

Electronic Game Player

THE COMPUTER AND VIDEO GAME RESOURCE \$2.95 \$3.95 CANADA
VOL 1, NO. 4 SEPTEMBER/OCTOBER 1988

**EGP SMASHES THROUGH
THE LATEST VIDEO GAMES**

**HOW TO MASTER
DOUBLE DRAGON
PLUS ALL THE LATEST
GAME SECRETS!**

**NINTENDO BASEBALL
GAMES COMPARED**

**AN OVERVIEW OF THE
ATARI 7800 PRO SYSTEM**

**CES SPECTACULAR!
GRAB YOUR FREE PASS
TO THE INDUSTRY'S
NUMBER ONE SHOW**

**THE U.S. NATIONAL
VIDEO GAME TEAM
ENDORSES PAC-MAN,
GAUNTLET, AND BESHU
ULTIMATE SUPERSTICK**

**SNK RIPS UP
THE BATTLEFIELD
WITH IRON TANK**



**AT THE ARCADE ...
TOOBIN', BANZAI RUN, ROUGH RANGERS**

Nintendo® gamers, the biggest hit of the *decade* is back — just for you!

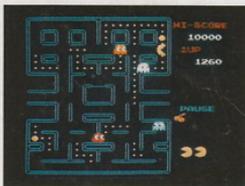
Yes, PAC-MAN is back! And he's just as lovable as ever before. If you remember the incredible excitement he generated, you're ready to relive the phenomenon. And if you missed him the first time around, you're in for the most fun you've ever had on the Nintendo Entertainment System®!

PAC-MAN is ready at your command to blaze around the baffling maze, gobbling up dots, swallowing the occasional fruits and racking up points in a big way.

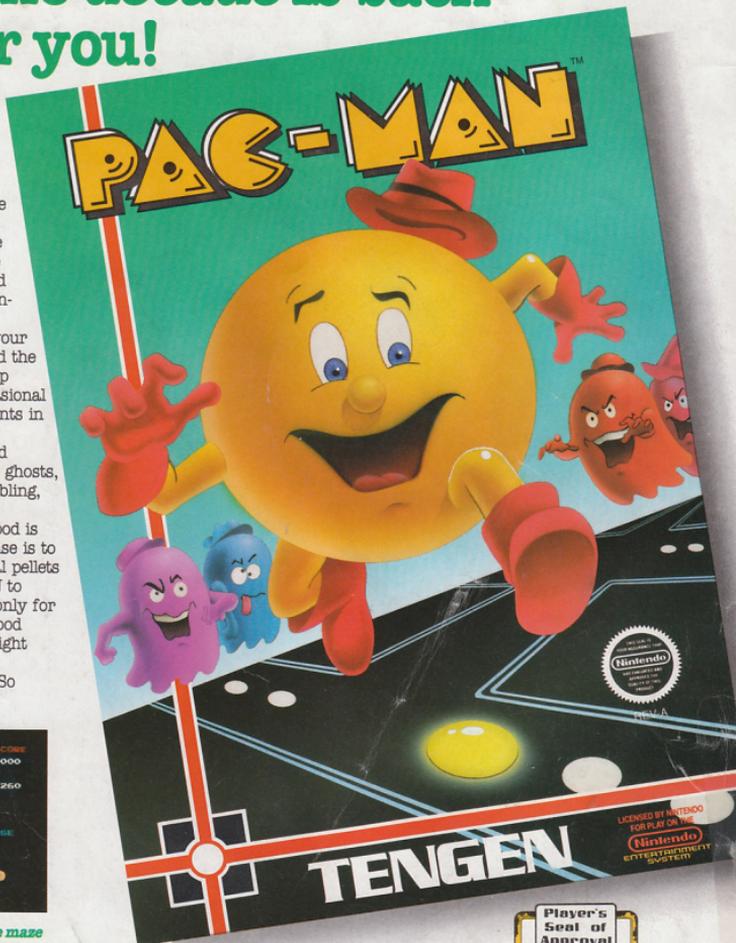
Blinky, Pinky, Inky and Clyde, the not-so-friendly ghosts, are dying to do some gobbling, too.

Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower PAC-MAN to gobble the ghosts — but only for a short while! And like good ghosts, they come back right away to haunt you.

It's a jungle out there. So gobble — or get gobbled!



Guide PAC-MAN around the maze to eat all the dots without getting eaten by Blinky, Pinky, Inky and Clyde. If he can swallow the energizers in time, he'll be able to gobble the ghosts instead — but only for a short while.



TENGEN

1901 McCarthy Blvd.
Milpitas, CA 95035
(408) 435-2650

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TOP TEN GAMES

NINTENDO

- 1.] **Double Dragon**
(Tradewest)
- 2.] **Gauntlet**
(Tengen)
- 3.] **Metal Gear**
(Ultra Software)
- 4.] **Mike Tyson's Punch-Out!!**
(Nintendo)
- 5.] **Iron Tank**
(SNK)
- 6.] **Contra**
(Konami)
- 7.] **Legend of Zelda**
(Nintendo)
- 8.] **R.B.I. Baseball**
(Tengen)
- 9.] **Rambo**
(Acclaim)
- 10.] **Gunsmoke**
(Capcom)



SEGA

- 1.] **After Burner**
- 2.] **Alien Syndrome**
- 3.] **Great Baseball**
- 4.] **Great Basketball**
- 5.] **Great Golf**
- 6.] **Maze Hunter 3-D**
- 7.] **Out Run**
- 8.] **Rambo**
- 9.] **Rocky**
- 10.] **Zillion**



ARCADE

- 1.] **Double Dragon**
(Taito)
- 2.] **Operation Wolf**
(Taito)
- 3.] **Heavy Barrel**
(Data East)
- 4.] **Bad Dudes**
(Data East)
- 5.] **After Burner**
(Sega)
- 6.] **Out Run**
(Sega)
- 7.] **Vindicators**
(Atari)
- 8.] **Thunder Blade**
(Sega)
- 9.] **Rolling Thunder**
(Atari)
- 10.] **Guerrilla War**
(SNK)



The Nintendo top ten is compiled from sales at leading retailers across the country. The Sega top ten is compiled by Sega of America and is printed in alphabetical order and may not reflect the true top ten. The arcade top ten is reprinted with permission from *HiPlay Magazine*, the coin-op bible.

FEATURES

- 17 **Atari Plays to Win**18
Once holding a commanding profile in the electronic gaming spotlight, the Atari 2600 has failed to excite players in the shadows of the Nintendo Entertainment System and Sega Master System. But Atari is now ready to play hardball against the new generation of gaming giants with their 7800 system.
- Dare to Compare**42
A great new column you'll find every month in EGP! It's summer and that can only mean one thing...BASEBALL! Bring out the boys and get ready for some of the hottest video baseball action available for play on your Nintendo Entertainment System! Special reporter Mike Myers provides in-depth analysis as four tough hitters step up to bat for your gaming dollar. Get at a glance comparisons and hard-hitting ratings of four major contenders!

IN-FOCUS

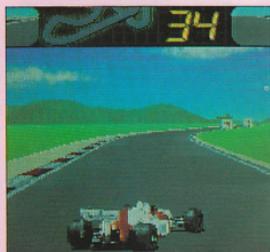
- Special Report From the CES**22
The bi-annual Consumer Electronics Show once again staged a successful preview of things to come from the electronic gaming superpowers! EGP takes you behind the scenes and provides an advance sneak peek at the games you'll be playing for the next twelve months as well as important developments that may change the way we all play video games at home.

CONTESTS

- 44 **The Electronic Game Player "Win An Arcade Game" Contest**15
A fantastic video game give-away from your favorite video game mag! Match game screens with game titles and you could WIN an authentic coin-operated video game just like the ones you see in the arcade! Find out more about this super contest by blasting your way to page 15.
- The Winners Corner**35
Learn about our latest contest winners and enter the "Save Your Allowance" sweepstakes - you could win a year's worth of games courtesy of your friends at EGP!

ALSO IN THIS ISSUE...

- SCORE - How to Master Double Dragon**36
Learn the hottest techniques and super secret strategies of the U.S. National Video Game Team as they show you how to conquer the most talked-about game of the year! Find out how to attack each character, improve your scores, and complete each of the game's power-packed missions! Play like a pro and impress your friends with this special strategy feature!
- Tricks of the Trade** 49
Find out about the latest, most guarded gaming secrets anywhere! Champions from around the country show you how to use hidden tricks, level selects, and power-ups to your advantage! Valuable information that puts you in control of your game!
- Mark of Excellence** 54
The most famous game players in the world, the U.S. National Video Game Team, introduce you to the latest favorites that have earned their coveted "Seal of Approval".



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30



44



50

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Editorial Offices:
13020 Pinon
Etiwanda, CA 91739
[714] 899-1238

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Senior Editor

Steve Harris

Editor

Jeff Peters

Home Software Editor

Shannon Ryan

Computer Software Editor

Brent Walker

Copy Editor

Amy Lauer

Scoreboard Editor

Steve Ryno

Strategy Editor

Donn Nauert

Art Director

James Sommerville

Advertising Director

Steve Harris

Circulation Director

Jim Jung

European Correspondant

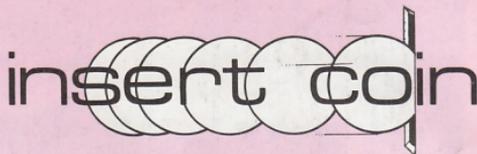
Gary Whittingham

Japanese Correspondant

Banboku Uermura

Other Contributors: Rawson Stovall, Ed Semrad, Michael Myers, Sherri Williams, The U.S. National Video Game Team and all you ex-FunClub junkies.

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It Just Keeps Getting Better!

As I put pen to paper a scorching heat wave is smothering the entire nation in sweltering temperatures. In fact, the only thing hotter than these blazing temperatures is the fantastic lineup of new games recently introduced at the Consumer Electronics Show in Chicago. We're seeing a new breed of video gaming reach these shores, and it comes as a welcome diversion to the usual course of space shooters and jumping adventures.

The more I analyze the current situation between Nintendo, Sega, and Atari, the broader my smile gets. Not only are there more games from more companies, but the quality of the games is improving with each new release. Great action games like Double Dragon are flying off store shelves with a ferocity that's matched only by the success of more primitive cartridges during the first gaming boom.

Expect EGP to keep pace with these exciting trends every step of the way! For starters, we've increased the size of EGP to accommodate the growing electronic gaming markets. Look for more tips and info on all the latest games, including those for play on computers, home systems, and in the arcades.

You'll also find solid game reviews from the hottest and most reliable game critics around - other players! We've pledged to giving you the best reviews from the most respected game players, including familiar names such as Rawson Stovall, the syndicated columnist who has appeared on just about every talk show in the nation; Donn Nauert, 1987 International Video Game Player of the Year; and Ed Semrad, the man who knows the Sega Master System better than anyone else! With our new "ON-TARGET" rating system, you'll be able to find out everything you ever wanted to know about new games like Jaleco's Racket Attack and FCI's Seicross. And with our new "Dare to Compare" comparison charts, you'll find out more than which games are good, you'll also find out which games are the best!

Anyway you look at it, video gaming just keeps getting better! Thanks to Electronic Game Player you'll get even more out of each cart! With U.S. National Video Game Team endorsements, secret tricks you won't find in any other newsstand publication, and the best new game reviews, you've got the number one magazine that covers America's number one hobby - electronic games!



ARCADE ACTION SO HOT, YOU'LL FORGET YOU'RE AT HOME.

No other game maker can thrill you like Capcom. Because in Capcom computer games, the action comes at you fast and furious. And it's up to you to keep going when the going gets tough.

With a Capcom game, you'll see the dazzling graphics and smooth animation of the arcade—without having to pump in the quarters.

But best of all, you'll feel the thrills and excitement, the heart-racing action, that sets the Capcom experience apart from all other game makers.

So get into the action: Because with Capcom, you've got an arcade away from the arcade.



CAPCOM®

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Sunnyvale, CA 94089 (408) 745-7081

Thunder Blade™

ONLY FROM SEGA®

After Burner. Out Run. Alien Syndrome. Hang On. Sega arcade and home video game hits known to millions of gamers across America. Now there's Thunder Blade...Sega's newest arcade smash hit! Soon, Thunder Blade will be available for home video game play...only on Sega Video Game System. And that's not all! We'll also have hot new home versions of Shinobi and Double Dragon!

Look for the next issue of the Sega Newsletter for a complete review of Thunder Blade and other new hits from Sega! To receive your subscription to the Sega Newsletter, call 1-800-USA-SEGA!

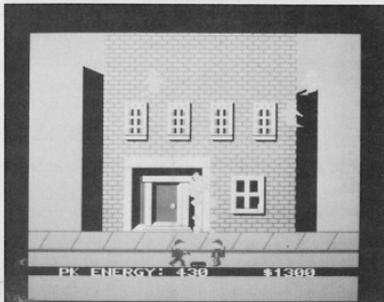


SEGA®
FROM TONKA

OUT RUN, AFTER BURNER, ALIEN SYNDROME, HANG ON, THUNDER BLADE
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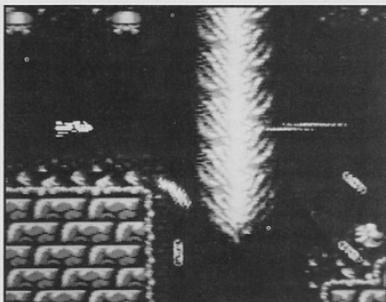
-Coming Soon...



GHOSTBUSTERS

Activision/NES

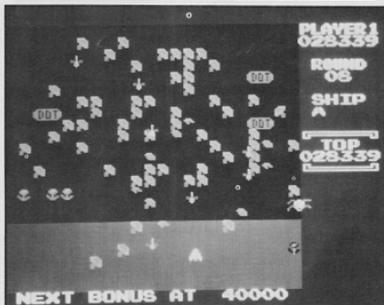
*Battle ghosts in a quest to defeat the evil Zuul.
Available: November 1988*



STARSHIP HECTOR

Hudson Soft/NES

*A dual perspective cosmic battle.
Available: January 1989*



MILLIPEDE

Hal America/NES

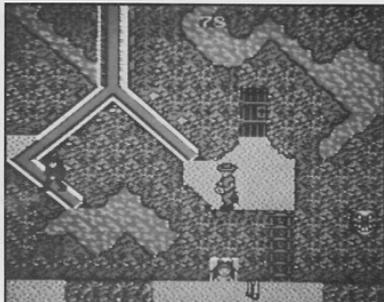
*The classic arcade insect raid, brought home.
Available: November 1988*



AIRWOLF

Acclaim/NES

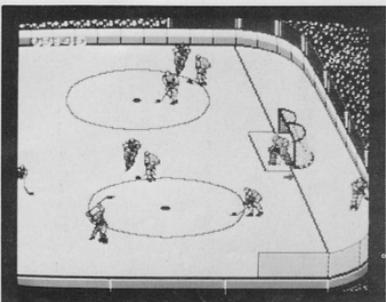
*Pilot a sleek helicopter through enemy territory.
Available: September 1988*



INDIANA JONES THE TEMPLE OF DOOM

Mindscape/NES

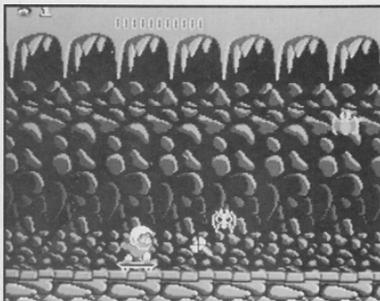
*Save imprisoned children with your trusty whip.
Available: September 1988*



BLADES OF STEEL

Konami/NES

*A sporting ice hockey simulation.
Available: October 1988*

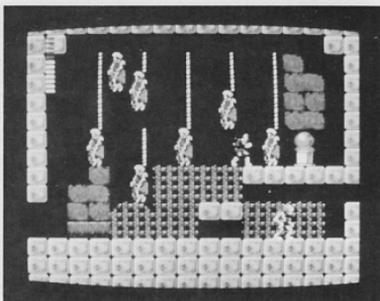


HUDSON ADVENTURE ISLAND

Hudson Soft/NES

A comical adventure with hidden surprises.

Available: October 1988

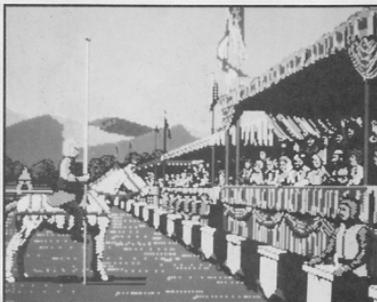


SIMON'S QUEST: CASTLEVANIA II

Konami/NES

Destroy the evil Count Dracula once again.

Available: November 1988

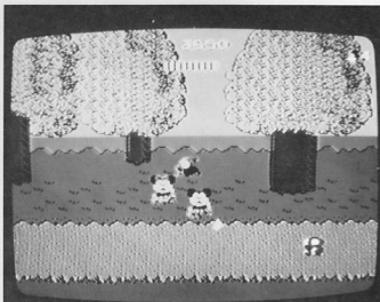


DEFENDER OF THE CROWN

Ultra/NES

Try to become king of all Britain.

Available: December 1988

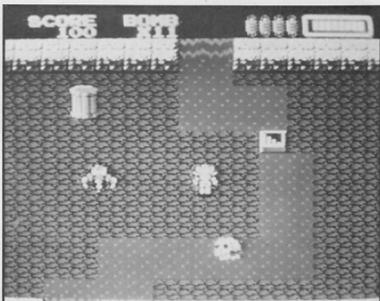


MICKEY MOUSECAPADE

Capcom/NES

Follow Mickey Mouse through his adventures.

Available: September 1988

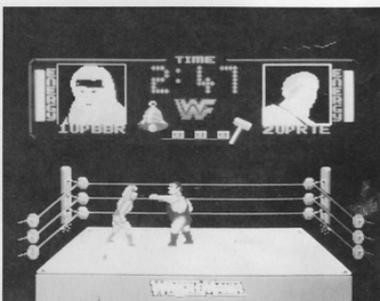


ROBOWARRIOR

Jaleco/NES

Lead the mighty Zed on a quest to save earth.

Available: January 1989



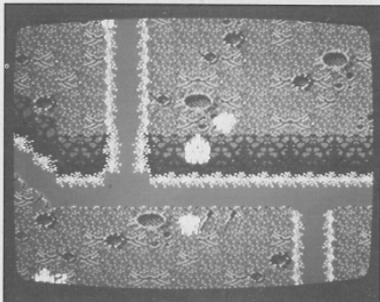
HULK HOGAN WRESTLING

Acclaim/NES

Take on the stars of Wrestle Mania.

Available: November 1988

-Coming Soon...

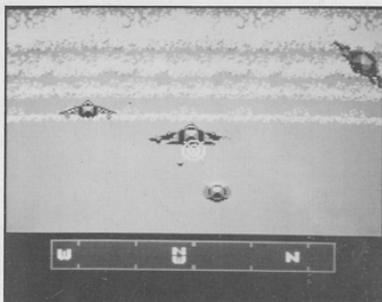


TITAN WARRIOR

Capcom/NES

Intergalactic shoot-em-up with lots of action.

Available: November 1988

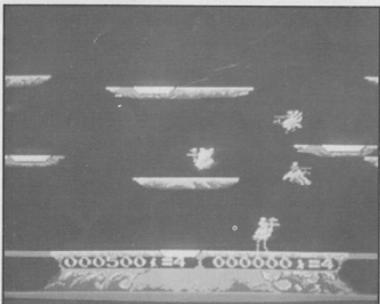


GOLGO 13

Vic Tokai/NES

Eliminate the leader of the Neo-Nazi Empire.

Available: September 1988



JOUST

Hal America/NES

Take to the air in this arcade classic.

Available: November 1988

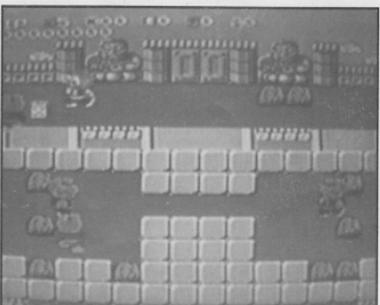


ULTIMA

FCI/NES

Complex role-playing scenario.

Available: November 1988

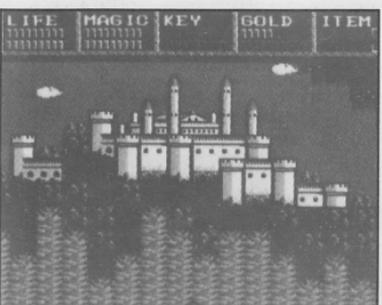


SURER CHINESE HERO

Culture Brain/NES

Karate action in a monster's castle..

Available: January 1989



LEGACY OF THE WIZARD

Broderbund/NES

Go on a quest to defeat a legendary dragon.

Available: November 1988

press start

NO STRINGS ATTACHED!

Ever since the introduction of the Nintendo Entertainment System (followed shortly by the debut of the Sega Master System), game players have been looking for peripherals that provide the high action control and fluid movement found in arcade joysticks. A flurry of manufacturers have answered with dozens of sticks that come in all shapes and sizes, complete with rapid-fire enhancements,

slow-motion options, and best of all, real joystick interaction. With plenty of styles to choose from, several stick producers have unveiled what's being described as the next generation of joysticks - cordless models!

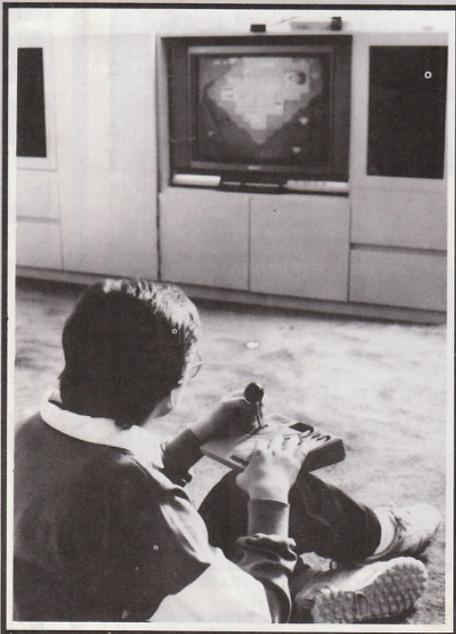
Unlike the radio-controlled joysticks of the early eighties (you know, the ones with the six inch thick bases and extendable antennas), the new cordless sticks use advanced infrared technology, similar to that used in your television remote. The special infra-red link that ties the transmitter and receiver together is of such high quality, however, you can actually bounce your signals off of walls, ceilings, and floors!

There are presently two main contenders with cordless joysticks, and a slew of other companies promising similar peripherals by the end of the year. While the leading sticks are both based around the same technology, they come in drastically different packages.

The Beeshu Ultimate Remote is essentially a wireless version of their best-selling Ultimate Superstick. All of the hard-hitting features that made the original Ultimate so appealing are present in the cordless model, including two sets of LED buttons, independent rapid fire control, slow motion, and a precision eight-direction micro-switch joystick. While the Ultimate Remote's field of movement is slightly limited, it does allow you to "Break Loose" from the web of tangled wires and enjoy the feel of real arcade handling.

The Camerica Freedom Stick does an excellent job of living up to its name, with a base unit that is smaller than the Ultimate but every bit as impressive. The Freedom Stick is fully interchangeable with all of the most popular gaming machines, including the Nintendo Entertainment System, the Sega Master System, and the Atari 2600, 7800, and Commodore 64 computer. It uses a unique set of adapters that each work on an identical frequency and plug into the respective system. This makes the Freedom Stick an even better value to the gamer who owns more than one unit.

The interaction and response afforded by both cordless joysticks is splendid, with no noticeable delays or hesitations in game play and appealing control that beats the standard pads hands down!



Look Ma, no wires!

FLYING WITH THE GALAXY FORCE

Sega, the company behind After Burner, Thunder Blade, and countless other simulators and hi-tech video games, have pulled another shiny stone out of their bag of video game hits. Imported from Japan, this latest video doesn't put the player on a motorcycle, in a car, or in the cockpit of a plane or helicopter. You're cast as the pilot of an intergalactic starship that must pave the way for settlers on a number of alien worlds.

Like most other Sega arcade games, their latest coin-op entry, Galaxy Force, has some of the most brilliant and fantastically detailed game animation ever seen. Entire worlds blaze past the Galaxy Force ship as explosions and obstacles fill the screen!

The real thrill comes when you step inside the gigantic simulator that houses the Galaxy Force game! A large metal frame holds the game and the player, rotating in every direction to provide heightened feelings of movement. This game goes one step beyond to create the sensation of actually blazing through star systems and across planet surfaces.

You'll have to look hard to find a Galaxy Force on this side of the Atlantic. Although they plan to release the game sometime soon, the simulator version will cost your local arcade owner almost \$25,000! With prices like that you can expect to see \$1.00 per play coming to arcades very, very soon.



FROM RUSSIA WITH LOVE

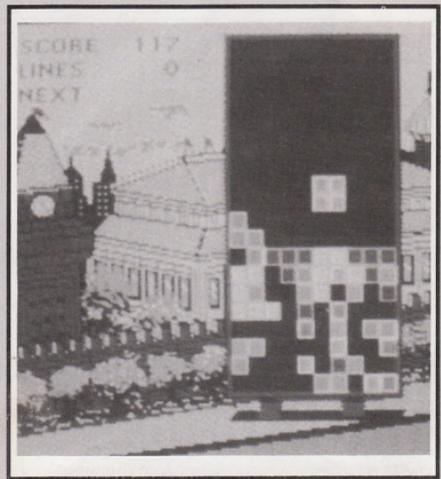
Although they may lead in world affairs, the United States and the U.S.S.R. are not considered to be major video game superpowers. Of course we do produce some of the best games you'll ever see in the arcades and for home and computer play, but the Soviets track record of hit games leaves something to be desired.

Now, however, courtesy of Spectrum Holobyte, the first Soviet computer game has finally fallen into allied hands. Developed by 30-year-old Russian researcher Alexi Pasitnov from an original program by 18-year-old Vagim Gerasimov, Tetris came into being through the joint efforts of Academy Soft in Moscow, Andromeda Software in

London, and Spectrum Holobyte in the United States. The result has been a cult sensation, with Tetris now available on many popular computer formats.

The game may really get the attention it deserves, however, when Tengen, the third-party licensee of Nintendo Entertainment System products, releases Tetris later in the year. It captures all of the game's great addictive qualities and offers plenty of challenge - just like the computer versions.

Are you up to the Soviet Challenge? Find out with Tetris, a different kind of computer game that has all the maddening features of a good puzzle, yet requires the hand-eye coordination of the best arcade video games.



IDENTITY CRISIS

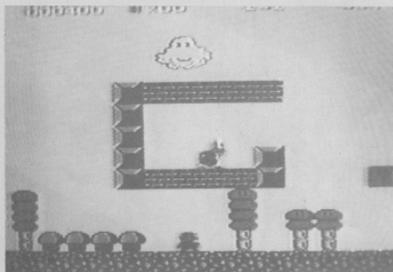
When we first played the Japanese version of Super Mario Bros. II, the sequel to the smash arcade and home hit of 1986, it was love at first sight. The game had all of the charm and appeal that made the original an instant classic, and introduced a list of new characters and plot twists that left all of the editors at Electronic Game Player consistently surprised and delighted!

We were equally pleased to learn earlier in the year that Nintendo had definite plans to release Super Mario Bros. II on these shores. Soon, we thought to ourselves, every game player in America would be enjoying the new antics of Mario and Luigi as they skipped across eight new worlds of excitement filled with wondrous sights like poisonous mushrooms, upside-down pipes, wind storms, and new flag bonuses (including free men). SMB fans every-

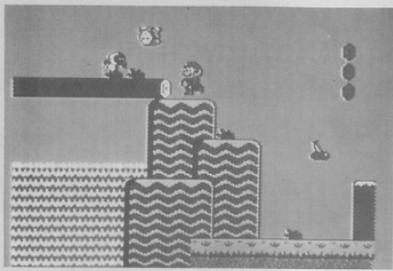
where would be jumping flag poles, warping backwards, and facing the two Bowders at the end of the quest.

Alas, it's not to be. You can imagine our disappointment when we recently saw a preview of the new American version of Super Mario Bros. II and discovered, much to our dismay, that the game has nothing whatsoever to do with the original game; outside of the use of the Mario and Luigi characters. As a matter of fact, Super Mario Bros. II as you and I will play it on this side of the Atlantic, was originally called Dream Factory and detailed the adventures of an Arabian Knight!

Although it might prove to be a smash hit, it's quite unfortunate that no one else will ever get to play the real Super Mario Bros. II. All you can do now is cross your fingers and hope for Super Mario Bros. III!



The original Super Mario Bros. II.



The "Americanized" version of Super Mario Bros. II.

DRESSING TO WIN!

With video games and video game characters recording fantastic popularity in recent months, many companies are starting to market their digitized heroes the same way many movie studios promote blockbuster films and the stars who act in them!

One of the most stylish trends to develop from the leading cart manufacturers comes in the form of designer T-Shirts! Soon you'll be able to find Double Dragon tees courtesy of Tradewest, and Gauntlet shirts from Tengen in stores every-

where! Other exciting characters, like Ikari Warriors' Paul and Vince and Sunsoft's Spy Hunter are also available via direct mail from the manufacturers themselves!

Now it's no trouble at all to look like a million before you even score your first point! These top notch shirts (as well as other specialty items like lunchboxes, notebooks, and watches) let you take the excitement of your favorite video games anywhere you want; while letting your friends know that when you play you mean business!



WIN AN ARCADE GAME!

HERE'S YOUR
CHANCE TO
FULFILL YOUR
GREATEST
FANTASIES AS A
GAME PLAYER
AND WIN A
FULL FLEDGED
COIN-OP VIDEO
GAME!!

TO ENTER...

Print your name, address, city, state, zip, and phone number, and (this is the catch) the name of your favorite coin-op (that's right coin-op) game on a post card and mail it to: **Arcade Game Contest, c/o Electronic Game Player Magazine, 13020 Pinon, Etiwanda, California 91739** (by the way, for those of you that for one reason or another, insist on sending letters instead of post cards, *please note* - we will only accept post cards, no letters, no pieces of paper, and no strips of clothing). Your entry will be included in a drawing that will take place on October 31, 1988, so hurry up and **SEND IN THAT ENTRY!**

Rules: All entries must be received by October 31, 1988. Sorjana Enterprises or the staff of Electronic Game Player magazine assume no responsibility for postal service mistakes or other events (such as nuclear holocaust, or California falling into the ocean) that could prevent or delay your submission from reaching our offices. The winners of this contest will be chosen at random. The decision of the judges and the staff of Electronic Game Player magazine is final. Enter as often as you like. The postal service needs your business. Void where prohibited.





GO GET TECHNICAL

Dear Sirs,

I am glad to see another video game magazine back on the market. Electronic Game Player looks like it has the quality to stay around for a long time.

I would like to make a few suggestions on improving the quality even more. First, print more reviews of games, good or bad. Second, how about writing an article technically comparing the Sega Master System and the Nintendo Entertainment System. This article could compare memory, graphics, and sound from a technical standpoint. The article could also include how many colors each can have on screen, the number of moving objects, and the number of sound voices. Also, how about occasionally giving info on new Intellivision and Atari 2600 and 7800 games?

Sincerely,
Bill Elvey

(ed. Thanks for the nice compliments Bill, it's good to know that we're on the right course.

Rest assured that your suggestions are already being carried out. The issue of Electronic Game Player you now hold has over 20 game reviews by a number of different reviewers who know exactly what gamers like and dislike. As the magazine continues to grow (we're now almost twice the size of our premiere issue) you'll find even more cartridge and disk game reviews that give you solid information, and one-on-one opinions of how the games play.

We've received dozens of letters asking for side-by-side in-depth looks at both the Nintendo and Sega machines and come this fall you'll be able to find out exactly which is best! Keep an eye open

for Electronic Game Player's upcoming Christmas Buyer's Guide for a complete comparison of all the gaming systems currently available on the market. All the important features that make a gaming system great will be analyzed and then you can decide which unit suits you best.

Last but not least, you can find expanded coverage of Atari's latest games and gaming machines beginning with this issue! Turn to page 18 for a complete overview of the Atari 7800 and look in the Home Front for some of the hottest games available for this new competitor.)

WE GOOFED!

Dear EGP,

Well I just finished reading your July/August issue and I must say that from the look of this issue you're doing a great job. I've just sent in my subscription and can't wait for the next issue. It's great to see a magazine for electronic game players again. I would like to wish EGP the best of success for the future. I hope you guys are around for a long time!

I have a quick question. Do you test the "Winning Edge" tips? If so, then how well? The reason I ask is that I'm having trouble getting a couple of them to work (Contra, Action Fighter) from your July/August issue.

Sincerely,
Dennis Cosio
Baldwin Park, CA

(ed. We're sorry! We apologize! It'll never happen again! Although the Action Fighter super enhancements should work as printed, the trick to receive 30 free men on Contra got twisted around a bit from the time it was sent to our typesetter. It should have correctly read:

"While the title screen is present, push up, up, down, down, left, right, left, right, B, A, and then press start."

Some of you may remember this as the Gradius power-up, but this new application will definitely improve your chances of completing the Contra mission. Now that we have that straight - quit calling!

HOW DO THEY DO THAT?

Dear Interface,

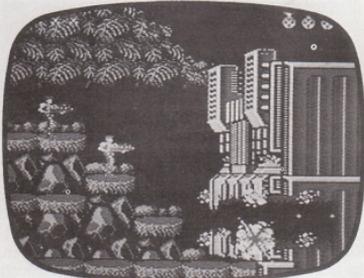
I have all of the consoles (including the ones from the late seventies) as well as a coin-operated Pac-Man and Return of the Jedi and I plan to get a Blasteroids and Pacland very soon. I would be very interested in an article that shows how they program and make video games on a Nintendo or Sega home system. I know that on a computer they can make the game on the computer itself, but what do they use to make a cart for a video game system?

Yours Sincerely,
Stephen Propot
Morganton, NC

(ed. We've been looking into the development of a new column that would visit game companies and talk with the programmers and designers whose ideas become reality on the video screen. It's a great idea that I can guarantee you will see very soon in these pages.

You also might want to wait on spending your hard-earned gaming bucks on a coin-op Pacland, Stephen, because there is an excellent version of this Namco arcade classic available for the

(Continued on page 73.)



You need all the help you can get in Konami's Contra - and 30 free men doesn't hurt!

... Don't look for Legend of Zelda II, Robowarrior, or Predator any time soon. These titles (previewed in the last issue of EGP for a summer release) as well as dozens of others for play on the Nintendo Entertainment System have all been postponed indefinitely. No, it's not a master plan by Sega to corner the market, it's a computer chip shortage that has left the home video game industry scrambling for cover...Dozens of great carts were unveiled recently during the Consumer Electronic Show in Chicago where video and audio doo-dads of all kinds are on display for gawking tradesters to bargain over. Some of my favorites from the convention included 1943, Bionic Commando, Robocop, Seicross, Joust, Stargate, Racket Attack, Iron Tank, Blaster Master, Bubble Bobble, Mappyland, Pac-Man, and everything from Konami. Not to be outdone, Sega had plenty of spice in their lineup with solid arcade and adventure titles like Shinobi, R-Type, Thunderblade, and Phantasy Star. Sega also had their first third-party company, Parker Bros., exhibiting center stage in their expanding booth space ...

... As each day goes by I'm getting more and more information as to the status of the remarkable PC Engine gaming machine. Visitors to last issue's column were the first to learn about this "next generation" system from NEC that is currently taking Japan by storm. I've been tracking those developments that will hopefully lead up to the system's stateside release and was pleased to see that NEC is now openly talking about their intentions to "bring the Engine over" within the trade press. It's a move that basically signals the first step toward seeing the PC Engine on store shelves. Stay tuned!...Keep an eye out in your town because the U.S. National Video Game Team, that collection of video hot-shots, is barnstorming the nation! Visiting dozens of cities this fall, the team will be playing all the latest games and trading tips on Nintendo, Sega, and Atari carts! Check them out when they visit your town ...

... It looks like Sega is making a strong push toward developing a more viable third-party product line. In addition to unveiling games by Parker Bros. and Epyx during the CES in June, Sega is rumored to be extending overtures to many of Nintendo's third-party companies. Don't be surprised if you start seeing some big names gunning after a share of the Sega market...More news from Sega comes from the peripherals department. Their new Mega-Phaser has got to be the greatest light gun ever made! It looks like a rocket-propelled grenade and has rapid-fire action!...While everyone over here is waiting for the release of the Super Mario Bros. II game that isn't, gamers in Japan are gearing up for the third installment in the series...In other gaming news from around the world, Konami has a couple of strong (and I mean very strong!) titles that were unfortunately passed over for this year. Can't tell you the names (they're in Japanese, remember), but one is sort of an Indiana Jones meets Roc-N-Rope while the other goes by the name Babyland Story around this office. They're both great games that will hopefully make their way to America soon ...

... Don't be surprised if you start seeing top computer software made available for the Nintendo Entertainment System. Following a lead that Atari has successfully used to launch their 7800 and XE systems, other computer houses have been approaching major Nintendo players in an effort to get a cut of the action...Big news just in - Double Dragon is a sellout! Although they didn't get their entire shipment, Tradewest has had a heck of a time keeping up with orders! It's a great game that we've seen going for \$99.95 at some stores around L.A.! But die-hard players are still buying the martial arts masterpiece in record numbers and up until now I've heard of no one being disappointed...Is there a continue on Double Dragon? There's some talk going around that there is ...

... Double Dragon is also king of the arcades! The game has been on the top of the charts for over a year and its popularity shows no signs of diminishing...Other hot arcade games recently released or on the way include Final Lap, a great new concept in car contests that brings up to eight people together on the same race track at once!...Here are the snail game winners: Jeff Yonan, Fremont, CA; Steven Chako, Tampa, FL; Charles Williams, Fairfield, IA; Mark Christopher, Portland, OR; and Cecil Lanney, Oakland, CA...That should do it for this time. When you're not at home playing your games, keep your eye peeled for some exciting movies this fall, including John Carpenter's latest sci-fi thriller, They Live, and the new gross-out remake of The Blob ...

- QUARTERMANN

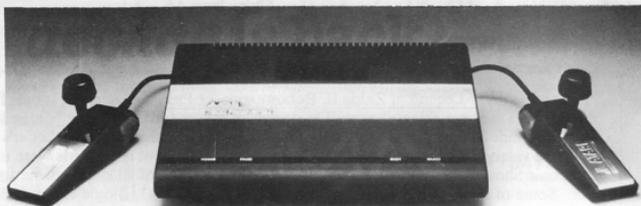


You and eight of your friends can try to make the Final Lap.



A long time ago, in a place not so far away, Atari was a household word that millions of people instantly recognized. The Video Computer System (or 2600 as they would come to call it) had put Atari in the number one position, ahead of major rivals like Mattel and Coleco, in the competitive home video game arena. While Atari chalked up record numbers in homes around the world, their coin-op division recorded an equally impressive success rate with mega-hits like Asteroids.

Today, Atari is still a familiar name in homes and arcades, but so are Nintendo and Sega. When the video game



THE NEW ATARI - PLAYING TO WIN!

With a top of the line graphics chip and a new lineup of game titles, the 7800 is gunning for top - but does it have what it takes to compete against Nintendo and Sega?

boom began to decline in the early eighties, Warner Communications, the owners of Atari, sold off the consumer end of the business and re-tained only a portion of the coin-op division. During this shuffling, both Nintendo and Sega took advantage of the widening void that was forming and the demands from players for something better than the 2600 - the game system that had been the staple of the gamer's diet for so long.

Competition From the Rising Sun

Just before the reorganization of Atari, the consumer division was working to complete their "next generation" console. The 5200 had done an adequate job of competing with the Colecovision, the only other game system in its class, but this new system promised to blow the doors off of everything we'd seen before. After an enthusiastic debut at the 1983 Summer CES, the entire home gaming portion of Atari was sold to the tremendously successful Jack Trameil (the man who turned Commodore computers into a high-tech powerhouse), and the 7800 project was put on indefinite hold.

While Atari collected itself and began development of a new line of computers, the giants who are Nintendo and Sega slowly awoke from their stateside slumber and introduced gaming machines that had previously turned Japan into the world's home gaming superpower.

The 7800 Reborn

Now that the 7800 has been reintroduced with a new library of software and bonafide arcade hits, many are finally considering it to be a possible alternate to the Nintendo Entertainment System and the Sega Master System. While it doesn't have the overwhelming third-party support of Nintendo, or the advanced graphics capabilities of the Sega unit, the 7800 does exhibit several exciting features that make it worth more than just a second look.

Its sleek design and black finish house the highly touted "Maria" graphics chip. This allows the 7800 to move many objects on-screen independently, without the problems that are usually associated with multiple graphics characters (flickering, limited movement, etc.). It also enables the

7800 to perform some good scrolling routines like those found in Desert Falcon.

Keeping Control

Unlike the flat pads that have been popularized by the Nintendo and Sega systems, the 7800 uses standard joysticks which, visually speaking, resemble a cross between the original VCS sticks and the ill-conceived 5200 controls. The 7800, however, executes the joystick design perfectly, with a self-centering stick and dual fire buttons on either side - within easy reach for both left- and right-handed gamers.

At the recent Consumer Electronics Show, Atari unveiled the new direction they plan to take the 7800 controls. Instead of joysticks, new 7800s will be packed with joypads that look almost exactly like, you guessed it, a Nintendo or Sega pad. It's a bad move from a player's standpoint, but it will give them the visual association with the Nintendo and Sega systems that they are looking for.

The Name of the Game

Like all programmable game systems, the fate of the 7800 rests on the game titles that are eventually released as well as the quality of their design. Since Nintendo has been eagerly lapping up as many of the big name arcade game producers (and, in turn, those arcade game titles) for their third-party program, and since Sega has quite a few recognizable coin-op titles of its own, Atari has been forced to pursue other routes in search of the games that players are looking for.

One look at the Atari 7800 product list and immediately you can see where it's heading. Since new arcade titles are virtually non-existent, the 7800 is grabbing up computer titles like Karateka, One on One Basketball, and Fight Night. It does have a limited selection of coin-op classics such as Ms. Pac-Man, Commando, Food Fight, Xevious, and Galaga. When you consider the most recent arcade to home

translation available for the 7800 is Hat Trick, a game which was released in 1984, it quickly becomes apparent that the 7800 is a little behind the times.

The Price You Pay

One of the more positive features of the 7800 (and all the Atari game systems as a matter of fact) is the lower cost per game. Stacked against the Nintendo or Sega systems which utilize multiple chips that are now reaching four megs and prices of \$50.00, the majority of the 7800 games cost closer to \$20.00. It's a bargain that you can see in the bng an.

The 7800 does possess the ability to play all 2600 games as well as those specifically designed for itself. This increases the library of games available for the 7800 by at least twenty, although most of the 2600 carts are sadly lacking in movement, animation, or sound quality that is comparable to the Nintendo or Sega.

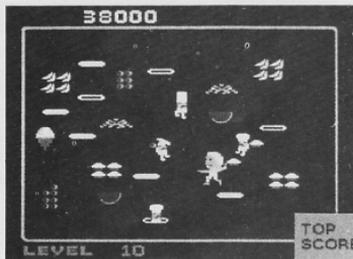
The Bottom Line

The bottom line is just how good the games for the 7800 actually are. The easiest way to compare the quality of the 7800 to rivals like Nintendo and

olution may not be as detailed as Sega or Nintendo, but that doesn't diminish the level of playability displayed in these and other titles such as Hat Trick, Crossbow, and computer classics like One on One, Winter Games, and Ballblazer.

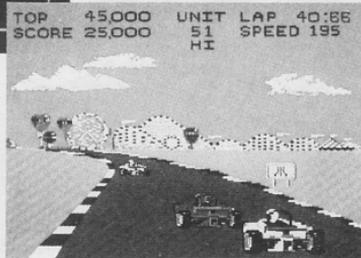
On its own, the 7800 is a good all-around gaming machine. The games it plays may not be visually overwhelming, but many titles are exciting, fun to play, and very addictive. The only downside to the system is the level of third-party support it's receiving from the arcade companies. If some outside blood could be pumped into the 7800 more heads would definitely turn. Not just because a Double Dragon would entice more interest than a Karateka, but because the level of depth in the 7800 games would almost surely increase.

Time will tell if the 7800 has what it takes to compete against Nintendo and Sega, but the system does possess many of the features players like best. Its graphics and animation capabilities are extensive (look at Desert Falcon), but until now haven't really been called upon. If more interest is generated at the manufacturing level, and if more game companies can be persuaded to produce for the main Atari gaming machine, then the 7800 may finally get some of the attention it deserves.



Food Fight

Sega is to compare the games that are available for the systems. Some titles, like Donkey Kong and Mario Bros., seem to require just a bit too much from the 7800. Others, like Commando and Choplifter, are executed magnificently. The graphics res-



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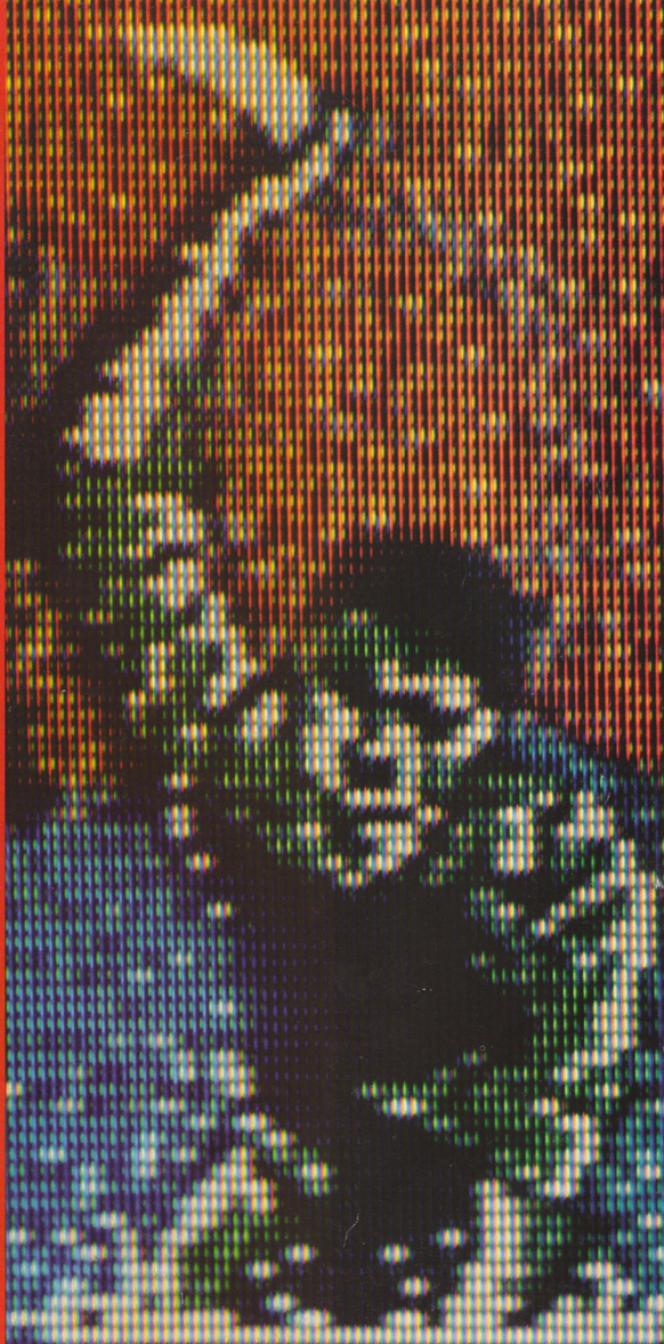
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FIND OUT WHAT'S NEW IN HOME VIDEO GAMES AS ELECTRONIC GAME PLAYER TAKES YOU TO CHICAGO FOR A... CES SPECTACULAR!



Although it's been several months since the Consumer Electronic Show sailed through the windy city, the home video game and computer industries are only now recovering from the gala event. Held twice a year in Las Vegas (winter) and Chicago (summer), the CES plays host to everything electronic; from VCR's to copiers to FAX machines to, of course, video games.

While attendance was down slightly at this year's show, the impact that video games and related forms of electronic entertainment have made is becoming more apparent with each convention. Nintendo, Sega, and Atari each had mammoth booths to advertise their new wares to eager retailers, while new names like Telegames unveiled unconventional systems and peripheral manufacturers like Happ, Wico, Beeshu, and Camerica offered a wide array of joysticks and other plug-in goodies.

The real treasure of the CES, however, comes when crazy game players like myself get to sample the latest titles, see new developments, and actually talk to the programming heroes who bring the games we play so vividly to life.

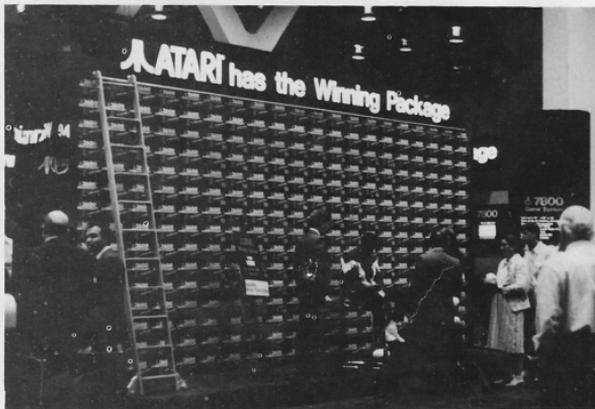
Over the next few pages you'll get a sneak peek at all of the new games, systems, and trends that appeared at the

CES, as well as behind-the-scenes accounts of the developments that will be changing the way we play games in the future.

The CES was a spirited event that drew nearly 100,000 members of the consumer electronics industries from around the world. Inside the convention area you can find just about every electronic doo-dad imaginable, but we were there to get the latest scoop on the video and computer gaming scene...

TAKING A WALK AROUND...

The clearest indication that video games have attained all new levels of popularity could be seen by taking a walk across the gigantic Nintendo booth. A mammoth structure measuring over 10,000 square feet, the Nintendo display not only featured the latest wares from the gaming giant, but also from the legion of third-party companies that support the Nintendo Entertainment System. There are now



over 30 recognized licensees producing games for the NES, with the majority of the new players coming from Japan.

Nintendo had several exciting games available, including ZELDA II: The Adventures of Link and Super Mario Bros. II. Both of these sequels stray dramatically from their predecessors, introducing entirely new play mechanics and more obscure game play. Both games were fairly disappointing, but should do well based on the success of the originals.

There are some important names, however, that will have to be considered in the months to come. Hudson Soft USA, Inc., the American subsidiary of the Japanese Hudson Soft development house, will now begin marketing their own games to NES owners on this side of the Atlantic. You might not know their name, but Hudson is the creative force behind some of the hottest Nintendo games like Tecmo's Star Force and Jaleco's Robowarrior. Some of great games Hudson unveiled at the show included Hudson's Adventure Island which is really a cosmetically altered version of Sega's Wonder Boy and Bomber Man. They also gave EGP a sneak peek at a super shooter called Starship Hector that combines both vertical and horizontal scrolling as well as an abundance of multiple targets and power-ups.

THE 16-BIT SOLUTION

Although there has been talk of it for some time, with the possible introduction of the P.C. Engine in America it now appears that both Nintendo and Sega are making moves towards "next generation" machines of their own. While this could not be confirmed or denied at the CES, well-informed sources close to both companies told EGP that the two gaming superpowers are both in a heated race to release upgraded systems that have better movement control, crisper graphics, and more intense game play than anything we've ever seen!

Both of the proposed systems appear to be built around sixteen-bit hardware, enabling the machines to produce some fantastic sights and sounds that until now have been possible only at the arcades.

If Nintendo and Sega follow a logical course of action (which only sometimes happens), we'll see 16-bit systems that can run independently, or as an upgrade to the standard Nintendo Entertainment System and Sega Master System. This way they won't alienate the legions of loyal gamers who supported them during their infancy and although there will be new and better games, the old carts will still be playable.

One possible theory has the upgrades plugging directly into the current systems via the expansion ports that many don't even realize exist. Flip your Nintendo over and you'll find a port that rests within a grooved fitting that seems ideal for this type of system power-up. Sega's, meanwhile, isn't quite as convincing, but it does serve the same purpose in the back of the unit.

Whether or not we ever see system upgrades from Nintendo and Sega remains to be seen, but with the competition becoming tighter with the appearance of the P.C. Engine, the likelihood of such developments becomes very real.

HAL America is another new name that will definitely be carving out a large portion of the NES market with

their stupendous translations of classic coin-ops like Millipede, Joust, and Stargate. (Continued on page 25.)



A few of the bizarre characters at the recent CES.

Terrific News! Arcade Classics To Play At Home

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CHIP PROBLEMS STRANGLE THE VIDEO GAME INDUSTRY

Are you one of the guys who has been waiting for that great sequel to Legend of Zelda, The Adventures of Link, since it's planned released last February? Did you read our preview of Predator in the last issue of EGP and wonder why you couldn't find it in July like we said? Well there's one small word that holds the answers to both of these questions and opens the door to a much greater problem that is only now starting to develop...chips.

It seems the computer industries as a whole are suffering from a shortage in chips - the medium in which the computer accesses information. Certain chips are more scarce than others, and it just happens that the ones that are used in the majority of the current Nintendo carts are harder to find than most.

This shortage has created several negative repercussions. Most apparent is the three-month to one-year delay that has been posted on almost all of the games that are being offered to Nintendo owners. Games like Link won't be seen until January of '89, while Predator has been pushed back a full year (July '89). Another problem stems from the way Nintendo is handling this situation. Since they claim that they have only limited quantities of the necessary chips, they are allocating only a small percentage of the third-party licensees' original orders (thus, if SNK originally ordered 500,000 copies of Iron Tank, they're provided with possibly as few 50,000 copies). This is already causing tremendous supply and demand problems (take Double Dragon for instance), since you won't be able to find copies of the games for months after their first production.

Nintendo's decision to ration the chips is causing some ill feelings, and since Sega and Atari are not suffering from the problem, they have approached several third-party manufacturers in an attempt to persuade them to their machines. There's no word on whether or not this will happen, but you can bet that come this Christmas, finding new Nintendo games to stick in the stockings won't be as easy as finding carts for the Sega and Atari machines.

(Continued from page 23)

Konami, and its sister-company Ultra, both made solid statements at the CES with a wide and varied library of new games that are positively top-notch. From the Adventures of Bayou Billy, to the outstanding sequel, Track & Field II, Konami tightened their grip on the Nintendo market in a big way.

There were plenty of other surprises around the Nintendo booth. Andre the Giant, the world-famous "wrestler" who appeared in the movie "The Princess Bride," made an appearance to tout the new Acclaim WWF wrestling game. While John Elway, the Super Bowl Quarterback from the Denver Broncos made an appearance on the last day of the show to support the upcoming Tradewest football game that bears his name.

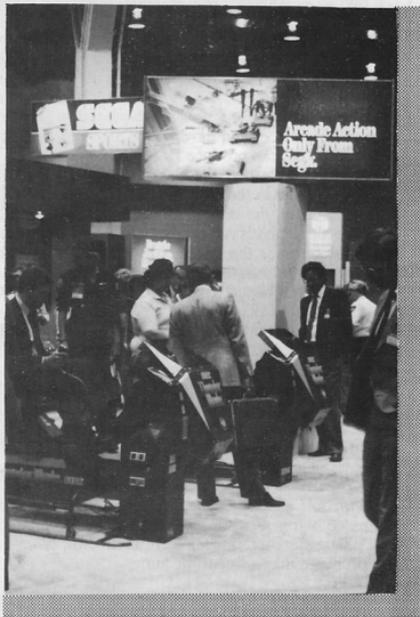
Resting in the shadows of Nintendo's incredible booth, Sega turned up the heat with a long list of powerful new arcade translations, some fantastic adventure games, and the first third-party supplier for the Master System!

Summer arcade favorites like ThunderBlade, Shinobi, and R-Type were among the new carts that Sega unveiled at the CES. They also displayed Phantasy Star, Super Wonder Boy, Alex Kidd and the Lost Stars to round out their adventure lineup.

The hottest new Sega game, however, wasn't even out on the show floor. Secluded deep inside the Sega booth, Double Dragon played to constantly

waiting crowds. While the game was incomplete at the show (it suffered from some flickering that we were guaranteed would be removed before the cart went into production), it is the only Double Dragon that actually allows two players to compete and rough it up at the same time! The only drawback to Tradewest's otherwise exceptional martial arts masterpiece for the Nintendo Entertainment System has been completely polished over in the Sega translation. All the great graphics and sounds are there, along with the two-player simultaneous action of the arcades! It's a brilliant game that will definitely pack quite a punch when it lands on store shelves this Christmas.

Sega also pushed two new sports games, Reggie Jackson Baseball and Walter Payton Football, that they plan to release this fall. Both of these all-



P.C. ENGINE...YES OR NO?

Fueled in part by the article in the last issue of Electronic Game Player (Press Start, EGP # 3), one of the hot questions at the CES was the fate of the P.C. Engine. This new power-packed machine has quickly taken Japan by storm, with smooth animation, incredible graphics resolution and picture perfect arcade-to-home translations of coin-op sleepers Galaga '88, Dragon Spirit, and R-Type, not to mention some great original stuff that includes a spiffed-up Karate Champ and a unique shooter caller Necromancer.

The clouds around NEC's new wonder-system parted only slightly at the summer electronics convention, but the NEC guys did offer some crucial pieces to help fill in the Engine puzzle.

After being stifled on the show floor, your brave editor took to the taxis and hopped a ride over to the NEC executive suite; the place where all the real wheeling and dealing takes place. Flashing my press identification badge got me into the main NEC showroom and lost in a sea of three-piece suits. I retreated to a neutral corner and got out my list of questions.

I didn't get very far down the list, however, since the P.R. representative who was there to field my questions said that it was the company's policy to pursue viable consumer electronics (like big screen TV's and FAX machines) and not "toys." This was not where I wanted to be so I made a quick escape - but not before I got away with a free Pepsi and a handful of pretzels!

It wasn't until shortly after the CES that I discovered the true course that the P.C. Engine was taking. Due to the phenomenal reception that Nintendo has received (took 'em long enough to notice!), the decision-makers at NEC have brought the debate on whether or not to bring the P.C. Engine stateside to an all new fever pitch. There are a few problems, both technical and marketing, that NEC would like to overcome before announcing the unit's unveiling.

First of all, NEC would like to reduce the unit's price, which now stands in the \$250.00 area, down to a more reasonable (and more competitive) level. This seems like a smart move. They are also trying to eliminate the current method of transferring game data by scratching the cards that the games are now stored on (which are produced by an outside source) and moving to a more recognizable cartridge format which NEC can produce themselves. This is also a smart move. The biggest hurdle that the P.C. Engine is going to have to overcome, however, lies in the crowded and very possessive software market. At the moment, the machine has roughly two dozen games available for play, although it's rumored that over fifty different companies are now developing for the system (this could not be confirmed or denied). Once the quantity of software for the Engine has exceeded the NEC executive's ceiling, the chances of seeing the P.C. Engine on these shores will be that much greater.

It's that last little hitch that might prove to be the wrench that stops up the works. Many of the games now available for the P.C. Engine were developed in Japan by companies that have very tight non-competition contracts with Nintendo here in the U.S. Since most of the hot arcade properties are effectively rendered untouchable (unless decisions are made to break contracts - something that is not very likely) by these agreements, the P.C. Engine is in the awkward position of having the best hardware on the market but no games to play!

The next few months will bring us the definite "Yes" or "No" from the Nippon Electronics Corporation. Sources say that an answer will be made before Christmas. With Sega and Nintendo both flexing with "next generation" machines of their own, however, the P.C. Engine's problems may have just begun.

stars were on hand during the show to sign autographs and build excitement for the games, and long lines quickly developed every time they appeared.

Atari occupied a huge booth, gave away prizes, and touted their wares to a constant crowd of retailers. Their lineup consisted mainly of strict computer translations for their 7800 and XE game systems, while the low-end 2600 expanded its library with some new coin-op titles and a terrific translation of the 7800 hit, Desert Falcon.

All in all the CES was a splendid event that allowed all of us to get a better idea of exactly what we'll be seeing a few months down the road. Although we left with tired feet, the games and goodies - not to mention the parties - were well worth the pain.

Some upcoming titles that debuted at the show.



Konami's hot new Life Force.



Nintendo displayed their version of Super Mario Bros. II.



Ultra brings us the Adventures of Bayou Billy.

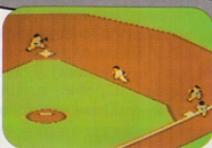
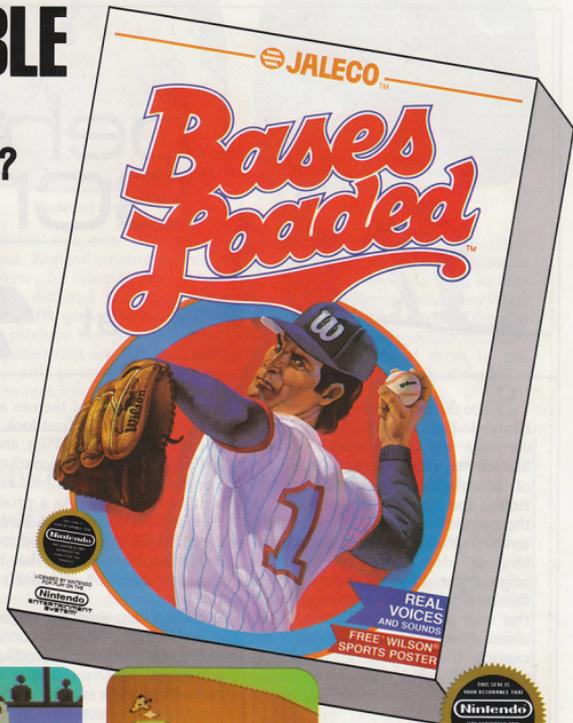
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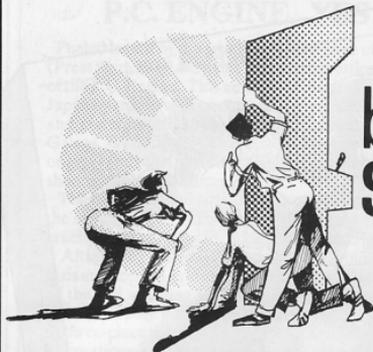
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COMING THIS FALL!

ROBOWARRIOR
 AND
RACKET ATTACK



behind the screens

at  **KONAMI**®

Since the introduction of their first Nintendo Entertainment System game cartridge in 1987 (*Gradius*), Konami has become a familiar name in millions of households across the country. Before the company's appearance in the consumer video game spotlight, however, Konami recorded a rich history in developing and creating original games for arcades. It's from this tradition, which continues today, that has enabled Konami to stand above other third-party licensees and capture the imagination of gamers around the world.

ARCADE LEGACY

Although the list of Konami coin-op hits is long and distinguished, incor-

porating a variety of themes and unique play mechanics (just look at early releases *Gyruss*, *Time Pilot*, and *Track & Field*), it's the home market where Konami has found the best reception for their products. As a producer of dozens of arcade classics, Konami has a wealthy library of verified mega-hits to choose from; games that have instant identification and plenty of play value.

While a chip shortage plagues some manufacturers, Konami continues to concentrate on the Nintendo Entertainment System. Initial releases pulled from their arcade reserves, with *Gradius* (a retooled version of *Nemesis*), *Track & Field*, and *Double Dribble* striking up record sales. These were followed with movie translations of the *Goonies* (*Goonies II*) and the box office smash of 1986, *Top Gun*, which has gone on to sell over a million copies since its introduction, due in part to a fantastic contest sponsored by Konami (see accompanying article).

THE NEXT GENERATION OF GAMES

Konami continued its coin-op to home translations in 1988 with *Contra*, a fast-paced shooter that features vertical and horizontal scrolling, as well as enough firepower to destroy a mountain!

With their place in the market firmly cemented, Konami has now started to develop wholly original titles with the same fantastic graphics, fluid animation, and superior sound effects that are the Konami trademark.

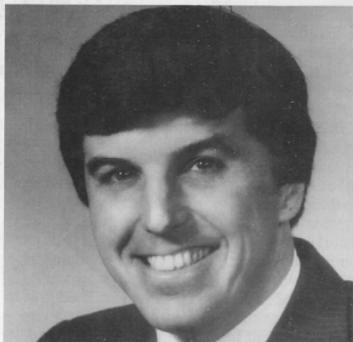
Leading the pack of new carts are a pair of exciting sequels based on Konami games that struck gold both in the arcade and at home. *Castlevania II - Simon's Quest* and *Track & Field II* expand upon the premise of their predecessors by injecting more play and even greater challenges.

Also coming soon is the home version of the leading coin-op hockey contest, *Blades of Steel*. This game, from the makers of *Double Dribble*, has everything you'll find at a real hockey game, from the slapshots to fist fights.

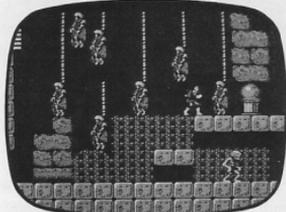
Rounding out their new lineup is the slightly unusual fighting/driving/wrestling game entitled *The Adventure of Bayou Billy*. A multi-level game that follows the adventures of a backwoods brawler as he sets out to rescue his girl and kick some butt! Like almost all Konami games, this one has something for everyone!

MAKING THE MOVE TO FLOPPY

Another new development at Konami has brought their arcade favorites home to computer fans as well! While *Gradius* debuted last year for the C-64, a whole slew of top notch titles will be making their way onto the Commodore, Amiga, and IBM computers by the end of the year. Among the titles that are presently on-line,



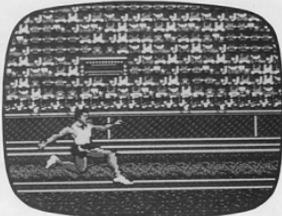
Emil Heidkamp of Konami... didn't I see this guy on the dating game?



Castlevania II: Simon's Quest



Blades of Steel



Track & Field II

Boot Camp, Contra, Jackal, Rush 'N Attack, Iron Horse and Jail Break will soon be available for multiple formats, finally allowing computer gaming enthusiasts to enjoy Konami games like millions of other game players at arcades and at home around the world.

In just one year, Konami has made an explosive entrance into the home video

game market with over five million games sold. Konami employs talented game players to discover what's hot and what's not and combined with more than 100 game engineers that work to produce fast-paced, unpredictable games that are rich in detail, Konami is able to stay on the cutting edge of the technology.

From space shooters to athletic competition to field combat, Konami prides itself on understanding its customers and delivering what they want. It's a formula that has elevated them to the top of the coin-op ladder, and now appears to be taking them to the highest positions in the home market too.

Konami Contest Names "Top Gun"

On Saturday, May 7th, among the vintage and modern day planes on the U.S.S. Intrepid's hangar deck, four contestants chosen from among hundreds of entries, faced the final dogfights of the Top Gun Video Game Shoot Out. Konami, the makers of Top Gun, were also the sponsors of the national contest.

Sent into battle with words of encouragement from Emil Heidkamp, the Vice President of Konami's consumer division, and cheered on by family and friends, the four contestants launched their F-14 fighters into combat. When the dust cleared, all four video pilots had performed admirably, but only one proved worthy of the title "Top Gun": Devin "Devil" White of Minneapolis, MN. After three rounds, "Devil" had out-flown, out-shot and out-scored the others. For his outstanding performance, Devin "Devil" White received the first place prize of \$5,000!

From the outset, the fighting was intense, the competition fierce, and the outcome uncertain. All the finalists displayed amazing skill and ran up impressive scores. In the end all four players were winners. The second highest score belonged to Jack "Raven" Sprague of Fredonia, NY, and he was awarded a hefty \$2,500. Jay "Dragon" Laughrin of Sheboygan Falls, WI, received a cool \$1,200 for his third place score. And Marvin "Ace" Hendersen of Federal Way, WA was awarded \$600 for his fourth place finish.

"It was an exciting finale for all," said Emil Heidkamp. "After a tense practice period, these guys came on and really played like Top Gunners! All four finalists should be proud of the skills and spirit employed during today's competition. We at Konami are pleased with the results of this contest and salute all four of today's winners."

To enter this contest, players ran up their highest scores on their own "Top Gun" video games at home, photographed the screen and submitted a completed entry form. The four top scoring entrants were chosen as finalists and flown to New York City for the May 7th Shoot Out Finals. The finals involved three rounds of head-to-head competition. At the end, each contestant's three scores were added together for a final score.



Contestants try their best to make Top Gun.

next wave

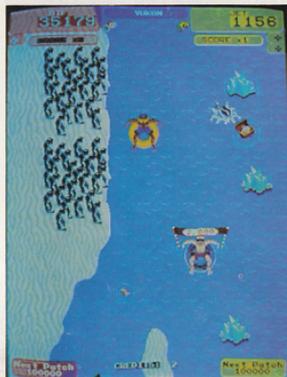
By Jeff Peters

Atari's

TOOBIN'



Watch out for dragons in the Black Forest.



Playful penguins take a dive in the Yukon.

What do eskimos, dinosaurs, wizards, waterfalls, and an innertube have in common? (No, this isn't the latest George Lucas flick) Ordinarily nothing, but since when have video games been exactly ordinary?

With that thought in mind, enter the gaming wizardry of Atari, and after long, complicated thought processes, produced a game that combines all those elements and more; enter TOOBIN'.

Atari, always out to corner the market on innovation, gives us another first, with the world's only high-speed, white-water river innertubing simulation, or something like that.

It starts out calmly enough, casually floating downstream, carefully avoiding twigs, branches and an occasional fisherman. But be careful, the rapids have a way of throwing you off your in-



Take too long and deal with Big Gator.

tended course and possibly puncturing your tube, quite frustrating.

At least someone had a heart, because as you make your way downstream, you can collect a sizable cache of tin cans littered about the stream, and use them for retaliation. Maybe you got hooked on a fisherman, or entranced by a wizard, or worse yet, some Big Gator just got a "hold" on you. For whatever slight problems you may encounter, isn't it nice knowing you can beat the poor devil (and I do mean devil) upside the head and be on your merry way.

Play consists of two tubers, Bif and Jet, floating down an assortment of rivers ranging from the Colorado to the infamous Styx. Along the way, gates will appear which will award extra points to those players that can successfully navigate between the poles. The gates are the key to getting a high score. If you don't touch either pole and swish through a gate, you increase a bonus multiplier that will earn you 2X, 3X, or the max, 5X times all points scored. But be careful, missing a gate will lower your multiplier.

Other points come from collecting treasure chests strewn about each river,



Rack up the bonus as you finish a class.

TOOBIN'

...it's totally tubular!



Jump in with the tube dudes... the water's fine!

Pick up and throw cans to clear out obstacles and pests!

Two-player action doubles the fun!

#1 IN FUN

- Super fun inner-tube race theme is a first-of-its-kind!
- 1 or 2-player simultaneous action with buy-in feature!
- Too Cool animation keeps dudes and dates lovin' it!

Toobin' is a first-of-its-kind game...it's totally tubular! Check it out as Bif and Jet cruise the baddest rivers in the world...and out of this world! Players who prove they are truly "world class" material can win a free TOOBIN' t-shirt! Limited offer. See game for details!

Join the TOOBIN' craze today!


ATARI
GAMES

and from scoring hits with carefully aimed tin cans. It's important to try and hit all objects with cans, because some will have hidden items underneath them. You will find anything from bonus points to extra patches, which you use to repair your tube after colliding with a sharp object.

One other item you can uncover from hitting objects, are the letters to the title of the game, TOOBIN'. Picking up the letters as they appear on the screen can do more than just award bonus points at the end of a level. By collecting all the letters in TOOBIN', you can get yourself a limited edition TOOBIN' T-shirt, free of charge. Just another incentive from Atari to have fun playing their games.

The game consists of six levels of play and allows a second player to buy-in at any time; sort of a trend in two-player games these days. This is one example, however, of a two-player game that's actually better to play with two-players. If only one person drops in a quarter, the computer will control the other tuber. Sure this sounds fine, but he has an annoying tendency to hit the gates the wrong way (if you tap the poles on either side of a gate, the point

(Continued on page 46.)

Williams' BANZAI RUN

If someone were to ask you who was the leading pinball manufacturer, what would you answer? Although there are other companies producing pinball machines, I think you'd probably answer Williams. How could you not? With a line-up like High Speed, PinBot, Comet and the current hit Cyclone, it seems only natural that Williams would come to mind.

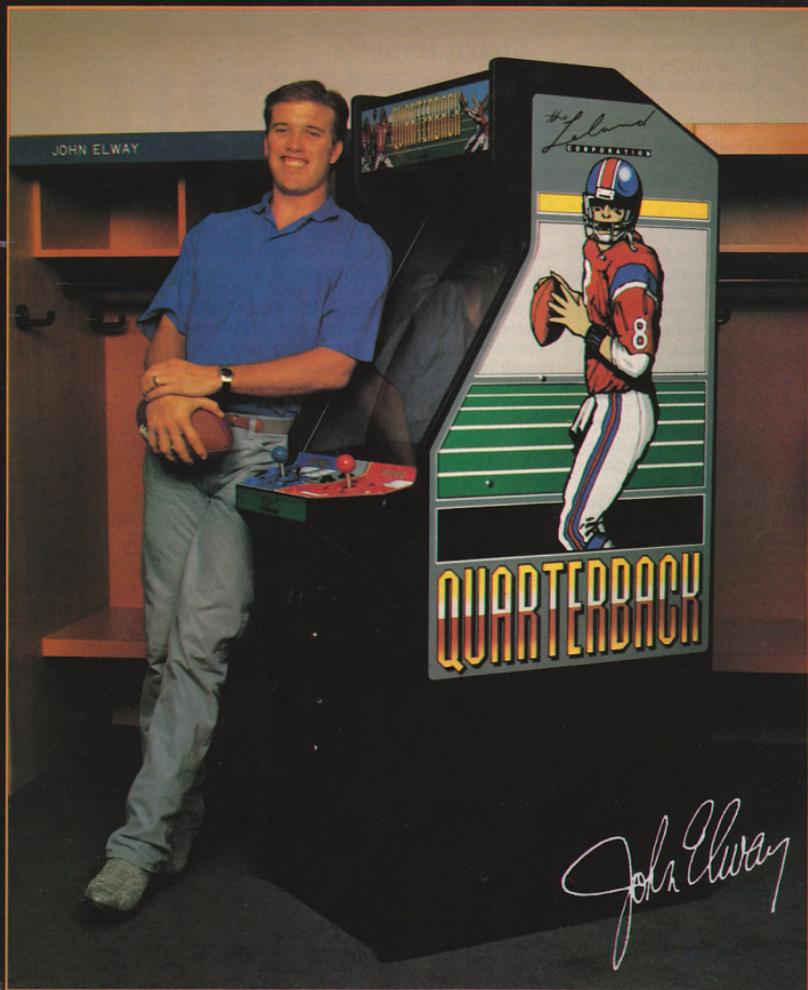
So in keeping with their remarkable trend in revolutionary pins, Williams embarks onto a new gaming dimension with Banzai Run.

Even at first glance, this appears to be no ordinary pinball. Remember the standard

backglass with the digital readouts and lighted artwork? Well, this has now been reduced to the size of a video game marquee, and the remainder of this area has been extended and turned into a playfield!

The result is one continuous playfield that lets you transport the ball from horizontal to vertical playfields with a





YOU CAN TELL A LOT ABOUT A GAME
BY THE PEOPLE WHO PLAY IT.

QUARTERBACK

the Leland
CORPORATION

THE LELAND CORPORATION, 1841 FRIENDSHIP DRIVE, EL CAJON, CALIFORNIA 92020

simple shot. Better be ready, though, because the vertical playfield probably provides the fastest action of a pinball machine yet.

Themed around a dare-devil motorcross race, your goal is to advance from the back of the pack and become number one by defeating the King of the Hill.

There are four other riders to pass before making a shot for first place, though, Red Hot, Yellow Belly, Green Machine, and Blue Beard. In order to challenge a racer, you must light each of their respective targets (each has three) and then proceed to the upper playfield to try to advance. If all racers have been passed, all that's left is to attack the hill (the highest shot in the game - at the top of the vertical playfield) to become number one! But there's more, you have to do this during the fast-paced multi-ball that begins as soon as the fourth rider is defeated.

Along your way to number one, you should try to advance as many laps as possible. This can be done by sending the ball around an upper loop (the shot takes the ball around the entire perimeter of the lower playfield), or making lighted targets placed strategically throughout the game.

Another noteworthy factor about this remarkable pin, is the bonus at the end of the ball. No longer are there any bonus multipliers (2X, 3X, etc.), but instead, a bonus will be tabulated depending upon what you have accomplished during the ball in play. It will be determined by what place you're in, how many riders you've passed, and how many laps you've successfully completed before losing the ball. And another nice thing, the bonus doesn't reset to zero after every ball, but holds over from ball to ball, and can only increase.

There is enough depth to keep all players interested for a long time. From little things like the magnetic motorcycle that takes the ball to the upper playfield and the Super Cycle Stunt shot which can be done with the plunger, to more difficult features like the increasing hill bonus which increases each time the player can successfully jump the main hill. Even a race announcer comes over the speaker and keeps you abreast of your status in the race as well as shots to try for; "He's going after Green Machine,"

Continued on page 46.)

Sharp Image's

ROUGH RANGER

If you aren't too familiar with the name Sharp Image, you soon will be. Although they've only been producing arcade games a short while (their first entry into the arcade gaming world was a conversion kit simply called Goindol - basically a spin-off of Arkanoid with enough variation to make for a unique challenge), they have something new to offer that may make a few heads turn.

Here's the scenario, your girl has been kidnapped by terrorists, and it's up to you to find her and put an end to the terrorists' siege. You are the Rough Rangers, the only force that can handle this important task before it's too late.

This is the game Rough Ranger, the second release from Sharp Image and a healthy addition to the arcade scene. To those of you familiar with the coin-op game Rolling Thunder, you will easily recognize the similarities in Rough Ranger's game play and character animation. The main change, though, is the addition of another set of controls, so two people can play at once.

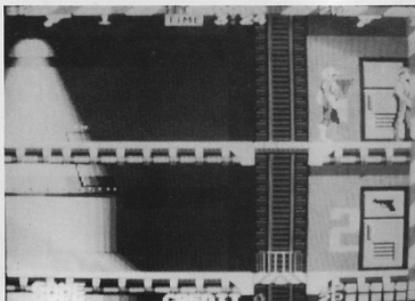
You control your characters via an eight-way joystick and two buttons, one for shooting and the other for jumping. At the start of your journey, you have a limited amount of bullets, so use them wise-

ly. If you do happen to run low, however, just walk into a doorway with a gun on it, and you'll find an extra amount of bullets inside.

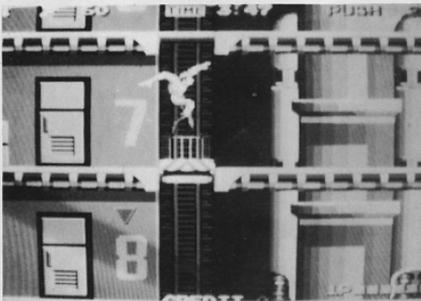
You'll be able to see your progress during the game on a detailed map at the start of each level. It will show you a general layout of each round as well as how far you have left to go.

All the rounds are pretty straightforward, except the third round, where you have to follow a maze of elevators in order to make it the bottom of the stage and exit. All you have to do here, is push up on the joystick when stand-

(Continued on page 46.)



Use the doors to increase your bullet supply.



Follow the elevators to locate the exit.

THE OFFICIAL "SAVE YOUR ALLOWANCE SWEEPSTAKES"!

How about putting down your joystick long enough to fill out this simple questionnaire. We're interested in what you like and dislike about this magazine. After carefully completing this form we ask that you photocopy it (or just rip it out) and send it to us at: Electronic Game Player, 13020 Pinon, Etiwanda, CA 91739. And what do you get for all your trouble? If we receive your entry by October 31, 1988, your name will be entered into a sweepstakes in which 1 lucky individual will win a year's worth of free cartridges (one game a month for a year)! Pretty easy contest, huh? We just ask that you submit only one entry per person, and void where prohibited by law. Thanks.

Personal Section

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 City: _____ State: _____ Zip: _____
 Sex: Male: _____ Female: _____ Birthdate: _____
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Game and Computer Section

How much money do you spend on video games each week? _____
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 Biggest disappointment in new games: Arcade _____ Home _____
 What is (are) your all-time favorite game(s)? _____
 What kind of games do you like the most? _____
 What kind of games would you like to see in the future? _____
 What home game system(s) do you own? _____
 How long have you owned it (them)? _____
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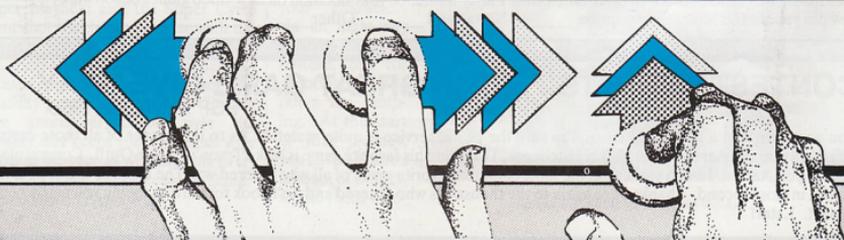
CONTEST RESULTS . . . THE GREAT GAME GIVEAWAY

EGP May/June 1988

You guys sure sent a lot of post cards, I'm sure the postal service is quite grateful. As to the winner of all those cards, well, it's 8 year old Aaron Robertson of Hitchcock, Texas and his favorite game is Mike Tyson's Punch-Out!! Congratulations to you Aaron! Just so you know, the most common favorite game of all who entered was The Legend of Zelda with Contra in close second. Thanks once again to the thousands who entered and we'll look forward to seeing you in the next contest. Later!

SCORE

DOUBLE DRAGON



How to master Tradewest's Double Dragon

By Jeff Peters

This is the story of twin brothers, Billy and Jimmy Lee, two of the most deadly martial arts masters.

As time passed, Jimmy became part of the ruthless street gang, the Black Warriors and soon rose as their leader, the Shadow Boss. Currently they travel from town to town, reaping havoc in their paths.

Only this time they've gone a little too far. The Black Warriors have kidnapped Billy's girlfriend, Marion, and it's up to Billy to free her.

He must pursue the gang through four stages, City Slum, the Industrial Area, Forest, and finally the Hideout of the Shadow Boss where Marion is held captive.

Using only his skills as a fighter and by making use of any weapons that he can find (rocks, bats, knives, etc.), Billy must single-handedly defeat the Black Warriors and their leader, his brother Jimmy.

This is where you, the player, come in. You control Billy Lee in his quest to rescue Marion. Through the controller, you have many fighting techniques at your disposal, and as you advance in the game, you will gain additional moves, depending upon your fighting success.

The game has two scoring mechanisms: one is for strictly tabulating points scored, and the other is a heart meter which will increase as well, depending upon your moves.

The heart meter has seven different levels to attain, but you begin on only the first level. As additional levels are added, you will be able to perform more complex maneuvers on the enemy, such as a spin-kick or an elbow-punch.

Each time you execute a move, you score a certain amount of points on your heart meter as well as your main score. Each time you get your heart meter to 1000, you will be awarded another level (indicated by the addition of another heart next to the score).

As the levels increase, so does your fighting ability, until you reach the seventh and final level. (For the amount of points scored and the moves you can perform at each heart level, refer to the following chart.)

In order to successfully defeat all the Black Warriors, it helps to learn all of their weak spots. (The following is a brief description of each character, and the techniques used to kill them.)



Billy Lee: you, the hero of the story.

Lopar: stand still and wait for him to come to you. When he gets in range, use your kicks to knock him to the ground. As your hearts increase, he can easily be taken care of by using the Hair-Pull Kick and the Pin Attack.



Abobo: the giant of the group. He really isn't that tough (he just cheats). The easiest way to eliminate Abobo is to first use a Jump Kick to knock him

Heart Level

Available Moves

- @ Punch, Kick, Head-Butt
- @@ Uppercut, Low Kick
- @@@ Jump Kick
- @@@@ Hair-Pull Kick, Over-Shoulder Throw
- @@@@@ Pin Attack
- @@@@@@ Elbow Punch
- @@@@@@@ Spin Kick

<u>Move</u>	<u>Hearts</u>	<u>Points</u>
Kick	15	70
Punch	20	50
Head-Butt	12	700
Jump Kick	12	70
Uppercut	10	200
Low Kick	10	250
Hair-Pull Kick	20	20
Over-Shoulder	0	150
Throw	0	500
Spin Kick	0	20
Pin Attack	3	80
Elbow Punch	30	150
Whip	0	0
Barrel/Box/Rock	20	50
Knife	25	150
Bat	20	50



over and then walk over to him as he lies on the ground. Stand close to his knees, and when he begins to get up, start kicking. You two will appear to be on top of each other, and if you stay with him, he can't hit you. (Note: the pin attack will not work on Abobo.)

Williams: he's pretty weak, but likes to wield weapons. If he has a bat, just do a Jump Kick; he will fall over and give you plenty of time to recover the bat. If he carries Dynamite, wait for him to throw it at you, and then move out of the way quickly. After it falls to the ground, go and pick it up to throw it back at Williams. If he's unarmed, use the same techniques as on Lopar.



the side of the screen and move him down the wall (you can use either side) until he eventually disappears off the edge of the screen (you won't fall off the edge at the right or left, but you can fall off the bottom). Now bring him back on the screen just a little, then pull down really fast and start to kick him. Either you'll grab his hair and throw him over your shoulder, or you'll just kick him till he falls over. If you throw him out of the corner, just move him back into the corner and do it again. Keep this up till he's finished.

Jimmy Lee: the infamous Shadow Boss. He is by far the most difficult of all the characters. The method for beating him, though, is similar to defeating Willy. After getting him off the screen, find where he is standing by kicking in various places on the side of the screen (listen very carefully, because that's the only way you



can tell if you're hitting him). Once you've mastered this move, you'll eventually be able to beat him and the game.

After watching your girlfriend, Marion, get kidnapped by the Black Warriors, your quest to defeat the Shadow Boss begins.



The first mission is by far the shortest and easiest to conquer. Use this to your benefit and attain as many hearts as possible before the round ends (the round ends after defeating Abobo inside the building at the far right of the city). Its quite easy to just punch all the enemies, up to Abobo; this should award you 3-4 levels on your heart meter.

If you're not going for points and would like an easy way to kill Abobo, try this. After defeating the two Lopars, walk over to the conveyer belt. By standing on the left side of the belt, Abobo will walk on the belt to the right of you. When he's beside you, walk towards the right (you want to slowly move Abobo over to the edge of the belt) but stay out of his reach. If you get him close enough to the edge, he will try to kick you, and sure enough, fall off the back of the belt. End of mission.



You are now in the industrial area. Be sure and watch out for blocks, whips, and dynamite being thrown at you. There's no need to use the block



Linda: If she appears carrying a whip, simply get below her, and wait. When she approaches, a nicely timed kick will knock the whip out of her hands and make it available for you to use. If she is unarmed, use the same kicking maneuvers as Lopar and Williams.

Chintai: a stubborn Karate master. There are two easy ways to take care of him. First, you can just wait for him to walk into range and place a few kicks into him; if you have four or more hearts, you can use the Hair-Pull Kick and throw him over your shoulder.

as a weapon. You don't receive any points for using it, and these guys are pretty easy (use the hints outlined above). The dynamite, though, comes in quite handy. Simply wait for him to throw it (get out of the way, of course) and then run in really quick and pick it up. Throw it at the enemy, and he almost always falls away. A swift kick to Linda will make her drop the whip, enabling you easy access to it.

At the end (the top of the skyscraper) you will encounter your first Chintai. The easiest way to eliminate him is to throw him off the building. Be sure you have four hearts (min.) and stand at the top of the ladder. As he approaches, you throw a few kicks, grab his hair, and then throw him over your shoulder. End of round.



MISSION 3

In the forest, things get a little tricky. Be ready for Willimas' appearing wielding knives, as well as a few Chintai's to attack at the same time (use the techniques described earlier).

The bridge is the first really tricky part. After eliminating the bat carrying Williams, walk to the back side of the bridge. Run and jump over the gap in it. After you land pull down just a little to avoid the oncoming knife. Now use the bat you picked up (I hope you didn't forget it) and finish off the rest of the Williams.

Eventually you will make it to a cliff wall in which two Abobo's will break out from. Use the techniques described earlier, and they should be no problem. After they're both gone, enter one of caves in the wall, and advance to the next part of mission 3 (there are 4 in all). By the way, if you don't go into either hole, this part of mission 3 will scroll in an endless loop and you will eventually run out of time.

In this next part, watch out for falling stalactites (simply walk around them).

The important part is learning to jump onto the moving platforms that appear after the stalactites stop falling. You have to make it across these platforms in order to advance to the next part (if you don't make it, you will either have to repeat this part again, or will fall into the lava below).

Once on the other side, be sure and enter into the next cave to advance.

In this 3rd part of mission 3 (confusing isn't it) the action is pretty straightforward. The only note, is to be sure and enter into the hole Abobo made (that's after you've eliminated both of them, of course) in order to advance to the last part.

Now you're outside again, and there's a few angry Linda's waiting. You must kill eight of them and then move to the lower right corner of the screen to end the mission (by using the ladders and platforms, you can climb into the far right corner and there you will find an entrance way that will take you to round four).



MISSION 4

Finally, the last mission (there are 3 separate parts to this mission as well). As you start, you will come to a wall that appears to be made of bricks. Advance carefully, though, because they have a tendency to slide out and try to knock you off the ledge. My suggestion is to first walk up to the wall (as close as you can go). Then wait for the first brick to slide out. After it goes back in, run (you better be quick) and be sure an jump the last brick in each wall (this has about an 80% success rate).

Once on the other side, you will be greeted by five or six Chintai's. The easiest way to get by them is to stand with your back to the open ledge and, what else, throw them off one by one (this doesn't award you a lot of points, but it sure makes it a lot easier).

After jumping the hole in the path, another Abobo will try to stop you. Ig-

nore him. Simply climb the wall in front of him, and presto, no more Abobo.

At the top are a few Lopar's. They are nothing more than an annoyance. It's best to throw them off the ledge as well. Then enter into the doorway at the back of the screen and advance to the next part.

This may look a bit strange, but it's really simple. Just follow the walkways to the right (jumping where appropriate) until you come to some moving platforms. Simply jump on these to get to the top of the screen where the final doorway to the hideout is.

Now you're here, the hideout of the Shadow Boss. After giving a few Williams their deserved beatings, you will walk into an open room with one door in the back. This is the last fight scene you have to encounter, and it's not easy.

At first you will be greeted by two Abobo's, next two Chintai's, followed by two Linda's and a couple of Lopar's. After dealing with all these, you finally meet up with Willy (who, by the way, sports a mean machine gun). Deal with him in the manner described at the start of this article and you should be all right (you may not get the hang of it the first time you try, but don't get discouraged, it does work).

After that ordeal, you are greeted by your dear brother Jimmy. Getting rid of him is a bit more difficult, but if you use the manner described in the character description, you can defeat him. The key is getting him off the screen just enough, so that you can barely see him on the screen (if you can't see a small part of him, walk backwards just a little to get him to reappear. Now all that's left to do is to kick him until he falls for the last time.

Defeating Jimmy is the final confrontation of the game and immediately after, the ending sequence begins; you know, you save Marion, everyone lives happily ever after, etc. As to what the ending actually looks like, well, you'll just have to watch it for yourself... I can't give you everything. *LF*

“Look Ma, no more wires.”



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DARE TO COMPARE!

This new regular column, which you'll find exclusively in Electronic Game Player, has been put together to compare the best games, the hottest products and the fastest joysticks. You'll see what's out there, and more importantly, we'll pinpoint what's best. Look for the latest games and accessories to be put under our microscope, side-by-side, in EGP's exclusive Dare to Compare reports.

BASEBALL

A SPECIAL REPORT BY MIKE MEYERS

No game quite captures the imagination like the game of baseball. Which may explain why you'll find more baseball simulations available for play on computers and consoles than any other sports category. This holds true for the Nintendo, which will boast five different baseball games this fall. The following is an in-depth look at Nintendo's versions of the Summer Game...

Kansas, Boston, New Jersey, New York, Texas, Miami, Washington DC, Hawaii, Utah, Los Angeles, and Omaha. Each team has a 30-man roster, so you have plenty of flexibility as a manager. One thing I found interesting about the rosters are that they're loaded with .300 plus hitters. In fact, there are even some .400 plus hitters. Based on those statistical oddities, I have to think this is the first college baseball simulation.

Your pitcher doesn't have a wide selection of pitches to choose from, just pitch speed and location. Yet it is more difficult to hit consistently in this game than any other baseball game for the Nintendo. Like in real baseball,

you'll find yourself fouling off and popping up pitches if you don't swing at the right moment.

Also similar to real baseball is the variety of swings to choose from when batting. Your player can swing one of eight ways, depending on where the pitch is headed. He can swing high, medium or low, stepping into the pitch or stepping away. And of course, there's always the bunt.

STRIKES - One of the most difficult aspects of Bases Loaded is running, especially stealing. I followed the directions in the manual, but to no avail. My guys just didn't want to run. Worst yet, base runners pause (perhaps to catch their breath?) at every base, making it difficult to get an extra-base hit. Player speed is not a factor in Bases Loaded. Umpires are not forgiving either - 'ties' do NOT go to the runner in this game.

In retrospect, however, Jaleco's Bases Loaded is a well thought out game with far more good qualities than bad. All the nice touches make this the most 'realistic' baseball play for your Nintendo, and an extremely addictive game.

RBI BASEBALL Tengen, Inc.

It isn't often that a video game adaptation for the home tops its arcade predecessor, but R.B.I. Baseball does just that. Tengen has taken the popular arcade machine, and has accurately converted it for the Nintendo Entertainment System.

Like the arcade game, a player chooses one of ten available teams (California, Boston, Detroit, Minnesota, Houston,

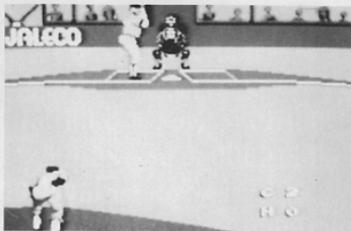
BASES LOADED

Jaleco USA

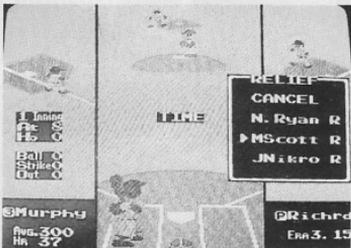
Bases Loaded is one of the more ambitious baseball games I've seen. It's chock full of added touches like a center-field video display, umpires with clear voices, pitchers who pitch from the 'stretch' with runners on base, and the ability to "bean" an opposing batter (which can lead to a bench clearing brawl).

There are two modes of play in Bases Loaded: Pennant mode- one player vs. the computer, and VS. mode- one player vs. another player. Pennant mode is a 132 game season against computer teams. If you win 80 games, you will receive an on-screen celebration in your honor. After completing a game against the computer, you will be given a password that can be used so you can continue your drive for the pennant.

There are 12 fictional teams to choose from; Philadelphia,



Bases Loaded



RBI Baseball

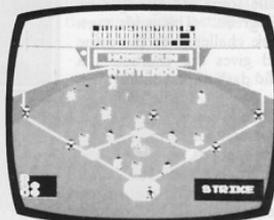
NY Mets, St. Louis, San Francisco, American League All Stars or National League All Stars). RBI Baseball is the only game that carries the blessings of the Major League Players Association, and the team's rosters contain players from the 1986 and 1987 seasons along with their statistics for that year. This is the only real difference between Tengen's adaption and the arcade predecessor; the arcade game is a collection of each team's all-time greats. I found Tengen's version much more enjoyable. It's more realistic when your pitcher faces a lineup that is a mixture of power hitters and singles hitters, with batting averages running from around .150 (pitcher's level) to above .300 (Wade Boggs types). This is what Tengen has done with RBI Baseball and it is a major plus.

Each team has two starting pitchers and two relievers. Starting pitchers are more durable than relievers and can maintain their velocity for more innings. A starter can usually last four or five innings if paced properly, but tire rapidly if they throw too many fastballs or screwballs. I tested this feature by having my starting pitcher (Dwight Gooden) throw fastball after fastball. By the third inning, Gooden's fastball had slowed from 98 mph to 82 mph. By the fourth inning it was light's out for Dr. K. Because pitchers tire so easily in this game, it takes some strategy to be successful. You either can go all out with your initial starter for three innings, hoping your two relievers can finish up the remaining six, or you can pace your starter, mixing fastballs with slower stuff. With either strategy, it will require some slick fielding to be competitive.

Fielding is the most difficult aspect of this game to master. The outfielder's movements correspond with the infielders. So if you move the first baseman towards the hole to field a grounder, the right fielder will also move in that direction. If your first baseman misses that grounder, it is likely your rightfielder will miss it too. You've just coughed up an easy double! The ballpark in RBI is rather spacious. There are huge gaps between each of the outfielders and an ever larger gap between the outfielders and the wall. Until you get the hang of playing the outfield, expect to give up a lot of extra-base hits.

There is no difference between the graphics for the arcade version of RBI Baseball and the home version. None. The players look the same. The ballpark looks the same. You even get the same fireworks after every homerun. This is one of the great qualities of RBI Baseball. Many of the Nintendo conversions just aren't as good as they are in the arcade. But Tengen has converted RBI flawlessly.

STRIKES - OK, so nobody's perfect. RBI Baseball might be "the most complete baseball game you can play" (At least according to Tengen). But it's not without some minor problems. One problem I had was learning how to pitch. While this game is well docu-



Baseball from Nintendo

mented, no where in the documentation are you told exactly how to pitch.

The other problem I found was with the "player ratings." Each player is rated on an A-E scale for "speed" and "contact." Speed is simply base stealing ability. Contact deals with getting base hits instead of fouls and fly balls when batting. Paul Molitor, Alan Trammell, and Kirby Puckett, all players well known for their hitting ability, are correctly given an 'A' in contact. But Tony Gwynn, who batted a lofty .370 in 1987, was given a 'B'.

Tony Gwynn isn't the only player treated unfairly by the Tengen rating system. Pity poor Dwight Gooden of the Mets. He is the most fearsome fastball in the National League. In RBI Baseball, Gooden can only throw his heater 88 mph tops (at least according to the player ratings in the manual). Meanwhile, his teammate Roger McDowell can throw 90 mph (Note: I am convinced this is just a typo in the manual...I recall Gooden reaching the upper 90's during a game).

Overall, Tengen's RBI Baseball is a great simulation of America's

favorite pastime. With over 1,000,000 units sold in Japan, a country that is baseball-crazy, I would guess that Nintendo owners agree.

BASEBALL *Nintendo of America*

In all fairness to the folks at Nintendo, this game was created a couple of years before the other baseball products for the NES. But to be completely honest, Baseball by Nintendo is heavily outclassed by the competition.

'Baseball' is an translation of the arcade favorite, "VS. Baseball." At one time, VS. Baseball was THE arcade baseball game, but now seems a little outdated.

Since this game was the predecessor to RBI Baseball, the graphics are similar. But the big difference is in the game play. While RBI Baseball flows smoothly and moves quickly, Nintendo's Baseball is slow and jerky. Ultimately the game becomes tedious because of its slow pace.

No statistics come into play in Nintendo Baseball. Batters are purely as talented as the person controlling them. Likewise, pitchers for each team are identical (only one pitcher per team) and do not tire. Pitchers can throw fastballs or curves or even a fast-curve (slider) if you are dexterous enough. Batters can adjust where they stand in the box, but that's it. No high swings or low swings in this game.

The only plus for this game is that it is uncomplicated. It's simple to master, and probably good enough to keep a younger baseball fan entertained. However, it may be difficult to find soon. As of this writing, Nintendo has plans to stop marketing it. With fine baseball simulations like RBI Baseball and Bases Loaded available, I can see how Nintendo reached their decision.



the home front

LEE TREVINO'S

Fighting Golf

Finally, a power-packed game of golf that everyone can enjoy. It has all the action of the real sport, plus the attention to detail and options that you'd expect to find in a good video golf game. What's best, SNK's Fighting Golf has been endorsed by master player Lee Trevino, allowing you to do something that no other video golf game can - play against the pros!

Choose Your Game!

Before you even handle your first club, Lee Trevino's Fighting Golf lets you decide which of two courses you'd like to compete against. You can also pick between a solo game against the course, a "nassau" game against one of the computer opponents, or you can play with your friends for a golfing tournament with up to four participants; including the famous Lee Trevino!

Check the Wind and Pick Your Club!

Fighting Golf also provides many other details that you won't find in similar golf games. Before each shot you can examine the green, check wind speed and direction, as well as distance from the hole. All of these elements are crucial when choosing from your wide selection of woods and irons. Don't worry if you don't have a broad knowledge of golfing ins and outs, however, since the computer also serves as a master caddie that selects appropriate clubs in almost all cases.

Tee Off!

Lee Trevino's Fighting Golf puts everything in place for an exciting game of video golf. There are four very different golfers to choose from, each with his/her own style, swing, and delivery. Some can place the ball better than others, while some are stronger on the green. This adds even more challenge to the game and gives the characters a solid dash of personality.

While on the course you must contend with changing wind speeds, bunkers and roughs, as well as strategically-placed timber that always seems to stand between your position and the hole. Don't despair, however, because Fighting Golf includes a limitless selection of swings which include hooks and slices; very important strokes when you find yourself looking straight at a giant redwood.

Grab your Nintendo Entertainment System and leave the golf clubs at home! With SNK's Lee Trevino's Fighting Golf you have the best game of golf at your fingertips. You can play alone or against the computer in two full 18-hole courses and never have to worry about cheating again! Get in on the action when Fighting Golf, the game the U.S. National Video Game Team endorsed as the "Best Golf Game Ever," hits the greens in October. Another new hit from SNK!



Go up against champion Lee Trevino and shoot for a hole in one with SNK's fantastic new Lee Trevino's Fighting Golf!

XENOPHOBE

You and your friend were on a routine patrol in the far reaches of the galaxy when the signal came in. Your star bases and planets, homes to millions of peace-loving citizens, were being infested by alien organisms of all kinds! You and your pal have to work together to rid the stations of the slimy creeps before they completely take over!

Sunsoft Brings Another Arcade Smash Home!

This is Xenophobe, the chart-topping arcade mega-hit that's delighted crowds of players across the country! Thanks to Sunsoft, you can now bring all of this excitement home for play on your Nintendo Entertainment System. All of the multi-view action that

thrilled and chilled you and your buddies can be found in this hot cart from Sunsoft!

Terrorvision!

Be warned, Xenophobe is not for the squeamish! Over 150 screens of creepy-crawlies are waiting to do you in, and they mean business! Armed only with your pulse gun and bravery, you must eliminate as many of the alien nasties as possible before leaving the station. These monsters have all kinds of tricks up their sleeve, however, so be alert and ready! They jump, bite, shoot, and roll with ferocious intensity!

Two Can Play!

Just like in the arcades, Sunsoft's Xenophobe game can be played simultaneously by two people, giving each an independent view of the action. You can work together or go solo in the fight against the aliens and never miss a step!

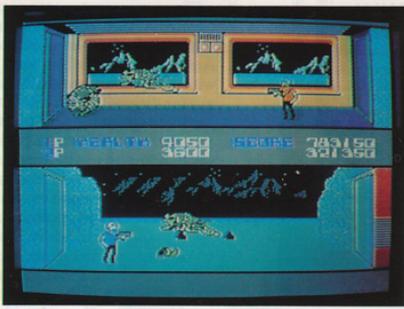
Out of This World Graphics!

Xenophobe has some of the best graphics and animation you can find in a Nintendo Entertainment System game pack, including split-level screens and plenty of scrolling backgrounds and alien environments! You can almost feel the wind pass your face when the monsters leap at your heroes! Not to mention the surprise on the faces of the ugly aliens when you strike a direct hit and vaporize them into another galaxy! Everything looks and feels just like the arcade original!

A Horrifying Hit!

Xenophobe has got everything you could want! Great graphics and sounds are incorporated into a game with proven play appeal and incredible action! Xenophobe is an outrageous adventure that can't be beat! Coming to Earth later this year - only from Sunsoft!

Take on an alien invasion before they take over your off-world colonies. Can the human race survive in space? Join the battle with your friends when the multi-level shoot-out arrives on store shelves later this year!



This video contains Instructions & Demonstrations that should enable you to extend your playing time, increase your scores, and expand your enjoyment of the game.

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(BANZAI RUN from page 34.)

he announces as Green Machine is challenged, and "Go for the hill!" comes on when all four riders have been passed. And course some intense riding music to keep the action at a peak.

Everything's here to make for a thrilling pinball experience, and hopefully, keep you coming back for more. As you can tell, I really enjoyed the game, and think it's one of Williams best. So give it a try, and see if you can become King of the Hill!

(TOOBIN' from page 32.)

value for that game will slowly diminish), costing you thousands of points, and he will almost always bounce you into sharp objects, making you use precious patches to keep going (when you run out of patches, your game is over).

The game sports some great animation (most of it pretty humorous) and some of the best original music from Atari since 720. The main problem with the game, though, is learning to master the controls. The control panel has five buttons for each player: two to paddle forward, two to paddle backward, and one to fire cans. It sounds simple, but it often proves difficult when trying to maneuver around certain obstacles, aim at others, and try to swish a few strategically placed gates while avoiding fire from those pesky enemies walking about the shores.

All in all, TOOBIN' proves for an enjoyable game. Even though the controls may prove frustrating most of the time, it's worth it just to listen to the music and laugh at all the zany characters Atari threw into this game.

coming enemy, or how about getting a special weapon that shoots a round laser and eliminates everything in its path) to make for an enjoyable gaming experience. The main plus, though, is one thing Rolling Thunder lacked, and that's the ability to play two people at the same time. This adds a whole new dimension to this play mechanic.

So watch your local arcades for Rough Ranger, this could be the game you've been waiting for all summer.

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(ROUGH RANGER from page 34.)

ing on a selected elevator (these elevator platforms will have a triangular indicator to let you know which ones to ride). When the elevator stops, move to the next one, and follow where it takes you, until you reach the bottom. Once you get the hang of it, it becomes pretty simple.

The game itself displays some colorful graphics and some very fluid anima-

tion as you progress through all ten screens. One main annoyance you may encounter, is the fact that the background music may get on your nerves a bit too quickly (it just gets a little too repetitious).

Although it was designed along the same lines as Rolling Thunder, there's enough differences and additions (like being able to climb into a machine nest and rattle off a few rounds into the on-

GH⁰STBUSTERS



shop, it's back on the road until you reach one of the ghost-infested buildings. After you find a haunted hi-rise it's time to lay the trap, use your laser beams to capture the rascals, and bring them down! You must remember that both men have to

"After you find a haunted hi-rise it's time to lay the trap and use your laser beams to capture the rascals . . ."

To battle this creature of the underworld you must scale the skyscraper, using ghost food from the shop to lure the nasty spirits away from your men, and reach the top of the building. If you make it this far the real battle has only just begun...

Use your trusty lasers and destroy Zuul before the world is overrun by transparent ghouls (or the Stay-Puff Marshmallow Man)! Ghostbusters has got maps, driving, shooting, running, strategy, action, and just about everything else you can think of thrown into one package!

From the familiar title screen character to the familiar music, once you plug in Activision's new Ghostbusters video game you know you're in trouble! Based on the hit movie that starred Bill Murray, Ghostbusters the game captures all of the excitement and fun of the blockbuster film, and lets you participate as the ghostbuster trio on their quest to rid the city of Zuul.

be controlled independently, so stay alert!

Confronting the Deadly Zuul...

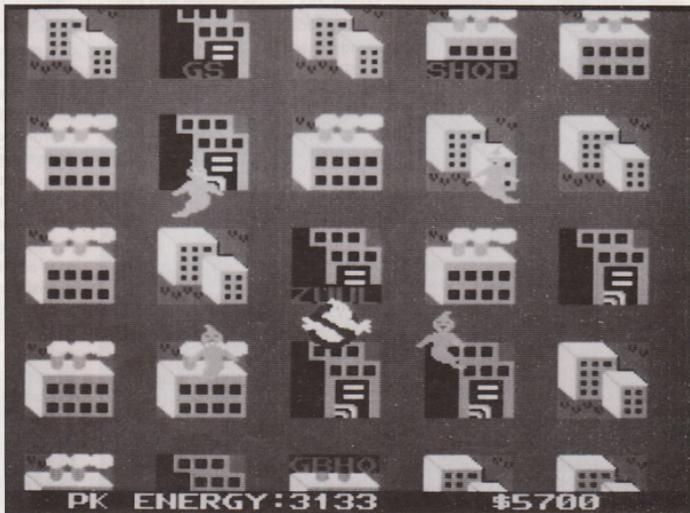
Although your efforts are valiant, the spooks will eventually take control of the city and unleash the demon Zuul.

Who ya gonna call?

You begin the game in the city with swarms of spooks converging on the metropolis. As they make their way to town central, you and your buddies must get to the shop to load up on traps and other electronic gizmos if the specters are to be stopped! Test your driving skills as you race against time to reach the ghostbuster goodies, but don't forget to watch the gas gauge!

Capturing the Ghoulies!

Once you have your equipment from the





THE MARK OF EXCELLENCE

To identify those games which display superior design, the U.S. National Video Game Team, a collection of the world's Best game players, have started an endorsement campaign to point out those games which deserve special attention. In the months to come you'll be seeing more outstanding home video games, computer software and related peripherals honored with the team's "Player's Seal of Approval." It's your guarantee that the games you buy are of the highest quality available . . .

GAUNTLET

(Tengen/NES)

Welcome adventurer! Stand ready to battle creatures of evil and find your way through the winding passages of over 100 rooms of danger on a quest to overcome the vicious Morak. This great new Nintendo cart encompasses action from both the original Gauntlet arcade game from Atari, as well as its expanded sequel Gauntlet II. It also

throws in other options not found in either coin-op version of the game.

Gauntlet lets either one or two players compete as any of the original Gauntlet characters including Thyra, the Valkyrie; Thor, the mighty warrior; Merlin, the master wizard; and Questor, the fleet-footed elf. Just like in the arcades, each has his or her own fighting style, strengths, and weaknesses.

You begin the Gauntlet adventure in a series of mazes that are littered with treasures, keys, potions, and other power-ups that affect your character's overall abilities. Unfortunately, these mazes are also filled with the evil henchmen of the dark overlord Morak. Ghosts, Grunts, Demons, Lobbers, Sorcerers, Acid Pools, and other creatures attack your brave adventurers at every turn. Traps, stun tiles, fake exits, and other dangers have also been hidden to complicate your journey even more!

The real strength behind the Tengen home version of Gauntlet is that it not only captures all of the fantastic action from the arcade title, but also tosses in a good dose of strategy to round out the cart and offer additional flavor to the swords and sorcery theme. Don't plan on fighting your way towards one exit, because now you must map your progress through each of the game levels to find the right exits that will lead you to the appropriate rooms. You must also uncover the correct paths to special secret rooms that hold the important answer code to the final game level. If you fail to find the correct codes that unlock the passage to Morak's dragon guardian your quest will come to an abrupt end. Successfully entering a legitimate combination, however, will bring you face to face with a fantastic three-headed fire-breathing monster and the orb that can save the peaceful people of Rendar.

(Continued on page 55.)



Gauntlet finally comes home.



Tricks of the Trade



TIPS, TRICKS, SPECIAL STRATEGIES, HIDDEN CONTINUES, LEVEL SELECTS, AND OTHER GAME SECRETS ...

Special thanks to Jim Alee, Jim Hernandez, and the VG2 Group

METAL GEAR

(Password Code)

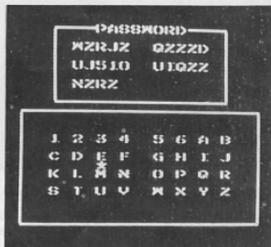
This pre-game code will allow you to storm through the enemy camp with practically every weapon, power-up, and available enhancements already in your possession. Simply input:

5XZ1C-GZZZG-U000U-UVRZZ-NT0Z3

If you just want to see the ending and final credits, then type in:

WZRJZ-QZZZD-UJ510-UIQZZ-NZRZE

and be sure to leave the complex through the left door. If you make your retreat through the middle or right doors, your escape will be futile.



SEICROSS

(Energy Tip)

The key to winning at Seicross is to conserve your energy. Since firing your laser cannon uses the most power, be sure to choose your targets well and carefully fire only when you need to.



IRON TANK

(Password Code)

If you want to start your battle deep behind enemy lines, then this is the code to use! When the pass word code screen appears before the game starts, enter the secret number:

2110944

to begin play near the axis powers' main fortification. This code also places you in a position to retrieve plenty of weapon power-ups for the final battle with the bad guys!



(Continued on page 64.)



DOUBLE DRAGON

(Tradewest/NES)

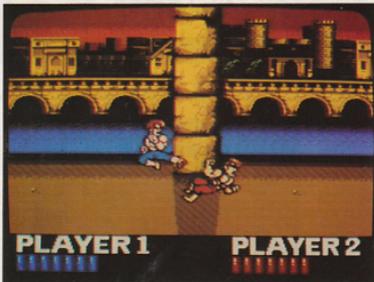
At long last the most eagerly awaited Nintendo Entertainment System cart of all time is finally available! Double Dragon has remained at the top of the coin-op charts for over a year, and now, thanks to Tradewest, home gamers everywhere can find out why this game did so well in the arcades!

The game can be played three different ways. As in the arcade version, you assume the role of Billy Lee who's out to save his girlfriend, Marian, from the evil Black Warriors. It seems this

ruthless street gang has abducted our hero's sweetheart and it's up to you to use all of his martial arts skills to get her back! Another option enables you to select one of six different Double Dragon characters and duke it out with a friend or the computer until one of you is left standing. This one on one action is not only fun, but allows you to improve the fighting man-euvers you'll need to master if you plan on defeating the Black Warriors and their Shadow Boss leader.



Duke it out with the evil Black Warriors.



Fight against the computer or another player during the vs. mode.

In the normal game you'll have to fight your way through four grueling levels, including the Slums, the Industrial area, the Forest, and in the hideout of the Shadow Boss. Each of the different missions present new and unique dangers to overcome and obstacles to pass.

The bad guys have an entire arsenal of weapons and use gang warfare strategies to attack Billy at every turn. You have

to contend with knives, baseball bats, rocks, whips, and oil drums. Don't expect a free ticket across the gang turf, either because you'll soon find yourself fighting a number of enemies at once (never more than two).

THERE'S MORE THAN BEFORE

If you completed Double Dragon in the arcade like I did, and bring the Tradewest version home and expect the same game, you're in for a big surprise. The programmers of the NES version have added some special goodies like tunnels to get lost in, mazes that have to be followed a certain way to pass, and a sophisticated feature that allows you to enhance your fighting skills by increasing the hit point indicator every time you make contact with one of the bad guys. Each time you collect 1,000 hit point, you're allowed to perform a new technique like an elbow punch. These added enhancements make Double Dragon (dare I say?) better than the arcade hit.

Tradewest has successfully translated an arcade mega-hit into an excellent, but slightly different home game. The background colors are some of the best available for the Nintendo so far, and the animation itself is fluid and detailed. The various joystick moves that execute the different fighting techniques are clear and simple to perform. If Tradewest continues in this vein, they are on their way to becoming one of the leaders in the Nintendo software market.

"One of the games that struck me at the Winter CES in Las Vegas was Double Dragon. It's a superb game, but it does have its shortcomings. A more appropriate name might have been Single Dragon, since the home version, unlike the arcade classic, only allows one player on the screen at a time. Don't by any means let this detour from what is otherwise a incredible gaming masterpiece.

"In order to keep the crisp graphics, the great definition of characters, and the true action game play that made Double Dragon a number one hit in the arcades, Technos (the same group that programmed and designed the coin-op version) had to make a choice between the two player option and solid game play. They made the right choice because Double Dragon now has quality as well as content. There are more screens than the arcade, as well as vertical scrolling and the one on one match that is very reminiscent of Karate Champ (thrown in for free!). My hat's off to Tradewest for the remarkable job they did on Double Dragon. This is a game that's worth every penny!"



**DIRECT
HIT!**

- Jay Moon

RAMBO

(Acclaim/NES)

Unlike games such as Activision's Ghostbusters where the game play is only loosely based on the actual story of the movie, Rambo by Acclaim for the Nintendo Entertainment System is designed to follow the movie "Rambo: First Blood Part Two" like a script. Ac-



Attack deadly animals in the jungles of 'Nam.

ually I loved all three Rambo movies - especially the scenes where Rambo toasts many a village with his explosive arrows!

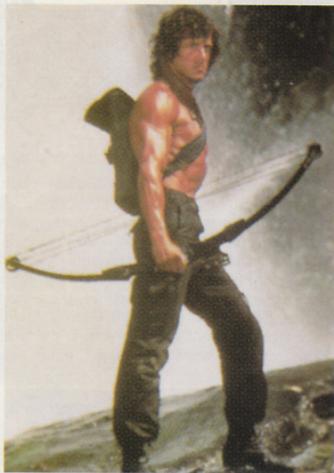
Violence though, is one area where the game and the movie are not alike. Rambo in the movies is some psychotic warrior who singlehandedly wants to make the Commies pay. Rambo in the game is some sweet "Goody Two-Shoes" character who does his daily good deed several times a day! (For instance, he is sidetracked from his entire mission to save a boy lost in a little cave.) It was then that I realized that although they say the game is based strictly on the "Rambo: First Blood Part II" storyline, the folks at Acclaim have rewritten the script. There are brand new bad guys (mostly insects) and this "boy in the cave" sub-plot.

The game starts out in military prison where John Rambo has been since he dusted a small mountain town off the face of the map in First Blood. But now Rambo has been given a second chance. He will receive a full pardon if he can complete a simple task. His mission is to infiltrate the Vietnam border,

find a partner who is waiting in the 'Nam jungles, reach a suspected POW camp, take some pictures, and make it back to where a helicopter will take him to freedom. All that in 36 hours. That sounds like a job for Superman, not this Rambo.

The game play is similar to many games. Rambo runs across the land. He ducks under bats, jumps over spiders, and disposes of everything else with his trusty knife. If he's lucky he might stumble across a bow and arrow, a machine gun, or a bushel of exploding arrows. But only if he's lucky. Every so often, a human will come along. If he's friendly, Rambo can talk to the person, and maybe he or she will give the player some helpful information.

Perhaps the worst thing about Rambo is the structure of the game. Because the character Rambo does things in the game as if it were a script, nothing new and unexpected can happen. Great ad-



Acclaim brings the action of Rambo home . . . well, sort of.

venture games like Nintendo's The Legend of Zelda and Super Mario Bros. are far superior because they offer the player an environment to explore. They provide a world filled with adventure where anything can happen. In games like these the player has control over the game. In Rambo the game has control over the player. There are no surprises. The game is played in accordance with the structure of the story, and because of that the game soon becomes a tiresome task to play.

"The very first thing that struck me about Rambo was how hard it was to begin. For the first few games all I could do was just walk around talking to people. (Having the same conversation over and over and over again.) Finally I did something right and I was on my way to Vietnam. I used Rambo's helpful continue feature and was promptly attacked by panthers, bats, spiders, and bees. Although I supposedly can find machine guns and such by just searching, I never could find anything but grenades which couldn't even kill a snake I ran across in the cave."

"I never made it to the camp where the POW's were held. I continued my game for over two hours until finally I couldn't stand it anymore. The game was simply a chore to play."



MISS!

- Rawson Stovall



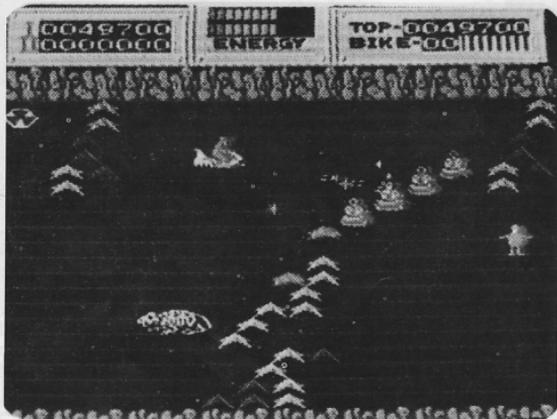
SEICROSS

(FCI/NES)

FCI's first two releases for the Nintendo Entertainment System were both very original, yet drastically different, redressings of proven themes. Zanc was a space shooter that received high praise for its built-in skill levels that change with the proficiency of the player, and Lunar Pool introduced your standard pool game to zero-G's. Both entries were addictive, but

neither had the recognizable arcade name or licensed super-hero that is needed to generate platinum sales.

Although FCI has several adventure games due for release later in the year, including an NES translation of the popular computer role-playing game Ultima, this New York-based firm has secured two arcade action games that only briefly saw any real coin-op play.



Seicross and Mag Max were not proclaimed quarter-busters when they were released, but these two scrolling shooters introduced a wide range of new play concepts. To this day these two games still have a loyal following of players in arcades - if you can find either of the games!

Out of the two, Seicross has the faster action. Set on an alien world that has been attacked by ruthless invaders, it's your job as pilot of the Super Space Bikes to clear the danger zones that cover the planet while constantly maintaining your energy level by collecting the energy packs that occasionally come into play.

There's a second duty that must also be met! The citizens of the planet have to be rescued from the harsh conditions of the planet surface, and by skillfully guiding your bike over their position you can bring them to safety for bonus points.



Seicross is made up of three separate zones that create different reactions to your bike or the surroundings. The Obstacle Zones have some of the worst dangers due to the population of roadside impasses. The Slippery Zone decreases the maneuverability of your Super Space Bike, and the Battery Zones present even greater dangers.

The game expands upon its premise by throwing in some special power-ups that are hidden within certain obstacles that can increase your fire-power and your bike's destructive abilities.

The graphics are sparse in some areas, but for the most part Seicross does a very good job of creating the sensation and appearance of fast-paced movement. The head-to-head battles with the alien riders spice up the game's driving action, and lend an additional competitive edge to the play. This is a very clean translation from the arcade, and although it's somewhat repetitive, Seicross will get plenty of repeat play on the Nintendo system.

"...The graphics and sound effects of Seicross are definitely above-average, and do a good job of backing up the fast-moving game play. I like the game play of this game a lot, especially because it requires you to use multiple strategies to overcome each of the different areas. It's a play-and-learn process that is rewarding and fun, as you discover the best techniques needed to pass through each zone.

"Seicross isn't an overly complicated game, but it does have enough of those addictive qualities that made it an arcade sleeper that warrants closer inspection. It's not for everyone, even some shooter fans may be turned off by the intense combination of driving and targeting, but for players like me who are

looking for a little extra challenge, Seicross is a welcome introduction from FCI."

- Steve Harris

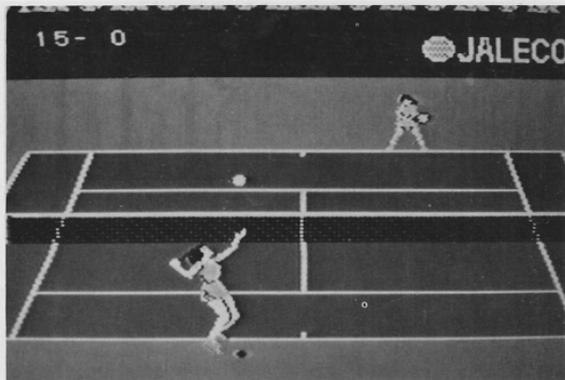


HIT!

RACKET ATTACK

(Jaleco/NES)

Out of the many different third-party licensees currently developing games for the Nintendo Entertainment System, several are carving away a large portion of the market by concentrating their efforts around specific themes. Manufacturers such as Game Tek, who has a line of interactive game show titles, and Hi-Tech Expressions, who



"Racket Attack is video tennis unlike anything you've ever seen before!"

"... Racket Attack ... captures just about every feature of the real game ..."

recently unveiled a library of educational carts that highlight the familiar Sesame Street characters, are just a couple of examples of game companies that are hedging their bets by gambling within familiar territory.

Another company that is beginning to have success on Nintendo screens is Jaleco. Jaleco has a limited but varied line-up of racing (City Connection), action (Robowarrior), and sports (Bases Loaded) titles, but the release of Racket Attack shows that Jaleco is making moves to corner the sports genre. If Racket Attack, a tennis simulation that captures just about every feature of the real game, is any indication of things to come, then Jaleco has just wrapped up this category for good!

Like Bases Loaded before it, Racket Attack so completely simulates the sport on which it is based that discrepancies between the video version and real life are hard, if not impossible, to find. From the opening sequences that allow you to review and select any one of eight male or female players on grass, clay, and concrete, to seven full

matches of increasingly difficult play (against the computer), Racket Attack is video tennis unlike anything you've ever seen before!

Supporting the excellent game play are equally fantastic graphics, sound, and vocal effects that vividly bring Racket Attack to life. The animation is sparse, limited to only two major characters running around the court. The foreground player is rendered in a par-

ticularly detailed fashion, however, occupying a large portion of the screen without sacrificing the visual appeal of the game. The background music is nice, albeit a bit repetitive, while the cheers of the crowd and the line judge's calls are beautifully spoken in plain, ungarbled English. This is another one of the game's strong suits that only Jaleco could bring home so well.

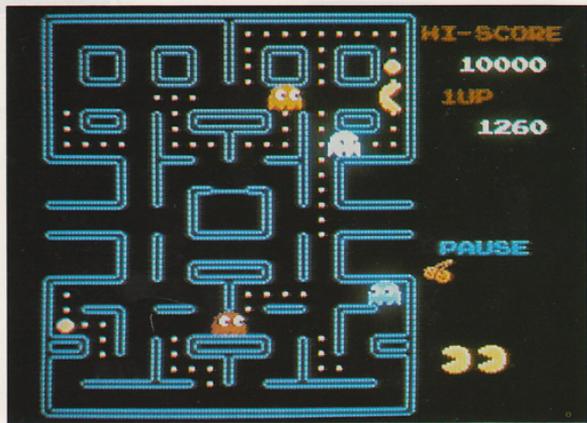
Beyond the surface of Racket Attack lies a complex and easily engrossing battle of quick coordination and fast thinking. It goes way beyond earlier efforts like Nintendo's own Tennis, by including multiple matches, both male and female players, as well as an abundance of other options. Racket Attack is a truly addictive game that will appeal to everyone while particularly pleasing tennis fans.

"...Racket Attack is a great game for those of you who like a constant, fast-paced challenge. It's easy to grasp and doesn't require an extraordinary knowledge of tennis to play. I'm not a big fan of the sport, and my background of the rules is sketchy at best, but I found myself satisfyingly addicted to the game's play mechanics. If you're only interested in space shooters, then pass this one by. But if you're ready for a solid sports game that will constantly have you coming back for more then give Racket Attack some serious consideration..."



HIT!

- Donn Naurt



The original dot chompin' Pac-Man.



(Tengen/NES)

Can you name the most successful video game character of all time? Of course you can, it's Pac-Man, the little yellow ball with the voracious appetite for dots and blue ghosts that generated nearly a dozen sequels in the arcades and truly brought about the video game craze in the early eighties.

Now the pie-shaped gobbler is coming home courtesy of Tengen and although the concept is a bit dated, the Nintendo version of Pac-Man has all the great play appeal of the original coin-op.

While it's doubtful that anyone who hasn't been living in Timbucktu for the past decade is unfamiliar with Pac-Man, a refresher course may be in order. Pac-Man is set in a maze filled with dots, energizers, and fruit, as well as a cast of ghosts who are up to no good. As the Pac-Man, you must guide your way through the maze to clear the dots that are found in certain areas while avoiding the spooks who are con-

stantly giving chase. An occasional fruit symbol rounds out your diet and increases your score dramatically as play progresses.

The game's big twist comes when you gobble up one of the four larger power pills that can be found in the corners of the maze. Digesting one of these flashing energizers enables you to turn the tables on the bad guys and render them harmless for a short period of time. They not only can't hurt you while they flee, but you can swallow the blue ghosts down for bonus points that double with each successive monster you chomp!

Beyond the fairly straightforward theme, Pac-Man also boasts a number of odd demo modes and intermissions that enhance this version dramatically. Previous versions of Pac-Man for computers and home consoles have sacrificed these supporting features, but Tengen's translation of the arcade quarter chomper is virtually flawless in both appearance and execution. You get to meet the cast of characters and learn their nicknames, and the antics

that take place between Pac-Man and Shadow the ghost after certain rounds have been cleared are identical to the cartoon intermissions found in the coin-op version!

If you want a faithful translation of the one and only Pac-Man then look no further. This game has all the exciting features you'll find in the arcade, as well as new patterns for the ghosts, so don't expect to beat the game with your old patterns! The Tengen home version of Pac-Man looks, sounds, and plays so close to the original you'll be looking for the coin slot!

ULTIMATE

(Beeshu/NES;SMS)

Here comes the latest in Beeshu's line of high-control joysticks for the Nintendo Entertainment System and the Sega Master System. Once again you'll find the greatest degree of quality design meshed with special features that truly bring the Ultimate Superstick to the front of the pack!

Since the Nintendo Entertainment System hit the market, dozens of joystick manufacturers have answered calls for better, more responsive, and smoother handling joysticks. Beeshu has been a leading innovator in low, medium, and high range models, and has consistently delivered top of the line goods. Their latest, the Ultimate Superstick, is definitely the cream of the crop!

With the largest base of any joystick now available for play on the NES and SMS, the Beeshu Ultimate features two sets of touch sensitive buttons, each equipped with its own LED indicators (a welcome sight for lefties), alongside two individual "Turbo" dials, a slow-motion feature, and a comfortable 3" stick topped off with an easy to handle ball.

The size of the unit makes it possible to rest it on the floor and play from any one of a number of angles (just like in



The Ultimate in all-purpose joysticks.

the arcades), or as a lap top model that sits nicely on both legs. It's great to have a joystick of these dimensions finally available to those of us who truly feel at home when we have arcade-quality interaction.

One of the best surprises that the Ultimate solidly delivers is the smooth feel of the eight-direction micro-switch technology employed by the Superstick. Unlike some micro-switch sticks that react in an unbalanced fashion, the Ultimate provides constant and precise joystick/game interaction.

For a joystick that lives up to its name, the Beeshu Ultimate will not disappoint! It has all the qualities found in lower price models, and a larger size with lots of special features (like slow-motion that puts all competitors to shame - including the NES Advantage+) that make the unit well worth the price. Beeshu shows again that they have what it takes to design a stick with more than just good looks in mind.

(Gauntlet from page 48.)

Gauntlet does a magnificent job of duplicating the fast-paced action of the arcade mega-hit on which it's based. Players will be pleasantly surprised, however, to find that the programmers of this Gauntlet have elevated the game beyond the simple but solid action of the coin-op! With just the right amount of strategy thrown into the arcade style game play, Gauntlet approaches complete perfection and stands out as one of the very best games available for the Nintendo Entertainment

System! Blue ribbon graphics, limited but effective voice, and a soundtrack that sets the perfect mood complete this well-rounded entry and serve as an example of how a good theme with good supporting features can become pure gold!

Do not miss this game! It's a wonderfully satisfying adventure that goes one step beyond its arcade counterpart to deliver action that is well deserving of this U.S. National Video Game Team endorsement!

The one-and-only U.S. National Video Game Team (sporting their distinctive red, white and blue uniforms) displayed their gaming talents during a recent industry trade convention. Needless to say, they were the talk of the show.



ICE HOCKEY

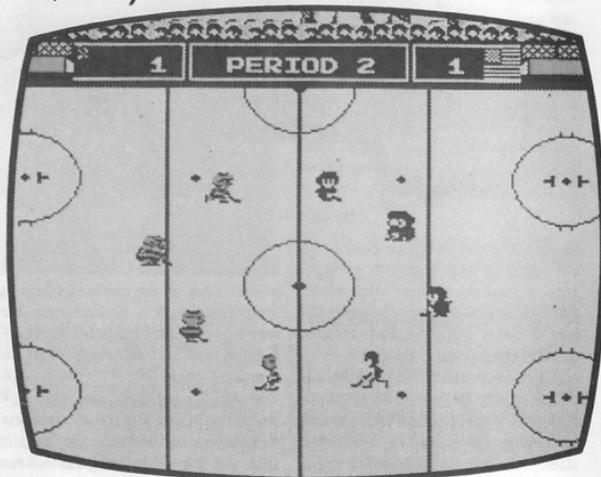
(Nintendo/NES)

"Ice Hockey has it all: fast skating, quick passing, hard shooting and team brawls . . ."

If you like fast paced action and a hard-hitting challenge, then Nintendo's cooked up a game that you'll definitely want to add to your collection. It's not a space fight and not an adventure game, it's Ice Hockey from Nintendo and it guarantees more sports thrills than any other hockey game on the market!

Ice Hockey has it all: fast skating, quick passing, hard shooting and team brawls that end up with one team receiving a penalty.

Ice Hockey can be played by either one or two players. You're also provided with a number of options ranging from your team's country of origin to five speed settings that determine the pace of the game. There is also a time option that gives you control over the duration of each period as well as a number of different players who



each have their own skating, shooting, and fighting capabilities

The design and graphics of Ice Hockey make it one of the best hockey games ever brought to the screen. It uses realistic angles and clear, crisp animation to bring the action to life. The

screen moves smoothly and even in the middle of a fight the game play remains precise.

Ice Hockey delivers plenty of enjoyment and an abundance of intense and realistic hockey moves. It succeeds above and beyond similar games because it allows you to maintain so much control over the game itself. **You** have control over the characters. **You** have control over the speed. And, ultimately, **you** have control over the outcome of each game.

Ice Hockey's fast-paced action makes this a great overall game to those of you who may or may not be sports fans. Solo play is challenging, but the game really shines when two friends team up to play head to head. In the two player mode, Ice Hockey is even more enjoyable. Not only are the movements more unpredictable, but because the game boasts some terrific interactivity, the play seems even faster!

Ice Hockey is a gem of a game that has something for everyone!

"Being a hockey fan myself, I was expecting quite a lot from Nintendo's Ice Hockey. I have played other video hockey simulations, but none of them seemed to capture the excitement of the game and allow for smooth game play.

"Now, after playing Ice Hockey, I once again have faith in the manufacturers' ability to produce an excellent translation of the great sport of hockey.

"With all the options you're allowed to choose at the beginning of the game - the speed of the players and their positions, your country, etc. - this is by far the best hockey game I've played. The overall execution of the game is also very smooth and quite easy to pick up, which makes it even more enjoyable.

"If you like the sport of hockey, and haven't found an adequate translation of the sport, then this is one cart you should add to your collection."



HIT!

- Jim Killy

BLASTER MASTER

(Sunsoft/NES)

Here's a novel concept: take two radically different play themes and blend them together within the context of one game. It's been tried before in both arcade and home formats, but never so cleverly as in Sunsoft's hot new Master Blaster cart for the Nintendo Entertainment System.

Master Blaster presents two completely unique games that must be mastered independently to successfully progress through the varied challen-



ges. You begin inside an armored vehicle that has some fantastic abilities that include a super-suspension that can take this all-terrain tank to new heights, as well as a powerful gun that can eliminate the nasties that inhabit the underground surroundings you must explore.

Located throughout each game level are gateways that lead to Master Blaster's second play environment. Exiting the vehicle and descending into the doorways immediately changes the perspective of the game. Instead of guiding the hopping tank, you now maneuver the pilot himself across alien landscapes that are littered with dangers and treasures alike.

Both of the game sequences are tied together in a number of ways. The main objective while in the tank is to overcome the obstacles that populate the underworld and reach the portals to the alien worlds. While in these forbidden areas, however, you can destroy

enemy fortifications and recover a number of important power-ups that not only increase the capabilities of your character while outside the tank, but inside as well. Access to the game's eight boss aliens (and subsequent levels) is also accomplished through the portals.

While the tank scenes are worthy enough to sustain the entire game, the second phase of the game does nothing but add to the depth and intensity of play. With the exception of the confrontations against the boss aliens, the overworld sequences are not overly challenging, but do serve to expand the overall scope of Master Blaster.

The attention to graphics detail is superior, and carries over from level to level as entirely new and diverse worlds are presented. The clarity of the animation during the overworld scenes

is particularly amazing, with huge, colorful creatures displayed with an abundance of movement and fluidity. The music is also pleasing, with different tunes scored for each of the separate rounds.

Sunsoft has already painted a number of exciting games across the video screen, and Master Blaster does

an excellent job of reinforcing the company's reputation as a leading producer of quality games that stretch beyond normal boundaries to offer consistent challenges that won't be overcome in just a few sessions of play.



"...I was hooked on Master Blaster right from the start! It has great play and executes the theme with responsive interactivity that's impossible to ignore! Despite Master Blaster's dual scenarios, everything works well without the game becoming crowded or unbalanced.

"This is one of the best games of the year! It has plenty of thrills and more than enough punch to keep even the most seasoned players occupied for some time. Master Blaster has all the addictive qualities of the most popular arcade

games, and the strategic overtones of blockbuster adventure carts like The Legend of Zelda. Master Blaster is a powerful game that will definitely please!"

- Steve Ryno



HIT!



SHINOBI

(Sega/SMS)

Shinobi is just another chapter in the translation of Sega arcade titles to their Master System format. Unlike others such as *Out Run* and *After Burner* that relied heavily on graphics and animation, *Shinobi* is more of a straightforward arcade game that offers good graphics in a more conventional play environment.

Shinobi takes your standard martial arts kick-em-up and throws in an abun-

dance of colorful scrolling graphics, slick play action, and other enhancements like 'Bonus' stages to help round out the knock-em-dead karate kicks and kung-fu punches.

The game play introduces the lead character, *Shinobi*, to a number of dangers which must be overcome using kicks, punches, and special

Shuriken throwing stars. While the initial appearance of the game may remind you of other coin-op hits like *Rolling Thunder*, the variety that *Shinobi* offers elevates it above similar games. This game has more to offer than your typical karate clashes by combining a multitude of standard arcade incentives.

In the same fashion, the game divides itself into several distinct stages that culminate with a confrontation between *Shinobi* and the Boss villain who has special powers and must be hit several times to kill. The end of each



level is where *Shinobi*'s other fighting abilities have their most effectiveness, especially the 'Ninja Magic' that can destroy everything on the screen!

The remainder of the game is played along the scrolling backgrounds of cities and other locations that have been taken over by the rival network of killer Ninja's. This is where *Shinobi* really shines; with crisp graphics, smooth movement in all the characters, and more than enough adversity to keep even your most seasoned gaming professionals continually challenged, you're offered a wide choice of offensive and defensive moves at one time, increasing the available strategies. The bonus rounds also allow you to reap additional benefits in a setting that plays completely unlike the rest of the game.

Shinobi was a quite quarter killer in the arcades, but at home it's impossible to ignore. The interaction, game play, graphics and sounds have all been blended into a cart that not only contains all of the excitement of the coin-op original, but manages to play like a gem at home as well. *Shinobi* has all the makings of a mega-hit and will definitely not disappoint no matter what type of video games you like to play!

"... One of the best things about Shinobi is that it's really three games in one! The fist-to-fist fighting that takes place in the streets, makes up most of the game play, but the final sequences against the Boss enemies as well as the bonus rounds turn Shinobi into a well-rounded arcade-style conflict.

"None of the special features that made the game a chart-buster in the arcades have been sacrificed in this home version. It plays well, isn't jumpy at all, and retains the same martial arts flavor that has made it one of the top coin-op karate titles to ever be released into the arcades.

"I liked Shinobi a lot, and still play it as often as I can. It does have a definite end and it is bearable, but it also has an addictive quality that always brings me back for more."



**DIRECT
HIT!**

- Steve Harris

Thunder Blade

(Sega/SMS)

In the arcades, Thunder Blade was a slightly different follow-up to Sega's successful line of first-person simulator titles. Fresh off the heels of After Burner, Thunder Blade did create a high level of interest itself, with dual perspectives and plenty of high-powered combat action.

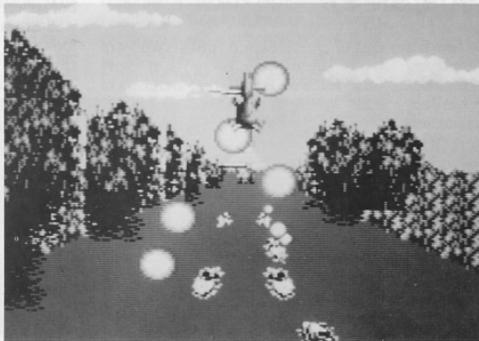
It's this type of game that Sega has only partially captured in their new home version of the coin-op masterpiece. The graphics are, for the most part, identical to those found in the arcade, and most of the sound effects and music are present as well. Like After Burner, however, Thunder Blade suffers from not being able to pack the same smooth animation and precision game play that excited so many in amusement centers around the world.

The play theme invites you to take command of a jet-powered helicopter that's loaded with high-tech weaponry, including dual machine guns and a generous supply of air to ground missiles. It seems the cities of America have been invaded by a variety of terrorist forces, and only your specially made chopper has the firepower to knock the enemy copters, tanks, and fortresses out of commission.

The bad guys are equally compelled to do you in, however, and there's more than enough enemy missiles and rockets to contend with. Not only do these vehicles cloud the skies with their various projectiles, but the sheer number of terrorist machines make the game even more challenging!

Thunder Blade uses two different perspectives to play out the enemy encounters. You begin with a scrolling overhead angle that introduces a number of flying and ground targets. After you've run the gauntlet of dangers that the first portion of play presents, then the angle quickly shifts to a more direct exchange with the powers holding a

grip on the cities. You must maneuver your helicopter through a maze of buildings, avoiding other helicopters and launching ground assaults against the enemy forces on the ground. Completing this phase returns you to the



more conventional bird's-eye perspective, where you must battle the gigantic Boss ships that end each level of action.

Some things have unfortunately been sacrificed by the designers of Thunder

Blade in an effort to retain as much of the game's original playability as possible. During the overhead rounds, for example, the three-dimensional imagery that provided an abundance of breathtaking thrills have been replaced by static movement that prohibits changes in altitude. This is done to expand on the game play, but the little bells and whistles that elevated Thunder Blade above the competition have been clipped or eliminated all together in most instances.

The play mechanics are slightly choppy when compared to the arcade version of Thunder Blade, but it is a definite improvement over the four-meg translation of After Burner. The programmers have learned how to generate some spectacular sights in Thunder Blade, but the subject matter to which it will be compared is simply too hard to produce on the home systems of today.

For what it's worth, Thunder Blade is a glitzy shoot-em-up that gives you double your money. It may not duplicate the coin-op dot for dot, but it does have a lot of action and all of the great graphics you'd expect from a Sega game.

"... I had mixed feelings about this title before I even saw it. After what Sega tried to do with After Burner, a game that probably shouldn't even have been attempted with existing home gaming technology, I had plenty of reservations about what could be done with Thunder Blade. In many respects Thunder Blade is even more complicated than After Burner.

"At first glance I must say that I was impressed with what Sega had done visually with Thunder Blade. The characters are extremely detailed and mock their arcade counterparts very closely. The movement in some areas is a bit haphazard, but it does provide good action that is stimulating.

"Thunder Blade has lost some of it's charm, but it is a good shooter with a varied cast of enemy invaders and two different styles of fighting. I was not only encouraged by Sega's improvements, but had a dam good time playing the game!"



- Steve Harris



PHANTASY STAR

(Sega/SMS)

Phantasy Star marks Sega's first big entry into the interactive role-playing market. Role-playing video games have become the hottest ticket in Japan, and now several companies (includ-



ing many of the Nintendo third-party licensees) are banking on the overseas success of these games in the hopes that American audiences will be equally receptive.

As in most of the video role-playing games, Phantasy Star gives you control over a band of fearless adventurers who are out to overcome an almost endless

cast of creatures and ruffians who will try to thwart your progress at every turn. Each of the different members in your group have different abilities, strengths, and weaknesses, thus involving more strategy than your average home video game.

The overall quest in Phantasy Star is to save the Algol Star system from the evil Lassic. This task is not easy, however, because a wide number of monsters and other underworld characters appear throughout the adventure to decrease the size of your group. You can fight these creatures, or, in many instances, actually communicate with them through the use of a special window that contains various responses to their threats or questions.

Phantasy Star also incorporates the "lost in a maze" theme that is prevalent in many of the leading computer adventure games. In a number of locations it becomes next to impossible to make your way through the Phantasy Star playfields without mapping your progress as you proceed. There are

puzzles to solve, grand sights to see, and only one way out!

One of Phantasy Star's strongest points, however, lies with the presentation of the game play. The atmosphere that it creates is simply breathtaking by current video game standards. Each of the screens are drawn in magnificent detail with vivid colors that make you believe you're really facing a deadly skeleton or slobbering giant worm. Sega has created visual tour-de-force that may be short on actual animation, but succeeds where it sets out to, with well-drawn scenes that make the game look and play like a movie in many respects.

The music and sound effects of Phantasy Star are also impressive, setting a mood that is only enhanced in the



graphics department. Both are combined to make it a one-of-a-kind experience.

Phantasy Star is a new breed of game that is so technologically superior in graphics, that the Nintendo titles pale by comparison. It doesn't rely heavily on direct arcade action conflicts, but does give you some wonderful thrills, grand surprises, and a heck of an adventure that rivals the perennial adventure favorite, the Legend of Zelda! It has a different sense of being, but it doesn't fall short in the game play department.

This cart just may usher in a new era in home video gaming. It may take game players who have been raised on space shooters and kung-fu kicks a while to adapt, but they, as well as the older generation who doesn't take kindly to being humiliated by an alien invasion, will have many, many hours of fun picking this game apart! Phantasy Star is a "Direct Hit" that will have Sega owners cheering and others looking into the possibilities of buying a new system!

"... As you can tell from my review, I think Phantasy Star may start a new trend in the Nintendo and Sega markets. Nintendo has announced that they'll be introducing some role-playing titles of their own later in the year, but without the superior power that the Sega unit is finally starting to exhibit, it may be extremely difficult for Nintendo to keep up in the area.

Regardless of the competition, however, Phantasy Star shines as a highly playable contest that invites puzzle-solving, strategy, and a fair level of action. It's a superb game that will definitely be up for some major honors when we

present our "Game of the Year" awards later in the year."

- Steve Harris



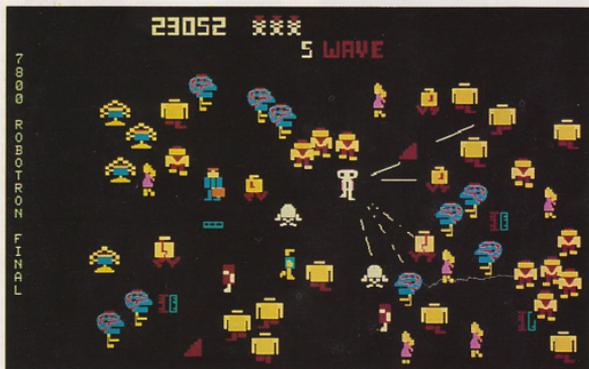
**DIRECT
HIT!**

ROBOTRON: 2084

(Atari/7800)

When it was released in the arcades, Robotron was hailed as one of the most intense shoot-em-ups ever made. The game overflowed with energy and action and demanded some of the most precise reflexes in a challenging theme that literally overwhelmed the average

The humans that wander around the screens aimlessly still provide an exceptional method of increasing scores rapidly. Saving any one of the family members starts a progressive bonus indicator that starts at 1,000 and continues up until each human is worth a



game player.

This same punch has been contained in a powerful new cart from Atari for play on their 7800 game system. Everything has been captured from the coin-op, from the incredible numbers of enemy robots out for your blood, to the submission of rescuing the last family of humans before they're wasted by the psychopathic computers.

Cast in the role of a genetic defect with super-human powers that include a powerful laser gun, your duty is to hunt out and destroy the bands of Robotron warriors that have turned on their masters.

Robotron rotates through several different attack waves that each present a separate cast of robot characters; from GRUNTS to deadly Brains to indestructible Hulks. The rounds progress on a non-scrolling screen as each dangerous wave of androids is eliminated.

whopping 5,000 points apiece! On certain levels, especially the Brain waves where humans are abundant, topping

scores and attaining extra men can be extremely easy.

The designers of Robotron have done a good job of duplicating the characters and surroundings of the original coin-op with very little deviation. Everything is a bit blockier than in the arcade, and some of the superficial detail is missing in the home translation, but it is still easy to tell when you're being attacked by GRUNTS or Brains. The explosions and other after-effects of destruction that exploded across screens in the arcade have been toned down in the home version, but the overall effect is still impressive.

Robotron even has most of the varied sound effects - shrill cries when humans get stomped by a Hulk, deafening eruptions from explosions - that made the coin-op quite intense.

The game controls have also been changed to accommodate the 7800 controllers. In the arcades the game used dual joysticks to allow the lead character to move in one direction while firing in the opposite. Atari's version allows the option for using one or two sticks.

Above all, robotron is a great 7800 title that would be a tremendous hit on any system. Thumbs up to Atari for a faithful reproduction of a definite coin-op classic!

"...The first problem I had with Atari's version of Robotron was in the way that the game handled. Being a great fan of the arcade version (I held the world record at 115,000,000 at one time), I was obviously disappointed in the way that I was asked to interact with the game. Many of the strategies that I lived by in the arcades couldn't be utilized at home because of the lack of smooth independent movement and firing.

"Once I overcame this inconsistency, however, I quickly fell in love with a game that had almost all of the features that had attracted me to Robotron in the arcade. Even though they've rewritten the script slightly, Atari's Robotron has enough of the challenge from the original quarter-sucker to qualify for "Hit" status!



HIT!

- Steve Harris



JOUST

(Atari/7800)

Here's another arcade classic that's been given a second life on the Atari 7800. While the Nintendo Entertainment System translation isn't due until next year, this version should prove to be more than suitable for anyone who wants to play a solid game of Joust.

As you may remember, Joust is a medieval fantasy that pits you as an ostrich-rider against a swarm of evil knights atop dastardly buzzards. As the bird men appear from their other-world domains, they immediately take to wing and swoop for your position. One on one encounters are resolved by colliding with the buzzards. The winner of the joust is determined by who's lance strikes higher.

You control your jousting rider with the joystick to maneuver left and right, and use the fire button to initiate the flapping of your bird's wings for altitude. This unique system of movement increases the game interaction and keeps the action at a constantly intense level.

After a buzzard-rider has been eliminated, the buzzard will lay an egg an fly off the screen. These eggs play an important role in the game. As riders are destroyed and new eggs are released, they will hatch into new knights with

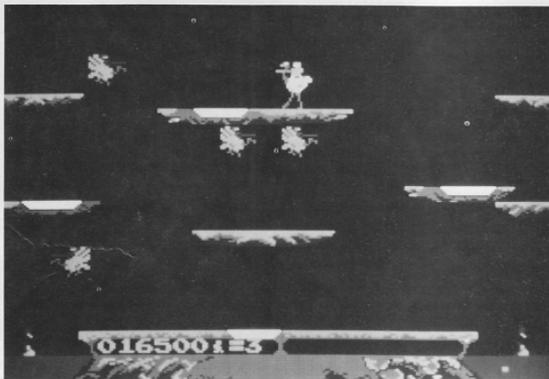
even greater abilities that will take to air unless they're retrieved. If the eggs are retrieved before they hatch then you receive additional bonus points.

The world of Joust is made up of several ledges that float suspended over a pool of lava. Occasionally these ledges will break up and disappear, leaving even more space open to fly

around and joust. On these ledges are the special transporters that give birth to the buzzard-riding knights.

Other denizens that populate the Joust universe include the "Un-beatable?" Pterodactyl which uses fast sprints to attack your ostrich and requires a direct hit to the mouth to destroy. In higher rounds another alien entity surfaces from the lava pools and grabs any unsuspecting creatures that may fly too low over the flaming lakes. Once the lava monster grabs hold of you, you must flap your ostrich wings as hard as you can to break the grasp unless you want to be cooked well-done!

The graphics and animation in Joust



"...I was hooked on Joust from the first time I put the cartridge in! It has the same look and sound as the arcade, and does an excellent job of bringing all the elements of the coin-op game home. This Joust looks like the real thing, sounds like the real thing, and most importantly, plays like the real thing.

I was very pleased with Atari's translation even though the cartridge is lacking in a few areas. The multiple Pterodactyls that fill the screens of the arcade original won't be found in this version and neither will some of the bonus rounds. Despite this, however, Joust for the 7800 does nothing less than make the system more attractive for die-hard gamers like myself, who want to play

only the very best game titles. A very good addition to the 7800 library!"

- Donn Nauert



**DIRECT
HIT!**

are very good, with plenty of flapping wings and multiple dangers on the screen at the same time! The movement of the birds is particularly impressive, with a real sensation of flight generated every time the fire button is pushed. The actual characters resemble the coin-op originals, although some of the detail from the arcade has been sacrificed to maintain a higher level of playability.

Joust is a great game that succeeds on several levels, including visuals and most important game play. The Joust characters handle like those from the arcade, and overall the game captures all of the fun and excitement that made the game worth all those quarters! This is one game that should definitely be added to any 7800 collection.

GALAGA

(Atari/7800)

As one of the most popular arcade games ever, Galaga has developed a powerful following of players that continue to drop quarters into coin slots seven years after the game's debut. A juiced-up sequel to one of the first space shooters, Galaxian, Galaga succeeds because it is simple to play, but constantly challenging.

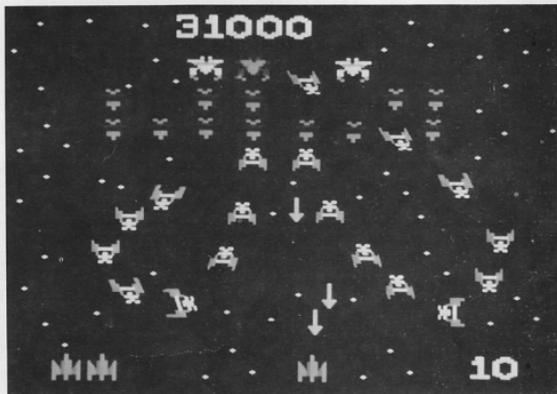
Both of those important elements have been preserved in the 7800 version by Atari. Currently the only Galaga available (until Bandai releases their translation for Nintendo next year), Atari has captured the easy play mechanics of this thrilling space adventure as well as the game's various challenges. Everything you can find in the coin-op masterpiece, from the bonus rounds to the double fighter ships to the dividing aliens is in this wonderfully complete translation.

The game begins in deep space as your position is blocked by the vicious Galaga creatures. Each of the nasties has its own fighting and flying abilities which must be overcome to advance to higher levels. As the squadrons of aliens continue to circle around the screen they return your fire and try to ram themselves into your sleek space fighter which can maneuver along the bottom of the screen.

Additional strategies come into play when the Boss Galaga's, mean mothers that take two direct hits to vaporize, descend near your level and spit out their powerful tractor beams. Guiding your ship into the beam sends it out of control and into the arms of the Boss alien. Don't despair, however, because if you carefully direct the missiles of your next fighter against the same Galaga Boss (and not the captured ship), you will free the fighter and it will join with your other vessel. This effectively doubles your firepower, enabling you to create even greater destruction!

After wiping out certain waves, you're treated to special "Challenging Stages" that present hordes of Galaga aliens that do nothing but offer themselves as fodder to your guns! If you successful-

ly eliminate all 40 Galaga bugs then you receive a special 10,000 point bonus, otherwise you receive 100 points for each member of the bonus pack you hit.



"...Galaga is a very addictive game, just like it was in the arcades! There are some differences that took me awhile to get used to, but they didn't change my attraction to the game. If anything these discrepancies only boosted my interest.

"For one thing, the aliens appear differently than they did in the arcade. Their shapes are basically the same, but the diving and swooping patterns have been drastically altered. The challenging stages, which all true Galaga masters can complete like clockwork, have also been jumbled, with many attack patterns that weren't even in the arcade version. While it does generate some surprise into an old title, it definitely is a shock when the bugs are supposed to descend from the left and they enter from the right.

"The supporting features are there for the most part. There's no multi-colored starfield but that's not what Galaga was about. I was extremely pleased with this rendition for the 7800. It reaffirms my faith in the system but leaves me scratching my head and wondering why all the 7800 games can't be this good."



HIT!

- Donn Nauert



3-D WORLD RUNNER & RAD RACER

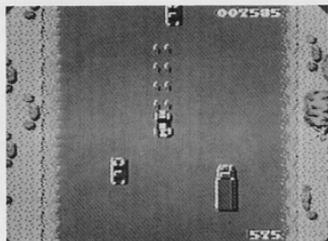
(Secret Continue)

Both of these games can be continued by using the same technique. Simply hold down the 'A' button and push 'Start'.

SPY HUNTER

(Special Power-Up)

Before you press 'Start' to begin play, hold down the 'A', 'B', and 'Select' buttons. Once you have all three of these buttons depressed, press 'Start' and you will receive a full load of Oil Slicks, Smoke Screens, and Homing Missiles before you take to the road!



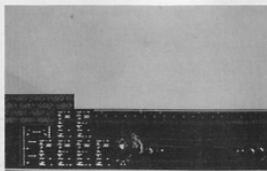
RAMBO

(Password Code)

Save some time and complete the Rambo quest with this pre-game passkey! Take John Rambo to his final destiny by inputting the following code:

yDaBpc71JQOAuT3DnfWW3UKTYv4gG5WH

This will start you at the game's end and allow you to take part in the Rambo ending!



TROJAN

(Secret Continue)

At the conclusion of play, push the pad control 'UP' while pressing the 'Start' button to continue at the same location that you ended at.



MIKE TYSON'S PUNCH-OUT!!

(Password Code)

Mike Tyson's taken on the world in the boxing ring, but now you can face him with your Nintendo Entertainment System with no trouble at all! Select the Password function before you begin the game and enter:

007-373-5963

This will start your boxing career at Tyson himself!



CHOLIFTER

(Level Select)

During the title screen, press the controller 'UP', 'DOWN', 'LEFT', 'RIGHT', then push any button to see the level select menu.



THUNDERBLADE

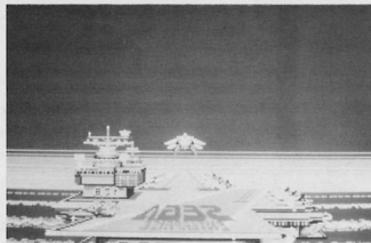
(Secret Continue)

At the end of play, press the control pad diagonally down and to the right while pushing the #2 button at the same time. This hot trick will enable you to resume battle in the same area that your previous game just ended!

AFTER BURNER

(Level Select)

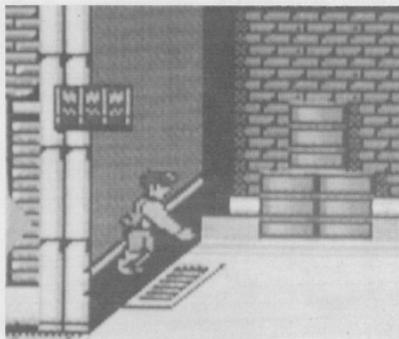
Prior to beginning the game, press the 'Pause' button on the Sega Master System console 100 times (that's not an error, it actually is 100 times) to select where you would like to begin your air battle!



DOUBLE DRAGON

(Flying Barrel)

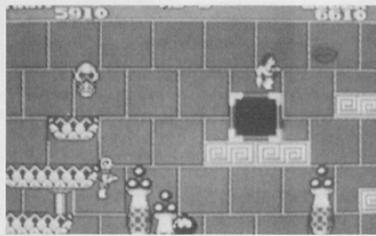
This special trick will have you and your friends howling with laughter! At this point near the end of Mission 1 (see photo), knock out any close competition and grab the nearby barrel. Walk with the drum over to the corner of the building just next to the ladder until you appear to be inside the corner of the wall. Next push the button and throw the barrel. It will, believe it or not, go flying up the screen never to be seen again!



QUARTET

(Sound Test)

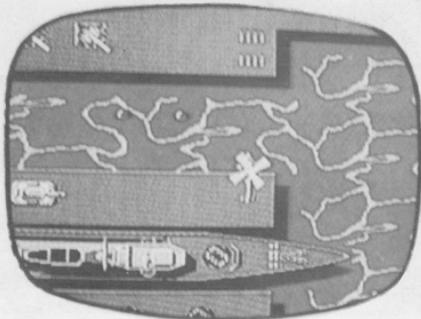
During the title screen, press 'Pause' four times then on controller two press button #1. This will enable controller one to choose and select songs!



TIGER HELI

(Secret Continue)

Here's your chance to finally play through all the scenes of Tiger Heli. When you lose your last man, hold down the 'A' and 'B' buttons simultaneously. After a short while, your game will restart exactly where you left off.



BLACK BELT

(Unlimited Men)

For some, Black Belt appears to be a quite difficult title to finish. So for those of you stuck somewhere in Black Belt country here's the answer to your prayers.

At the start of the game the screen will go blank just before play begins. Tap the 'Reset' button once very quickly before the game screen appears and you'll be greeted with an unlimited supply of men.



AZTEC ADVENTURE

(Level Select)

For those of you looking for the higher levels in Aztec Adventure, here's an easy (well, maybe not so easy) way to select and play your game on any level.

During the title screen (watch the guy who opens and closes the scroll) watch for the scroll to be closed and then push "UP" five times. Next, (scene will advance a little) when Ninoo (the main character) throws money to the other characters, push "RIGHT" three times. And finally, when Ninoo walks to the left push "DOWN". This will then allow you to select any level (a lot of work ain't it).

CHOPLIFTER

(Secret Characters)

Believe it or not, you can actually find E.T., Superman, and Jaws in various locations throughout Choplifter!

On level one, when you approach the satellite launcher (you're in the right place when you see them quickly coming out of the ground), stop and shoot them for awhile. You will eventually be welcomed by a friendly fly-by from Superman.

Next, on level two, Jaws can be found by shooting out the front of the first ship.

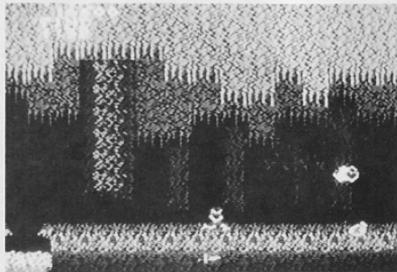
And on level three, safely rescue 16 hostages (this will require two trips with eight each) and E.T. will fly by your Sortie.

GHOST 'N GOBLINS

(Level Select)

We all realize this is quite a tough game to finish (for some I guess that's an understatement). So instead of spending half your life mastering this title, we'll help you out a little.

During the title screen, while holding the pad to the 'RIGHT' (don't let go yet), push 'A' three times, 'B' three times, then push 'UP' (you can release now), 'B' three times, 'LEFT' once, 'B' three times, 'DOWN' once, 'B' three times (getting tired yet?), and finally push 'START'. Yes, it is worth it!

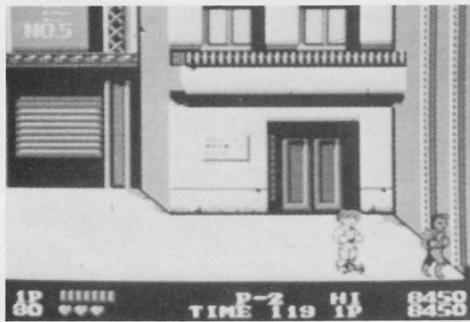


DOUBLE DRAGON

(Disappearing Billy Lee)

At the end of round one, where a gang of Linda's block your way into the exit, you can climb the far wall and even disappear off the screen even though there is no ladder present!

Move Billy into the bottom right-hand corner of the screen near the wall (see photo). Next, push the control pad up and watch Billy scale the wall and disappear off the top of the screen! If you perform this trick correctly, you can hide from the gang that is waiting below by being completely out of sight. If you continue to press the control pad up, you'll even reappear at the bottom of the screen where you started! To get off the wall, simply press the pad to the left while Billy is in view.



RAD RACER

(Level Select and Ending Sequence)

Here's a decent choice if I ever heard one. You can either select any level of Rad Racer to start on, or, for those less ambitious (or just too tired to play), select the ending sequence and just sit back and watch.

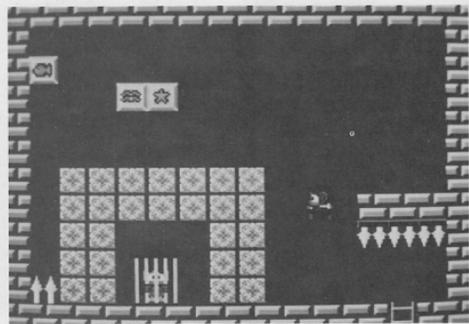
In order to select any level of Rad Racer you must be in the demo mode (you'll be watching the computer drive your car awhile). Push the 'B' button and you will see the meter at the bottom of the screen move (it will advance from one to eight). Simply put, the higher the meter, the higher the starting level. When at a desired degree on the meter, hold diagonally 'UP' and 'RIGHT', push 'A' and then hit 'START'. For those too lazy to actually play the game, press the 'B' button 196 times and then same as above to start. If you haven't fallen asleep pressing buttons, you will witness the ending.

ALEX KIDD

(Secret Continue)

Frustrated with trying to finish one of Sega's most popular adventure games? Well, here's a way to relieve all that gaming tension.

When your game is over (before the title screen reappears), hold the control pad 'UP' and push the #2 button eight times. Now continue where you left off.

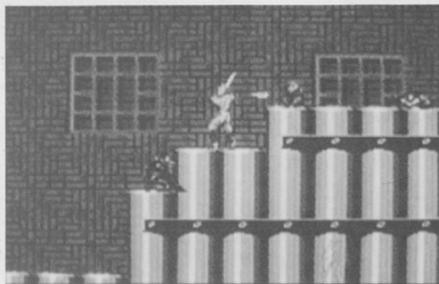


SHINOBI

(Level Select)

Whether you want to master this hit cart or not is totally up to you. But to make seeing all the levels in Shinobi a little easier, here's a nifty trick.

During the title screen, press 'DOWN' twice, 'LEFT', 'RIGHT', and then 'UP' twice. Pressing 'START' will then allow you to start on any level of your choice.



WANTED:

Tricks, hints, continues, and any other secrets you can think of!

Send in any trick on any game (coin-op or home), and if we can use it, we'll give you full credit on these pages.

OUT RUN

(Music Selection)

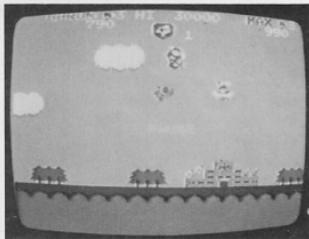
When you see the hand on the radio dial, push 'RIGHT', 'LEFT', 'DOWN', 'UP', and then select which music you wish to listen to and press 'START'.



SKY KID

(Secret Continue)

Believe it or not, Sunsoft's Sky Kid actually has a hidden continue built in. In order to continue after your game has ended, on controller two, hold the pad diagonally 'DOWN' and 'LEFT' and then press 'START' on controller one. Your game will magically continue where you left off!

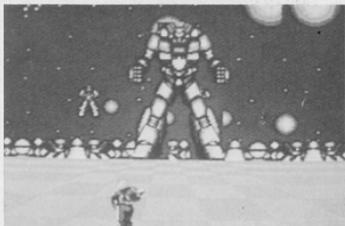


SPACE HARRIER

(Higher Scoring)

What would you say to a way to earn 10,000,000 points and a free man in Space Harrier? No, I didn't think you really wanted to know, but I'll give it to you anyway (use it if you want, or should I say, if you can).

During the bonus rounds the object is to destroy as many trees as possible by riding a friendly dragon. The number of trees destroyed determines your bonus. Well, that's one way to get a bonus, here's the other. Instead of aiming for those trees, avoid them (that's right, avoid them). If you're lucky enough to have hit only five or less, at the end of the bonus round a small space ship will fly across the sky. Shooting it will award the 10,000,000 and a free man.





COIN- OP TIPS

GALAGA '88

(Challenge Stage Bonus)

During the "That's Galactic Dancin'" challenging stages that separate the normal rounds of play, you must eliminate all forty alien creatures that appear to receive the 10,000 point "Perfect" bonus (get less than forty and you only get 100 points for each bad guy you hit).

To make sure that you get the 10,000 point bonus every time, there is a 10,000 point "Special Bonus" that is simple to use and will send your scores soaring! During the challenging stages, do not fire or more your space ship at all and you'll receive the 10,000 points for little effort at all.

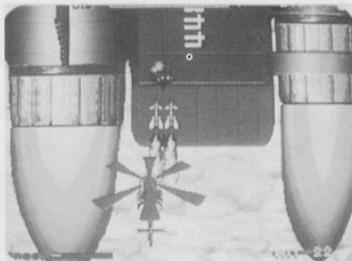
While this trick is good for novice players, experienced Galaga pilots may want to reconsider before setting out for the "Special Bonus" since you receive no points for the aliens that can be destroyed.



THUNDER BLADE

(Unlimited Ships)

This is a very tricky secret that is similar to the 255 free men flaw found in the classic Sinistar. In order to accomplish this trick, you must be on your last ship. Now all you have to do is to kill the first round boss and die at the same time, simple (not at all). If you're successful, you will have unlimited ships.



AFTER BURNER

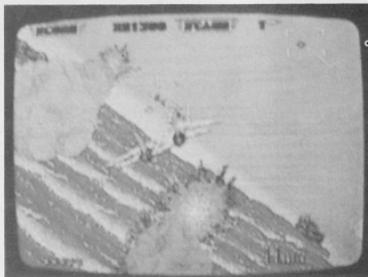
(Special Messages and Power-Ups)

Here are some very special items for you After Burner fans. All of these tricks should be done at the beginning or at the refueling of each round (NOTE: the tricks with the foot sensor will only work on the simulator version).

Follow the chart below to accomplish each hidden item. Be sure to push, and hold, the required buttons as indicated: S = Start Button, V = Vulcan Cannon, M = Missile, F = Foot Sensor.

Demo	S	V	M	F	Stick Right	= DUKE Message
St. 1	S	V	M			= Message
St. 3	S				Speed Fast	= 100 Missles
St. 5	S	V	M			= Message
St. 9		V	M		Stick Right	= 100 Missles
St. 11		V	M		Stick Left	= 50,000,000
St. 13	S	V	M			= Message
St. 16	S				Stick Down	= Message
St. 19	S					= Message
St. 21	S	V	M	F	Stick Up	= 250,000,000
St. 23	S	V	M	F		= Message

Another After Burner trick that will make the game much easier to play can be done with relatively little effort. Try inserting your coins and starting the game during the Snow sequence in the Demo mode. The enemy planes and missles will travel at a much slower speed!



LOGON:

TAITO CONTINUES TREND TO COMPUTER SOFTWARE

In a move patterned after several other successful computer entertainment software manufacturers, Taito has solidly punched their way into the competitive market with a full line of five new games for play on the Commodore 64 computer. Like other big names that have recently entered the computer software sweepstakes (among them fellow coin-op powerhouse Konami), Taito has plans to extend into other formats as demand dictates, and will call from their extensive library of coin-op classics for most of the game material.

Like we reported in the last issue, this is a trend that is only beginning to take root with the coin-op game manufacturers and Nintendo third-party licensees. In some instances, the move from cart to floppy may begin sooner than expected due to the unforeseen chip shortages that are limiting the mobility of the game companies; especially the newer game companies that intended to rely on Nintendo cart sales throughout this year.

A handful of other game companies have already announced plans to follow in the footsteps of Data East, Capcom, Konami, Taito, and other familiar arcade names. Some are well known, like SNK (who plans to release Iron Tank and Fighting Golf to computers), Tengen, and Tradewest; while others are just now arriving on the gaming scene.

Although the chip shortage will definitely create a demand for Nintendo cartridges, the void of quality computer gaming software (of the arcade action variety) will be promptly filled. And as these big-time producers discover the gigantic demand for good computer games, it won't be long before more coin-ops bring their games home to more computers.

This issue of Logon takes a closer look at Taito's goods to see if they have what it takes to stand up against the competition. They've done a good job of covering the bases with a reflex-tester, martial arts, adventure, space shooter, and cartoon themes. But, then again, rival companies have already put out a number of similar titles. Will the real names carry the real thrills? Read on and find out...

Arkanoid (Taito/C-64)

Even though Taito has already commissioned a brilliant version of their arcade brick breaking smash Arkanoid for the Amiga (reviewed EGP #1), they've taken the helm of the Commodore translation and the results are truly extraordinary. The game play is exceptional, capturing the visual, audio, and interactivity of the award-winning coin-op, while sacrificing virtually nothing to bring the production to the screen. You'll find a demo screen that explains the story of Arkanoid, as well as a brief animated

introduction that sets the theme for the ensuing play.

For those of you unfamiliar with Arkanoid on the Nintendo Entertainment System or at the arcades, a refresher course may be in order. Arkanoid pays homage to the classic Pong upgrade, Breakout, with 33 different levels of colored block walls which must be eliminated. Each level of bricks causes the ricocheting pellet to angle farther or speed up faster, until you finally break through all the blocks and hit them from above.

Besides this basic premise, Arkanoid shares very little in common with its predecessor. Each of the different walls now represent a

separate layout, sometimes even a picture, which must be attacked in its own way to successfully overcome. Arkanoid also adds special power capsules into play that allow you to maintain more control over the ball. Each of these colored pellets enables your "Vaus" paddle controller to perform a special

function when captured, including firing lasers at the wall of blocks, splitting the ball into three orbs instead of one, slowing the ball down, holding the ball when it touches the Vaus, as well as awarding free ships and other bonuses. This expands the available strategies that are open to you, and keeps the pace of the game high, just like in the arcade.

There's also a special finale to Arkanoid that brings the game to a definite and sound conclusion. When the 33rd board appears, the ominous space demon "DOH" fills the screen! No bricks to destroy here - you must hit DOH with the ball 16 times to destroy him, while avoiding the deadly energy that DOH spits at the Vaus.

Taito hasn't thrown any new surprises into their Commodore 64 version of Arkanoid, but they have captured the magic of the coin-op in its entirety. Without using paddle controls like in the arcade the game handles a bit sluggishly, but there are a number of various options available including joysticks (good) and even the keyboard (not as good but still controllable).

Arkanoid for the C-64 also suffers slightly in the difficulty department, with the task of completing game screens almost impossible without the aid of the "Laser" enhancement in some areas. Breaking your way through



higher levels of play can be even more tortuous.

All in all, however, *Arkanoid* is a splendid game in the arcades and now for the C-64 computers. The graphics and sound effects have been duplicated to near perfection, and compliment the game play with outstanding results! *Arkanoid* is a classic that's guaranteed to delight every member of the family. Definite thumbs-up for this highly recommended first entry from Taito!

- J. Styles

ALCON (Taito/C-64)

Any veteran of the arcade can tell you that one of the most popular themes used by Taito is the shooter. After all, the company was built around a classic shooting/invasion title called *Space Invaders*, and their success at bringing challenging search and destroy games to the screen has improved with each new release.

With their initial release of computer software for the Commodore 64, Taito has included one of their space shooters to help round out a library that is strong in martial arts and other themes. Although it was at best a sleeper in the arcades, *Alcon* does represent a solid entry into the computer entertainment software market. It may not have developed a widespread following, but it does have all the risk-incentives, power-ups, and fast-paced fighting action that have made Taito shooters some of the best games in the arcade!

You begin the game in your sleek starship, floating over the alien landscapes that have been invaded by intergalactic terrorists. Every type of alien weaponry now dots the surface of the planet, waiting for prey to fall into shooting range.

As the screen scrolls smoothly along, new dangers are constantly presenting themselves. You must guide your fighter through the alien armada to smash the terrorists at higher levels of play.

Using your special laser cannon, you can destroy the alien pods and tanks that roam the surface of the planet. Some of these bad guys leave special stars in their wake that can be retrieved and collected for power-up abilities that range from "Speed Up" to "Side" barriers to "Homing Missiles" that seek out and eliminate everything on the screen! These special stars expand the quality of *Alcon's* otherwise straightforward game play, and do a wonderful job of offering a wider number of strategies and incentives.

All of the various battles lead up to confrontations with boss aliens or danger areas that hold even more

rendered in high resolution, with plenty of detail and depth of color.

The audio portion of *Alcon* is equally impressive, with several different tunes played during various encounters. The sound effects are your standard grab-bag of bangs, booms, and explosions, but they do compliment the game play nicely.

Everything about *Alcon* has been brought together with some very satisfying results. The game play, graphics, and sounds have all been linked together, and the action itself remains at an intense pace throughout the entire game. The only drawbacks to *Alcon* lie in the play mechanics as well as the difficulty of the title. Since the game requires the use of two buttons (one to fire on the aliens, the other to select the power-up abilities), the game is compromised by using the space bar on the keyboard as the second fire button. It's awkward and cumbersome, but it does work.

The game difficulty is the only other negative point plaguing an otherwise terrific title. The *Alcon* aliens move with such ferocity and lack of mercy that evading their missiles and connecting with your own becomes futile on many occasions. Throw in the mandatory balancing act for the keyboard and the game is made even more difficult.

All things considered, however, *Alcon* is a good addition to the library of any shoot-em-up fan and should bring plenty of thrills to arcade action fans who have been waiting for a solid, albeit not that easy, space shooter.

- J. Styles



enemy tanks, pods, and obstacles.

The graphics in *Alcon* are some of the best ever seen in a computer shoot-em-up. The detail is crisp and precise, lending complete realism to the terrain and surroundings, as well as the alien contraptions and vehicles that are scattered about the surface of the planet. The animation is sparse, but used effectively on a scrolling background that slowly introduces a variety of hazards into play. The backgrounds, despite the fact that they scroll with a very smooth and fluid motion, are all

BUBBLE BOBBLE (Taito/C-64)

Here comes the first in Taito's multi-format translations of one of the strangest games ever to appear in arcades. *Bubble Bobble* didn't receive widespread release across the gaming

rooms of America, but it did generate a very loyal following of players who discovered that the game has a lot more to offer than what's on the surface. Fortunately for these fans, and those of you who have never been exposed to Bubble Bobble, the game has made the transition from arcade to computer and remained basically intact.

Bubble Bobble is absolutely unlike any other video game ever made. It's the one or two player story of a couple of playful dinosaurs who have the unusual ability to blow bubbles that trap their enemies. Once a monster has been trapped inside one of the dino's bubbles he will float, along with the other bubbles, to the top of the screen on a cushion of rising air. If either of the dinosaurs pops the bubble while the creature is inside, it will be eliminated from the playfield and turn into a bonus item.

Each of the 99 game screens are composed of different backgrounds that allow for different fields of movement, as well as different creatures, bonus objects, and other obstacles. You must destroy all of the monsters on a particular board before you're allowed to progress to future levels of play. The game culminates in a battle with the boss monster who has kidnapped two princesses and can only be attacked with the help of a special diamond and crown on round 100.

Bubble Bobble increases the available strategies by throwing in a number of special power-up items that appear at random and after certain monsters have been vanquished. These include shoes which allow our heroes to run faster, and special items that provide other abilities.

The game is also loaded with plenty of hidden bonuses and extra point incentives. For instance, on the first round of play, all the bubbles that are in the air when the last monster is killed turn into 100 point cherries. Also, if you can successfully navigate ten



screens without getting knocked out once, you'll be given a chance to reap additional rewards in the diamond bonus rooms!

The simplicity and good-nature of Bubble Bobble make it extremely fun, and there's more than enough variety to thrill even the most talented game players. The special secrets make Bubble Bobble an even greater game, however, and add more play value to a game that's already overloaded with things to do!

One of the final enhancements that

"Bubble Bobble increases the available strategies by throwing in a number of special power-up items that appear at random . . ."

make this game truly enjoyable is the two player interactivity. Playing solo is fine, but going at it with a friend makes Bubble Bobble seem like a whole different game! Working together to defeat the monsters who roam the maze-like lands is completely different than anything you've ever done before!

The graphics and animation of Bubble Bobble are bright and colorful, and although they move slowly in many

areas, they do resemble their arcade cousins. The music is similar to the coin-op as well, with accompanying sound effects that set the cartoon-like tone of the game.

The only real drawback to Taito's excellent C-64 version of Bubble Bobble is that it is too slow and cumbersome at times. Moving your dinosaur character amidst the gangs of monsters can sometimes become a chore due to the number of on-screen objects. But beyond this minor objection (which does not happen with common frequency), the game stands out as a solid coin-op translation for the C-64.

Bravo to Taito and their programmers for bringing Bubble Bobble home to a new audience of gamers who can appreciate this odd little game for what it's worth . . . solid gold!

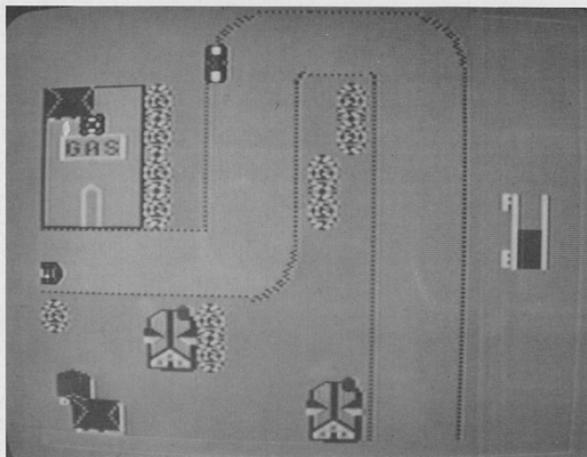
- J. Styles

STOCKER (Capcom/C-64)

Here's an unusual car race scenario that still plays to crowds in arcades around the country. Based on the Bally/Sente road-rippin' extravaganza, Stocker is a coast-to-coast race against the gas gauge and a posse of ticket-toatin' policemen.

Most of the features that have made the game a classic quarter-sucker in the arcades have been preserved in this first class computer translation. You'll find the same shortcuts, the same pestering police, and the same hazards that are in the coin-op. You'll also encounter new intermissions when you collide with a cop, as well as an overall appraisal of your cross-country driving skills.

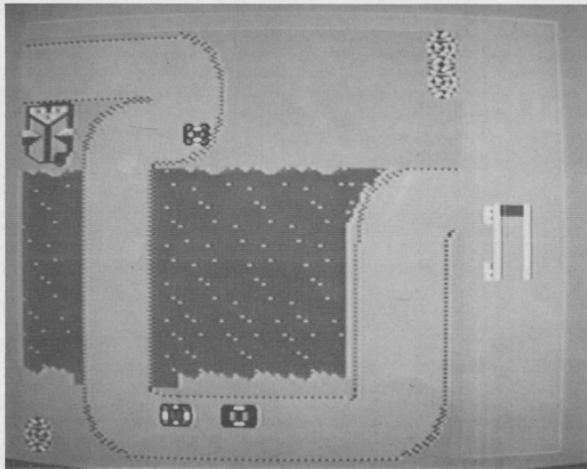
Stocker is played from a bird's eye view, giving you a clear display of the



entire frame of interstate ahead. While the roads may wind up and around, you're never limited by borders or other obstacles; you can maneuver your vehicle anywhere on the screen. This means that driving through trees, lakes, houses, and other impasses that normally spell certain doom to a video racer. The only consequences of dangerous driving like this are a reduction in speed that can prevent you from

reaching the final goal before your gas gauge (timer) reaches zero.

In fact, the available strategies that must be employed to reach the finale of Stocker include running through the grey areas on the game screens, and the other areas that do not contain marked roads. These allow you to take advantage of clear-cut short-cuts that spit your car out onto roads that would use up an abundance of valuable gas if you



were to follow them properly. It's the ability to zoom through once-forbidden sections that make Stocker such an enjoyable and refreshing change of pace.

The graphics of Stocker are all fairly rudimentary, with most of the cars, motorcycles, and other vehicles represented by objects that show little or no animation. The course is also slightly stilted in the way it's presented (although it is identical to the arcade version). There is no scrolling or screen movement; once one screen has been traversed the next simply appears and places your car in the appropriate place it would enter if the game did feature a scrolling background. It would have been a nice touch if Capcom could have spiced up the game and thrown in some background movement, but it doesn't detract from the coin-op translation and the screens themselves are drawn in a nice, lively style that keeps pace with the rest of the game.

The only real animation that you'll find in the whole game comes at the beginning of the game when the race starts, and when the police cars stumble onto the interstate with their flashing lights and accompanying sirens. If you happen to hit one of the boys in blue then the game stops, a picture of Officer Friendly fills the screen asking "Where's the Fire?", and then play proceeds with a ticket issued to you that deducts points at the conclusion of the race.

Music and sound effects are good, duplicating the original coin-op without drifting too much from the arcade. The game is a bit lean on audio, but it does make good use of the effects that are featured.

Stocker is an exciting and very fun change of pace that doesn't penalize for drifting from the road or smashing broadside into a civilian vehicle, unless reducing your speed is a real penalty! Stocker does offer a good amount of driving thrills, although the game is limited by the length of play (we were finishing it on our third and fourth play). The real challenge, however, comes from trying to best posted scores and completing the course without getting any tickets, a much more difficult matter to contend with. But if you're up to a good car race that lets you wreak as much havoc as you please, then Stocker is definitely the game for you!

- B. Walker

(Continued from page 16.)

Japanese Nintendo! Advance word says that we may soon see this home version available for the Nintendo Entertainment System. We'll keep you posted.

MISTAKEN IDENTITY

Dear EGP,

After I saw the Top Ten section in your July/August issue, I went out and spent 40 bucks for LJN's T&C Surf which ranked number one. The game is alright, but I'm puzzled by the photo that appeared in your magazine. The screen shot has more detail and color and looks nothing like the actual game. It's not the first time I've seen this happen. Why do the game companies do this? If I wasn't happy with the game I'd feel ripped off!

Evete Erickson
Portage, WI

(ed. Using preproduction screens instead of actual game screens isn't a ploy by the manufacturers to rip you off. At one time, T&C Surf really looked like the game in the accompanying photo. For various reasons unknown to this editor, however, the game evolved into a well-rounded two-event contest that sacrificed some of the crisp graphics. It's not intentional when a company uses arcade graphics in the packaging or advertising of a game, in most cases they simply don't have the game completed beyond conceptual levels.)

Got a question or a comment? Complaint or praise? Let us know about it by writing to **INTERFACE: Letters to the Editor, 13020 Pinon, Etiwanda, CA 91739. Have a good one!**



Isn't it bizarre how this scene never made it into T&C Surf Design?



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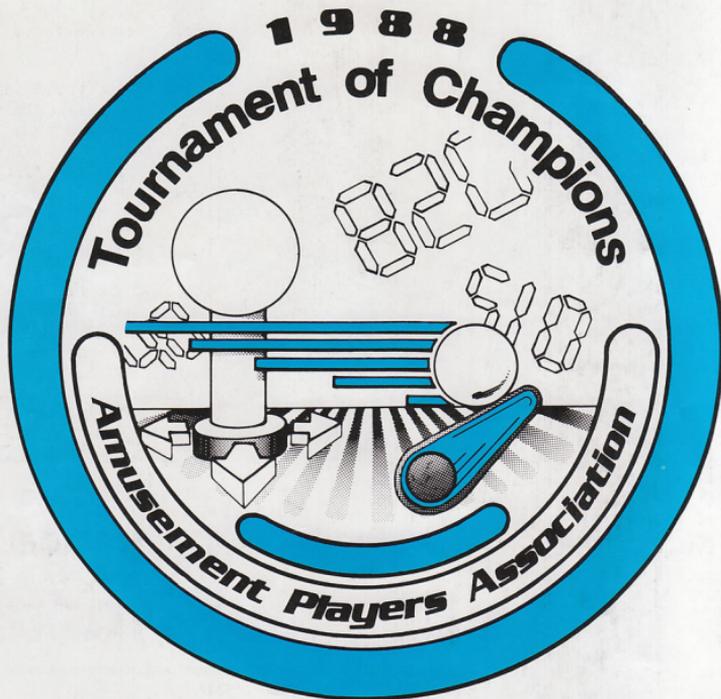
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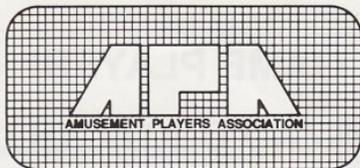
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INTERNATIONAL SCOREBOARD

COIN-OP GAMES

Video Games

GAME	NAME	SCORE	DATE	PLACE
720	Ron Perelman	527,100	07/28/87	Lakewood, CA
1942	N. Watson	12,172,270	n/a	Bridlington, U.K.
1943	Brian Chapel	2,947,360	06/23/88	Mesa, AZ
After Burner	November Kelly	68,588,000	08/07/88	Tokyo, Japan
Alien Syndrome	Donn Nauert	2,269,200	02/02/88	Orange, CA
APB	Greg Gibson	1,002,324	01/23/88	Placentia, CA
Arkanoid	Mike Chase	1,366,640	09/23/87	Houston, TX
Blasteroids	Mark Twitty	2,773,840	04/20/88	Garden Grove, CA
Bubble Bobble	Tom Gault	5,823,600	03/04/88	Duluth, MN
Cheyenne	Donn Nauert	319,209,350	06/27/85	Austin, TX
Contra	Jim Hernandez	2,021,400	11/12/87	Newark, CA
Crystal Castles	Frank Sey	902,637	n/a	New Albany, IN
Double Dragon	Brian Chapel	130,900	07/11/88	Mesa, AZ
Dragon Spirit	Dow Luk See	400,630	04/28/88	Fullerton, CA
Enduro Racer	Jack Gale	40,973,617	05/20/87	N. Miami Beach, FL
Final Lap	Jim Killy	2:35.68	07/27/88	Huntington Beach, CA
Galaga '88	Mark Reyes	709,770	07/14/88	Rancho Cucamonga, CA
Ghost 'n Goblins	Steve Donaldson	811,000	n/a	Chico, CA
Gimme a Break	Carlos Gonzales	2,303	06/28/87	San Jose, CA
Hang-On	Don Novak	40,715,030	06/27/86	Wichita, KS
Ikari Warriors	Stan Szczepanski	1,799,000	06/28/87	Lakewood, CA
Ms. Pac-Man	Darren Harris	878,680	n/a	Staten Island, NY
Night Stocker	John Wilson	7,634,900	06/28/87	Kenosha, WI
Ninja Warriors	Brian Chapel	188,900	07/22/88	Mesa, AZ
Operation Wolf	Mark Twitty	212,350	n/a	Garden Grove, CA
Out Run	Monte Poston	48,651,380	04/25/88	Daytona Beach, FL
Pacland	Mark Mendes	4,150,400	n/a	London, U.K.
Pac-Man	Tim Balderamos	3,197,360	01/28/83	Rapid City, SD
Pacmania	Donn Nauert	385,570	08/06/88	Austin, TX
Pole Position	Les Lagier	67,260	06/27/84	San Jose, CA
Pole Position II (Test)	Jeff Peters	81,870	05/24/86	Rancho Cucamonga, CA
R-Type	M.J.D.	434,900	n/a	Hants, U.K.
Rygar	Tseliang Yang	3,450,570	11/06/87	Austin, TX
Shinobi	T.E.C.	423,600	06/21/88	Fullerton, CA
Sky Soldiers	Jeff Peters	1,215,000	07/16/88	Los Angeles, CA
Speed Buggy (South)	Mark Foster	177,480	06/27/86	Brea, CA
Spy Hunter	Paul Dean	9,512,590	06/28/85	Upland, CA
Star Wars	Robert Mruczek	300,007,894	01/22/84	New York, NY
Super Contra	Keith McMiller	623,360	07/23/88	Norfolk, VA
Super Dodge Ball	Steven Gore	2,105,500	n/a	Austin, TX
Super Hang-On (Expert)	Mark Twitty	39,381,040	n/a	Pasadena, CA
Thunder Blade	Steve Ryno	6,482,810	n/a	Fullerton, CA
Twin Cobra	Shannon Ryan	1,580,780	n/a	Upland, CA
Xenophobe	Mike Ward	2,500,000	01/20/88	Madison, WI



INTERNATIONAL SCOREBOARD

Pinballs

GAME	NAME	SCORE	DATE	PLACE
Big Guns	Jelly Cartagena	58,234,100	n/a	New York, NY
Banzai Run	Jim Killy	16,810,890	07/24/88	Huntington Beach, CA
Cyclone	Danny Carranza	31,486,700	07/01/88	Los Angeles, CA
F-14 Tomcat	Jelly Cartagena	38,002,820	n/a	New York, NY
Gold Wings	Jim Killy	162,780,800	n/a	Tustin, CA
High Speed	Mark Moore	24,081,920	09/28/87	Marshall, TX
Laser War	Jelly Cartagena	72,483,440	n/a	New York, NY
Pin Bot	Jelly Cartagena	38,483,400	n/a	New York, NY
Space Station	Jim Killy	13,680,400	02/02/88	Tustin, CA

Home Games

Nintendo

Arkaniod	Chris Ryan	224,800	12/22/87	Kenosha, WI
Contra	Jim Hernandez	6,553,500	05/02/88	Fremont, CA
Double Dragon	Jim Hernandez	128,350	05/29/88	Fremont, CA
Gradius	Nigel Planner	984,300	11/12/87	Dayton, OH
Gun.Smoke	Donn Nauert	999,990	05/22/88	Austin, TX
Karnov	Ralph Mendes	534,500	02/11/88	New York, NY
Legendary Wings	Donn Nauert	5,159,000	08/09/88	Austin, TX
Mega Man	Brent Walker	357,200	n/a	Austin, TX
Mighty Bomb Jack	Ron Perelman	1,028,470	04/04/88	Costa Mesa, CA
Rad Racer	Jeff Yonan	54,697	04/25/88	Fremont, CA
Rush'n Attack	Jeff Yonan	2,321,400	06/05/88	Fremont, CA
Sky Kid	Howard Kim	250,620	10/29/87	Chicago, IL
Solomon's Key	Steve Harris	1,207,800	02/26/88	Etiwanda, CA
Spelunker	Charles W. Leonard III	1,689,450	12/24/87	Anaheim, CA
Spy Hunter	Mike Dean	88,035	02/27/88	Miami, FL
Star Force	Donn Nauert	5,921,500	04/12/88	Cucamonga, CA
Super Pitfall	Jim Hernandez	2,115,000	04/27/88	Fremont, CA
Wizards and Warriors	Jim Killy	639,500	07/20/88	Huntington Beach, CA
Zanac	Jeff Yonan	15,197,360	04/14/88	Fremont, CA

Sega

After Burner	Jeff Yonan	9,704,000	05/28/88	Fremont, CA
Enduro Racer	Greg Wood	08:26:07	12/14/87	Riverside, CA
Fantasy Zone	Jeff Peters	7,948,200	01/21/88	Etiwanda, CA
Fantasy Zone II	Jeff Yonan	16,221,100	06/17/88	Fremont, CA
Global Defense	Jeff Yonan	715,570	05/12/88	Fremont, CA
Missile Defense 3-D	Mark Rezapanski	637,000	11/29/87	Seattle, WA
Out Run	Danny Lee	54,249,160	05/10/88	San Jose, CA
Space Harrier	Bill Day	7,266,990	11/12/87	Des Moines, IA

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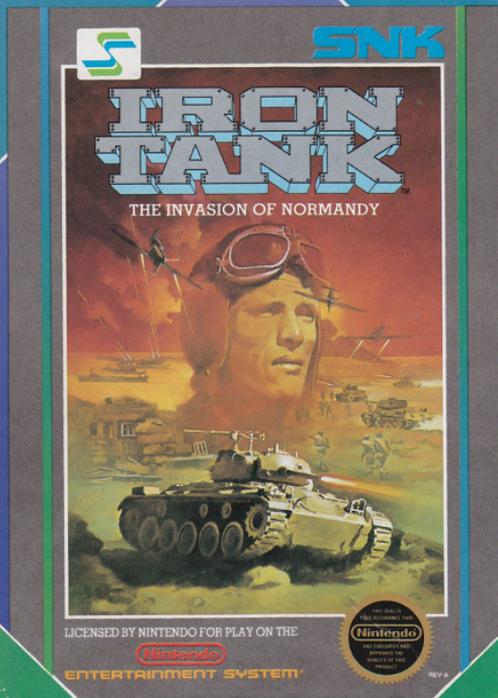
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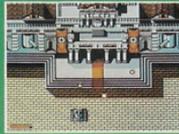
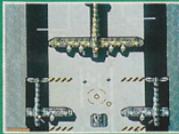
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