end, which aids in cornering ability (set highest for Sears Point and Watkins Glen) but does so with a corresponding reduction in the maximum speed, due to increased aerodynamic drag.

Now, having said all that, analyze the baseline track: Daytona, a classic tri-oval course with a 31-degree banking in the east and west turns and an 18-degree banking at the start/finish line. Take as a given that the optimum configuration for Daytona is a stagger of 1.5, spoiler angle of 21 and a top gear ratio of 3.1.

Using the Talladega track as a point of comparison (the fastest super speedway in the world, with a 33-degree banking), one might consider the following adjustments as appropriate. Given that the straightaways are 16 miles longer, acceleration can be a factor coming out of the curves, so raise the top gear ratio slightly. Second, since the banking is a little more severe, it's possible to lower the tire stagger and spoiler angle a little to maintain equal cornering ability and increase the top speed to compensate for what was lost by raising the gear ratio. Understanding the interrelationship of these three factors is critical to mastering the circuit.

Apply the logic presented in this example for each track, refine it through trial and error and one may very well end up a Winston Cup champion.

Some hints are applicable to any race and should be obvious to anyone who has ever watched NASCAR on television.

Drafting, the process of tailing the car in front close enough that it sucks you along in the slipstream, not only conserves fuel

Modem owners! VG&CE can be reached online with comments and hints. We'd be happy to hear from you. Electronic Mail can be sent to us on the following systems:

CompuServe: 70007,3554
GEnie: VIDGAME
DELPHI: VIDGAMES
Prodigy: CKJB66A
MCI Mail: VIDGAMES

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VIDEOGAMES & COMPUTER ENTERTAINMENT sent you!

CompuServe: 800-848-8990
GEnie: 800-638-9636
DELPHI: 800-544-4005
Prodigy: 800-822-6922, x556
MCI Mail: 800-444-6245

Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT. 06475
(203)388-6741
Or Fax
(203)388-0084

Ultimate Game Club
1-800-Buy-At-Game-Club

Call 1-900-Tip-Line & talk to me "Captain Ultimate"!

1-800-289-2842

Call 1-900-TIP-LINE
For the latest Hints, Tips, Strategies, Passcodes, a Free Membership, New Games, New Release Dates and more information to make your gaming experience complete!

We promise:
1. We'll match any price any time on in stock merchandise.
2. We'll ship any game to you faster then anyone else; sometimes that same day!
3. We stock more games, been in business 11 years, & satisfied over 100,000 customers.
4. If your order is over $50 you won't pay more for UPS Ground or US Mail shipping than your local sales tax.
5. If you buy over $200 worth of games you'll recieve up to a 20% discount on UGC products, free shipping & a free Ultimate Hint Book.
6. If you order over $500 worth of games you'll recieve up to a 30% discount on UGC products.
7. If you don't recieve your game in 30 days you have the right to cancel your order and get a prompt refund.
8. We sell only authorized licensed legal products.
9. Our Mega Drive adapter converts Mega Drive games to play on Genesis for only $29.99. Our PC Engine converter lets you play PC Engine games on your Turbo Grafx for only $69.99. Our Game Gear adapter converts Master System games to play on the Game Gear only $49.99.
All of our adapters are guaranteed for life!

Specials This Month Expires 11/30/91
1 Buy 2 PC Engine games & get the PC Converter free!
2 Buy 2 Mega Drive games & get the converter free!
3 Buy a Turbo Exress & get a free carry case!
4 Buy a TurboGrafx 16 at 99.99 & get a free carry case!
5 Buy a SuperGrafx & get a free SuperGrafx game!
6 Buy 2 Nintendo games & get a free cartridge case!
7 Genesis systems only $149.99 w/Sonic!
Turbo CD Rom now only $299.99!
The New Lynx $99.99!
8 Buy any 2 Genesis games & get the Ultimate Hint Book Free!
9 Free Ultimate Hint Book with every order over $100!
10 Everything you see in this magazine we sell including Gameboy, Lynx, Neo-Geo, Super Famicom, Genesis, MegaDrive, TurboGrafx, PC Engine, CD Rom, and Nintendo. New and used games available.

This Months Nintendo Special
American Gladiators
Only $39.99

CIRCLE #151 ON READER SERVICE CARD.

The Video Game Specialists

OVER 30,000 CARTRIDGES IN STOCK

SEGA™
2600™
ADAM™
ATARI 7800™
COLECOVISION™
ATARI 5200™
GAME BOY™

24 HOUR ORDER/INFO LINE
(214) 218-5800

We can accept *VISA* and *MASTERCARD* orders by phone. Money orders can be mailed to us for prompt processing. In stock games ship within 24 hours. All games are brand new, even though our prices resemble other's charges for used games. Normal UPS shipping and insurance is $1 per cartridge and $5 per game system. Texas residents must pay 7.25% sales tax. A single $3 processing charge is assessed per order. Prices and availability subject to change. We are proud to be a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986.
COMPARE OUR SERVICE AND SELECTION!

Nintendo™
LYNX™
SEGA GENESIS™
Personal Arcade™
ATARI XE™
TURBO 16 GRAFX™
JOYSTICKS
ACCESSORIES
HAND HELDS
INTELLIVISION™

HERE ARE JUST A FEW EXAMPLES

SEGA GENESIS		TURBOGRAFX-16		GAME BOY		ATARI LYNX		SUPER NES	
Game System	$139.95	Game System	$99.95	Game System	$89.95	Lynx Portable	$99.95	Game System	$199.95
ToeJam & Earl	$54.95	TurboGrafx-CD	$279.95	Addams Family	$27.95	Ninja Gaiden	$39.95	Gradius 3	$54.95
Donald Duck	$44.95	TurboExpress	$299.95	Face Ball 2000	$34.95	QIX	$39.95	Hole in One Golf	$59.95

COLECOVISION		NEO-GEO		SEGA GAME GEAR		ATARI 7800		SEGA MASTER	
Game System	$99.95	Game System	$439.95	Game System	$149.95	Game System	$39.95	Master System 2	$59.95
Hand Controller	$19.95	Burning Fight	$199.95	Shinobi	$34.95	Robotron	$14.95	Ghouls N Ghosts	$39.95
+Over 90 Titles Available!!		Alpha Mission 2	$189.95	Slider	$29.95	Galaga	$14.95	Ultima 4	$79.95

VISA

FOR A COMPLETE CATALOG
SEND YOUR NAME, ADDRESS, AND MACHINE TYPE
PLUS $1 FOR POSTAGE AND HANDLING TO:

TELEGAMES USA
BOX 901V • LANCASTER, TEXAS 75146

MasterCard

CIRCLE #152 ON READER SERVICE CARD.

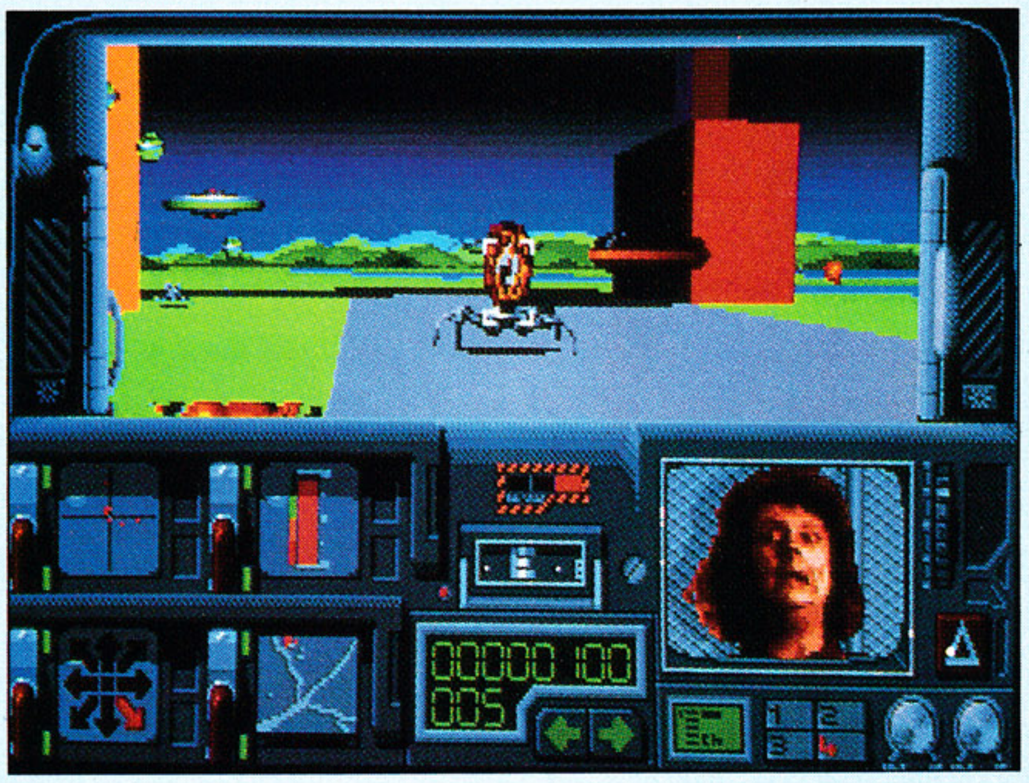
but allows a little extra accelerator that can be used to pass when the time is right.

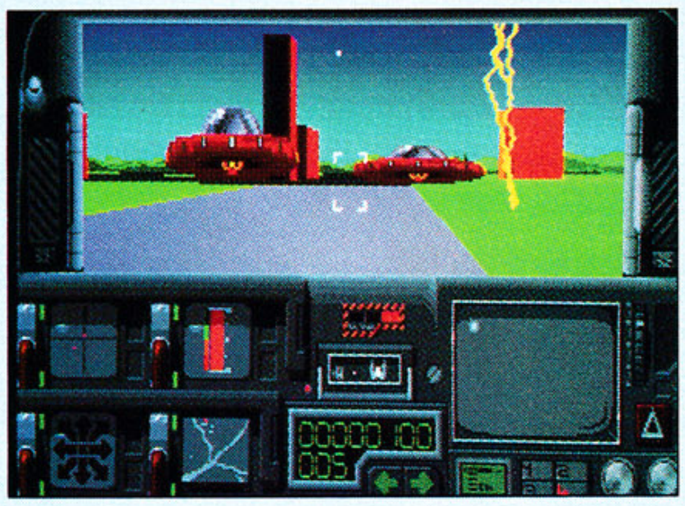
Pit stops make or break the best driver. Fortunately, the player's pit crew never drops an air wrench at a critical moment, but races can be lost if they are improperly managed. For example, it is not wise to take on excess gas to fill the tank near the end of a race. The combination of lost time and increased weight will virtually guarantee a lost race.

Finally, always pit stop on a caution flag if possible (unless you're near the end and a pit is not needed until the finish). If no cautions occur, keep in mind that everyone should have to pit at about the same time and hang with the pack.

Follow these guidelines and you'll enjoy the thrill of going into turns in heavy traffic at speeds in excess of 200 m.p.h. It's a rush that you don't want to miss, yet one that's better felt via this great simulation than on the real highway!

—Ed Dille





Making Mom Proud You're in HoverForce

ACCOLADE
Versions: Amiga, IBM PC

The ultimate goal of *HoverForce* is to stop a band of mutant crime lords known as Alterants from selling an addictive serum to the population of MetaCity. The player, a member of the Red Wasp unit of public enforcers, must fly an armed hovercraft, the HoverKill 1000, through the city and eliminate its criminal element. A successful player must be a good shot with each of the craft's three weapons, learn how to read its instruments and be able to maneuver the HoverKill 1000 quickly through the city.

There are three different weapons in this game: a machine gun, a cannon and a missile. The weapons are further divided by strengths, with a Type 1 machine gun graded weaker than Type 2 or 3. In general, missiles hit heavier than cannons, and machine guns are the weakest of the three. The game starts with the HoverKill 1000 armed with a Type 1 machine gun. The HoverKill can be armed with deadlier weapons, which are funded by spending money found throughout the game.

There are two basic methods to successfully use the weapons. The first is to lead a target. Fire ahead of the enemy and let him run into your shots. The other method is to follow directly behind a criminal and just fire forward. Machine guns are relatively simple to use. The other weapons can be a little tricky.

The cannon is fired from the bottom of the HoverKill and follows an arc upward and then back down to the ground. This weapon is probably the hardest to master because it can be difficult to figure out whether a criminal will be in the path of the arcing shot.

The missile system is touted as a semi-artificial intelligence system. Aim in the right general direction, fire and the missile will find a target. This can pose problems if there are multiple targets in view.

Missiles are more effective when chasing enemies and not leading them. During higher levels, when criminals dodge some shots and it's riskier to follow vehicles, fire some missiles and then lead with some cannon shots. This sometimes causes enemies to move directly away from, or toward, the HoverKill, making it easier for the missiles to hit.

On higher levels, it is more difficult to collect the evidence (canisters of serum) against the Alterants. It becomes necessary to find new ways to get evidence other than simply following the runner's ship around the city. Black canisters destroy a HoverKill, so let the enemy pick them up. An enemy blinks when it has a canister. When destroyed, the blinking enemies each leave a red canister behind.

The cruisers that divide when fired on are another source of red canisters. After they divide, destroy the two tiny saucers. They move in opposite directions, so unless they are eliminated quickly, or are located in a wide open space, it is only possible to destroy one of them. They have an erratic flight path, moving up and down, but the player should shoot them before they run into something, destroying themselves and the evidence.

The shields in the HoverKill 1000 provide some protection from the enemy. To prevent unnecessary shield damage, keep the HoverKill 1000 in motion, especially in the higher levels of the game. Enemy missiles can be outrun or outmaneuvered.

Think twice before picking up gray canisters; they provide evidence but also damage the shields. Once the shields are reduced to 25% of their maximum strength, they provide little protection for internal components or thrusters and must be repaired at a shop.

These tips won't eliminate the need to practice. But using these hints should help you halt the Alterants and save the people of MetaCity.

—John Schnyder

USED NINTENDO® CARTRIDGES

Nintendo is a registered trademark of Nintendo of America Inc.

Bonus

Receive a $10 Bonus when you sell back 5 or more Genesis cartridges. Return this coupon with your cartridges for your $10 Bonus. (VG11)

To sell back your cartridges, please follow these instructions:

1. You **DO NOT NEED** to call or obtain authorization before sending in your cartriges.
2. Pack your cartridges carefully. Include your Name, Complete Address and Phone Number on a piece of paper **INSIDE** the box with your cartridges.
3. Send your cartridges via U.P.S. or Registered U.S. Mail to the address below. To receive prices in this ad, you must include the "Dept #" from below on the **OUTSIDE** of your package.
4. We offer cash/check or store credit for Genesis, Super Nintendo, and TurboGrafx 16 cartridges. If you don't order other cartridges, you will be sent a check. For 8 bit Nintendo cartridges, we offer Store Credit Only, if you do not order other cartridges when selling back your cartridges, you will be sent a Credit Slip which can be used at a later date.

Don't wait weeks or months for payment for your cartridges, receive payment or other cartridges **FAST** from BRE Software.

Used *Super Nintendo* Cartridges

We Sell Used / We Buy	
Big Run	CALL/25.00
Bombuzal	CALL/25.00
Castlevania IV	CALL/25.00
Caveman Ninja	CALL/25.00
Chess Master	CALL/25.00
Darius Twin	CALL/25.00
Drakkhen	CALL/25.00
Final Fight	CALL/25.00
Formula B.T.W.	CALL/25.00
Gradius III	CALL/25.00
Hatrick Hero	CALL/25.00
Hole in One Golf	CALL/25.00
Home Alone	CALL/25.00
Mystical Ninja	CALL/25.00
Pilot Wings	CALL/25.00
Pitfighter	CALL/25.00
Populous	CALL/25.00
Sim City	CALL/25.00
Smash TV	CALL/25.00
Super Bases Loaded	CALL/25.00
Super Ghouls 'N Ghosts	CALL/25.00
Super Off Road	CALL/25.00
Super R Type	CALL/25.00
Super W.W.F.	CALL/25.00
Un Squa Dron	CALL/25.00

All Used Super Nintendo cartridges must include box and instructions.

8 Bit NES

We Sell Used / We Buy	
1943	19.95/8.00
720 Degrees	19.95/8.00
Adam's Family	29.95/15.00
Adventure Island	24.95/12.00
Adventure Island II	34.95/20.00
Adventures in Magic Kingdom	29.95/15.00
Adventures of Link	19.95/8.00
Adv. of Lolo	24.95/12.00
Adv. of Lolo 2	34.95/20.00
Adv. of Lolo 3	39.95/24.00
Adv. of Rad Gravity	29.95/15.00
Arch Rivals	29.95/15.00
Bandit Kings of Ancient China	34.95/20.00
Bard's Tale	34.95/20.00
Base Wars	29.95/15.00
Baseball Simulator 1.000	34.95/20.00
Baseball Stars	34.95/20.00
Bases Loaded 3	34.95/20.00
Battle Chess	24.95/12.00
Battle of Olympus	24.95/12.00
Battle Tank	29.95/15.00
Battletoads	29.95/15.00
Beetlejuice	29.95/15.00
Black Bass	39.95/24.00
Blades of Steel	19.95/8.00
Bubble Bobble	29.95/15.00
California Games	24.95/12.00
Captain Skyhawk	24.95/12.00
Casino Kid	24.95/12.00
Caveman Games	24.95/12.00
Challenge Pebble Beach	29.95/15.00
Champ. Bowling	24.95/12.00
Chessmaster	34.95/20.00
Chubby Cherub	29.95/15.00
Classic Concen.	29.95/15.00
Conan	29.95/15.00
Conq. Crystal Pal.	29.95/15.00
Contra	24.95/12.00
Crystalis	24.95/12.00
Days of Thunder	29.95/15.00
Deja Vu	29.95/15.00
Dick Tracy	19.95/8.00
Dirty Harry	24.95/12.00
Donkey Kong Clas.	29.95/15.00
Donkey Kong Jr.	24.95/10.00
D.K. Jr. Math	24.95/12.00
Double Dragon II	19.95/8.00
Double Dragon III	29.95/15.00
Dr. Mario	29.95/15.00
Dragon Warrior II	34.95/20.00
Dragon Warrior III	44.95/30.00
Dragon's Lair	24.95/12.00
Duck Tales	24.95/12.00
Family Feud	29.95/15.00
Fighting Golf	29.95/15.00
Formula One BTW	29.95/15.00
Gauntlet 2	24.95/12.00
Genghis Khan	24.95/12.00
Ghostbusters	24.95/12.00
Ghostbusters 2	24.95/12.00
GI Joe	29.95/15.00
Gilligan's Island	24.95/12.00
Gremlins 2	24.95/12.00
Harlem Globetrot.	29.95/15.00
Hollywood Squares	29.95/15.00
Ikari Warriors 3	24.95/15.00
Immortal	29.95/15.00
Indiana Jones The Last Crusade	29.95/15.00
Isolated Warrior	19.95/8.00
Jack Nicklaus Golf	29.95/15.00
Jackie Chan's Kung Fu	29.95/15.00
Jeopardy	29.95/15.00
Jeopardy 25 Aniv.	29.95/15.00
Journey to Silius	29.95/15.00
Joust	24.95/12.00
Kiwi Kraze	29.95/15.00
KlashBall	29.95/15.00
Klax	29.95/15.00
Krion Conquest	24.95/12.00
Last Ninja	29.95/15.00
Legend of Zelda	19.95/8.00
Little Mermaid	29.95/15.00
Little Nemo	24.95/12.00
Lode Runner	29.95/15.00
Loopz	19.95/8.00
Lunar Pool	24.95/12.00
Mafat Conspiracy	24.95/12.00
Magician	29.95/15.00
Major League B'ball	19.95/8.00
Maniac Mansion	19.95/8.00
Marble Madness	24.95/12.00
Mechanized Attack	24.95/12.00
Megaman	29.95/15.00
Megaman 2	24.95/12.00
Megaman 3	29.95/15.00
Mendel's Fight Pal.	19.95/8.00
Metal Mech	24.95/12.00
Monopoly	39.95/24.00
Ms. Pac Man	34.95/20.00
M.U.L.E.	29.95/15.00
NASCAR Challenge	34.95/20.00
N.F.L.	24.95/12.00
NES Play Action FB	24.95/12.00
Nightmare Elm St	19.95/8.00
Ninja Crusaders	29.95/15.00
Ninja Gaiden 2	19.95/8.00
Ninja Gaiden 3	34.95/20.00
Nobunaga's Ambit	29.95/15.00
Nobunaga's Ambit	244.95/30.00
North and South	24.95/12.00
Pac Man	34.95/20.00
Pacmania	34.95/20.00
Palamedes	29.95/15.00
Paperboy	24.95/12.00
Pictionary	29.95/15.00
Pipe Dream	24.95/12.00
Police Academy	29.95/15.00
Power Blade	29.95/15.00
Princess Tomato	24.95/12.00
Punch Out	19.95/8.00
Qix	29.95/15.00
RBI Baseball	19.95/8.00
RBI Baseball 2	24.95/12.00
Rad Racer 2	24.95/12.00
Rescue Rangers	29.95/15.00
Ring King	24.95/12.00
RoadBlasters	24.95/12.00
Robocop	19.95/8.00
Robocop 2	34.95/20.00
Rocket Ranger	24.95/12.00
Roger Rabbit	24.95/12.00
Romance of the Three Kingdoms	29.95/15.00
Shadow of the Ninja	29.95/15.00
Shingen the Ruler	29.95/15.00
Side Pocket	34.95/20.00
Silver Surfer	24.95/12.00
Simpsons	29.95/15.00
Skate or Die 2	24.95/12.00
Ski or Die	29.95/15.00
Solomon's Key	24.95/12.00
Spot	34.95/20.00
Star Trek	29.95/15.00
Street Fighter 2010	19.95/8.00
Super C	24.95/12.00
Super Dodge Ball	24.95/12.00
Super Mario Bros 2	24.95/12.00
Super Mario Bros 3	34.95/20.00
Super Off Road	19.95/8.00

Don't Wait Weeks

for processing of your used cartridges. Send your cartridges to *BRE Software* and we will promptly send you cartridges that you've ordered or send you a check or credit slip within 2-3 days of receiving your cartridges.

For fast order processing, call and order with credit card.

Super Pitfall	24.95/12.00
Swords & Serpents	19.95/8.00
Tecmo Baseball	24.95/12.00
Tecmo Bowl	34.95/20.00
Tecmo Wrestling	24.95/12.00
Teenage Mutant Ninja Turtles	19.95/8.00
Teenage Mutant Ninja Turtles Arcade Game	34.95/20.00
Tetris (Nintendo)	29.95/15.00
Thunderbirds	29.95/15.00
Times of Lore	34.95/20.00
Tombs & Treasures	24.95/12.00
Top Gun 2	24.95/12.00
Top Player Tennis	24.95/12.00
Totally Rad	29.95/15.00
Touchdown Fever	29.95/15.00
Turbo Racing	24.95/12.00
Ultima	19.95/8.00
Ultima: Quest of the Avatar	29.95/15.00
Ultimate Basketball	34.95/20.00
Uninvited	29.95/15.00
Untouchables	24.95/12.00
Vegas Dream	39.95/24.00
War on Wheels	29.95/15.00
Werewolf	24.95/12.00
Wheel of Fortune Family Edition	29.95/15.00
Wheel of Fortune Junior	24.95/12.00
Wizardry	19.95/8.00
World Champ	24.95/12.00
World Championship Wrestling	29.95/15.00
Wrestlemania Challenge	34.95/20.00
X Men	19.95/8.00
Yo! Noid	29.95/15.00

When selling back your Nintendo cartridges, we deduct $2.00 for each missing box and $1.00 for missing instructions. We only give store credit when selling back 8 bit Nintendo cartridges. Although all Nintendo cartridges include instructions, some may not have the original box. If you require a box with your cartridge, please make a note of it with your order.

Used TurboGrafx 16 Cartridges

We Sell Used / We Buy	
Aero Blasters	34.95/18.00
Alien Crush	19.95/10.00
Battle Royale	34.95/18.00
Blazing Lazers	19.95/10.00
Bloody Wolf	29.95/15.00
Bonk's Adventure	19.95/10.00
Bonk's Revenge	37.95/20.00
Boxyboy	24.95/12.00
Bravoman	24.95/12.00
Chew Man Fu	24.95/12.00
China Warrior	19.95/10.00
Cratermaze	19.95/10.00
Cyber Core	24.95/12.00
Deep Blue	24.95/12.00
Devil's Crush	29.95/15.00
Double Dungeons	24.95/12.00
Dragon Spirit	29.95/15.00
Dragon's Curse	29.95/15.00
Drop Off	24.95/12.00
Dungeon Explorer	24.95/12.00
Fantasy Zone	19.95/10.00
Fighting Street (CD)	24.95/12.00
Final Lap Twin	19.95/10.00
Final Zone II (CD)	29.95/15.00
Galaga '90	19.95/10.00
It Came from the Desert (CD)	37.95/20.00
Jack Nicklaus Golf	29.95/15.00
JJ and Jeff	19.95/10.00
King of Casino	29.95/15.00
Klax	29.95/15.00
Legendary Axe	19.95/10.00
Legendary Axe II	29.95/15.00
Lords of the Rising Sun (CD)	37.95/20.00
Magical Dinosaur Tour (CD)	24.95/12.00
Microbox	24.95/12.00
Military Madness	29.95/15.00
Monster Lair (CD)	24.95/12.00
Moto Roader	19.95/10.00
Murder Club (CD)	29.95/15.00
Neutopia	29.95/15.00
Ninja Spirit	29.95/15.00
Ordyne	24.95/12.00
Pac Land	24.95/12.00
Power Golf	24.95/12.00
Psychosis	24.95/12.00
R Type	29.95/15.00
Sherlock Holmes (CD)	34.95/18.00
Side Arms	19.95/10.00
Sinistron	34.95/18.00
Sonic Spike	34.95/18.00
Space Harrier	29.95/15.00
Splatterhouse	29.95/15.00
Super Star Soldier	34.95/18.00
Super Volleyball	29.95/15.00
Takin it to the Hoop	19.95/10.00
Tiger Road	29.95/15.00
Timeball	29.95/15.00
Tricky Kick	24.95/12.00
TV Sports Basketball	37.95/20.00
TV Sports Football	29.95/15.00
TV Sports Hockey	37.95/20.00
Veigues Tactical Gladiator	34.95/18.00
Victory Run	19.95/10.00
Vigilante	19.95/10.00
World Class Baseball	24.95/12.00
World Court Tennis	24.95/12.00
Y's Book 1&2 (CD)	34.95/18.00

All Used TurboGrafx 16 cartridges must include plastic CD case and instructions.

Used SEGA GENESIS™ Cartridges

We Sell Used / We Buy	
688 Attack Sub	44.95/25.00
Abram's Battle Tank	44.95/25.00
Afterburner II	24.95/12.00
Air Buster	29.95/15.00
Air Diver	19.95/10.00
Alex Kidd	19.95/10.00
Alien Storm	37.95/20.00
Arcus Odyssey	44.95/25.00
Arnold Palmer Golf	29.95/15.00
Arrow Flash	34.95/18.00
Atomic Robo Kid	29.95/15.00
Bat Man	29.95/15.00
Battle Squadron	19.95/10.00
Bimini Run	29.95/15.00
Blockout	29.95/15.00
Budokan	24.95/12.00
Burning Force	24.95/12.00
Buster Douglas Boxing	29.95/15.00
Castle of Illusion	37.95/20.00
Centurion	34.95/18.00
Columns	24.95/12.00
Crack Down	29.95/15.00
Cyberball	24.95/12.00
Dick Tracy	29.95/15.00
Dino Land	37.95/20.00
DJ Boy	19.95/10.00
Dynamite Duke	24.95/12.00
E Swat	24.95/12.00
Faery Tale	34.95/18.00
Fantasia	37.95/20.00
Fatal Labyrinth	24.95/12.00
Final Zone	24.95/12.00
Fire Shark	24.95/12.00
Flicky	19.95/10.00
Forgotten Worlds	19.95/10.00
Gaiares	37.95/20.00
Gain Ground	29.95/15.00
Ghostbusters	24.95/12.00
Ghouls 'N Ghosts	24.95/12.00
Golden Axe	29.95/15.00
Golden Axe II	44.95/25.00
Granada	29.95/15.00
Hard Drivin'	34.95/18.00
HardBall	34.95/18.00
Hellfire	29.95/15.00
Herzog Zwei	29.95/15.00
Immortal	44.95/25.00
Insector X	19.95/10.00
Ishido	24.95/12.00
James Pond	24.95/12.00
Jesse Body Ventura	37.95/20.00
Joe Montana Football	29.95/15.00
John Madden Football	37.95/20.00
Junction	24.95/12.00
Ka Ge Ki	37.95/20.00
Klax	29.95/15.00
King's Bounty	34.95/18.00
Lakers vs. Celtics	37.95/20.00
Last Battle	19.95/10.00
Midnight Resistance	29.95/15.00
Might and Magic	37.95/20.00
Moonwalker	24.95/12.00
MUSHA	34.95/18.00
Mystic Defender	19.95/10.00
NHL Hockey	44.95/25.00
Onslaught	37.95/20.00
Pat Riley Basketball	19.95/10.00
PGA Tour	44.95/25.00
Phantasy Star II	37.95/20.00
Phantasy Star III	49.95/30.00
Hint Book	12.95/6.00
Phelios	19.95/10.00
Populous	24.95/12.00
Powerball	37.95/20.00
Raiden	37.95/20.00
Rambo III	24.95/12.00
Rastan Saga II	24.95/12.00
Revenge of Shinobi	24.95/12.00
Road Rash	37.95/20.00
Sagaia	24.95/12.00
Shadow Blaster	34.95/18.00
Shadow Dancer	24.95/12.00
Shining in the Darkness	49.95/30.00
Shove It	19.95/10.00
Soccer	24.95/12.00
Sonic Hedgehog	37.95/20.00
Space Harrier II	24.95/12.00
Space Invaders '91	24.95/12.00
Spiderman	34.95/18.00
Star Control	44.95/25.00
Star Flight	37.95/20.00
StormLord	29.95/15.00
Street Smart	37.95/20.00
Streets of Rage	37.95/20.00
Strider	37.95/20.00
Super Hang On	24.95/12.00
Super Hydlide	24.95/12.00
Super Monaco GP	24.95/12.00
Super Thunder Blade	19.95/10.00
Super Volleyball	29.95/15.00
Sword of Sodan	29.95/15.00
Sword of Vermillion	34.95/18.00
Target Earth	19.95/10.00
Technocop	34.95/18.00
Thunder Force II	19.95/10.00
Thunder Force III	29.95/15.00
Toe Jam and Earl	37.95/20.00
T. Lasorda Baseball	29.95/15.00
Trampoline Terror	24.95/12.00
Truxton	24.95/12.00
Twin Cobra	29.95/15.00
Ultimate Qix	29.95/15.00
Valis III	37.95/20.00
Vapor Trail	37.95/20.00
Wardner	19.95/10.00
Warrior of Rome	37.95/20.00
Whip Rush	29.95/15.00
Wings of Wor	34.95/18.00
Zany Golf	19.95/10.00
Zoom	19.95/10.00

All Used Genesis cartridges must include plastic case and instructions.

We also sell New Genesis Cartridges

Titles in *ITALICS* are newer and may or may not be available, please call for availability. All Used Cartridges have a 90 DAY WARRANTY and are subject to availability. Although prices are subject to change without notice, most prices in this ad will be effective November 1-30, 1991. If we do not receive your package by the above date or your game titles are not listed in this ad, you will be paid from our current price list. We reserve the right to refuse any sale or purchase. Allow 3 weeks for personal checks to clear, send money order for faster processing. Due to the nature of game cartridges, we are unable to give refunds. For UPS shipping, add $5.00 for the first cartridge and $.50 for each additional cartridge. Alaska/Hawaii $10.00 Minimum. California Residents add 7.75% tax. If you are unclear about any of our policies, procedures or prices, please call.

For COMPLETE PRICE LIST and catalog, send your Name, Complete Address and $1.00 for Postage & Handling to:

BRE Software
Dept VCT
P.O. Box 25151
Fresno, CA 93729

Send your Cartridges to:

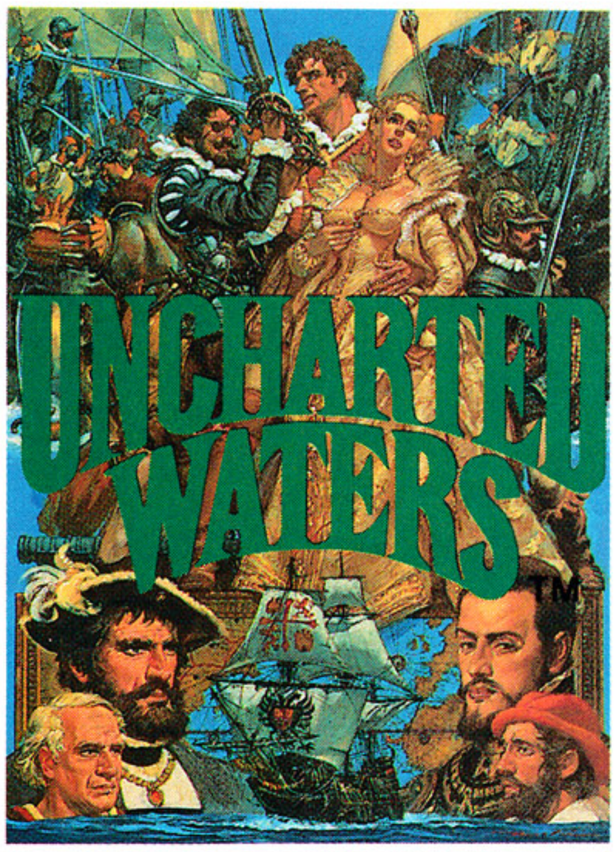
BRE Software Dept. VG11
352 W. Bedford, Suite 104
Fresno, CA 93711

Credit Card Orders: (209) 432-2684
24 Hour Recorded Info Line: (209) 432-2644

VISA MasterCard

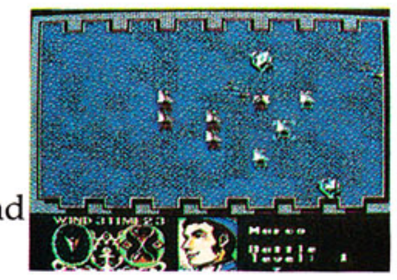
Call our Multiuser BBS (209) 432-2194

CIRCLE #153 ON READER SERVICE CARD.



High seas adventure and intrigue guide you through the newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Exploring UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Succeed, and his Royal Highness will reward you handsomely!

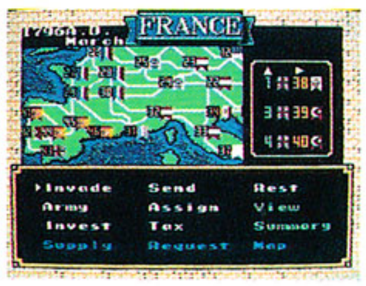
NES Version
- 5 Meg Cartridge
- 128K RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



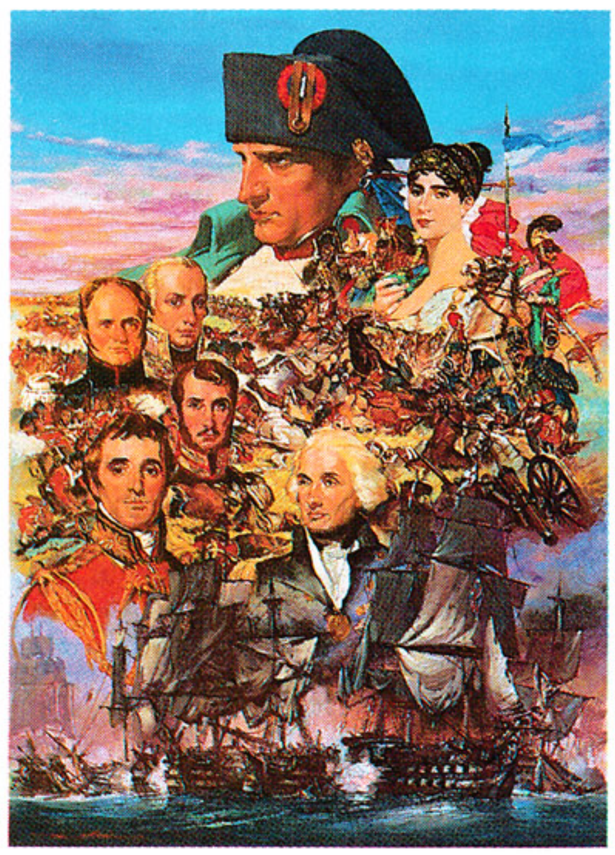
PC Version
- 640K
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support

Real World Adventure.

NES Version
- 3 Meg Cartridge
- 128k RAM
- Battery Back-Up
- Enhanced Microchip For Better Graphics And Game Play



PC Version
- 640k
- EGA Color
- Ad-Lib Sound Board Support
- Mouse Support

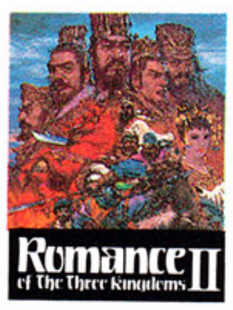


The battlefield becomes your passport to adventure and world domination as you assume the role of Napoleon Bonaparte. With the French revolution over, you must first gain control of France and then use your new power to conquer all of Europe. You must rule with fairness and diplomacy if you are to continue to build the empire you desire. As you become Master of those around you, men fall to their demise by your command and citizens flock to your side as you charge into battle. For, to play L'EMPEREUR, it is not enough to win a battle, you must also win the war!

L'EMPEREUR™

We Supply The Past, You Make The History

Romance of The Three Kingdoms

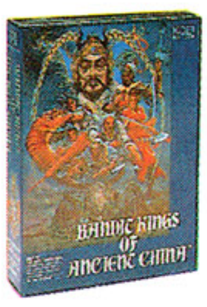


Romance of The Three Kingdoms II

Nobunaga's Ambition

Nobunaga's Ambition II

Genghis Khan



Bandit Kings Of Ancient China

LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality®

AdLib SOUND

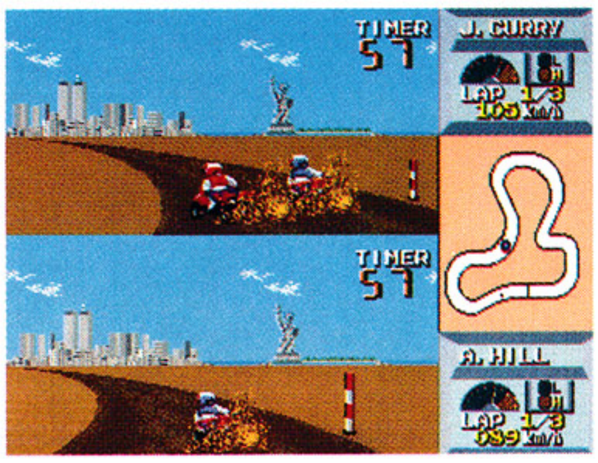
KOEI

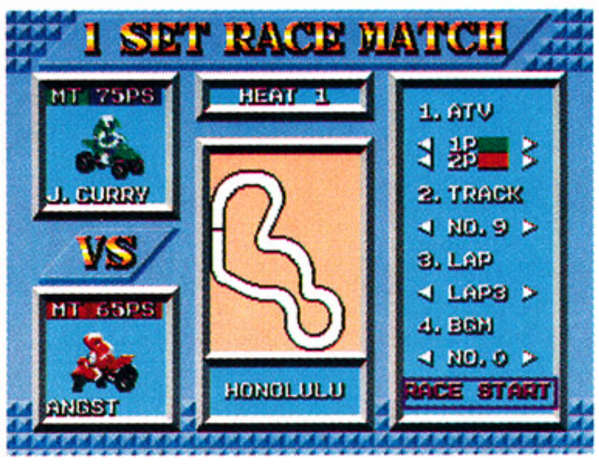
KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415)348-0500

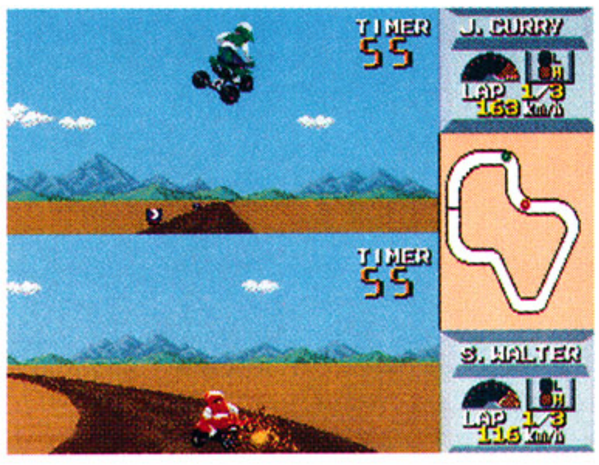
Nintendo, Nintendo Entertainment System and the official seals are the trademarks of Nintendo America
All Games available for Nintendo Entertainment System™ and PC compatible computers

CIRCLE #154 ON READER SERVICE CARD.

SCRATCHING ATV BEASTS







Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

For more information write:
Namco Hometek, Inc. 3255-1 Scott Blvd.
Suite 102, Santa Clara, CA 95054-3013

QUAD CHALLENGE is a trademark of Namco Ltd.© 1989, 1991 Namco Ltd., All Rights Reserved. Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM. SEGA and GENESIS are trademarks of Sega Enterprises Ltd.

namco®
The Game Creator

OVER 25 MILLION LIVES WILL BE SAVED

galoob®

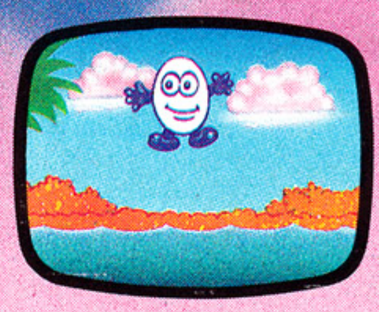
Yo, video dudes, with Game Genie,™ you'll never die a reckless video death!! 'Cause Game Genie grants you stellar video powers on most popular video games for the Nintendo Entertainment System®.

Like, you may live forever, never die! Or, you can get unlimited firepower and super jumps!! Maybe even moonwalk the most triumphant game characters across the screen—or program them to do much more!

So you may ask, 'What is the key to this most awesome power?' The power codes, dude! Thousands of 'em that allow you to unlock all these excellent secrets!

So party on, with Game Genie—and save that most righteous life of all—yours.

Radical firepower.



Create your own effects.

Live forever!

Game Genie™ works on many game titles for the Nintendo Entertainment System®. Not all effects can be created at the same time, and some effects are not available on some games. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc.
©1991 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent Pending.

CIRCLE #156 ON READER SERVICE CARD.