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GAME

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THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT



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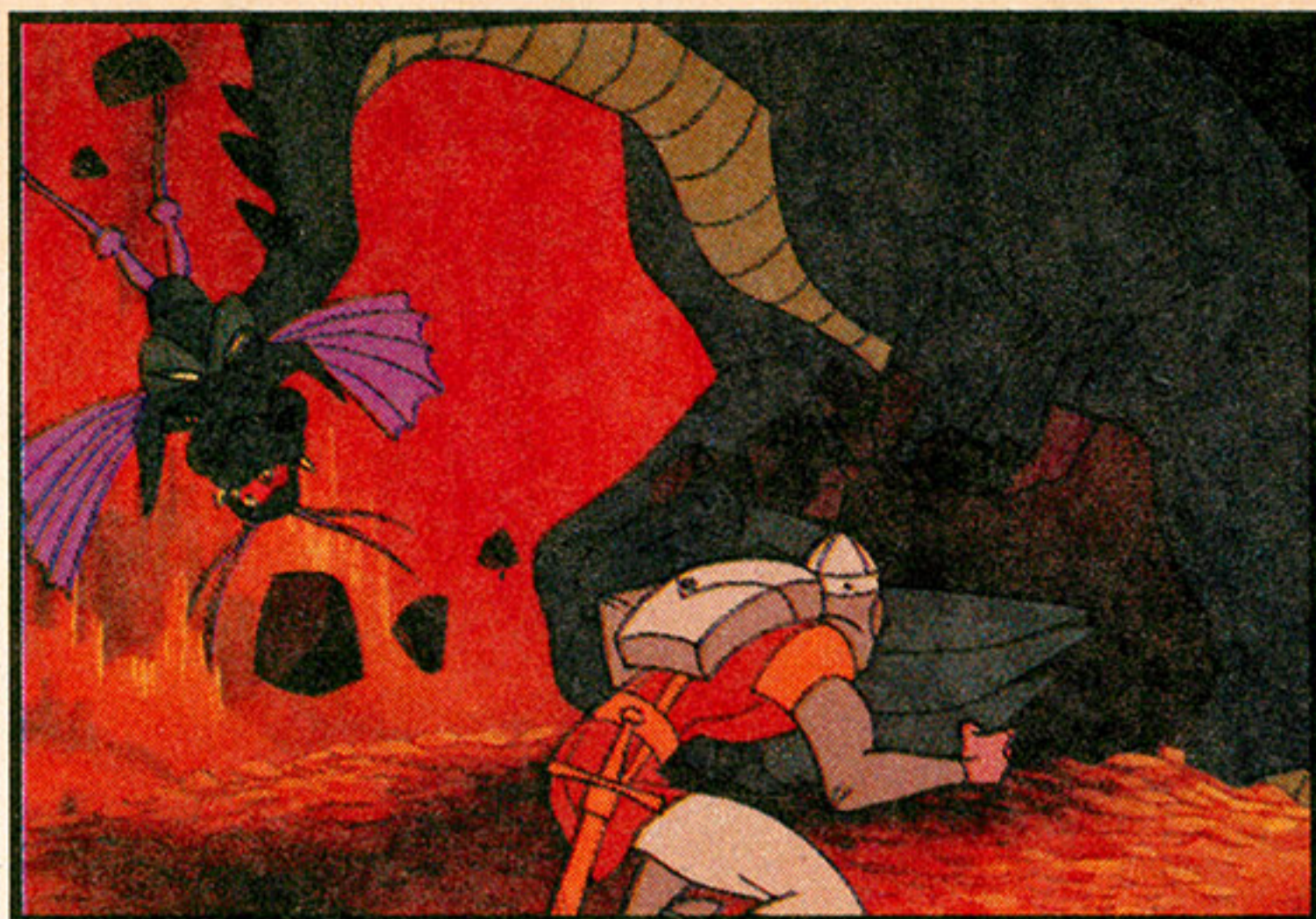
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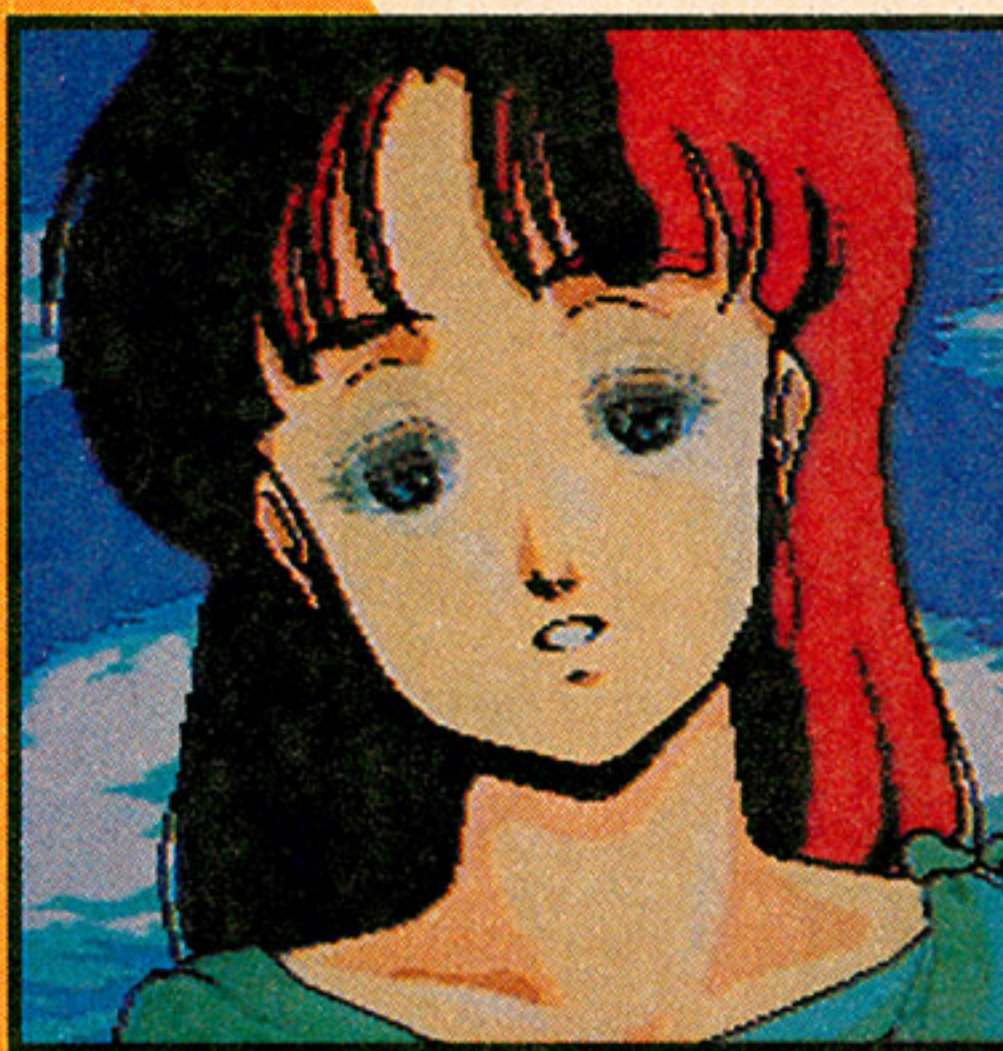
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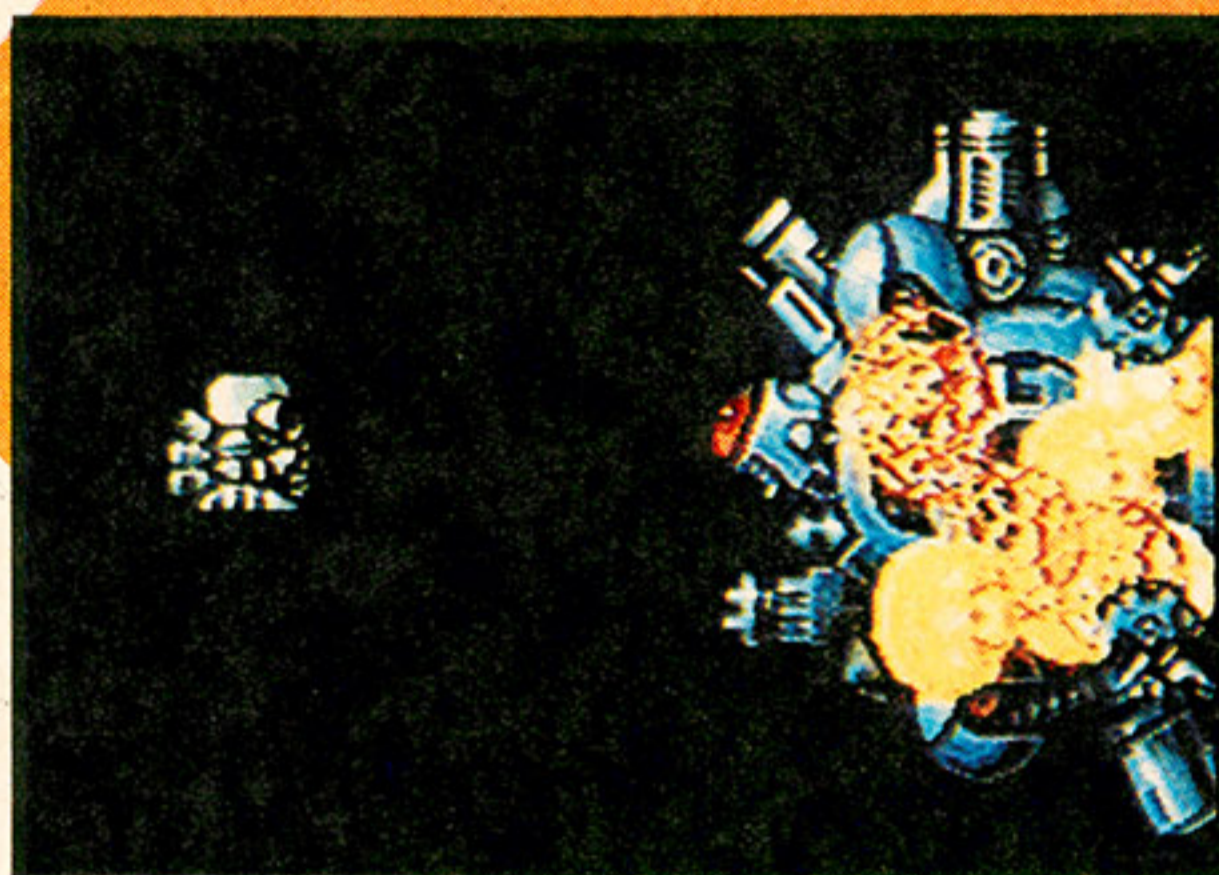
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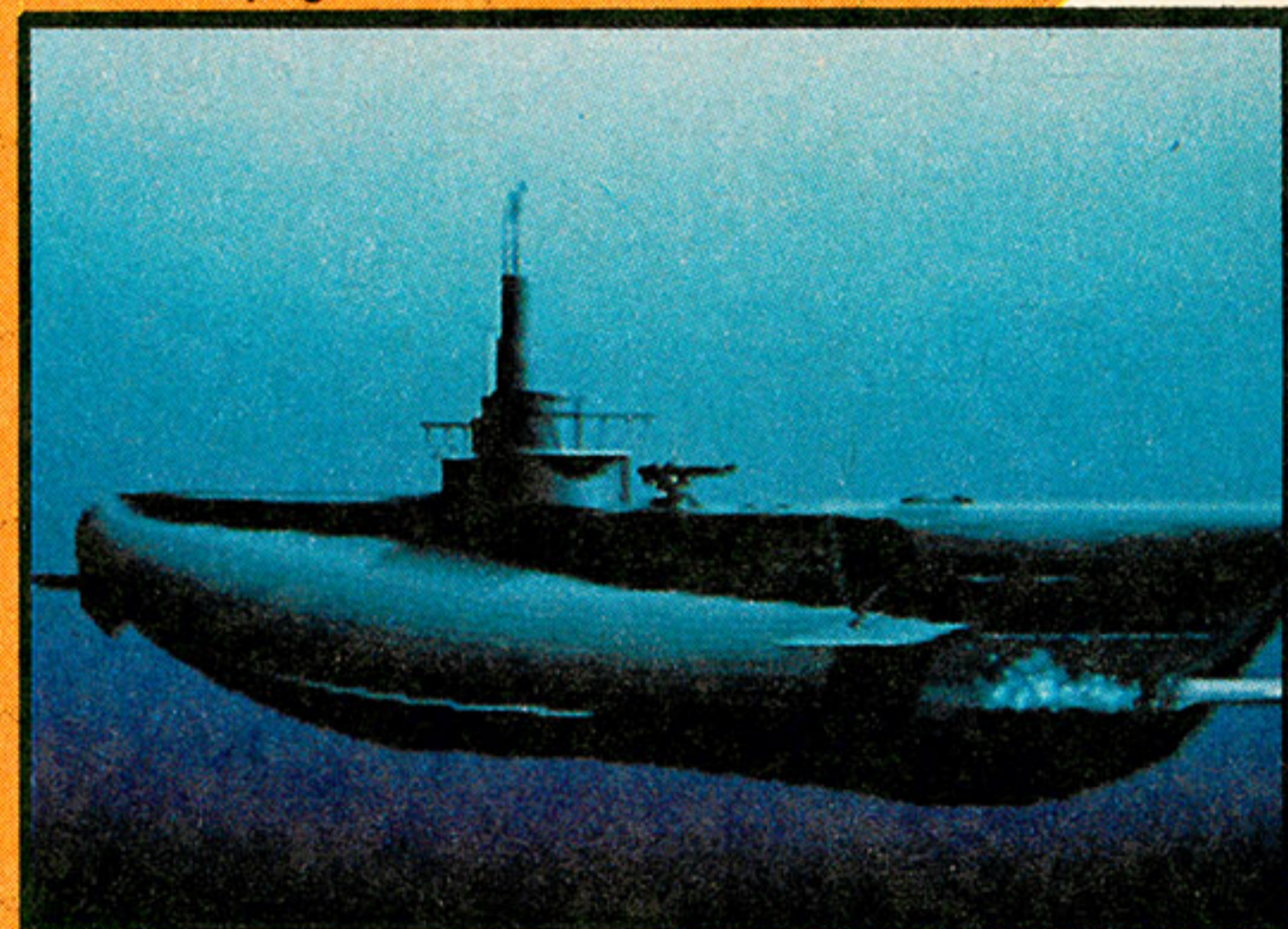
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MATT GROENING

The EDITORS VIEW

The Super Famicom, Nintendo's next-generation videogame system, is scheduled to be introduced in Japan in late November (see page 10). One of the first accessories expected to be announced for the Super Famicom is a CD-ROM player.

As with NEC's CD-ROM for the TurboGrafx-16, Nintendo's device will allow you to play videogames released on compact discs instead of cartridges. (The Nintendo and NEC players won't be compatible with each other, though.) Sources say Nintendo's CD-ROM will be released in Japan sometime in 1991. We hear it will be priced lower than NEC's \$399 player — perhaps as low as \$199.

Nintendo's CD player may also include the new QSound technology we covered in October. When a game machine equipped with QSound is connected to a stereo sound system or stereo TV, music and sound effects can seem to come from anywhere in the room — even from behind your head!

If all this comes true, we think it's exciting news for gamers. The vast amount of storage available on CD creates the potential for some truly amazing new games.

The key word, however, is *potential*. CD games aren't automatically better than cartridge games. It takes more work to design a game that takes advantage of the full potential that CDs have to offer.

In the past year, for instance, only three TurboGrafx-CD titles have been officially released in North America: *Fighting Street*, *Monster Lair*, and *Ys: Book I and II*. It would be a mistake to judge the potential of the CD format by these three games. They aren't *bad* games, but the first two probably could have been done just as well on cartridge, and *Ys* — although it's the most ambitious CD title to date — barely scratches

the surface of what's possible.

NEC says their upcoming CD titles will be better, and we know they're not just blowing smoke. We've seen some of the production techniques being used for Cinemaware's *It Came From the Desert*, a TurboGrafx-CD game based on the 1954 monster movie *Them*. Instead of relying exclusively on computer graphics like other videogames, *It Came From the Desert* will feature real actors and actresses playing out scenes before TV cameras. The images are being digitized and transferred to CD, along with digitized sounds and computer animation.

We're anxious to see what Nintendo's CD games look like. For a long time, we've believed that the future of electronic gaming lies in some form of interactive laser disc. No other format offers the vast storage demanded by today's game designers and the low cost demanded by consumers.

Floppy disks aren't the answer. Computer game publishers are hungering for a storage medium like CD-ROM, because right now they're packing as many as a dozen floppy disks in their game boxes, and it's still not enough.

Bigger cartridges aren't the answer either, although that's the approach taken by SNK's Neo-Geo (see last month's issue). The Neo-Geo has fantastic graphics and sound, and some people are predicting it will revolutionize the game industry. However, we think the Neo-Geo actually reveals the greatest weakness of cartridge-based systems: Big-memory carts are just too expensive for most consumers. Due to high manufacturing costs, the 50- and 60-megabit Neo-Geo games are priced at \$199 in the U.S., and they'll cost even more if they use the Neo-Geo's full 330-megabit capacity. By comparison, a CD holds 4,400 megabits and can be profitably sold for under \$10.

It matters little whether the laser disc format that eventually succeeds comes from NEC, Nintendo, Sega, Sony, Philips, or some other company. What's important is that game designers will finally have a medium that matches their talents, and game players will enjoy videogames that go far beyond anything available today.

Tom R. Halfhill,
Editor

GP

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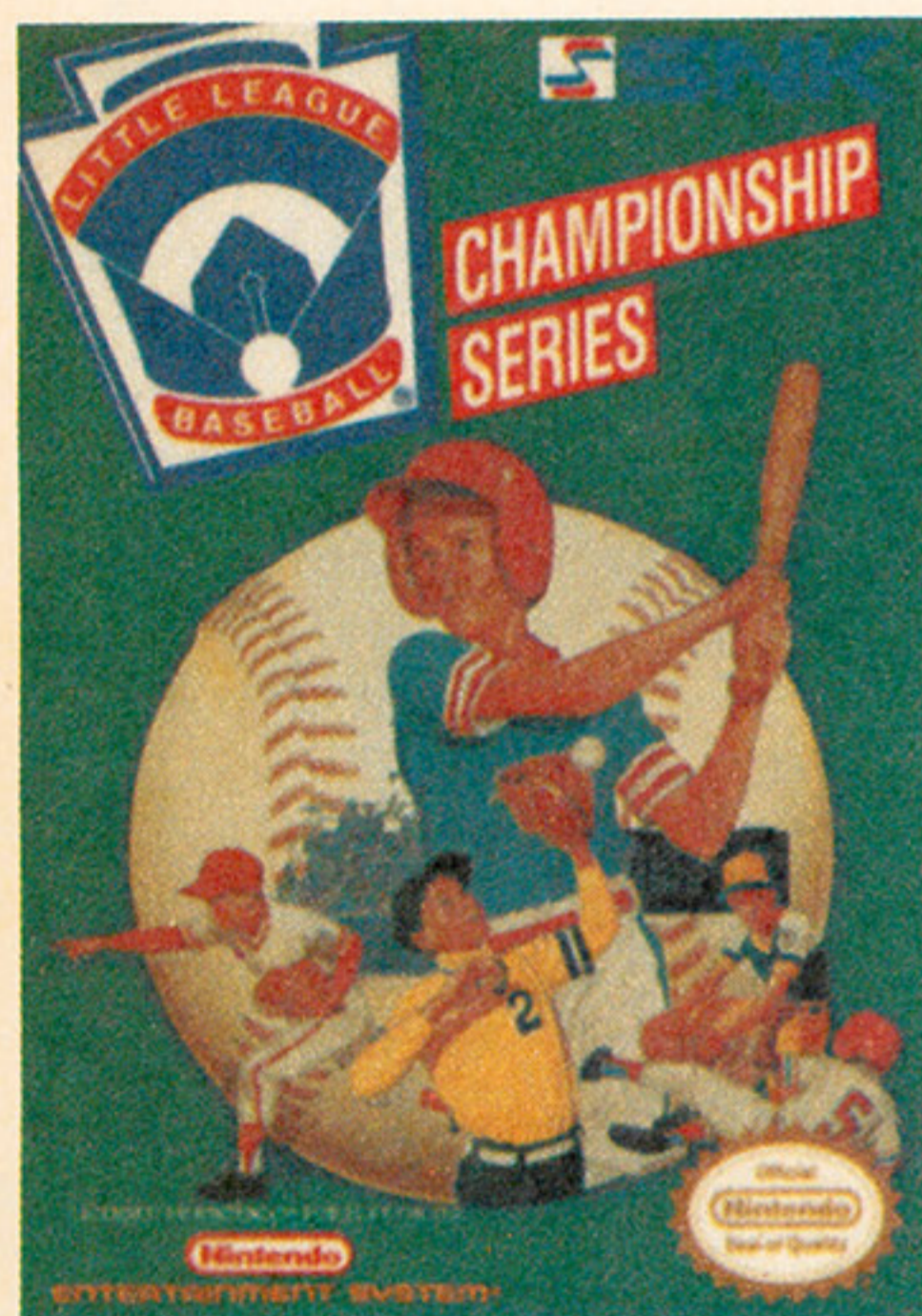
SNK: Serving the Game Players of the World since 1973

SNK GAMES MAKE GREAT STOCKING STUFFERS

Little League Baseball: Championship Series

LITTLE LEAGUE BASEBALL! It's the game every kid in America loves to play . . . And now you can experience the fun and excitement of Little League Baseball at any time of the year, rain or shine, day or night — right in your own living room!

Create your own winning team of players with batting, fielding, pitching, and running characteristics you can tailor to your own specifications. Then challenge a friend or the computer to a worldwide Championship Series tournament.

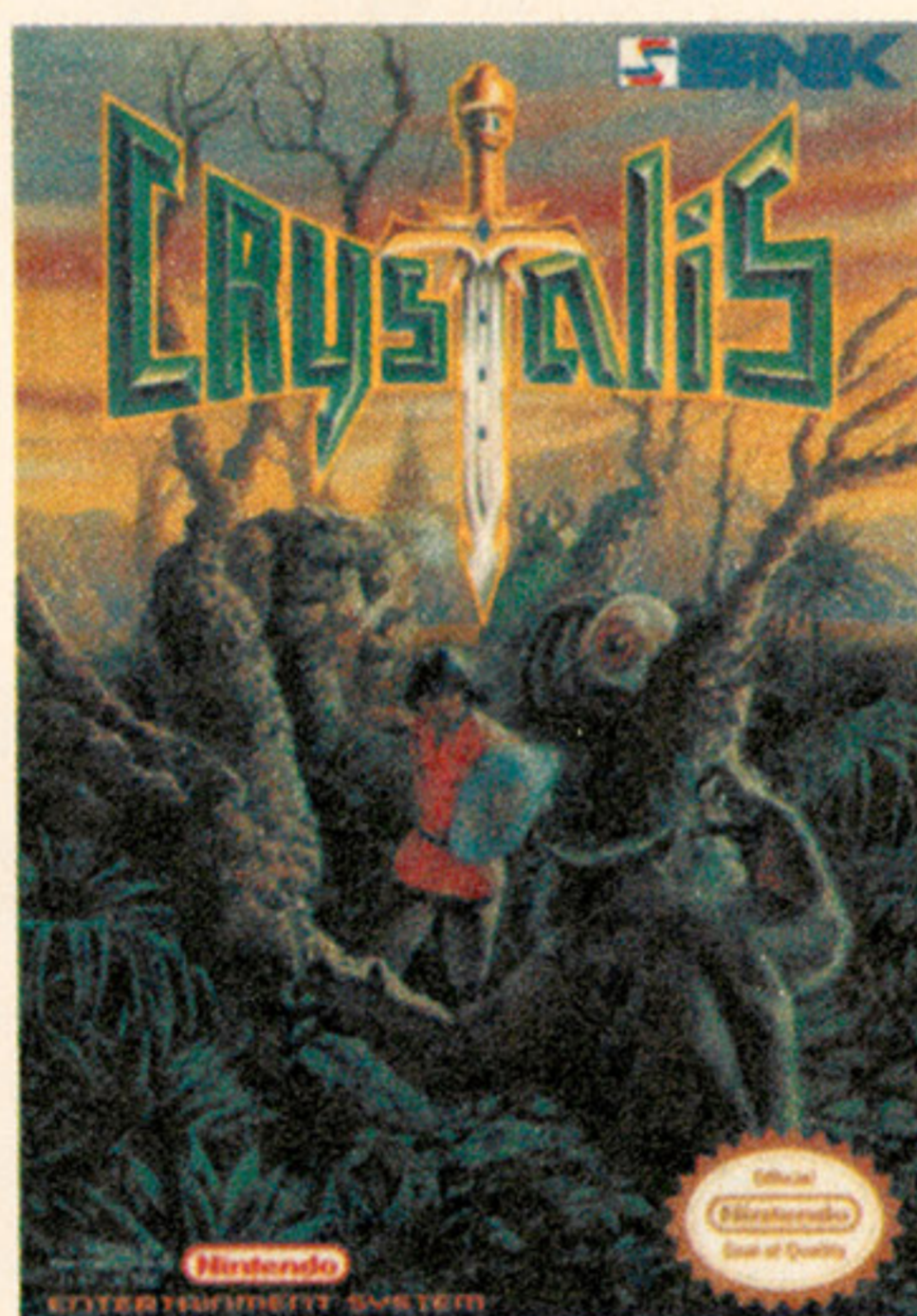


You are in full control of your players: Jump or dive for a tricky catch . . . Choose a full swing or a bunt for your batter . . . Shift fielders at will . . . Send in a pinch hitter or runner . . . Select a fast ball, slow ball, or curve ball for your pitcher . . . Steal a base if you dare . . . Or you might even try a squeeze play!

Little League Baseball has been an American institution for 50 years — and you can be a part of it. If you're a Little League fan or a Little League player — or if you ever wanted to be — here's your chance to go for the glory!

Crystalis

WHEN the Great War brought civilization as we know it to an end, it ushered in a new era of sorcery and magic. The magicians used their magic to keep peace for a hundred years . . . Until an evil magician named Draygon began to use his powers for conquest.



To combat Draygon, the other magicians constructed four swords of wind, fire, water, and thunder. Used together, they would transform into the mightiest weapon ever created: Crystalis. But Draygon seized the weapons and scattered them far and wide.

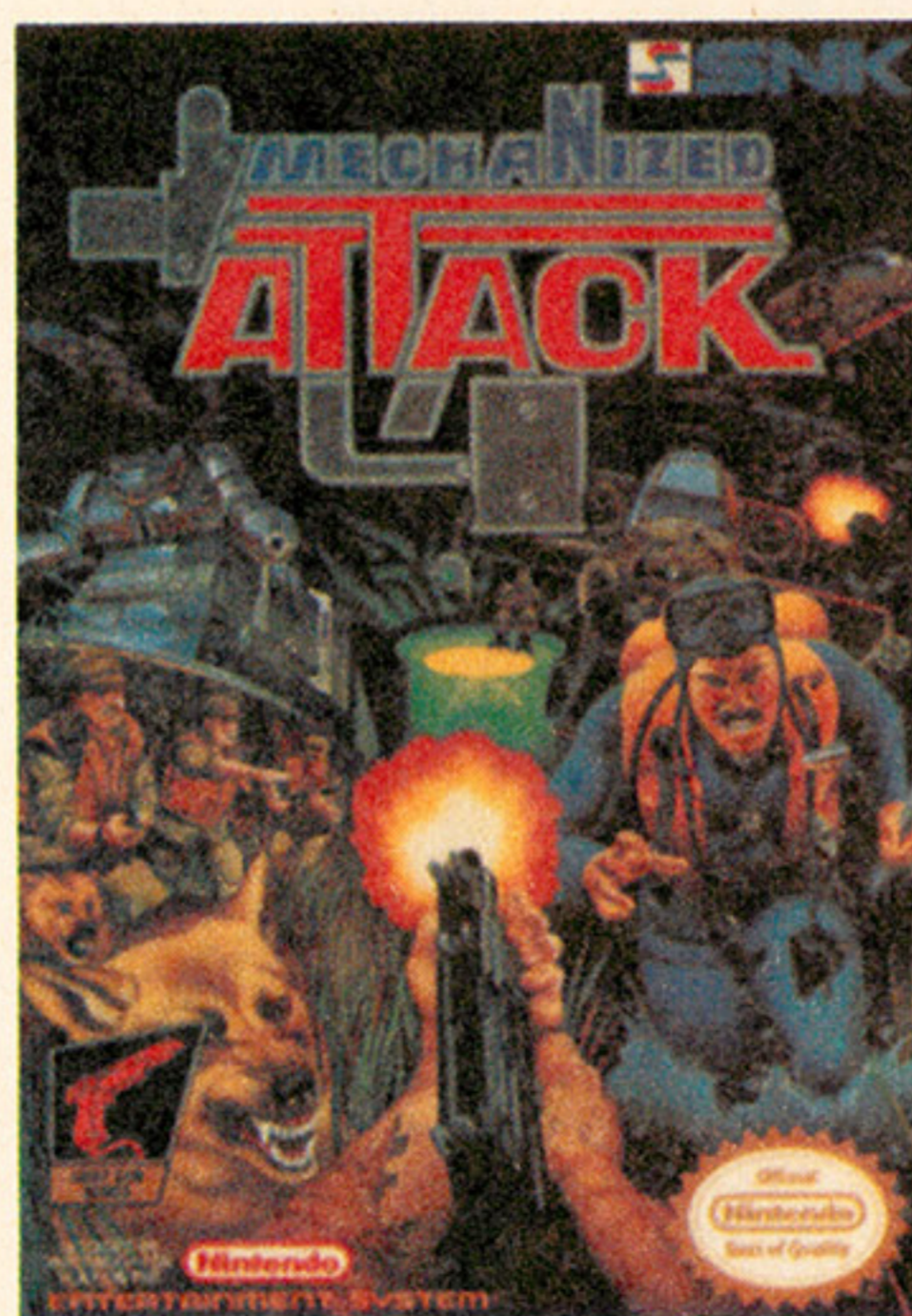
Only one hope remained: A young lad, himself a great magician, who had been imprisoned and frozen during the Great War. The magicians pooled all of their powers in an attempt to revive him. When the boy awoke, they had vanished, leaving him to find his destiny in this strange new world.

In CRYSTALIS, you play the role of the young magician, making your way through Draygon's hostile land in an effort to locate the weapons you will need to defeat him. Draygon's monsters and black magic will threaten you at every turn; but you must not falter — only you can deliver the world from his scourge of evil!

Mechanized Attack

AT FIRST, it looked like just another revolution. But reports have come in that the rebel forces are backed by an unusual array of high-tech weaponry — and that the rebel soldiers may actually be a fearsome new breed of fighting robots! If this revolution succeeds, the safety of the entire world may be threatened . . . And that's where you come in.

You must attempt to infiltrate the island base of the rebel forces. But before you even reach the shore, you'll have to contend with enemy gunboats, frogmen, choppers, and destroyers. The island itself is patrolled by enemy soldiers armed with machine guns, daggers and grenades; vicious attack dogs; and lethal airborne probes, programmed to destroy intruders on sight. And if you reach the rebel headquarters, you will face the most terrifying threat of all — only no one has made it back to reveal its nature.

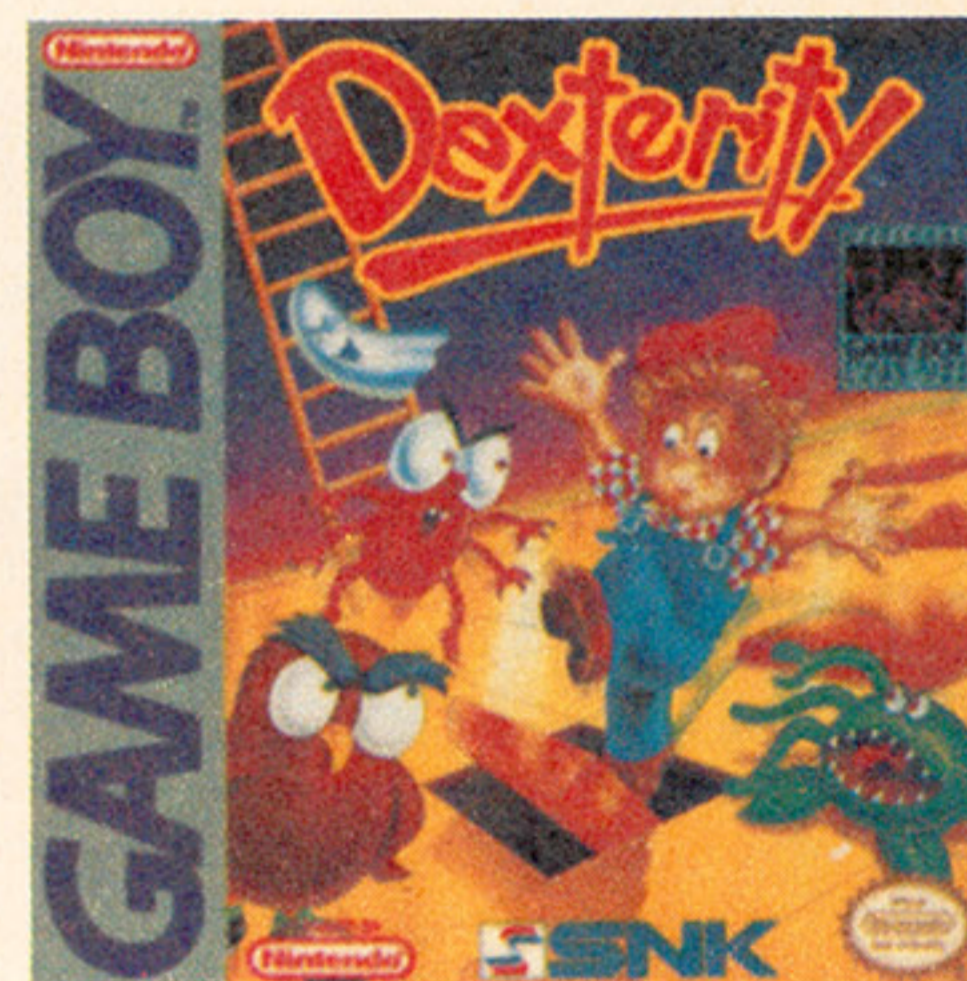


Many unknown dangers lie in wait, but you'll be equipped with a complete arsenal — an assault gun, rocket launcher and grenades — to provide you with a fully mechanized system of attack. You haven't got a minute to waste — it's time to launch your MECHANIZED ATTACK!

Dexterity

DEXTER DOLITTLE has an amazing imagination! He can imagine himself to be anywhere he would like — including his many magic puzzle rooms.

Guide Dexter on his merry way as he jumps from tile to tile, flipping them over — while he dodges, blocks, and captures captivating characters of all shapes and sizes. Some of his magic puzzle friends can be changed into fabulous fruits. Find the hourglass, hammer, and magic heart to gain bonus points and extra imaginary rooms. But watch out for the scary skull, which can stop Dexter short before he finds the delectably delicious ice cream worth 5000 points!



You won't find more fun and fantastic haphazards in any other Game Boy cartridge as you will in these 30 nimble-fingered, fast-paced rounds of Dexter's dubious imagination.

So find the magical key to unlock the door to not only Dexter's, but your own wonderful imagination!



SNK Corporation of America
246 Sobrante Way
Sunnyvale, California 94086

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The Following Be Too Graph



Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING**.



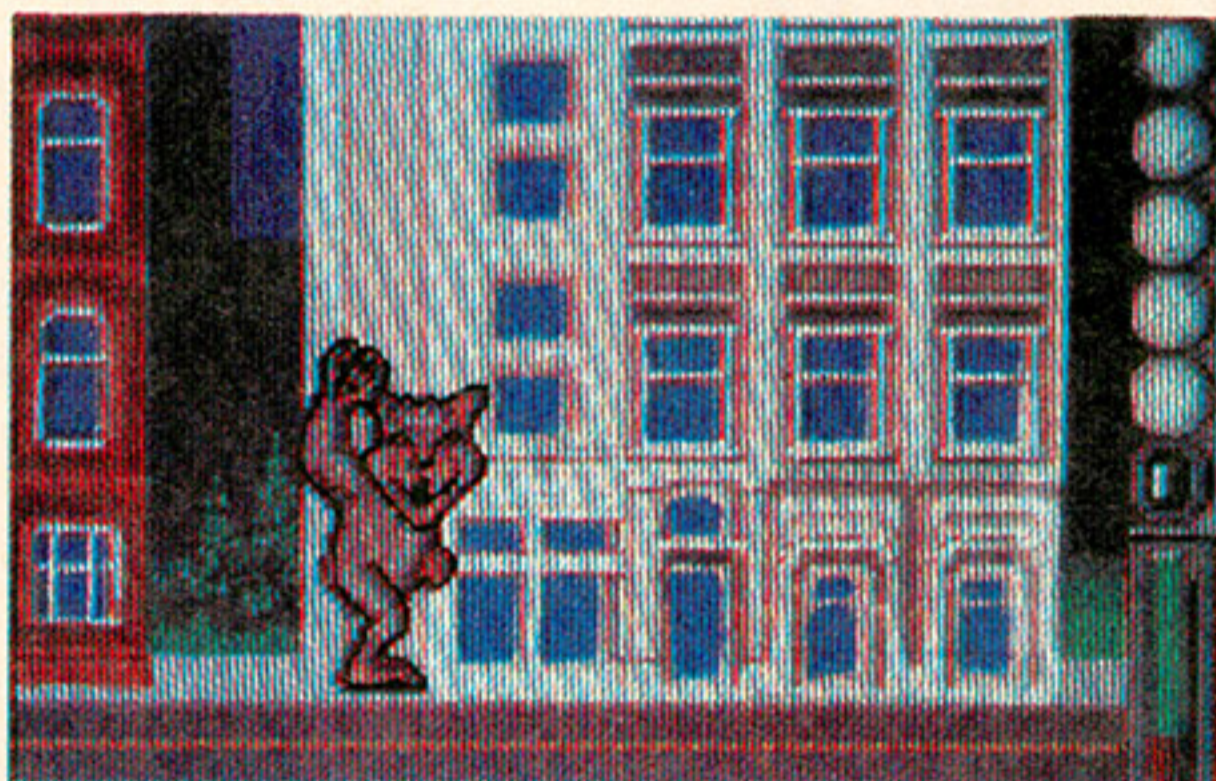
After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game - **SLIME WORLD**.



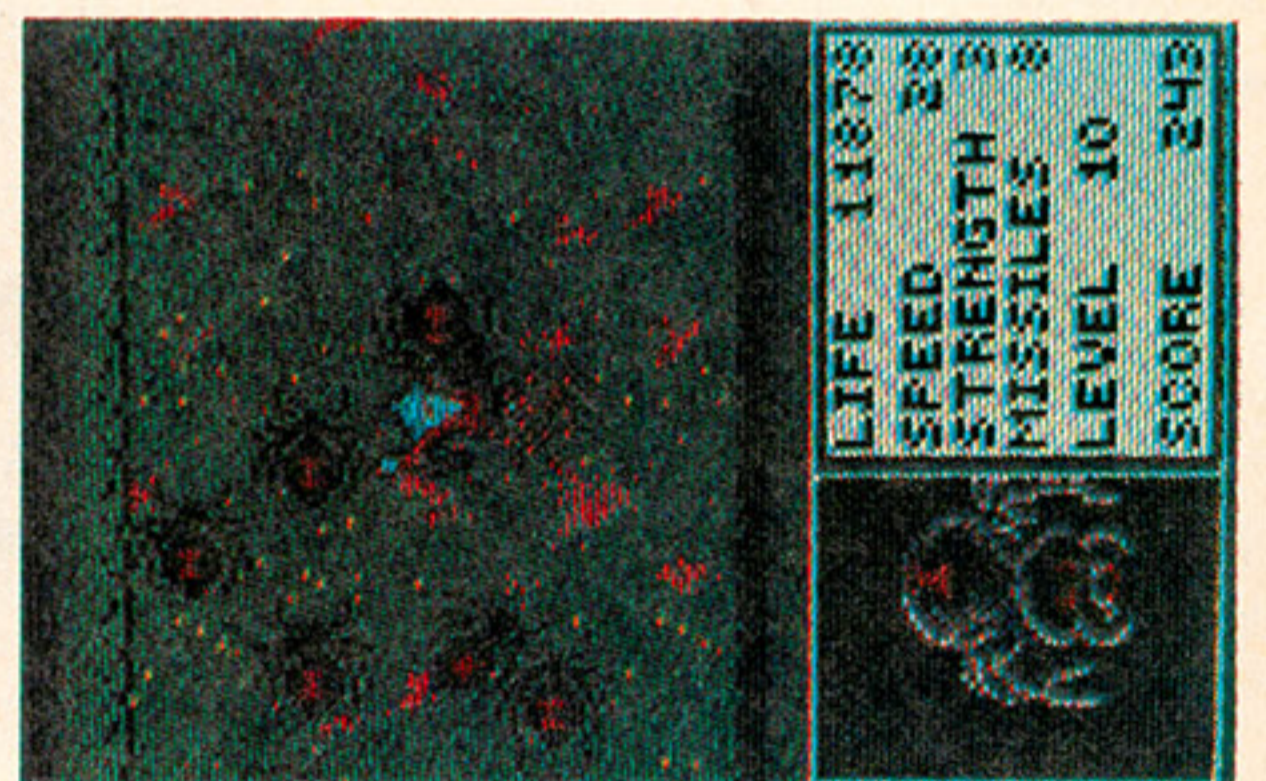
RYGAR, the 2 player arcade hit that pits you against ferocious beasts, hideous demons or worse, your best friend.



PAPERBOY. Fling papers at non-subscribers, race your bicycle on people's lawns — in other words, the ultimate afterschool job.



RAMPAGE. Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET**.

Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.

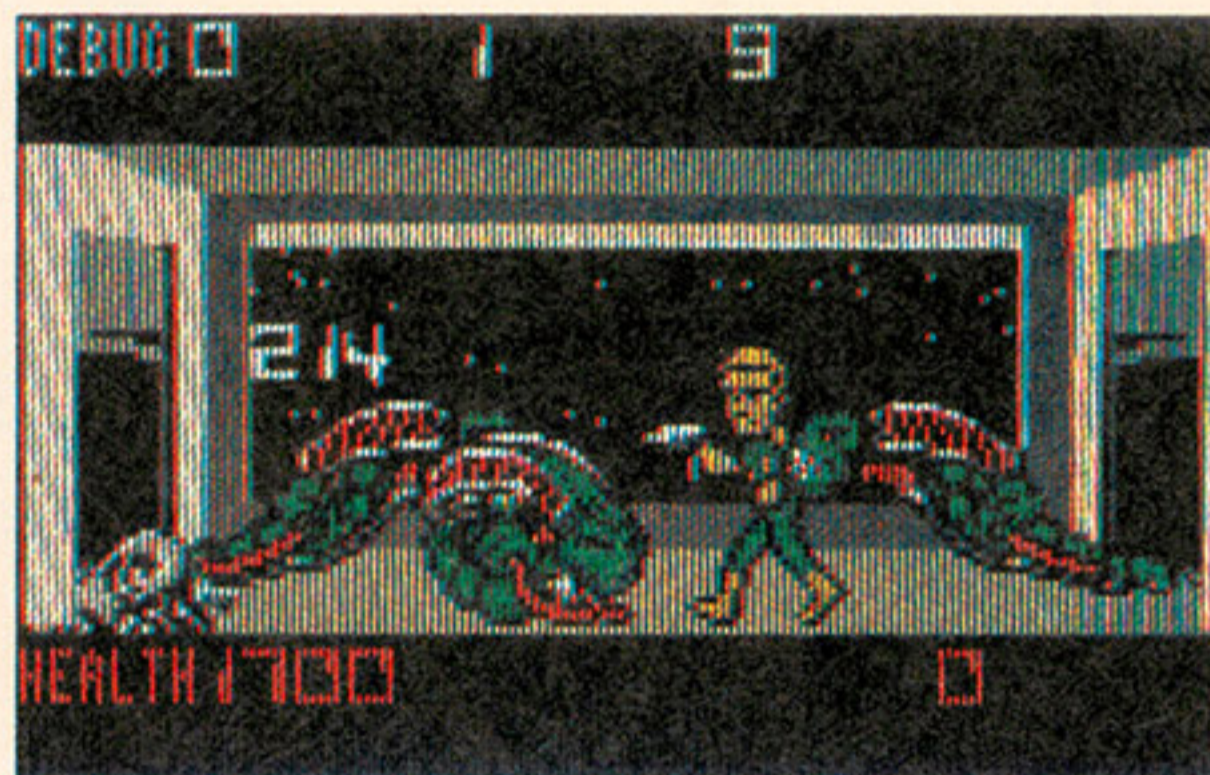


And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system. With its totally unique 16 bit graphics engine,

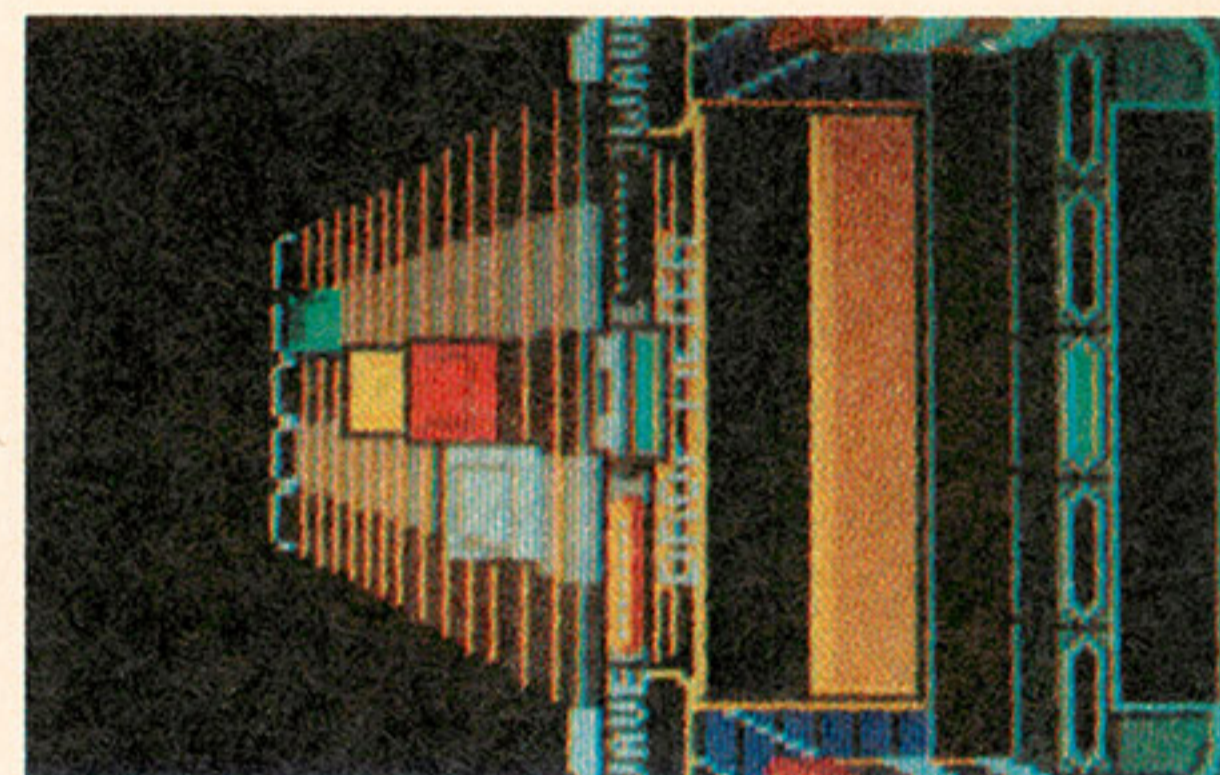
Big Scenes May Be For Adults.



ROBO SQUASH. The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.



XENOPHOBE. Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.



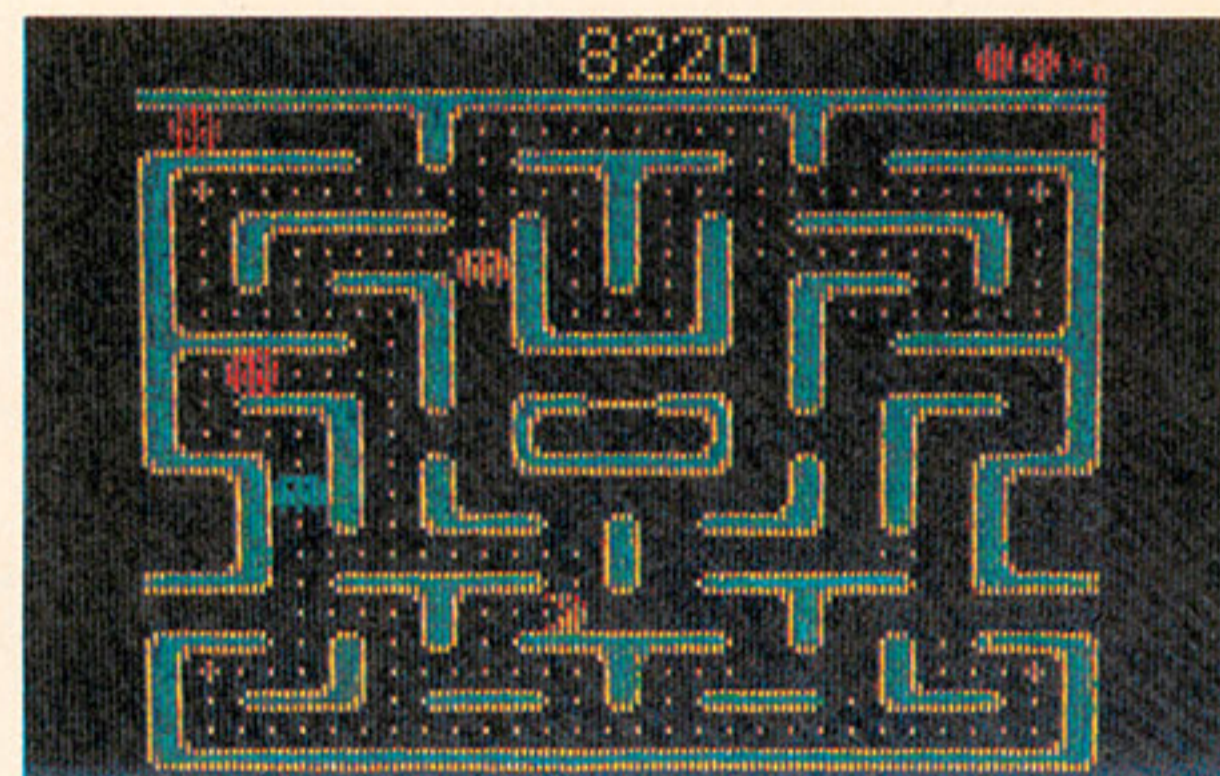
KLAX. Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.



ROAD BLASTER. Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.



It's a galactic shoot out between you and aliens in the 4 player game **ZARLUR MERCENARY.** Your only hope is to kill them all or break for lunch.



Help **MS. PACMAN** escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx,

you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.



December 1990

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

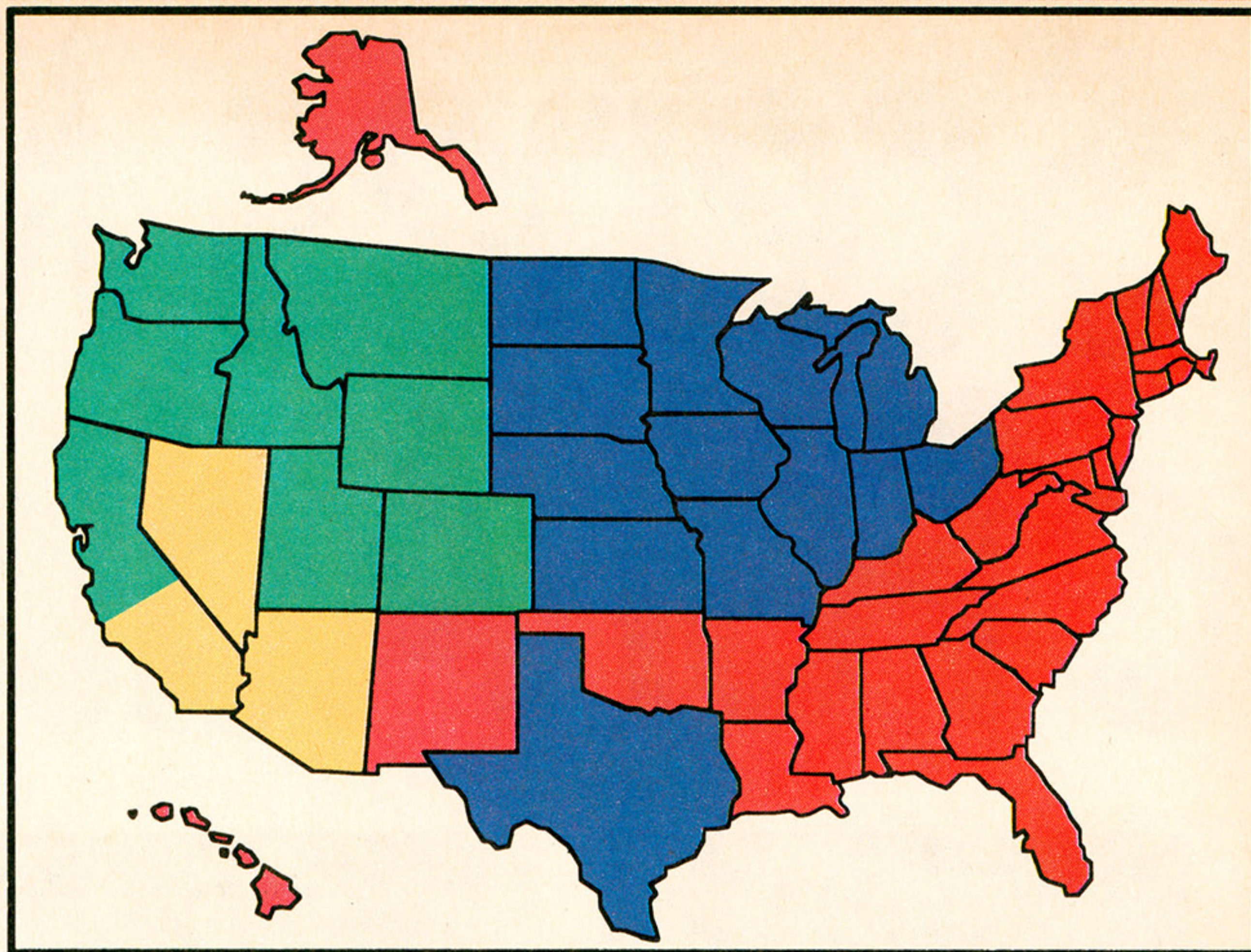
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ATARI 7800™

ALIEN BRIGADE™

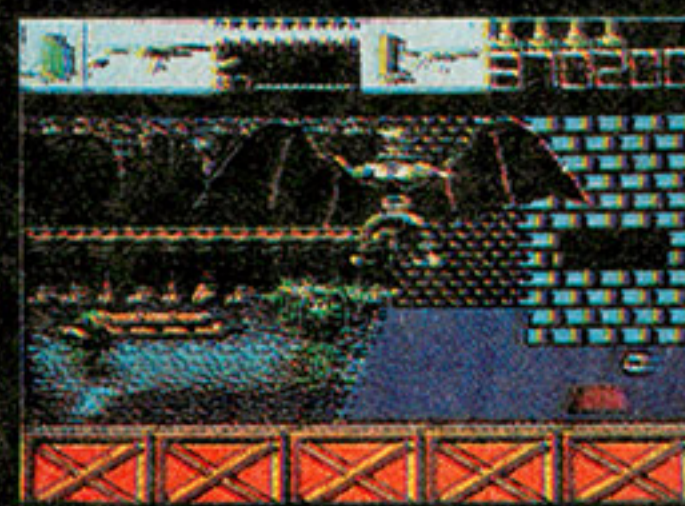
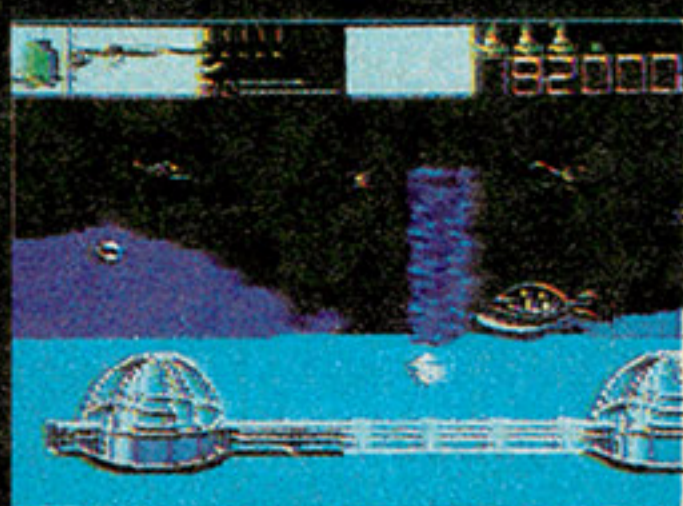
The Alien Brigade has entered the Atari 7800 system. Attacking with full frontal fury. Infiltrating your army. Turning your men into slimy zombies.

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



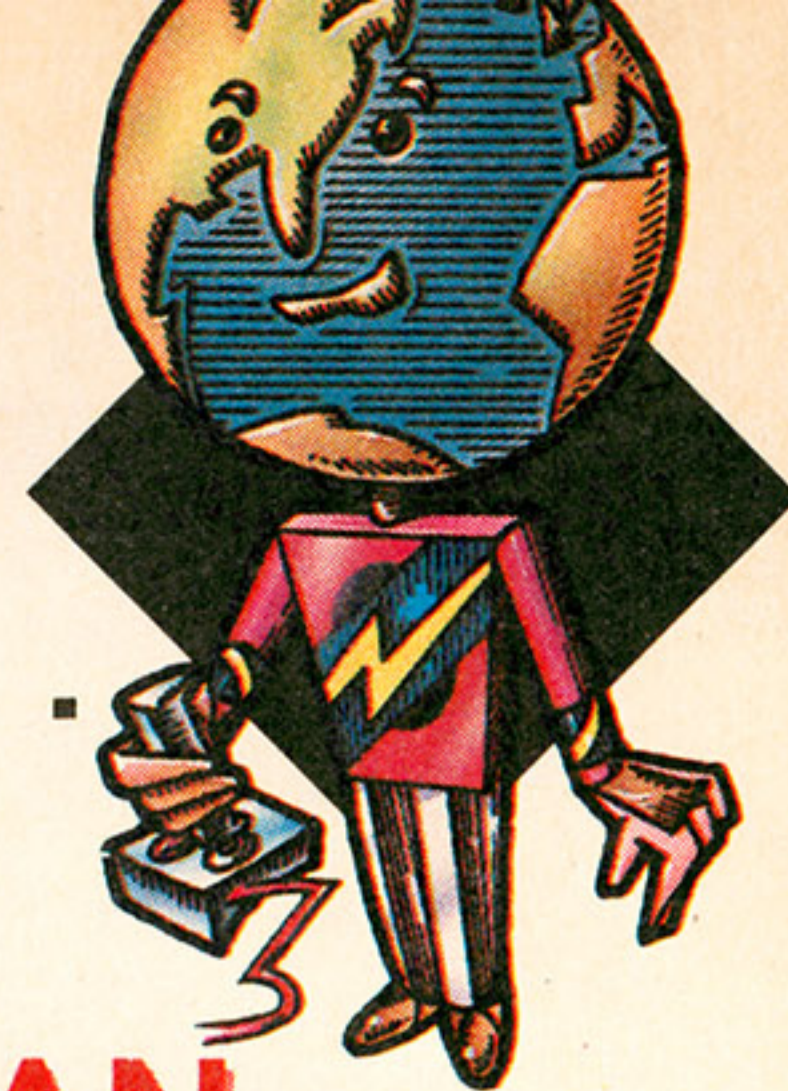
One of the new games for the Atari 7800. Now oozing its way to a store near you.

AN ALIEN IS A WONDERFUL THING TO WASTE.



PLAYERS

WORLD



SUPER FAMICOM DEBUTS IN JAPAN

Tom R. Halfhill
and Tony Takoushi

Nintendo's next-generation home videogame system, the 16-bit Super Famicom, was scheduled to hit Japanese stores in late November. Despite everything that's been written about the system in the U.S. and abroad, Nintendo was still expected to spring a few surprises.

For example, among the new titles announced for the Super Famicom are two strategy games originally released for personal computers in the U.S. and U.K.: *Sim City* and *Populous*. In *Sim City*, you control the urban development of a growing metropolis, balancing such factors as population growth, transportation, and taxes. In

Populous (which is also available for the Sega Genesis), you play a god whose people are struggling for survival against another tribe controlled by an evil god.

Other Super Famicom titles include more traditional action games, such as *Super Mario World* (the latest installment in the immensely popular *Mario Bros.* series); *Gradius III* (a spaceship shoot-em-up); *F-Zero* (a futuristic driving game); and *Pilotwings* (a flight game that lets you fly hang gliders, biplanes, and parachutes).

This unusually broad lineup suggests that Nintendo will market the Super Famicom to a wide variety of game players right from the start.

As expected, the 16-bit Super Famicom's graphics and sound capabilities are a major improvement over those of the 8-bit Nintendo Entertainment System. The Super Famicom is also technically superior to its main 16-bit rivals, the Sega Genesis (known in Japan as the Megadrive) and the NEC TurboGrafx-16 (known in Japan as the PC Engine).



Super Mario World

The Super Famicom can display a total of 32,768 different colors, compared to 52 colors for the NES, and 512 colors for the Genesis and TurboGrafx. Depending on the graphics mode in which a game is written, the Super Famicom can display 128, 256, or 2,048 colors on the screen at once. That compares to 16 colors for the NES, 64 colors for the Genesis, and 256 colors for the TurboGrafx.



Sim City

Screen resolution is equally impressive. Resolution is measured in pixels (screen dots), and, in general, the more pixels displayed on the screen, the sharper the graphics. The Super Famicom has at least two different screen



Nintendo's 16-bit Super Famicom

ATARI 7800™

IKARI WARRIORS

You are the Ikari warrior on the Atari 7800 system.

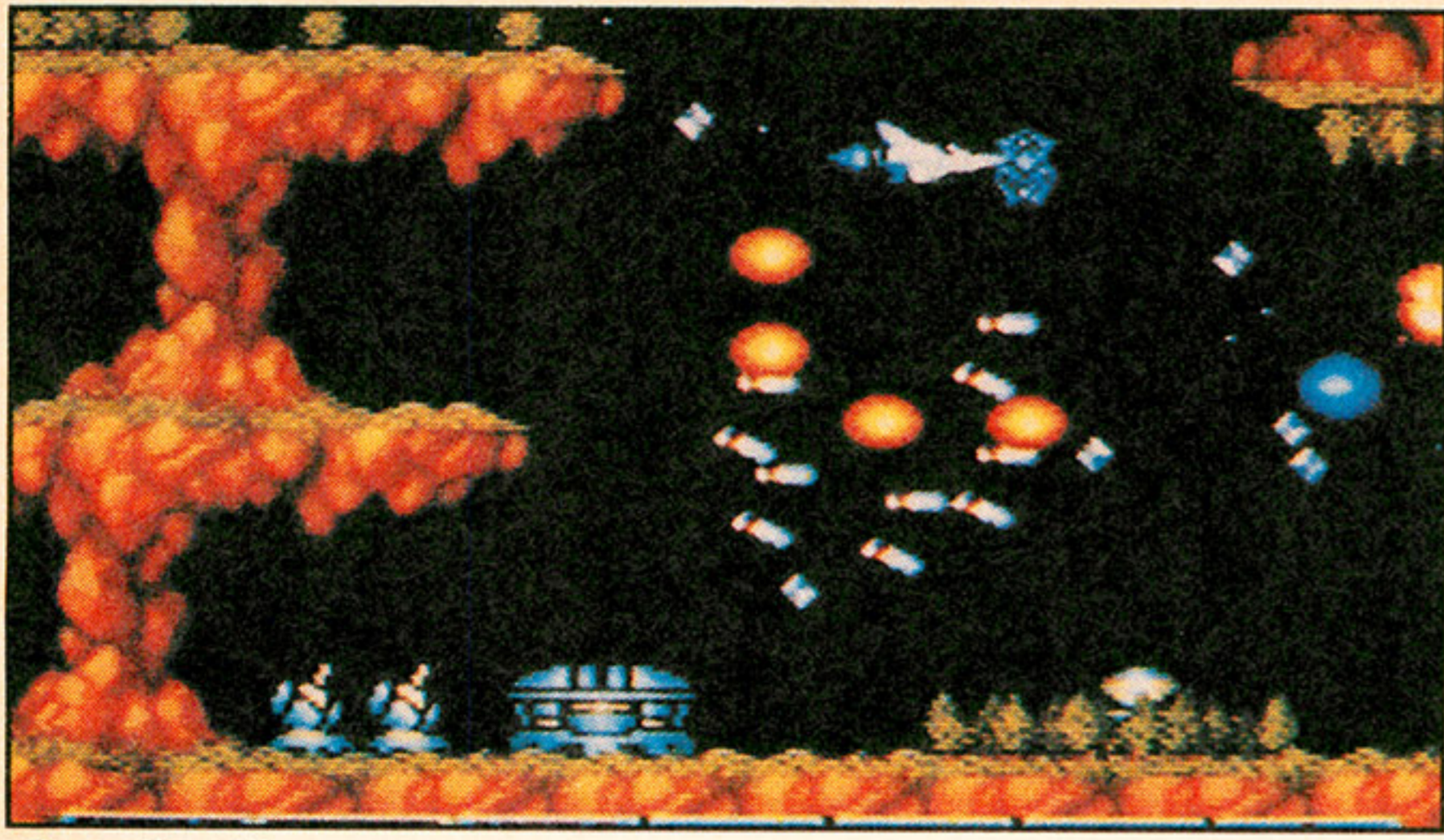
You go behind enemy lines with nothing but machine guns, tanks, grenades and a prayer. You and your buddy wipe out the enemy, dodging bullets, knives and missiles. You have to rescue the colonel from an impenetrable fortress. And ammo is running low. Yes, war is hell. But you can handle it—

with one or two players. One of the new games for Atari 7800. Try it. If you're man enough.

THE BOYS ARE MAKING HOUSECALLS.



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



Gradius III

modes: 256 pixels horizontal by 224 pixels vertical, and 512 x 448 pixels horizontal/vertical. That compares to 256 x 192 pixels for the NES, 320 x 220 for the Genesis, and 320 x 224 for the TurboGrafx.

However, it's not yet clear if the Super Famicom can display its high-resolution mode (512 x 448) on a standard TV. Most personal computers offer screen modes with similar resolutions, but they all require special computer monitors to display a sharp picture. Even if a high-resolution video signal could be fed into a regular TV, the large number of pixels would exceed the TV's ability to display them clearly. As a result, the picture would look fuzzy.

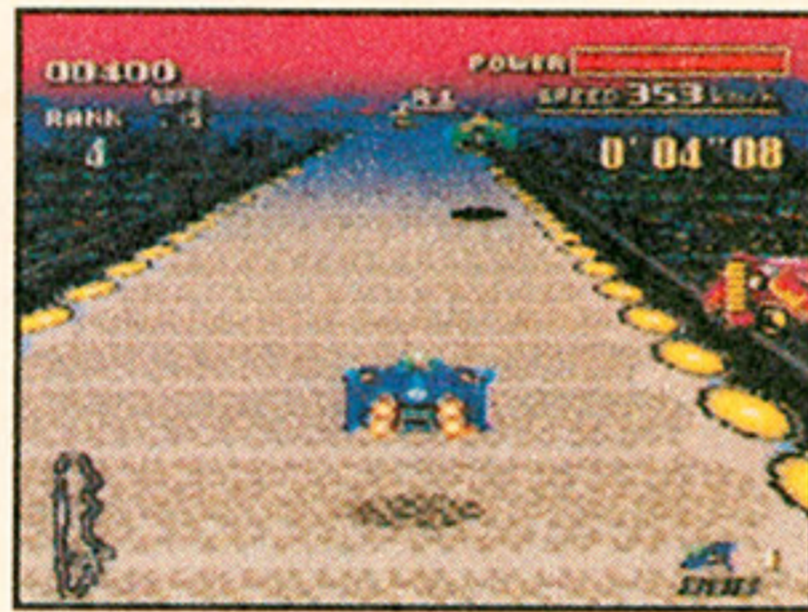
Nintendo obviously thought of that, because the Super Famicom is indeed designed to work with high-resolution computer monitors. In addition to its regular TV output, the system has an output for an RGB (red-green-blue) monitor. The RGB cable is optional.

For creating sound effects and music, the Super Famicom has both an 8-bit sound chip and a very fast digital signal processor. The sound quality approaches that of audio compact discs. It's apparent that realistic sound effects and digitized speech will be prominent features of Super Famicom games. With an adapter, the Super Famicom can be hooked up to stereo TVs or sound systems for high-fidelity stereo reproduction.

The main computer chip that controls the Super Famicom is a 16-bit version of the 8-bit chip used in the NES. It's capable of running at three different speeds, in-

cluding the same speed as the NES. This implies that Nintendo may introduce an adapter that would allow the Super Famicom to play 8-bit Nintendo cartridges, similar to the Power Base Converter that permits Genesis owners to play Sega Master System games.

Two controllers come with the Super Famicom, and they closely resemble NES controllers except



F-Zero

for two extra buttons labeled X and Y. All other buttons are the same: A, B, Start, Select, and a cross-shaped directional pad. The connectors aren't compatible with the NES, however, because they have seven pins arranged in a single row.

Behind the machine is another connector labeled "Multi Out," possibly for the RGB adapter or other devices. And on the bottom, covered by a sliding door, is a 28-pin connector similar to the expansion port hidden inside the NES. This connector could allow the Super Famicom to work with a wide variety of external devices, none of which has been announced yet. Likely possibilities: a modem for accessing online games and other services via telephone; a compact disc player for CD games, similar to the one available for the TurboGrafx; and perhaps even a

keyboard and floppy disk drive for converting the Super Famicom into a full-fledged personal computer.

Several companies have signed up with Nintendo to produce games for the Super Famicom, including Konami, Activision, Virgin Mastertronic, Imagineer, and Mirrorsoft.



Pilotwings

Japanese prices for the Super Famicom are comparable to other 16-bit systems. The Super Famicom retails for 25,000 yen (about \$184 in U.S. dollars) and games sell for under 8,000 yen (about \$60).

Nintendo hasn't announced when the Super Famicom will be available outside Japan. Most observers (including *Game Player's*) think the machine will be redesigned and released in the U.S. by fall 1991. Some importers are already advertising the Super Famicom in the U.S. and Canada, but this is the Japanese version. Although it will work with North American power supplies and TVs, it may not be compatible with U.S. game cartridges when Nintendo releases the U.S. version. As was done with the U.S. and Japanese versions of the NES, Nintendo may decide to make the U.S. and Japanese versions of the Super Famicom incompatible with each other in order to discourage the unauthorized importing of game cartridges.

GP

R U A GENESIS GENIUS



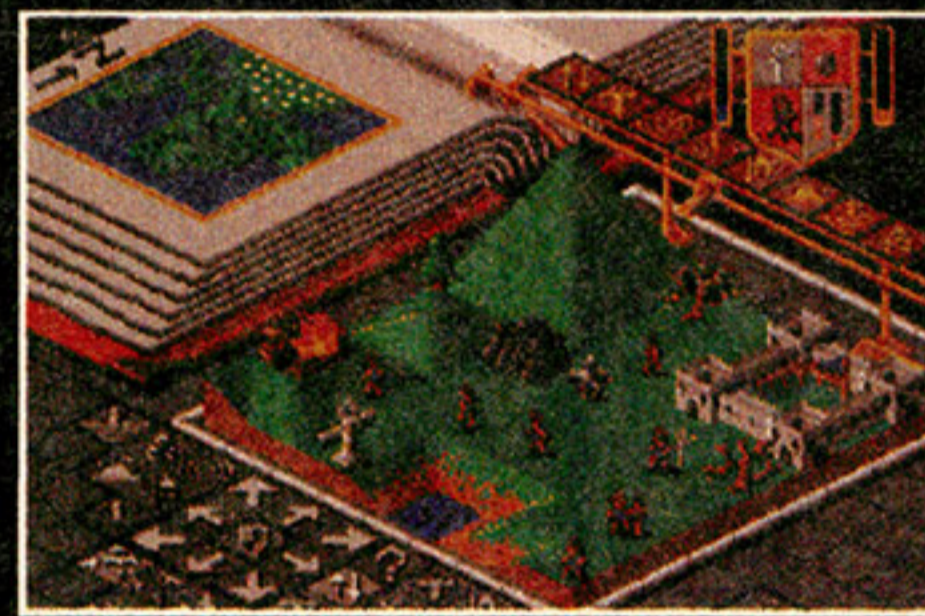
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G.A.T. QUESTION #1

Q: IN **POPULOUS**,
WHICH DISASTER
CAN'T YOU UNLEASH:

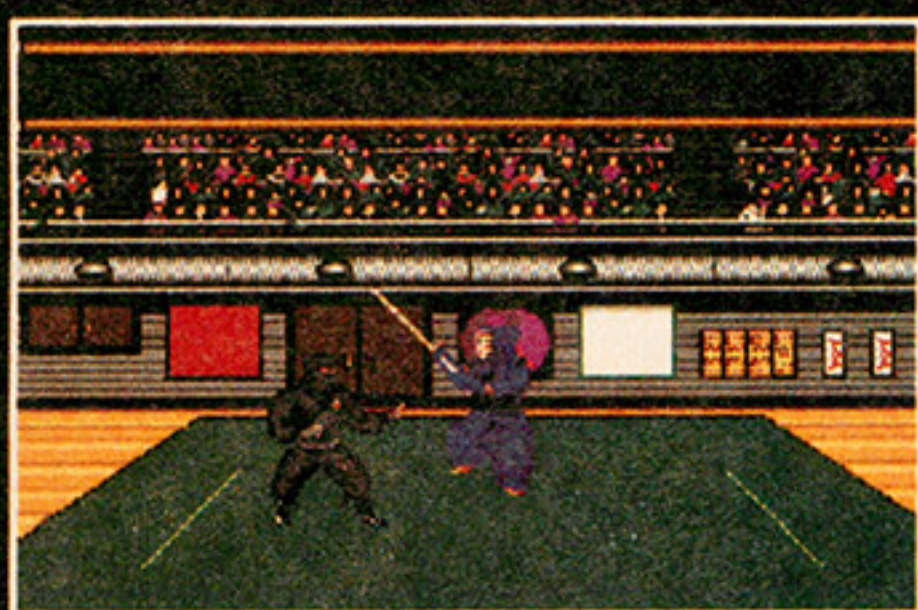
- A. Catastrophic earthquakes
- B. Erupting volcanoes
- C. Whopping great cataclysmic floods
- D. Oozing, pestilential swamps
- E. World-wide acne epidemic



G.A.T. QUESTION #2

Q: BUDOKAN THE MARTIAL SPIRIT™ FEATURES KARATE, BO, NUNCHAKU, AND KENDO. EACH MARTIAL ART HAS OVER ___ UNIQUE MOVES:

- A. 10
- B. $E = mc^2$
- C. 16
- D. π
- E. 25



G.A.T. QUESTION #3

Q: IN JOHN MADDEN FOOTBALL™, THE ONLY THING YOU *CAN'T* MAKE YOUR PLAYERS DO IS:

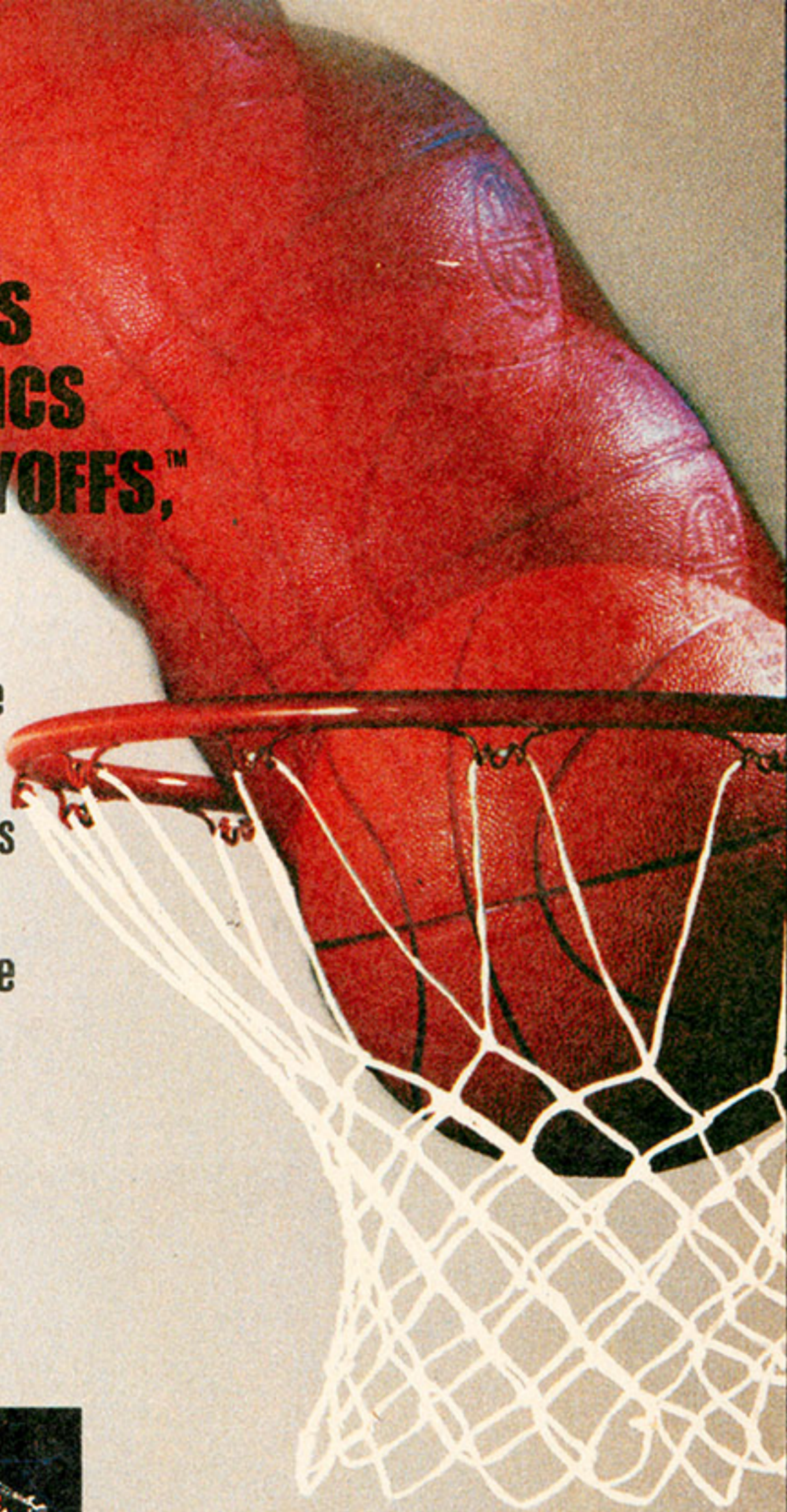
- A. Call 100 different pro plays from John Madden's playbook
- B. Hit hard, hit often, hit mean
- C. Sell popcorn at the game
- D. Dive, spin, jump, break tackles, and call audibles
- E. Tough it out in the mud or snow to win Super Sunday



G.A.T. QUESTION #4

Q: IN LAKERS VS. CELTICS AND THE NBA® PLAYOFFS, YOU CAN MASTER:

- A. Michael Jordan's awesome air reverse slam
- B. Charles Barkley's monstrous gorilla dunk
- C. Isiah Thomas' slashing drive and finger-roll
- D. Clyde the Glide's ferocious tomahawk jam
- E. All of the above



G.A.T. QUESTION #5

Q: THE _____ IS THE CENTRAL WEAPON IN SWORD OF SODAN™:

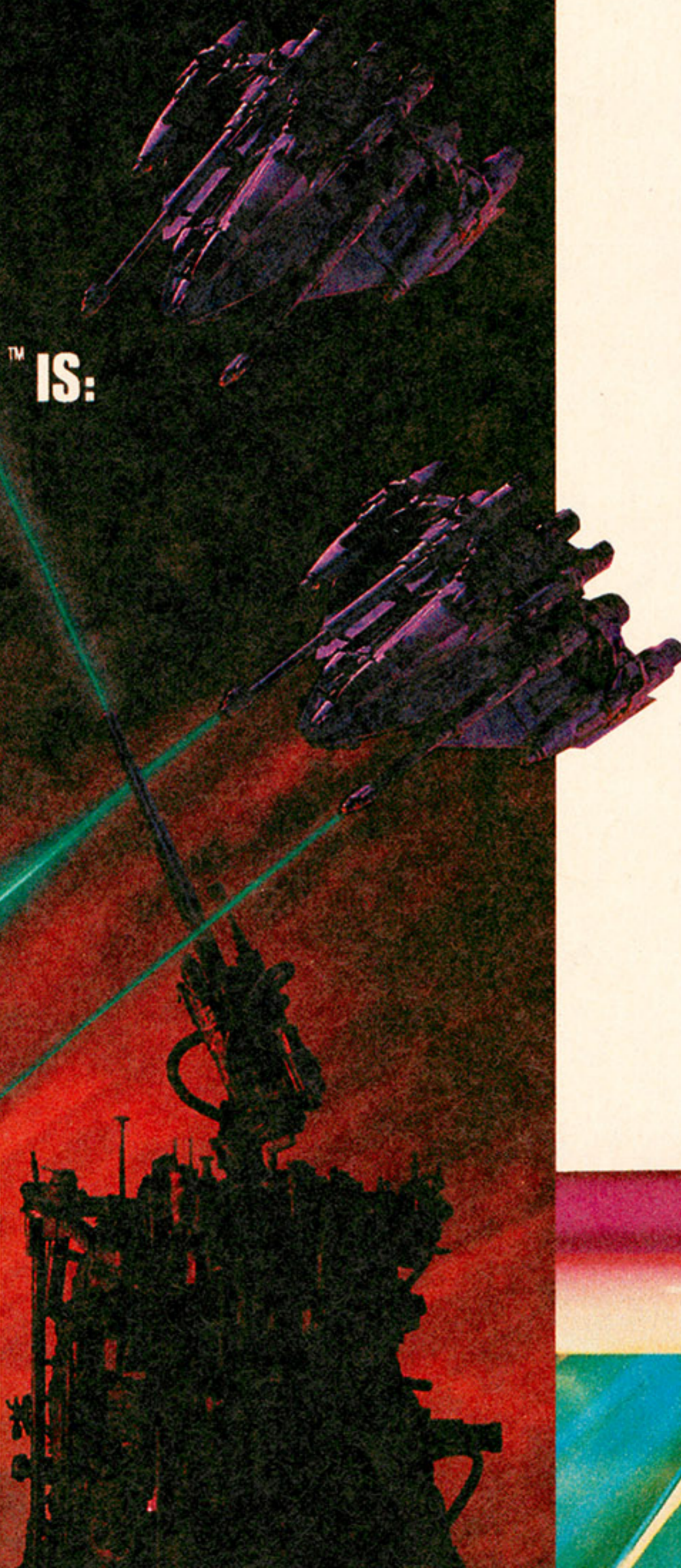
- A. Enchanted sword
- B. Killer parakeet
- C. Industrial strength chainsaw
- D. Small to medium-sized thermonuclear device
- E. Rubber chicken



G.A.T. QUESTION #6

Q: BATTLE SQUADRON™ IS:

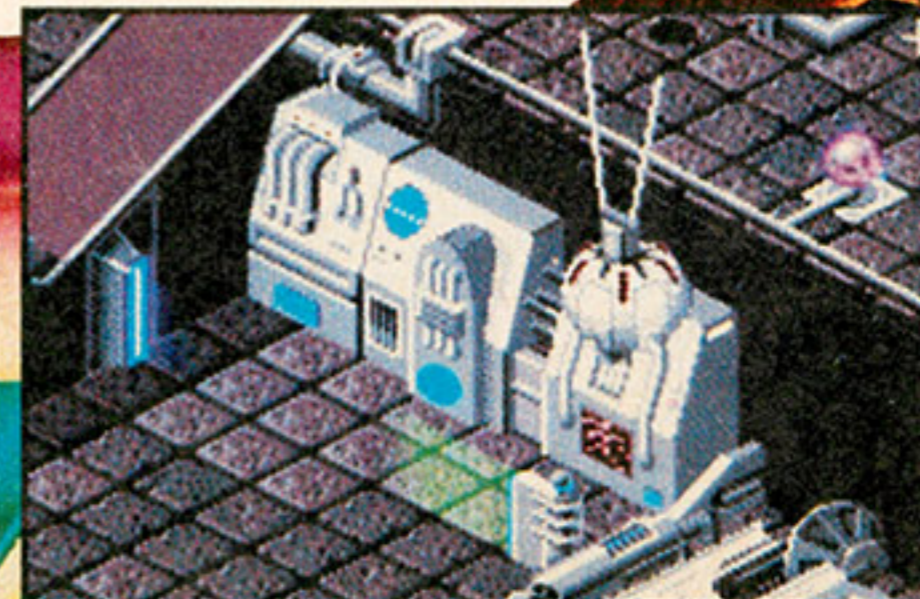
- A. An underwater chess game requiring wit and a large lung capacity
- B. Two Sopwith Camels and a Messerschmidt fighting a horde of locusts
- C. A World War II simulation with genuine film footage
- D. A rapid-fire space combat game with bodacious graphics
- E. None of the above



G.A.T. QUESTION #7

Q: IN ZANY GOLF™, PLAYERS OVERCOME OBSTACLES LIKE:

- A. Land mines, hot dogs, and swamp shrews
- B. Lasers, hamburgers, and moving holes
- C. Gravity, relativity, and math anxiety
- D. Terrorists, aliens, and dingo smugglers
- E. Adolescence, socialization, and genetic inheritance



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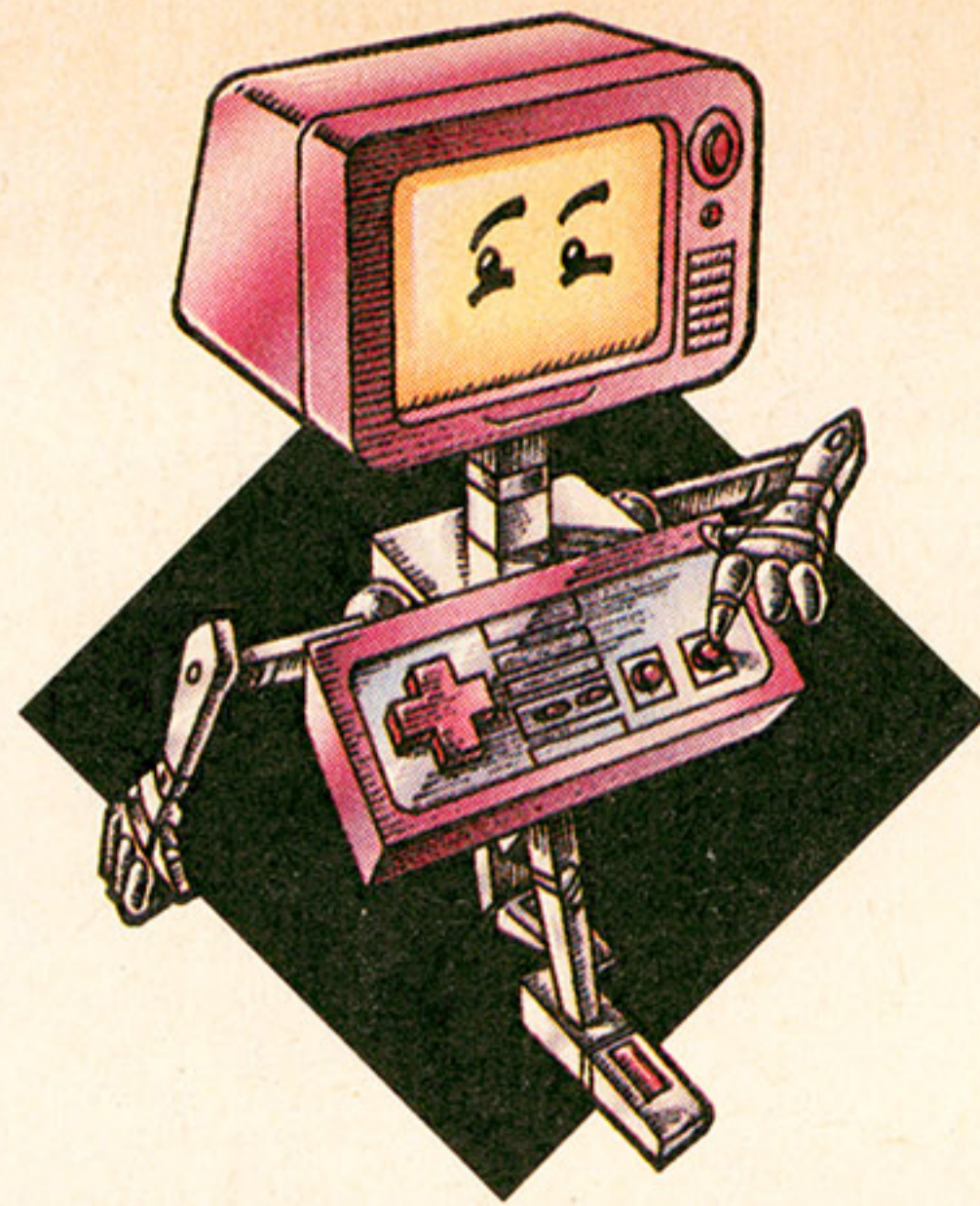


ELECTRONIC ARTS®

If you were playing arcade games back in 1983, you probably remember *Dragon's Lair*. This stunning coin-op game is often regarded as the first interactive cartoon, a milestone in the field of electronic entertainment. When *Dragon's Lair* first appeared, it breathed new life into what was then a sagging videogame industry. Unlike other arcade games, which relied on conventional computer graphics, *Dragon's Lair* used a video laserdisc player to offer true cartoon-quality animation.

Even though *Dragon's Lair* cost 50 cents to play — twice as much as other arcade games at the time — thousands of arcade fans poured in their quarters. They played not only to win, but also to watch. The graphics and animation were like nothing anyone had ever seen in an electronic game.

By industry standards, *Dragon's Lair* is now a golden oldie. The idea for the story and characters was conceived more than ten years ago by Rick Dyer, president of R.D.I. Video Systems. In 1979, Dyer started working on the game,



NINTENDO NEWS

Dragon's Lair For Nintendo

Lance Elko

intending to move it eventually to home computers. His initial efforts included graphics drawn by hand on cash-register tape. He later moved his images onto film strips to sequence the game's events.

When video laserdisc technology became available in 1981, Dyer entertained another notion. After seeing *The Secret of Nimh*, a movie created by former Disney animator Don Bluth (see "Behind the Scenes"), Dyer decided that true cartoon animation was a must for his game.

The result was the coin-op version of *Dragon's Lair* — but it was an expensive project. Producing the game required an investment of nearly \$2 million (each arcade unit needed a Pioneer laserdisc player at about \$800 a pop) and about 73,000 man-hours in animation development time.

While the technology of *Dragon's Lair* is late 20th-century, the story line is straight from the Middle Ages. Dirk the Daring, a knight of comic-hero proportion, must battle various dragons, monsters, and other creatures to save the beautiful Daphne, who has been kidnapped by the evil Mordroc. The plot might seem like a cliché, but such a tale was never



1 Dirk the Daring made his debut in the arcades with the 1983 laserdisc version of *Dragon's Lair*.

2 Your first mission is to cross the drawbridge into Mordroc's castle. It's not easy to make it past the moat's resident dragon.

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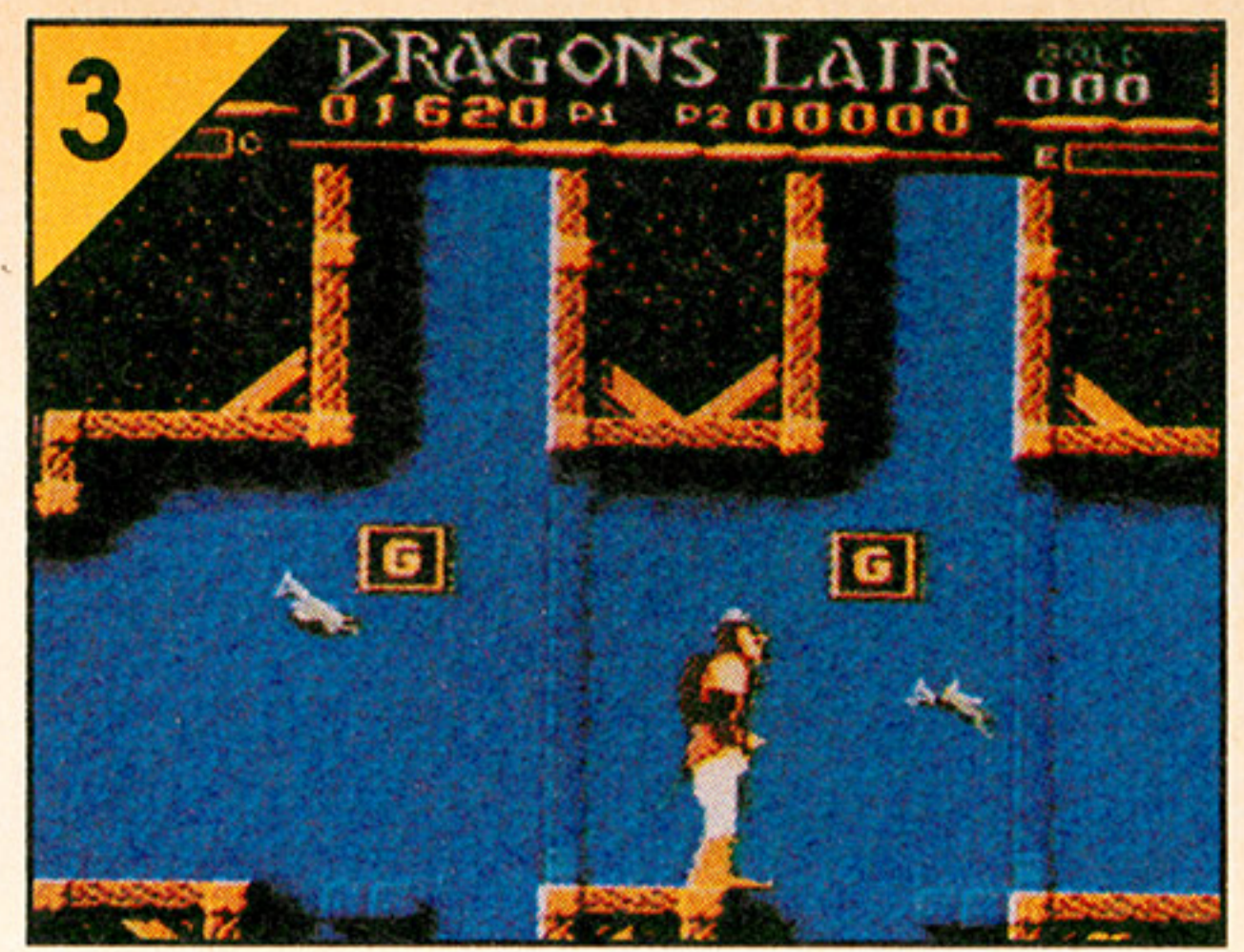
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rendered like this before.

Nearly two years ago, *Dragon's Lair* finally made its way to home computers, as Rick Dyer had originally intended. While the graphics and animation of the Amiga version were highly impressive (see the "Amiga Players" column in *Game Player's*, April/May 1989), some people said the game lacked playability. But there's no such

NINTENDO NEWS



1 The Floating Lizard King appears early in the game and attacks frequently throughout.

2 As the elevator descends into the castle, you must decide where to jump off.

3 In the Gold Mines, avoid the vampire bats while leaping across the platforms. Don't forget to grab some gold.

quibbling with the brand-new Nintendo version.

You have to see and play this game to believe it. It's so amazing, in fact, that *Dragon's Lair* is sure to set a new standard for graphics and animation in the NES format. Best of all, it's highly playable. You're involved every minute of the game—even though you might be distracted by the beautiful animation and graphics. The original soundtrack deserves accolades as well. The music does a splendid job of setting the medieval mood of the game.

The production of the Nintendo version of *Dragon's Lair* was similar to the production of a Hollywood movie. Sullivan Bluth Interactive Media (SBIM), a subsidiary of Sullivan Bluth Studios, hired MotiveTime, a software development company, to write the game. MotiveTime worked with the original laserdisc version to re-create the movements of Dirk and the other characters. The designers also adapted the arcade game's plot and use of color. The final product, finished this fall, is being sold by CSG Imagesoft.

There's also a distinctive international flavor to the game's production. Sullivan Bluth is based in Dublin, Ireland; MotiveTime is in Walsall, England; both SBIM and CSG Imagesoft are based in Los Angeles, California; and Imagesoft is owned by CSG, the Columbia-Sony Group based in Tokyo, Japan. Sound complicated? It is—but many current videogames are

continued on page 24...



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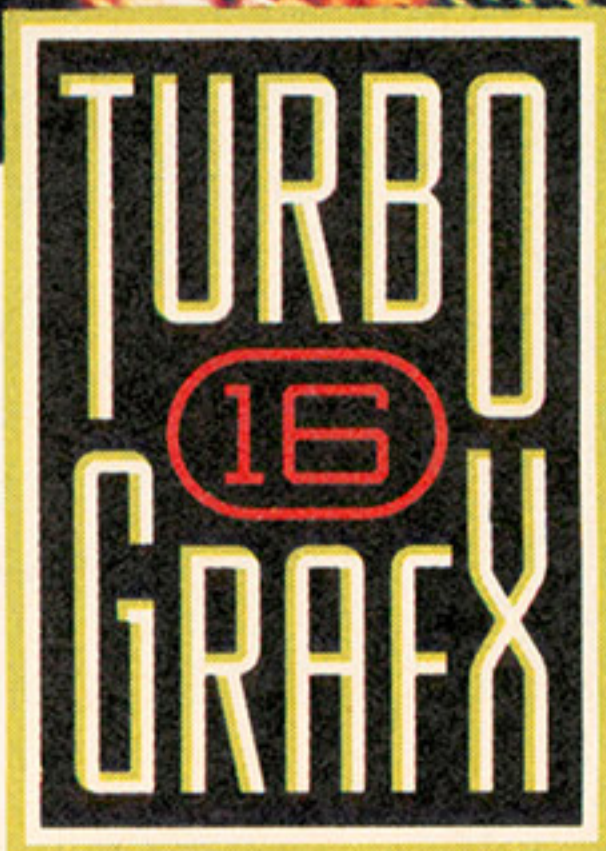


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NINTENDO NEWS

continued from page 18...

being developed with similar arrangements across continents.

The same network of companies is also delivering the new Game Boy version, *Dragon's Lair: The Legend*. It's totally different from its NES cousin in both concept and game play, but it too is a graphics knockout. (For a detailed look, see "Game Boy Players" elsewhere in this issue.)

A Difficult Challenge

The NES version of *Dragon's Lair* is not a fast-paced, arcade-style shoot-em-up. You need your arcade skills, but you need your brain even more. If you rush Dirk into action, running and firing willy-nilly, you'll use up his five lives very quickly. Instead, you need to move cautiously and thoughtfully throughout the game, studying the best way to maneuver and fight.

There are plenty of occasions, though, when split-second action is necessary. For example, you'll have to duck, crawl, and throw your weapon at a fast-approaching enemy in just a few seconds' time. Dirk faces a host of enemies — including skeletons, snakes, bats, rats, spiders, the Grim Reaper, and Singe, Mordroc's pet fire-

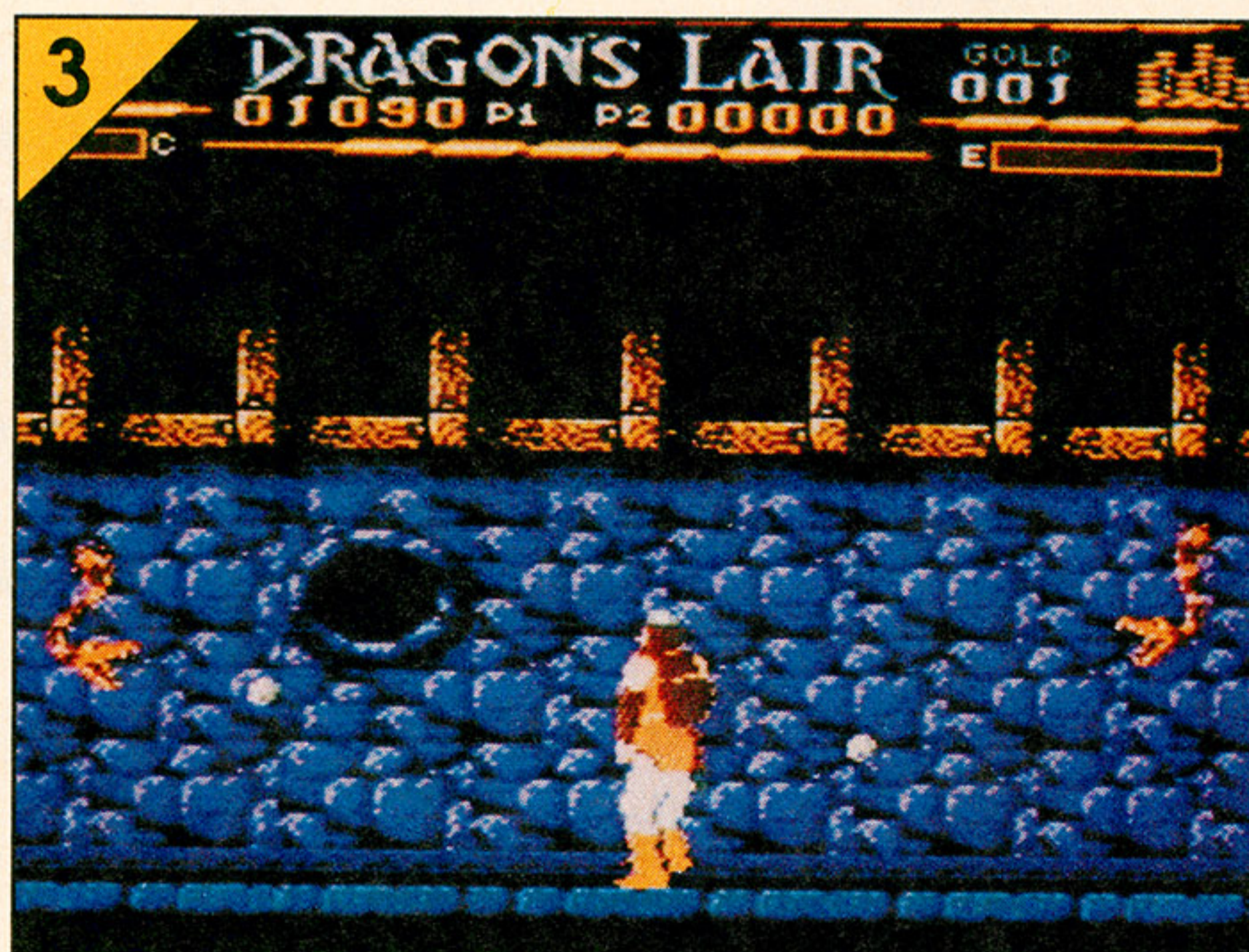
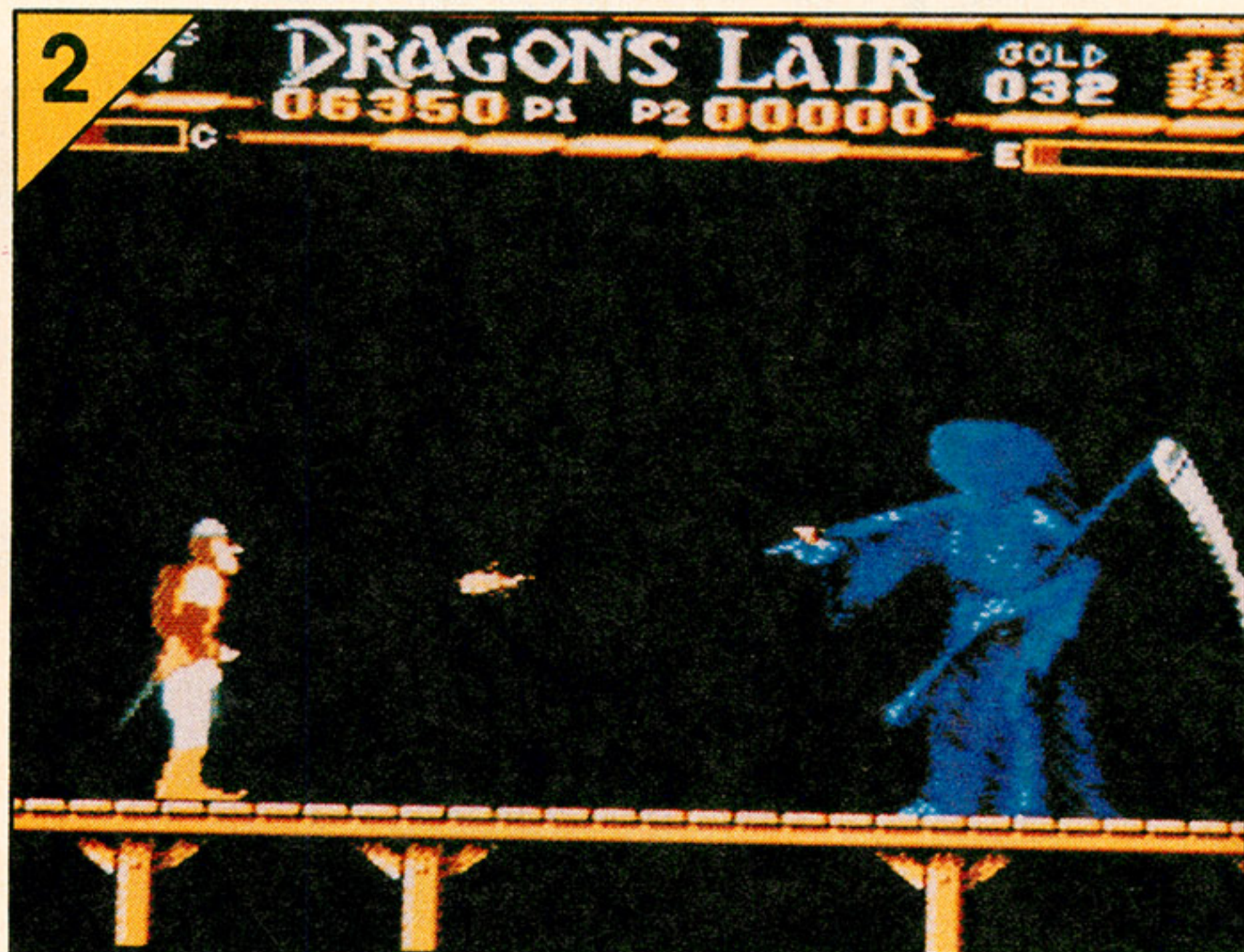
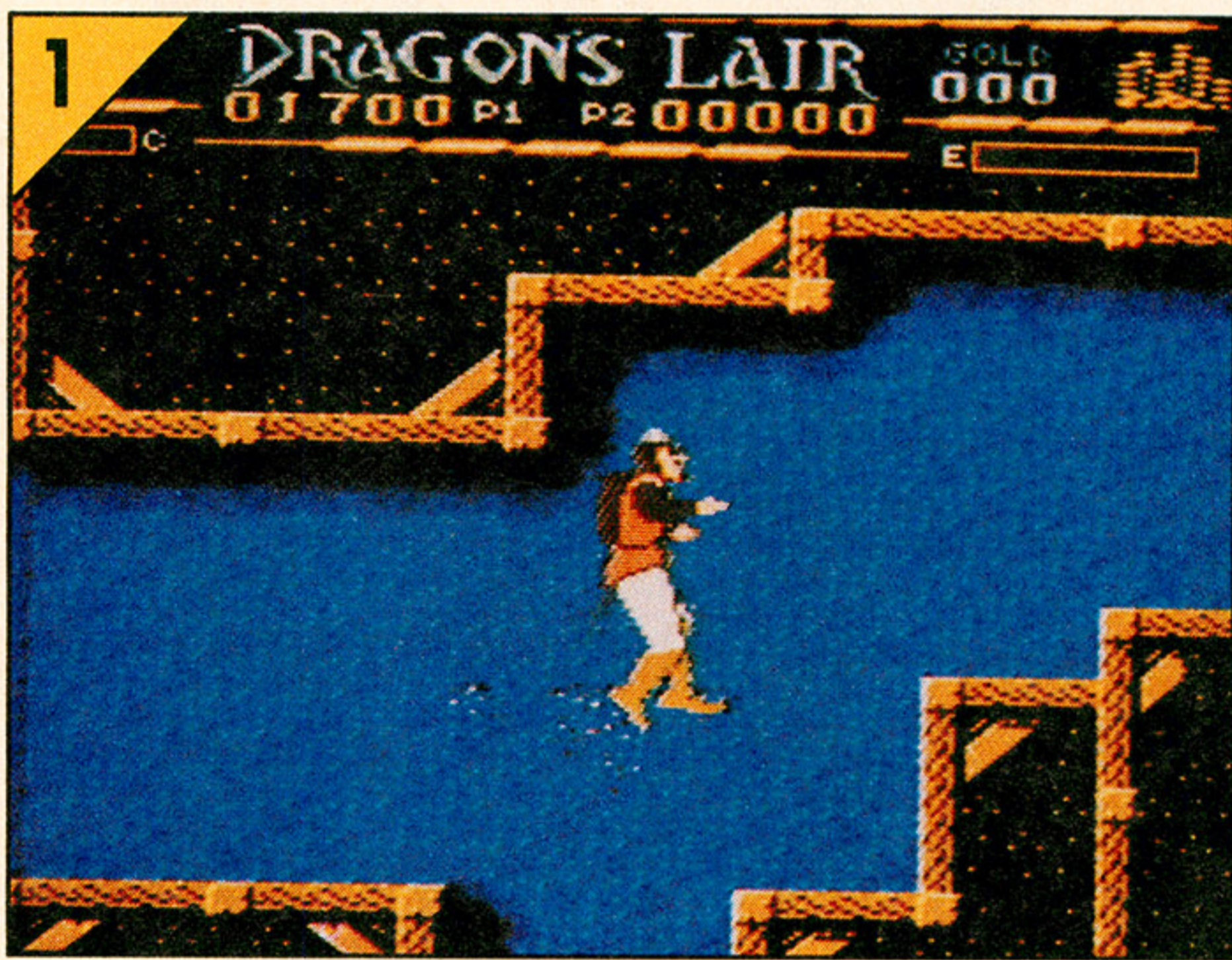
breathing dragon. Some of these creatures merely drain your energy, while others spell instant death. Whatever the enemy, your arcade skills will be tested throughout the game.

Even if

- 1 Perfect timing is required to ride the gust from Singe's dragon breath across the Great Abyss.
- 2 This fireball from the Grim Reaper is about to cost you a precious life.
- 3 Poisonous snakes emerge from the castle walls at many stages of the game. Either crawl under them or be quick with your daggers — these snakes are armed and deadly.

you're the best game player around, you won't make it through *Dragon's Lair* on your first try — or even your second or third. To succeed, you've got to learn from the inevitable mistakes you made in your earlier games. Note which way you should have jumped, and when you needed to crawl or fire. Also, remember to get all the lettered blocks in the castle. The blocks help you gain energy, acquire gold, and obtain weapons, lives, extra points, and candles (a must-have to illuminate the dark chambers encountered later in the game).

Dragon's Lair begins on the drawbridge outside Mordroc's castle. Dirk must cross by jumping over missing planks, fighting off bats, and battling the moat's pesky resident dragon. If you get safely across the drawbridge to the castle gate, a screen shows you the number of gold bonus points you've





A CLUE TO THE SIZE OF YOUR ENEMIES IN OUR NEW GAME.



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NINTENDO NEWS

onslaught of the rock-throwing Mining Car Trolls. You'll need your best maneuverability and aim to make it to the edge of the Great Abyss.

First-time players will have trouble at this point. To cross the abyss, you must wait for a mighty blast of dragon's breath from Singe, who lurks deep down in the castle.

When a gust rises, time your jump and ride the gust to safety on the other side.

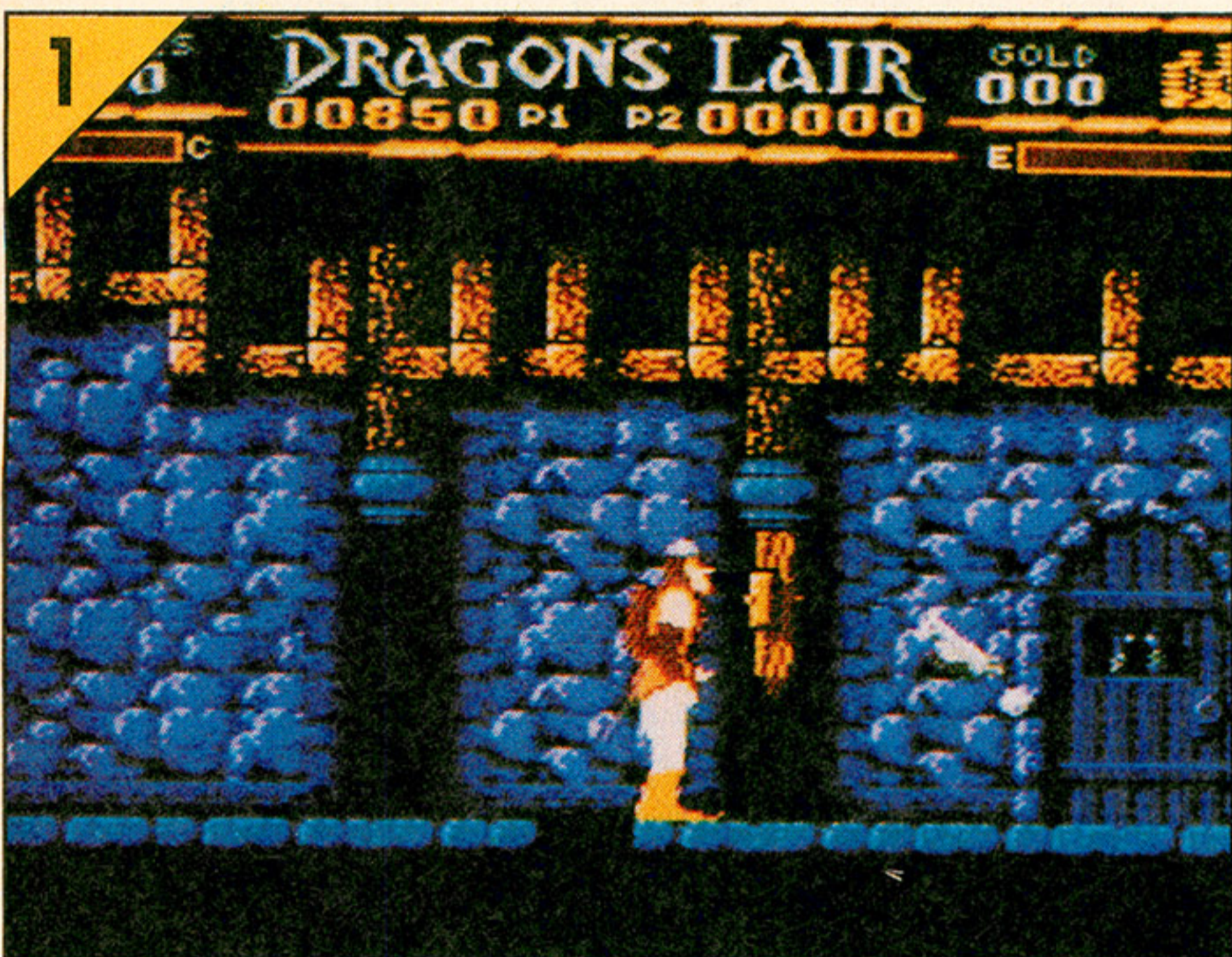
After crossing the abyss, you'll find yourself in total darkness. To light Dirk's candle (hopefully you've grabbed several along the way), press the Start button. If the area is properly lit, you can finally escape the Gold Mines.

Back on the elevator, you need to find out which floor leads to the Hall of the Grim Reaper. Dirk needs all his stamina here — he'll contend with collapsing floors, mov-

ing platforms, and, finally, the Grim Reaper himself. If you are victorious, you'll reach the final confrontation with Singe.

The last encounter of the game is tough. It takes great mobility to avoid Singe's fireballs and the repeated attacks of the dragon's babies, which emerge from their mother's belly. If you can survive the onslaught and lodge enough axes in Singe, you'll win the game.

The victory screen shows a



earned. Similar screens appear each time you complete a section of the game.

In the Entrance Hall of the castle, you get your first real taste of Mordroc's evil. Gates rise and fall (timing is everything), poisonous snakes attack, and the Floating Lizard King makes his debut. To survive, you must accurately throw your axes and daggers.

If you make it through the Entrance Hall, you're transported on an elevator deep down into the bowels of the castle. The elevator stops at different floors. You can explore any of these floors, but only one has an exit to the next section of the game.

Next come the Gold Mines, where you must contend with bloodthirsty vampire bats and moving stone blocks. Be careful not to rush across the moving platforms and bridges. Again, caution and timing are essential. The final challenge in the Gold Mines is the

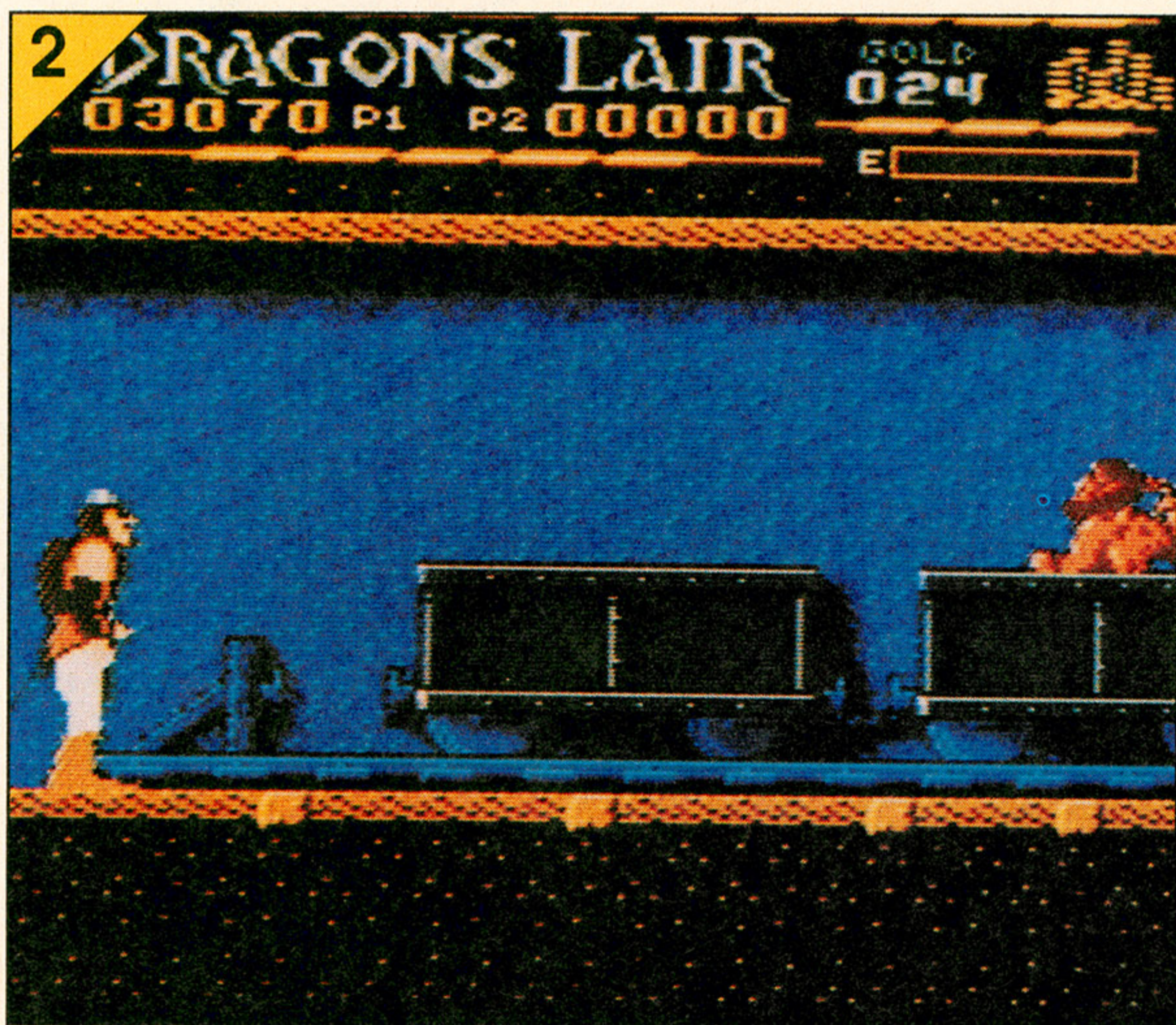
1 Dirk must watch out for this vertically moving gate and deal with the Cell Fiend, who hurls exploding skulls.

2 A Mining Car Troll is about to hurl a rock. Dodge out of the way, then counterattack by throwing an ax at the troll.

congratulations message with a smiling Daphne cradled in her hero's arms. It's followed by a scoreboard and a high-score screen, where you can enter your name if you're deserving.

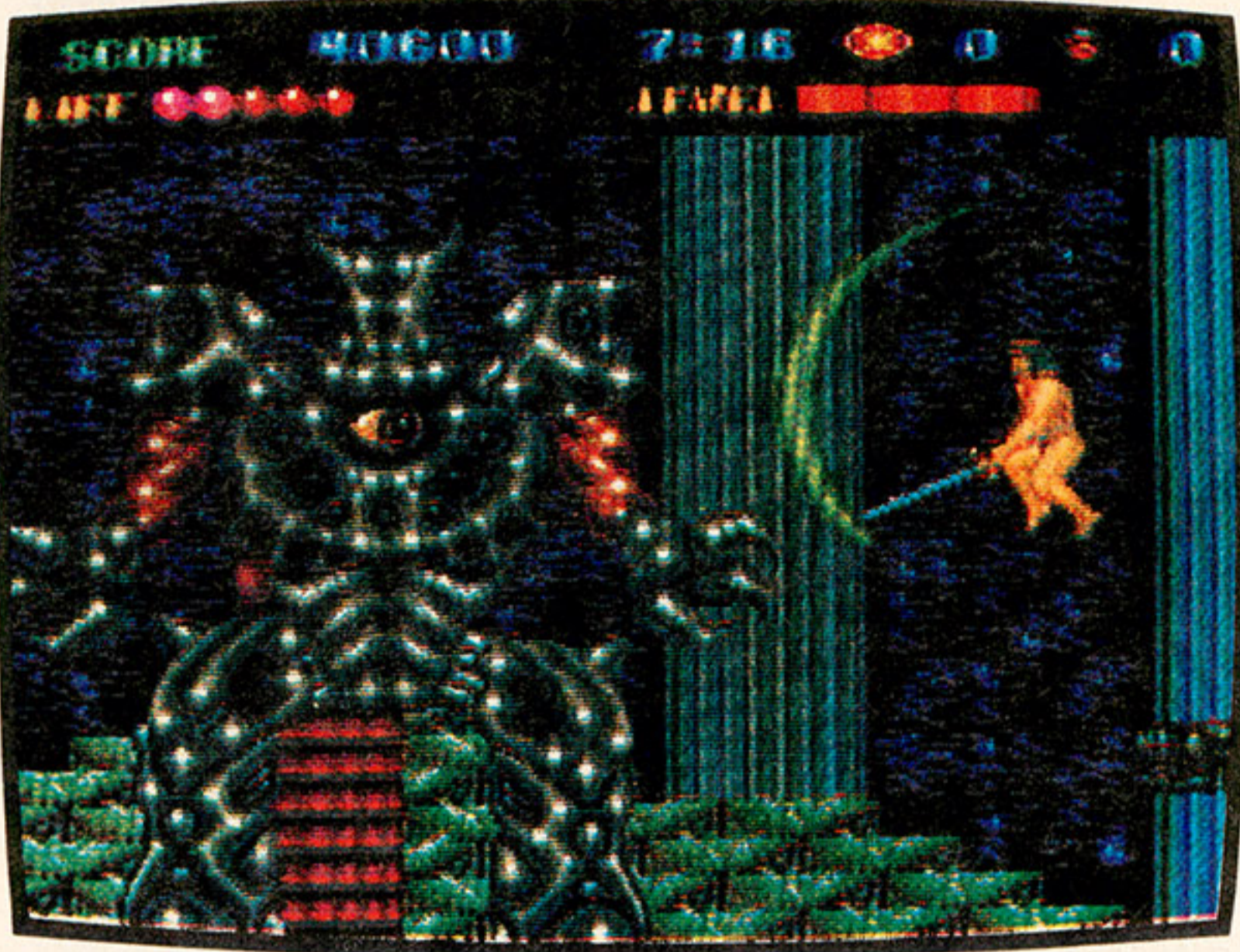
The creation of *Dragon's Lair* was obviously a labor of love. It's an outstanding game that's blessed

continued on page 31...

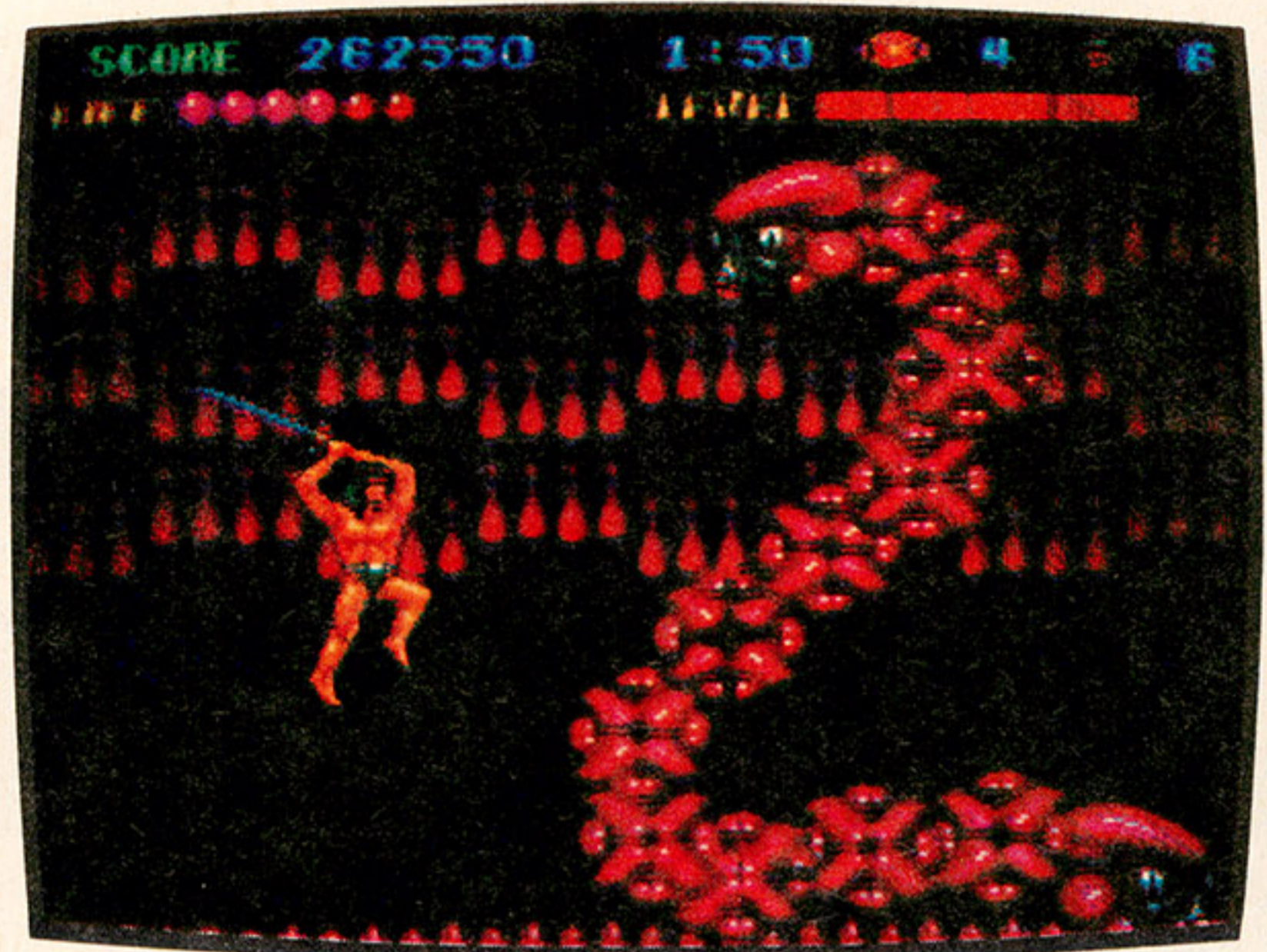


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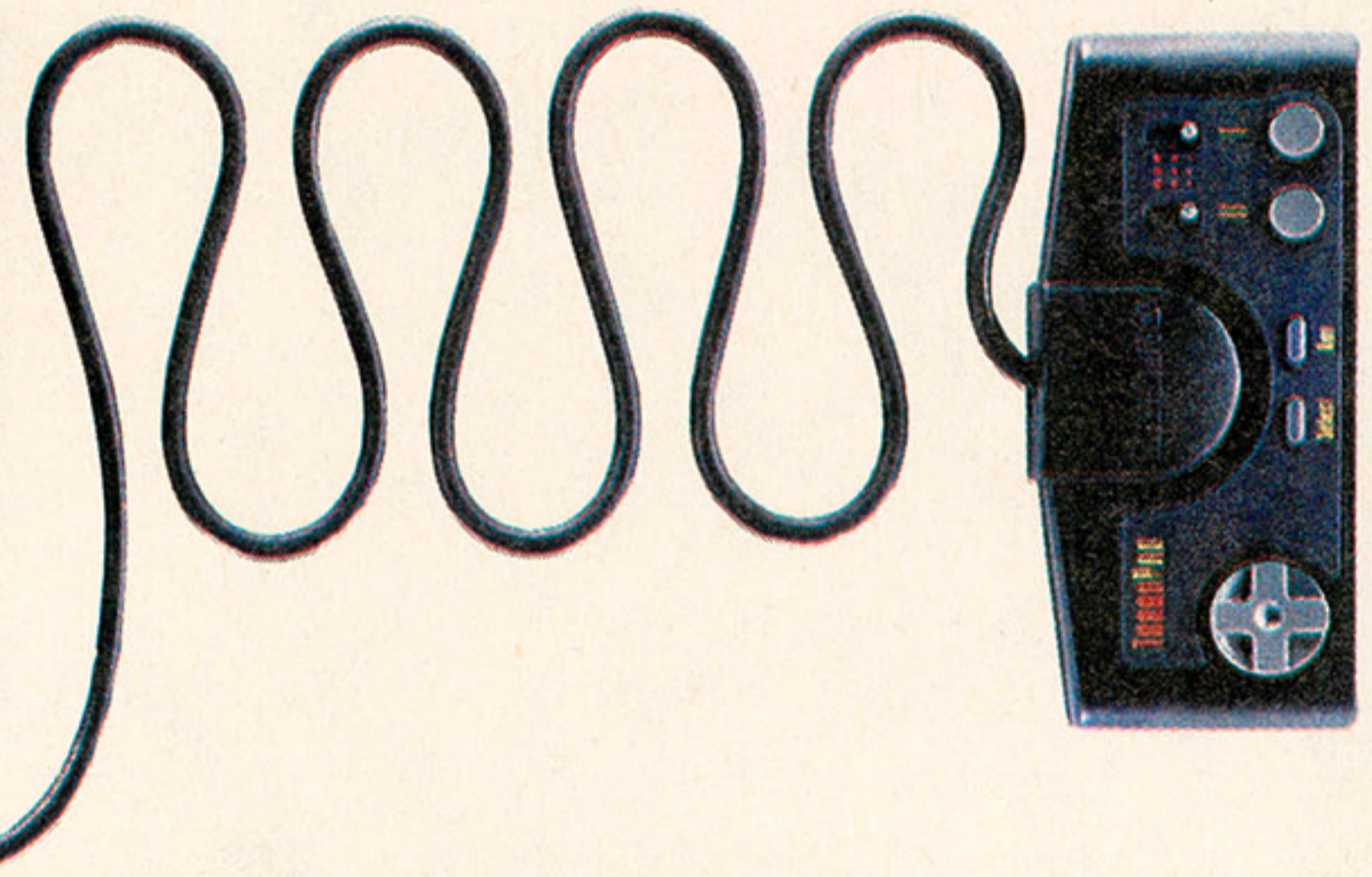
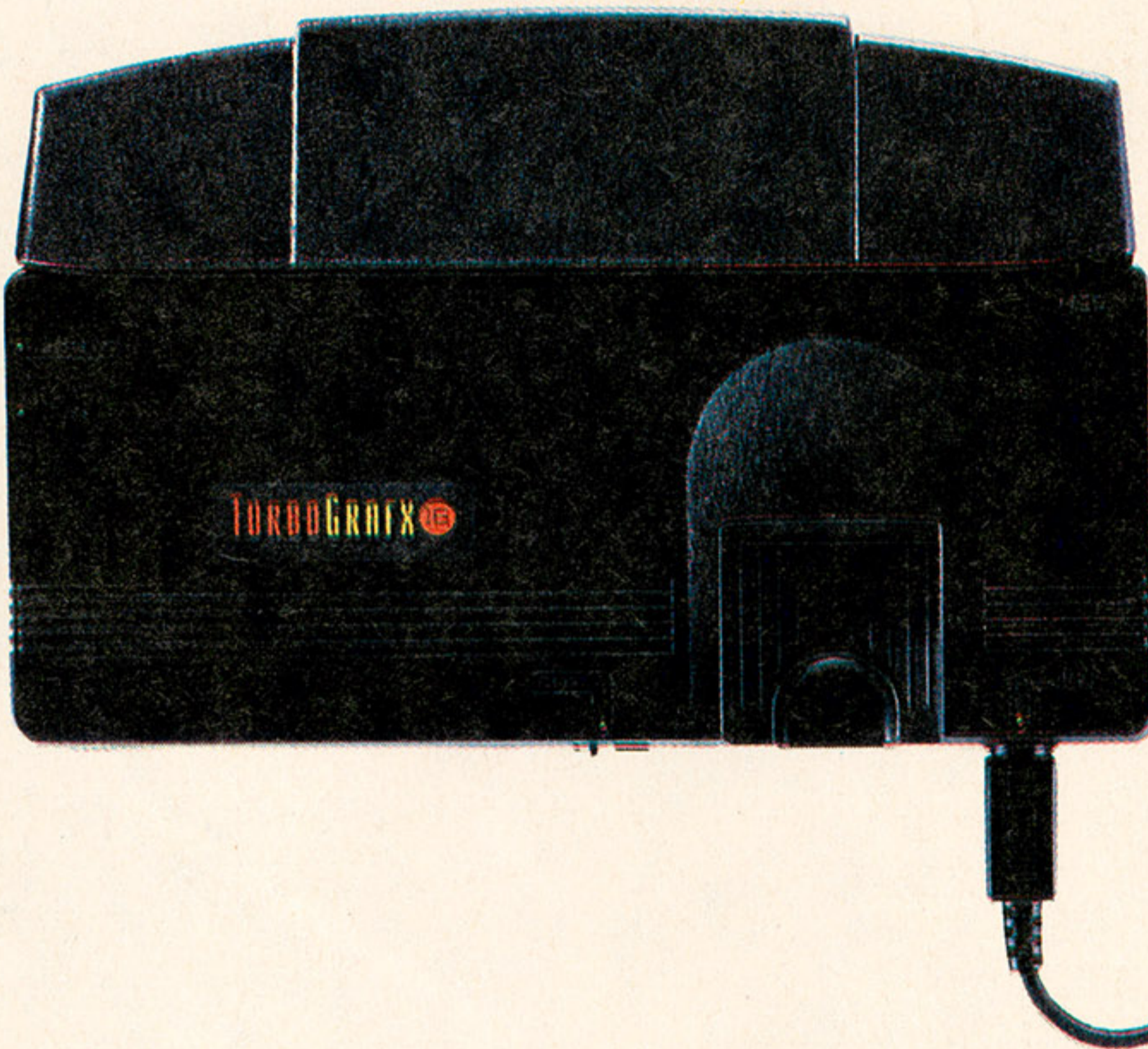
tomorrow. But you must face the most formidable opponents you've ever seen. Like this mega boss that the evil Prince Zach actually hides inside. Swing



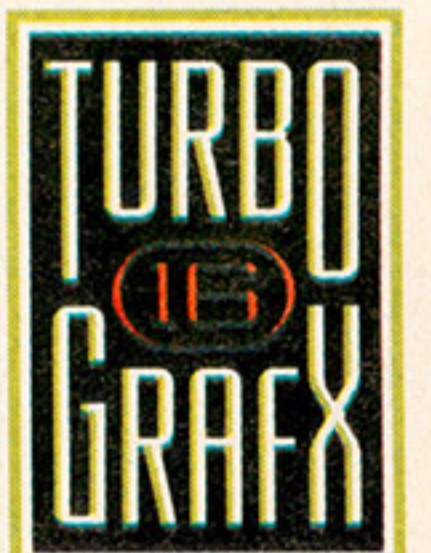
quickly or become chopped liver.

Down in the Crypts of slime, you'll find a serious serpent. His fangs can give you the kiss of death. In this game, the bosses are bigger and more vicious than ever before. One word of advice: Walk softly and carry a big axe.

Legendary Axe II™

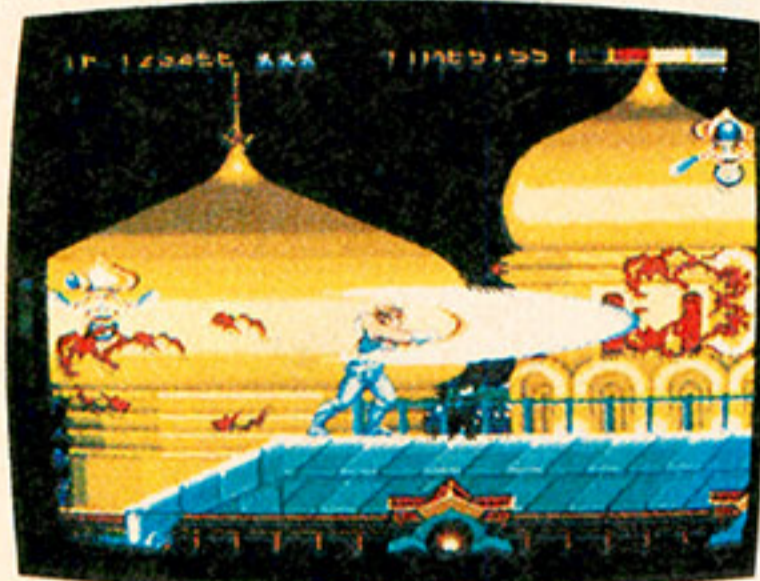


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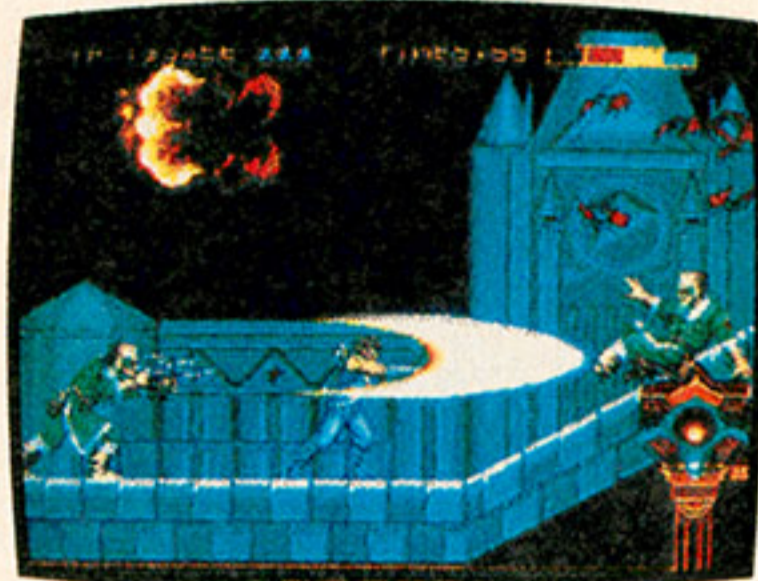


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2. Beware of the burly machine gunners. Unleash your laser sword. Watch for the special item to get a super sword.



3. Use your grappling hook to clamber up vertical walls, while fierce guards attack without mercy.



4. On the top of a building, climb rickety scaffolding to build your stamina. Also collect a mechanical attack bird here.



5. Collect two drones and then you get the white mechanical panther to help in your assault, as he leaps at the moon.

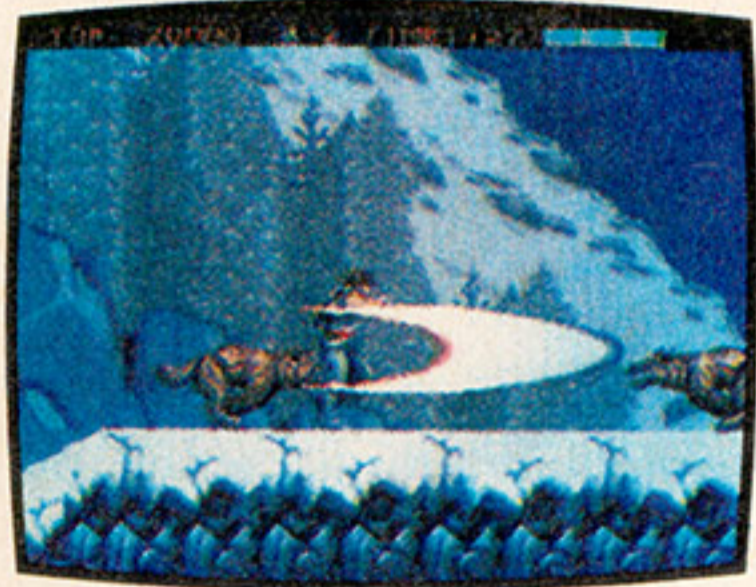
**1990
GAME OF
THE YEAR**

As selected by
Electronic Gaming
Monthly

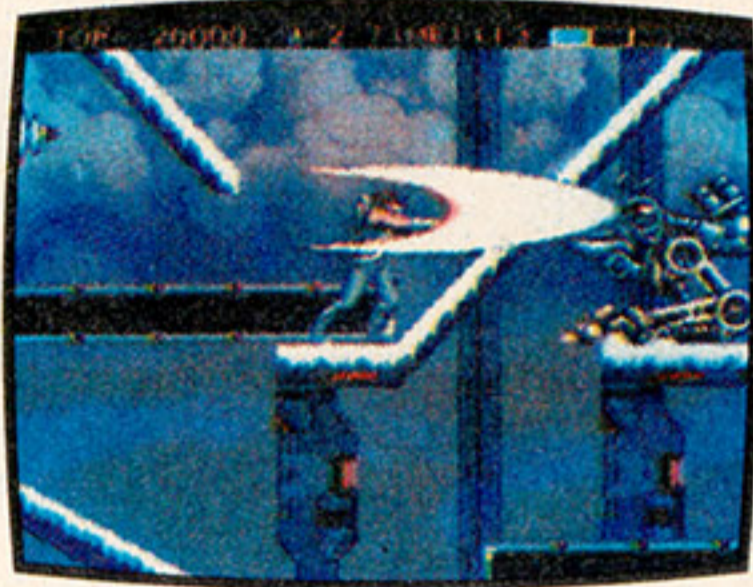


ES STRIDER.

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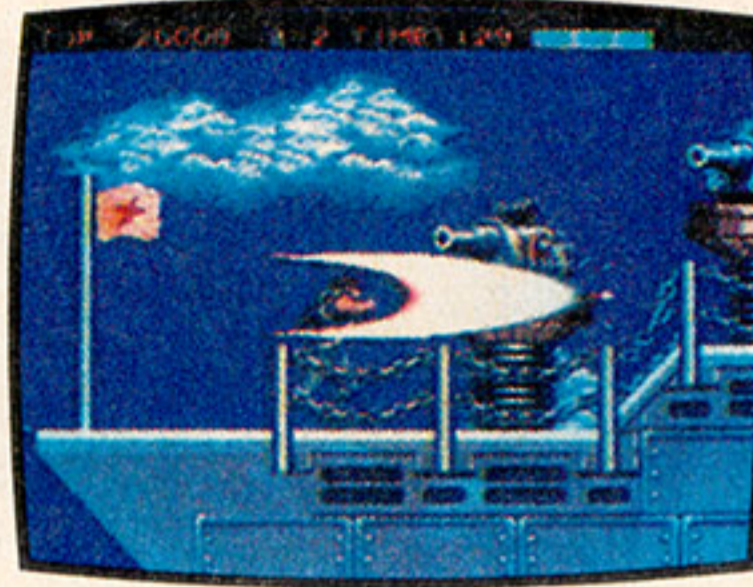
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7. In the midst of angled scaffolding, mechanized defenders rock on ball bearings as they try to blast you into atoms.



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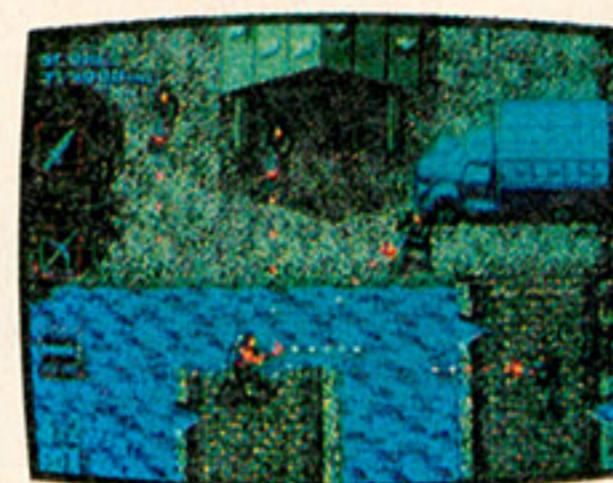
Altered Beast™



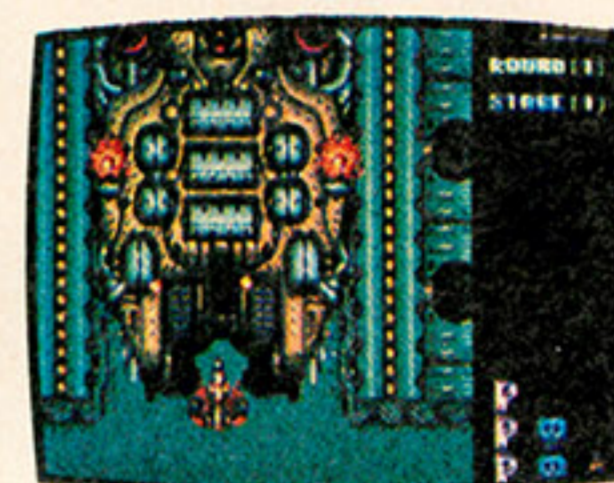
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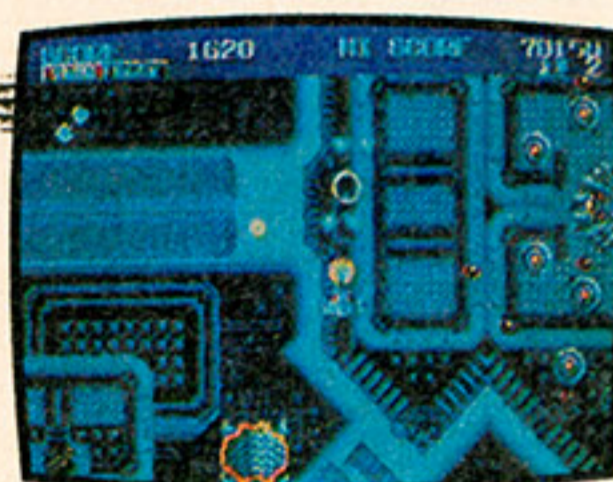


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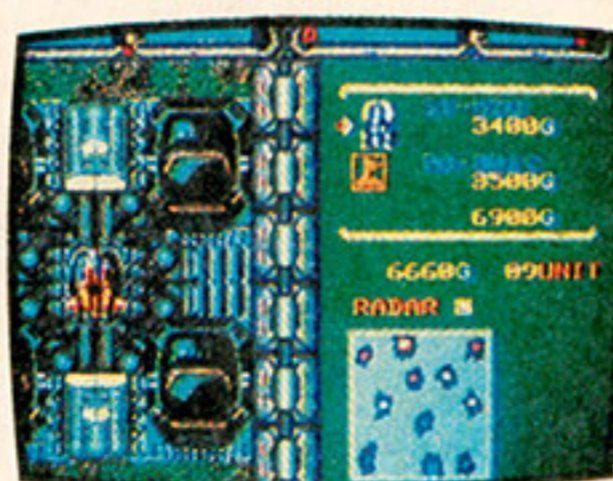
COMING SOON:



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The Castle of Illusion™ Starring Mickey Mouse



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Behind the Scenes

Dragon's Lair has roots nearly as old as the videogame industry itself. In 1979, animator Don Bluth left Disney Studios along with two other employees, Gary Goldman and John Pomeroy. They set up shop in Bluth's garage with an ambitious goal: to restore the classic animation techniques they felt were being abandoned by Disney.

Besides Bluth's personal work on two laserdisc videogames — *Dragon's Lair* and *Space Ace* — the team produced a pair of feature-length animated movies: *Banjo, the Woodpile Cat* and *The Secret of Nimh*. Both met with great success. In 1984, they forged a partnership with financier Morris Sullivan and established Sullivan Studios in Van Nuys, California. It was there



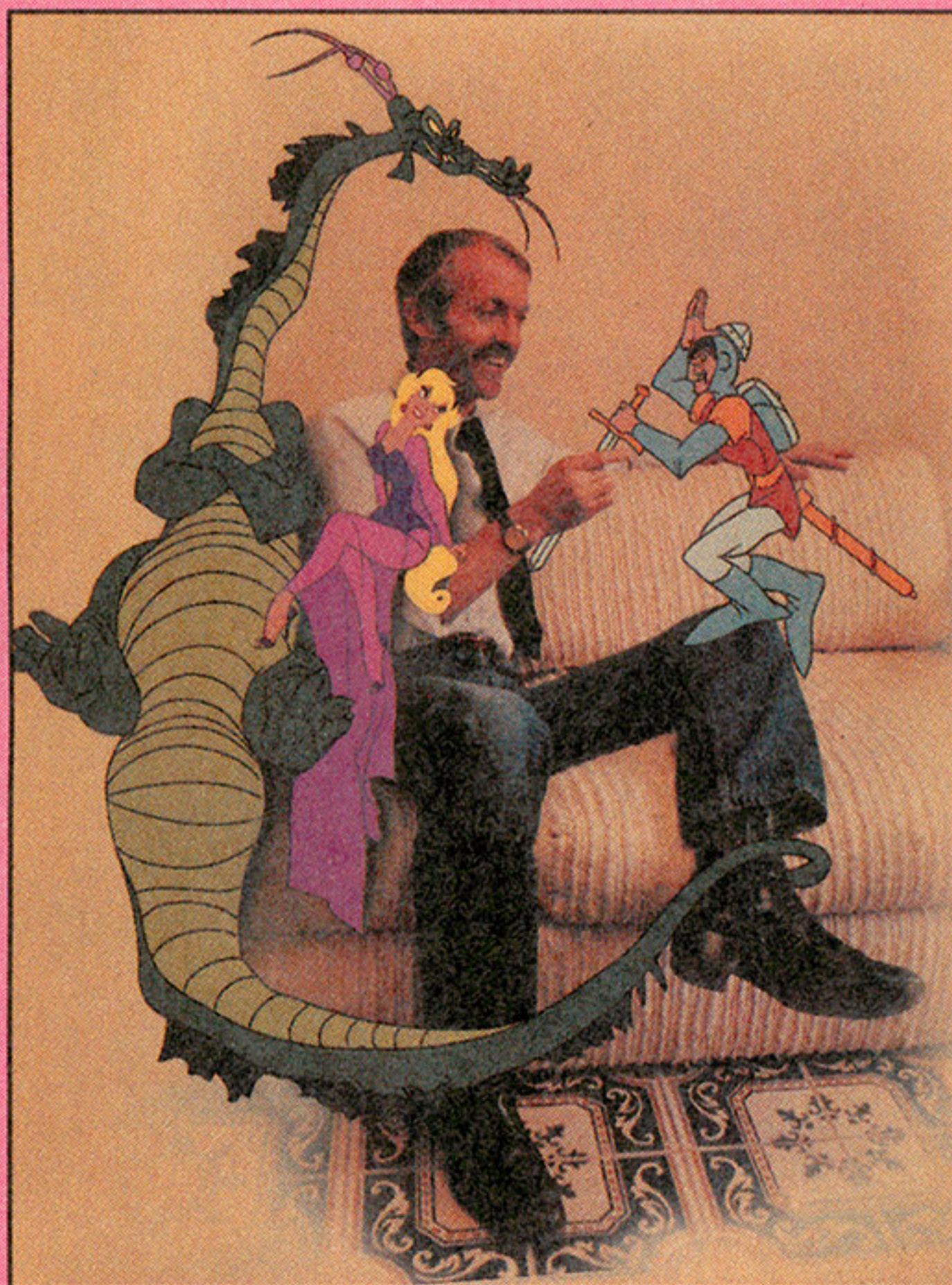
MotiveTime — a team of programmers, designers, graphic artists, and musicians — developed both the NES and Game Boy versions of *Dragon's Lair*.

that the smash-hit movie *An American Tail* was produced.

In 1986, the company moved to Dublin, Ireland — where the government levies no taxes on the arts — and changed its name to Sullivan Bluth Studios. Since then, Sullivan Bluth has produced two more hit movies, *The Land Before Time* and *All Dogs Go to Heaven*.

The company also formed a subsidiary called Sullivan Bluth Interactive Media (SBIM) to produce interactive entertainment. SBIM hired MotiveTime, a software development company in Walsall, England, to write both the NES and Game Boy versions of *Dragon's Lair*. The young and talented MotiveTime developers jumped in enthusiastically.

After carefully studying Bluth's *Dragon's Lair* video, they set out to capture Bluth's animation on the NES. The developers told *Game Player's* that they used five times the usual number of frames seen in an NES game to smoothly animate Dirk and company. After laboring night and day for eight months, and using all but four bytes in a one-megabit cartridge, *Dragon's Lair* was complete.



Don Bluth with two of his original *Dragon's Lair* creations.

NINTENDO NEWS

continued from page 26...



The final encounter is the toughest. Singe's fireballs keep you jumping and ducking — and you need more than a few accurate ax throws to win this battle.

with some of the best graphics, animation, and programming ever seen in the Nintendo market. True, it's a difficult game — young or novice players may find it frustrating. Experienced players, on the other hand, will find the Nintendo version of *Dragon's Lair* beautifully rendered and highly playable.

GP

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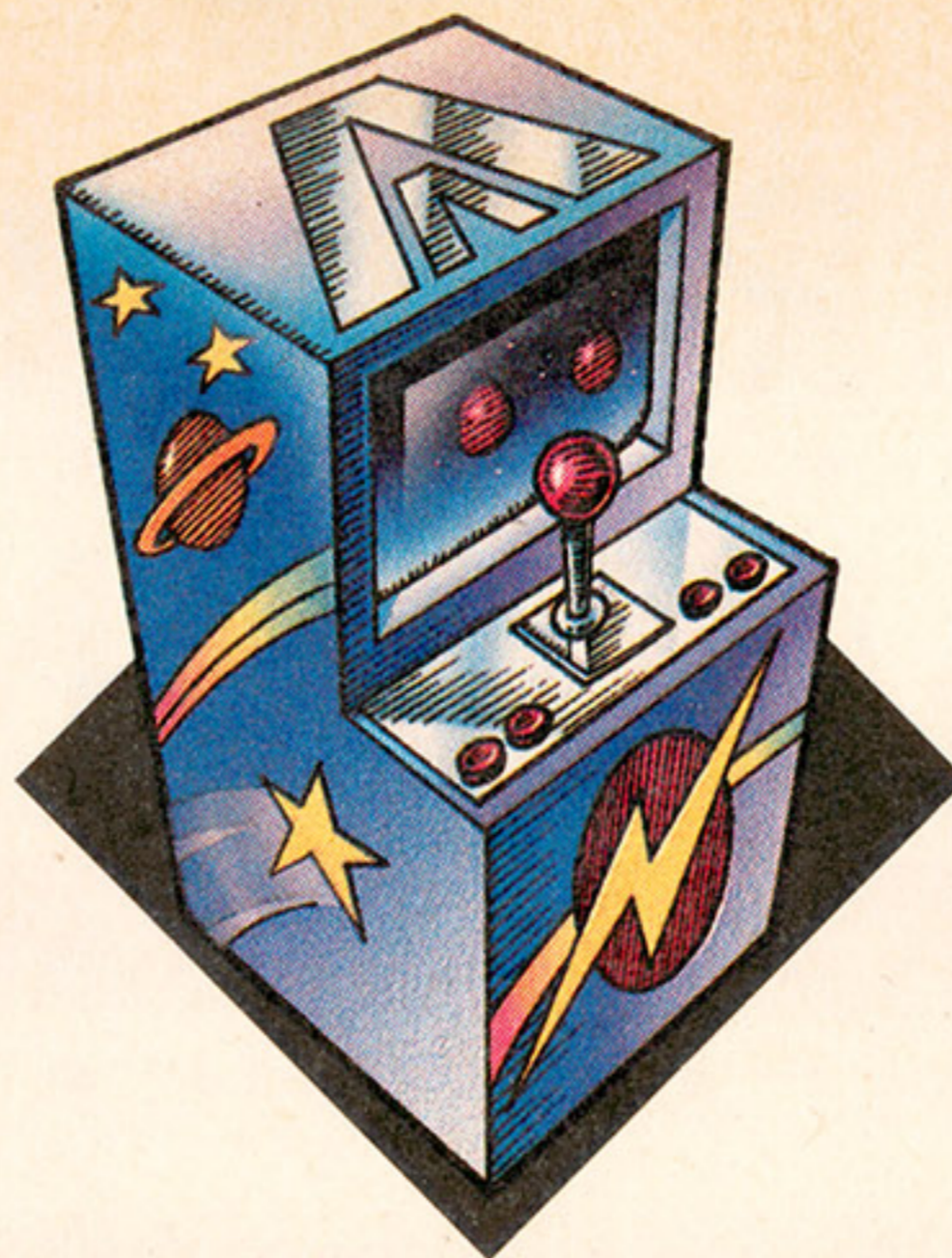
You don't have to be a Michael Jackson fan to like Sega's arcade version of *Michael Jackson's Moonwalker*.

The game concept and design are by Jackson himself and allow you to play the role of Michael in the plot of his *Moonwalker* video movie. The arcade game is radically different from the Sega Genesis version, however.

The basic idea in the arcade version of *Michael Jackson's Moonwalker* is to rescue kidnapped children from the clutches of an evil boss, Mr. Big, and then destroy his Doomsday Weapon. Although this is similar to the story line in the Genesis version, just about everything else is different. For example, your weapons consist of a "personal aura" that you direct against bad guys, plus "dance magic" — but more on that later.

Up to three people can play the arcade version of *Moonwalker* at once, each controlling a separate Michael Jackson. Before you take control of the character, Michael does a little dance. (If three people are playing, two MJ's dance together in the background while the third MJ performs a solo.) The animation is superb. All of Michael's famous moves are captured accurately.

Unlike the Genesis version, which is basically a side-scrolling



ARCADE ACTION

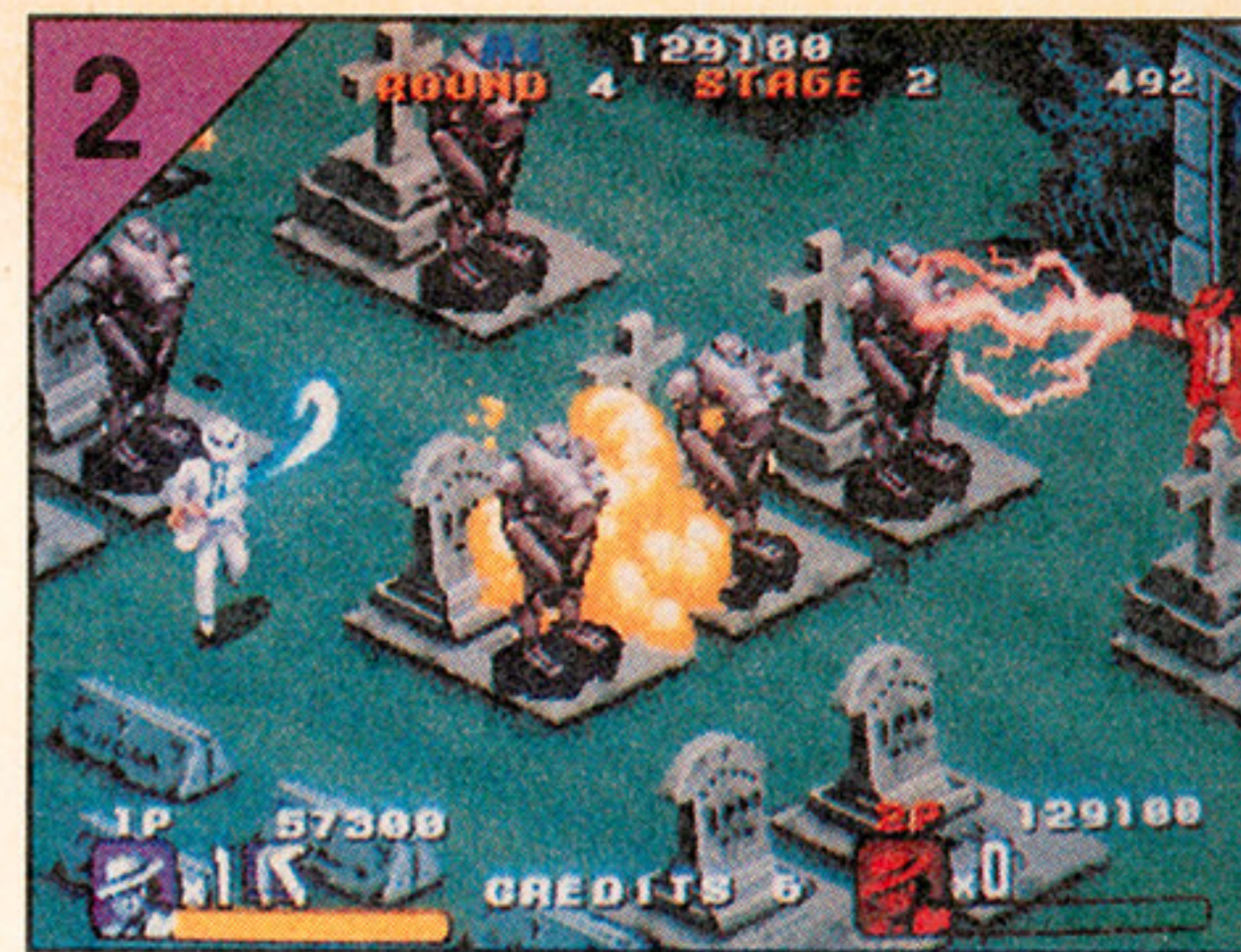
Michael Jackson's Moonwalker

Scott Wolf

game with elements of the *Moonwalker* movie, the arcade game is a full-blown re-creation of the video — but with *you* in control.

You begin in a cavern where Mr. Big's forces are restraining the children with energy rings. Moving with the joystick, you fight your way through the army of business-suited bad guys and SWAT soldiers as Mr. Big harasses you from his air car.

In addition to the joystick, you



have two control buttons: Shot and Dance. The Shot button doesn't shoot a bullet, but rather a bolt of Michael's personal aura. For more power and distance, hold down the Shot button; Michael will moonwalk toward his target. When you release the button, he whirls around and fires a long-range blast.

If there are just too many enemies around for your personal aura to bear, hit the Dance button. Immediately, the screen dims and a bright spotlight illuminates Michael as he leads everyone in an impromptu rave-up. When the dancing stops, all the bad guys are blown off the screen. (Another first for Sega — the terpsichorean smart bomb!)

Whenever Michael rescues a child, the kid exclaims "Michael!" and runs to safety. Sometimes the children give Michael some extra health or another shot of dance magic.

Round 2 has three stages, all of which take place in the Amusement Quarter. You get to fight squealing carloads of bad guys as you make your way to a nightclub. Remember, when the going gets



Has Michael Jackson been cloned? Yep — but only in the arcade version of *Michael Jackson's Moonwalker*. Up to three people can play the role of Michael at once, each appearing in a different-colored suit.

Don't expect to find any peace and quiet in *this* graveyard. It's full of *Thriller* spooks who'd like to plant you in a coffin.

tough, the tough go dancing.

Inside the nightclub, Big's boys hurl chairs at you and overturn tables to block your shots. A line of seemingly innocent diners at the counter suddenly joins the attack. Even the musicians on the stage turn bad and have a go at you. Press on, and watch for Bubbles — Michael's pet chimpanzee — to appear. When you scoop up the

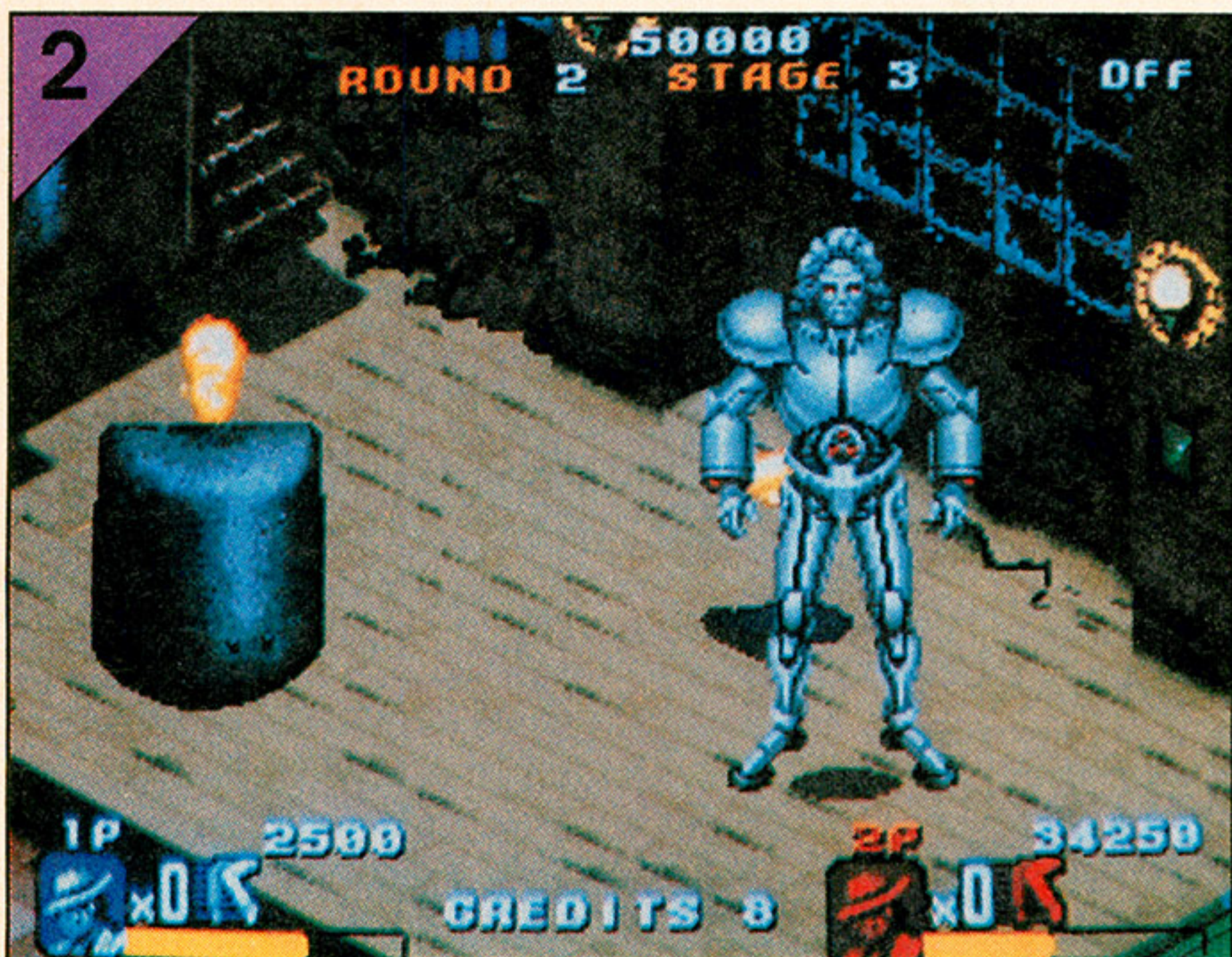


chimp, you'll transform into a laser-spewing robot, ready for the stage bosses.

If you lose a life, a bolt of light from the sky heralds your rebirth. Thankfully, if you die as a robot, you'll return as a robot — you don't have to find Bubbles again.

After you leave the nightclub, the action continues on Night Street. In addition to the usual bad guys, some really odd machinery clanks onto the scene (including a walking battering ram — wait until you see it dance!).

Round 4 takes you through the graveyard of Michael Jackson's



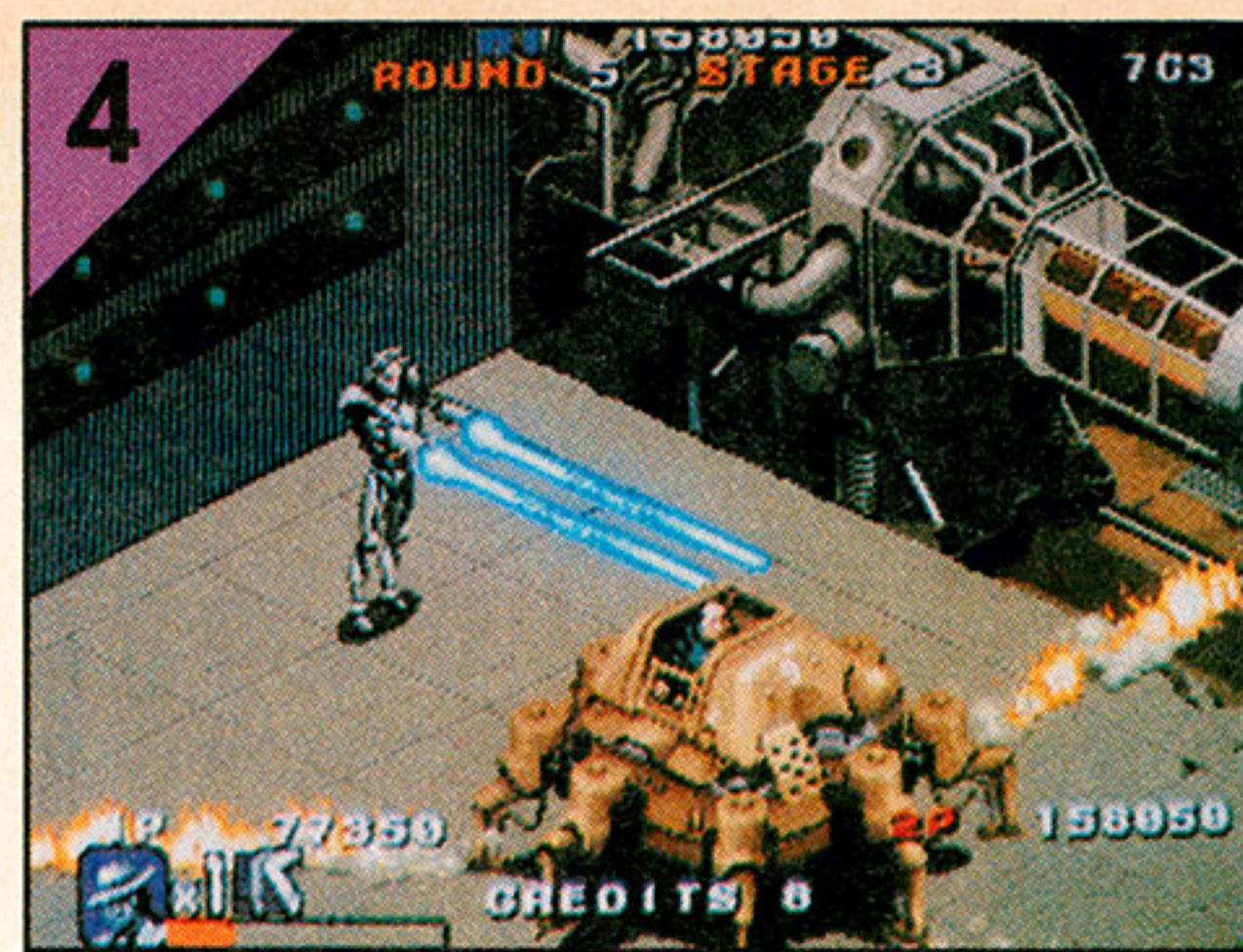
ARCADE ACTION

Thriller video. Raise the spirits, then knock 'em dead again.

Round 5 is Mr. Big's fortress. As you ride a huge lift platform ten flights up, hordes of evil robots, corrupt cops, and punks get on at each floor. You'd better be a robot by now if you want to survive.

When you finally encounter Mr. Big, you find him enclosed in a flamethrowing mechanical spider. To destroy him, aim your shots at the spider's power core. After Mr. Big goes belly-up, Michael transforms once again, this time into a sleek starfighter. He soars free of the doomed fortress as it explodes. At last, the world and its children are safe.

Several

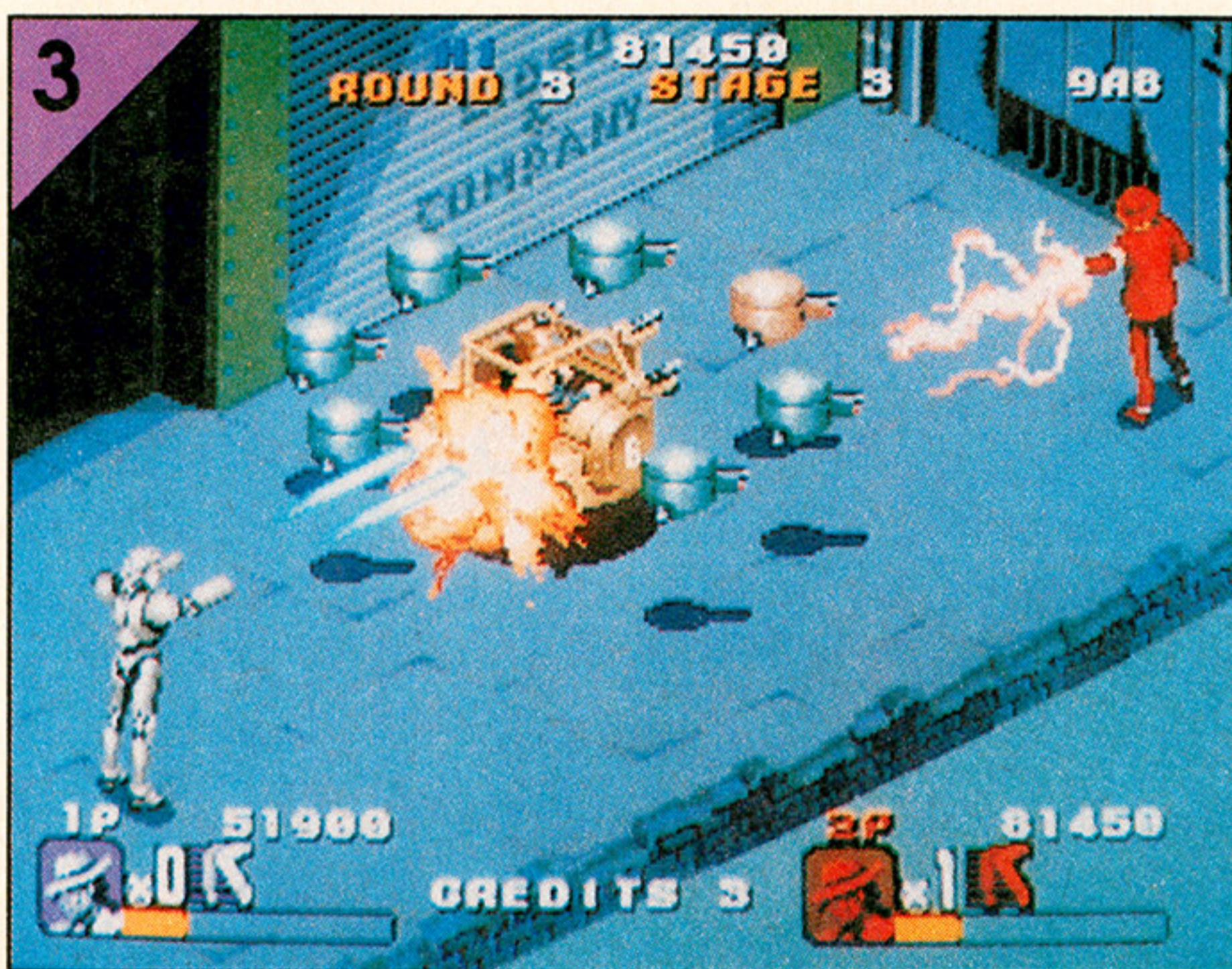


of Jackson's hit songs are heard throughout *Moonwalker*, including "Billie Jean," "Smooth Criminal," and "Bad." The soundtrack alone is infectious enough to make you want to play.

And if you want to see something truly outrageous, get all three Michaels together with a screenful of thugs, robots, and attack dogs, then hit the Dance button.

You can't beat it.

GP



1 Firing lightning bolts of "personal aura," two Michael Jacksons team up to attack this belligerent machine in a pool hall.

2 When Bubbles — Michael's pet chimpanzee — appears, scoop him up in your arms. You'll be transformed into a powerful robot.

3 With one Michael fighting as a robot and another in plainclothes, this reckless enemy finds himself hopelessly surrounded.

4 Round 5 is Mr. Big's fortress. If you haven't transformed into a robot by now, you probably won't survive.

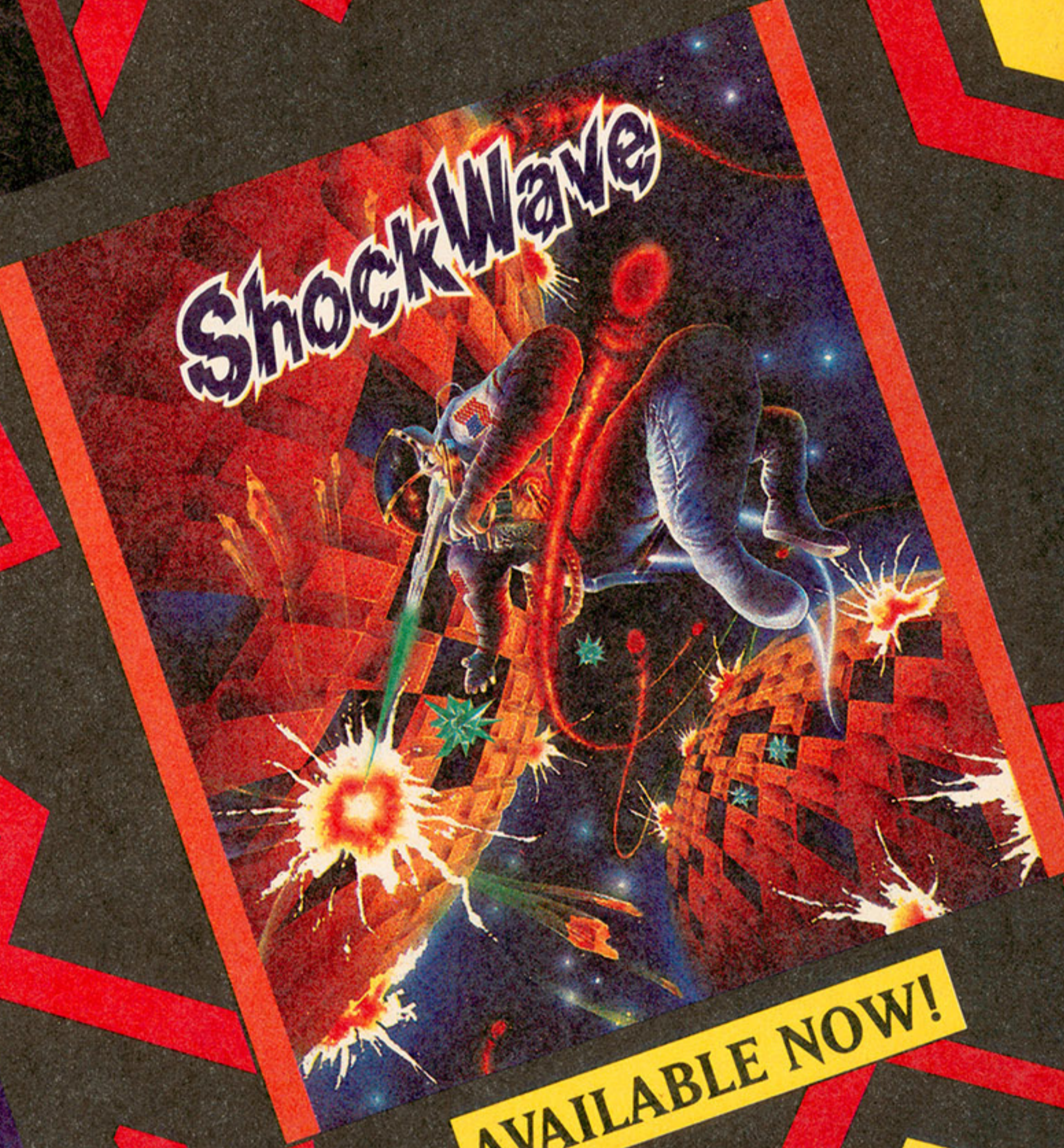
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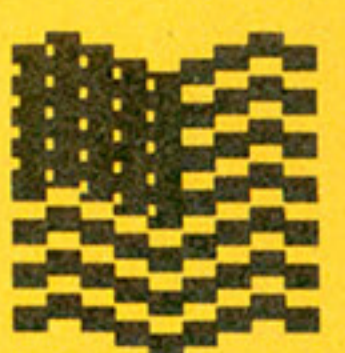
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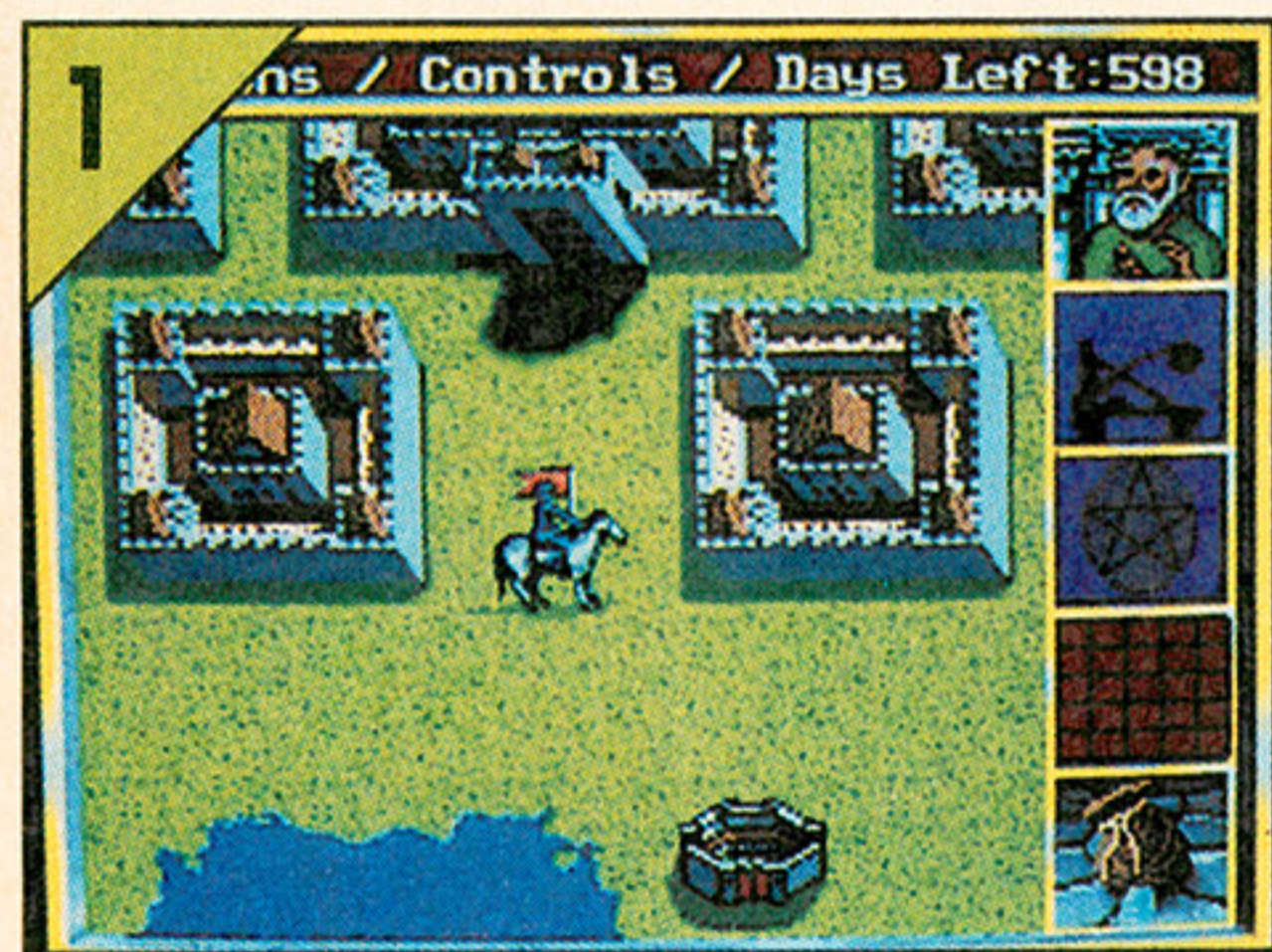
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Although the plot of New World Computing's latest role-playing game, *King's Bounty*, is anything but original—you have to locate a stolen scepter to save your world—the playing system is different from practically anything else on the market. It's actually an amalgam of several different ideas, and the surprise is that they work together so well.

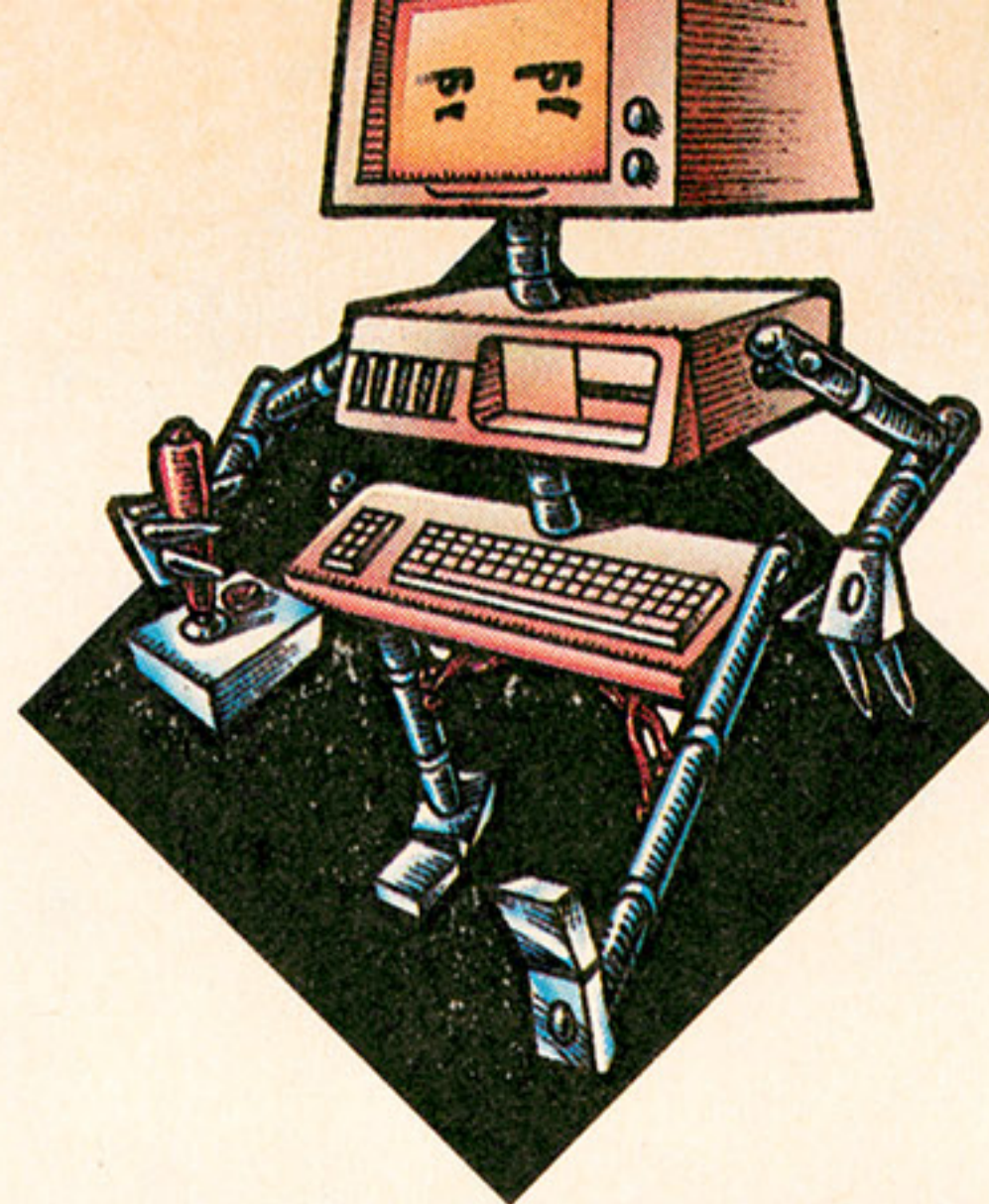
To embark on your quest, you assume the role of a knight, paladin, sorceress, or barbarian. As usual, you can increase your wealth, army, capabilities, and knowledge by fighting battles and



attaining experience. The better you get, the tougher your opponents become, until at last you're as good as you're going to get.

King's Bounty isn't just a fantasy game, however — it's also a war game. You use your money to recruit troops, and you use your leadership to guide them in battle. There are many different troop types, ranging from archers and cavalry to peasants, wolves, and druids, each with their own special capabilities. The trick is to recruit the right troops to fight against each particular enemy, and to keep your army under control.

There's more — *King's Bounty* is also a puzzle game. When the game starts, a puzzle map is covered with squares. Each time you defeat a major enemy or find a magical item, you unveil one more piece of the puzzle. If you can find

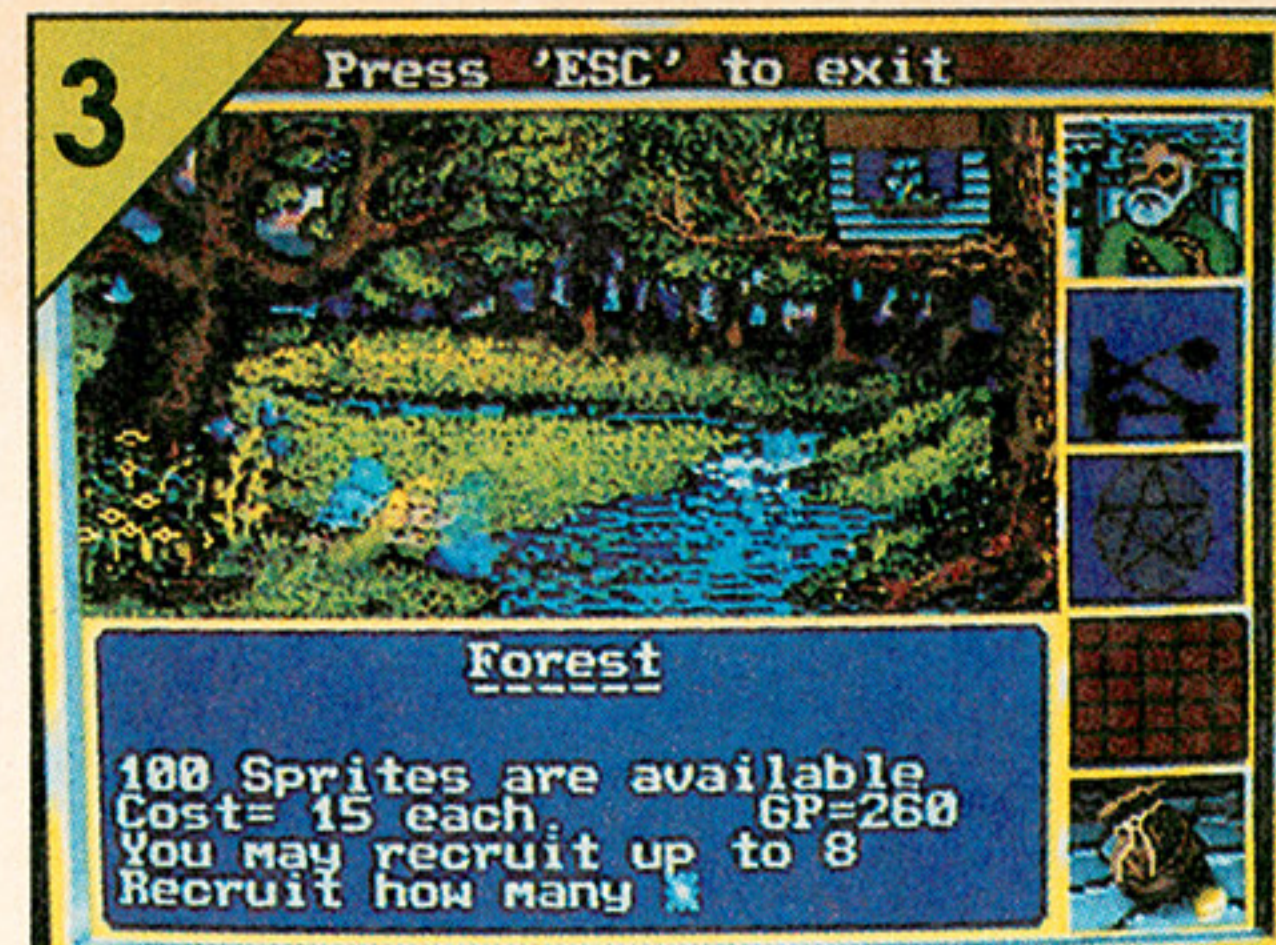
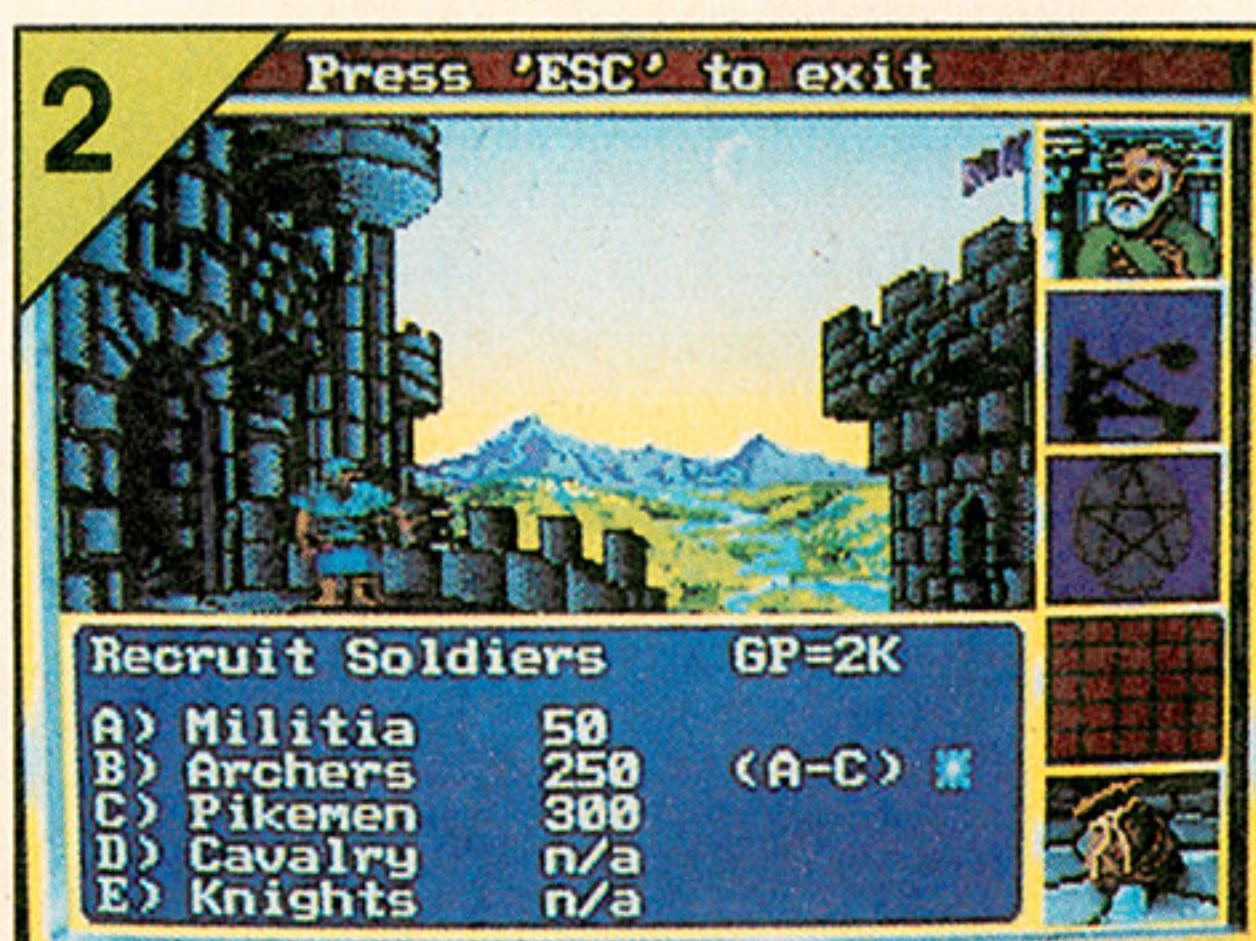


PC PLAYERS

King's Bounty

Neil Randall

- 1 As the game begins, Gerald the Barbarian prepares to visit the castle to recruit soldiers.
- 2 The king offers militia, archers, and pikemen. Later he'll have cavalry and knights, but only after you've risen in rank.
- 3 Look for help throughout your travels. Sprites are inexpensive to recruit, and at the beginning of the game they're extremely useful.



the patch of ground represented by the map, you can search there for the buried scepter.

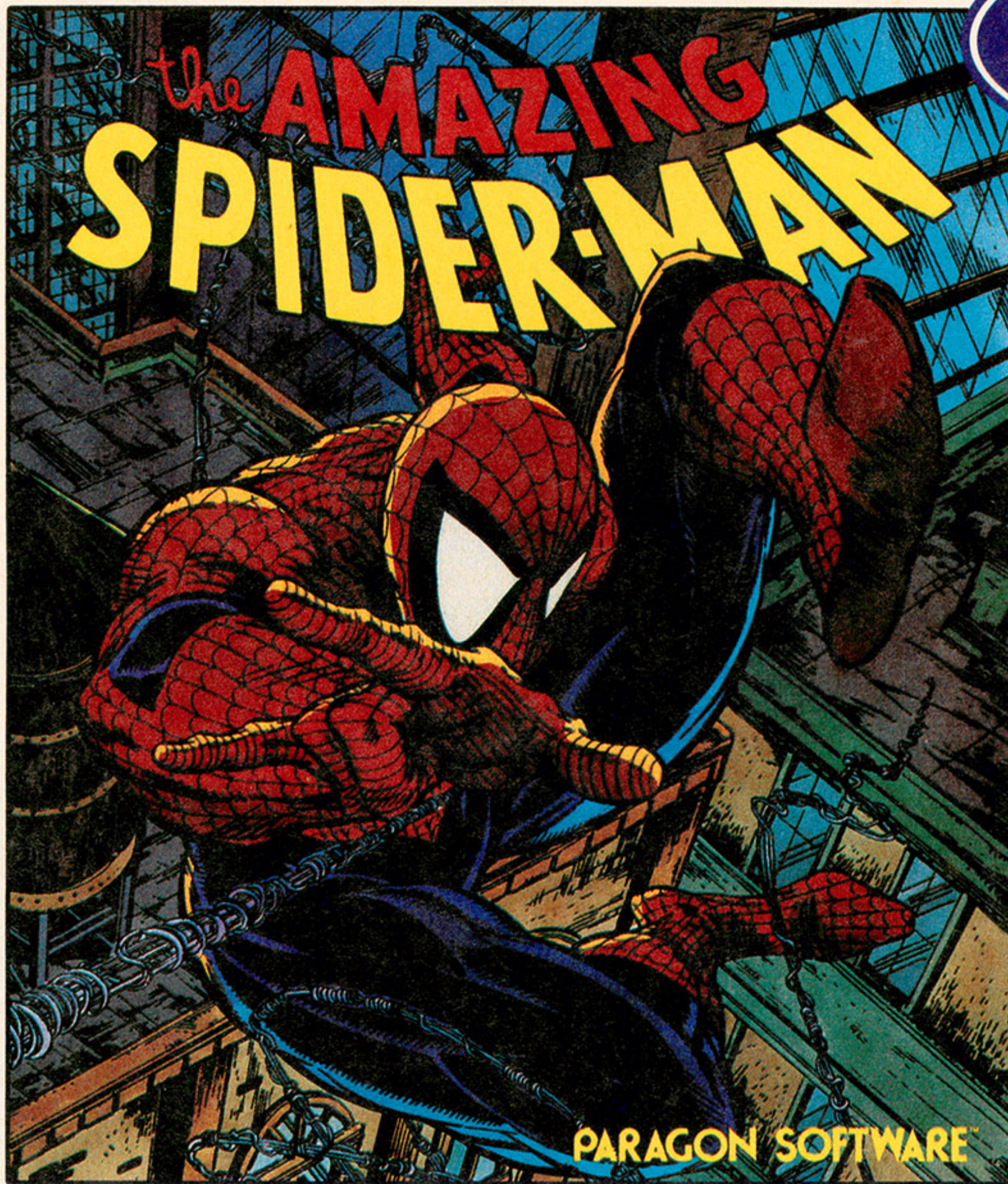
(Each time you play *King's Bounty*, incidentally, the map changes, as does the location of the scepter. As a result, *King's Bounty* is endlessly playable — unusual for a fantasy role-playing game, but common for a war game.)

Searching a piece of ground for the buried scepter takes ten days of your hero's time. This is significant, because your time is limited. Normally you have 600 days to find the scepter, but you can choose a much more difficult game that allows you as few as 200 days. Given the amount of travel involved, this is very difficult indeed. Beginners should stick with the 600-day limit.

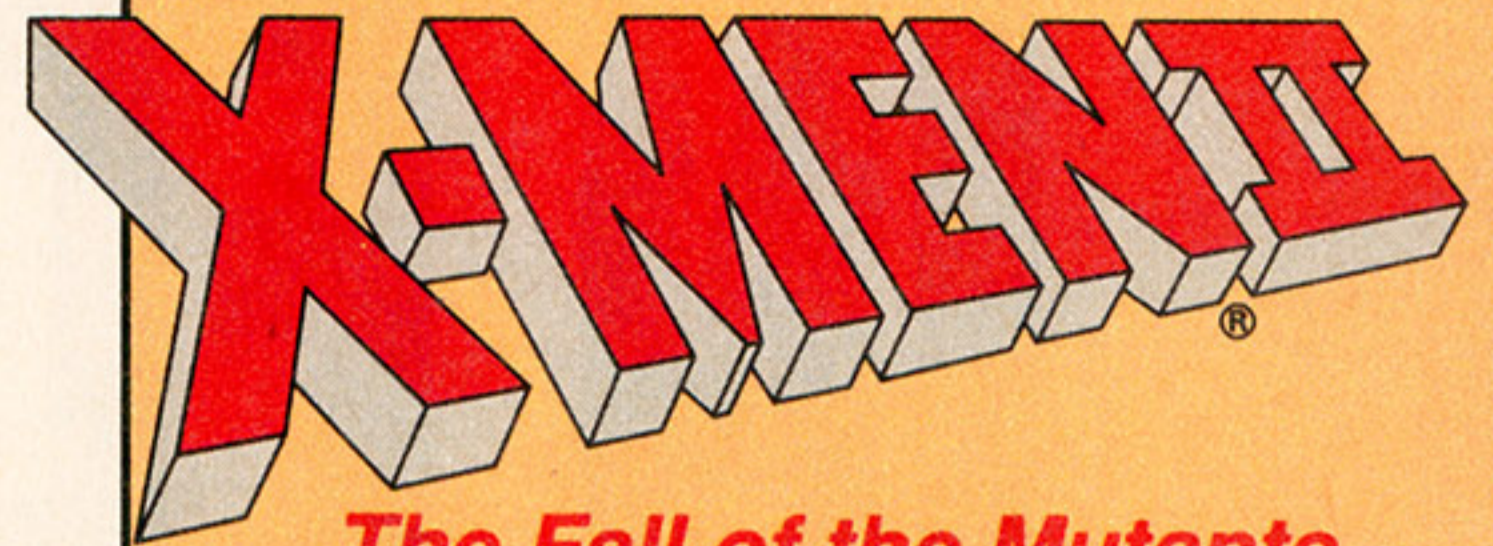
King's Bounty has four continents for you to explore, each with several towns and castles. In the towns, you can obtain contracts against the villains, and your task is to fulfill each contract in turn. To do so, you must search the continent thoroughly, stopping at each town to get more information. A reference sheet in the manual lists the coordinates of every castle and town, and another sheet lets you keep track of each villain's location. The best strategy is to pursue the villains in order of increasing difficulty.

During your travels you'll find treasure chests. Most contain money, which you can either keep for yourself or distribute to the locals to increase your leadership rank. Early in the game you'll need

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

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

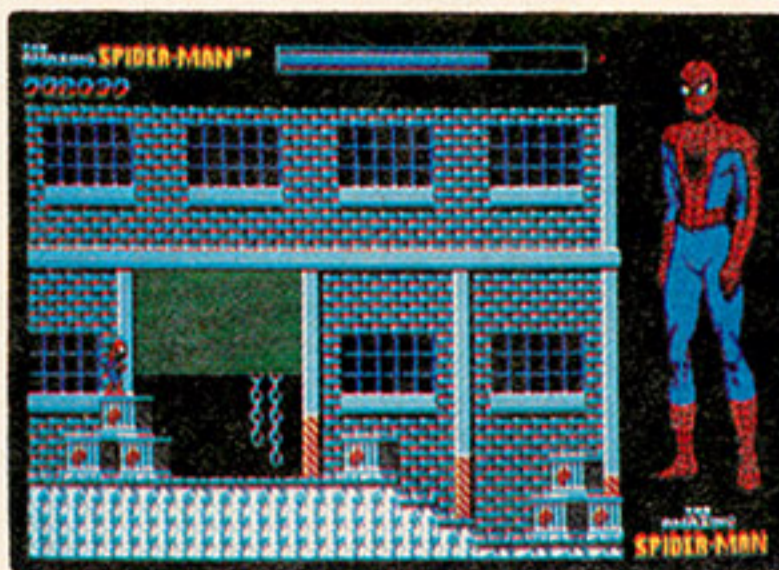
Pick your team, and let the battle begin!

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

Become the famous web-slinger as he infiltrates the studio to save his wife — your strange, potent powers vs. Mysterio's devious, and dangerous, schemes, which include

poisonous gases and electrified floors. And be prepared for Mysterio's robotic sentries, perfectly disguised to resemble anyone, even Mary Jane!

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



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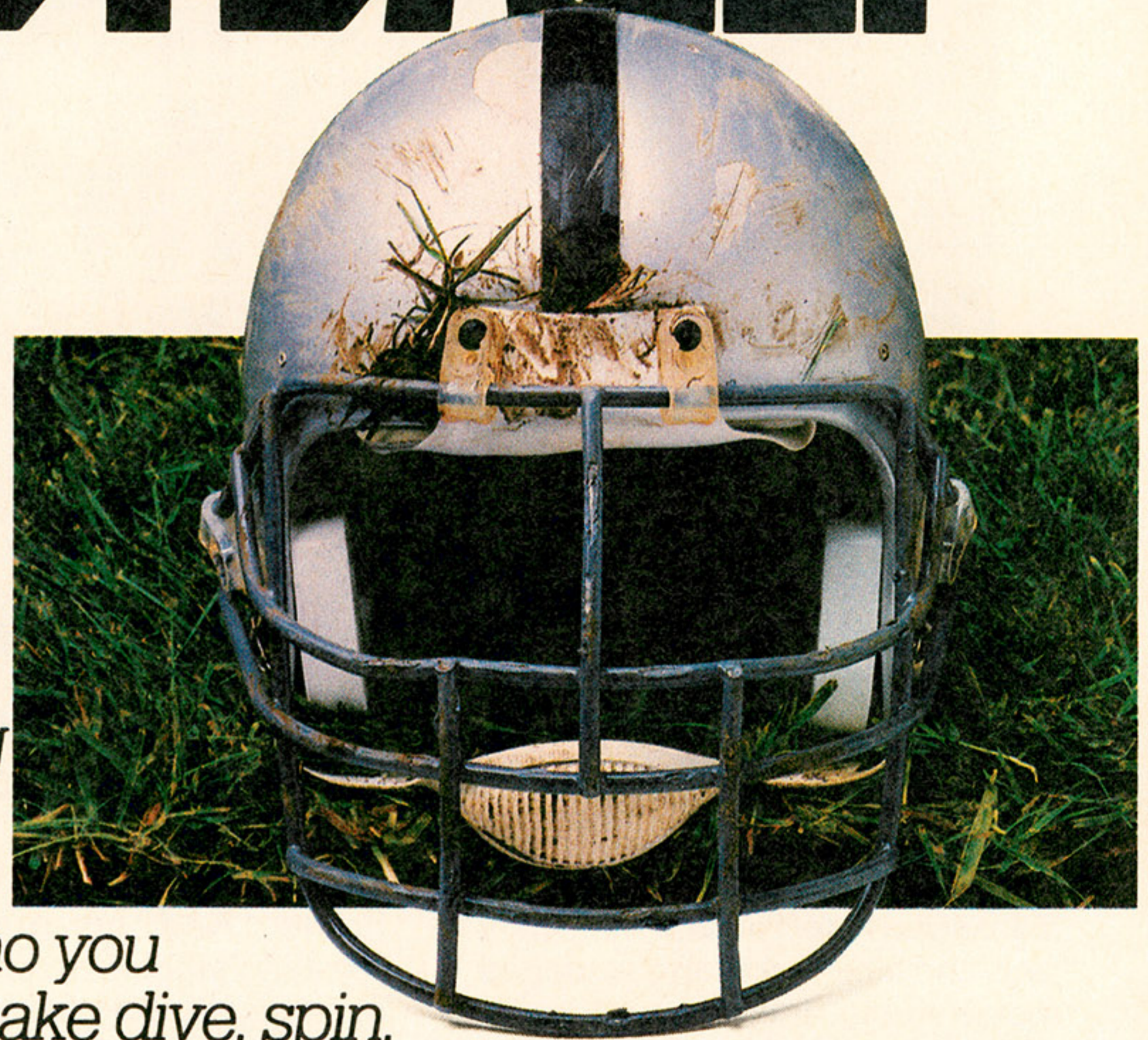
Each one blitzing and scrambling its way to Super Sunday. Each one packed with pro caliber players who you

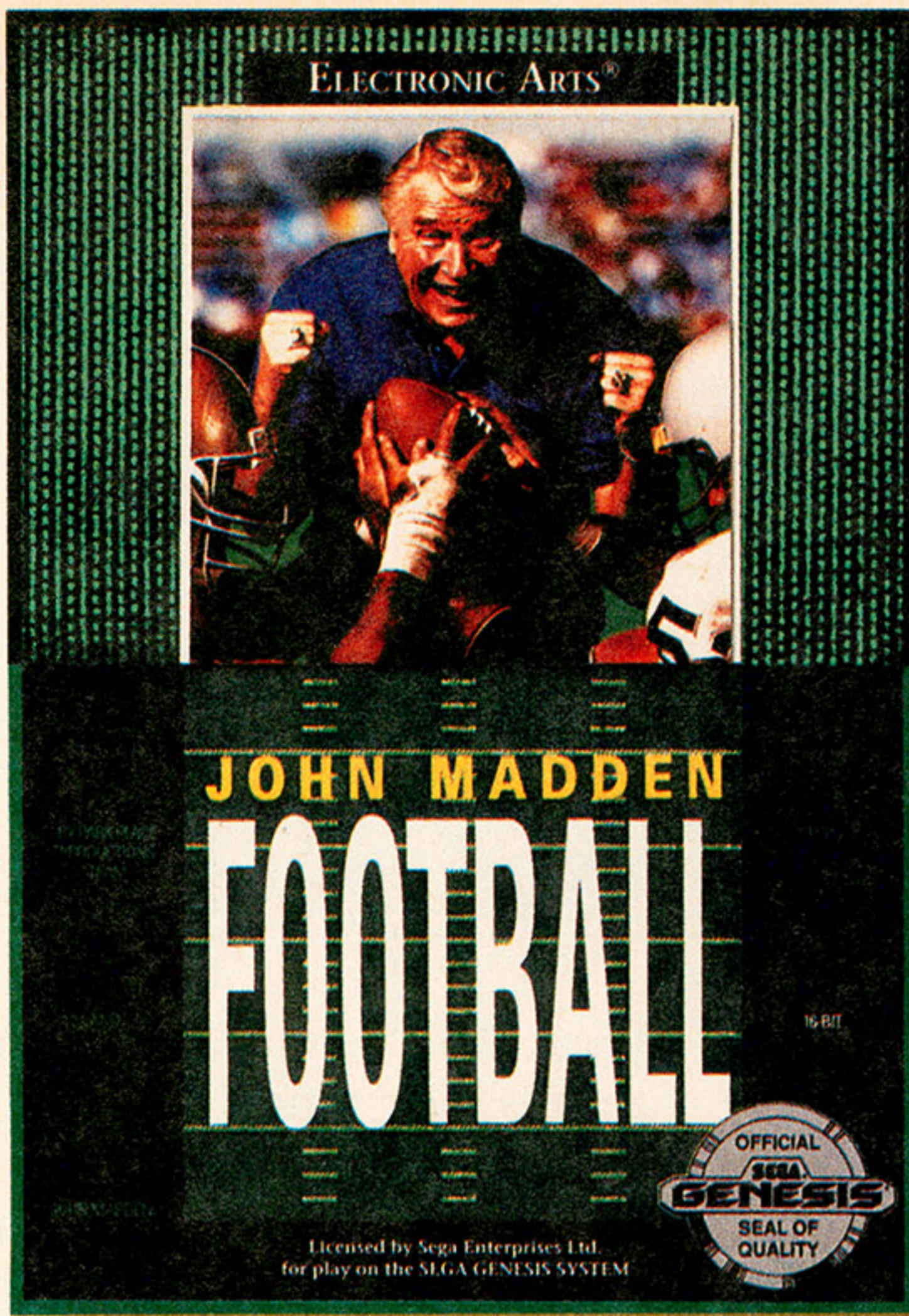
make dive, spin, jump, block, and break tackles. Just like the big boys.

Besides real moves, you get real weather. Rain. Mud. Ice. Snow. Wind. Adjust to the conditions. Or take a beating.

Play on the all-Madden team with guys who eat their lunch out of their helmet and don't know the meaning of pain. It's real mud and guts football.

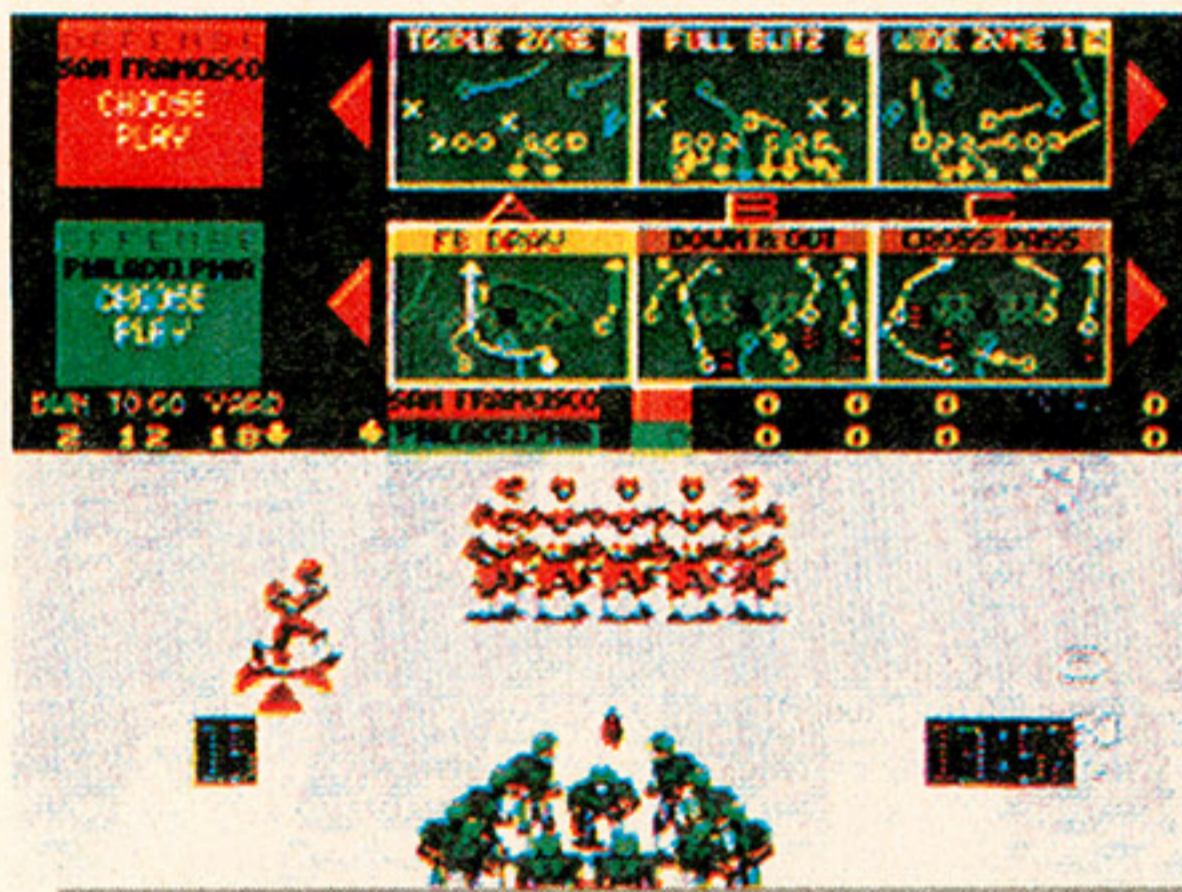
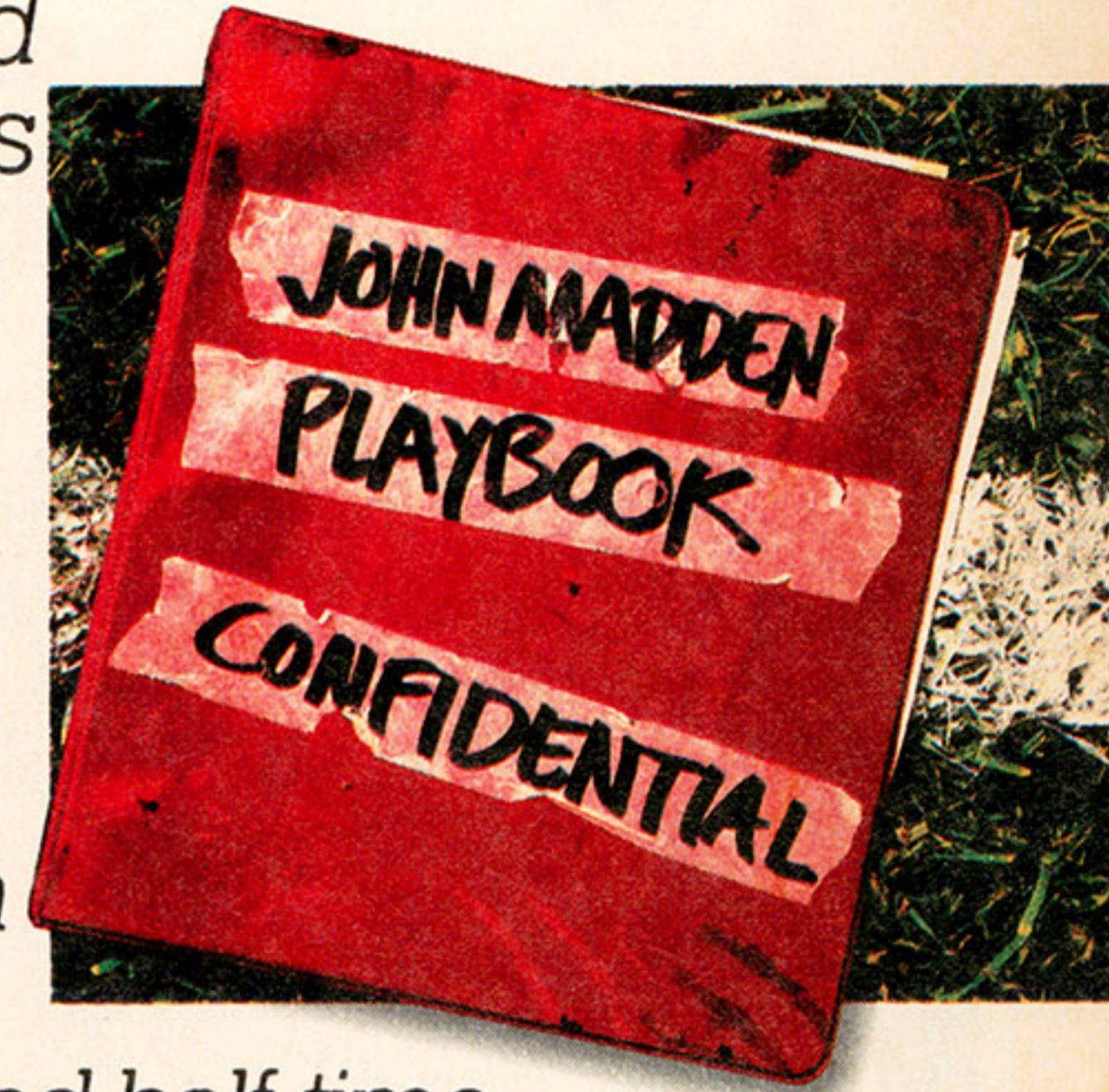
It's fourth down and you could boom one deep. Or take your chances, fake the punt, and go for it. What a total kick.



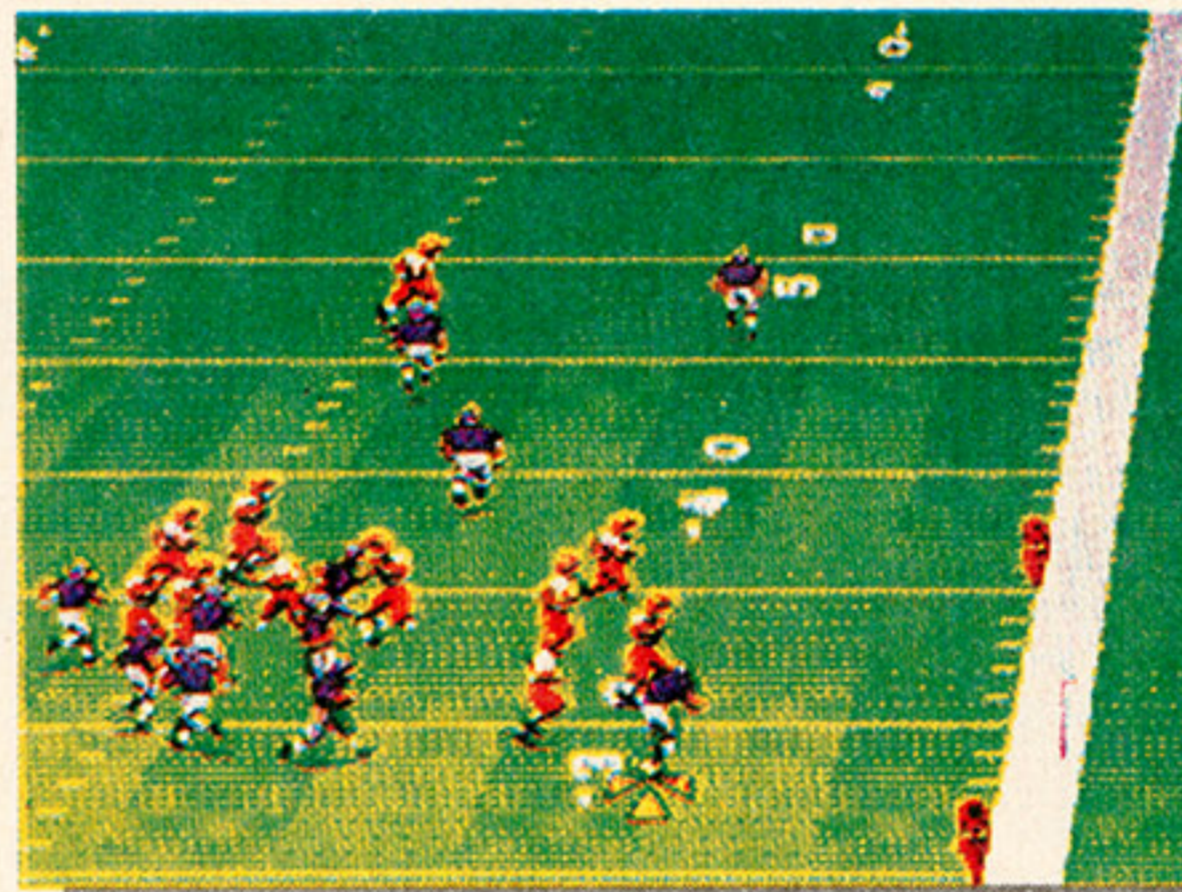


You can call more than 100 real plays, too, for complete, easy on-screen play calling. Pages ripped right out of Madden's play-book. Even audibles.

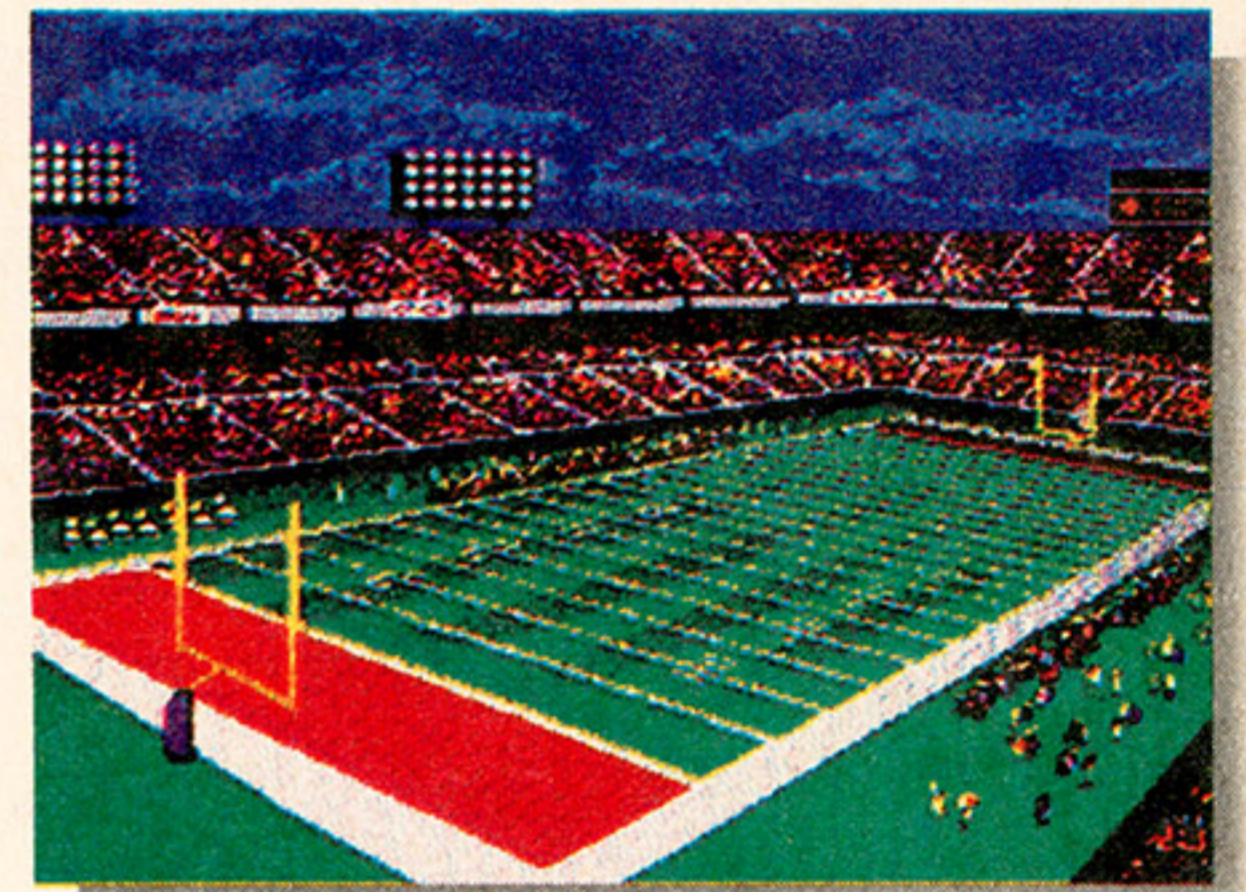
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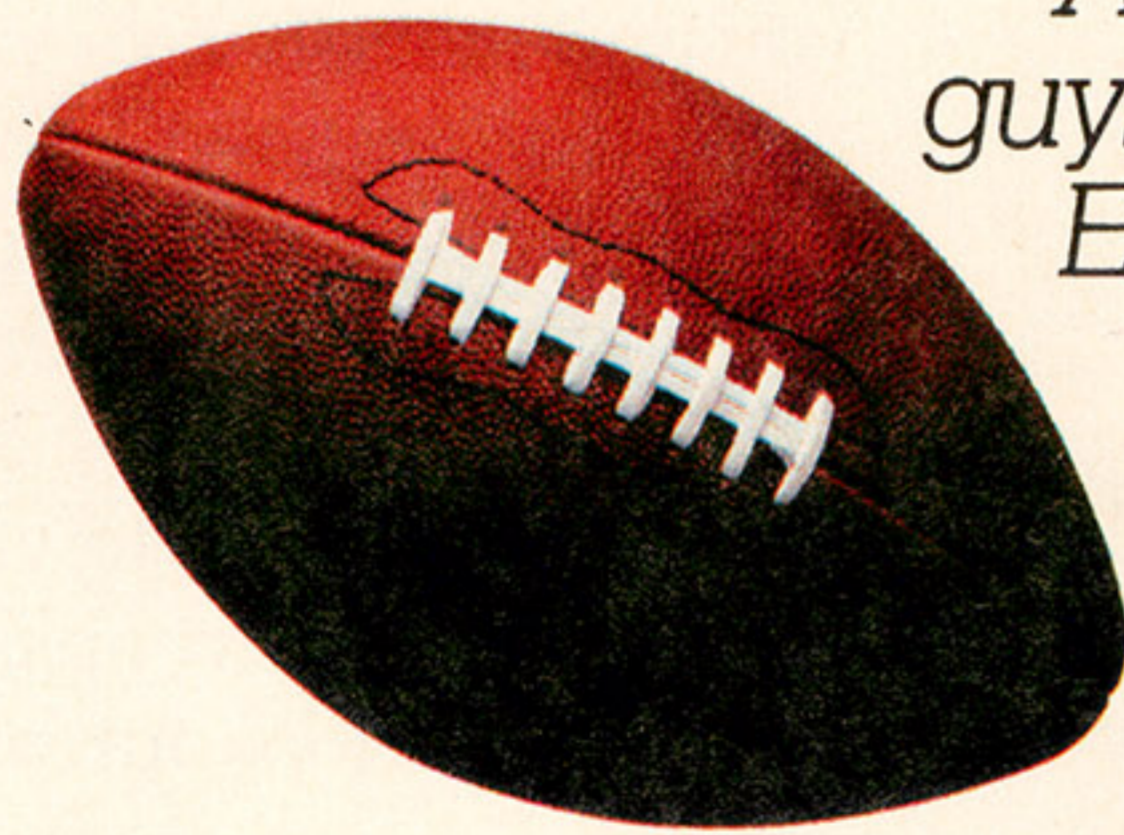
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All the players have real attributes. You get guys with better hands. Guys who are faster. Even special short yardage units.

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That's real football. That's in the game."

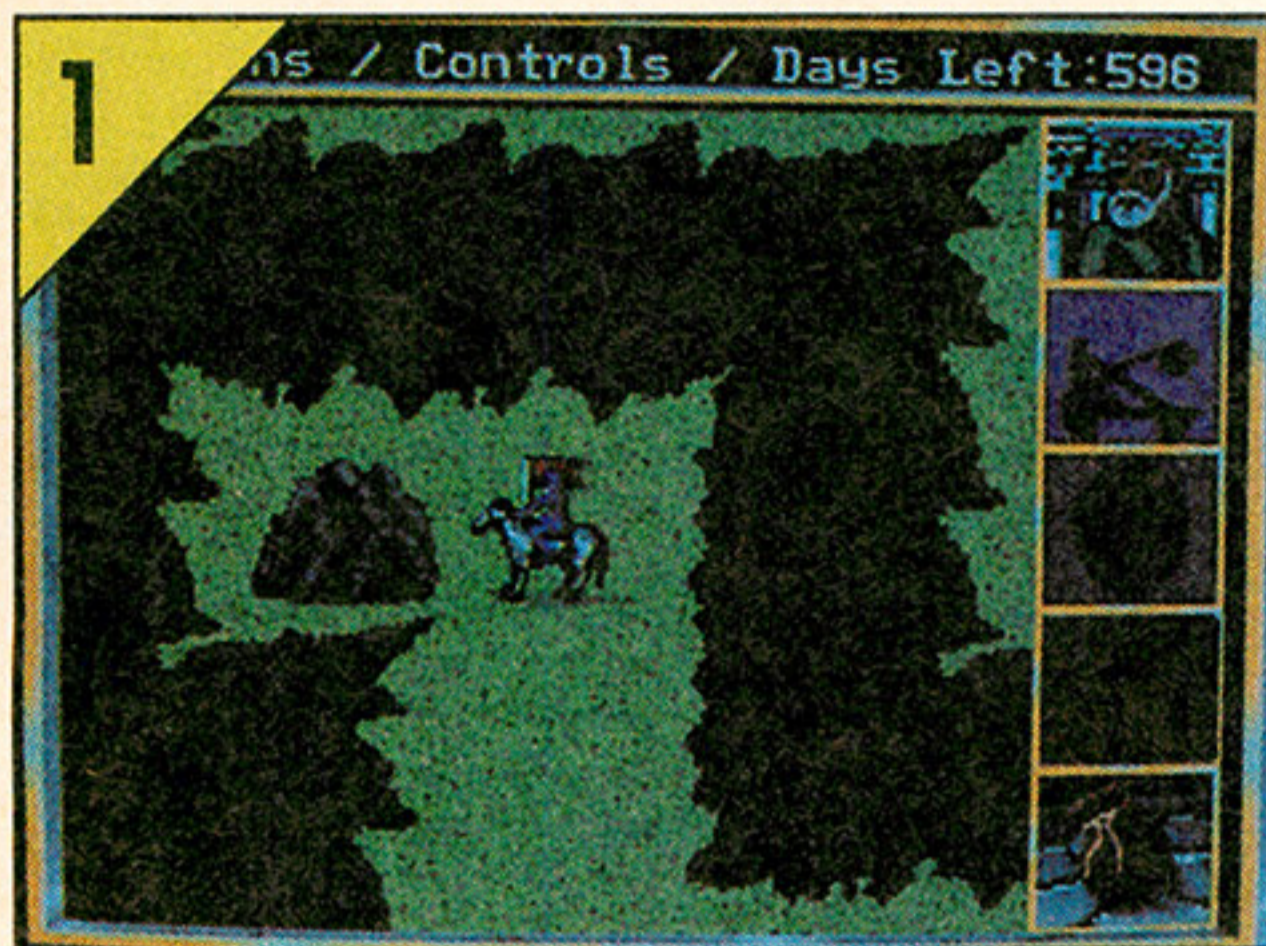
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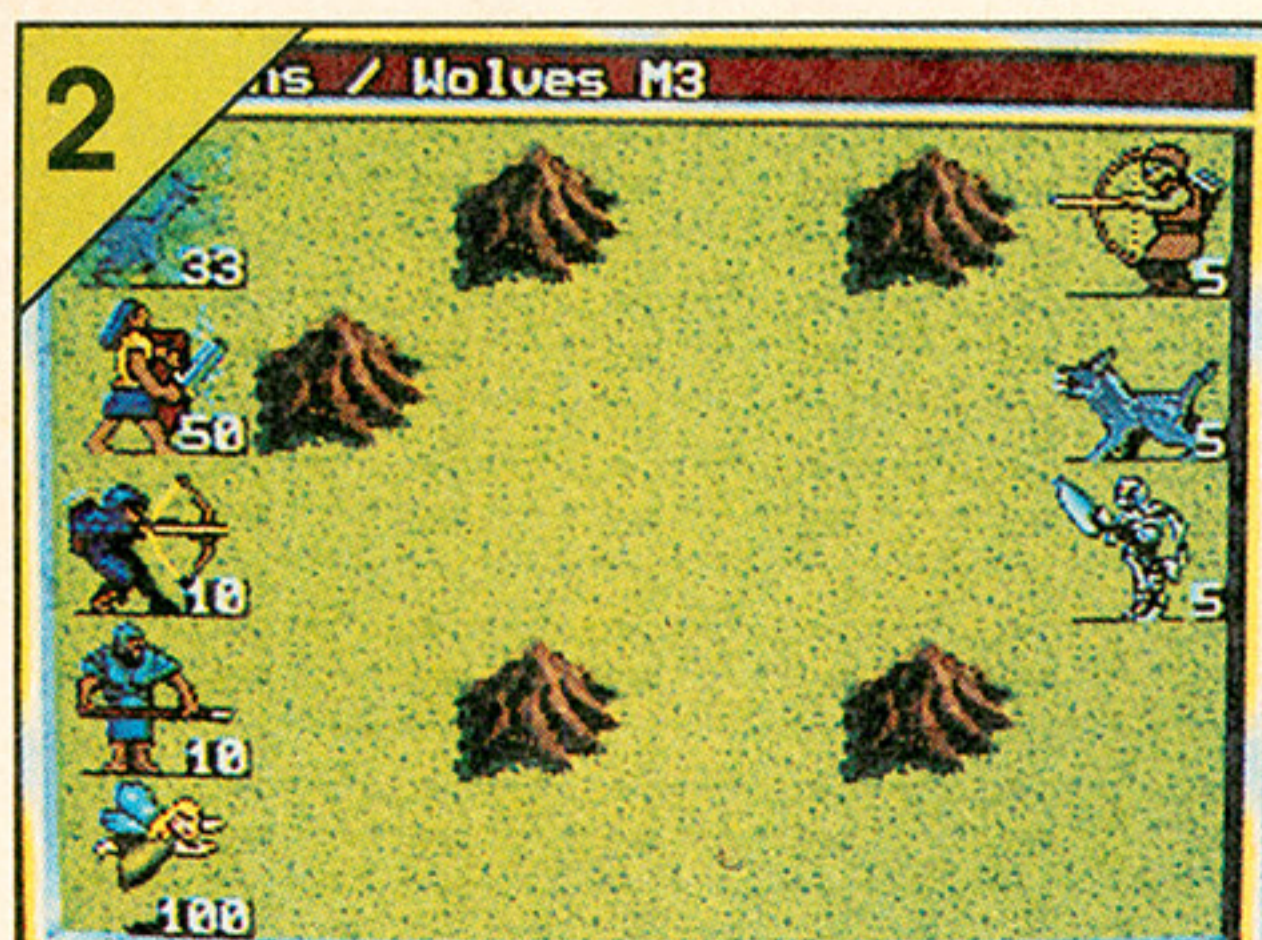
PC PLAYERS



all the money you can find, but later you should dole some out to make yourself popular.

Other chests contain magic spells. Only if you're playing as the sorceress, however, can you use these spells immediately. Otherwise, you must go to the cave north of the first town and give the mage 5,000 gold points to get you started.

The magic spells allow you to perform such actions as building a bridge, stopping time, finding the villain whose contract you hold, teleporting to castles or towns, and even raising an instant army. In combat, spells help you defeat undead creatures, freeze opponents, strike an enemy with lightning or fire, or clone your troops. If you're playing as the sorceress, you must obtain as much magic as



possible. The barbarian needs magic the least, but even in his case some spells will definitely come in handy.

The variety of creatures you'll encounter makes *King's Bounty* worth playing over and over again. Since you can never command

more than five different types of troops, and since at least two of these will always be troops of your own (usually archers and pikemen, later cavalry and knights), you rarely have an opportunity to lead all types of troops. Subsequent games will let you explore all the possibilities.

On the plains, you'll meet peasants, wolves, nomads, barbarians, and arch-mages. The forests contain sprites, gnomes, elves, trolls, and druids. The hills yield orcs, dwarfs, ogres, giants, and dragons. From the dungeons come skeletons, zombies, ghosts, vampires, and demons. All of these creatures can be recruited when you find them, but they can also be recruited by the villains. To keep things interesting, each group has its own special strengths and weaknesses.

In addition to towns, castles, and recruitable troops, you must also be on the lookout for the "eight



1 All caves are worth entering. This one is particularly useful because you can gain the ability to cast spells.

2 At the start of each battle, your troops are lined up at the left of the battlefield. You have individual control over the movements of each group.

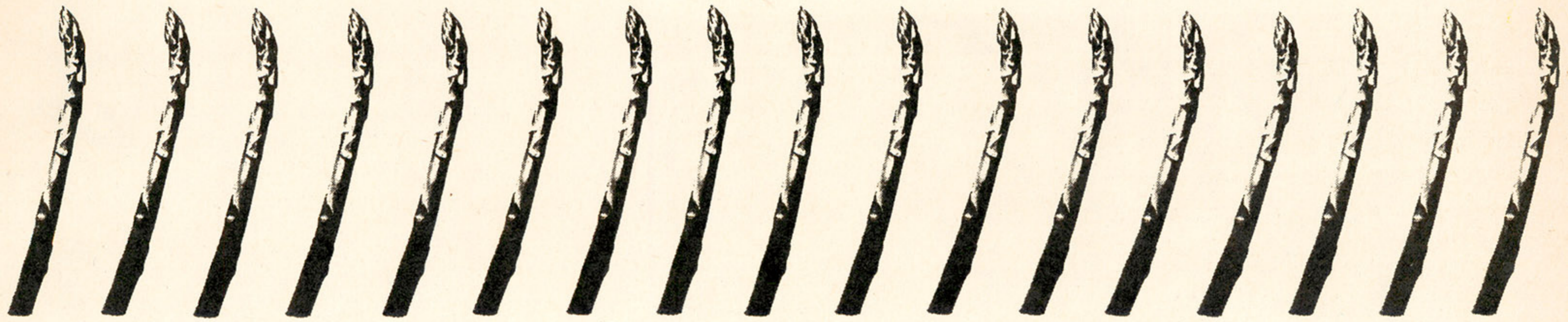
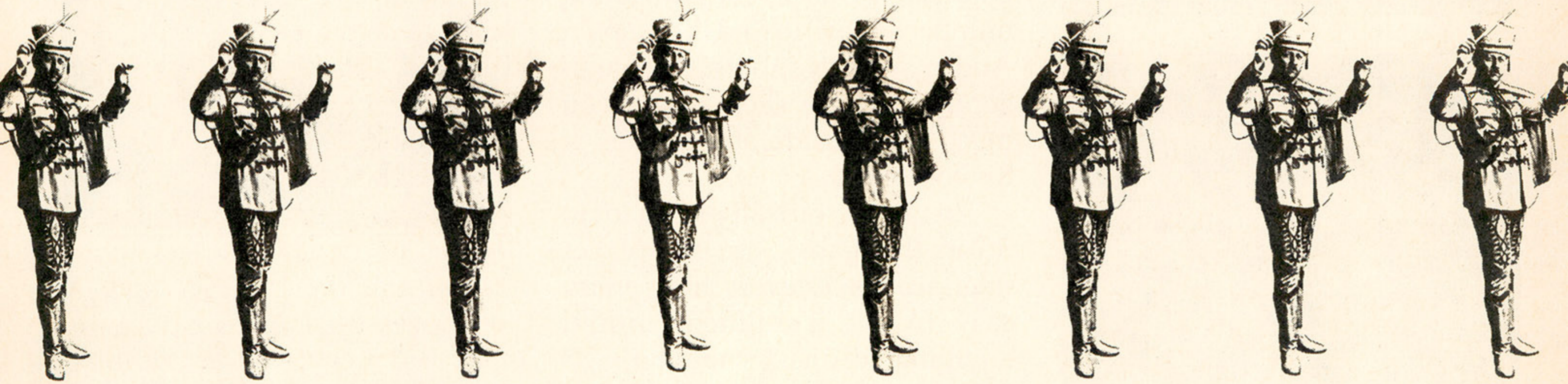
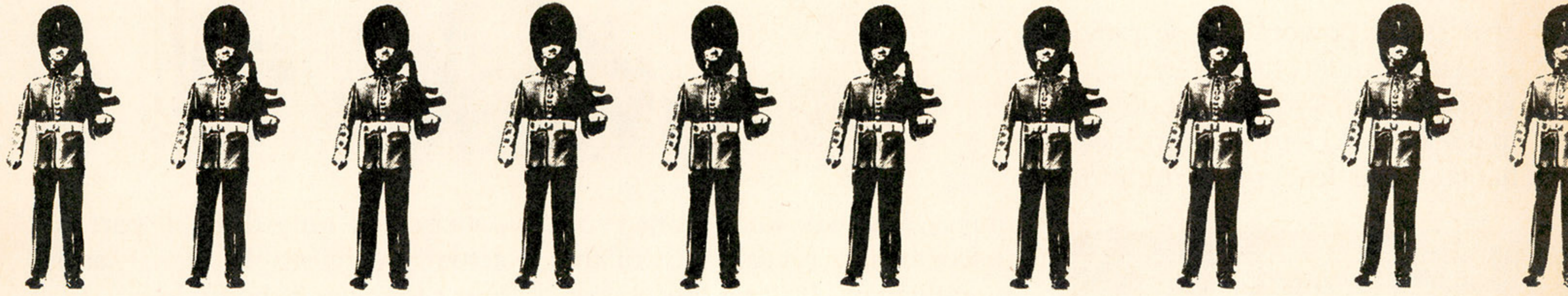
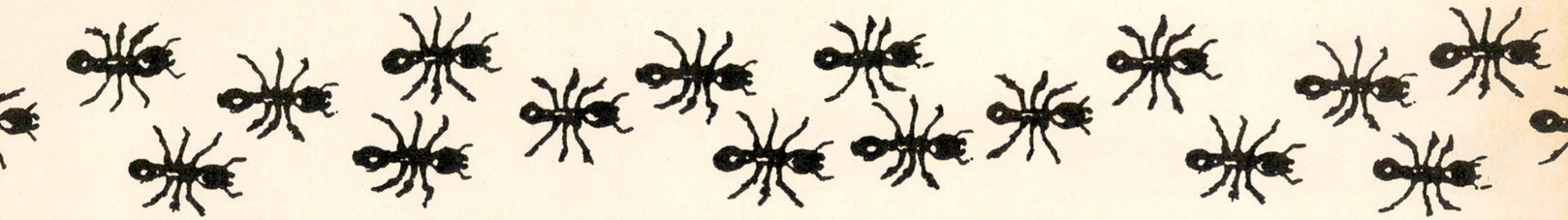
3 Orcs are hardy and deadly, but they can be difficult to control.

4 Several options are available in each town. Here you can rent boats and also get new contracts.

5 Late in the game, Reswen the Knight controls a huge army. It's time to enter dangerous lands.

Press 'ESC' to exit	
113 Knights	HitPts: 3K
SL: 5 MU: 1	Damage: 678-1K
Morale: Norm	G-Cost: 11300
229 Archers	HitPts: 2K
SL: 2 MU: 2	Damage: 229-458
Morale: Norm	G-Cost: 5725
150 Cavalry	HitPts: 3K
SL: 4 MU: 4	Damage: 450-750
Morale: Norm	G-Cost: 12000
150 Pikemen	HitPts: 1K
SL: 3 MU: 2	Damage: 300-600
Morale: Norm	G-Cost: 4500

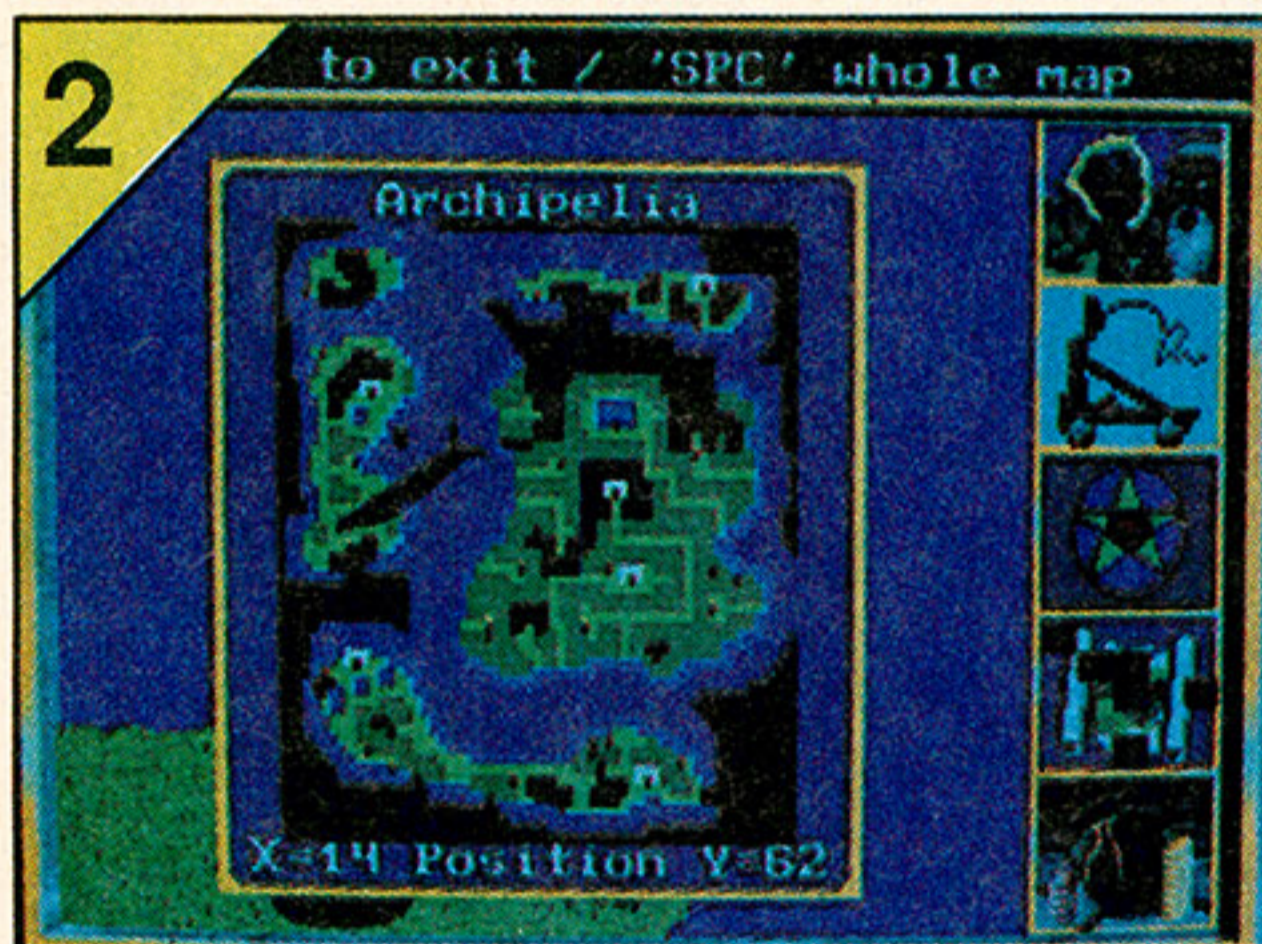
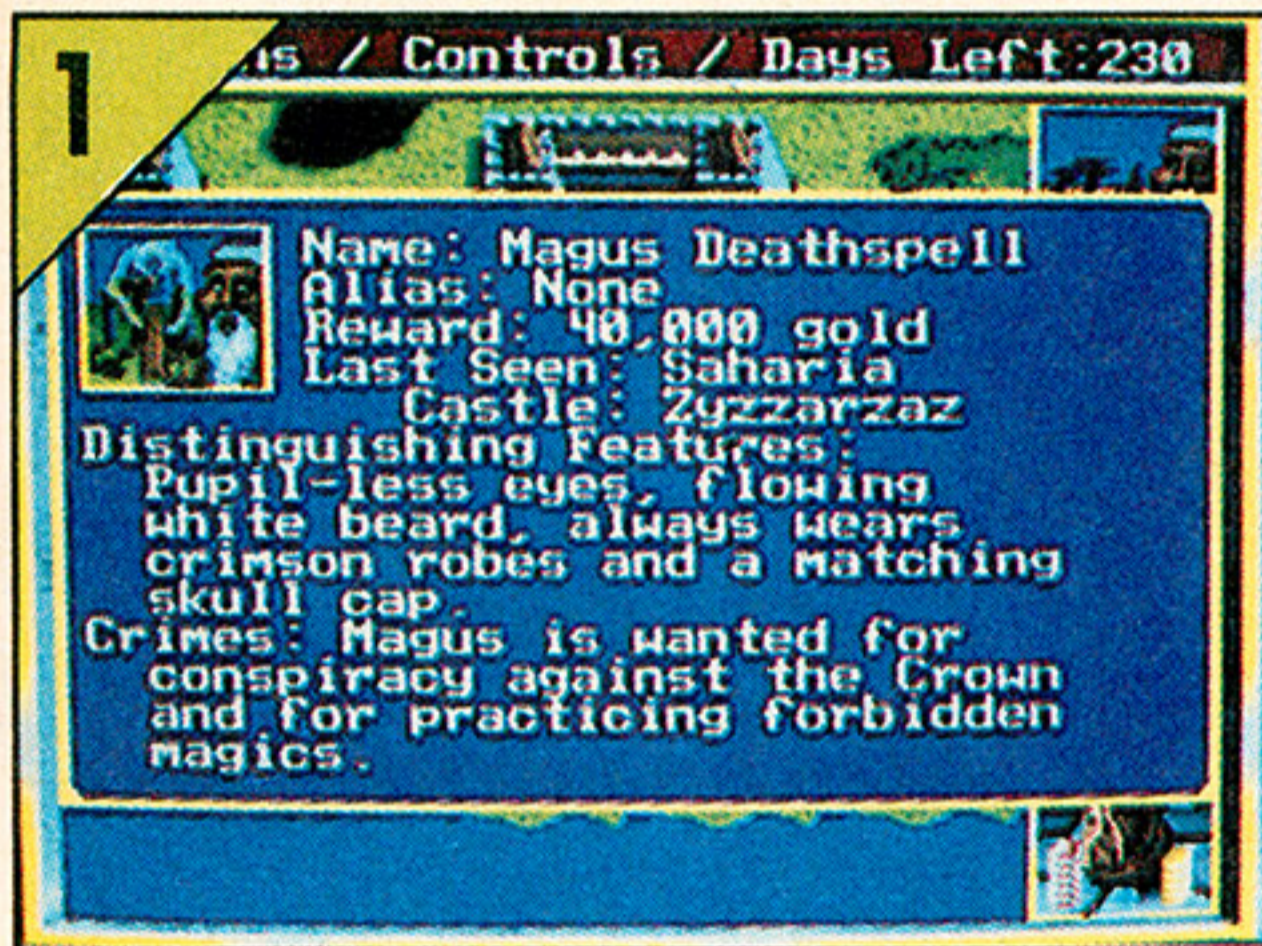
YOU THINK YOU CAN BEAT THIS GAME?
YOU AND WHAT ARMY?



TURBO
16
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PC PLAYERS

artifacts of power." These range from the Amulet of Augmentation, which increases your magic power, to the Ring of Heroism, which enhances your leadership, fighting



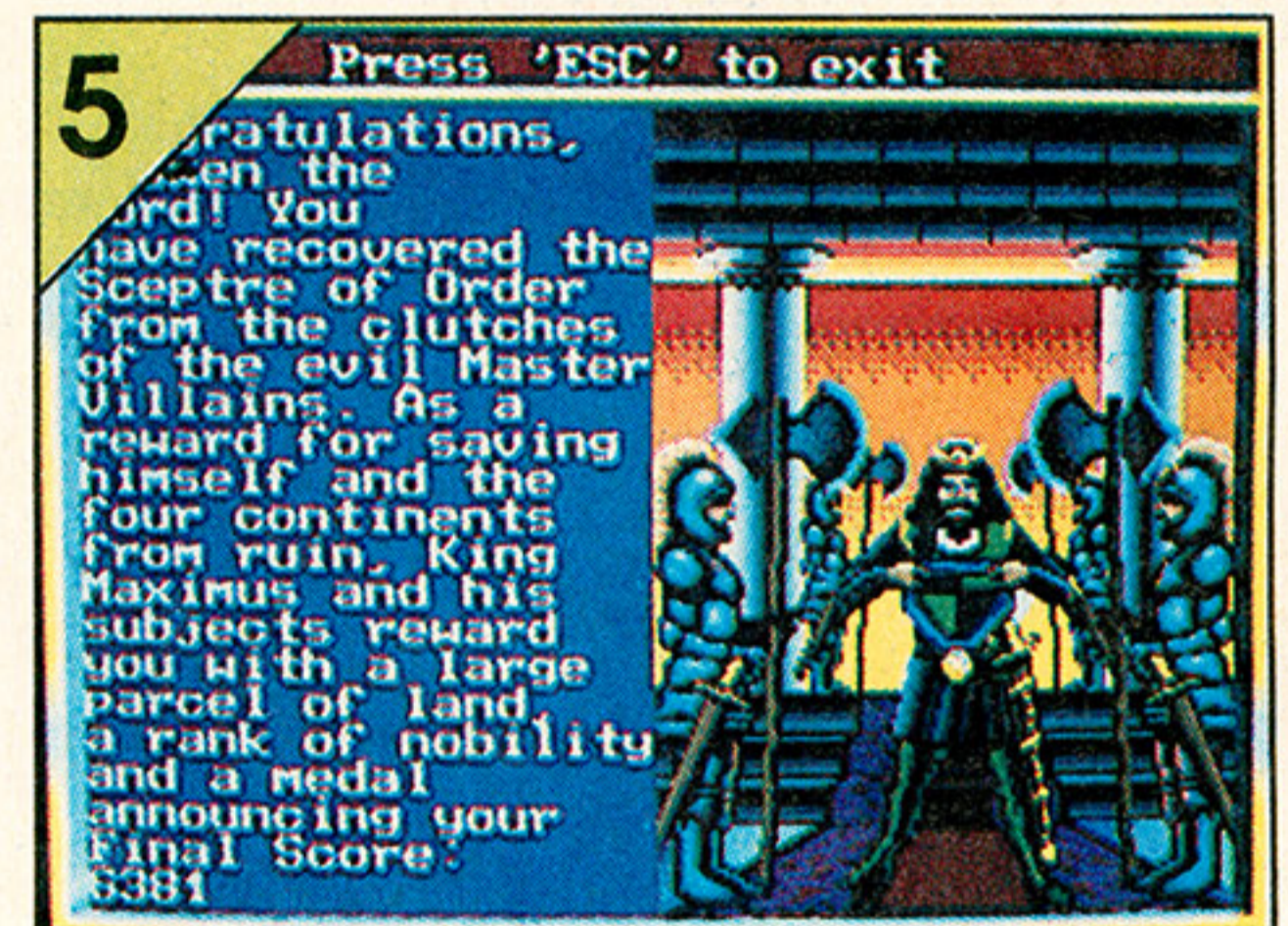
ability, and luck. Each artifact you discover also reveals part of the puzzle map. It's not necessary, though, to find them all to win the game.

Watch your gold carefully, because your troops must be paid or they'll disappear. Waste as little time as possible when exploring, because you have only a certain number of days to find the scepter. And marshal your troops intelligently, because each villain you meet has considerable power at his command.

In other words, there's a lot to do in this game, but the player interface makes everything pretty easy. In fact, it's difficult to find anything to dislike about *King's*

Bounty. The only difficult part is actually winning the war — and that's the way it should be.

GP



1 Your task now is to find and defeat Magus Deathspell. This contract shows that he's extremely tough, and he'll be hard to find, too.

2 The map insert shows what portion of a given continent you've discovered. Here, Reswen is almost finished exploring the continent of Archipelia.

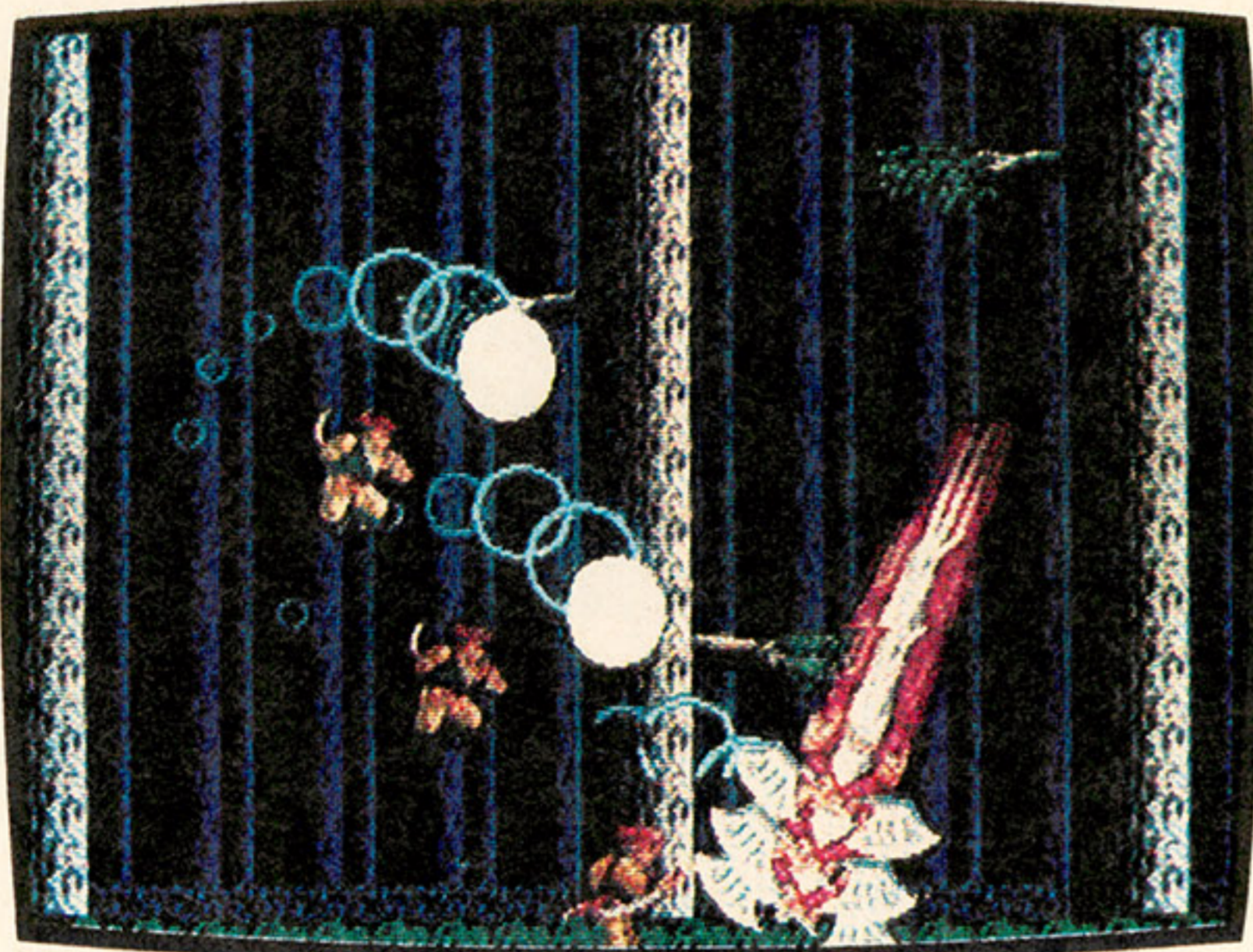
3 Reswen leaves the ship and prepares to lay siege to a castle, which requires a siege engine.

4 The key to *King's Bounty* is solving the puzzle map. In this case, the scepter can be found in the middle square.

5 Victory! You've saved the world. Each game is different, so *King's Bounty* stands up to repeated play.

AN ARMY OF NINJA SPIRITS WOULD BE YOUR BEST BET.

Right before your very eyes, your father has been murdered. You must seek revenge. You're Moonlight, the avenging Ninja.



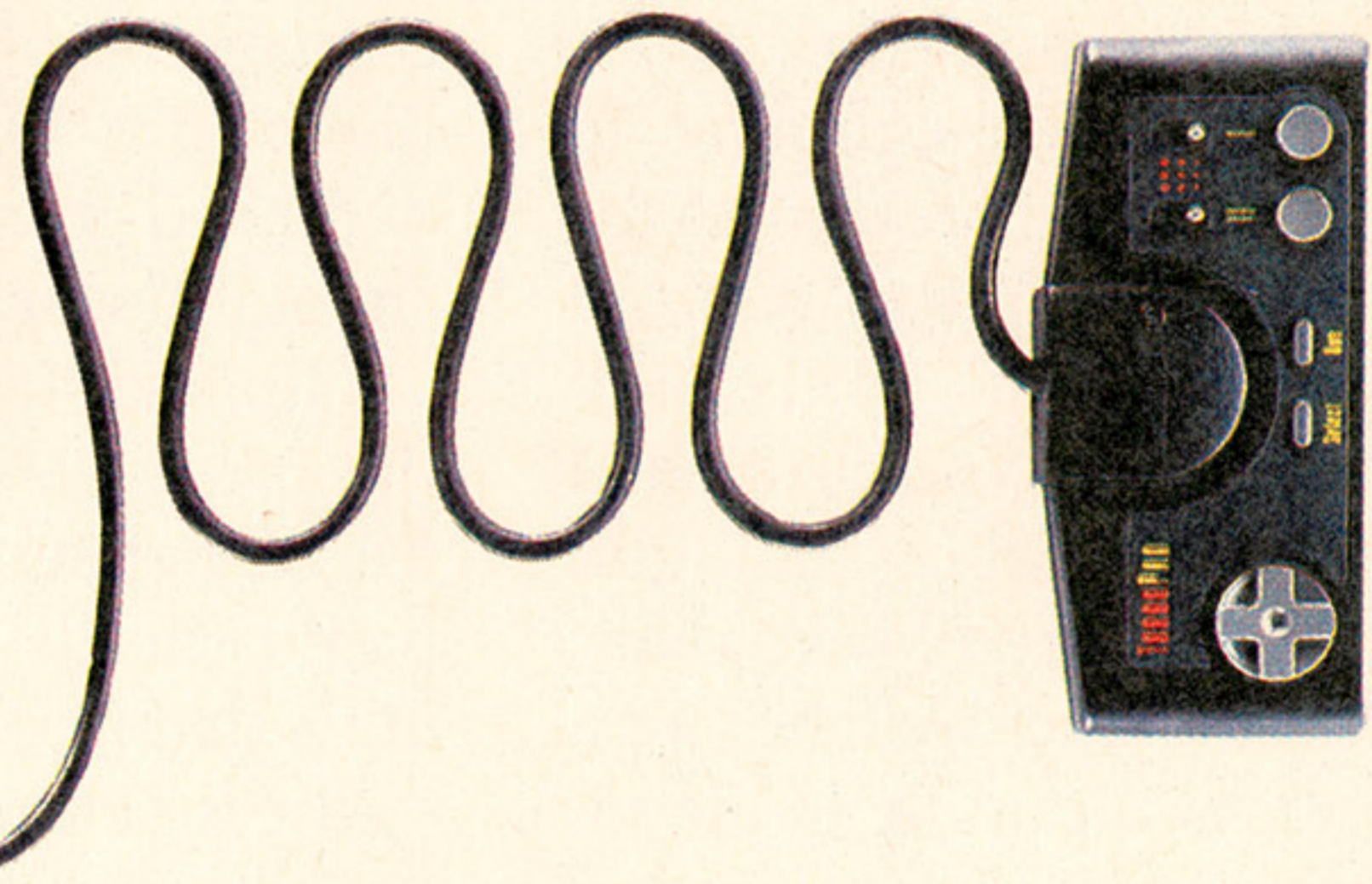
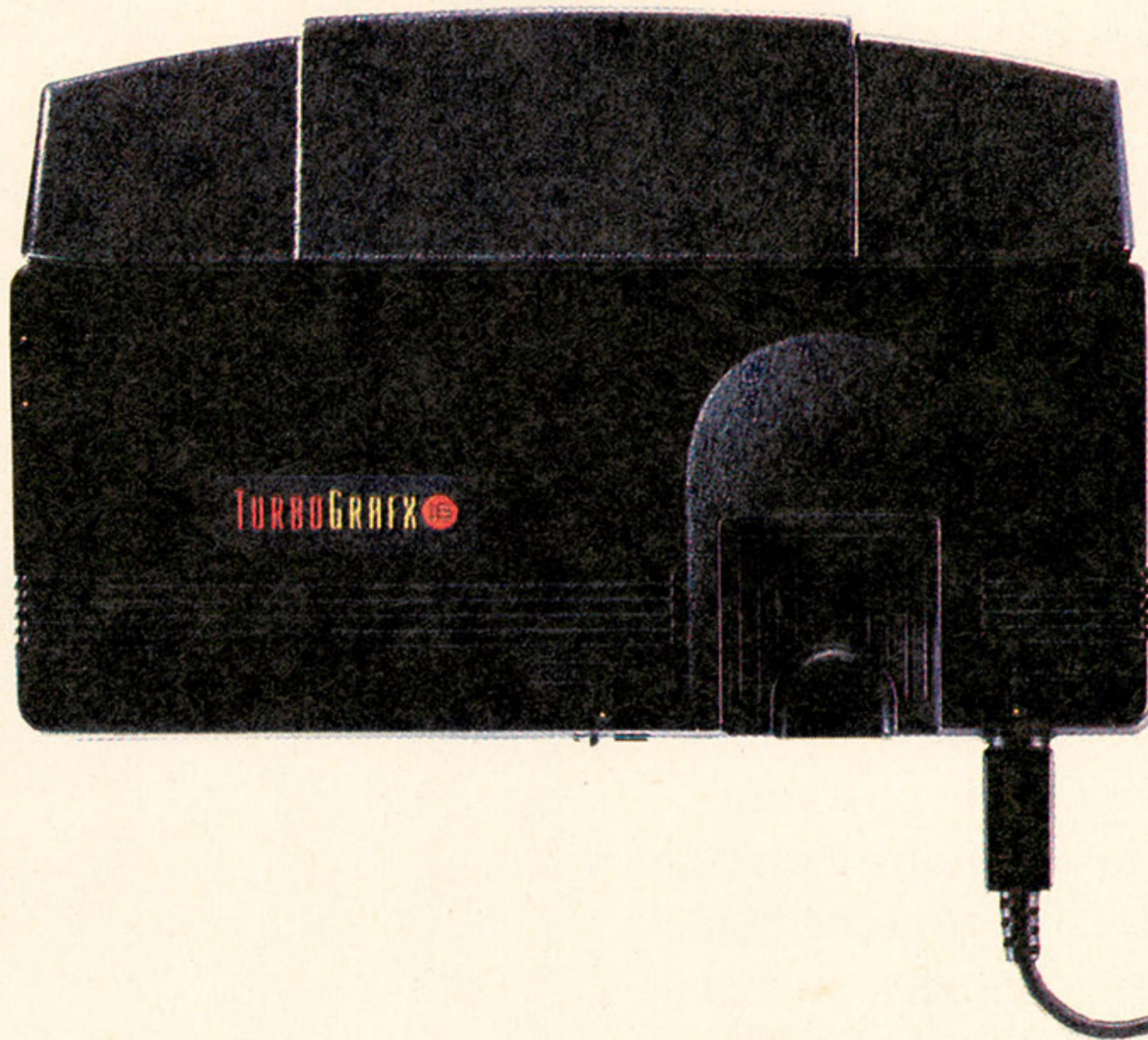
You can't fight the dark side alone. You need help from Ninja spirits to defeat the evil that awaits. Avoid the Two-axed ogre, or you're sliced bologna.



When you meet Asura the Guardian Diety of the Temple, jump, slash, and swing like a madman. He's the long arms of the law.

You won't get far without an army of Ninja spirits at your side. Remember: It's up to the dead to keep you alive.

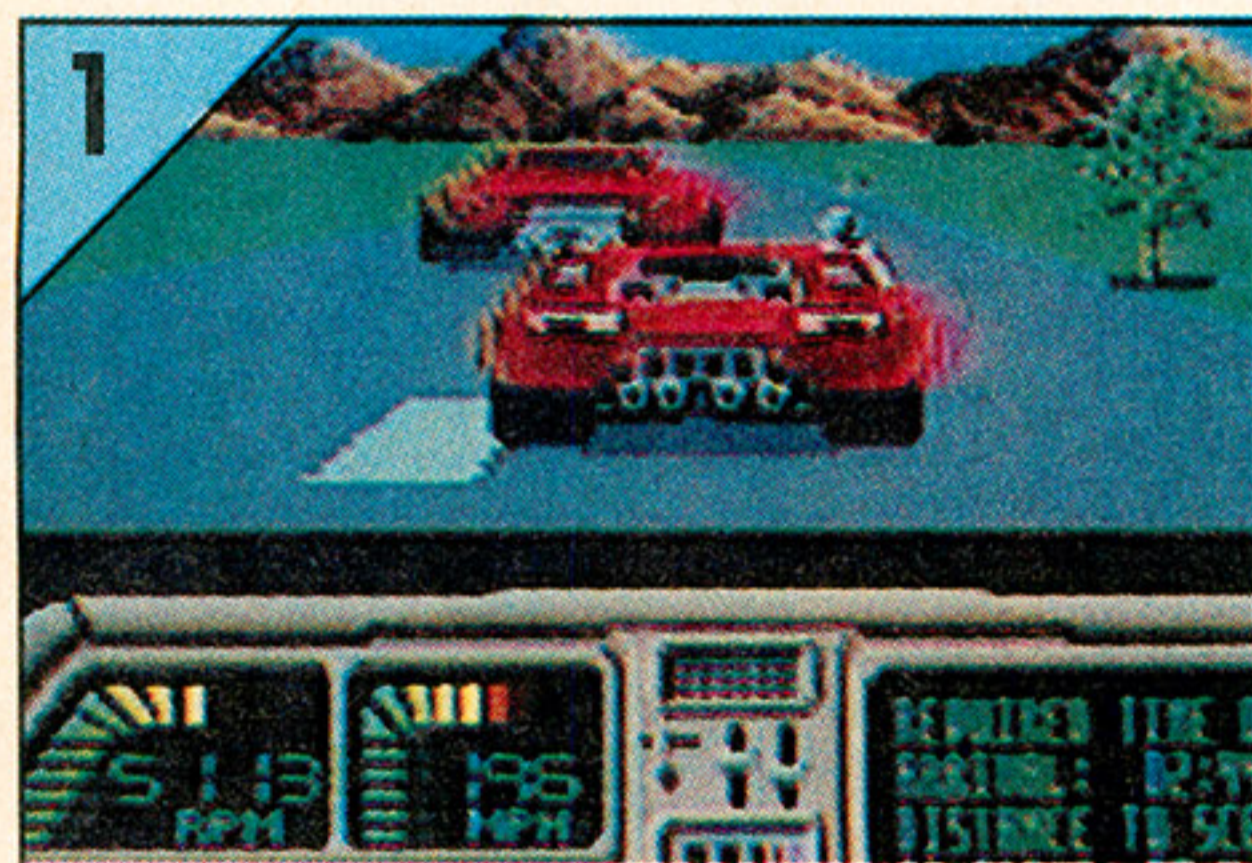
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**TURBO
16
GRAFX**
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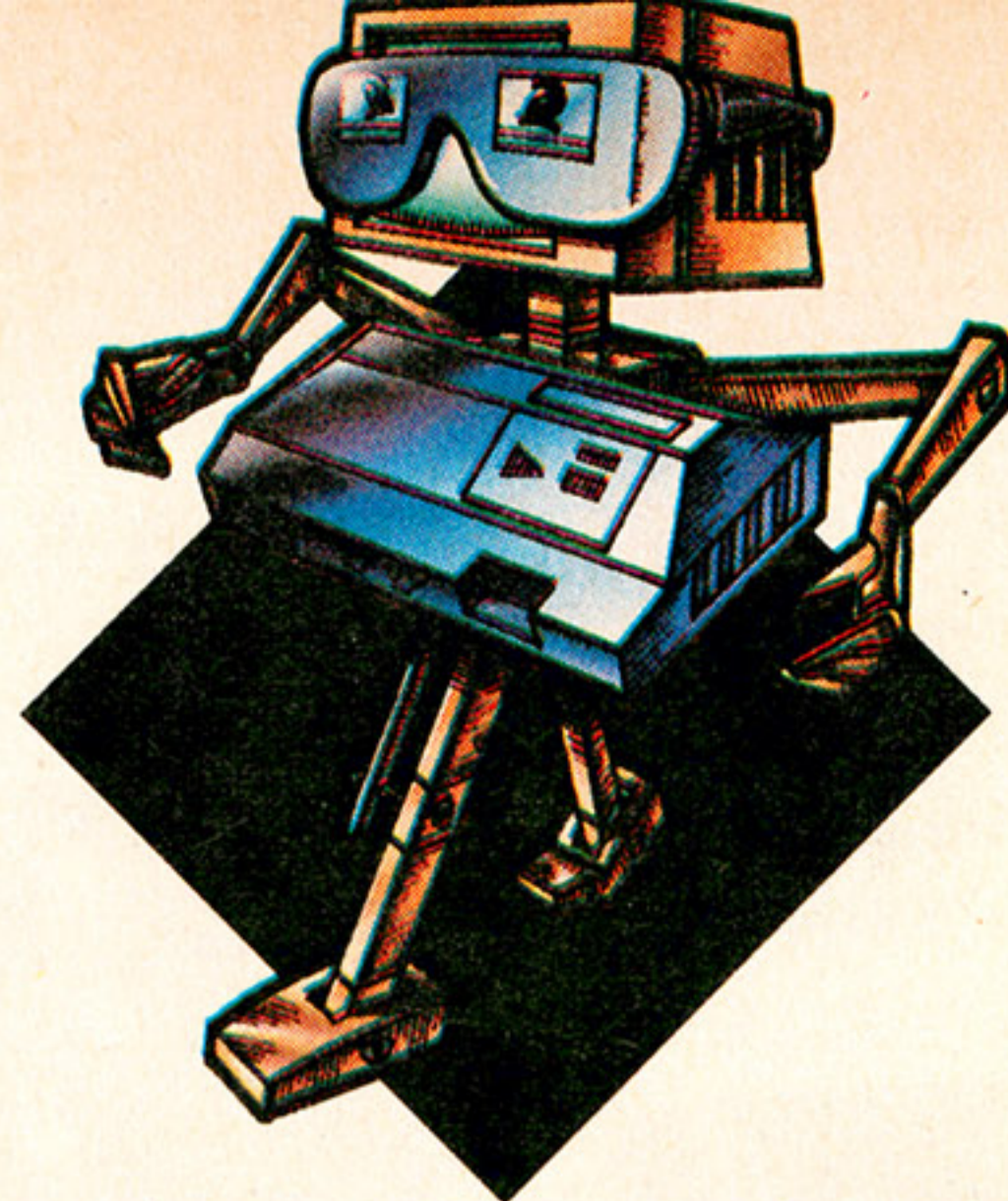
In the world of videogames, we've come to expect a certain level of violence. Many games involve a clear-cut hero and obvious villains, with plenty of hitting, kicking, and shooting when they meet. Games such as *Double Dragon*, *The Revenge of Shinobi*, and *Rambo III* have all been successful partly because of their violent themes. Although videogame violence is sometimes criticized, violent games continue to sell.



In truth, most of the violence in videogames is toned down, implied rather than shown. When an enemy is shot, he usually flashes and disappears. When Rambo bayonets a Soviet soldier, the soldier simply vanishes. Although we know what would really happen to a soldier stabbed with a bayonet, the game doesn't show it.

But things are beginning to change. One of the latest titles for the Sega Genesis, *TechnoCop* from RazorSoft, does away with disappearing foes. When you blast a bad guy with your .95-caliber handgun in *TechnoCop*, he actually explodes, falls to the floor, and twitches for a few seconds in a puddle of blood. After he dies, his body remains on the screen.

There are other graphic images throughout the game. Scantly clad women line many of the sleazy hallways you search. Through the open doors of some apartments, you may catch a glance of a murder victim lying on the floor, a knife sticking out of his chest. And innocent bystanders — from small



SEGA PLAYERS

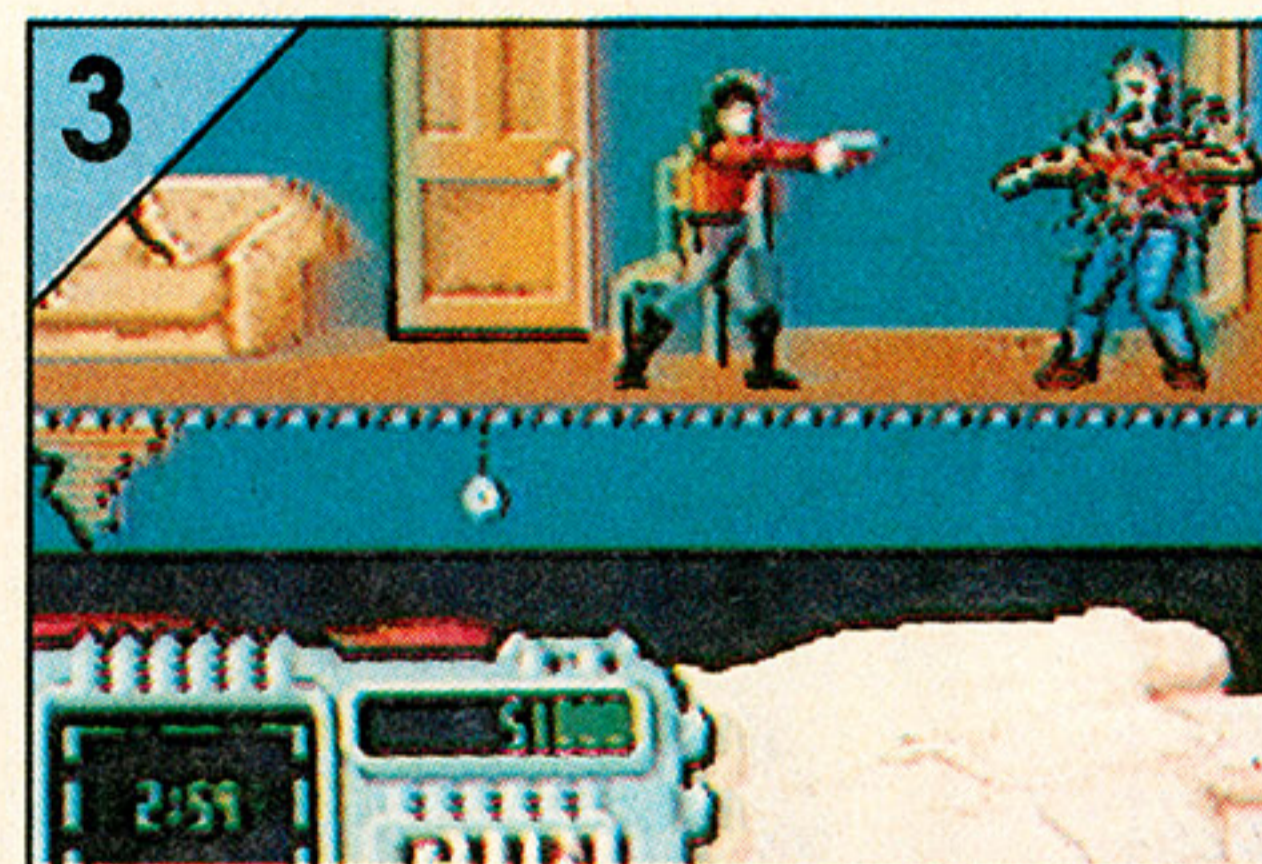
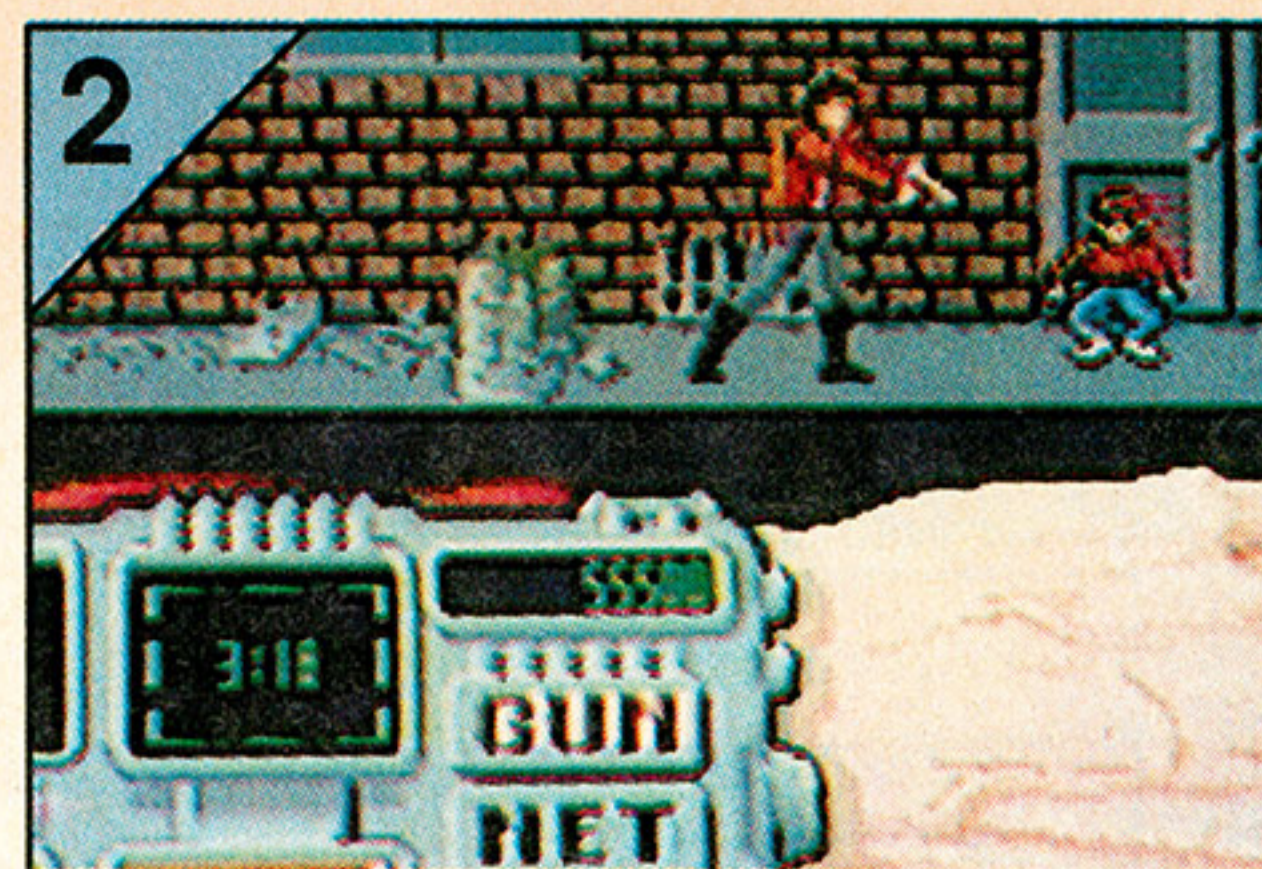
Parental Guidance Suggested

Matthew A. Firme

children to old ladies pushing baby carriages — often stumble into the line of fire. (However, points are deducted from your score if you shoot innocent people.)

RazorSoft does not try to hide the fact that *TechnoCop* is an extremely violent game. In fact, company officials are voluntarily placing a parental warning on the box — the first time we've seen such a notice on a home videogame. The warning advises that due to the game's "realistic nature," it is not suggested for players under 12 years old.

Aside from the graphic violence, *TechnoCop* is a fairly straightforward shooter. You play the role of a street cop in a brutal, post-nuclear future. Some scenes resemble *Roadblasters* as you



1 Even as he races toward the scene of a crime, the hero in *TechnoCop* blazes away at bad guys. Among the weapons he uses to clear the roads are hydraulic rams, cannons, and nuclear devices.

2 Watch out for innocent bystanders! In *TechnoCop*, you'll be penalized 5,000 points for shooting a civilian.

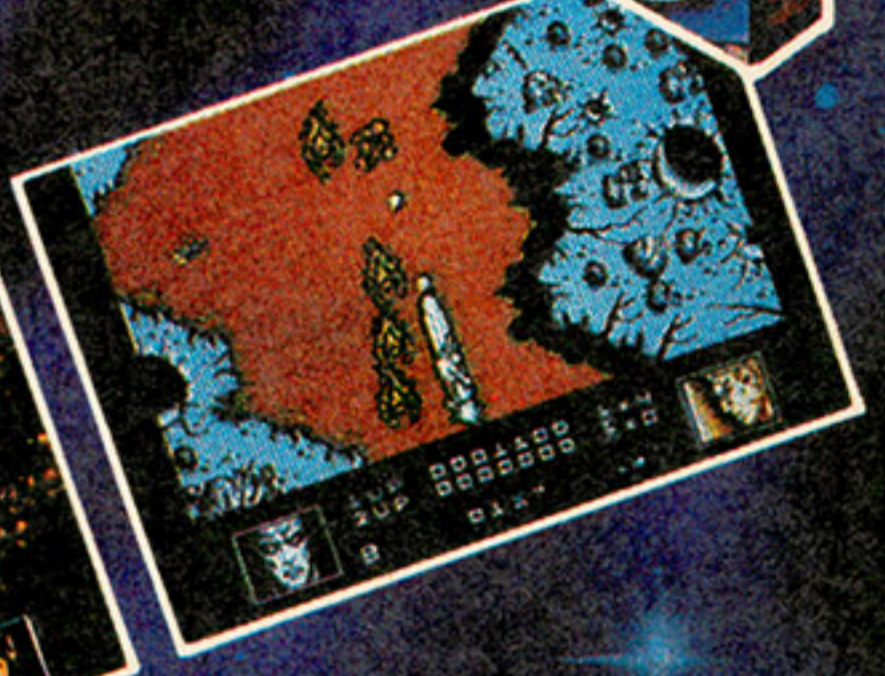
3 The standard-issue sidearm in *TechnoCop* is the .95 AutoMag, which fires explosive bullets.

4 Mission accomplished — and you get a promotion. Although usually you kill the criminals in *TechnoCop*, sometimes you must take them alive using the Tonari Snare Gun.

hurtle down a highway in your high-powered car, blasting everything that stands in your way. In other scenes, you walk through decrepit tenements and back alleys in search of criminal targets.

SILVER SURFER™

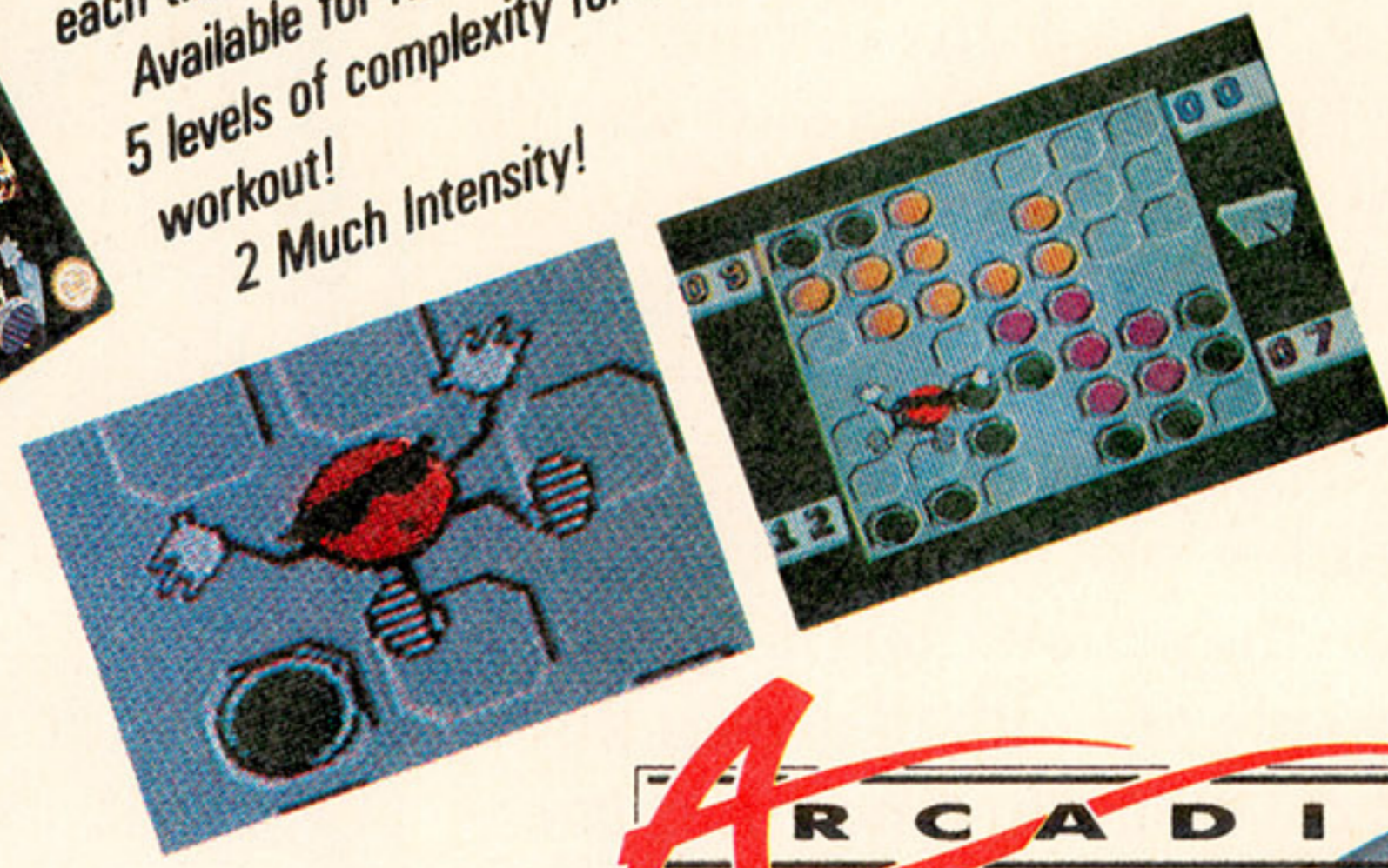
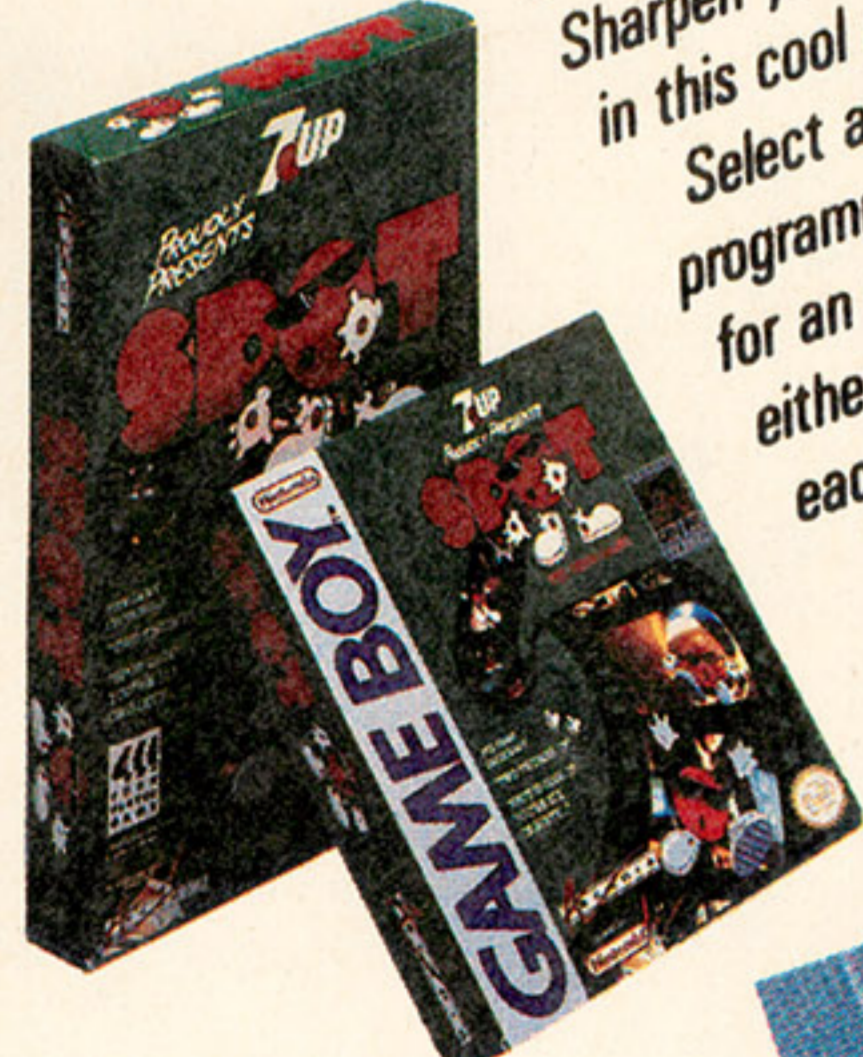
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2 MUCH ACTION!

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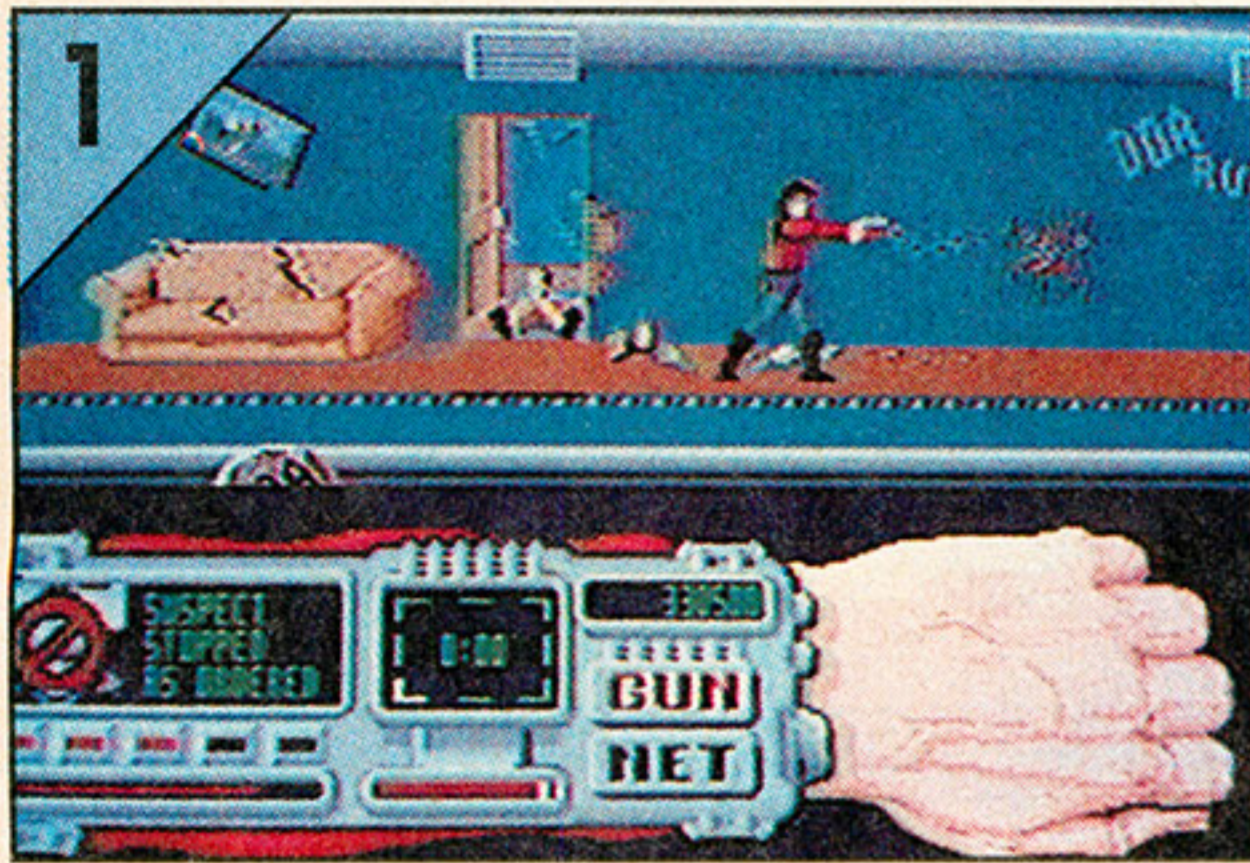


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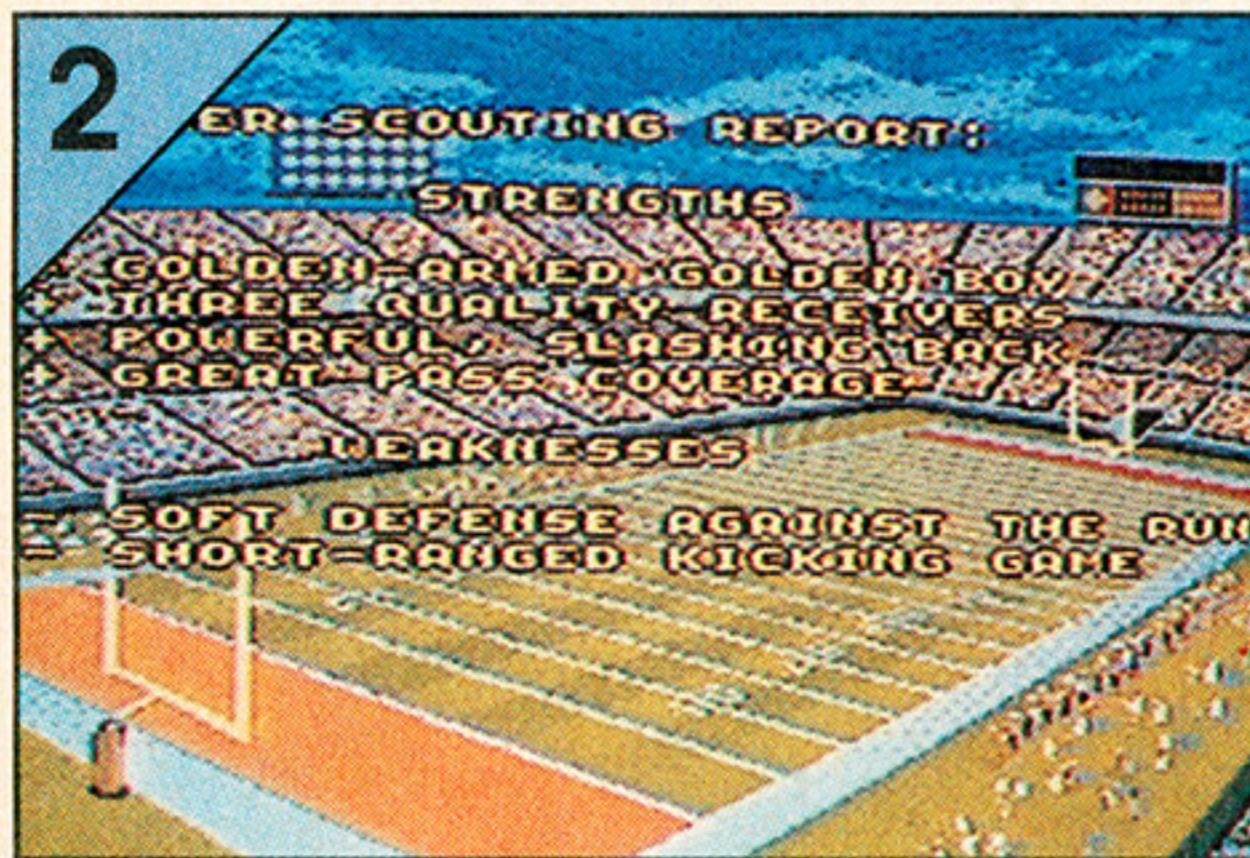


SEGA PLAYERS



Sometimes your orders require you to take a thug alive, while at other times you shoot to kill.

The graphics are undeniably good — better than Nintendo games, though not as good as the best Sega Genesis titles. The backgrounds can become a bit tedious, because the same scenery appears again and again in the driving sequences, and the tenements all have the same hallways, dead bodies, and graffiti. But the number of enemies and the complexity of the missions varies quite a bit, and the highways become increasingly congested and dangerous.



It should be pointed out that although *TechnoCop* is gory by videogame standards, it doesn't come close to matching the graphic violence in many of today's PG-13 and R-rated Hollywood movies. Nevertheless, it *feels* more violent

because you're not merely watching the action — you're taking part in it. So if you're the least bit squeamish, heed the notice on the package.

Combat — The Madden Way

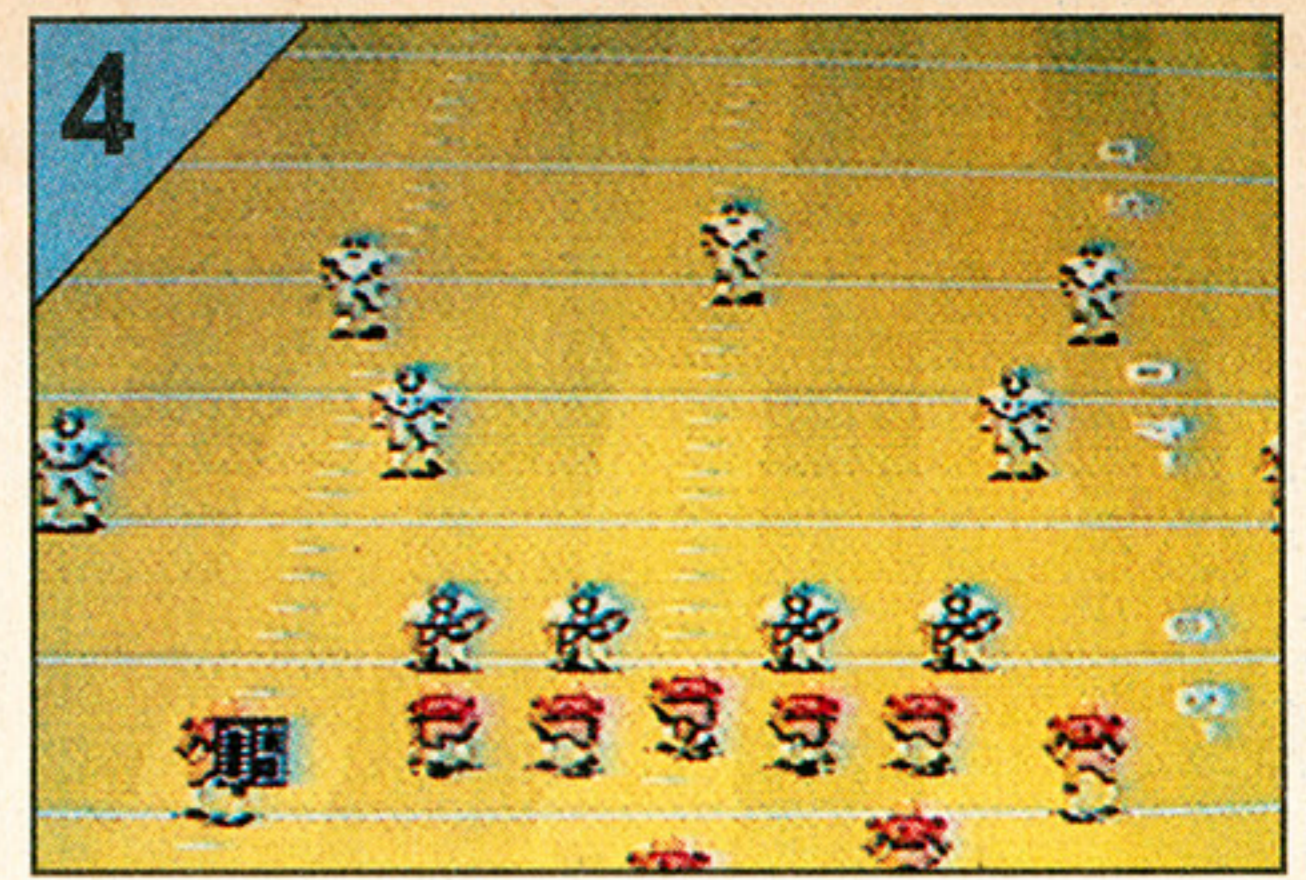
The latest Genesis title from Electronic Arts doesn't have the blood and gore of *TechnoCop*, but it does have plenty of bone-jarring, hard-hitting action. *John Madden Football* may well be the best football simulation ever made for a home videogame system.

John Madden Football has quickly become a favorite around the *Game Player's* office. It was designed with the assistance of sportscaster John Madden, formerly head coach of the Oakland (now Los Angeles) Raiders. The game lets you control any of 16



different teams, or a Madden-picked all-star team. Each team has its own characteristics, based on real statistics from last season. San Francisco, for example, boasts a big-money quarterback, terrific receivers, and a hard-hitting defensive line. And Dallas — well, this team needs a lot of help.

One of the best things about *John Madden Football* is its blend of strategy and action. Some football videogames place so much emphasis on the action that the strategic elements of football are all but lost. And others are nothing *but* strategy, reducing the plays themselves to mere afterthought. But *John Madden Football* achieves a re-



alistic balance.

On every down, both offense and defense choose from over 100 plays, shown chalkboard-style in simple on-screen windows. First you choose a "set" — calling in your best receivers, for example — and then a formation. Then, depending on the set and formation, a certain selection of plays is displayed. You press a button to pick the play you want to run, and your players take their positions.

When you snap the ball, the action on the field becomes almost as real as a football game on TV. During a pass play, the quarterback may drop back into the pocket, looking downfield for an open receiver, as defensive linebackers blitz in for the sack. The quarterback spins, avoiding a tackle, and throws a quick strike to his tight end. The receiver makes the catch and sprints for the touchdown.

One of the outstanding features

1 The typical background in *TechnoCop* is almost as violent as the action. Note the bloody, bullet-riddled walls.

2 At the beginning of each game of *John Madden Football*, the Big Guy himself gives you his impressions of each team's strengths and weaknesses.

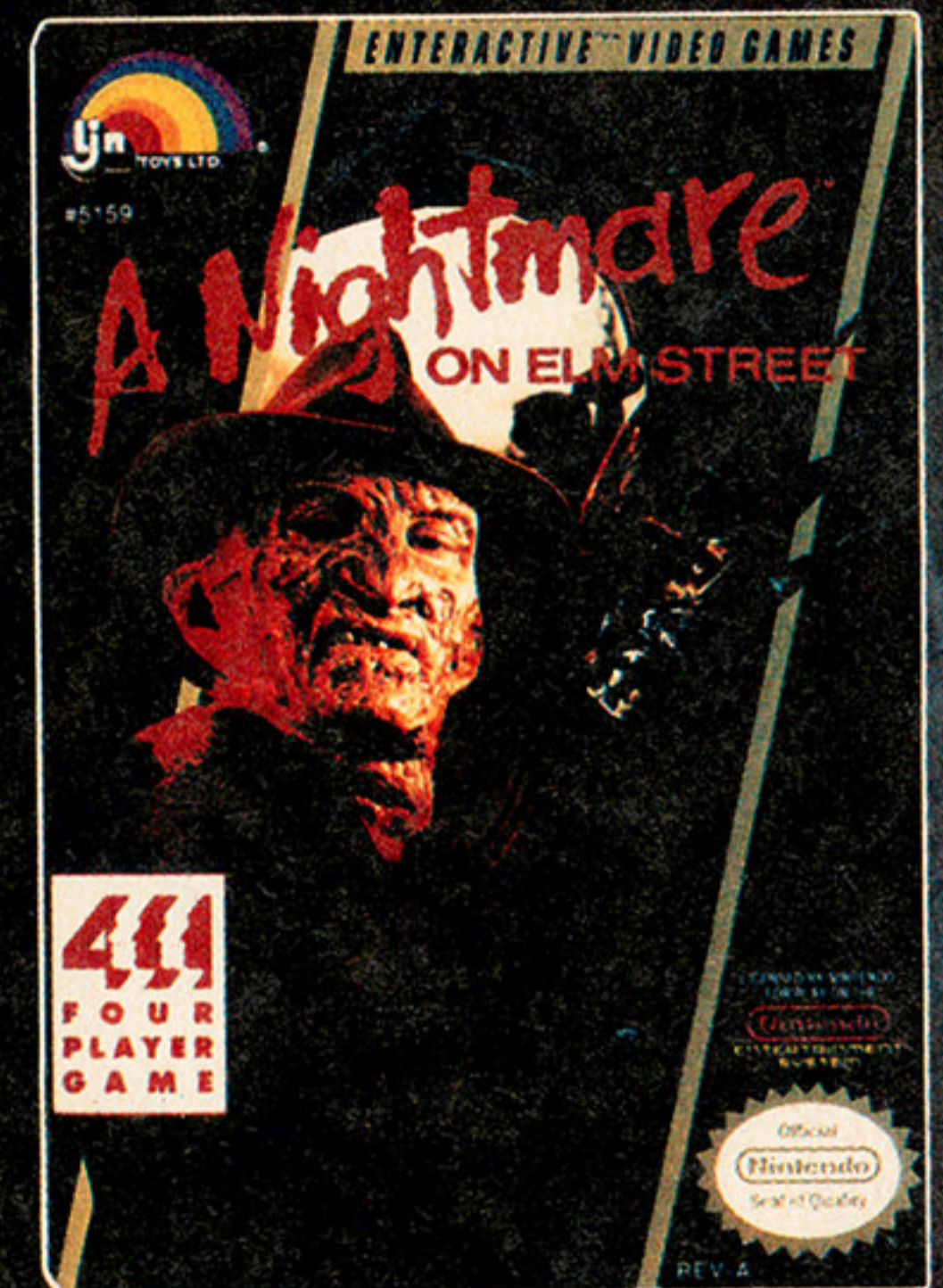
3 The plays available to you depend on the set and formation you choose.

4 After lining up, your quarterback can call an audible if you don't like the defensive formation. Or you can fake an audible, really throwing your opponent off track.

NIGHTMARE ON YOUR STREET.

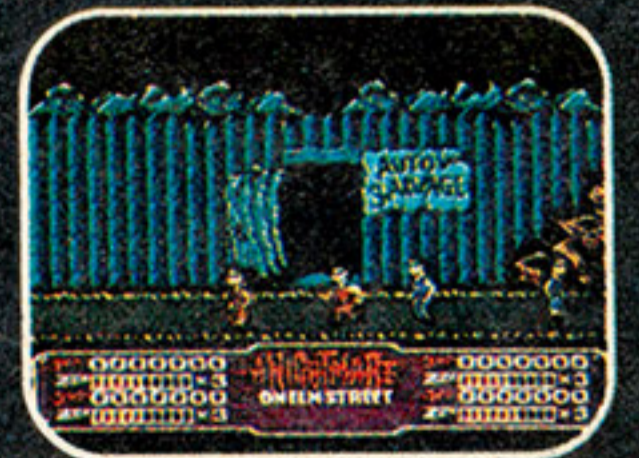


A NightmareTM ON ELM STREET



If you go to sleep dreaming about video games--don't. Freddy's "back and he's taken on a terrifying new form. You and your friends must search the neighborhood for Freddy's bones. When you enter the fateful house on Elm Street, you'll confront monsters and spooks that would give even Freddy a fright!

But, beware. The farther you go, the deeper in trouble you get. Until, at last, you face the most feared horror legend of all time... Freddy KruegerTM himself! Will you be the one to put an end to Freddy's reign of terror? Dream on.

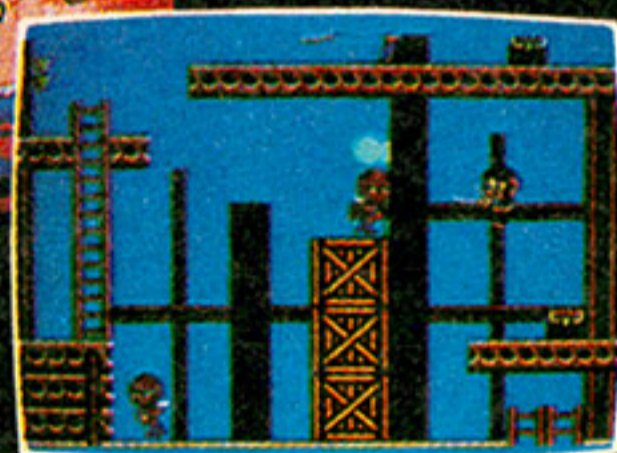
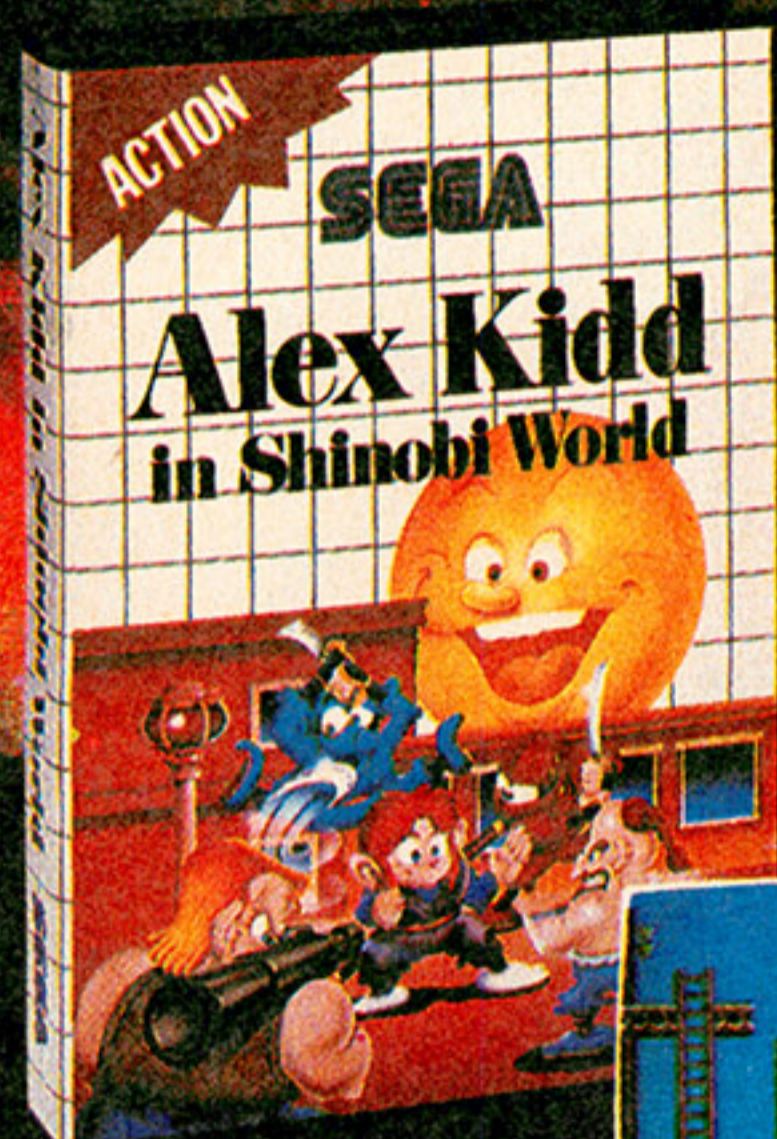


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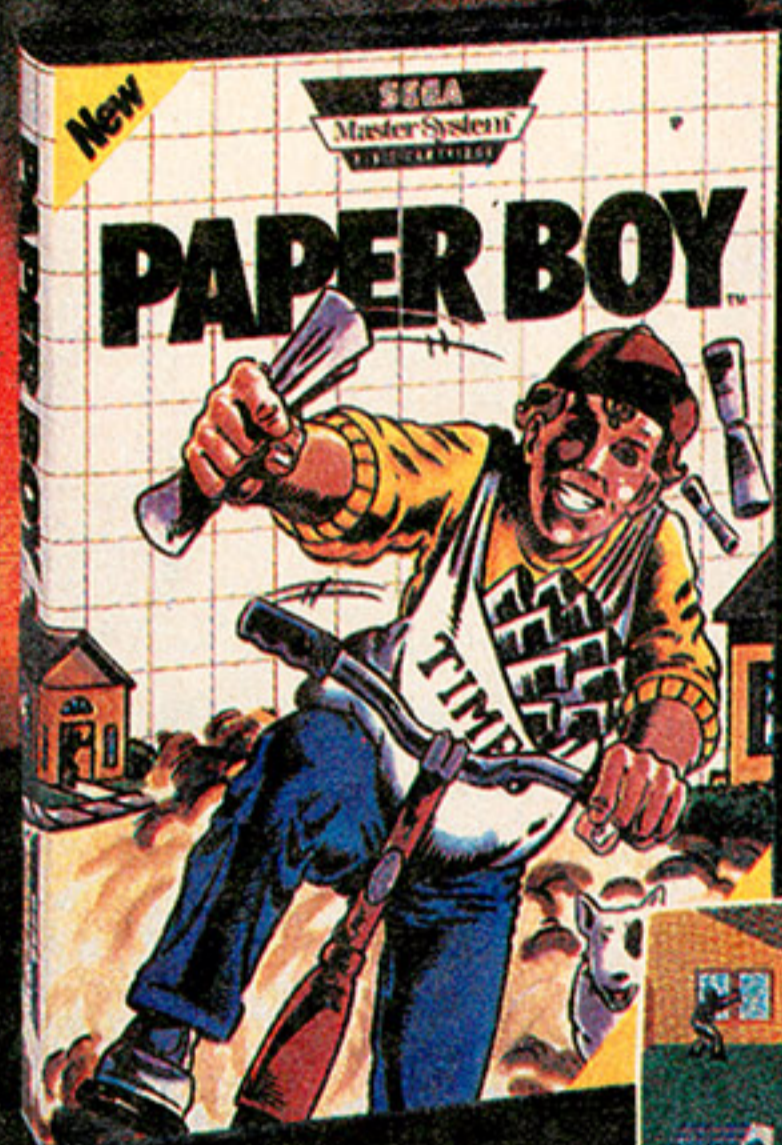


Dead Angle™

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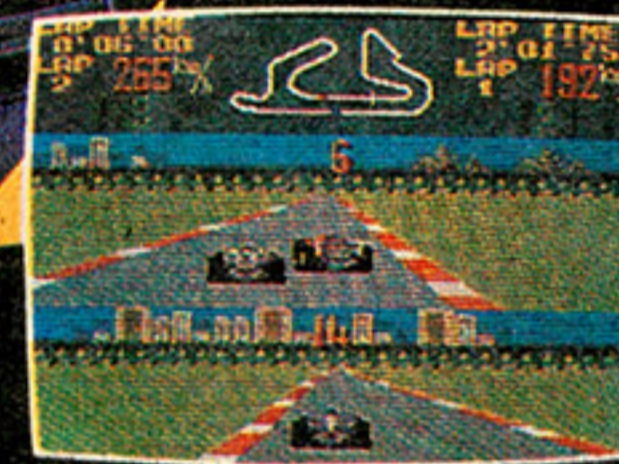
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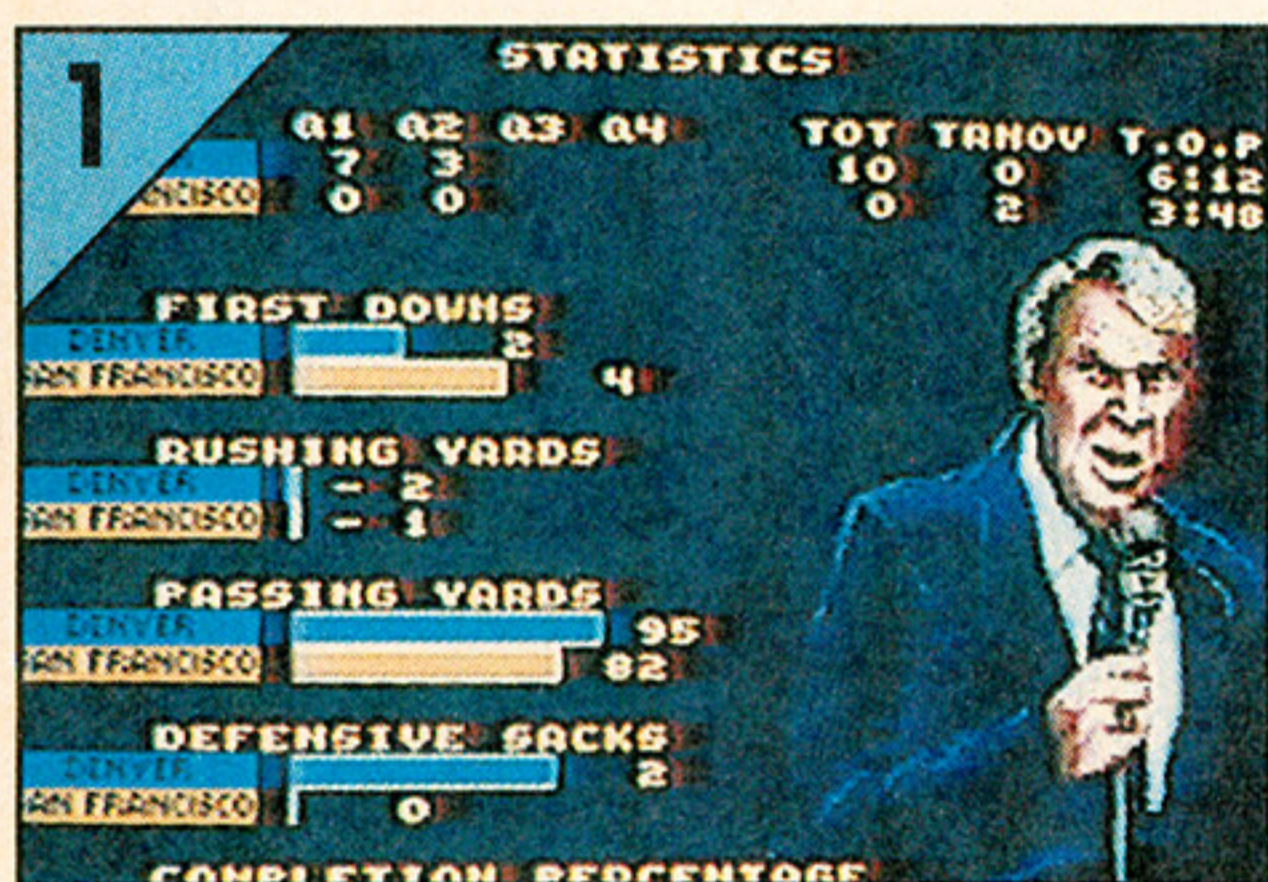
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SEGA PLAYERS

of *John Madden Football* is its digitized sound effects. You can clearly hear the quarterback calling signals, the grunts of blocking linemen, and the thunderous collisions between ball-carriers and brutal tacklers.



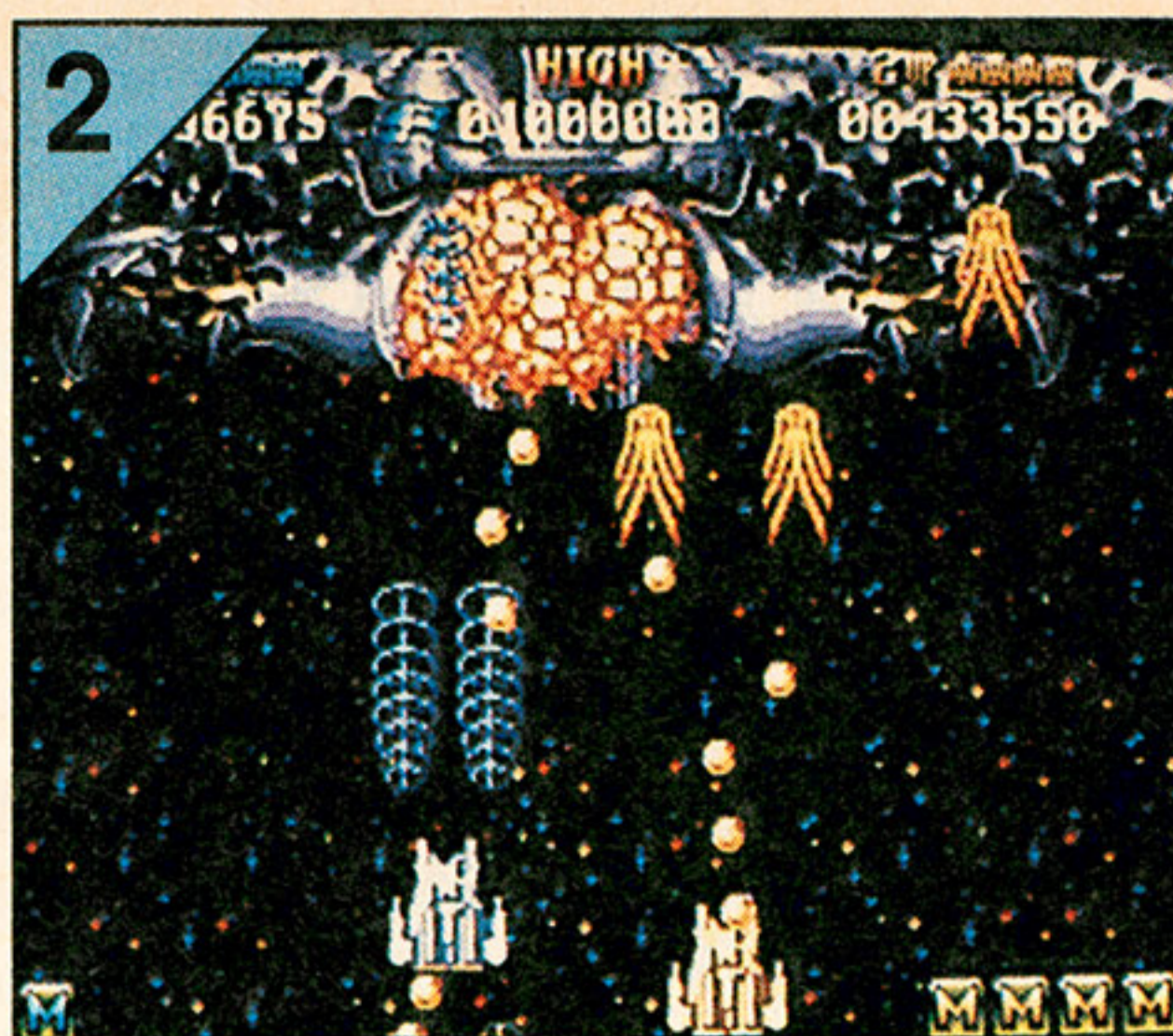
You can either play a single game or take on all comers for a shot at Super Sunday. Before each game, Madden gives you a scouting report on the teams, and at halftime and the end of every game he'll announce statistics for passing, rushing, sacks, and even time of possession and penalties.

John Madden Football should hit the shelves around mid-November.

More Titles From EA

Electronic Arts will be releasing many more Genesis titles in the months to come. The software giant, already the largest publisher of Genesis games with the exception of Sega, plans to release 20 to 30 more titles by the end of 1991.

One of the latest pre-release games we've seen from EA is *Battle Squadron*. Originally designed by Innerprise Software for the Amiga



personal computer, *Battle Squadron* is a space-age shooter of dazzling proportions. It's also the first two-player cooperative shooter we've seen for the Genesis, allowing you and a friend to gang up on the aliens for a better chance at success.

Several other Innerprise titles are slated for the Genesis, although release dates haven't been announced yet. One, *Turrican*, is billed as "The Definitive Science-Fiction Shoot 'Em Up." You play a brave young soldier who is sent into deep space to find and destroy the evil, three-headed Morgul. As you roam strange planets, you'll find hidden power-ups, valuable crystals, and strange, alien creatures. Like *Battle*



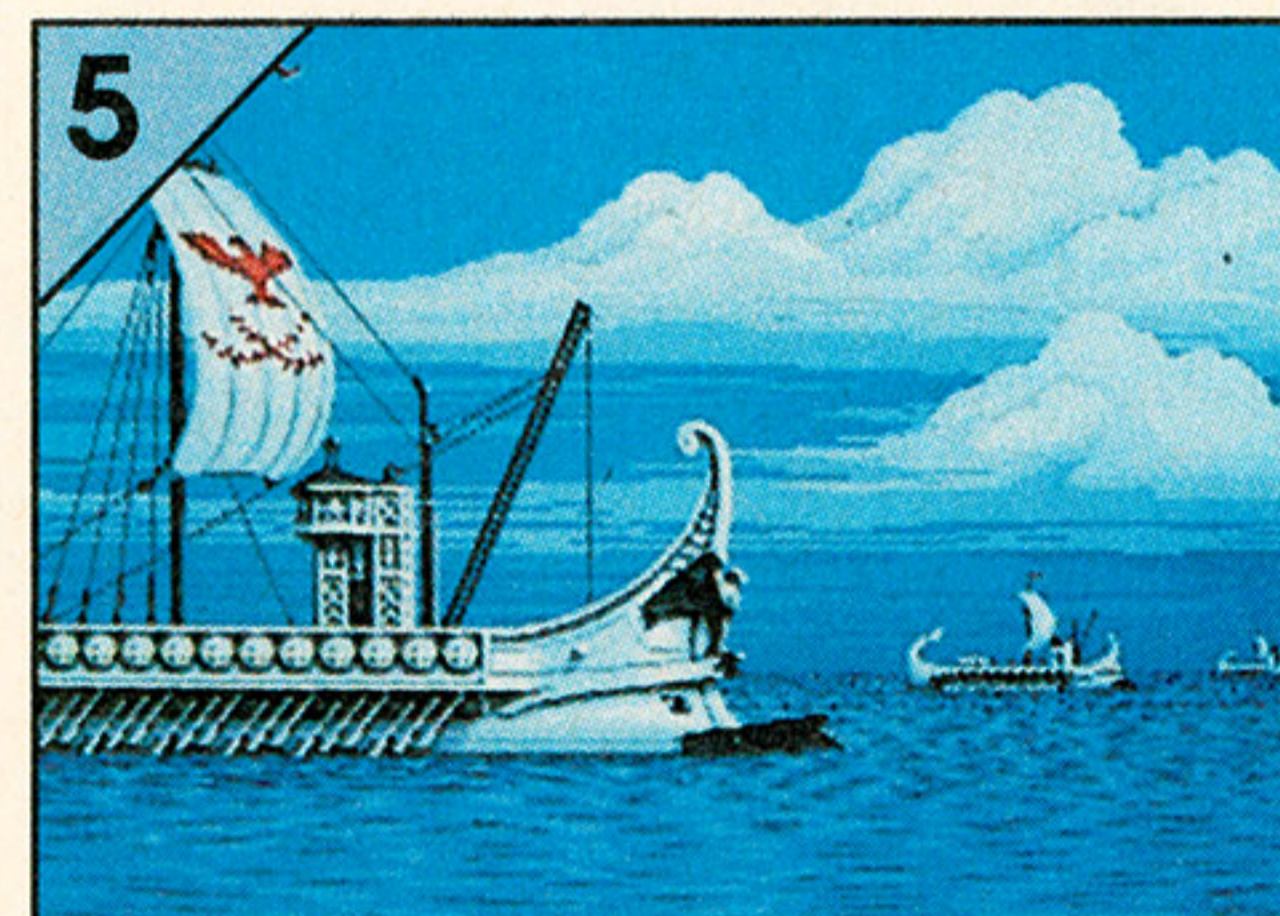
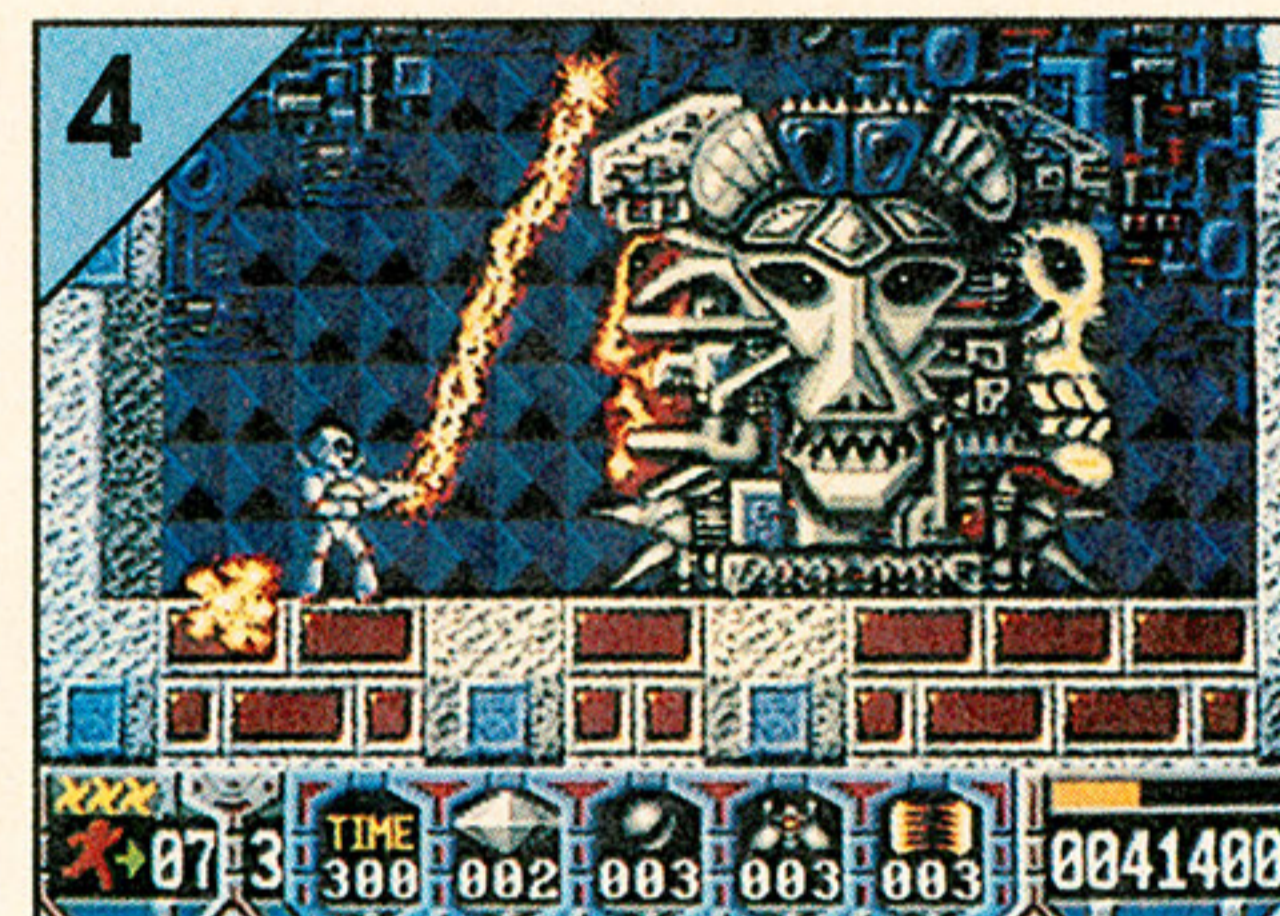
Squadron, *Turrican* also started life as an Amiga game.

Other Innerprise games to watch for include *Sword Of Sodan*, which should be released by EA sometime this year. In 1991, look for *Sword of Sodan II*, *Turrican II*, and *The Aviators*.

Another Genesis game from EA we can't wait to see is *Centurion: Defender of Rome*.

Defender of Rome. The IBM-compatible version was *Game Player's Computer Game of the Month* in our August issue. As an ambitious Roman centurion who's trying to become the ruler of the ancient world, you relive the rise and fall of Rome, starting in 275 B.C. You command legions of infantry and cavalry for battles on land, and large oar-powered galleys for engagements at sea.

GP



1 At halftime and after each game, John Madden reviews all the important statistics.

2 Space combat, *Battle Squadron*-style: Two friends, side-by-side, blast the dickens out of some obnoxious aliens.

3 You'll find many impressive weapons in *Battle Squadron* to help you beat back the aliens.

4 In this screen from the Amiga version of *Turrican*, our hero tackles an imposing alien mechanism. The Genesis version will be released by Electronic Arts.

5 The IBM-compatible version of *Centurion: Defender of Rome* has beautiful movielike graphics. Watch for the Genesis version in 1991.

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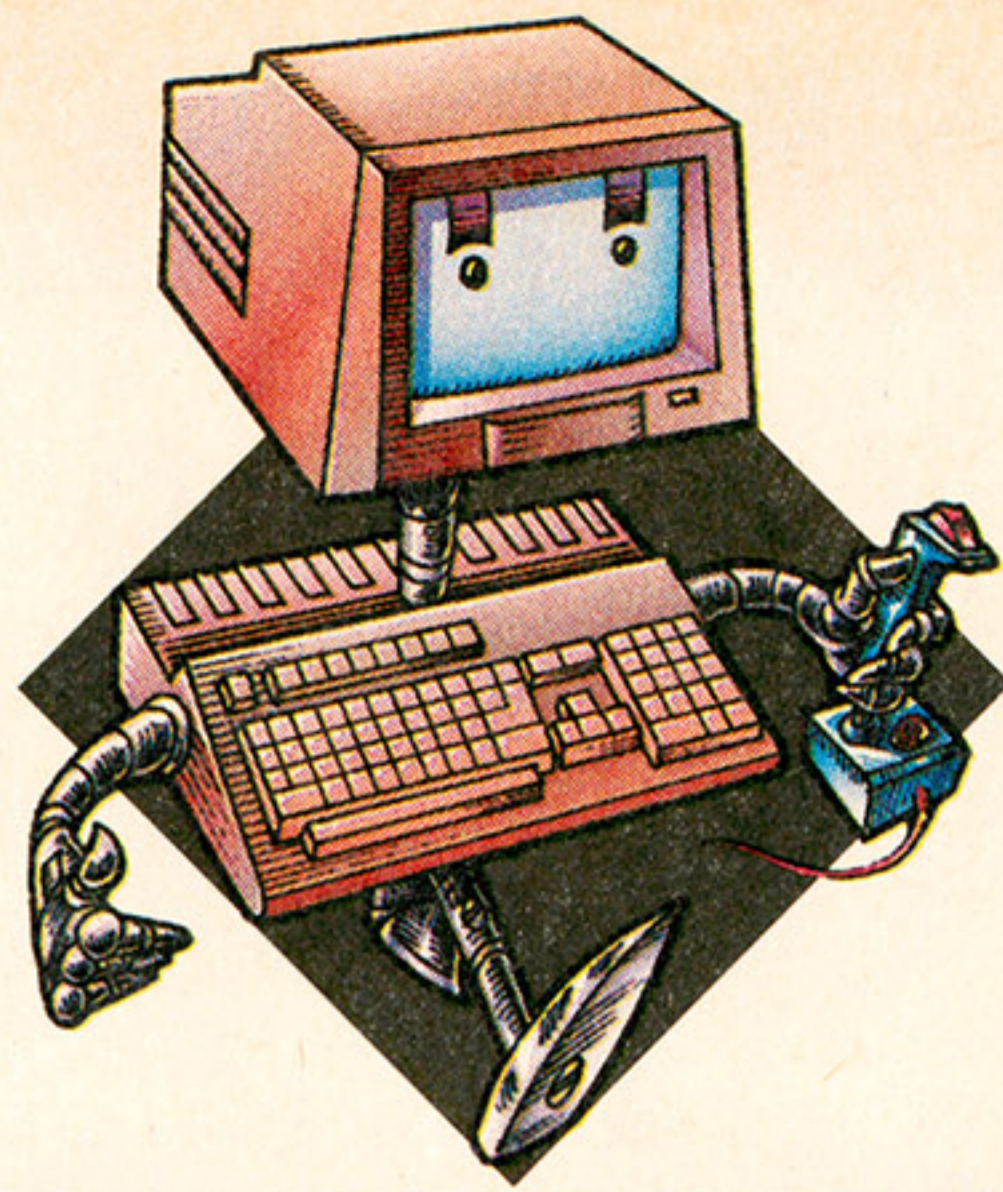


THE JUMP RAMP LOOKS A LOT EASIER WHEN YOU'RE PASSING UNDERNEATH IT.

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When you look at a game like *King's Quest IV: The Perils of Rosella*, the most recent member of the best-selling *King's Quest* series to be translated for the Amiga by Sierra On-Line, you can see just how far adventure games have come — especially when you consider that these games got their start as text-only time-wasters created by bored mainframe programmers in the 1960s and 1970s.

In the original adventure games, all commands were entered by typing on the keyboard. You traveled around by typing commands such as "Go west" and "Open door," and you located objects by typing commands such as "Look" or "Examine." If you were clever (and lucky) enough, you would sooner or later figure out how to find the objects required to kill the game's ogre and find the treasure.



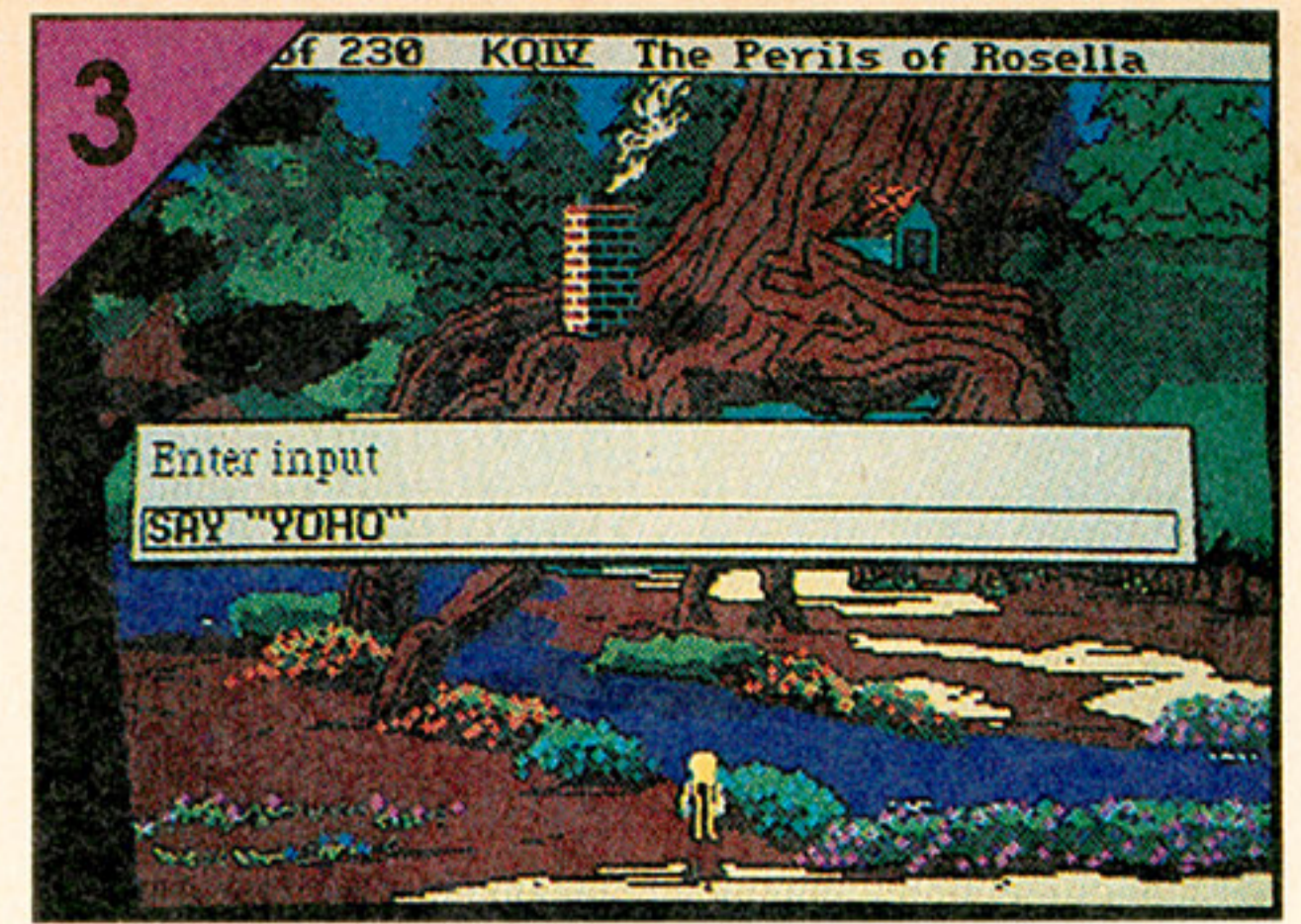
AMIGA PLAYERS

King's Quest IV

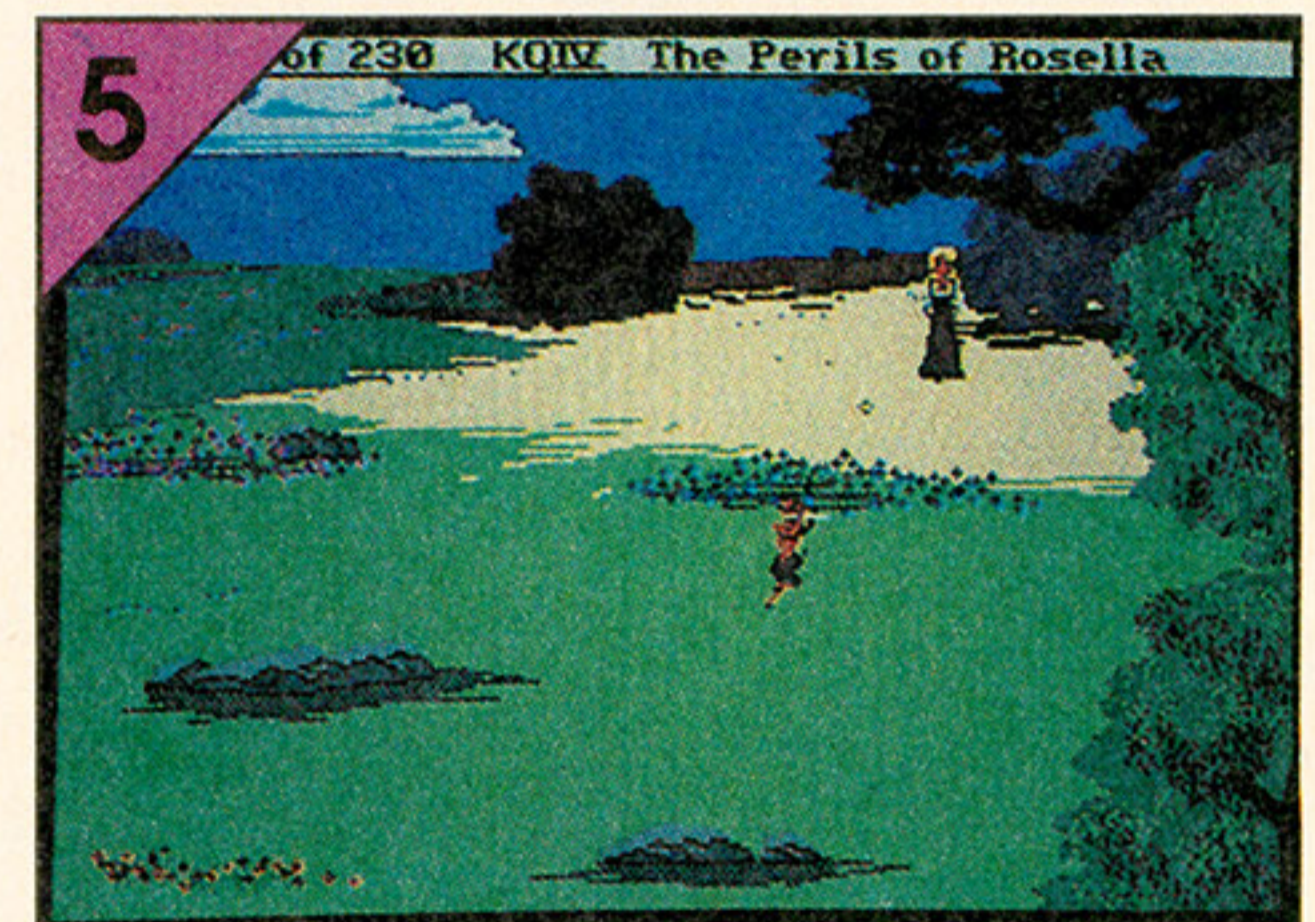
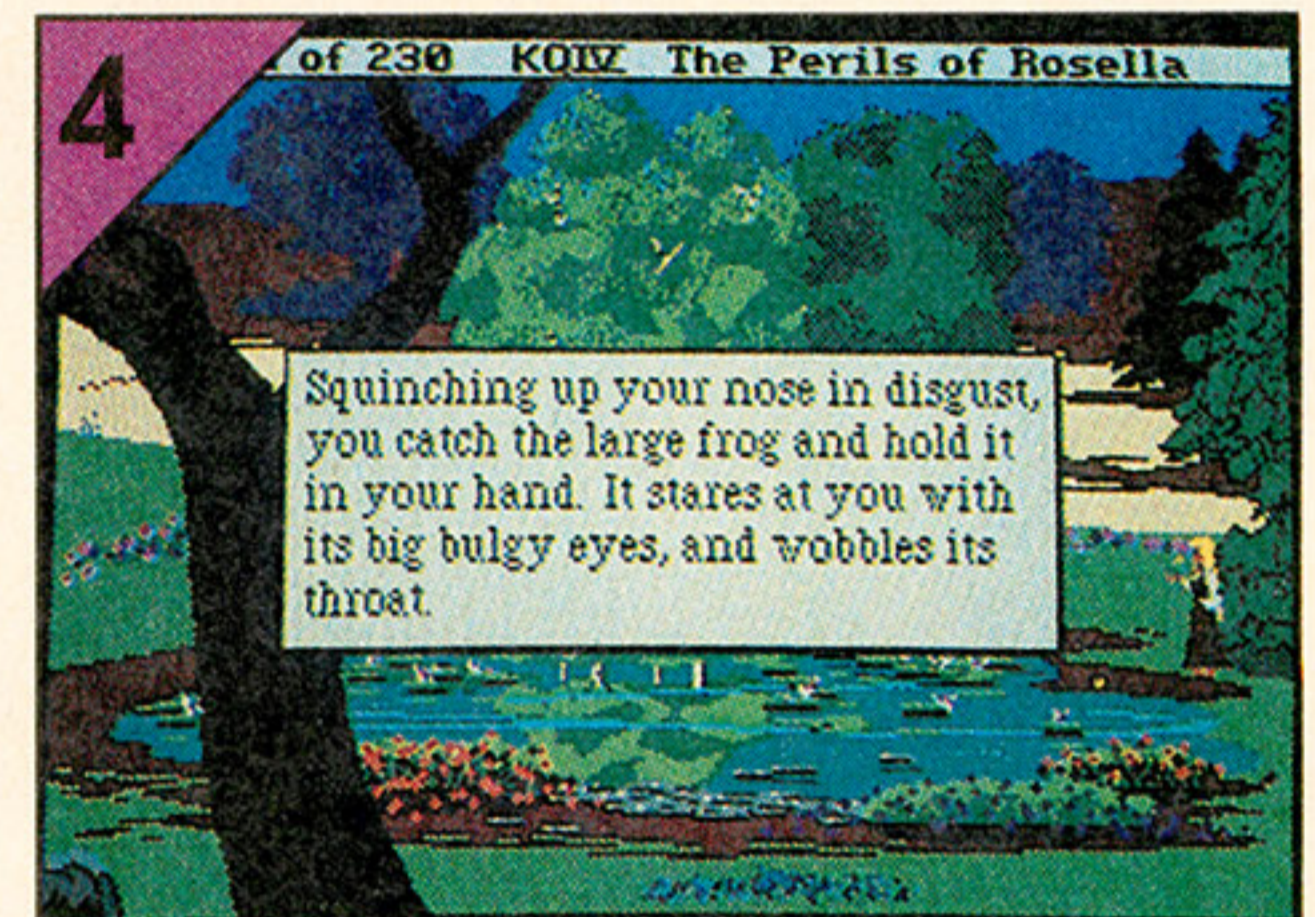
Sheldon Leemon

As fascinating as some of those games were, they had serious limitations. The command interpreters were notoriously stupid; most understood only a few combinations of nouns and verbs, such as "Take spear" and "Drink potion." When confronted with anything more complex, they would come back with a snappy reply such as "I can't do that" or "I don't understand 'parasol.'"

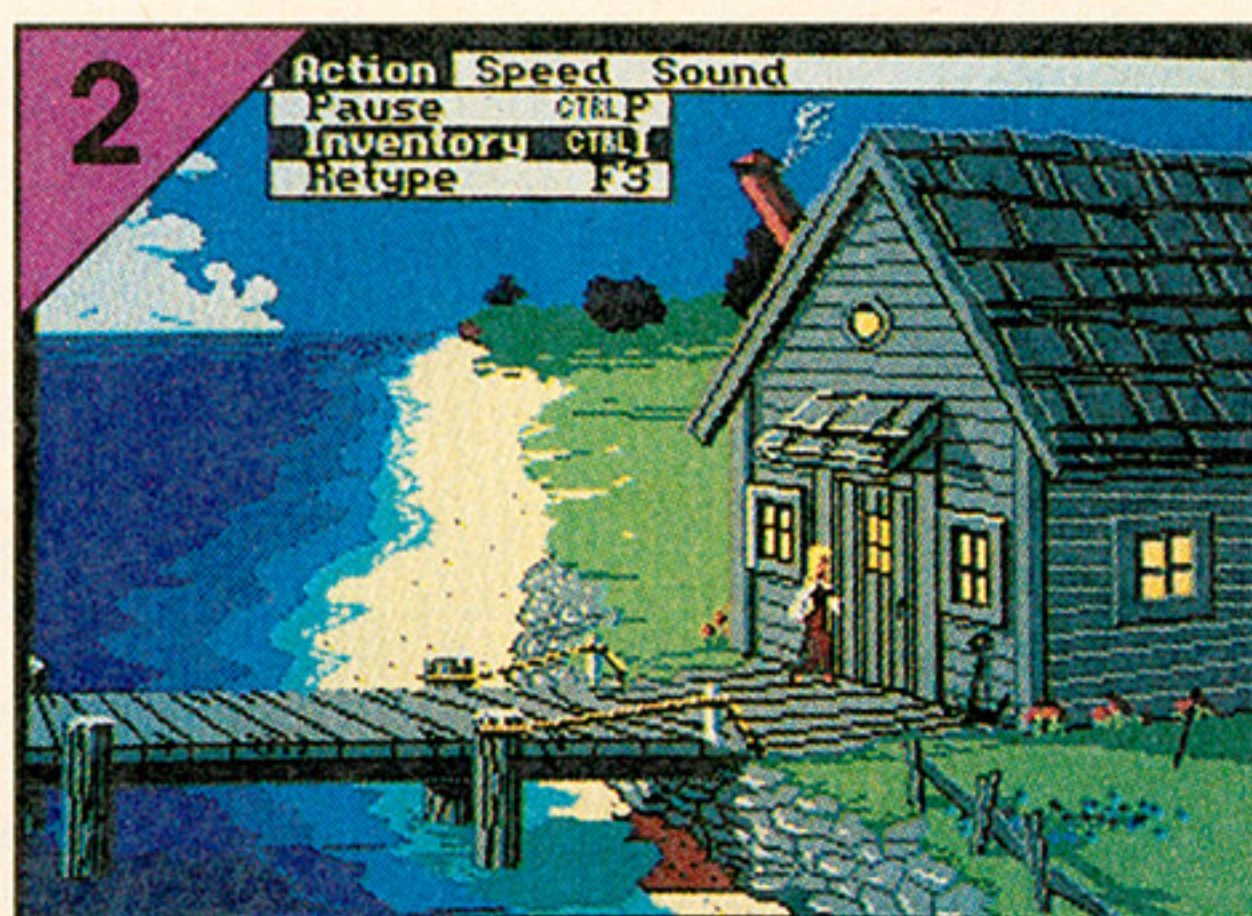
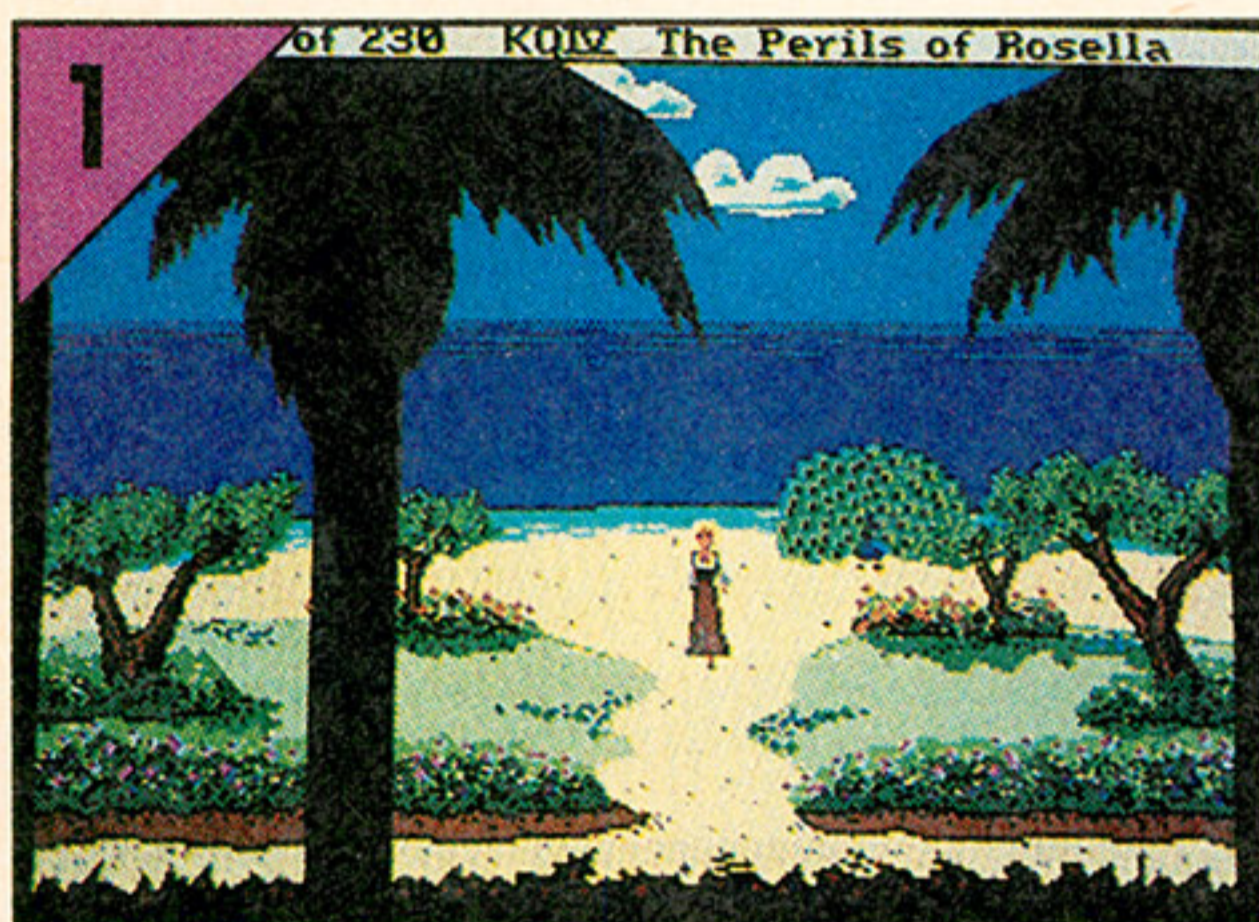
Since then, adventure games



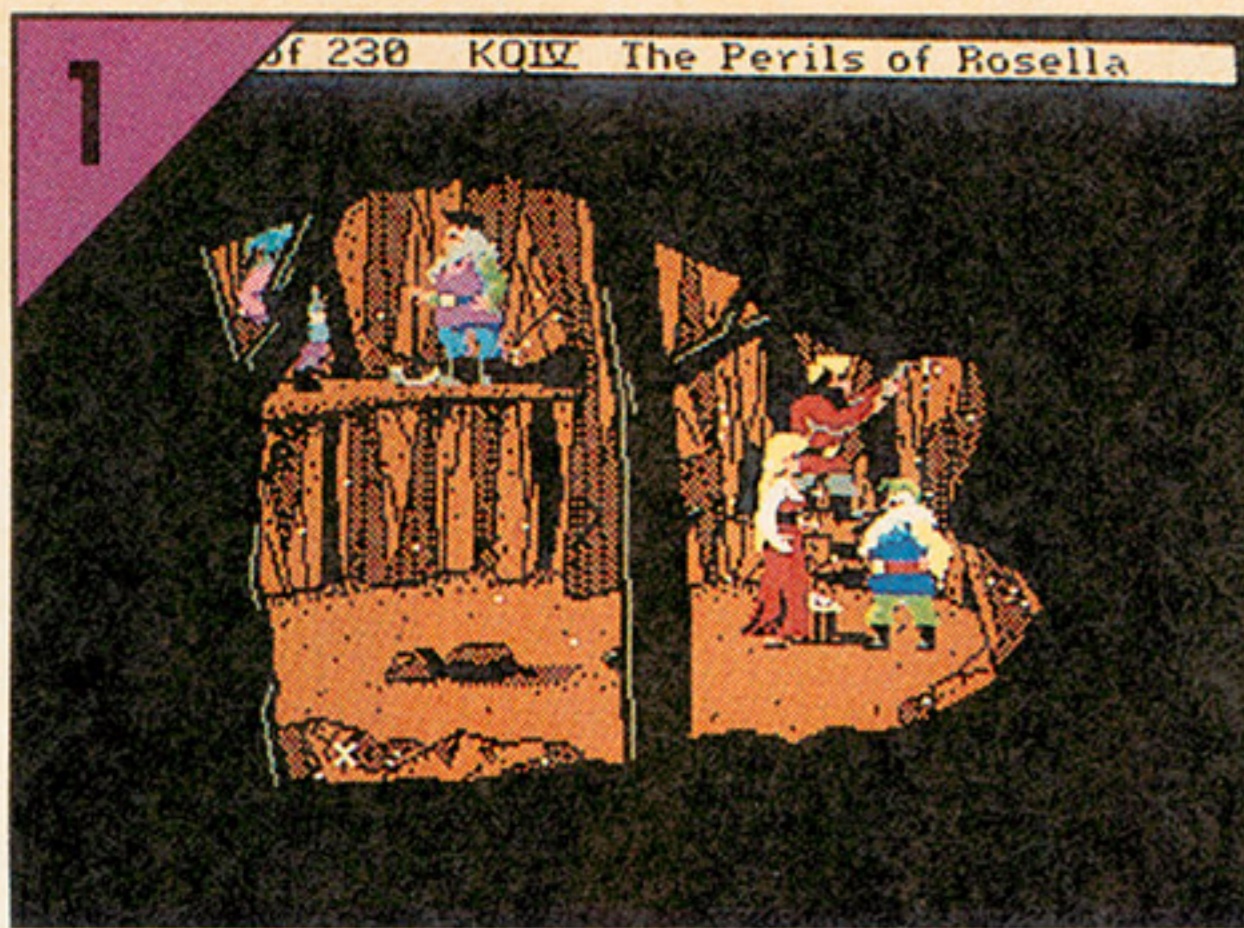
have moved forward in two important directions. First, they have developed better interpreters, which understand a much wider range of more complicated commands. Second, they have come to rely more on graphics and less on text. Both of these trends, but particularly the second, are evident in *King's Quest IV*.



The package refers to *The Perils of Rosella* as "a 3-D animated adventure game," but it's not really three-dimensional in the same sense as flight simulators. Instead, it's more like 2-1/2-dimensional. Characters can walk forward, backward, left, and right, and they have to walk around objects such as trees or rocks that are in their way. But characters and objects usually don't get smaller as they move farther away, and the screens have a rather flat, two-dimensional look.



- 1 An introductory sequence brings you up-to-date on the story of the adventure.
- 2 Pull-down menus make it easy to perform such functions as checking your inventory or saving your progress on a disk.
- 3 As soon as you start typing, this text-input window pops up.
- 4 When something significant happens, the game tells you with a text window.
- 5 Clues abound on this tropical island. You can bet that peacock is there for a reason.

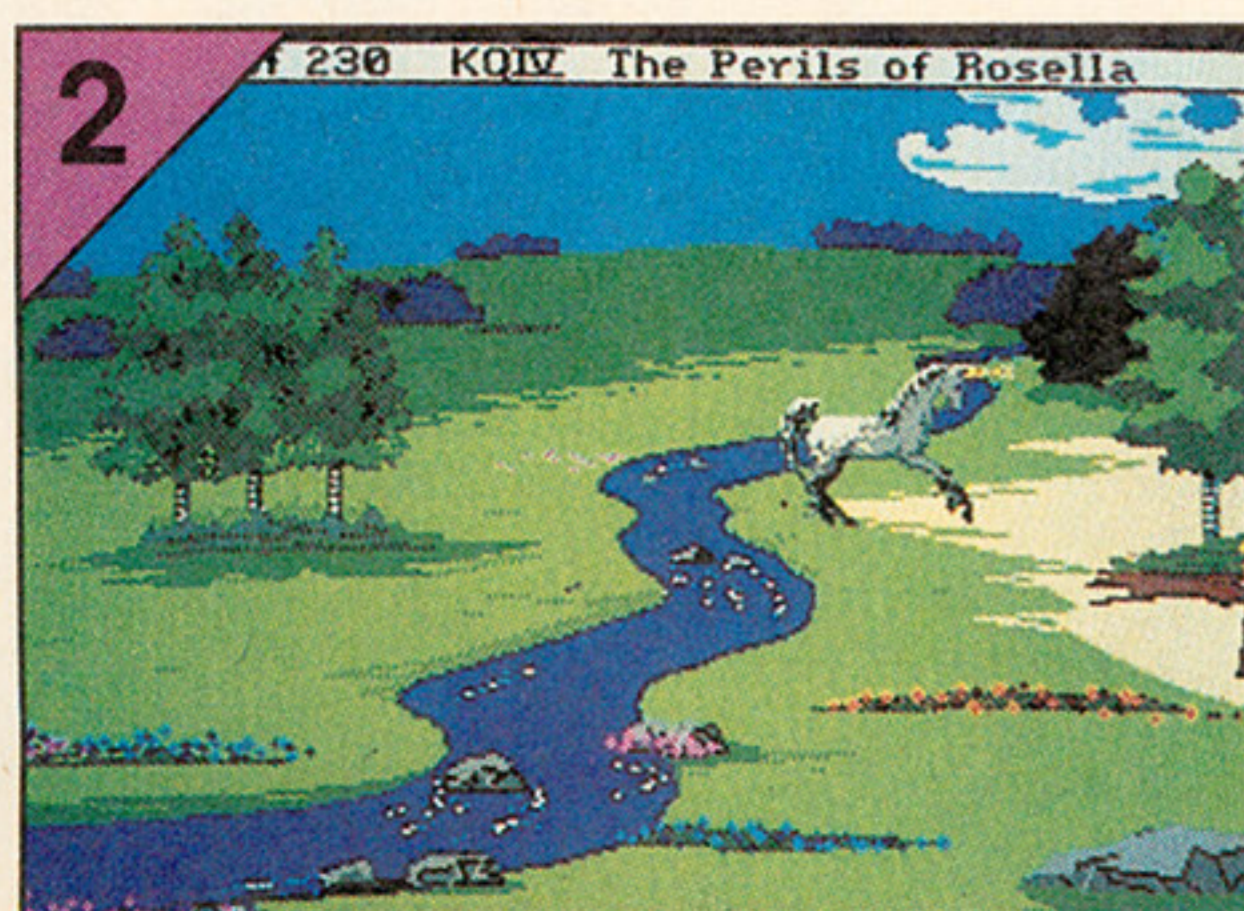


Unlike many other graphic adventures, however, the graphics in *King's Quest IV* occupy the entire screen, not just a little window in the corner. When text is required, it appears as a window that is briefly displayed over the pictures.

The animation is fairly limited. Only very small parts of each picture move, and those parts show an object in only a few different positions, instead of the many positions required for real animation. Still, these touches add quite a bit of charm to the game.

A more important criticism of the graphics is that they don't take advantage of the Amiga's capabilities, but rather were brought over apparently unchanged from the Tandy 1000 version of the program. It's bad enough to limit the scenes to 16 colors in low-resolution mode, but it's even worse when those 16 colors are all from the Tandy's limited palette, so that human faces end up the same color as tree bark.

Even without many enhancements over the Tandy version, however, *King's Quest IV* has a lot going for it. (Otherwise, Sierra would never have sold a million copies of the *King's Quest* games.)

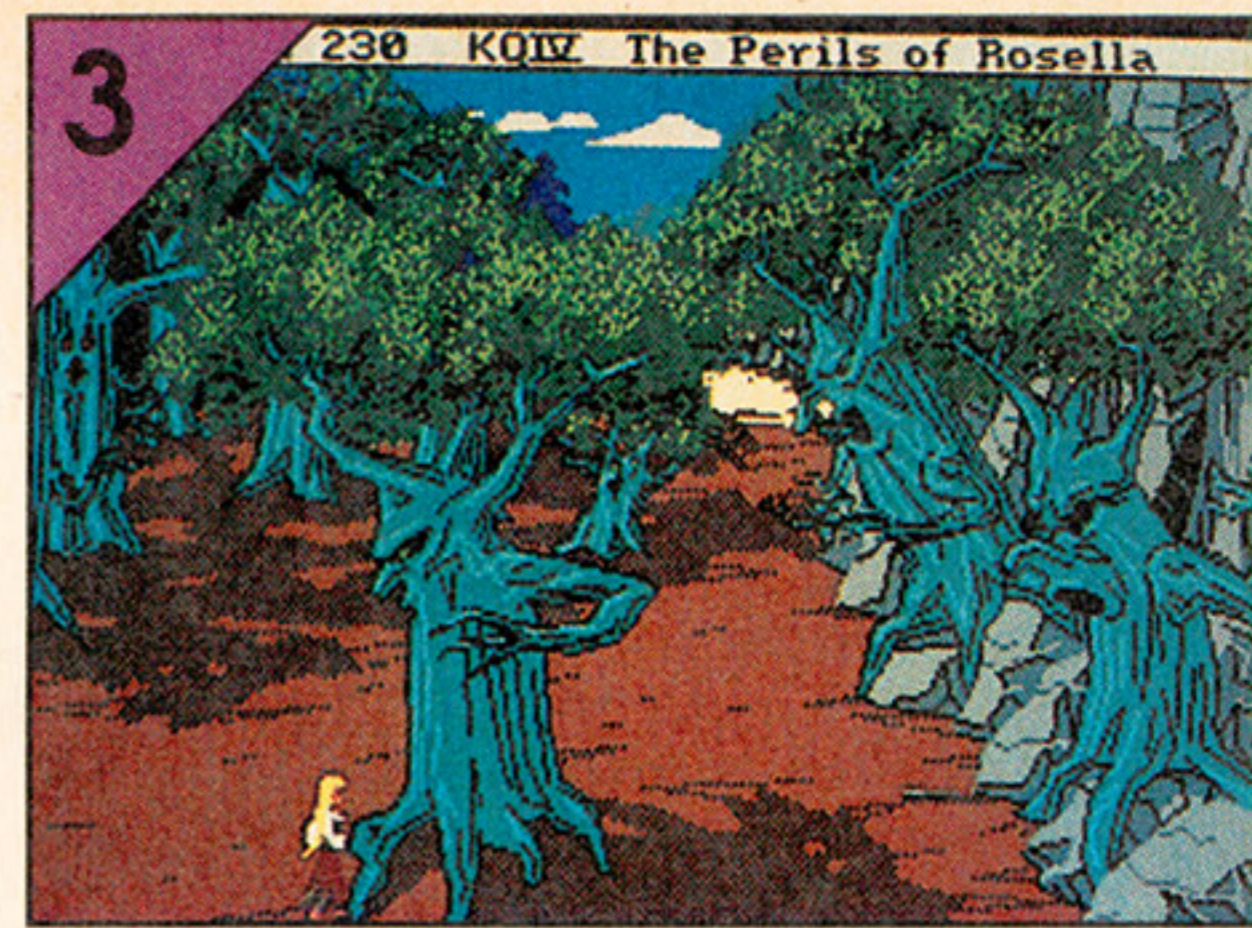


AMIGA PLAYERS

Numerous little touches add to the game's enjoyment. For example, the other characters in the game don't always stay in one spot. The first time you play, a certain character may appear on one screen, while in another game (or even later in the same game) he'll be somewhere else, almost as if he had a life of his own.

Time passes in the game, too, as day turns to night. Many characters and places have their own little musical themes, so you can anticipate their appearance. And there's plenty of humor. If you make a risqué suggestion, the game tells you to buy a copy of *Leisure Suit Larry*, Sierra's "adult" adventure series.

Unlike most adventure games, which feature overblown male heroes, your character in *King's Quest IV* is Rosella, a graceful woman. And whereas most male heroes succeed by fighting, lying, and stealing, Rosella gets ahead by being honest and by helping the



other characters she meets. The most dangerous weapons she uses are Dan Cupid's love arrows.

The mechanics of the game are also a big improvement. You can move Rosella with the mouse, joystick, or keyboard. When you need to enter a command, all you have to do is start typing, and a text window automatically appears. Other commands are accessed via pull-down menus and key combinations.

Sierra claims that *King's Quest IV*'s three megabytes of data make it the biggest computer game ever created. (But what about CD games such as *The Manhole* and *Cosmic Osmo*?) While this results in a large world to explore, with lots of pictures, sound effects, and music, it also means the program requires a



megabyte of memory and comes on four floppy disks. Even with two disk drives, you'll have to do a lot of floppy-swapping unless you install the program on a hard disk.

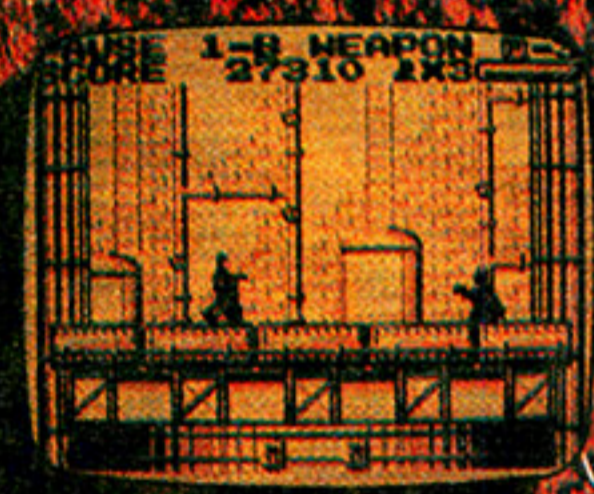
Nevertheless, you'll probably find *King's Quest IV* well worth the trouble. It's a well-scripted puzzle with plenty of challenges.

- 1 *King's Quest IV* contains all of the fairy-tale stereotypes. These dwarfs in their mines are a typical example.
- 2 Mythical creatures like this unicorn come to life in *King's Quest IV*.
- 3 The haunted forest is one place you'll want to "leaf" alone.
- 4 If you slip up, you'll be greeted by this little reminder from Roberta Williams, the game's author.

GP

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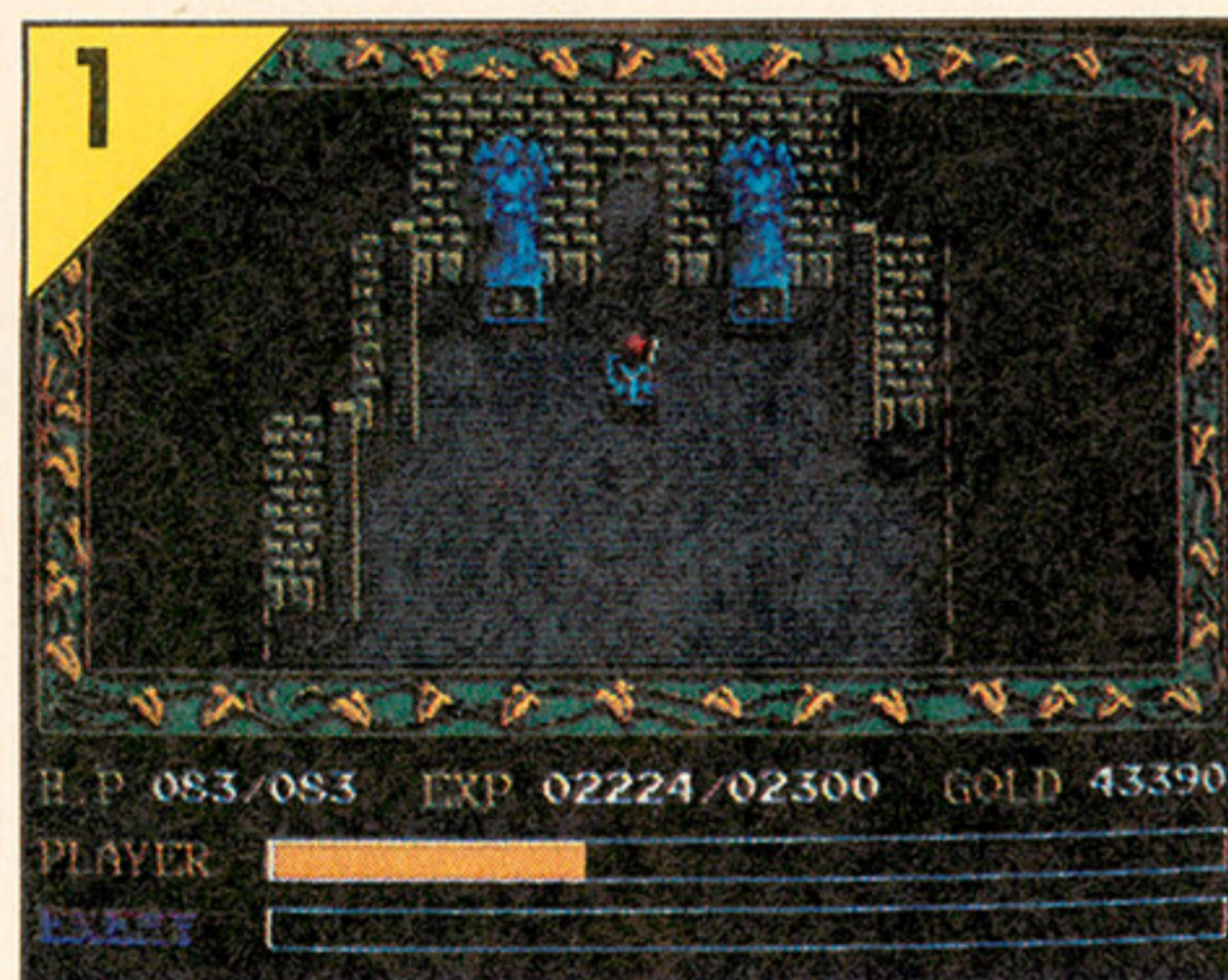
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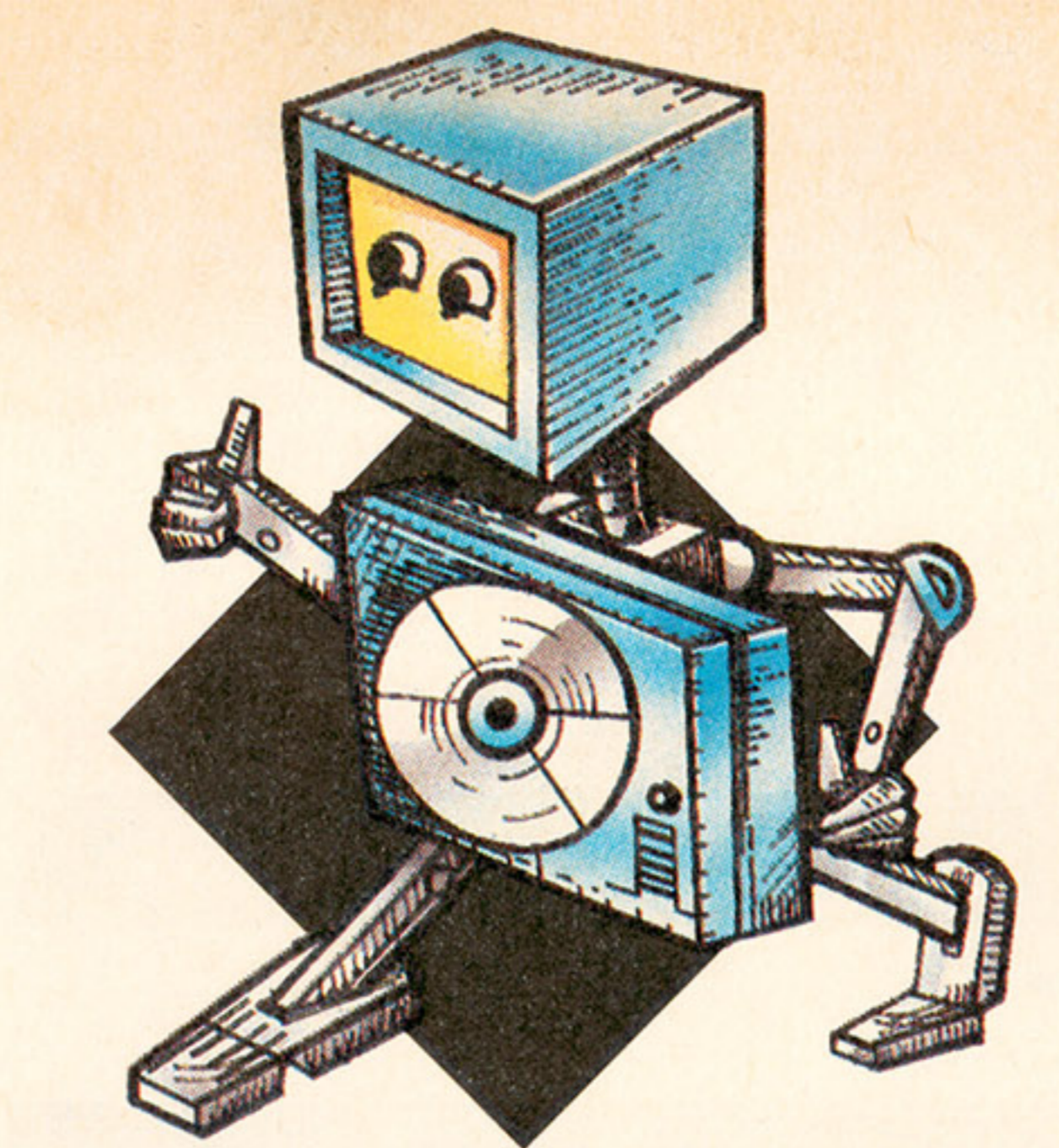
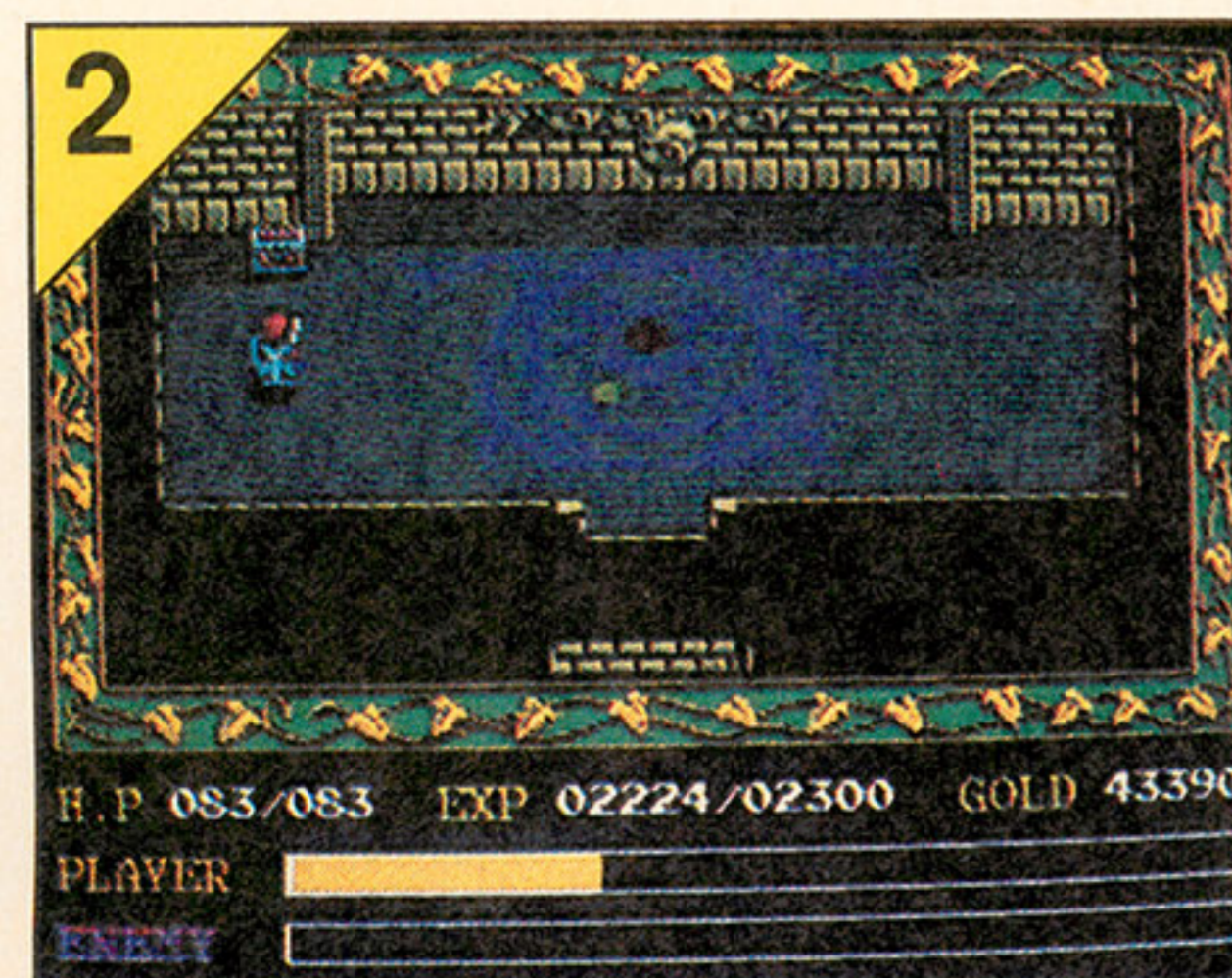
When NEC's TurboGrafx-CD player was introduced late last year, it offered great promise for videogamers. The quality of sound effects and background music would greatly improve, the number of graphics screens would greatly increase, and the games themselves would grow to unprecedented size.

Disappointingly, the first CD games for the TurboGrafx-16 weren't all that exceptional. *Fighting Street* had its moments, but it didn't seem different enough from



regular cartridge-based games to merit the \$399 purchase price of the CD player. *Monster Lair* was a good game with excellent sound, but again, it seemed too similar to other games of its type. And for nearly a year, those two titles were the only TurboGrafx-CD games released in North America.

Now there's a third CD game: *Ys Book I and II* ("Ys" is pronounced "ease"). *Ys* is a fantasy role-playing game, and in many respects it resembles other fantasy role-playing games. But it's a sig-



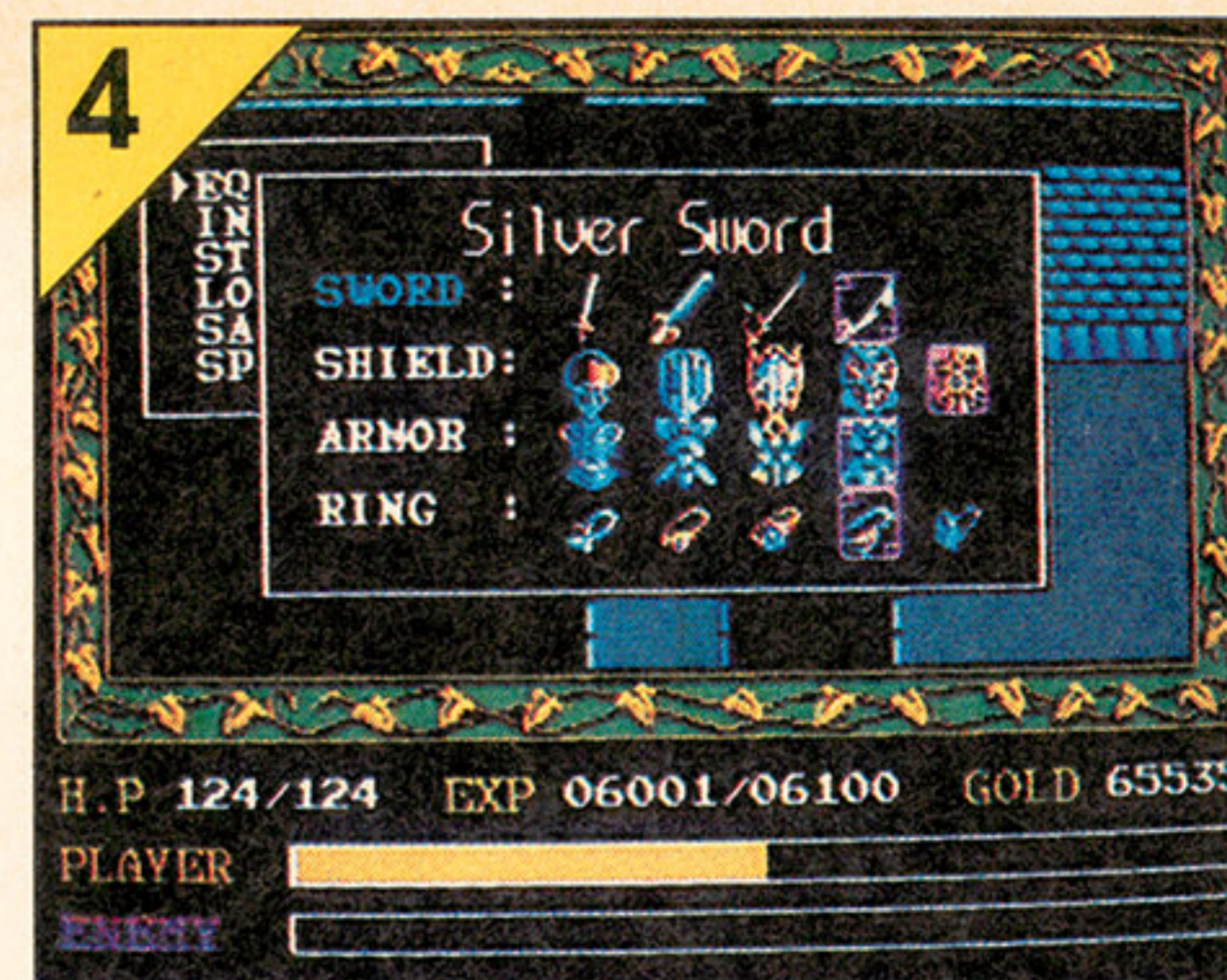
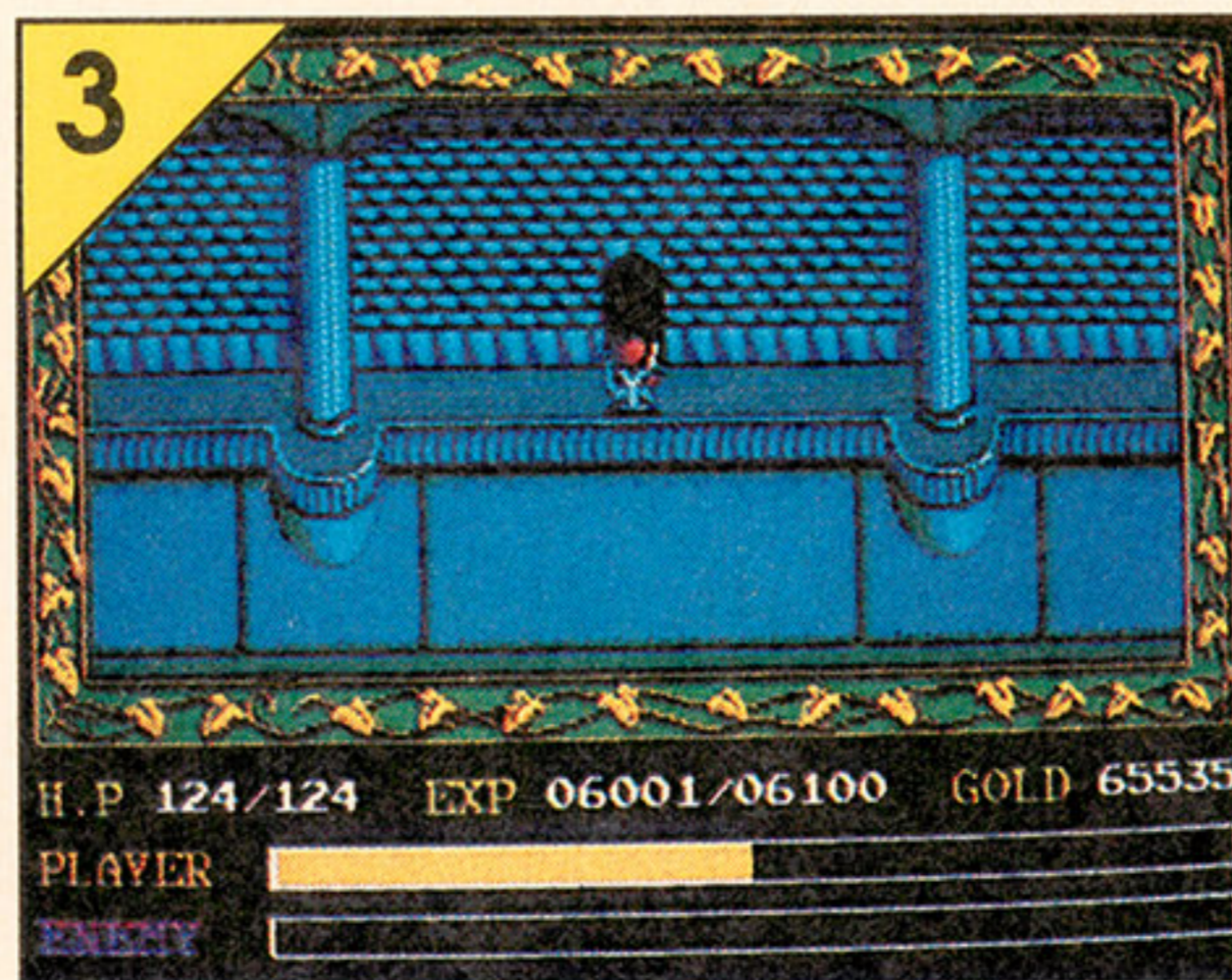
TURBO PLAYERS

Role Playing On TurboGrafx-CD

Neil Randall

nificant advance over both *Dungeon Explorer* and *Neutopia*, two role-players already available on cartridge for the TurboGrafx. *Ys* comes much closer to the kind of role-playing games available for personal computers.

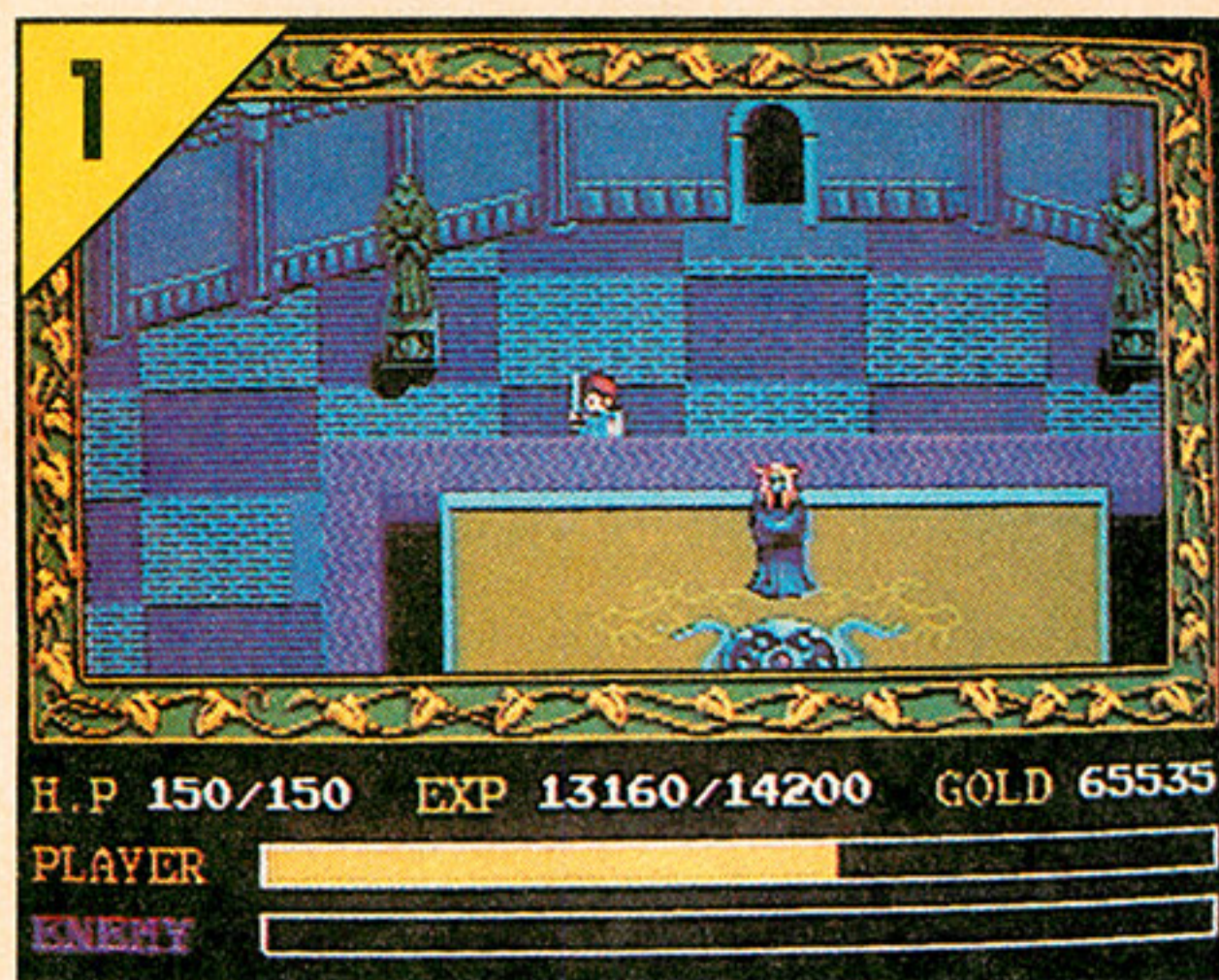
Ys, in fact, comes to the TurboGrafx from personal com-



puters and (surprise!) the Sega Master System. Originally available on Apples and PC compatibles, it was later adapted for the Master System before being translated for the TurboGrafx. Indeed, the first part of the game — *Ys Book I* — is nearly identical to the Master System version, but with much-improved graphics and sound. Overall, *Ys* feels about halfway between NEC's *Dungeon Explorer* for the TurboGrafx and Origin's *Times of Lore* for PCs. All of these games blend action with role-playing adventure.

As the title indicates, *Ys Book I and II* is actually two games in one. You must finish the first game, however, before advancing to the second. Your goal in *Ys Book I* is to defeat an evil boss named Dark Fact and collect the six lost books of *Ys*. If you complete this quest, you'll be catapulted into *Ys Book II*,

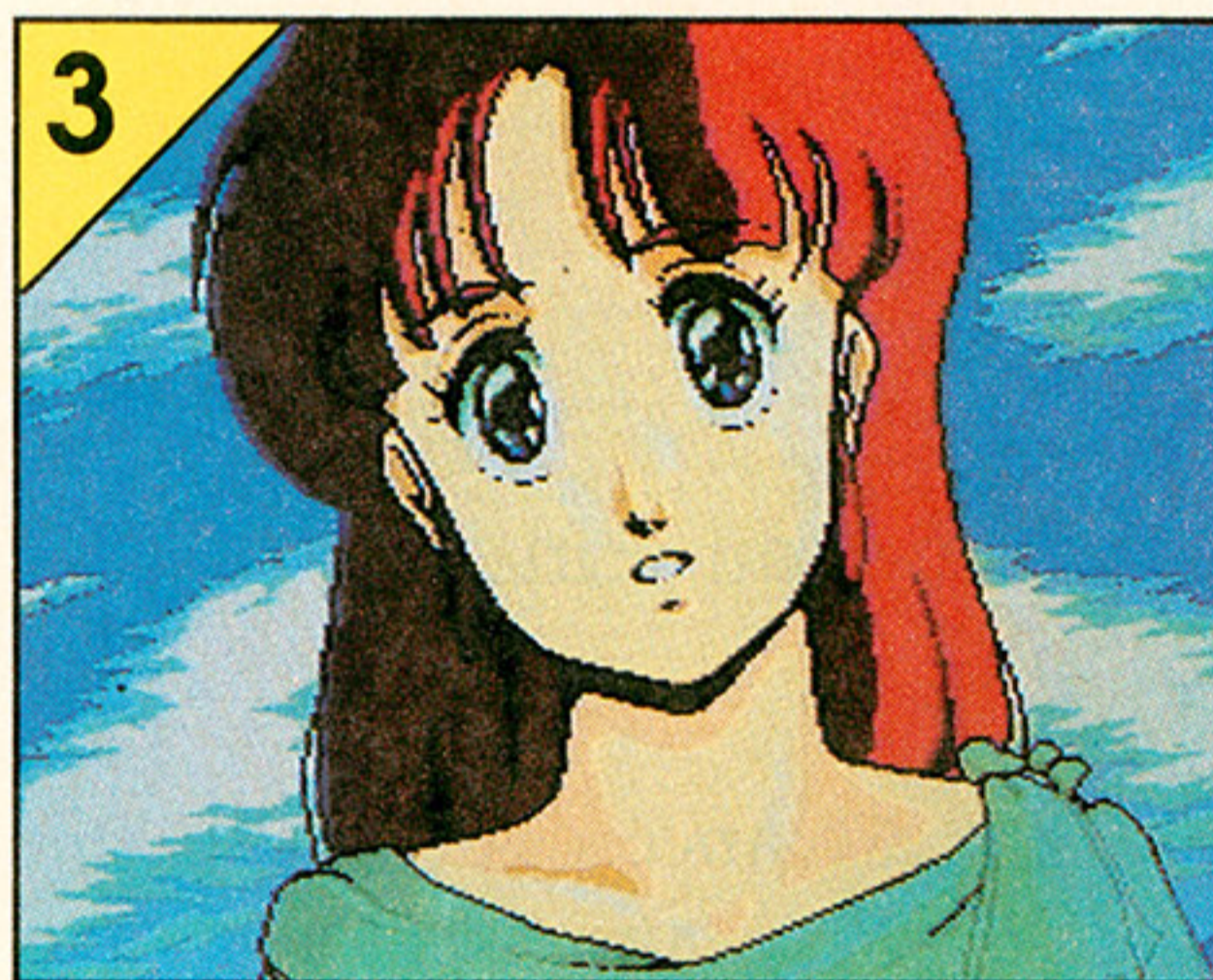
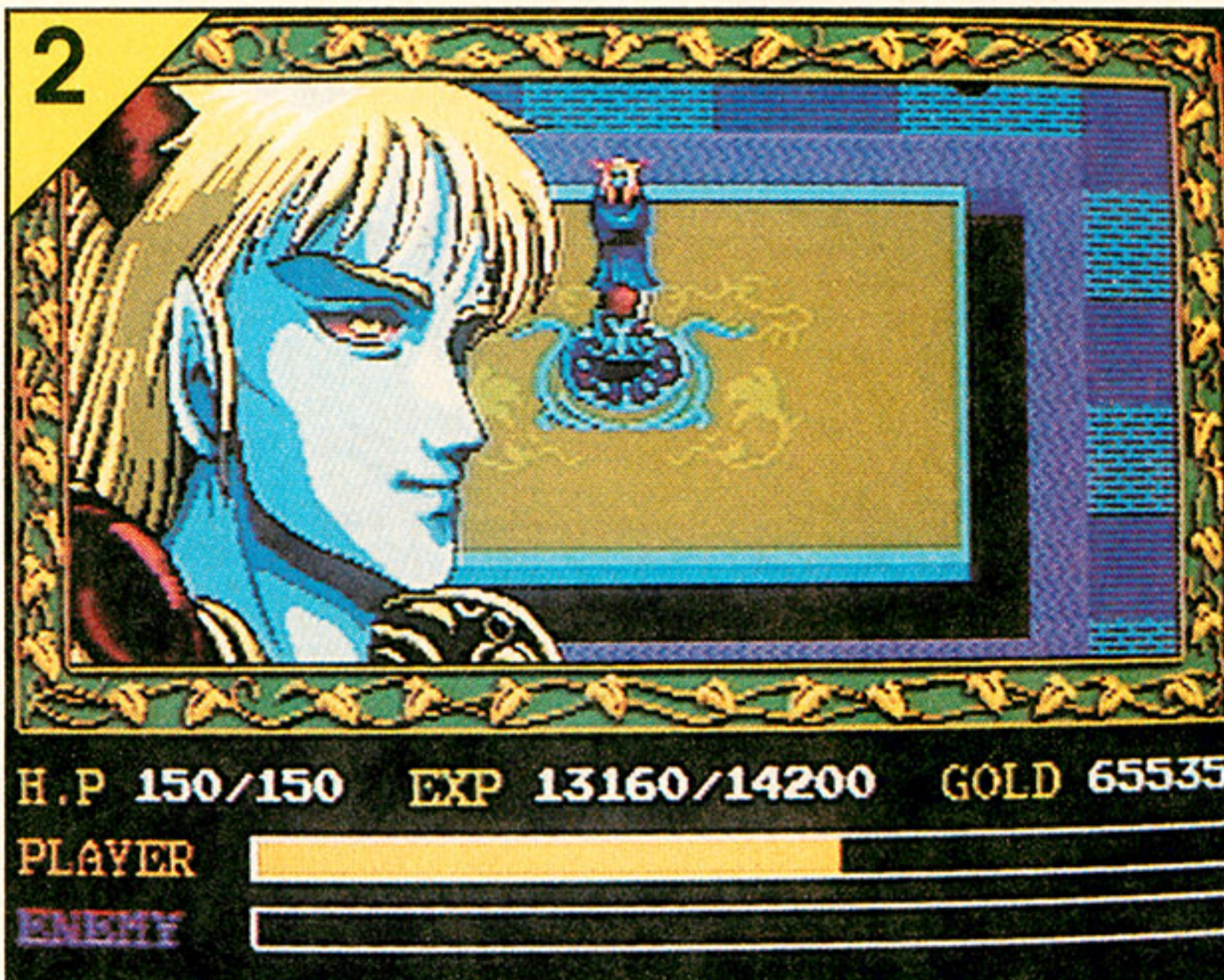
- 1 In the shrine, Adol discovers two statues and a door leading through the wall. What lies beyond?
- 2 This treasure chest seems worth investigating, but it's in a room normally reserved for a boss monster.
- 3 A doorway beckons into the tower. There are many such doorways, and each holds its own secrets and dangers.
- 4 The equipment list shows the weapons, armor, shield, and rings Adol has at his disposal. By this stage of the game, he's getting extremely powerful.



where you must work your way through Solomon's Shrine and defeat a boss named Darm. Once you've done all this, the world is safe from danger.

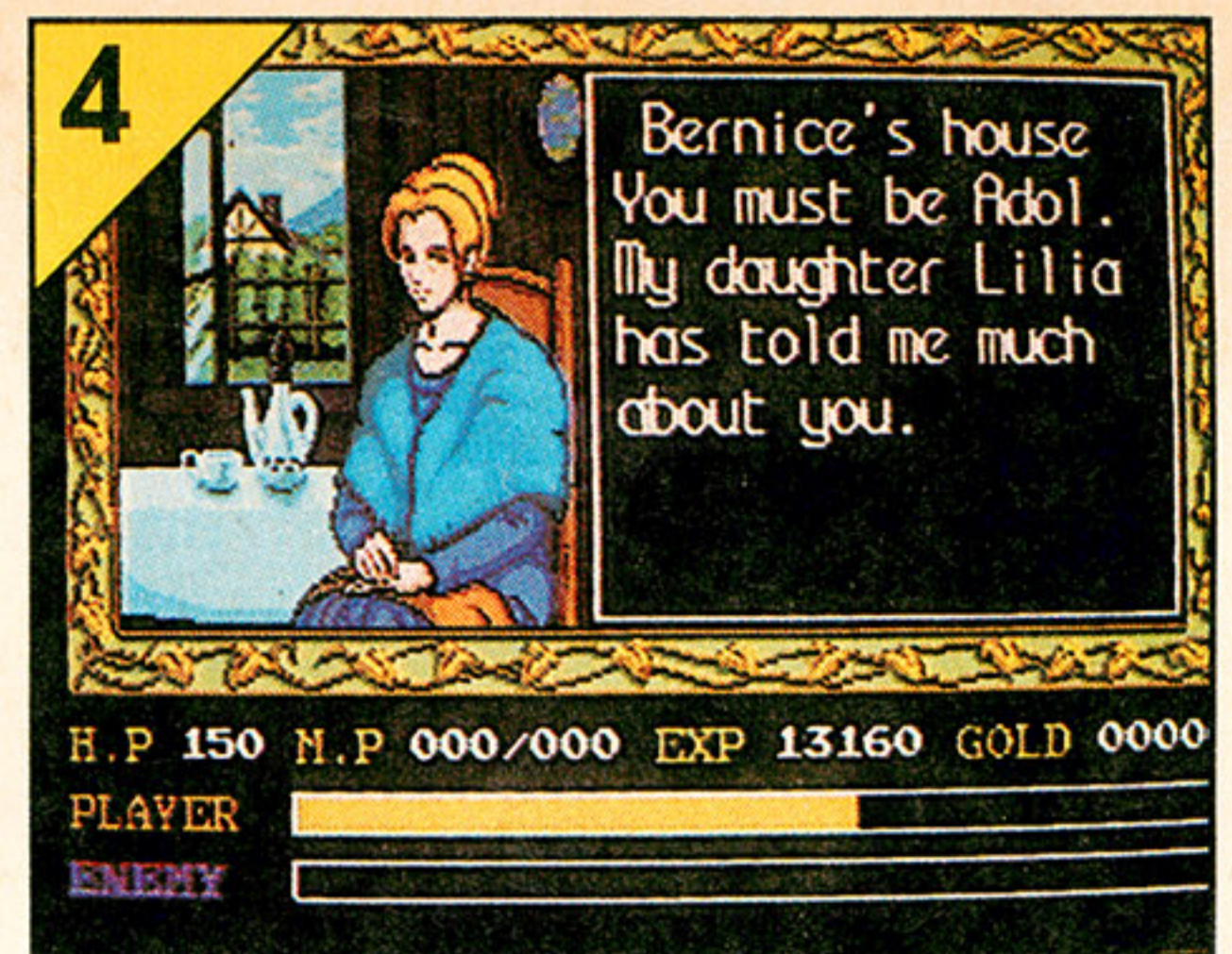
You play the role of Adol, an adventurer who wants to help his land. Adol travels from town to town, explores abandoned caves, and makes his way through towers and shrines to defeat the evil forces. As in all role-playing games, you start off weak and grow stronger as you go, gaining strength as you accumulate experience, weapons, useful items, and magical artifacts.

In *Ys Book I*, you must rely entirely on your strength and on the items you find. By the time you reach *Book II*, however, you have



magic at your command as well. There are six types of magic to be found, including the Magic of Fire (which acts as a missile weapon), the Magic of Light (which reveals secret entrances), the Magic of Return (which lets you go back to any town you've visited), and the Magic of Transform (which turns you into a goon so you can wander around without being attacked). All of these magic spells are cast simply by pressing the I button on the TurboGrafx controller.

To move Adol, you press the directional pad. To attack, you just walk into the enemy. (Hint: It's



easier to defeat your opponents if you attack them from the side or the rear.) In *Book II*, you can unleash your Fire Magic to destroy enemies without losing any hit points yourself. (When you run out of hit points, you're dead.)

By pressing the II button on the controller, you can use items in your inventory. In both games, for instance, you can purchase an herb that restores your hit points. To use it, simply choose the herb from your inventory and press the II button. You'll be asked to confirm the action, and then all of your hit points will be restored.

In *Ys Book I*, hit points are the only points to worry about. In *Book II*, you have magic points as well. Some locations in both games recharge your points automatically, for as long as you stand still. If you're running low on points, however, you must fight intelligently to minimize your loss of hit points. Use the restorative herb if necessary, or try to find a location where your points can be restored. In *Book I*, you can find a healing ring that restores your points. In *Book II*, the goddess statues in the



1 At the very end of *Ys Book I*, Adol comes face-to-face with Dark Fact. It's going to be a tough fight.

2 Dark Fact speaks in a digitized voice that's stored on the CD.

3 During a sequence between *Book I* and *Book II*, a frightened citizen pleads for your assistance.

4 In Rance Village, Lilia's mother Bernice will help you. Go to her first, then rest there whenever necessary.

5 With only 300 gold coins to spend, Adol can't afford a long-sword. Return when you've gathered more riches.

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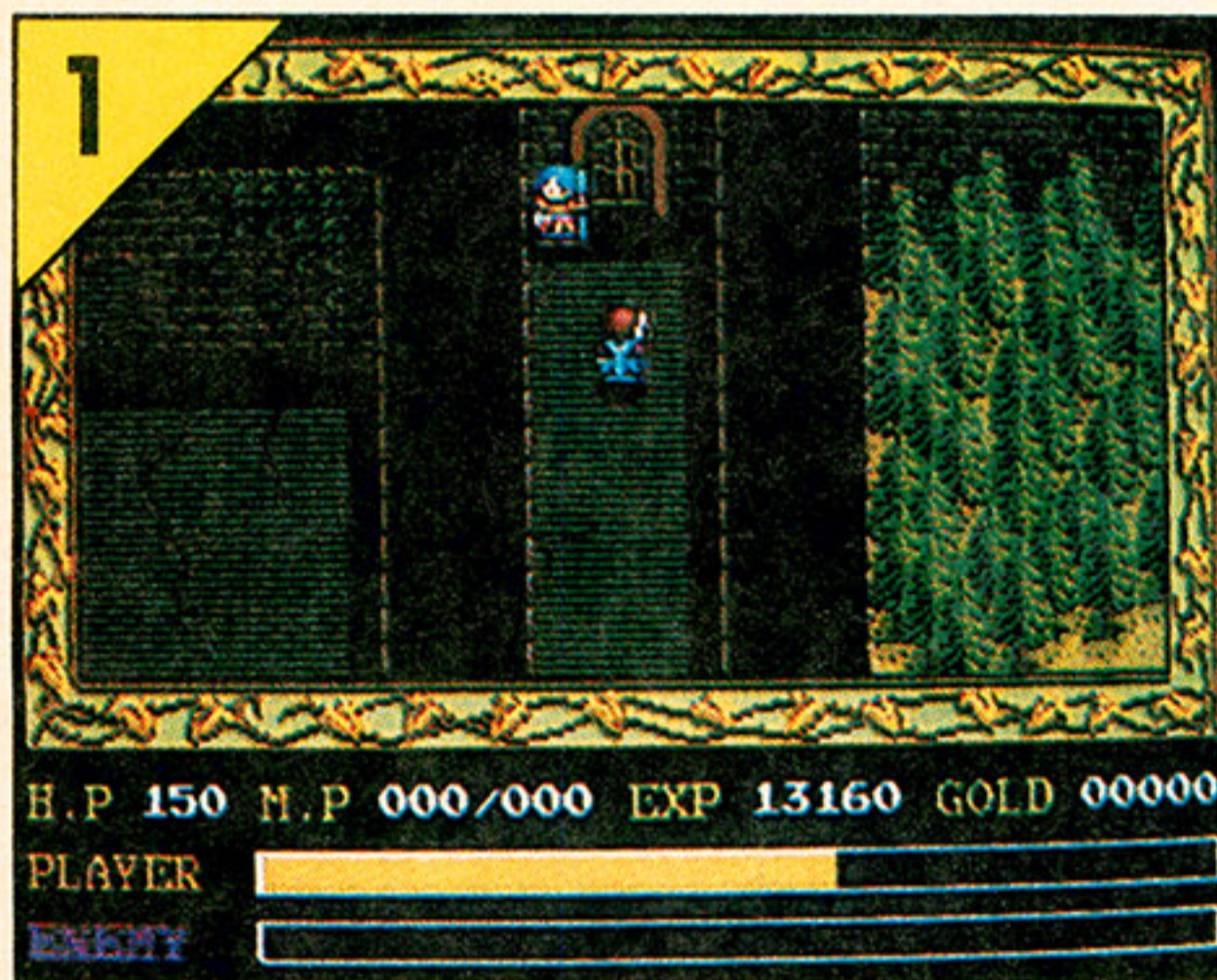


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TURBO PLAYERS

mines will restore both your hit and magic points, as will the Cape of the Holy Spirit.

Like most role-playing games, *Ys* sends you on various mini-quests. In *Book I*, for instance, you are not only attempting to find and defeat Dark Fact, you're also trying to rescue a couple of people and find a number of objects, including a silver harmonica. In *Book II*, you're searching for the ingredients needed to save a young girl's life and trying to release a boy from

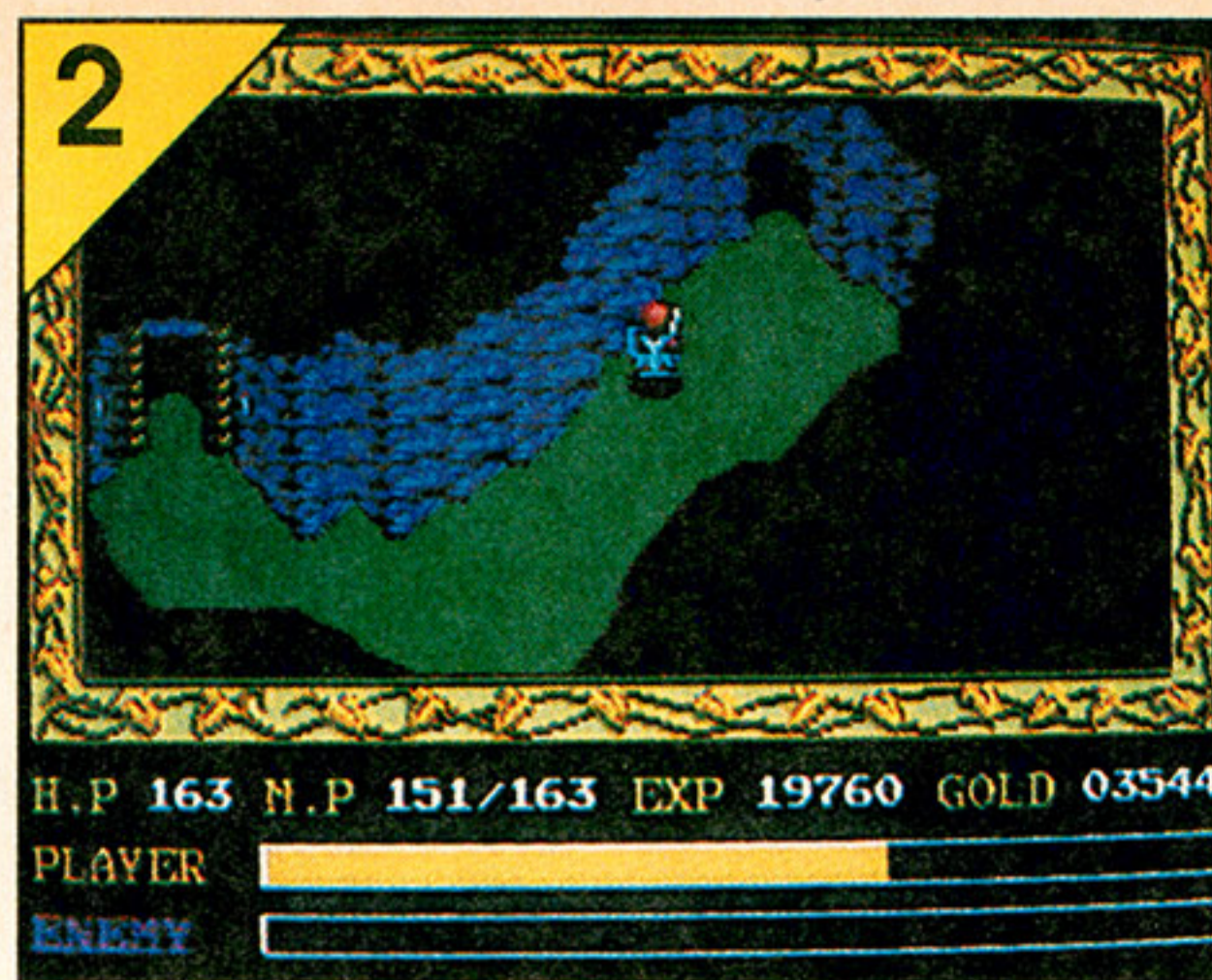


1 To get through this door, you'll have to find the old man in Rance Village. First, though, get some magic.

2 Deep in the mines, Adol must be constantly on guard against monsters. He must also use his Magic of Light.

3 In Burnland, Adol finds another village. This is a sad town, though, as a conversation with the bridge guard will attest.

4 On the ice fields, Adol finds one of the goddesses. He must discover several of these before working his way into Solomon's Shrine.

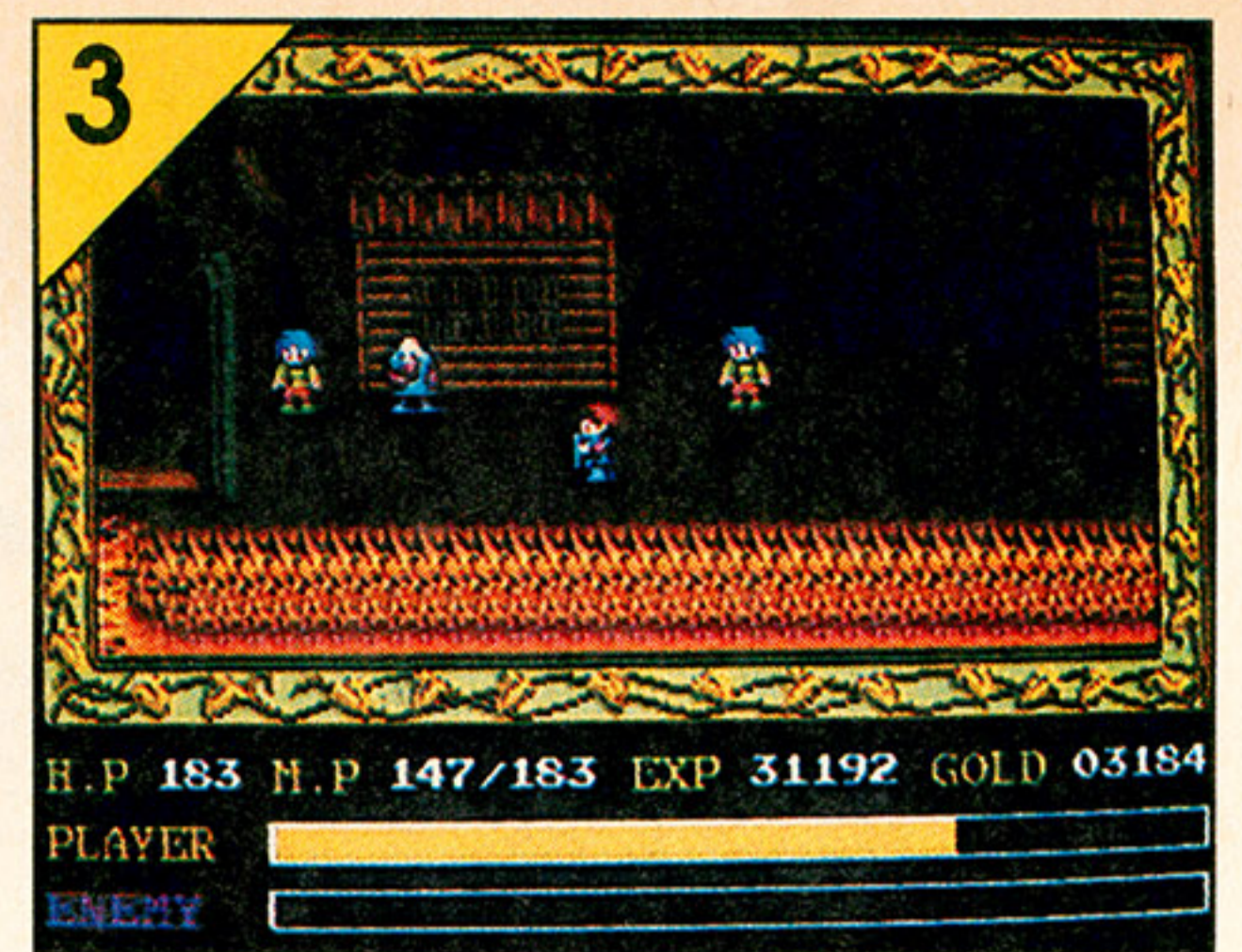


one of the goons' prisons. Each time you accomplish one of these tasks, you inevitably end up richer (usually by acquiring important items), so the quests aren't completely altruistic. But they help to keep the plot moving and to maintain your interest.

Actually, maintaining interest isn't much of a problem in *Ys Book I and II*. The game plays quickly and enjoyably, and its player interface is smooth and without surprises. At times you must backtrack to find items that will help you get past a particular roadblock, but most of the puzzles are easily solved.

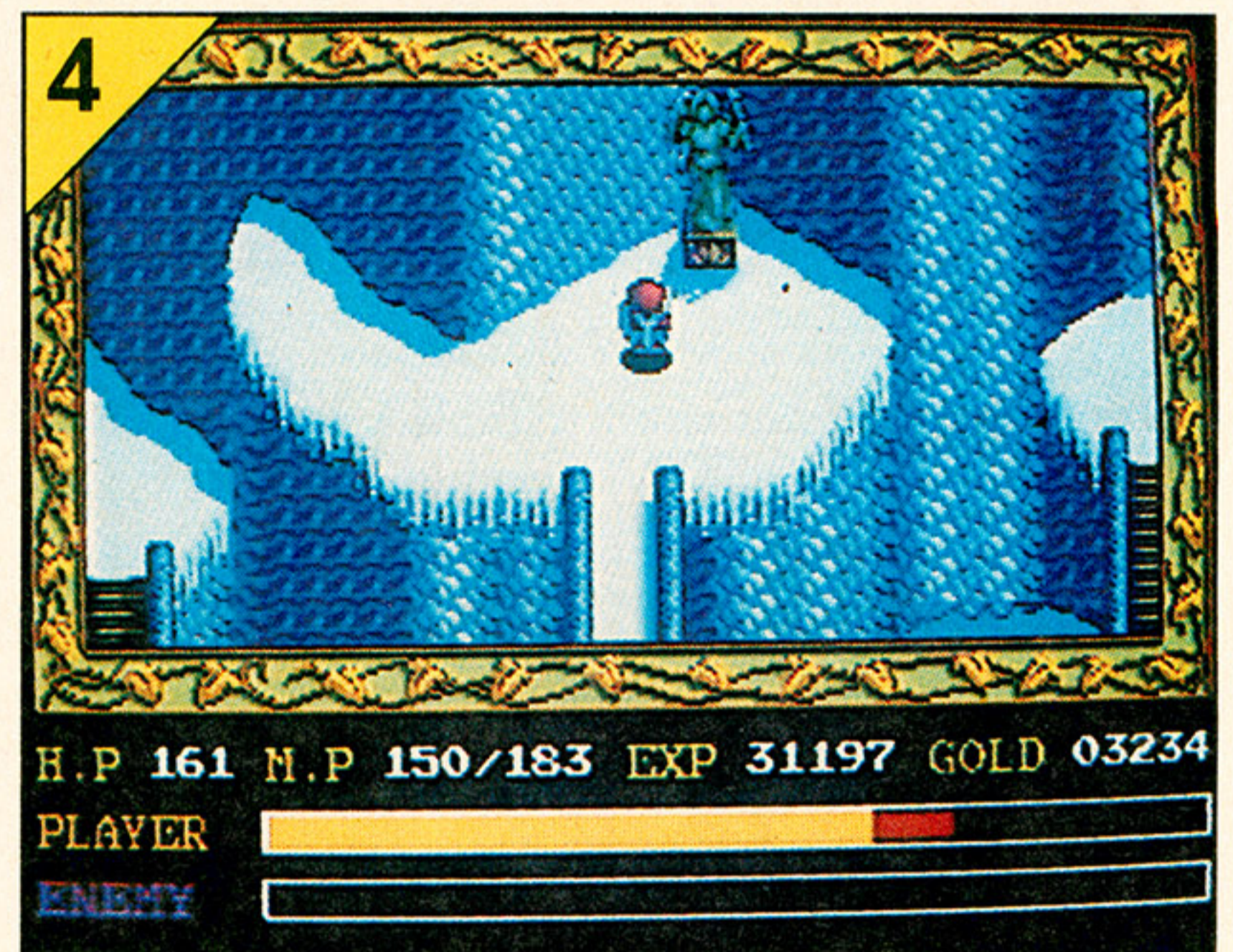
Some items, such as the Evil Bell in *Book II*, are ingenious, and all of them have a distinct purpose. In general, *Ys* is considerably more efficient and less cluttered than many role-playing games for personal computers. Some games seem more like an exercise in inventory management than problem solving.

In case you get stuck, here are a few hints for *Book I*. Start by knocking off the easy monsters so you can earn enough gold to buy the best armor, shield, and sword as quickly as possible. Finish your work in the shrine before even attempting the mines. Carry an herb and the wings with you at all times. When you can't get any further, head for the thieves' nest. To get through the mirror room in Darm



Tower, try doubling back at certain points. To reach the end of Darm Tower, you'll need to backtrack to find the blue amulet. Someone you've already met has it and will give it to you.

In *Book II*, find the goddess statue in the ruins. To solve the puzzle of the monsters in the basement, call them rather than waiting for them to come to you. But do this *only* after you've found the other statues in the mines. Don't forget that your Fire Magic can



melt things as well as destroy things, and try to find something that lets you walk up the ice slides. Once you're through the ice fields, remember that it's dangerous to stay human.

Ys Book I and II is a strong game. It's also the first TurboGrafx-CD game to make excellent use of the CD format (although it certainly doesn't exhaust the potential). Thanks to games like *Ys*, this system is getting better with each new release.

GP

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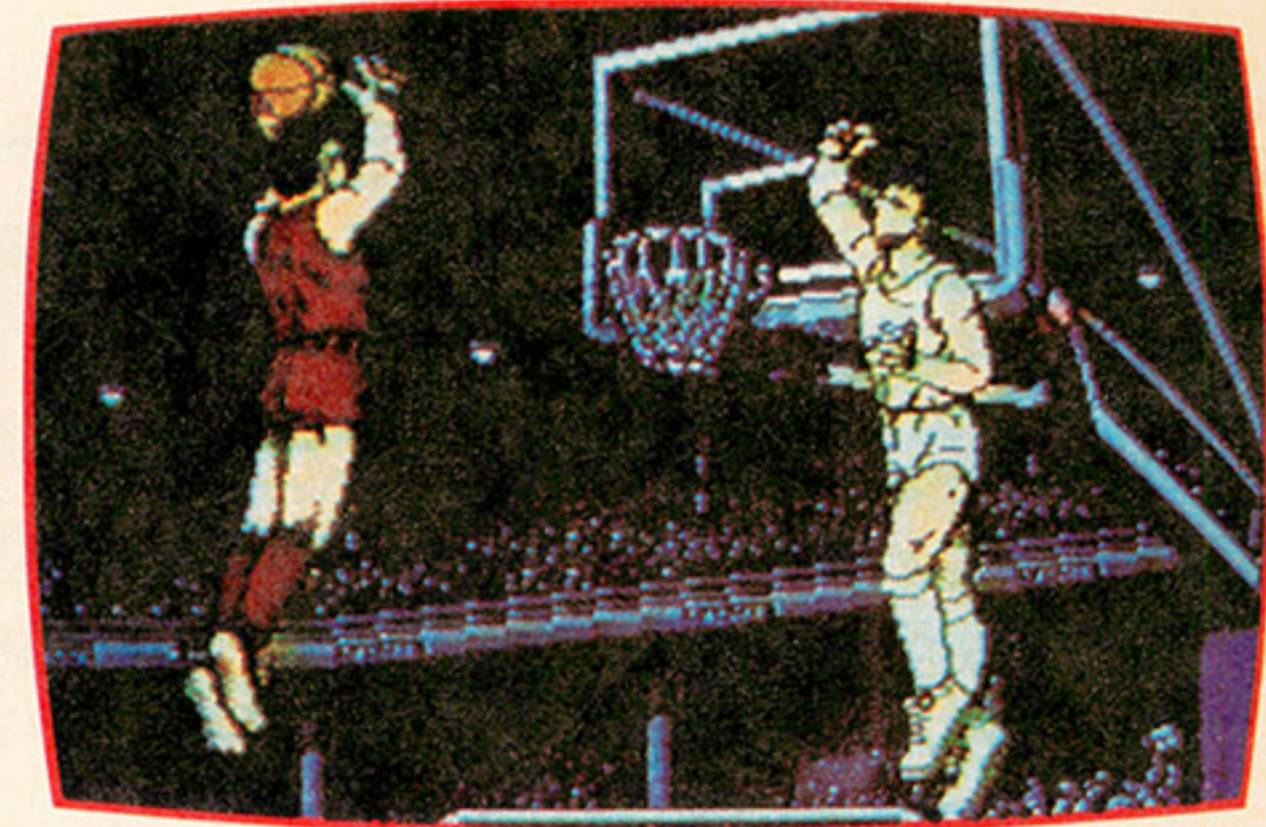
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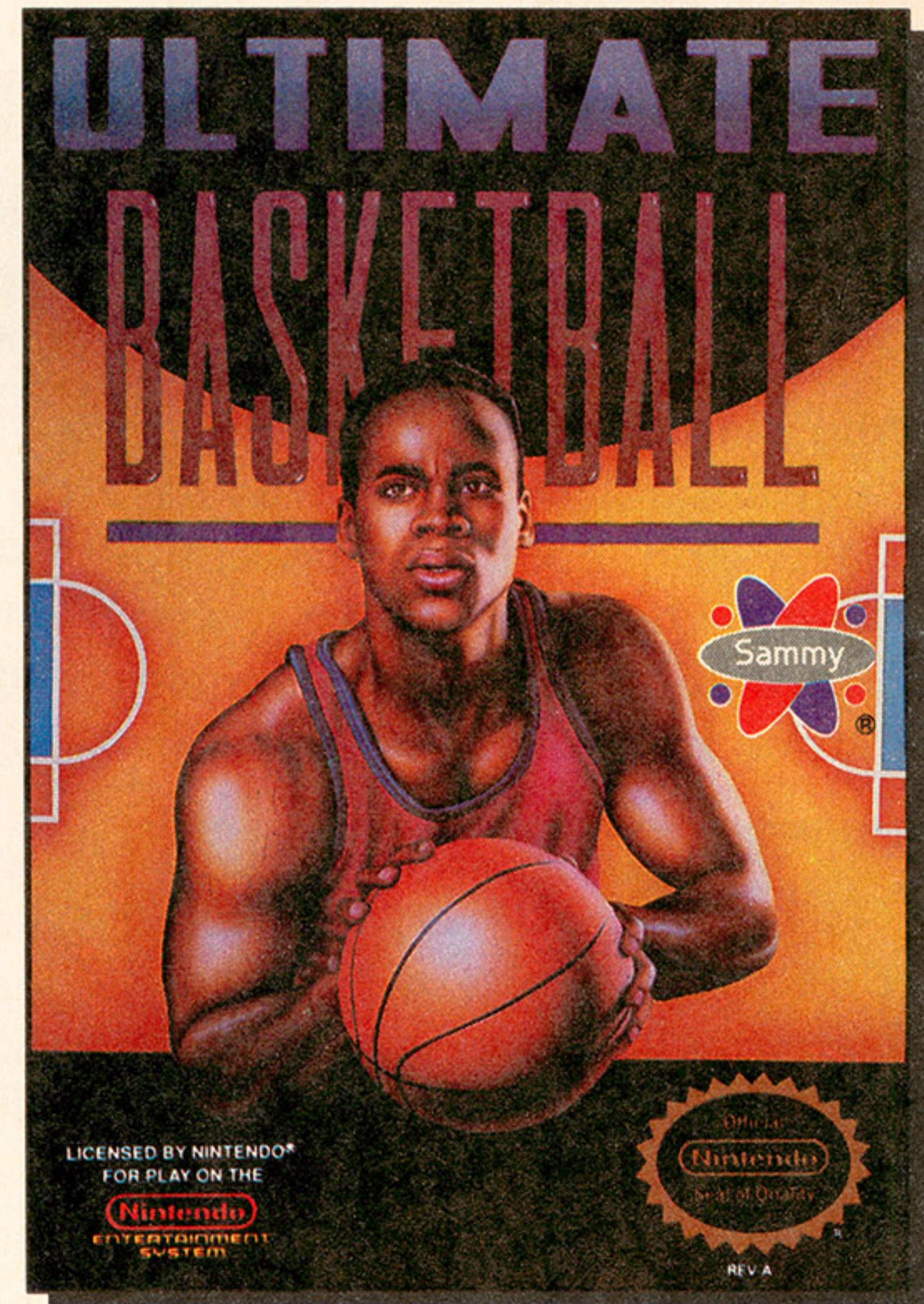
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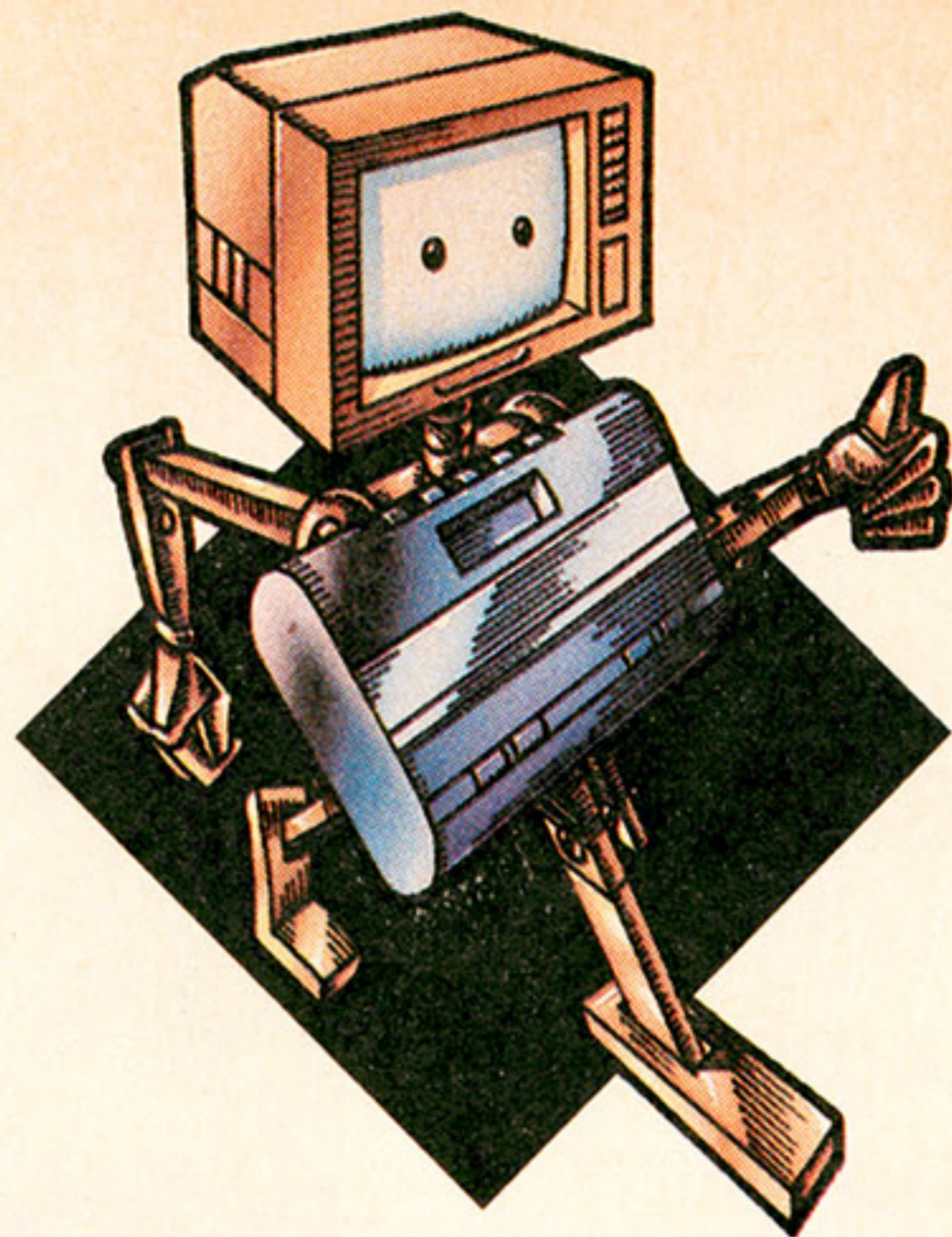
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Most videogames are released in the fall to take advantage of the holiday shopping season, and this fall was no exception. Earlier in the year, we were lucky to see perhaps one new game for the Lynx each month; but in the past few weeks, we've been practically drowning in Lynx games.

Two of the latest releases are exact opposites: *Zarlor Mercenary* and *Ms. Pac-Man*. *Zarlor Mercenary* is a furious shoot-em-up that was designed especially for the Lynx, while *Ms. Pac-Man* is a gentle classic that has undergone numerous translations since first appearing in video arcades almost a decade ago.

In *Zarlor Mercenary*, you play a soldier of fortune who has been hired by the Zarlors to fight in a war against the Mendicants. All you have to do is fly your spacefighter to the Mendicants' planet and attack their key industrial and military installations.

Before the game begins, you can choose from seven different characters. Each character's spacefighter starts the battle with a different special weapon or capability. Scorch is a disfigured cyborg who begins with a laser; XQ49 is a demented household robot who starts with wing cannons; Landru is a dark demon who has power shots; Brenda is a beautiful blonde whose ship is endowed with turbo-fire; Spike is a paranoid warrior who begins with a rear-



ATARI SAFARI

*Zarlor
Mercenary
and Ms.
Pac-Man*

Tom R. Halfhill

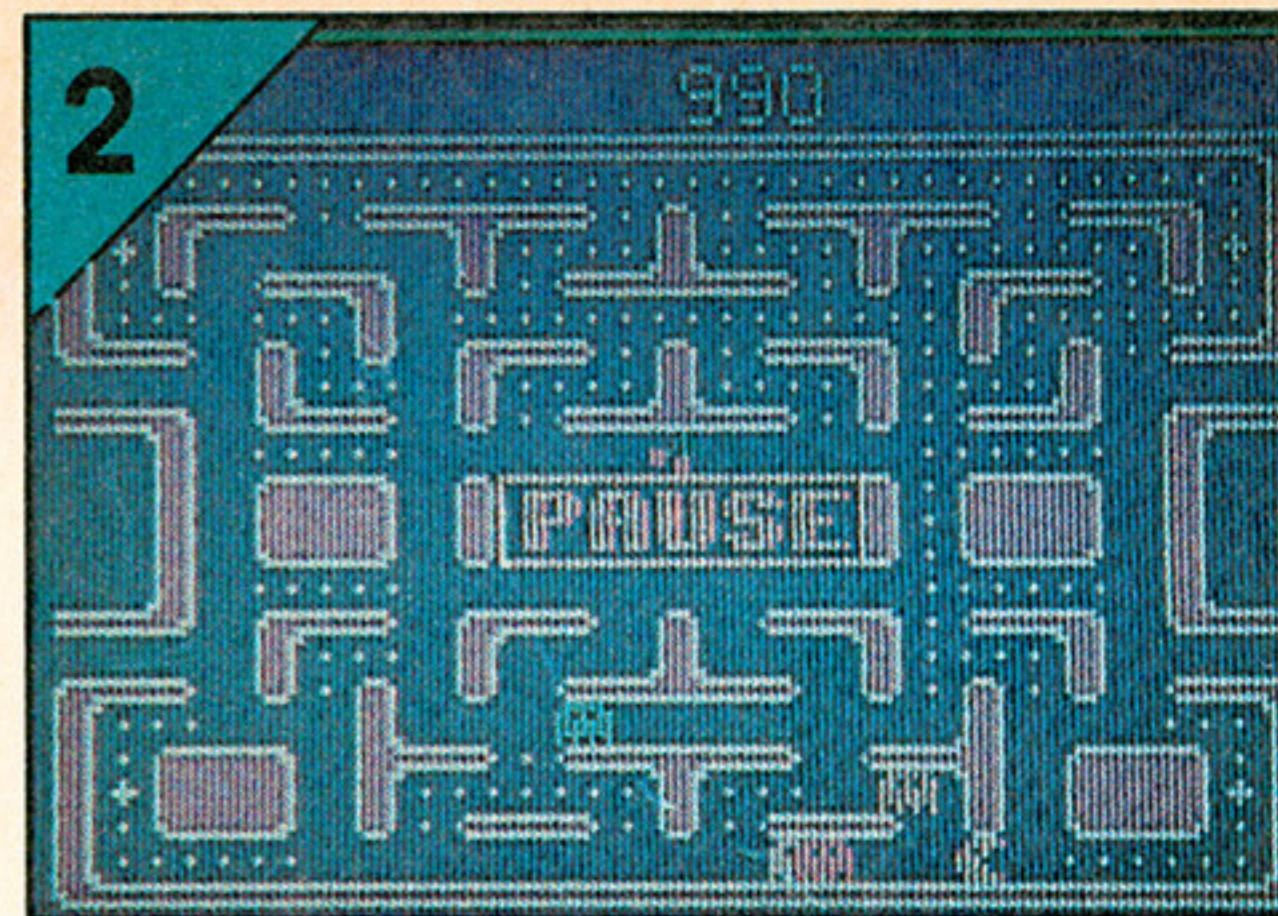
1 *Zarlor Mercenary* is a fast-moving space shooter.

2 *Ms. Pac-Man* resurrects the all-time hit arcade game from the early 1980s.

firing cannon; Rex is a deposed king whose ship is equipped with side-firing guns; and Xeterog is an ugly but fearless alien who has the fastest ship in the fleet.

You can also buy any of these weapons and capabilities at the end of each stage — if you have enough cash. To earn cash, all you have to do is destroy lots of targets or sell used equipment back to the Merchant of Venus.

Other than that simple twist, *Zarlor Mercenary* is a straightforward shooter. It has six stages of



nonstop action, and up to four people can play via Comlynx cables.

Ms. Pac-Man is a faithful translation of the all-time classic maze-chase game. The original *Pac-Man* graphics were simple to begin with, so the Lynx version doesn't sacrifice much in shrinking everything down to palm size. The pastel colors, the bouncy music, and the amusing sound effects are just as you remember them — unless you're discovering this game for the first time, in which case you'll probably find *Ms. Pac-Man* a welcome break from such high-tension games as *Zarlor Mercenary*.

The basic game is unchanged. You control a hungry yellow mouth who's trying to gobble up all the dots scattered throughout a maze. Meanwhile, you're being chased by four ghosts. When you eat a blinking energizer dot, the ghosts briefly turn blue and you can chase them. If you succeed in eating all of the dots, you advance to a more difficult maze.

Atari has added a few new twists. Before the game begins, you can switch to a larger maze or select a different maze as your starting point. This lets you skip the easier screens after you improve. And on higher levels, you can grab a lightning bolt that speeds you up for 15 seconds.

Although *Ms. Pac-Man* is a simple game by today's standards, it has a certain appeal that's timeless.

GP

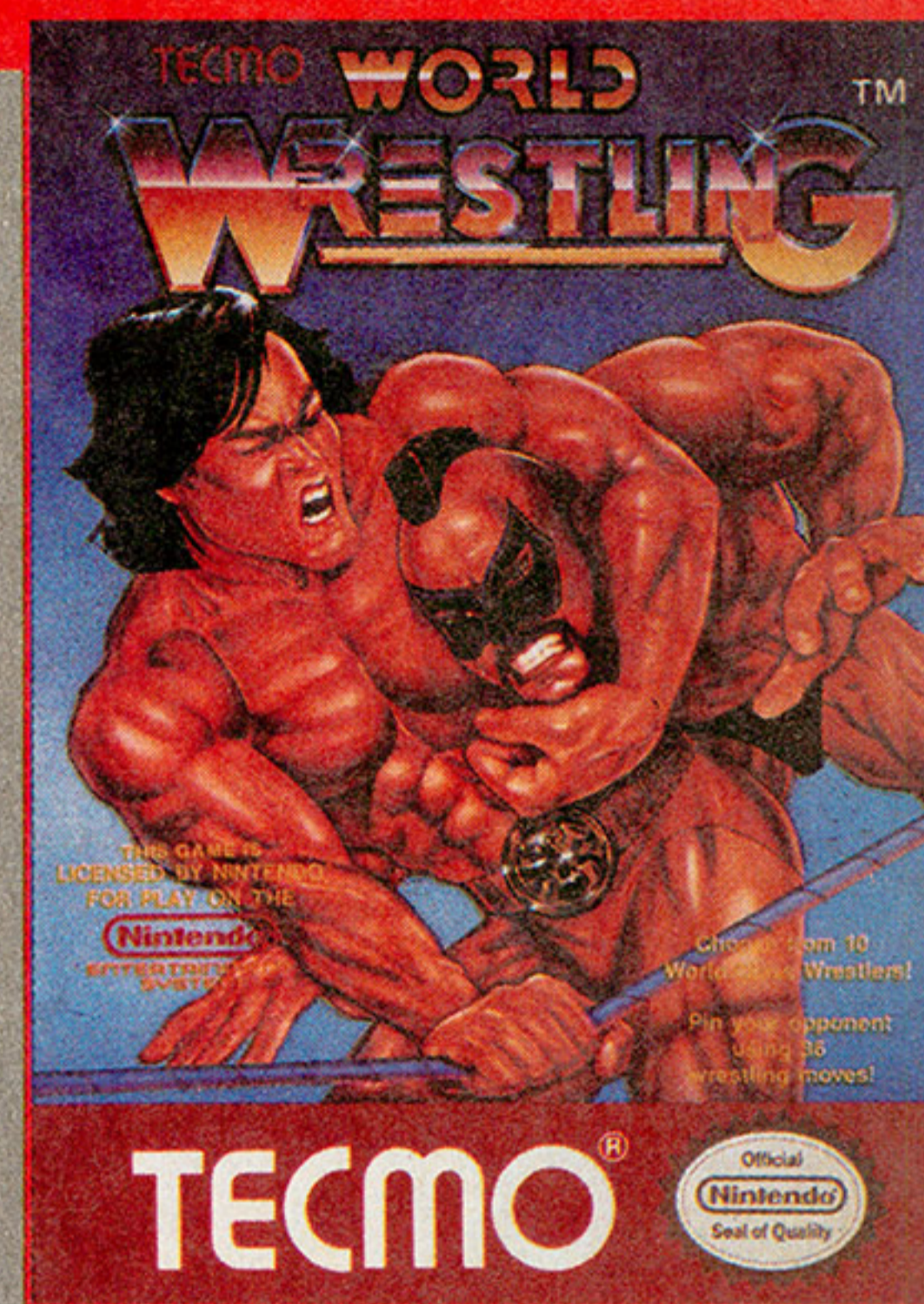
YOU'VE TRIED THE REST NOW PLAY THE BEST!



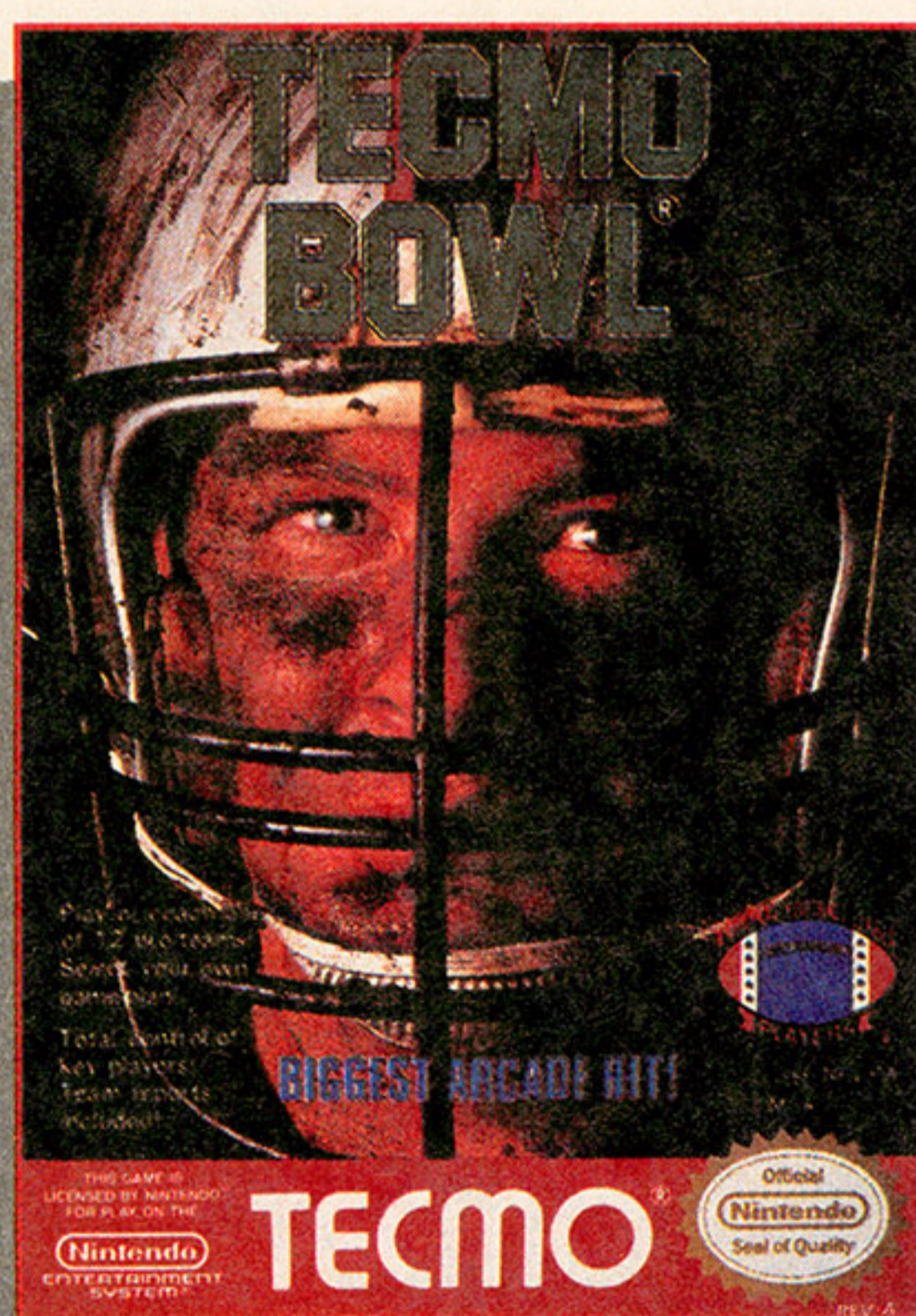
- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" items
- 9 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Coaching mode
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- 1 or 2 players
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NINTENDO GAME OF THE MONTH

Stephen Poole

Some jobs are a family tradition. You've probably heard of families in which at least one member from each generation goes to sea, joins the army, becomes a fireman, or hunts vampires.

Hunts vampires???

Yep. In *Castlevania III: Dracula's Curse*, we find out that Simon Belmont — the fearless vampire killer in *Castlevania* and *Castlevania II* — wasn't the first member of the Belmont family to battle Count Dracula. Trevor Belmont, one of his ancestors, was busy combating evil a hundred years before Simon was even born.

When the story begins, Trevor's village of Warakiya is eerily peaceful and quiet — but only because all the townspeople have fled after learning that Count Dracula has mustered a gruesome army of Slasher Skeletons, Swamp Dragons, and other evil forces. Poised at the Valley of Graveyards, Dracula's diabolic hordes are prepared to launch an assault that will ultimately leave

all mankind buried in the Tomb of Terror. The only person who can avert this fate is Trevor Belmont.

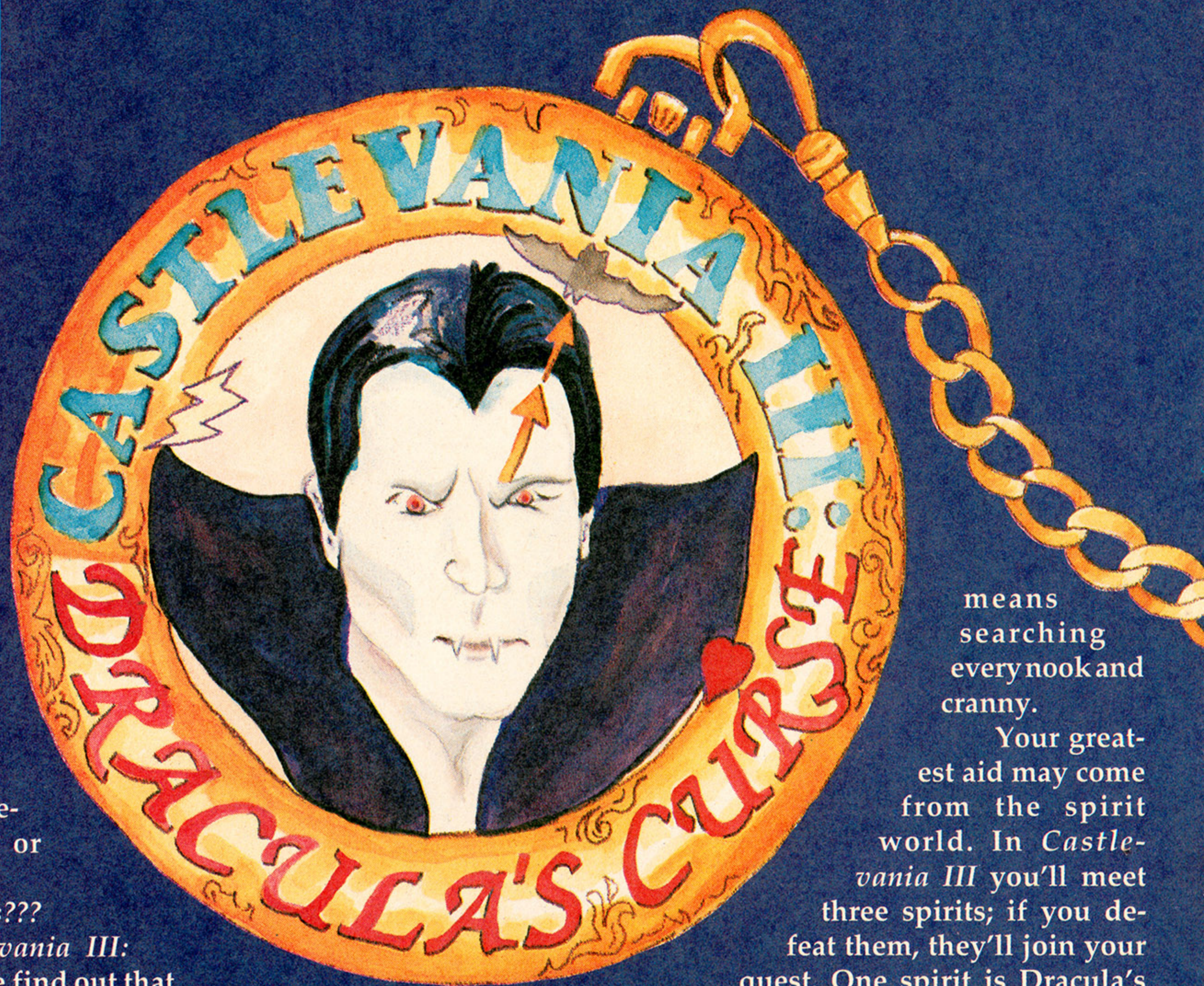
As Trevor, you start *Castlevania III* armed with nothing but a whip. When you fight your way through each area, however, you'll find special weapons left by the unseen Poltergeist King. This mysterious king has also left powerful items, such as a pocket watch (to freeze your enemies in time), invisibility potions (to make you invisible *and* invincible), and a rosary (to destroy all enemies in sight).

Neither the weapons nor the items are in plain view, however. You must find each one, and that

means searching every nook and cranny.

Your greatest aid may come from the spirit world. In *Castlevania III* you'll meet three spirits; if you defeat them, they'll join your quest. One spirit is Dracula's son, Alucard. ("Al-ucard" is "Dracula" spelled backward.) He can shoot fireballs, but his greatest power is the ability to transform into a bat (although he can't attack in this form). Another spirit, Grant Danasty, is a ghost pirate who can walk on walls and ceilings. The third spirit, Sypha, is a mystic warlord who uses flame, ice crystals, and lightning bolts against his enemies.

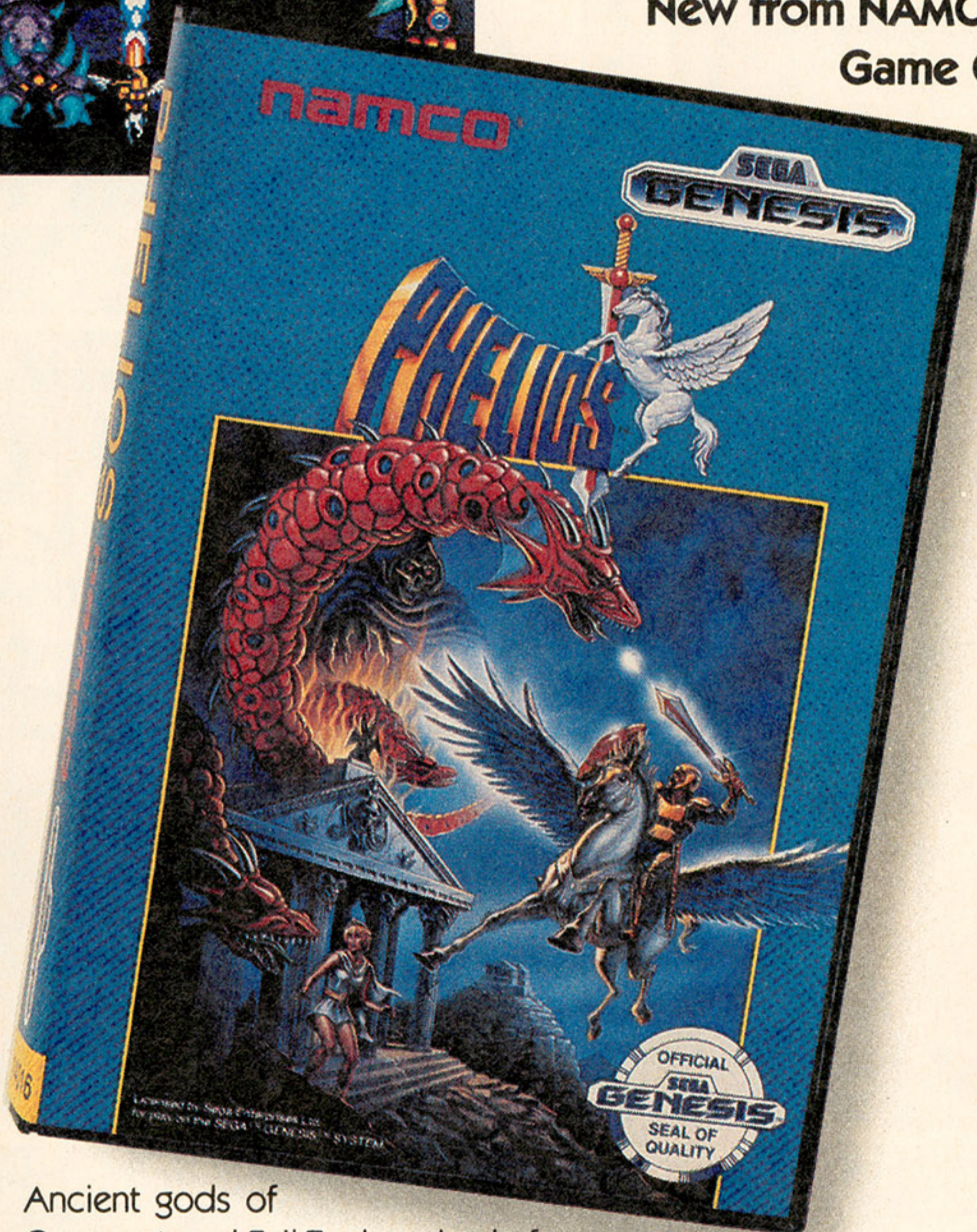
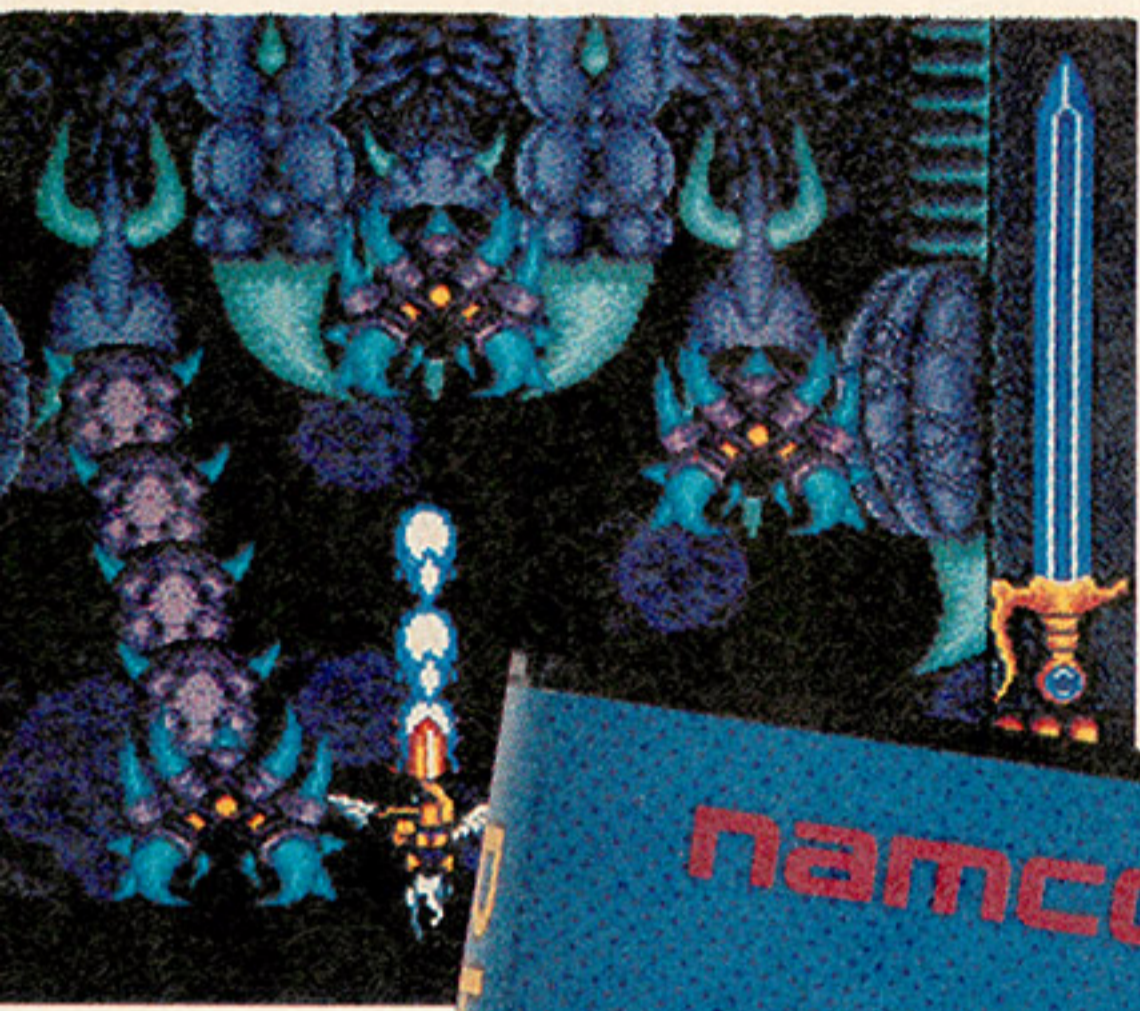
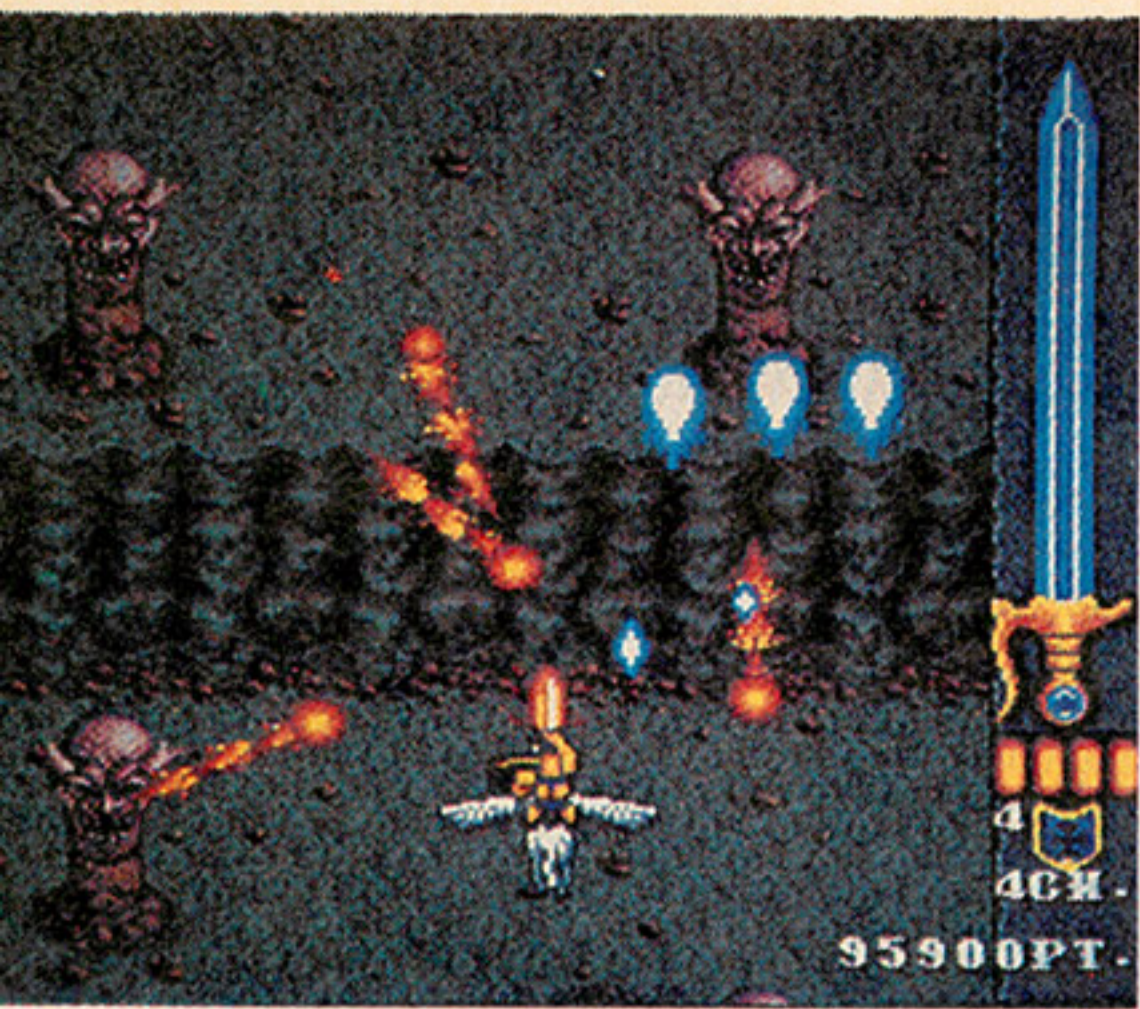
Your task is enormous, and your opponents countless. But at least you don't have to worry about carrying on a tradition — in *Castlevania III*, you just have to start one. After all, you wouldn't want the as-yet-unborn Simon to be ashamed of his heritage, would you?



Master The Skies

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

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Game Creator



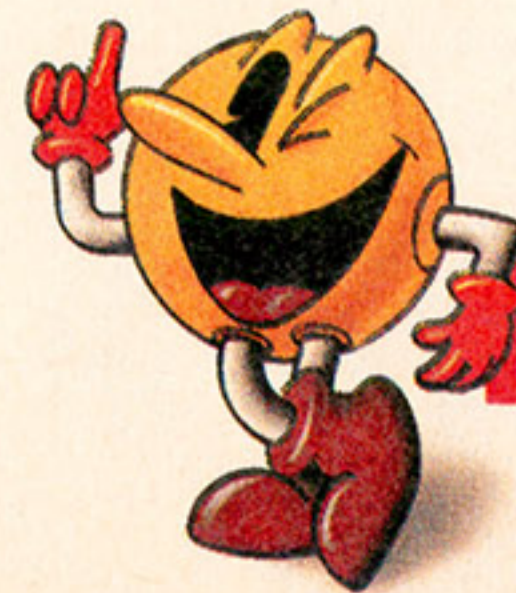
Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa; and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.

"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional!"

-1991 Video Game Buyers Guide.



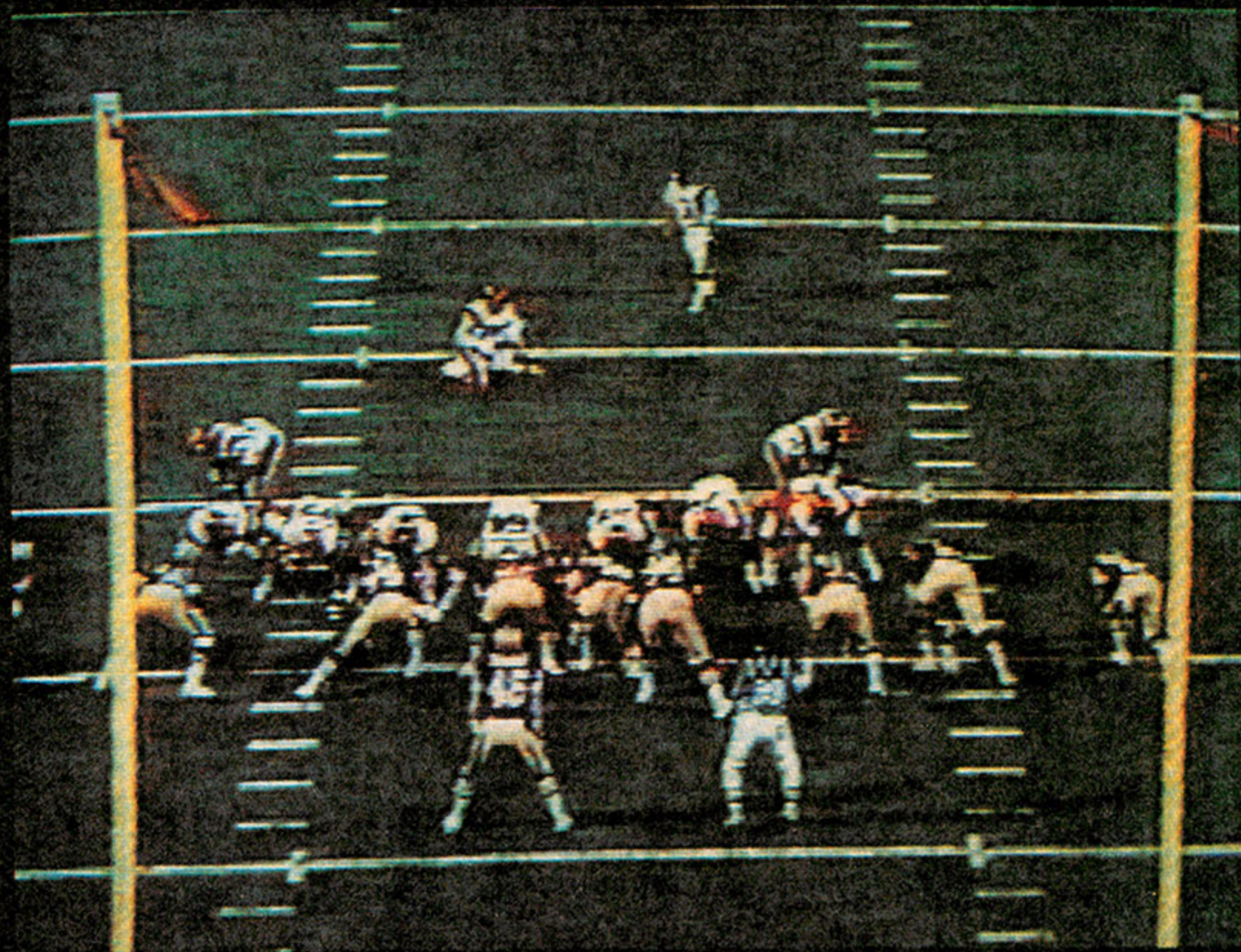
Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airbike through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."



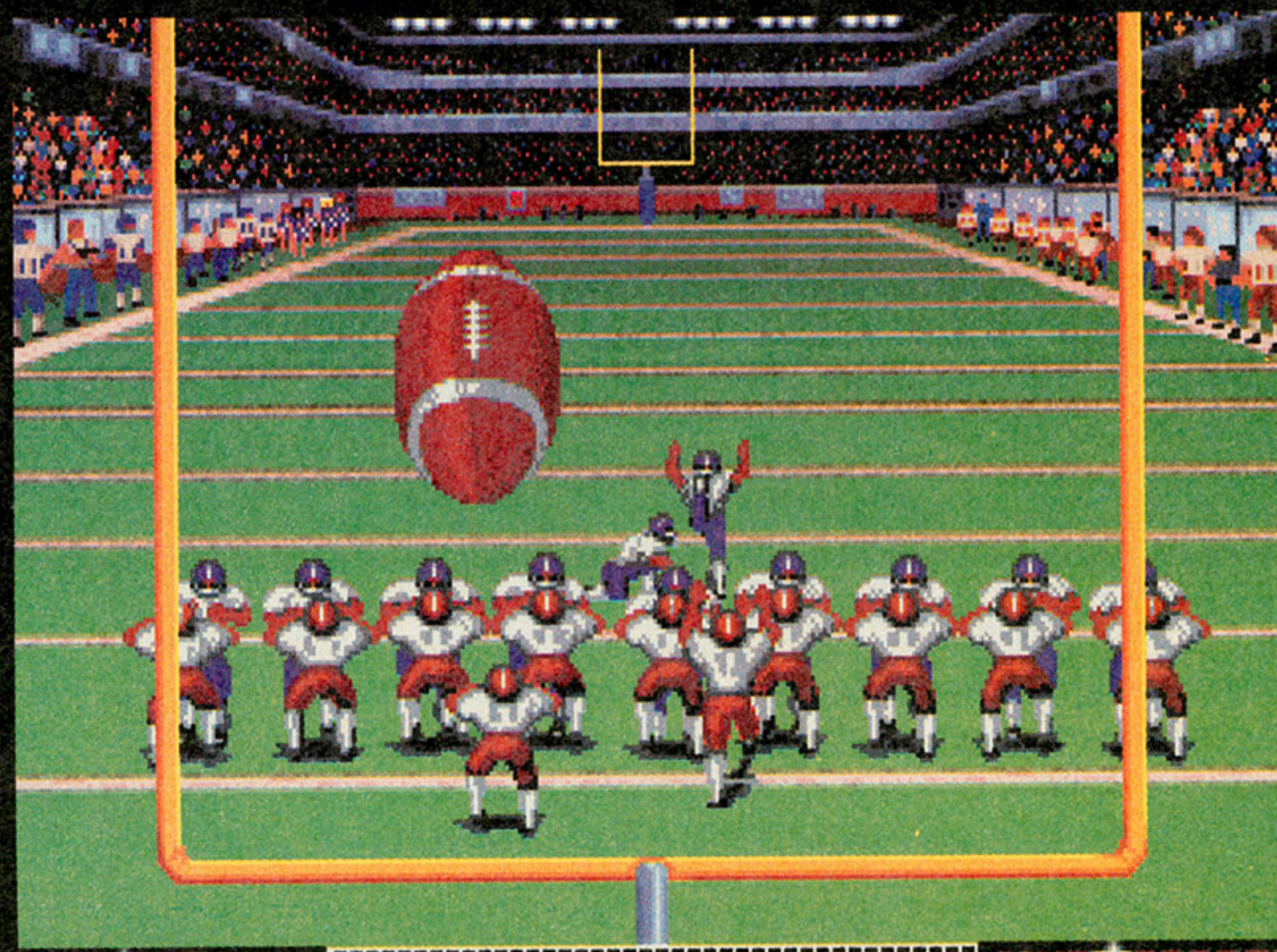
namco

The Game Creator

Two ways to play an American tradition.



Play the Tape.

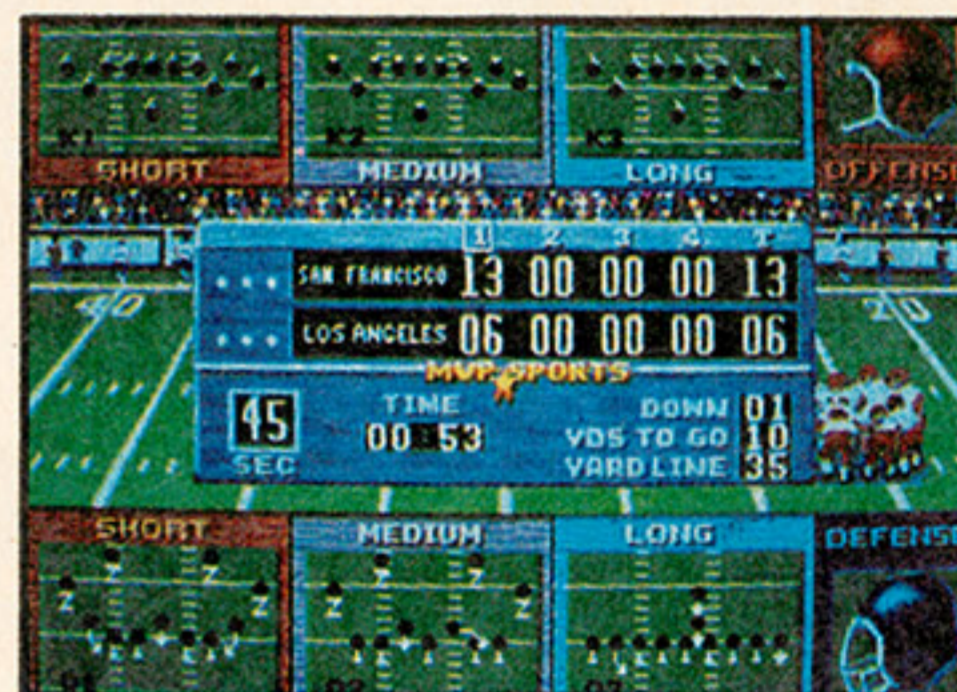


Then Play the Game.

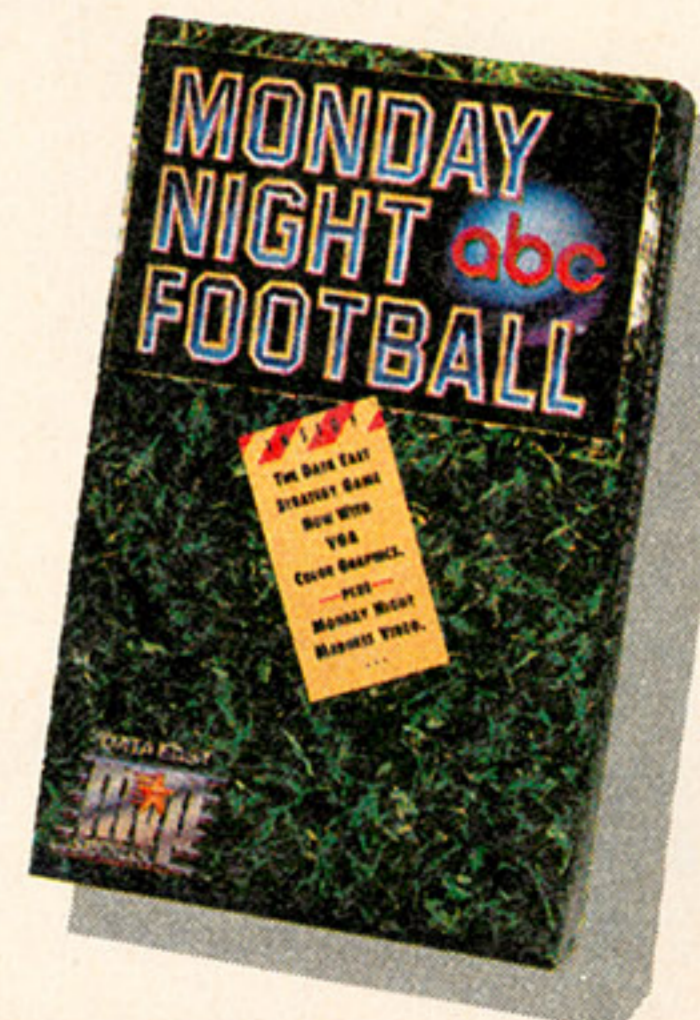
ABC's *Monday Night Football* is a tradition in more than 20-million American households. Now you can enjoy 20-years of highlights and then make some of your own.

The new ABC's MONDAY NIGHT FOOTBALL Entertainment Pack features the 20th anniversary *Monday Night Madness* videotape and ABC's *Monday Night Football* computer-software game.

ABC's MONDAY NIGHT FOOTBALL brings the tradition of football excellence to life in the most realistic computer-football game ever created. The IBM-PC game now features enhanced VGA graphics that put you right on the field. You'll even hear Frank Gifford make the broadcasting calls in key game situations.

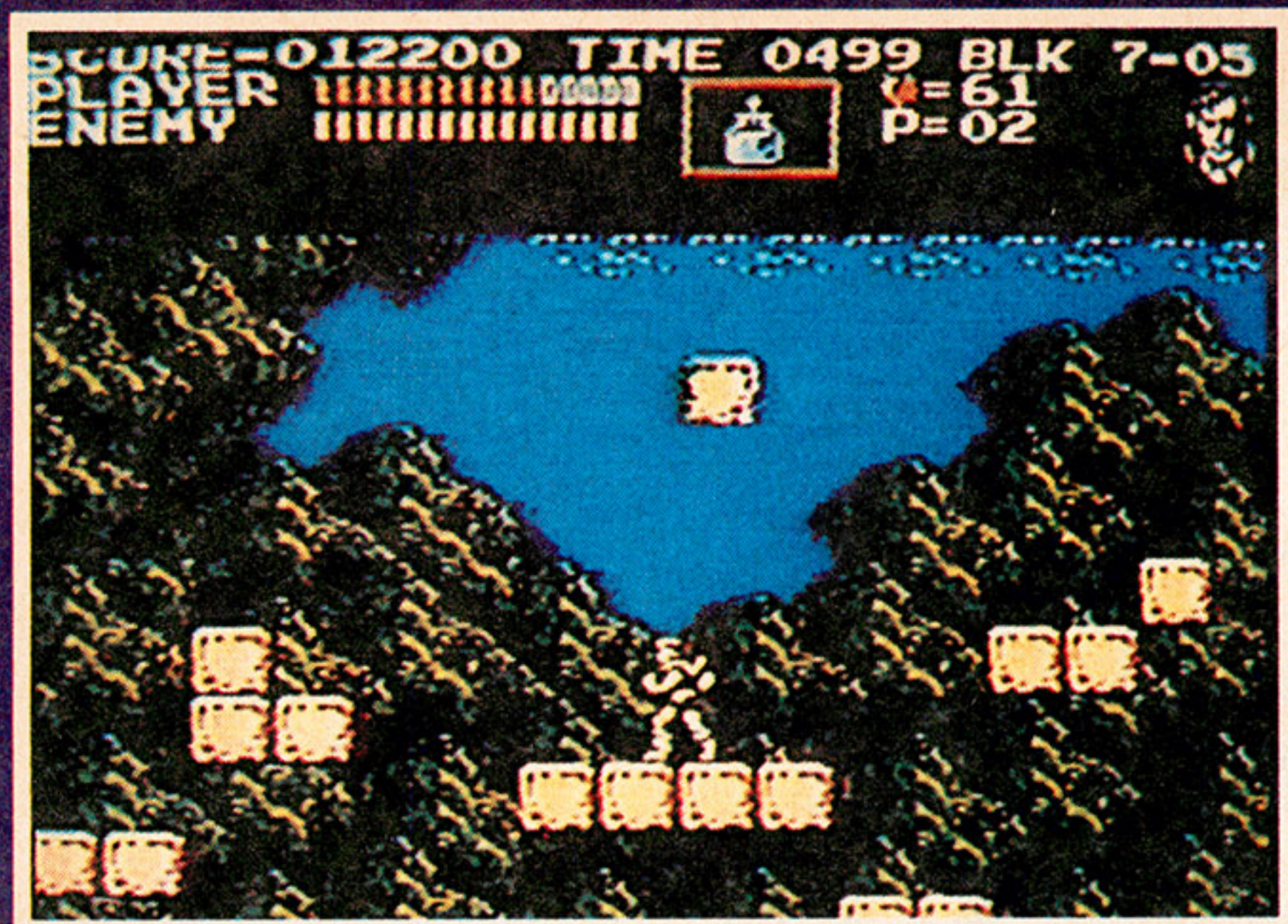


MONDAY NIGHT MADNESS captures two decades of the most memorable moments from ABC's weekly football spectacle. There's nothing but action and excitement in this thrilling 48-minute VHS videotape never before available in stores.

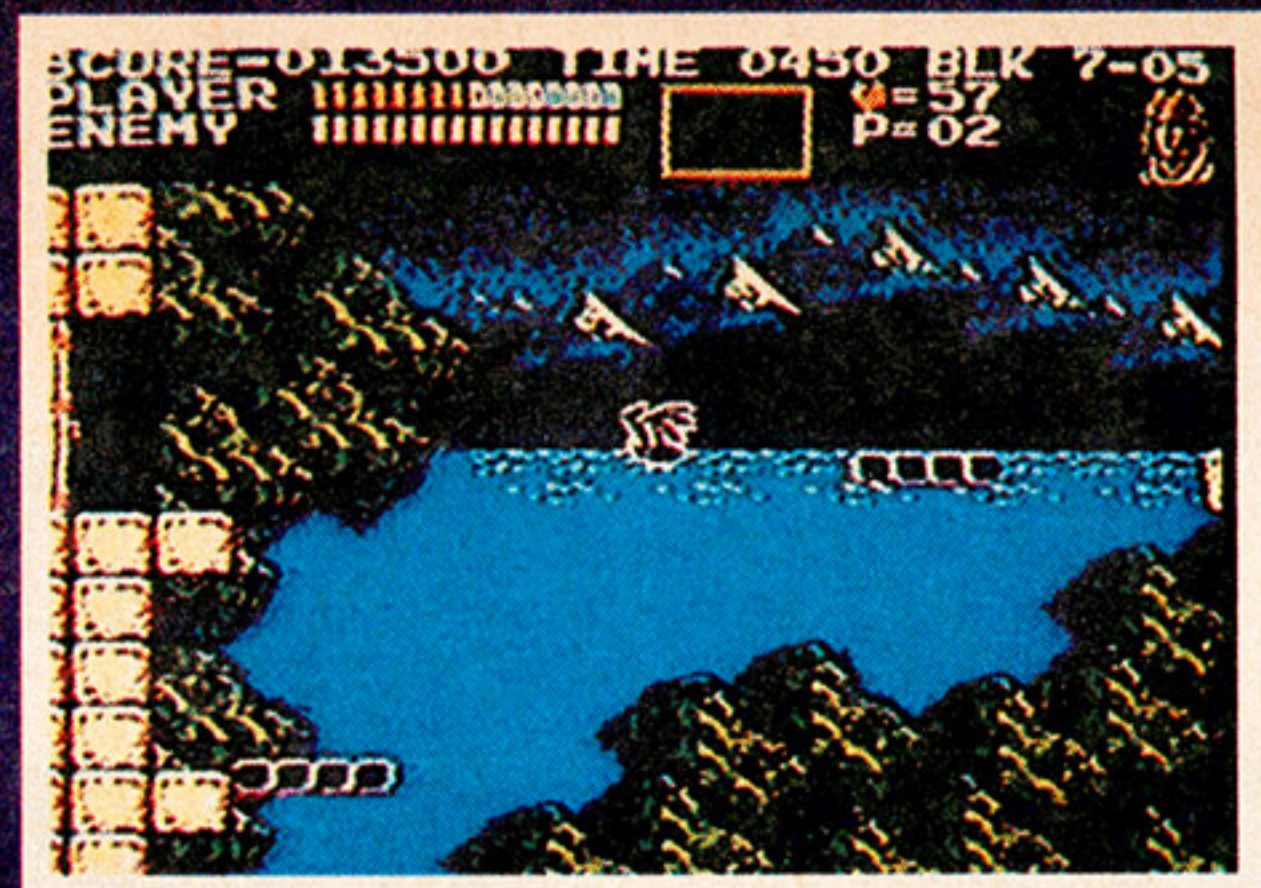


The ABC's *Monday Night Football* Entertainment Pack — Either way you play, you win.

Available for IBM-PC/Compatibles and Amiga.



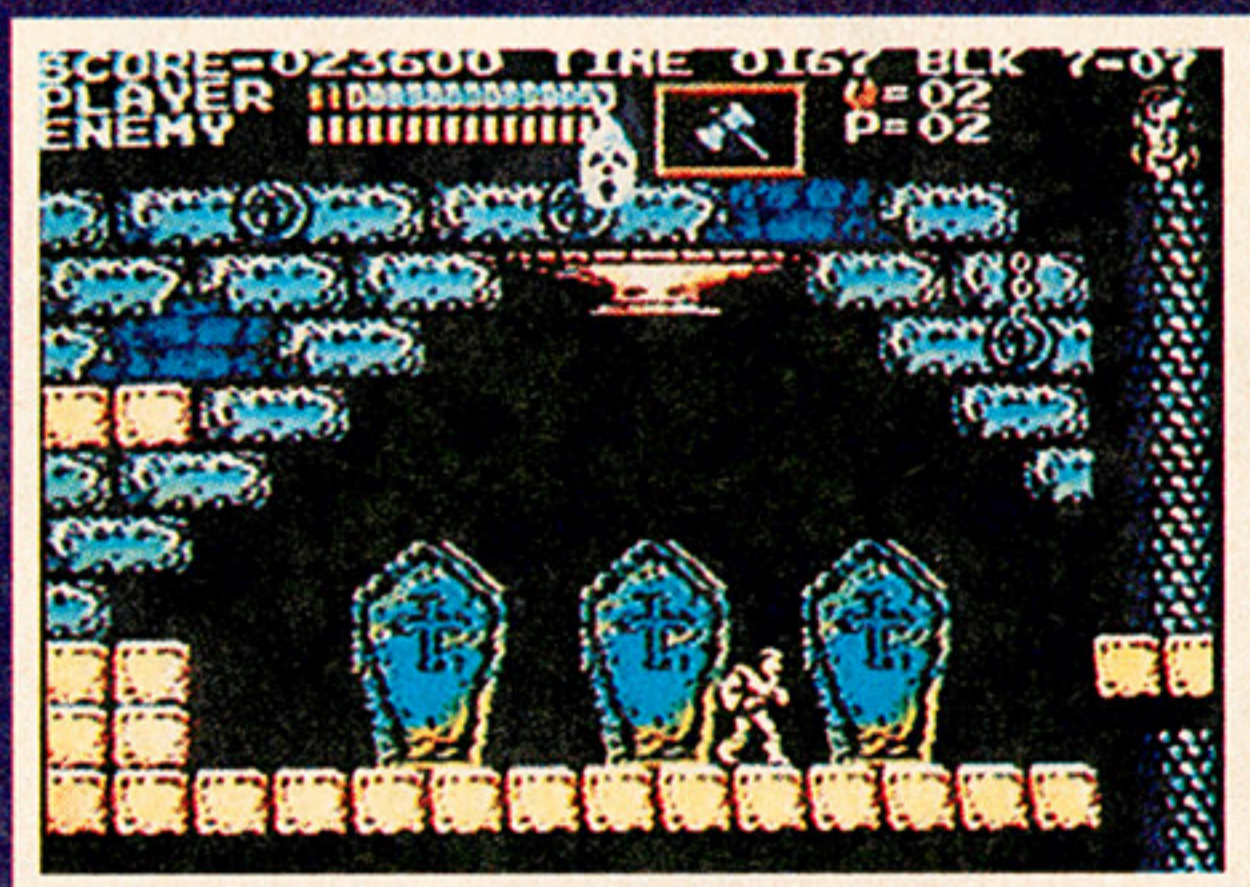
You'll have to go a little batty if you hope to advance here. Fly upward to the first flame, whip it, then fly up to the second flame.



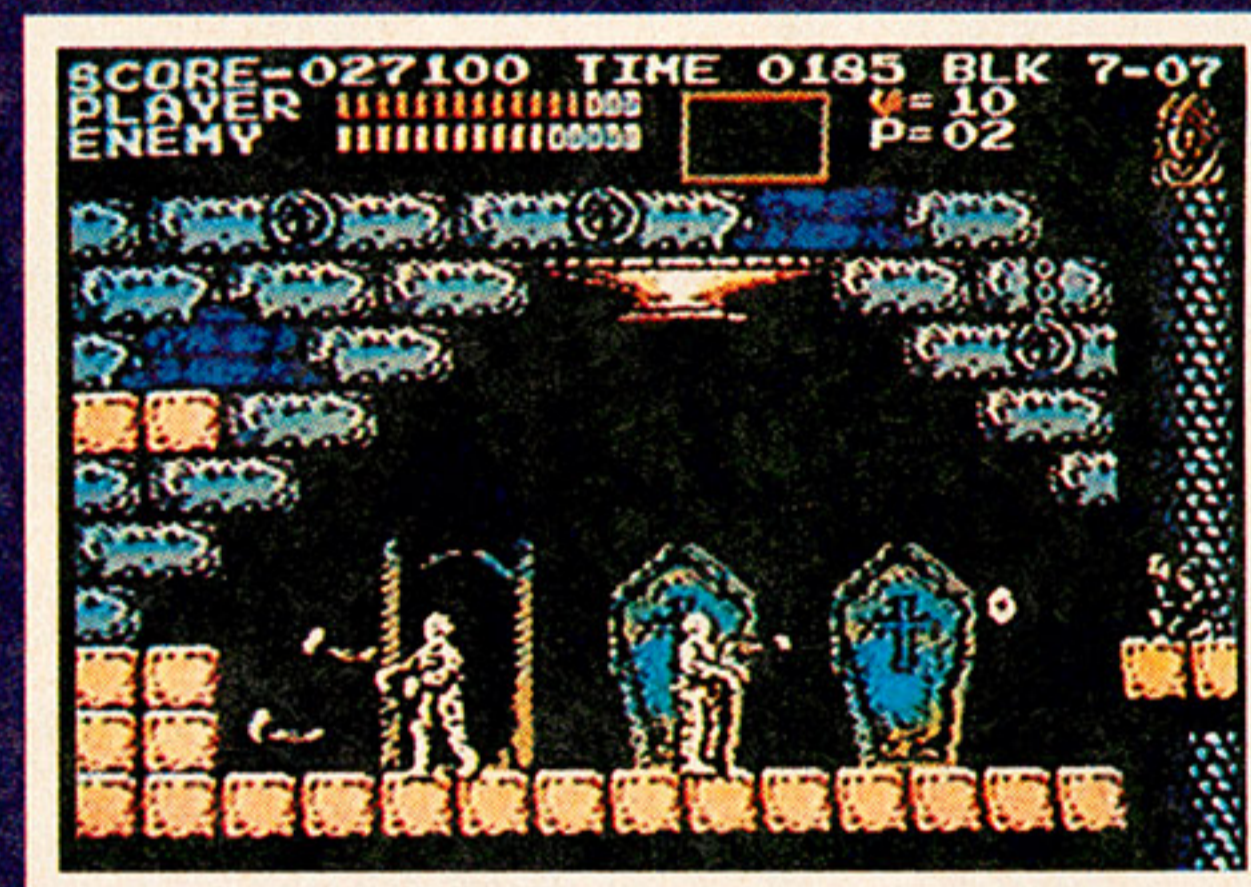
After battling spiders and ravens, you'll come to this abyss. Fly to the left, then land on the ledge below the door to pick up a bonus life hidden in the wall. A platform will take you up to the door.



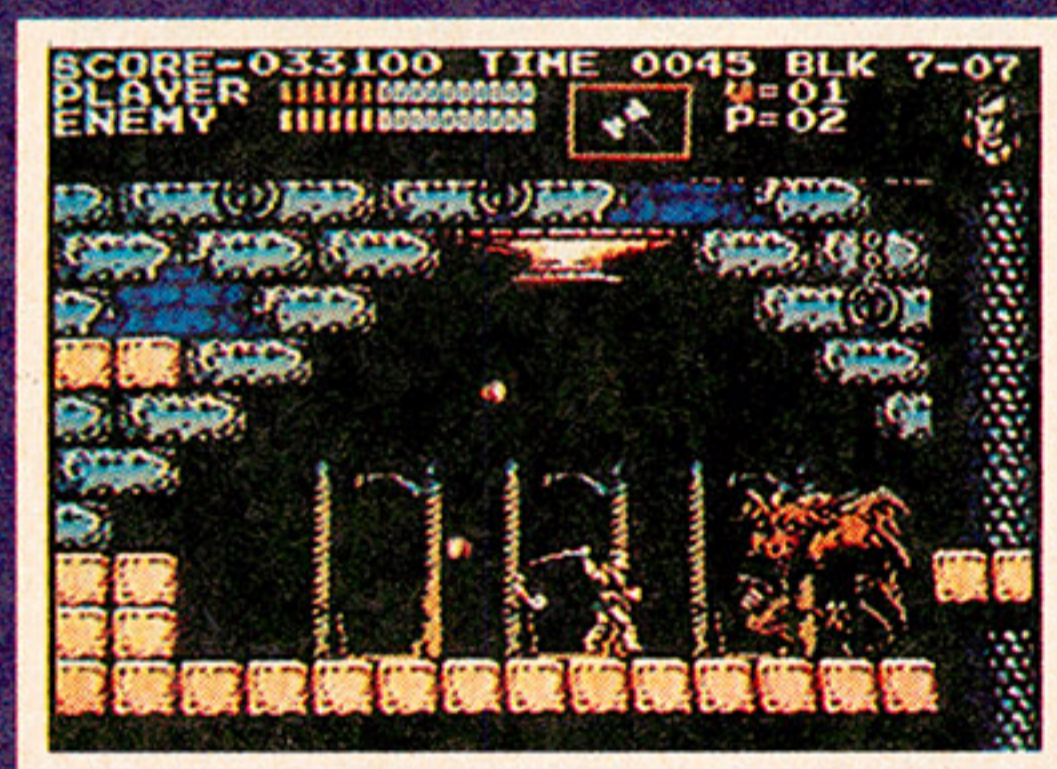
Here's where that bonus life will come in handy! You've got a long climb ahead of you before reaching the boss of this stage.



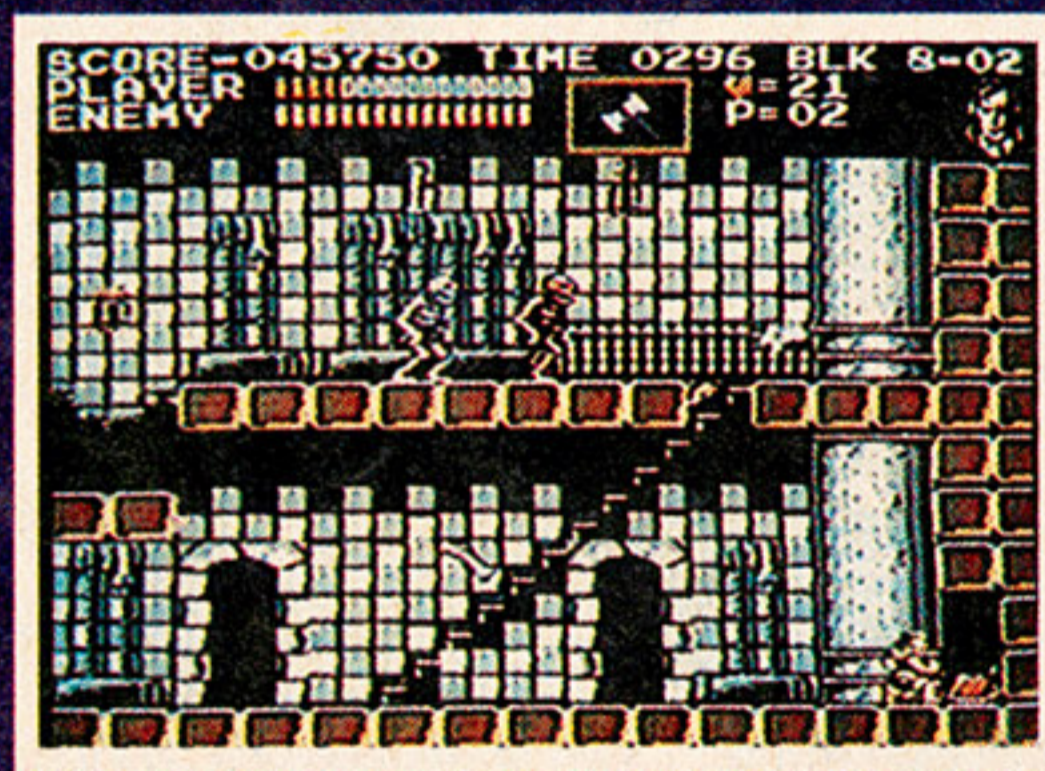
When you find these three caskets, get ready for a long battle. Each casket contains creatures determined to prevent you from reaching their master.



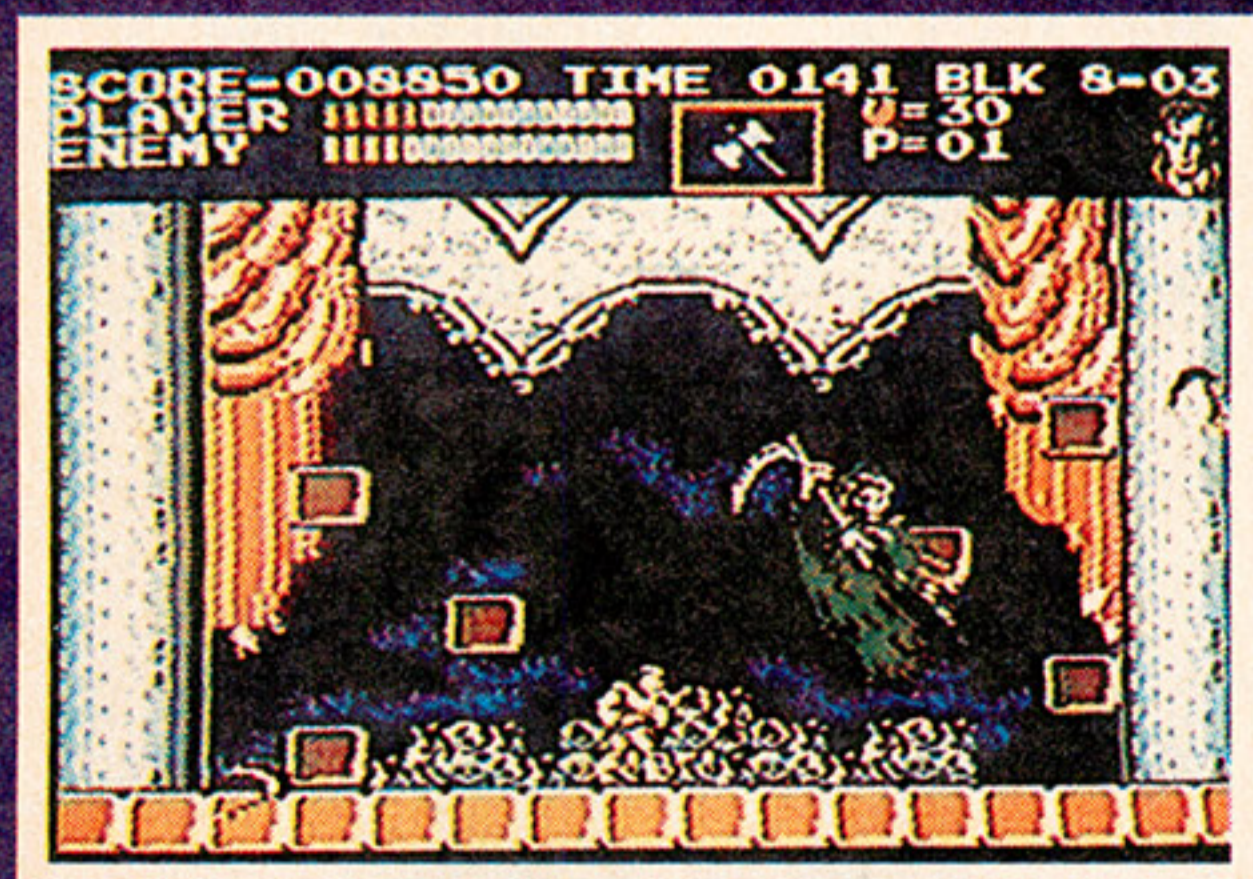
Alucard's balls of destruction are weak, but he can safely fire a continuous stream at the mummies and the wrappings they toss.



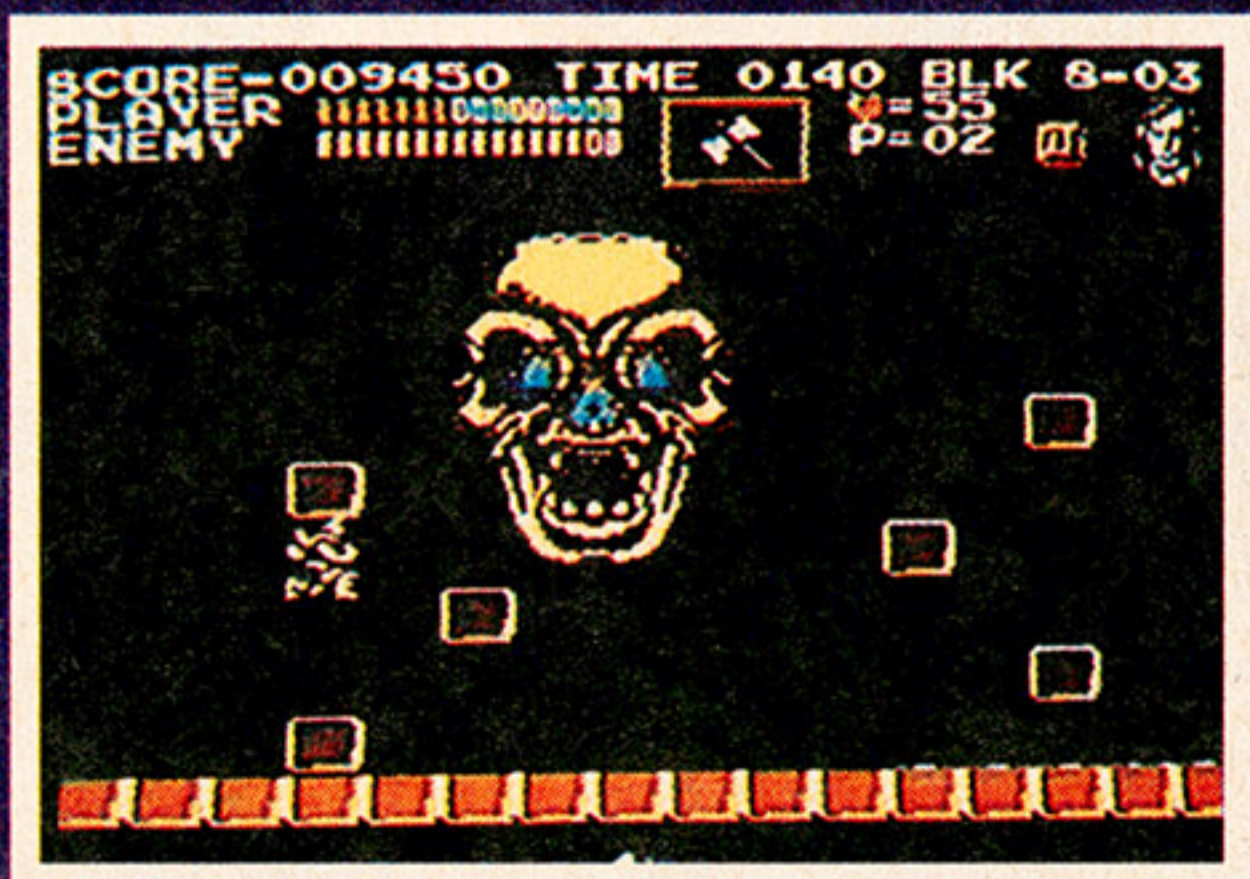
Uh-oh — this fellow is *big*. Keep moving to avoid his fireballs as you whip him. The battle ax is the best weapon to use against this fiend.



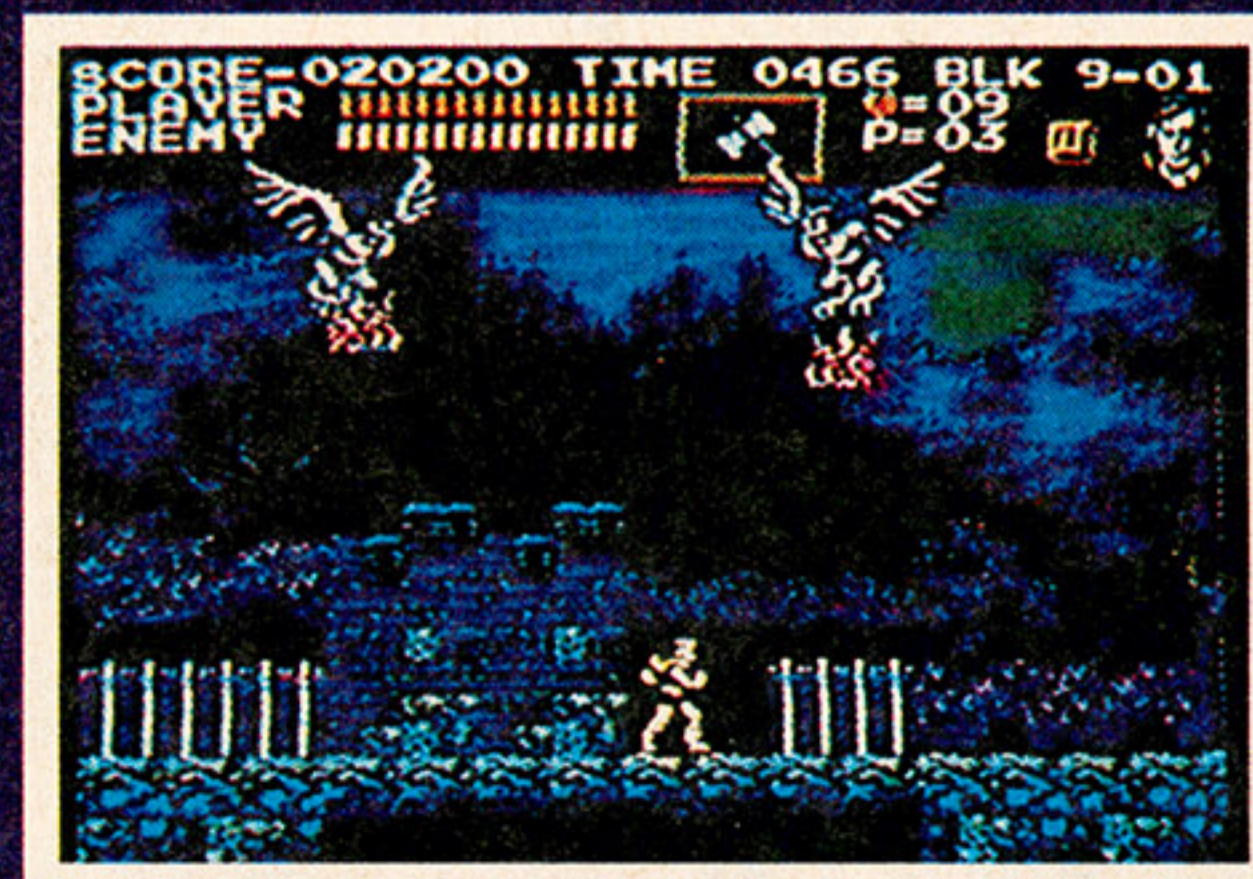
Kneel and whip this wall for some scrumptious and rejuvenating leg of werewolf.



Count Dracula has enlisted even the Grim Reaper in his murderous army. Your trusty whip is effective, but using it means getting close. The battle ax seems more suitable for this encounter.



If you destroy the Grim Reaper, this huge face fills the screen. Fortunately, size isn't everything. If you have even a little strength left, you shouldn't have too much trouble here.



These devil dogs have appeared throughout the game, but now they're airborne! The winged furies drop them toward you like a demonic version of air cavalry.

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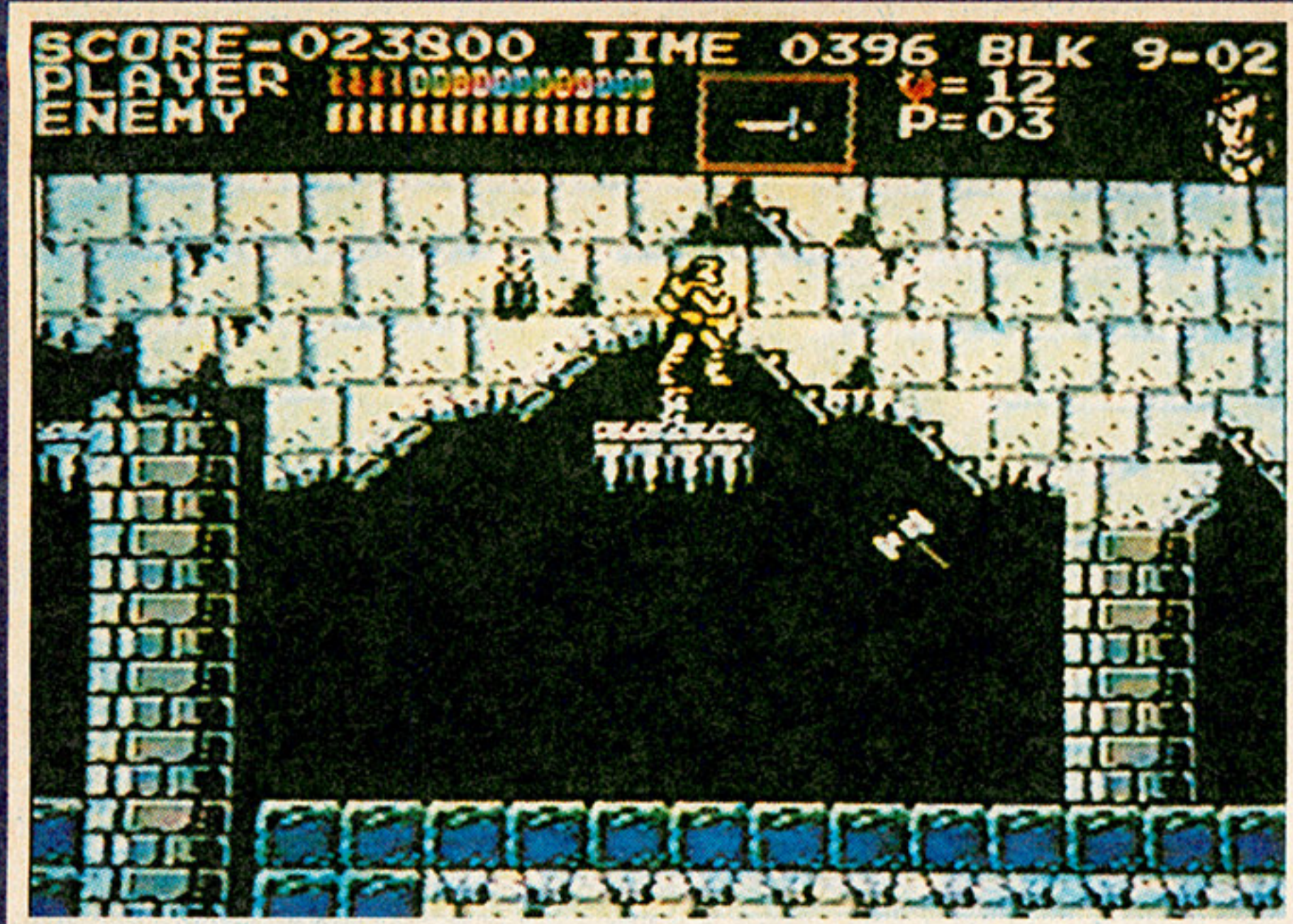
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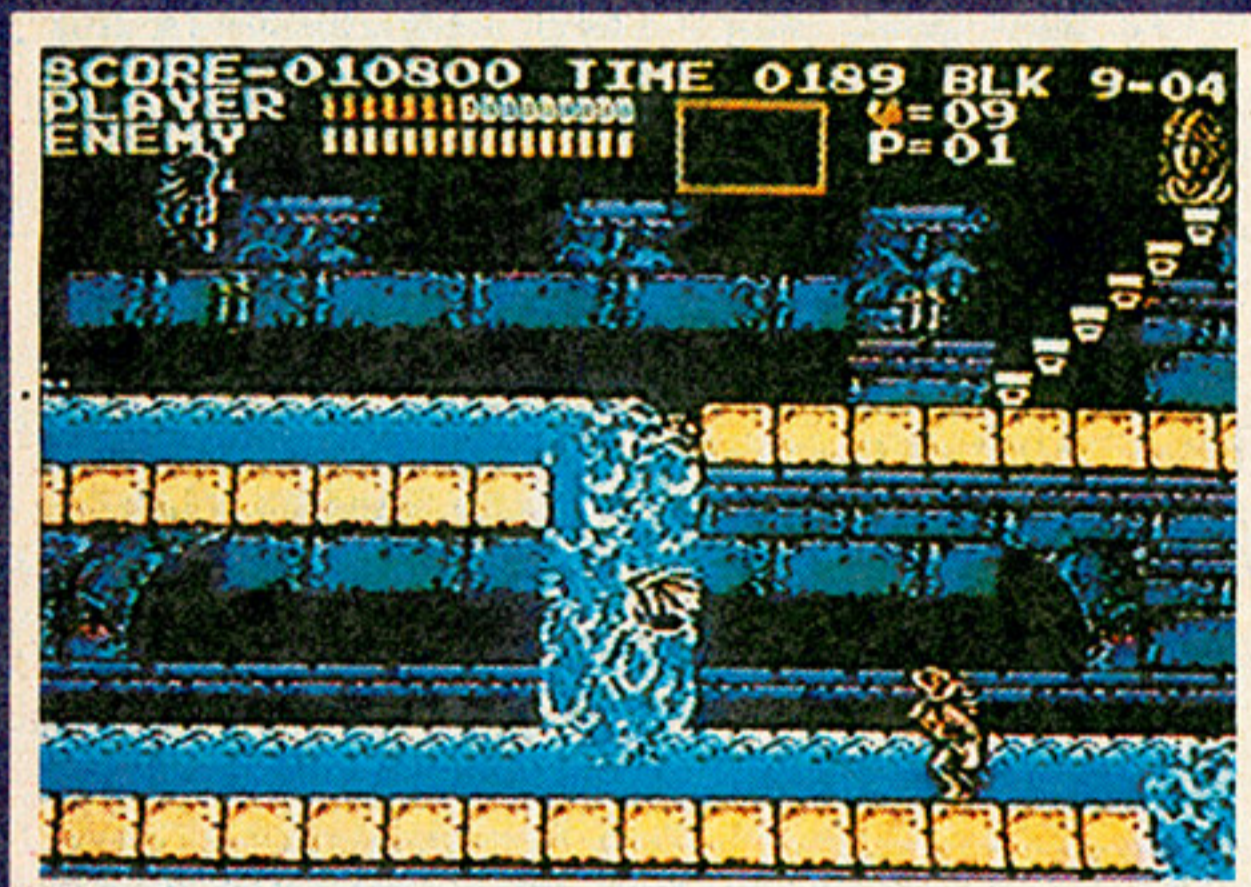
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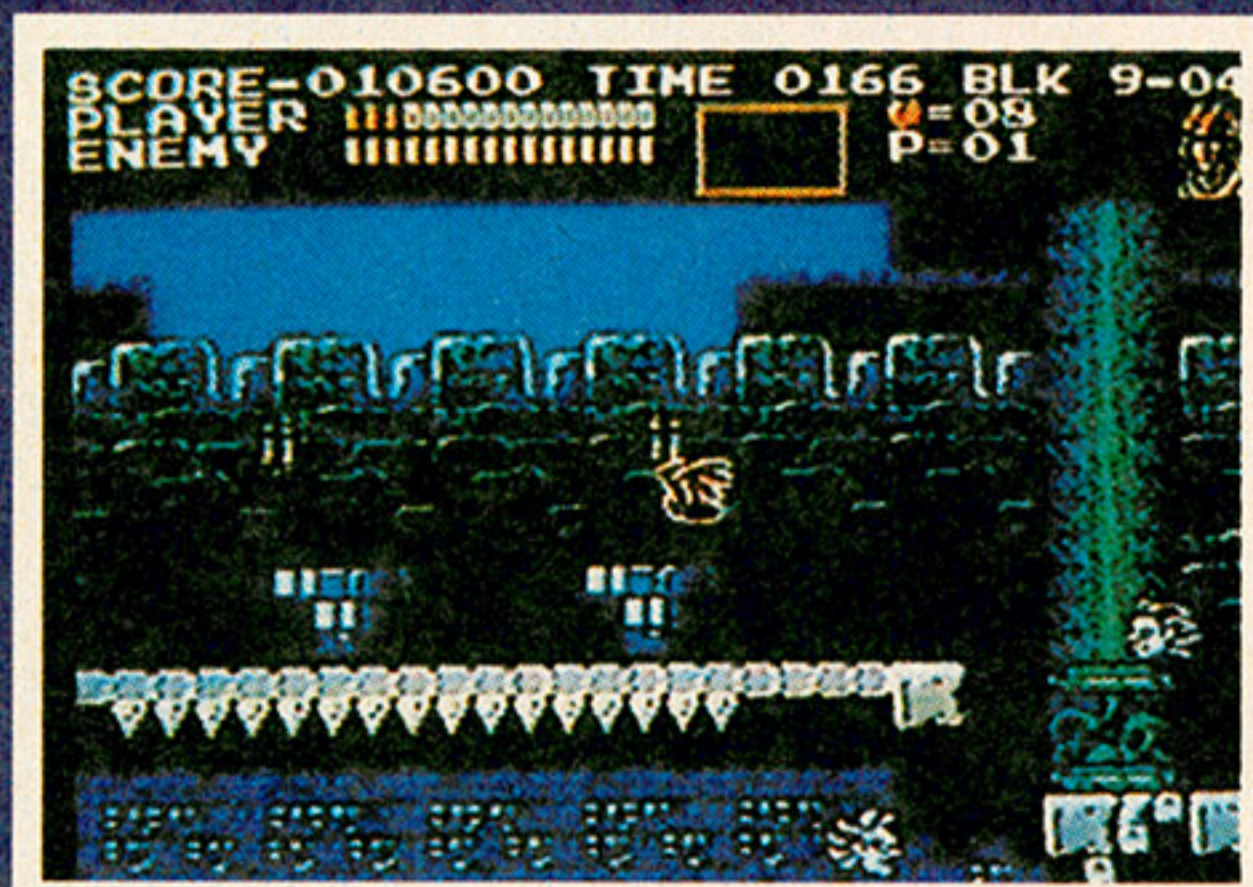
Don't try to run under these spikes — hop on top to knock out the two candles. You'll earn a large heart and an ax.



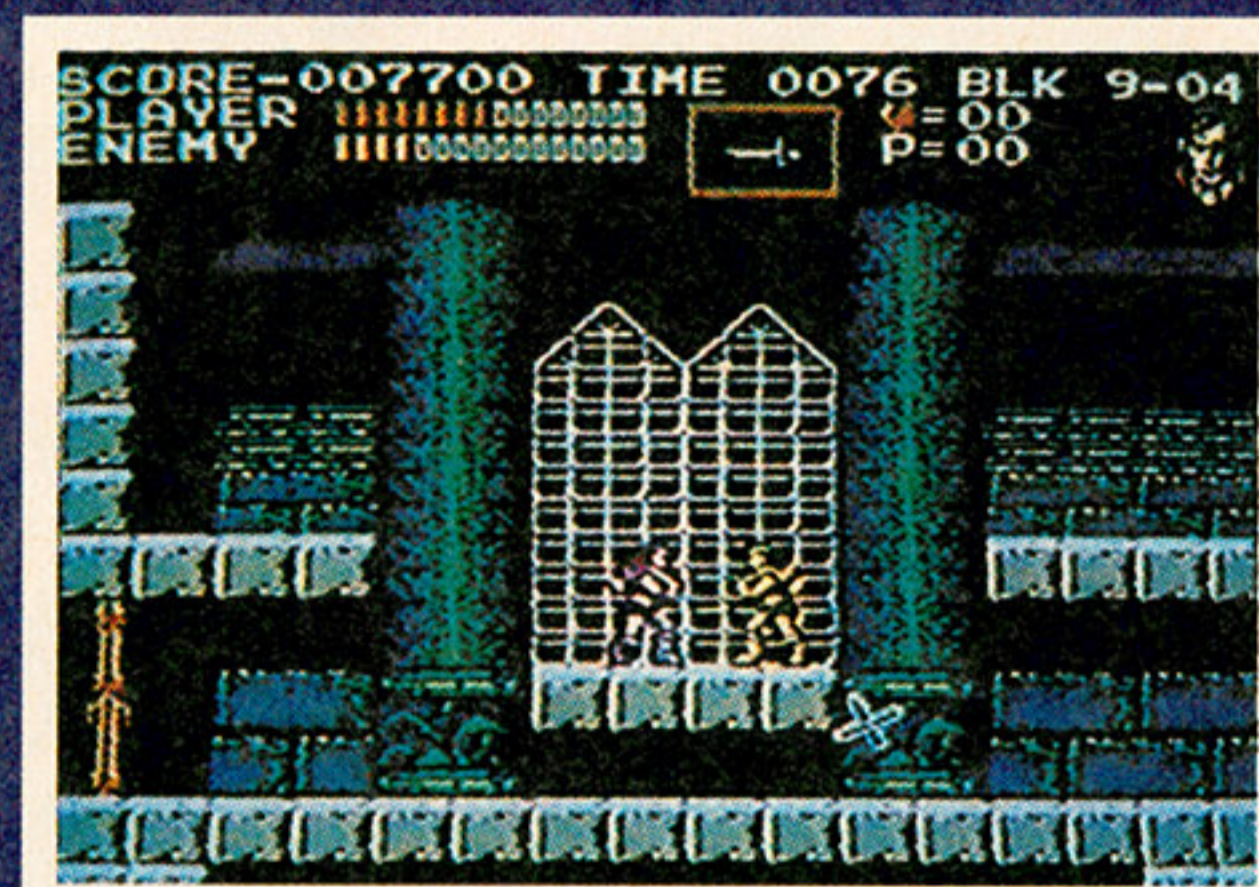
It's hard to concentrate on the flying demons, because the stone heads shoot fireballs as you climb. You can whip the fireballs before they hit you, so keep lashing.



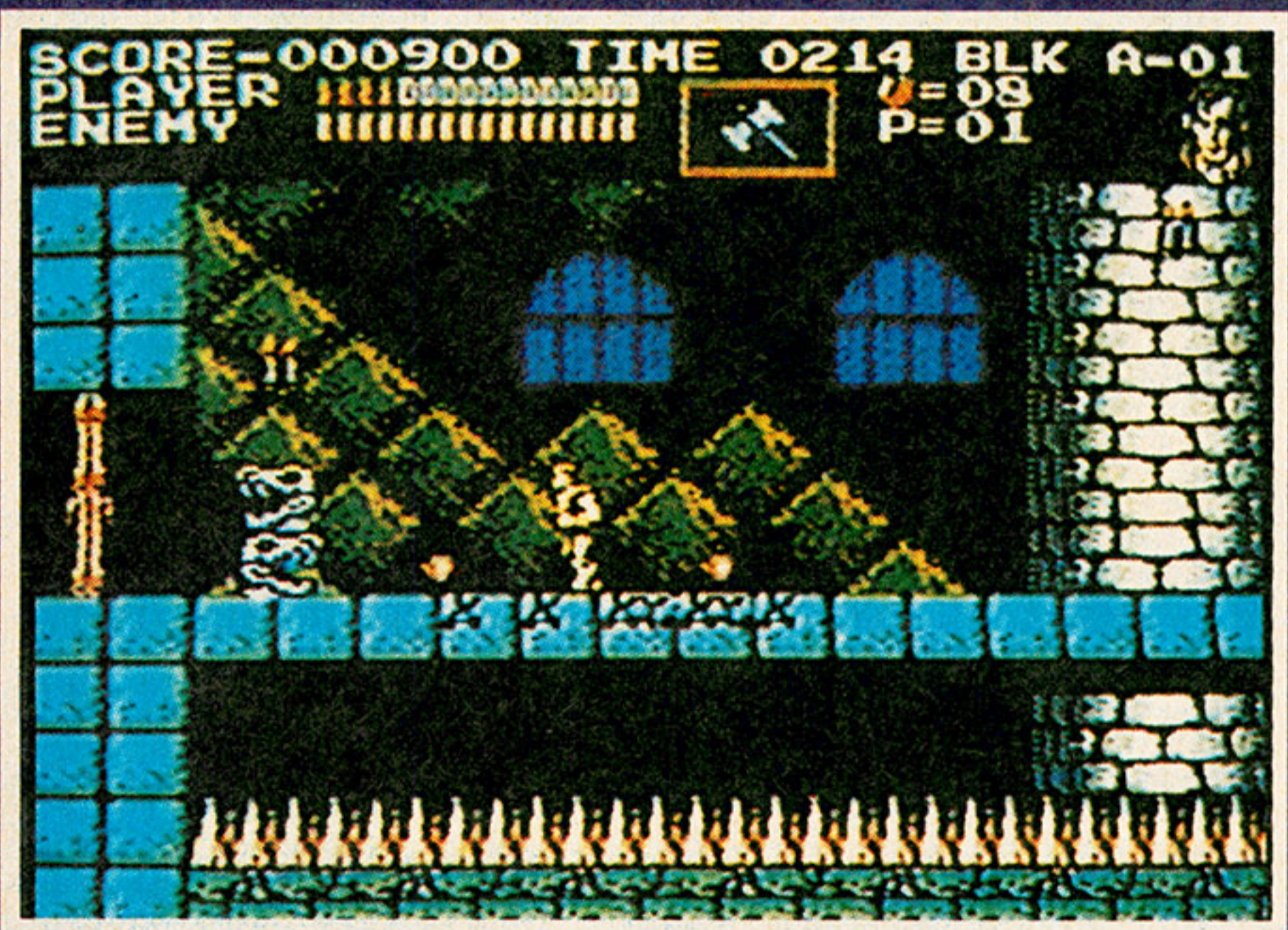
You'll have to turn into a bat to get to the upper level of this aqueduct. Fly through the opening, then head toward the stairs.



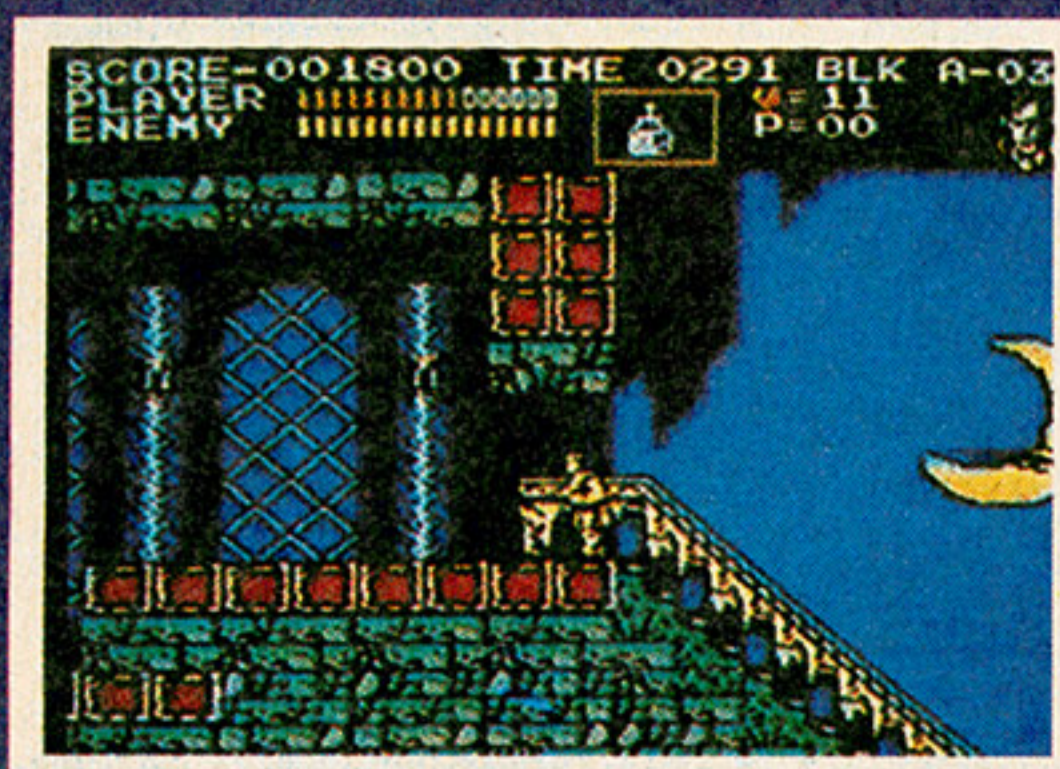
Here are some more revolving floor sections, but they aren't as easy to spot because the floor is all one color. If you have enough hearts, you should fly across this area.



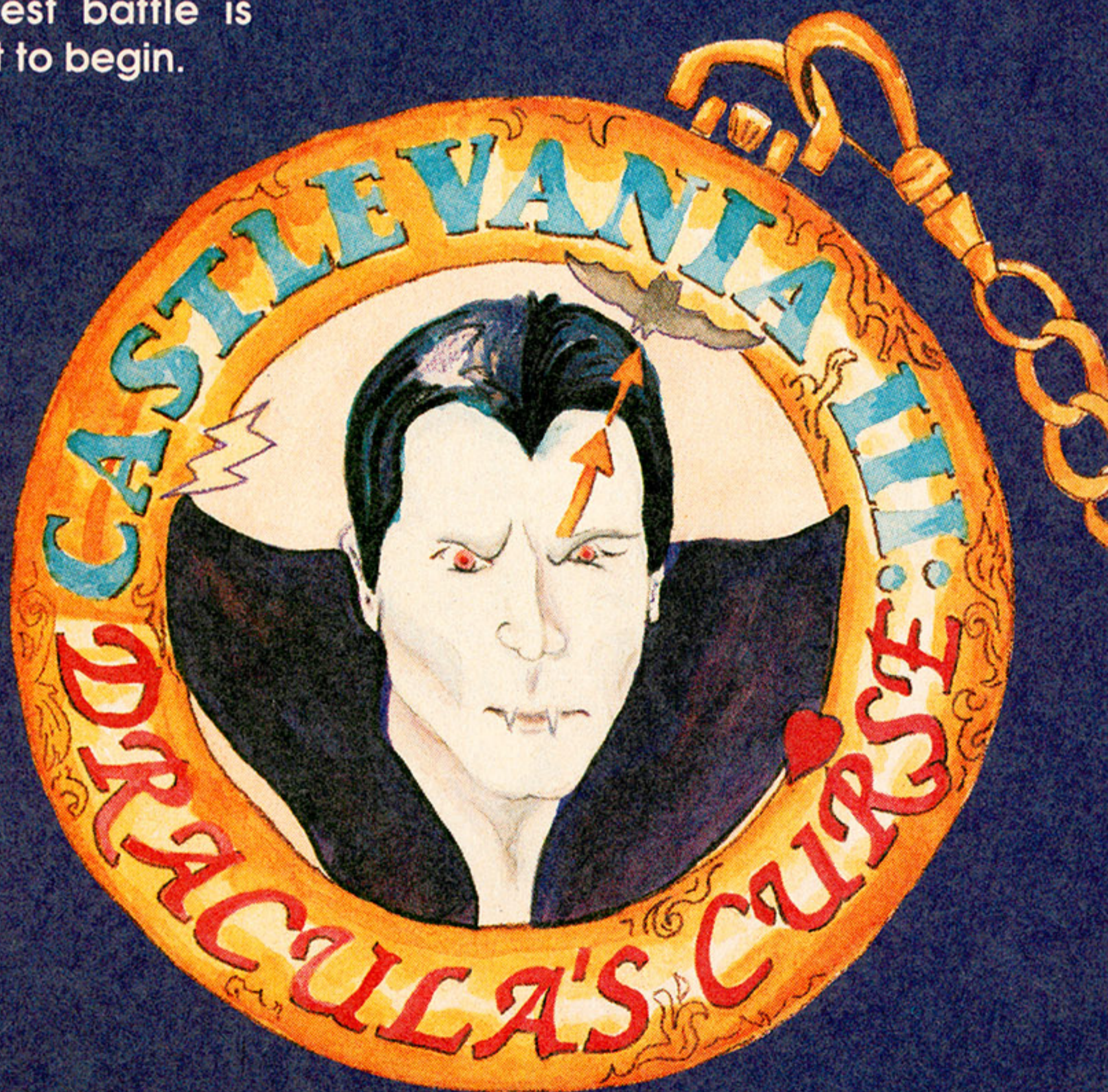
No, your mind's not playing tricks on you — you must battle yourself in a deadly parody of shadowboxing. If you stay on the move, you should be able to defeat your evil counterpart.



The Pillar of Bones marks your arrival at the gates to Dracula's inner sanctum. Your greatest battle is about to begin.

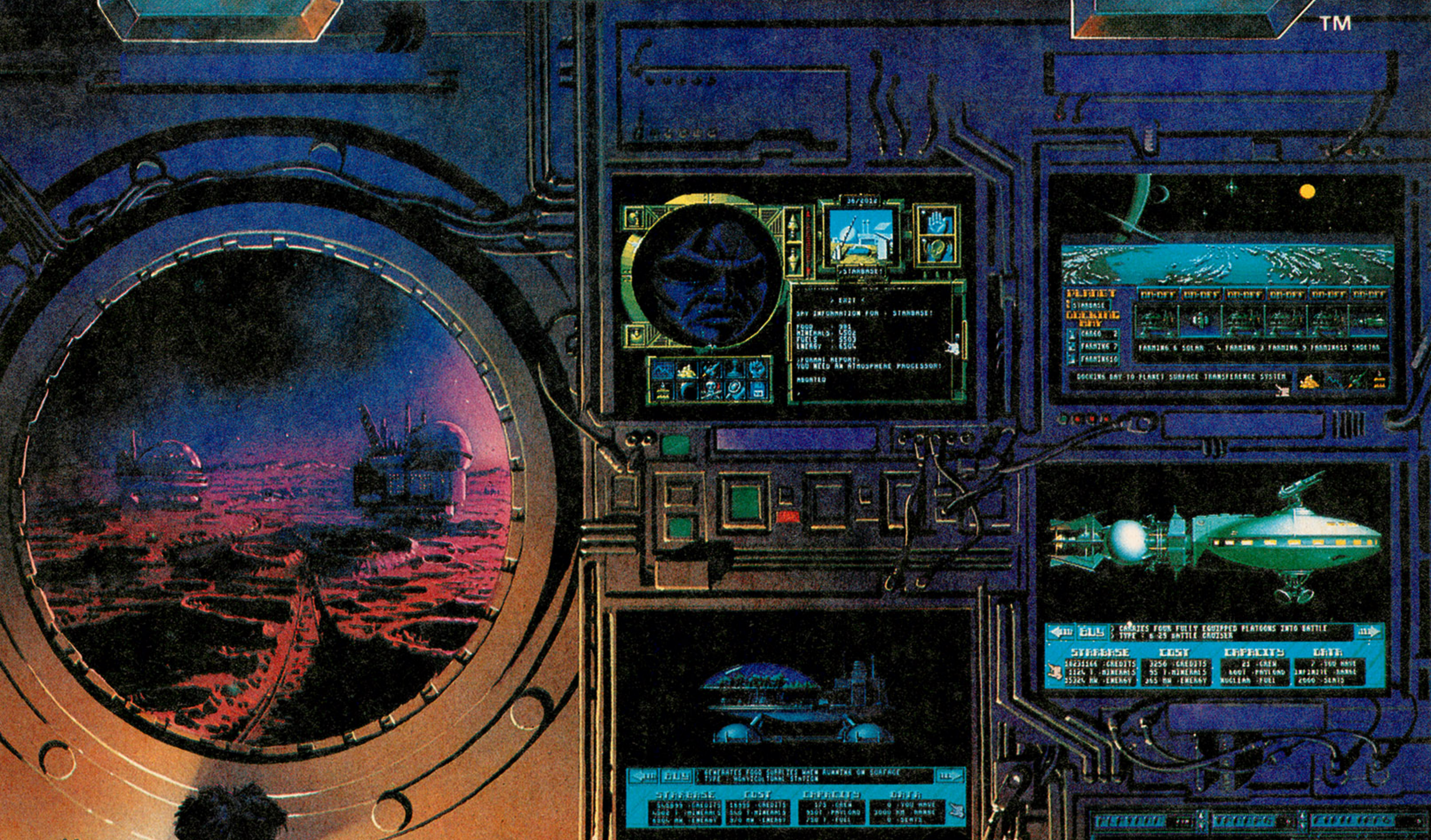


It will take all your cunning, strength, and resourcefulness to destroy the King of the Undead. Can you stop his plan to enslave all mankind?



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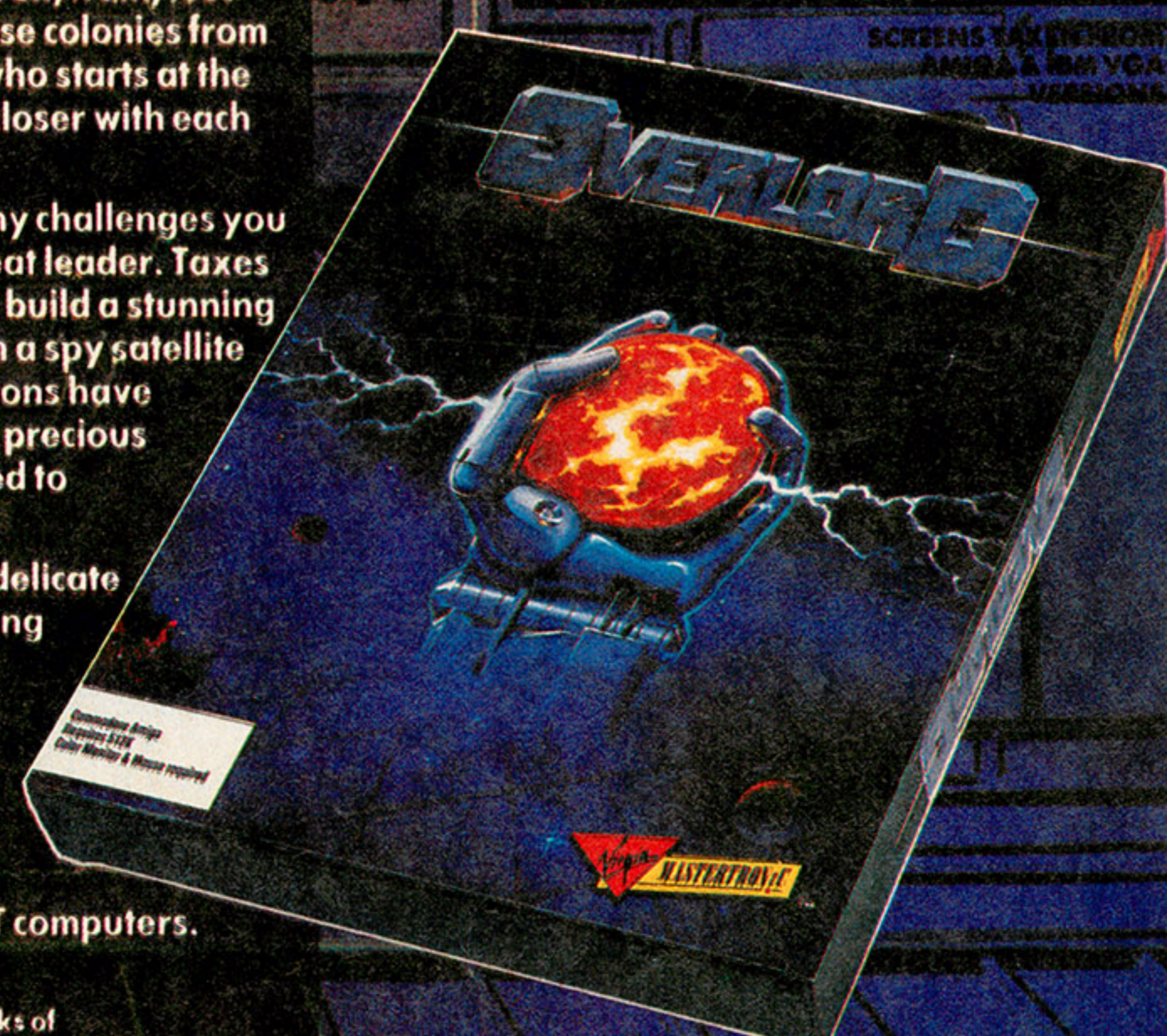
Having only a single Starbase to work from, you set out in ships of your own design, and use them to colonize the barren planets. You must also recruit, train, feed and arm a galactic force to protect these colonies from the evil clutches of your unseen foe, who starts at the other end of the universe, but draws closer with each passing heartbeat.

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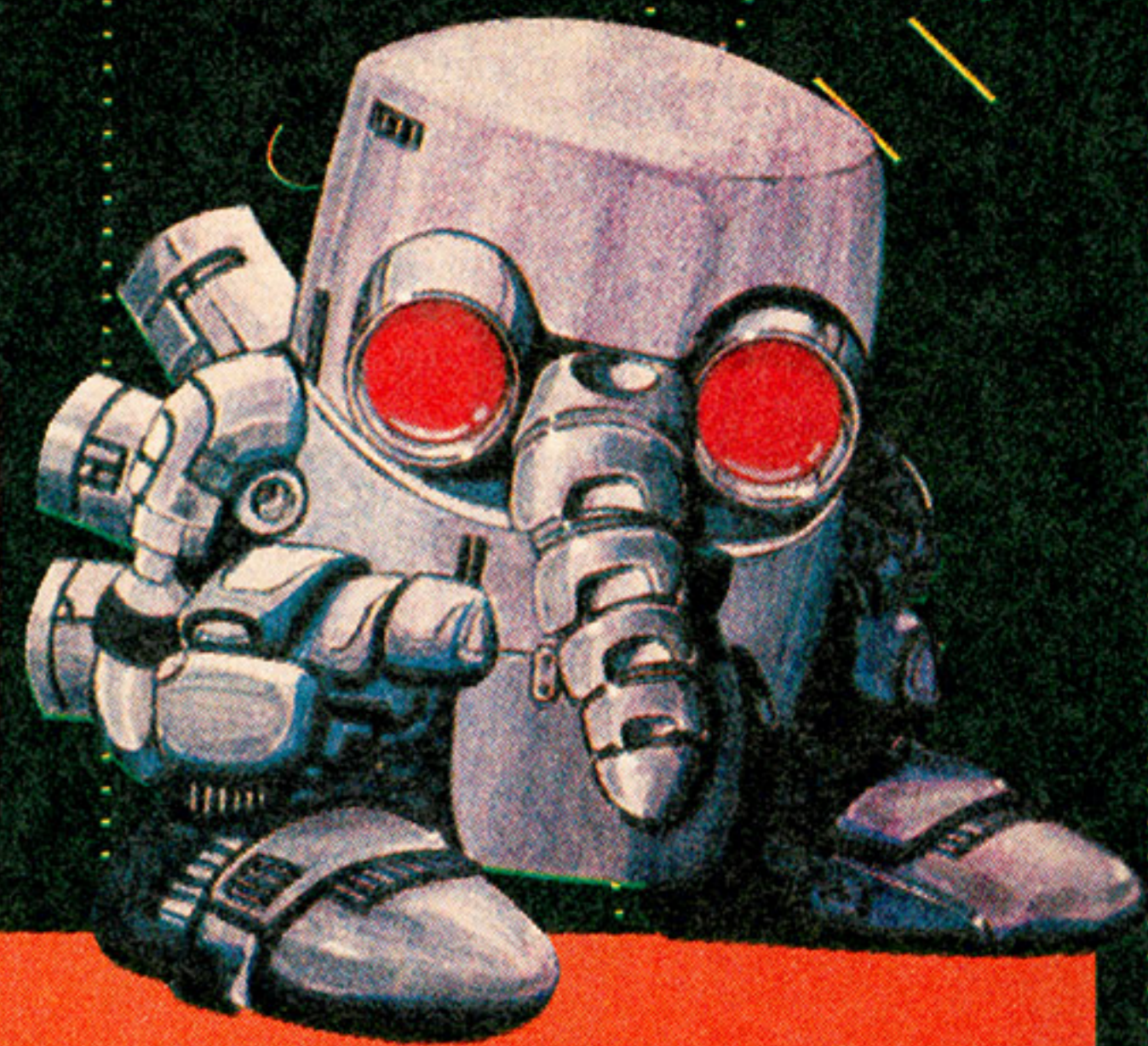


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SCREENS TAKEN FROM
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ATOMIC

ROBO-KID



Matthew A. Firme

On Terran 12 — a distant planet colonized by the people of Earth — life was hard for the first pioneers. But they struggled and fought against the hostile elements, and Terran 12 eventually became their home.

Then an unforeseen and dramatic rise in radiation changed everything. The planet's life forms, including many of the

colonists, were either mutated or killed. The mutant forms, guided by some new intelligence, now dominate the planet and seek to wipe out the few remaining humans.

The small group of colonists has one final chance. As the radiation levels began to rise, they created EVE, a bio-droid with normal DNA that's capable of producing

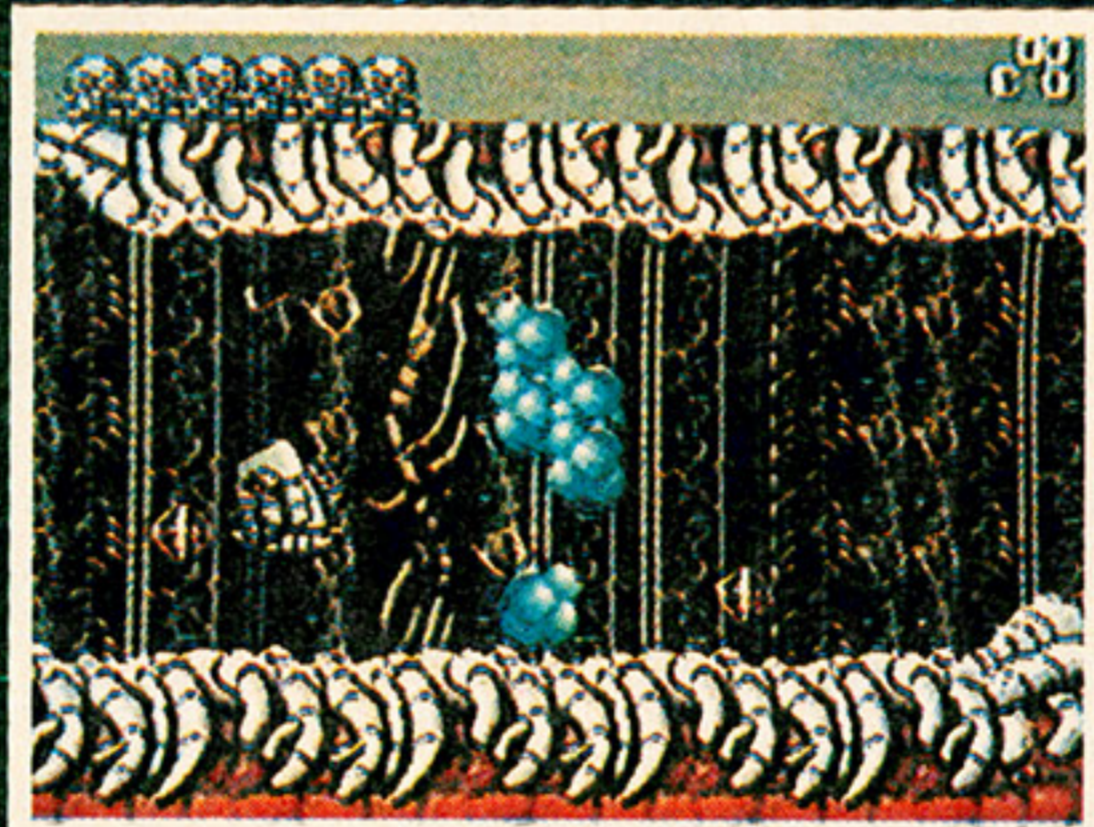
healthy life. But the mutants have made it all but impossible for the colonists to reach EVE.

Their only hope lies in Atomic Robo-Kid, a synthetic soldier designed to reach and activate the EVE unit.

INVADED THE PLANET, AND BEGAN THE SYSTEMATIC DESTRUCTION OF ALL REMAINING SENTIENT LIFE. YEARS OF BATTLING THE ALIEN 'GOVERNORS' HAVE COME BY, AND NOW ONLY ONE HOPE SURVIVES TO AVENGE THE DESPERATE TERRAN COLONISTS...



As the radiation levels on Terran 12 rose higher, the mutant life forms grew more and more hostile. Soon the remaining humans were driven into hiding.



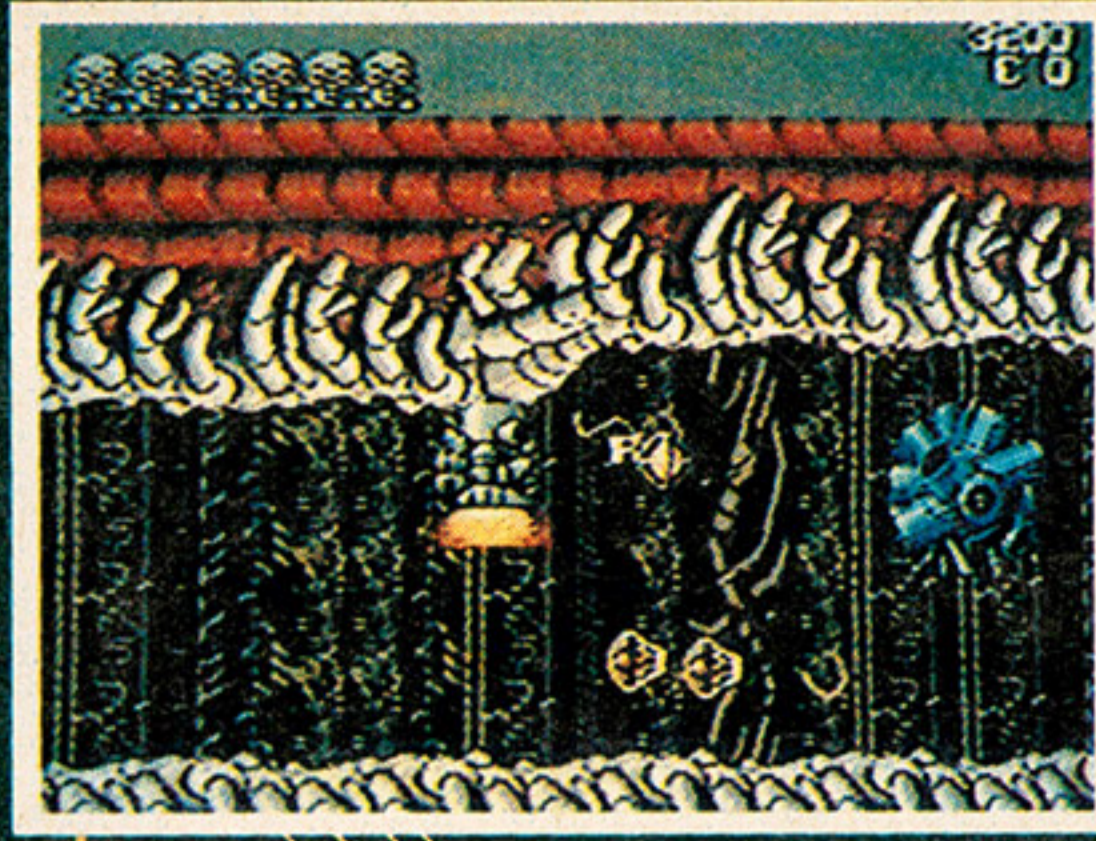
As the game begins, Atomic Robo-Kid must pick up one of the first crystals to fuel his jetpacks. You'll do a lot of flying in this game.



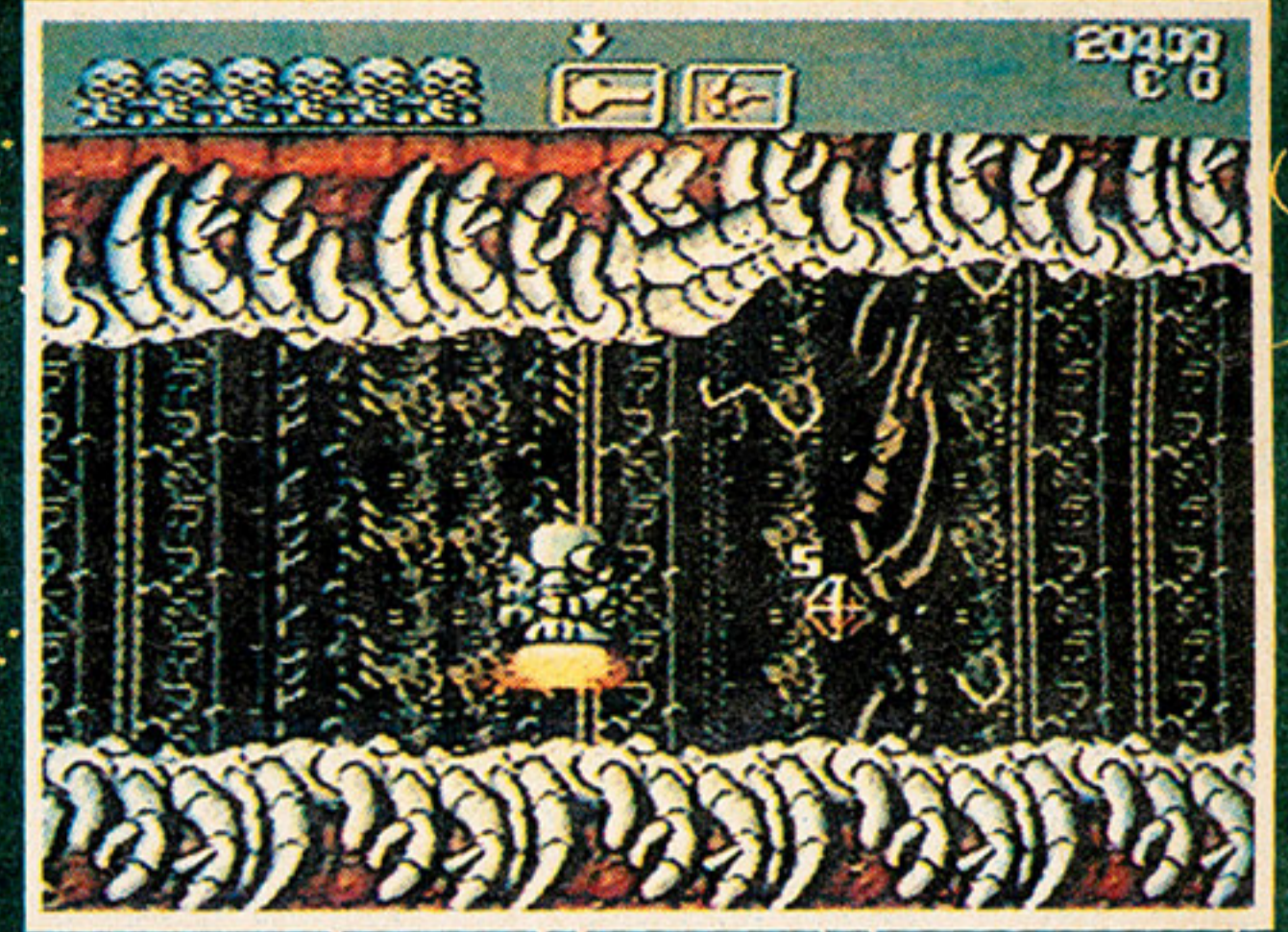
These mosquitolike creatures release power-up crystals when destroyed. Collect the crystals to get new weapons, more speed, and formidable shields.

SEGA GENESIS GAME OF THE MONTH

Treco, 2421 205th Street, Suite D-204, Torrance, CA 90501. Also announced for the NEC TurboGrafx-16 by NEC Technologies, 1255 Michael Drive, Wood Dale, IL 60191.



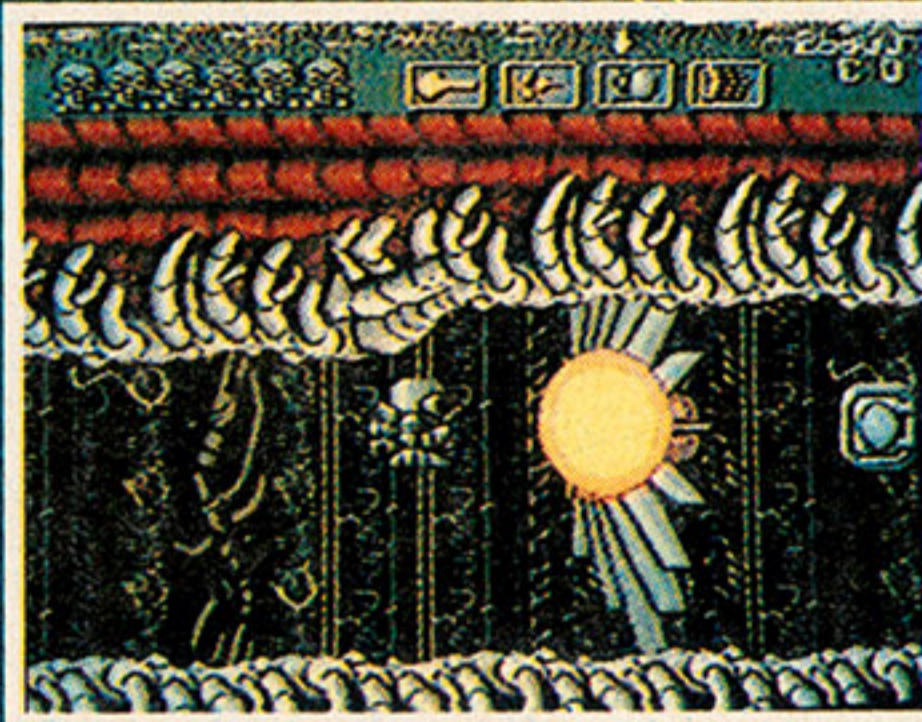
By shooting the power-up crystals before grabbing them, you can select the reward you'll get. This one is the powerful fission gun, capable of tearing through entire columns of enemy mutants.



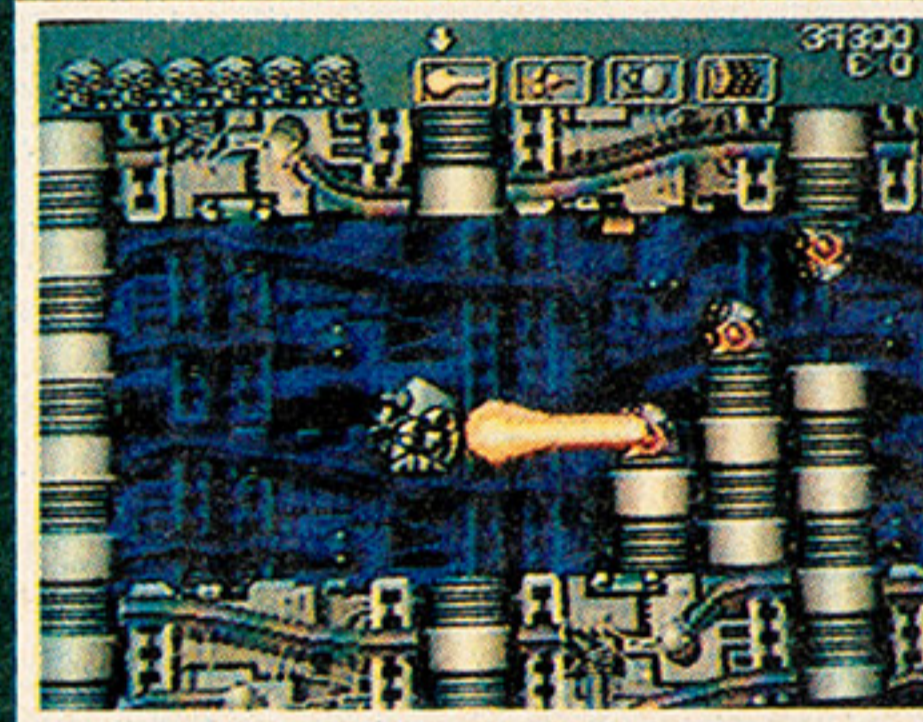
The five-way power-up creates a wall of fire in front of Atomic Robo-Kid. It has limited range, but it's very effective in close battles.



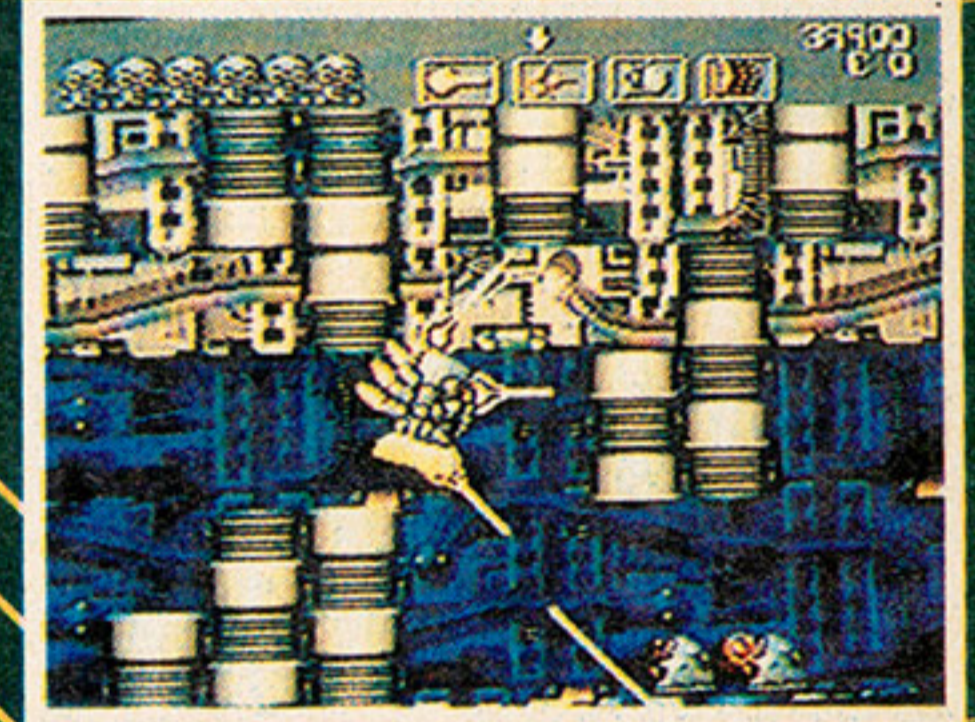
Use the fission gun against this deadly star, aiming several blasts at the red eye.



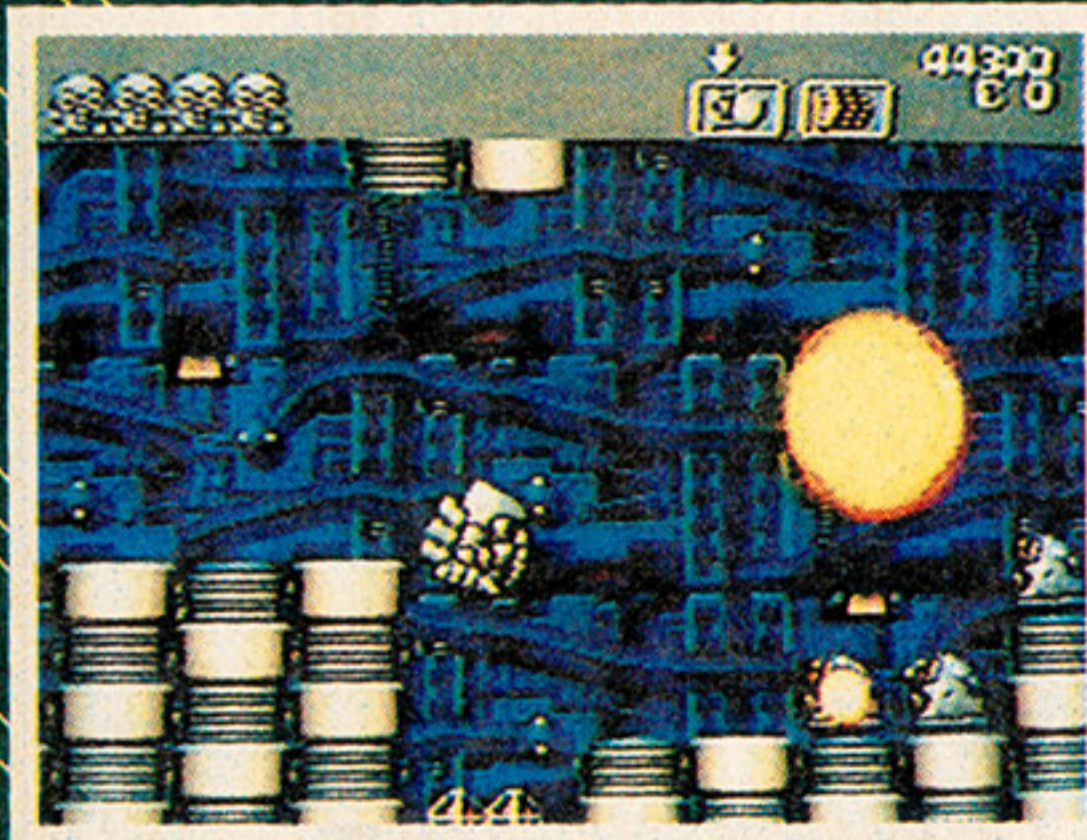
Once you've finished the star, you'll see the first portal. Enter it to move on to the next level.



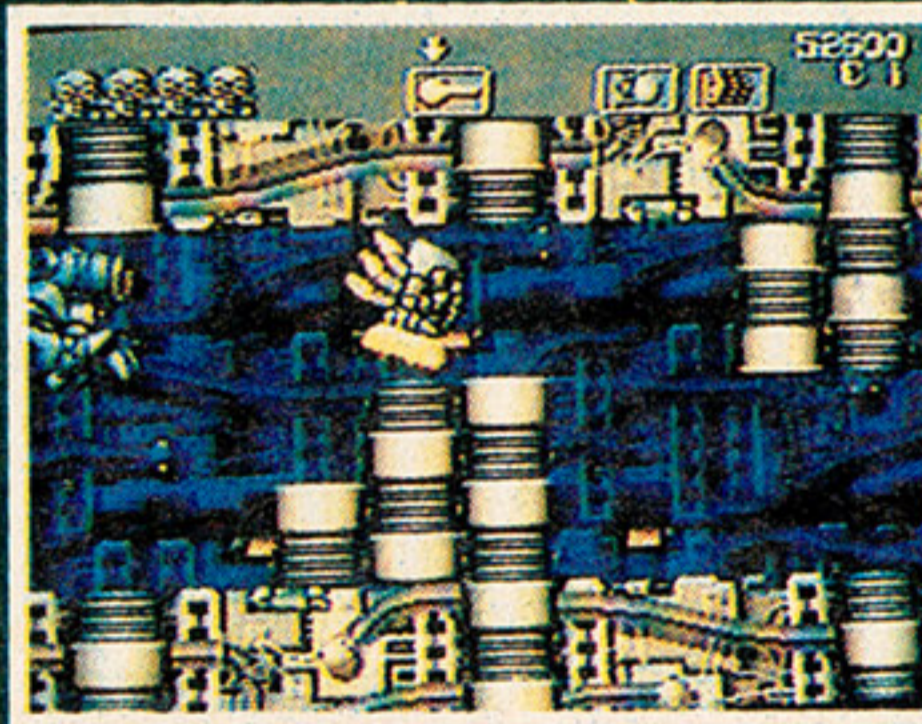
Enemy fire comes at you from all directions in this stage. You'll have to move quickly, rushing in to attack, then dodging the flurry of projectiles.



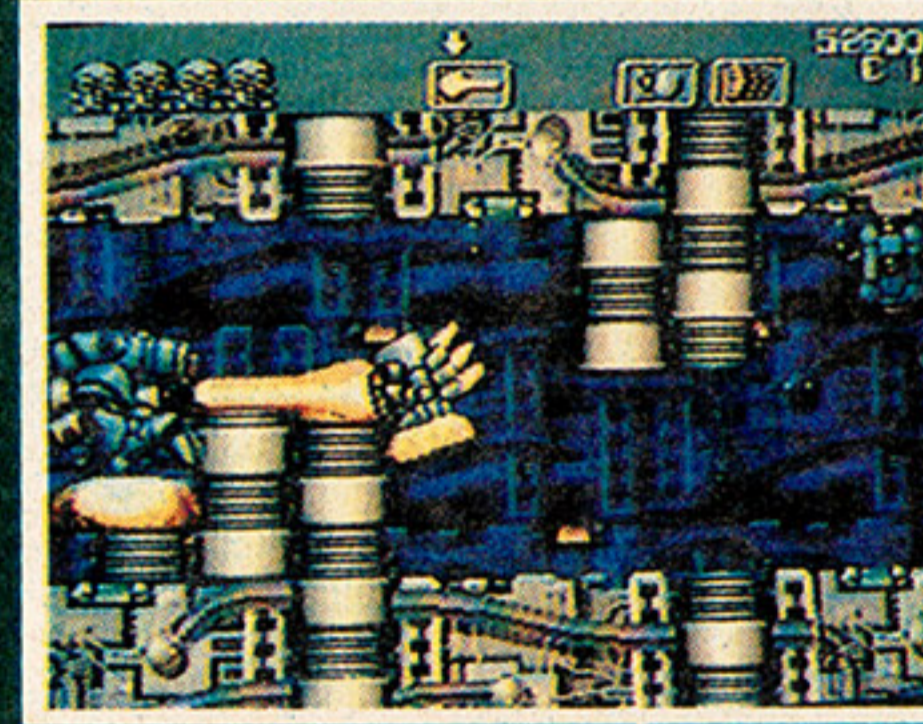
The three-way power-up is a good weapon for this stage. Its angled fire can reach enemies on levels above and below you — even through beams.



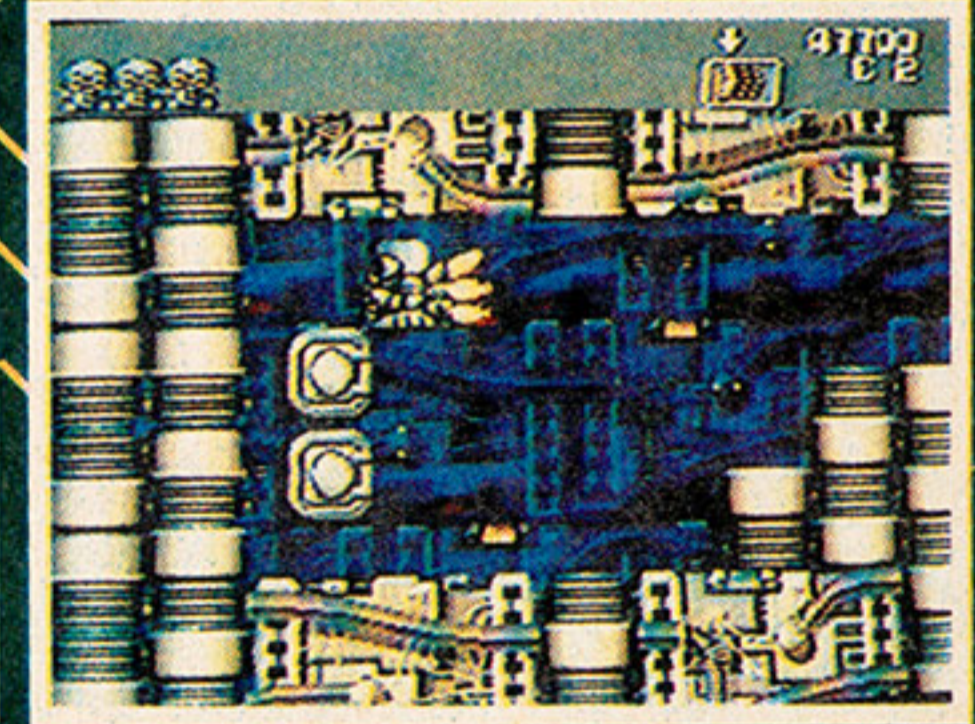
Don't overlook these power crystals! They'll give you a three-way gun and missiles. Missiles are a very effective weapon — they explode on contact, destroying more than one enemy at a time.



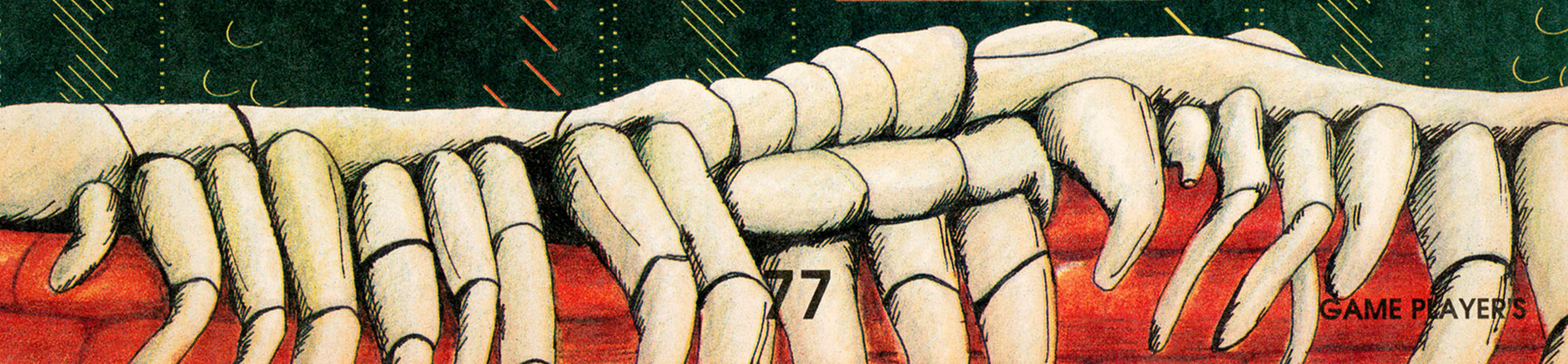
Toward the end of the stage you'll run into the fierce droid at left. He's fast-moving and well-armed. Don't try to fight him in the open.



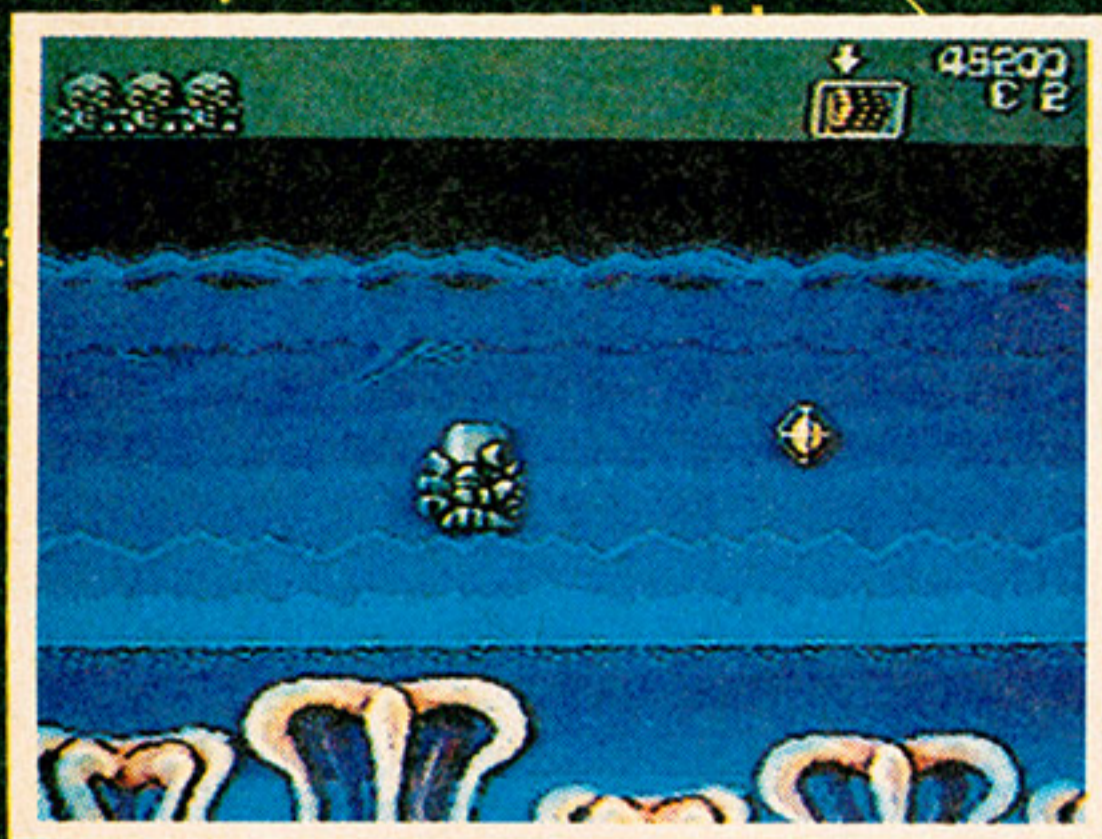
Lead the droid back to this position, using the vertical structure for cover. He'll try to attack, but won't be able to shoot over the beam. Now blast away. It'll take many hits, but soon you'll destroy him.



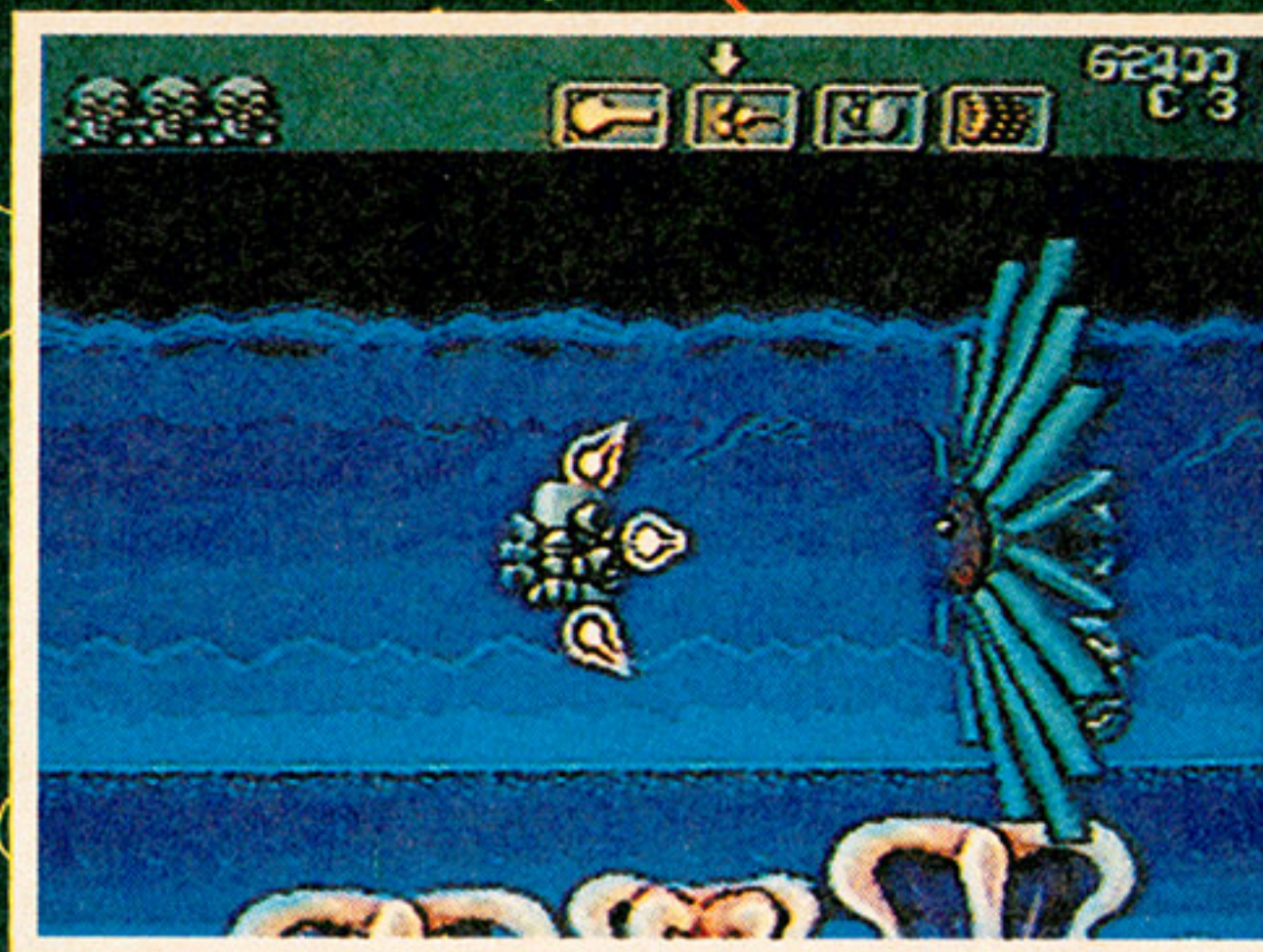
There are two portals at the end of this stage. The bottom one leads to a very tough jungle stage. The top route is easier.



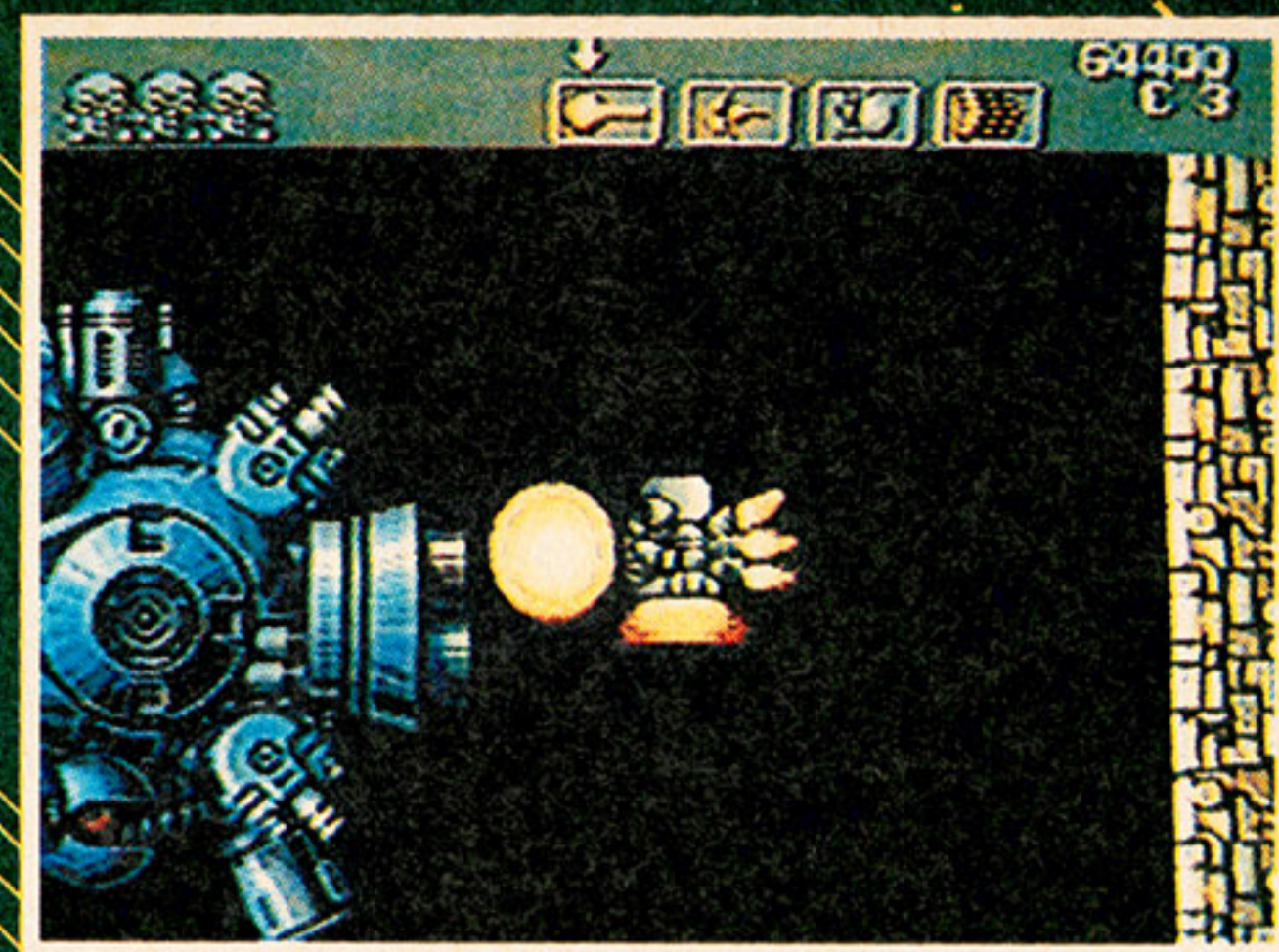
SEGA GENESIS GAME OF THE MONTH



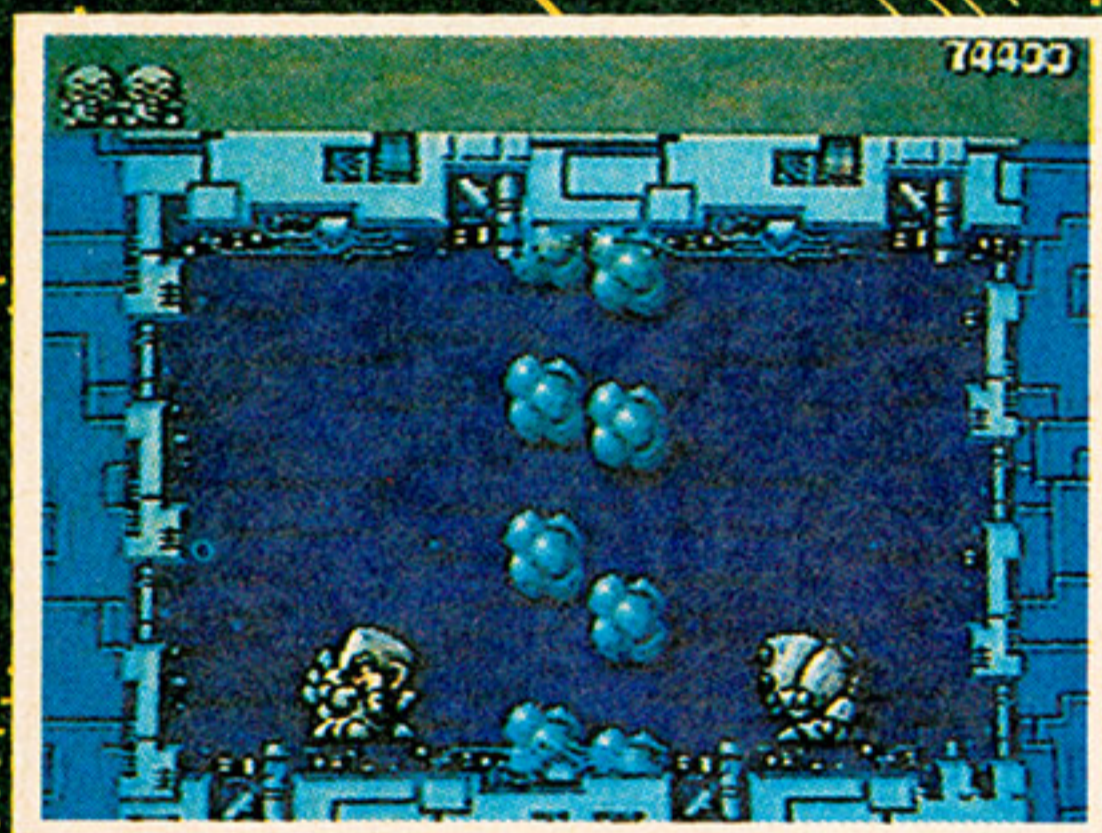
Flying above a weird, alien forest, Robo-Kid finds plenty of power crystals. By collecting four unmarked yellow crystals, you'll gain a shield.



You'll meet many of the mutants again and again. A red-eyed star is again guarding the portal, and this time it leads to the first of the horrible alien Governors (stage bosses).



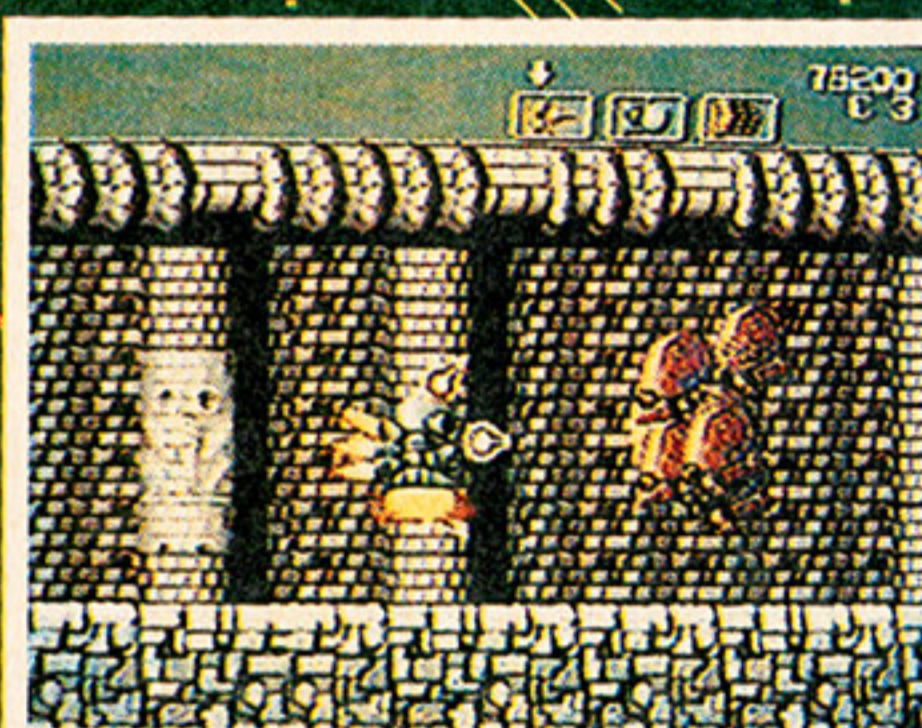
Each Governor has his own way of attacking. To defeat this one, first destroy the gun turrets on the top and bottom. Then fly around to the front and blast him in the eye.



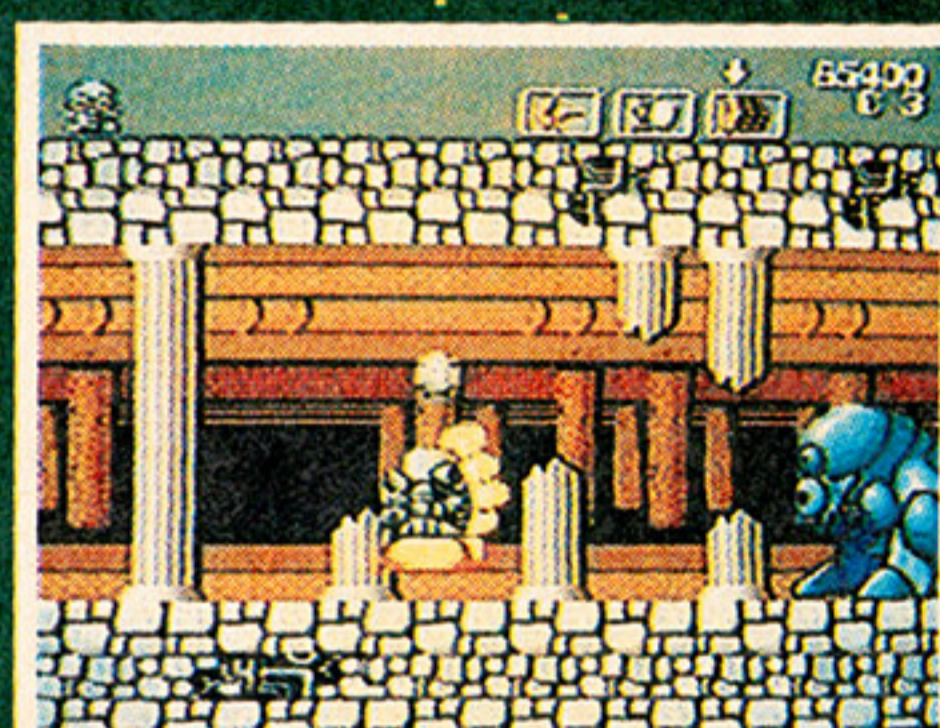
After defeating each Governor, you'll battle a mutant in this room. You can only move up and down, and it's kill-or-be-killed. Only the winner leaves the room.



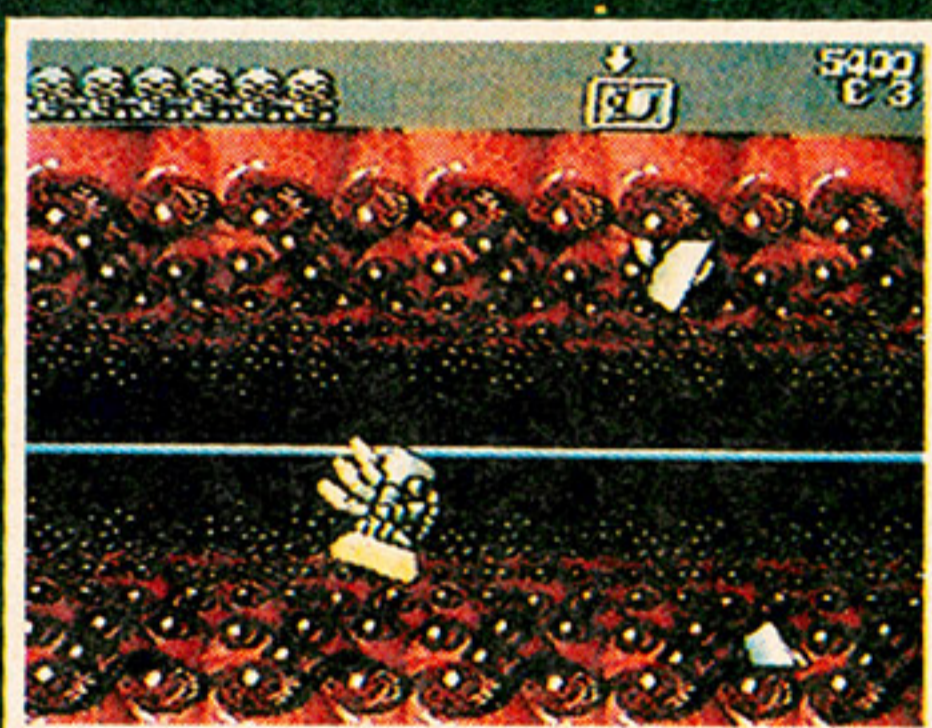
If you defeat the mutant, Robo-Kid checks in with one of the artificial intelligence computers. The computer gives you information about your mission.



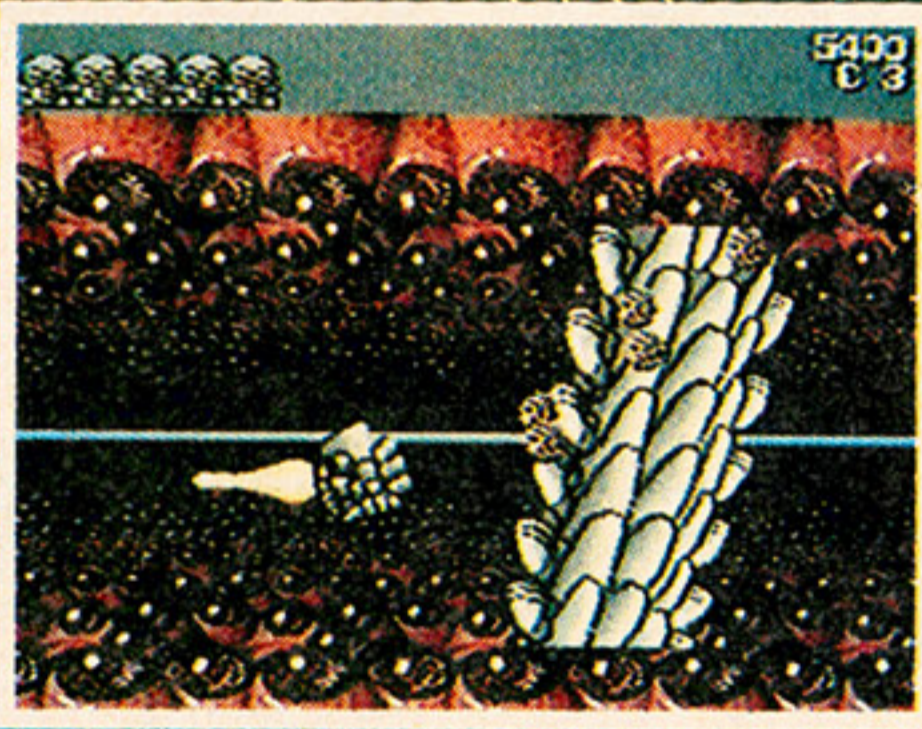
His three-way gun blazing, Robo-Kid zooms through a hallway of ancient stone and brick. The carvings on those pillars sure look familiar!



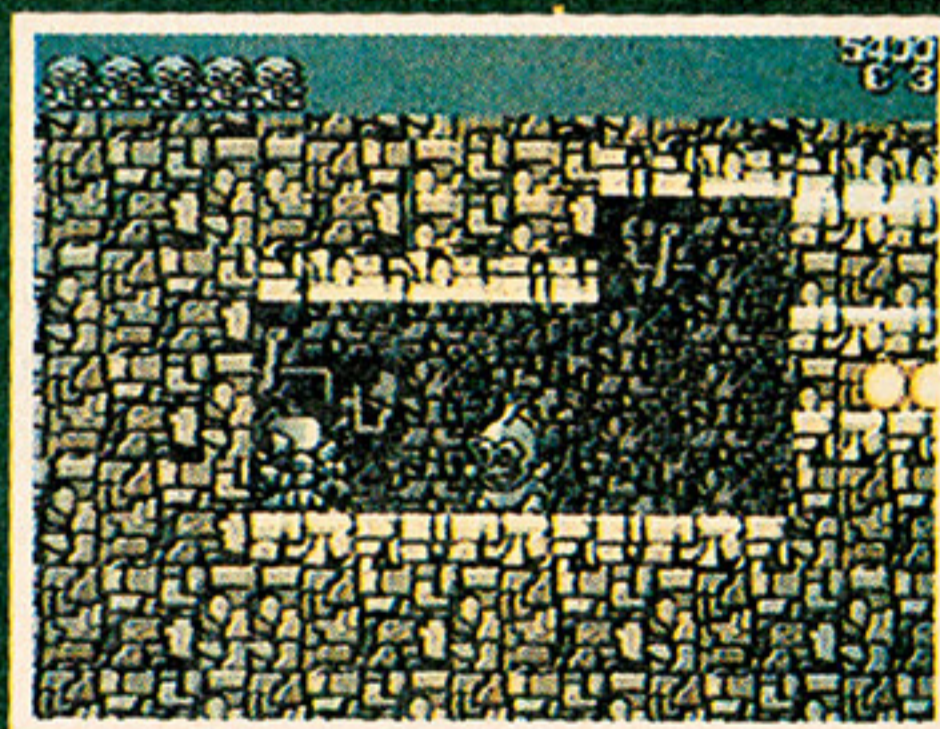
This guy might look cuddly, but he's not. He'll attack with heat-seeking bombs and fission blasts. If you're quick, you can just zip around him and through the portal he guards.



There aren't many enemies to worry about in this stage — only the long, bony columns that try to block your path. They're slow and don't shoot many projectiles.



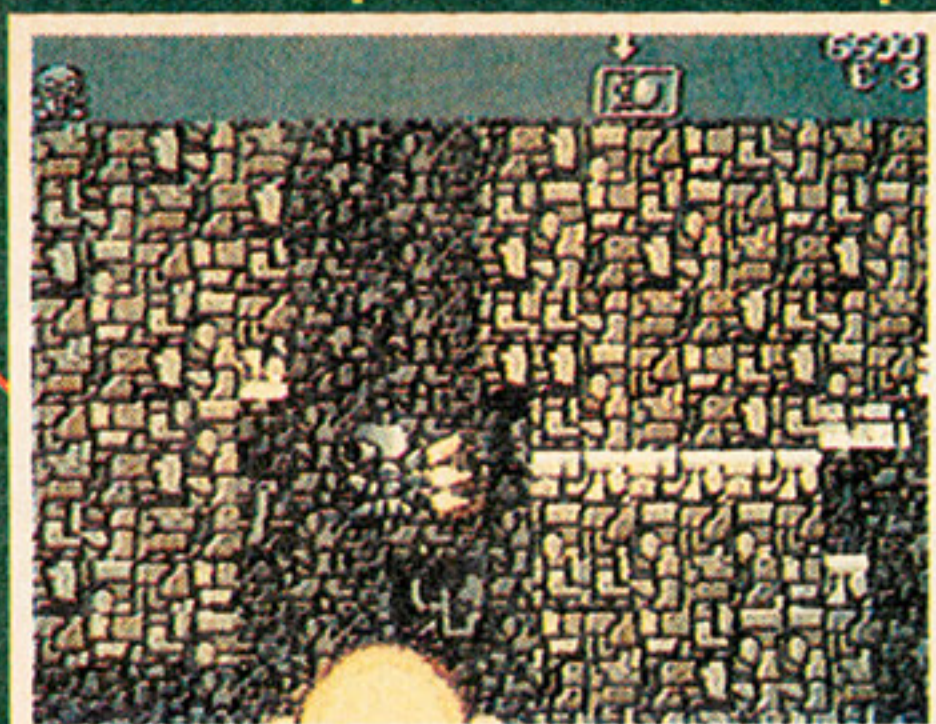
Although the columns can be destroyed, it's usually better — and easier — to dodge them.



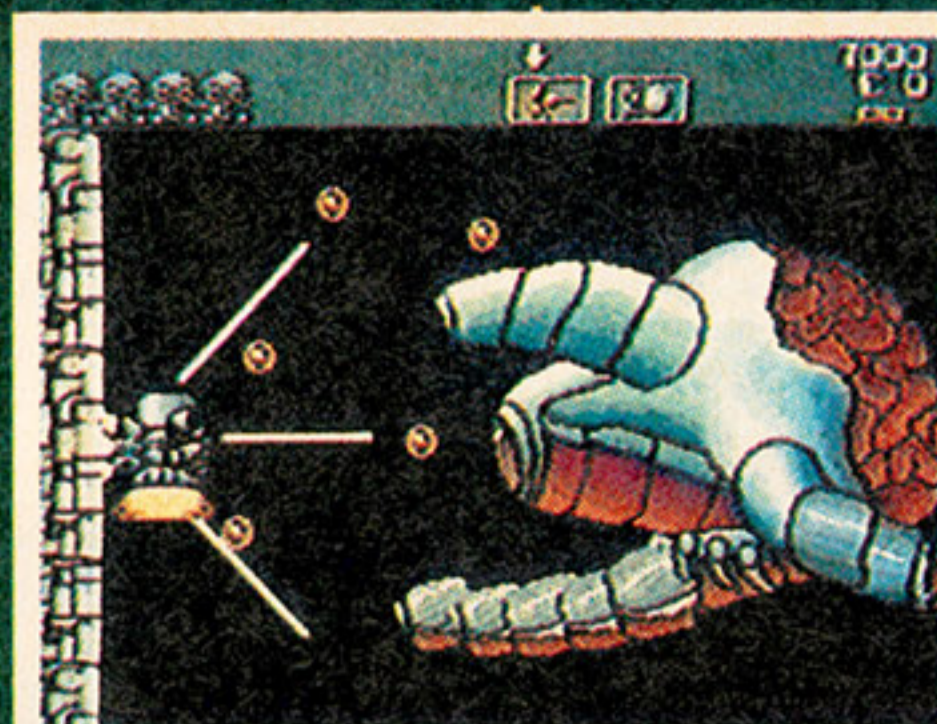
The fellow on the right is the merchant. To engage him in a transaction, walk over to him and wait a few seconds.



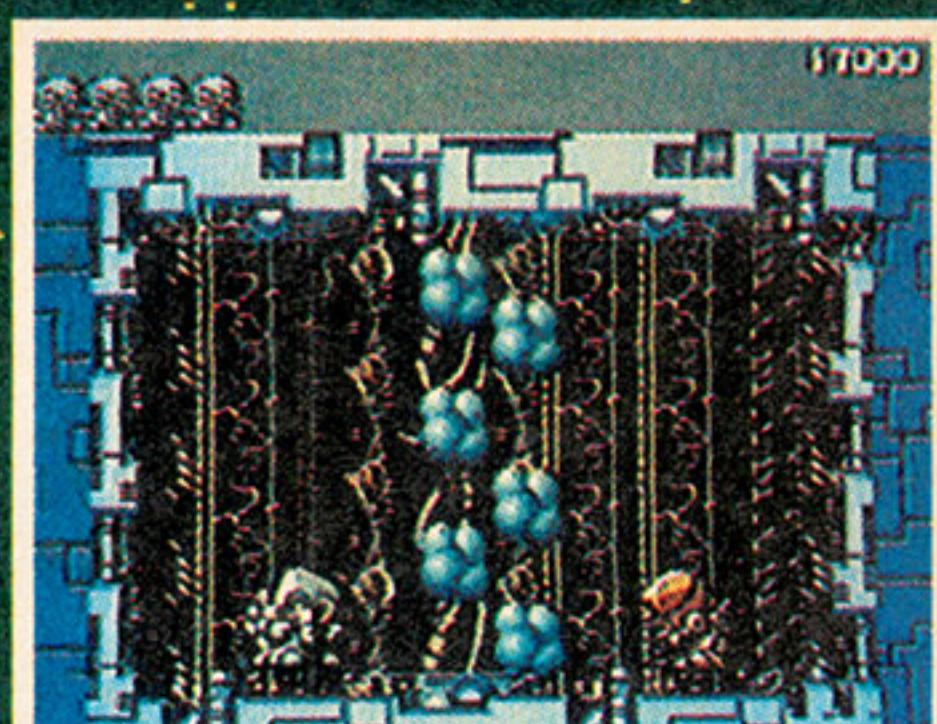
The merchant can sell you any of the weapons you find during the game, and shields too. But the price is high — one life for every item.



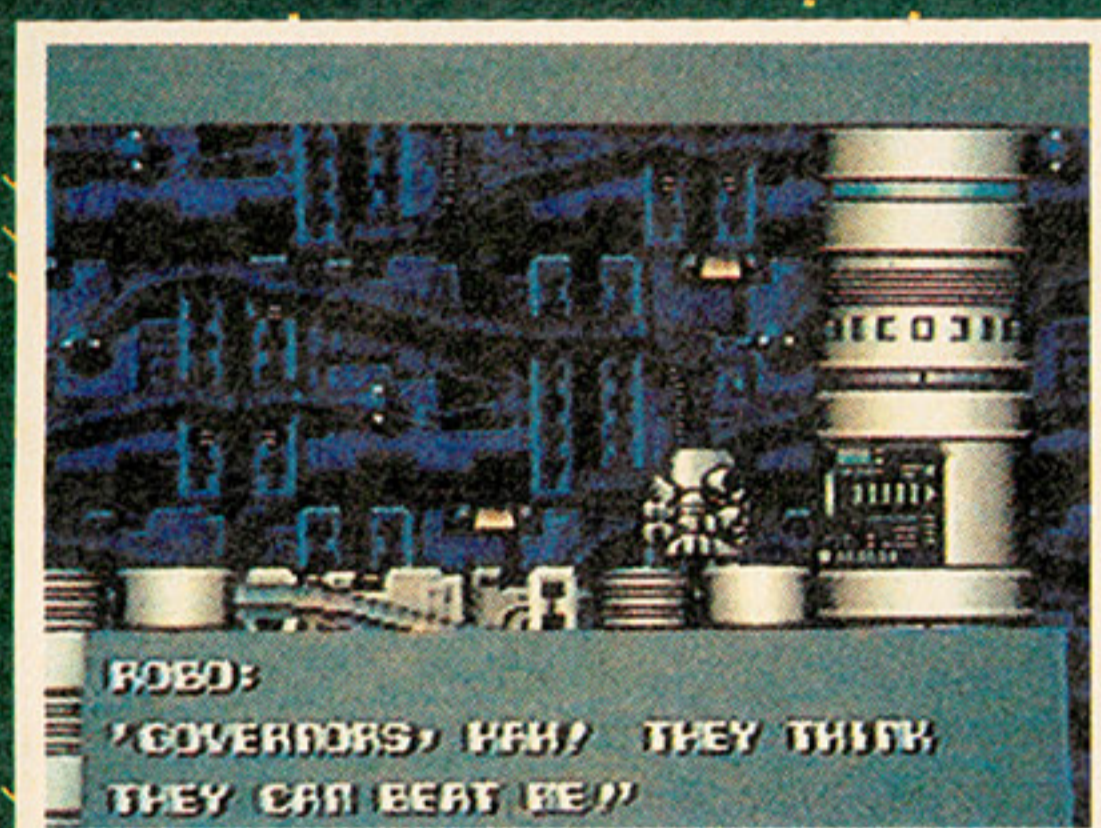
As you move through this underground cavern, watch for blocks that look different than the others. They can be destroyed, revealing the passage you must take.



This unsightly Governor has only one soft spot. You'll have to blast him in the eye again and again, always ready to move and avoid his sudden attacks.



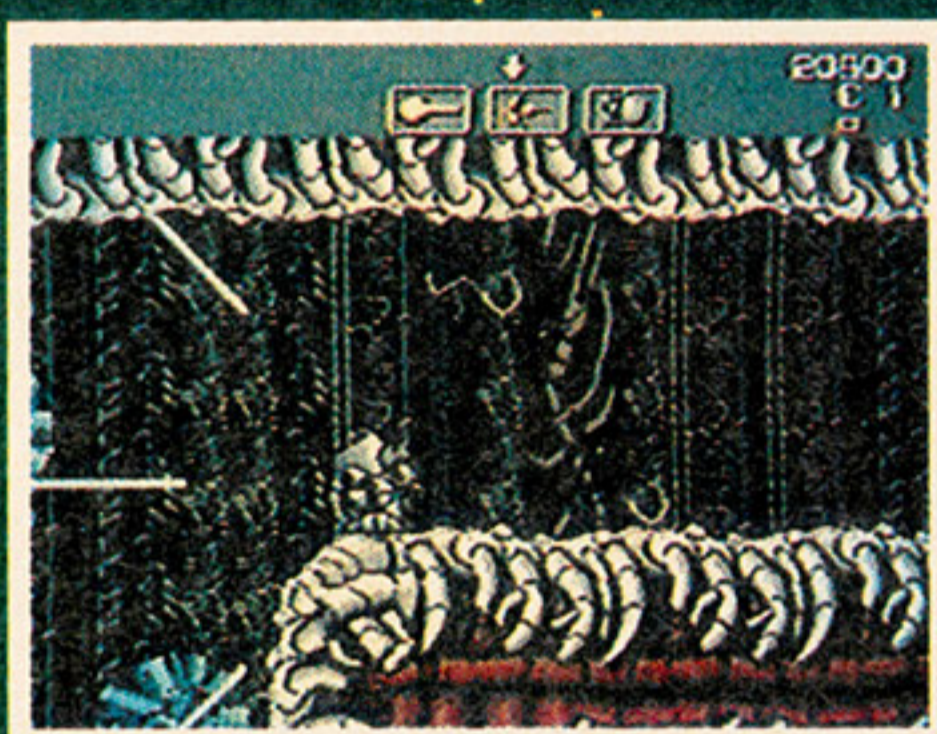
Again you engage one of the enemy guards in mortal combat. Try to stay just above him, firing constantly. Maybe he'll grow impatient and run into one of your shots.



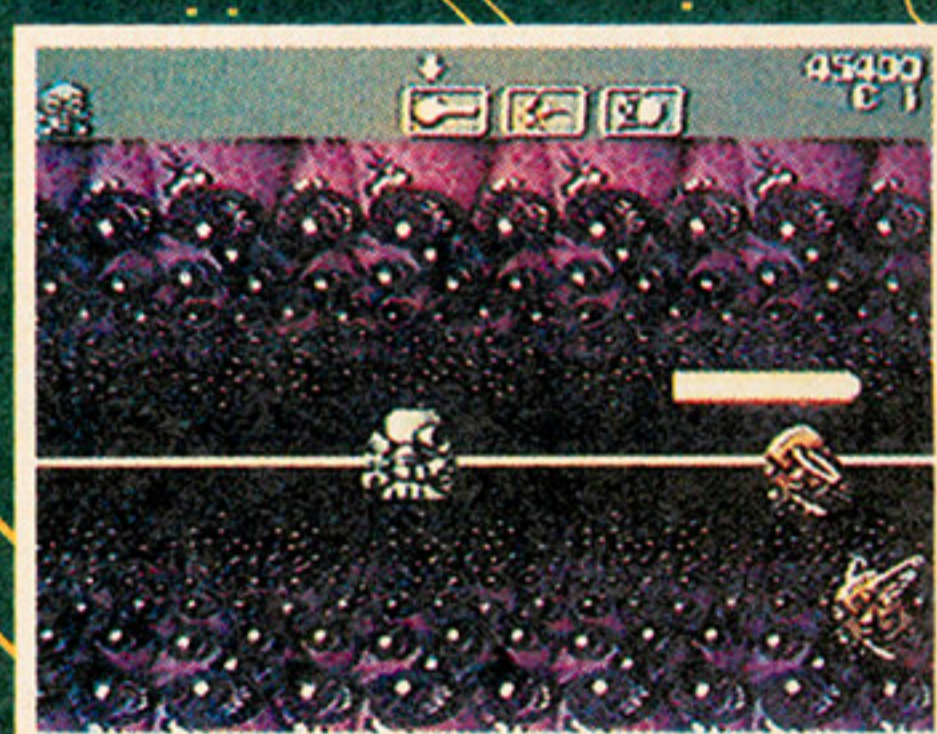
Robo-Kid boasts of his fighting prowess. But don't get too cocky — the toughest battles lie ahead!



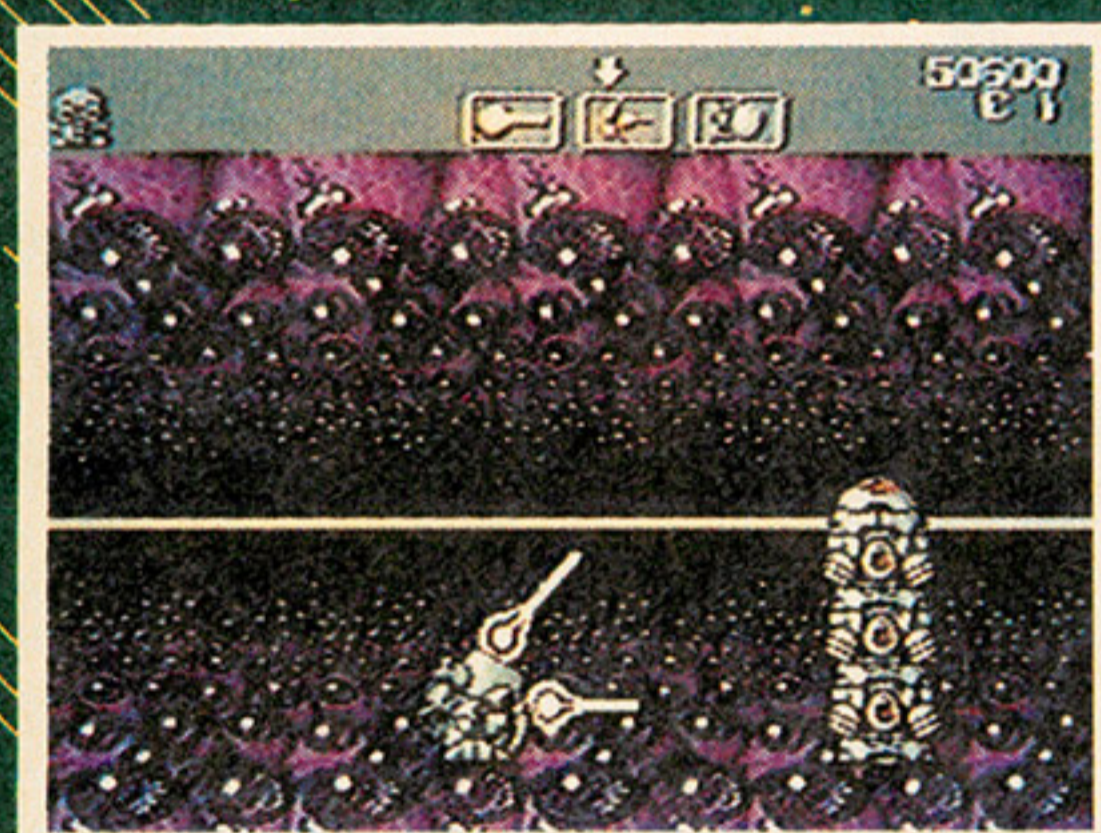
When you're moving down vertical shafts like this one, the missiles are especially valuable weapons. Not only can they be aimed downward, but their explosions will destroy any enemy projectiles before they hit you.



Using his three-way gun, Robo-Kid can zap more than one mutant at a time.



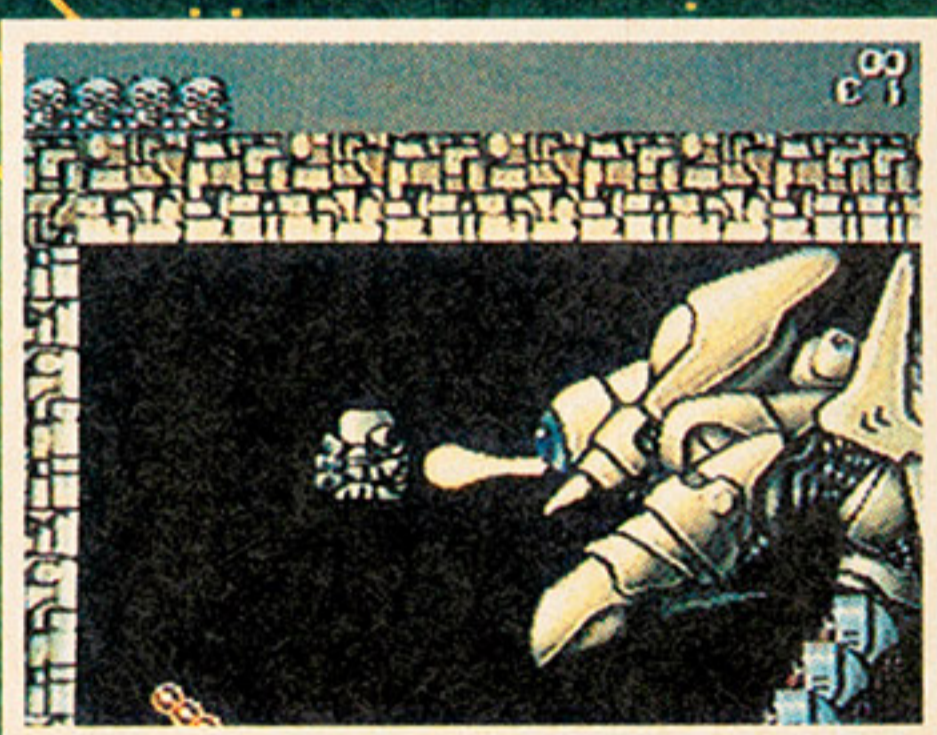
You'll meet a few flying mutants at the beginning of this stage. The tunnel is narrow and there's not much room to maneuver, so shoot the mutants as quickly as you can.



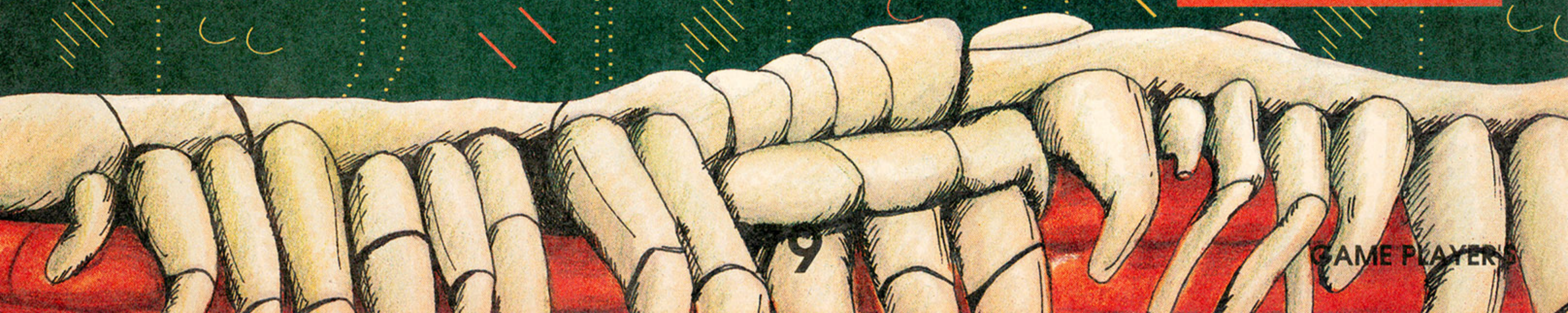
Instead of the bony columns that tried to skewer you before, this time you're menaced by twisting, mechanized worms. Again, it's best to dodge them and keep moving.



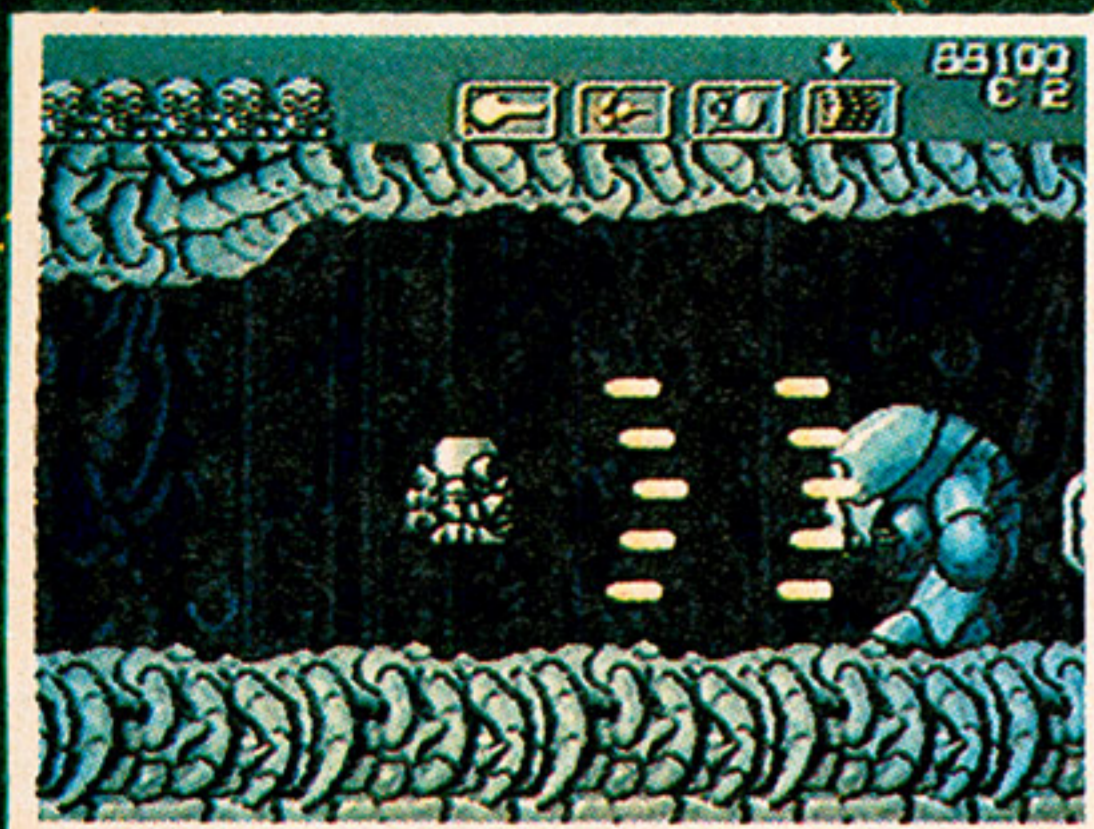
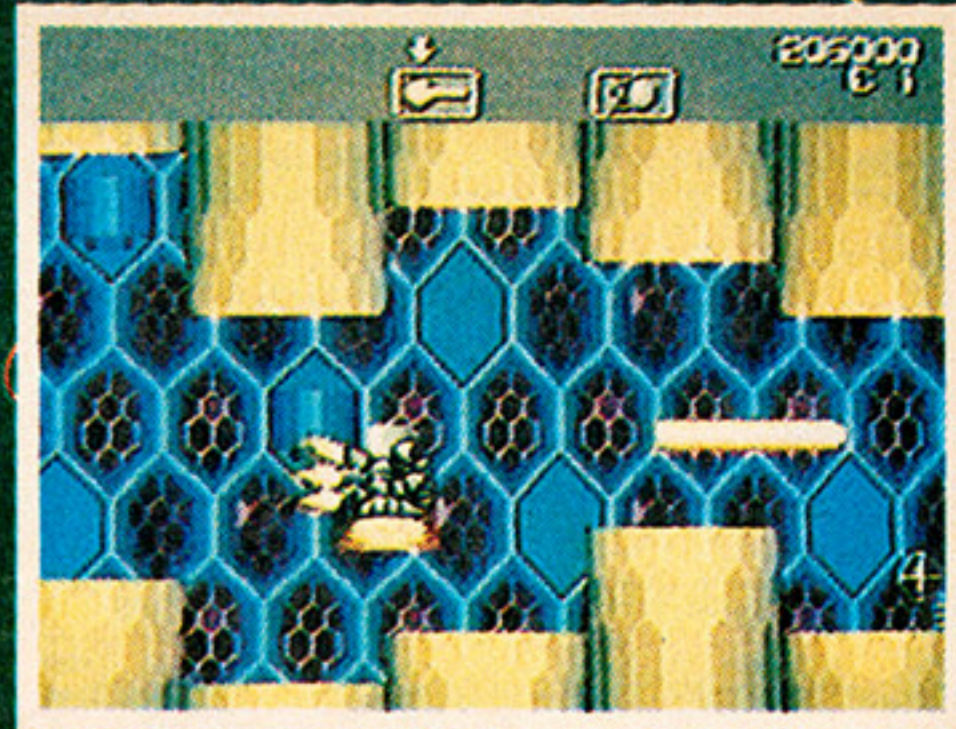
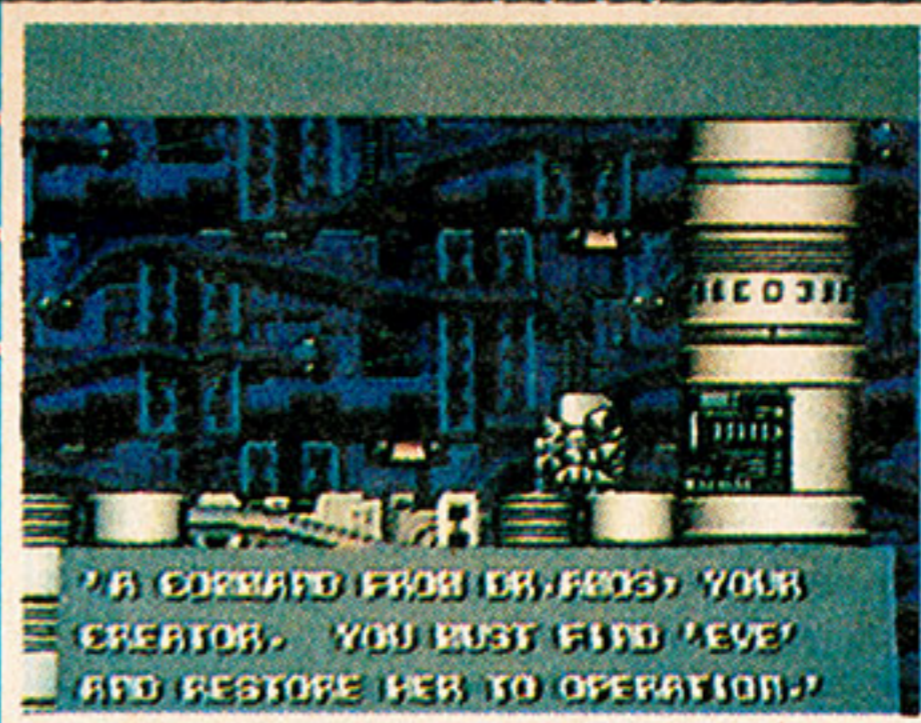
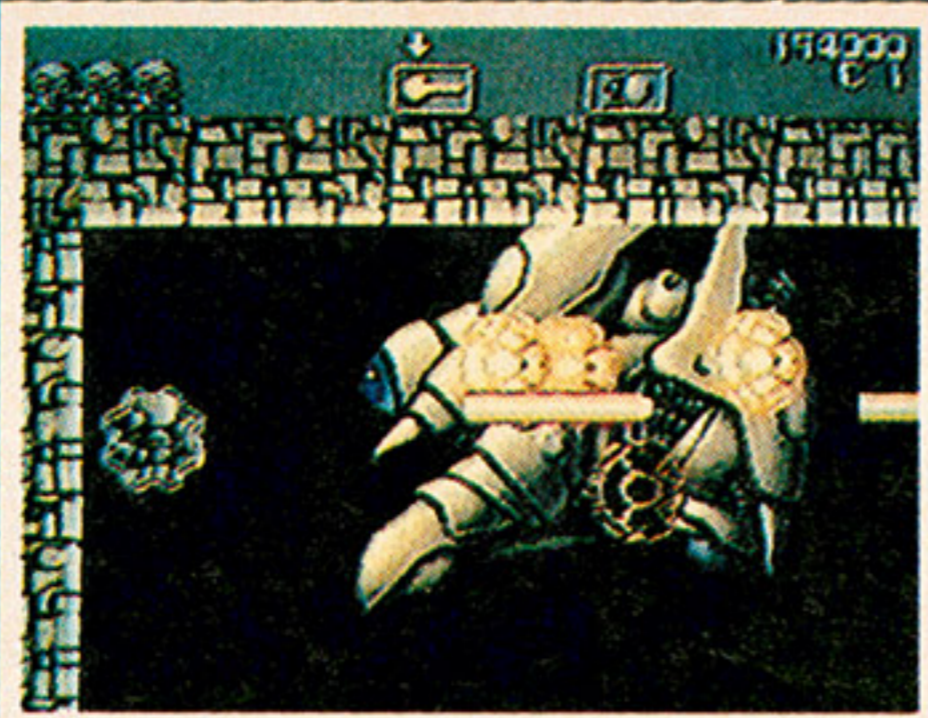
In this stage, hordes of enemies attack you in some very tight, narrow passages. Grab all the weapons and crystals you can, because the going gets even tougher from here.



This Governor tries to block you with his long, snaking arm as you try to circle him. If you have a fission gun, you can hit his eye even when shooting from behind him.



SEGA GENESIS GAME OF THE MONTH

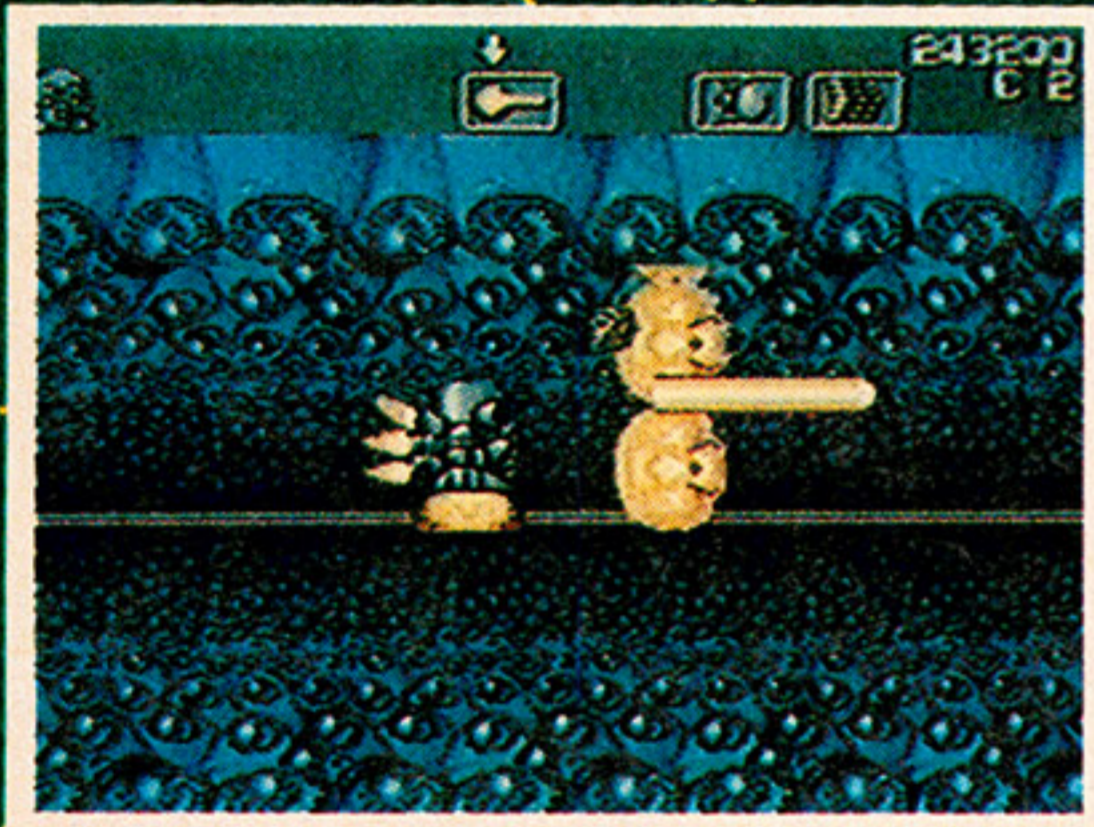
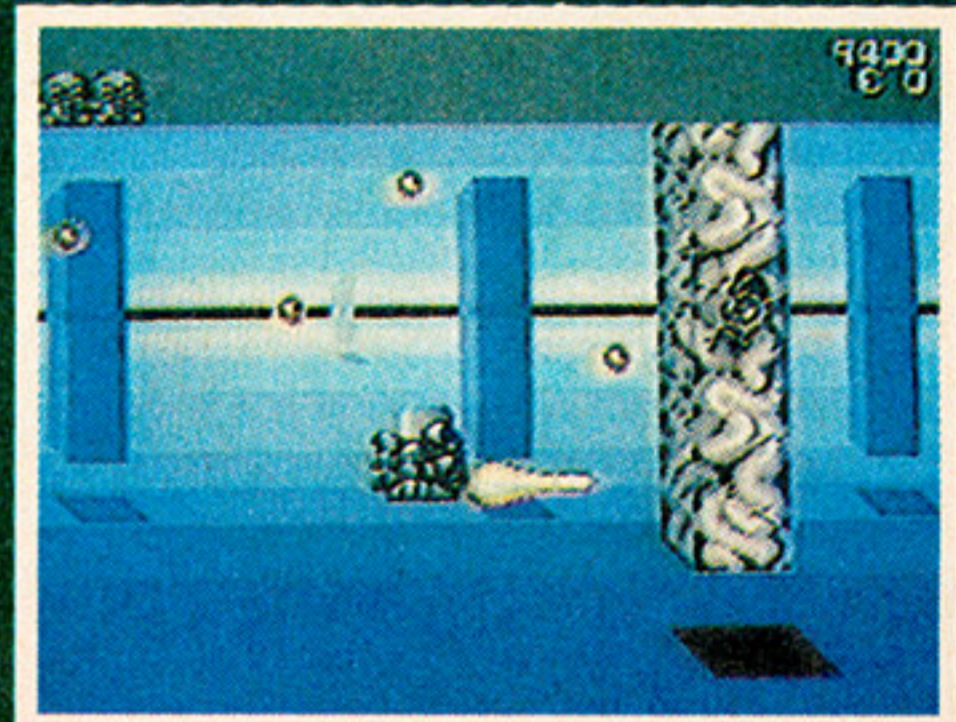
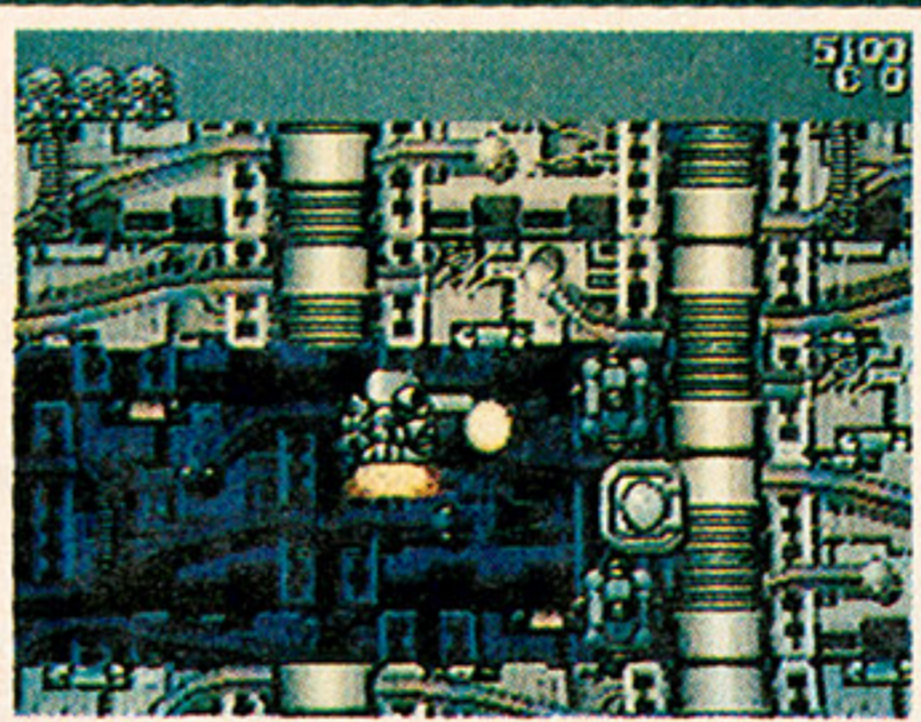
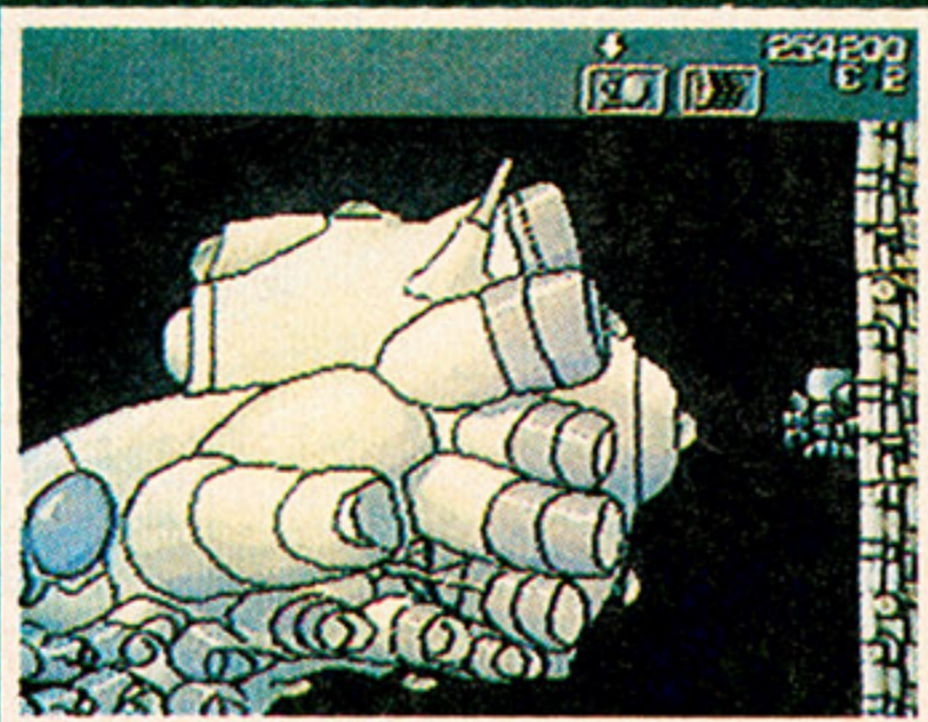


This Governor is fast and very tough. It's a good idea to have a few shields when you go after him. The shields are activated when Robo-Kid is attacked, and they last for several seconds.

Finally, Robo-Kid learns his ultimate mission. If the colonists are to survive, you must reach EVE!

When you make it to this weird, honey-combed chamber, be ready for a furious onslaught of mutants. They'll try to stop you at any cost.

The passage is too narrow to get past this droid, so you'll have to battle him.

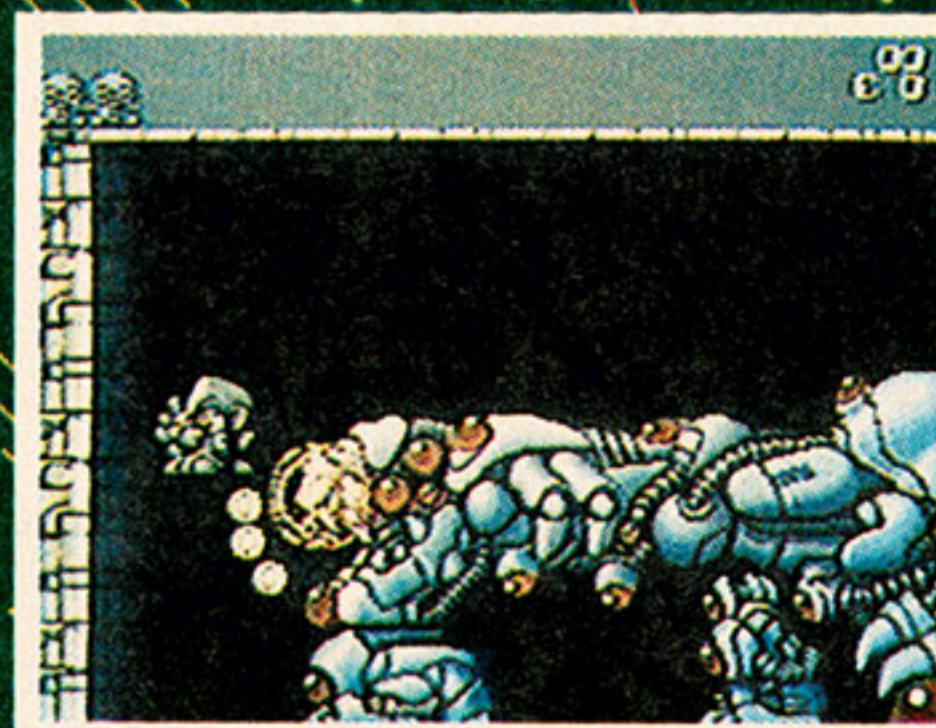
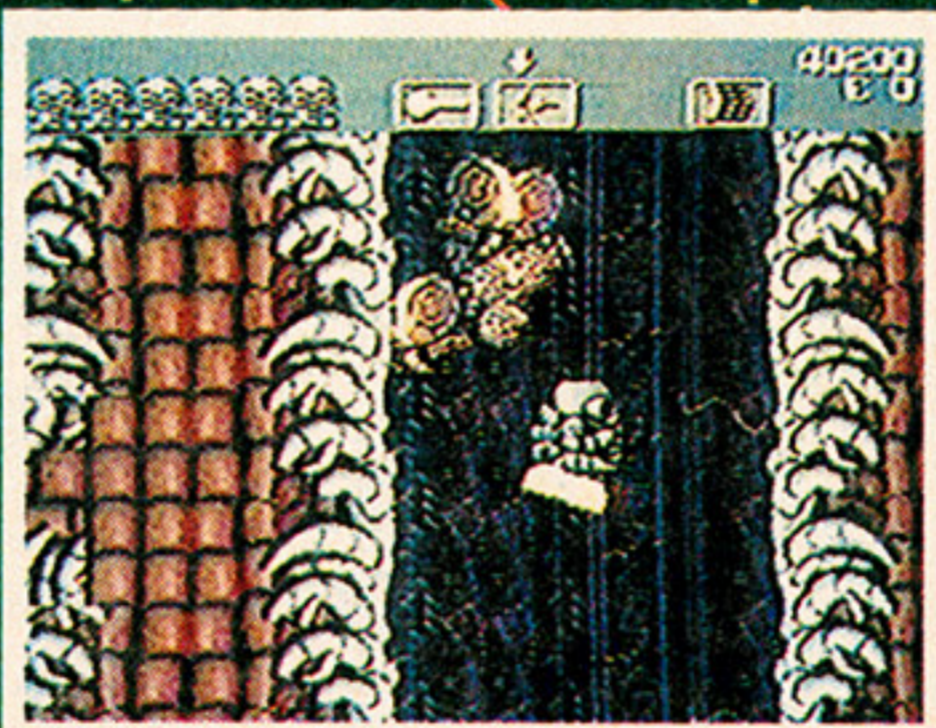


Attack this Governor from behind, using the fission gun.

If your timing is just right, you can zip through the portal between laser blasts. It's safer, though, to destroy the lasers before you get too close.

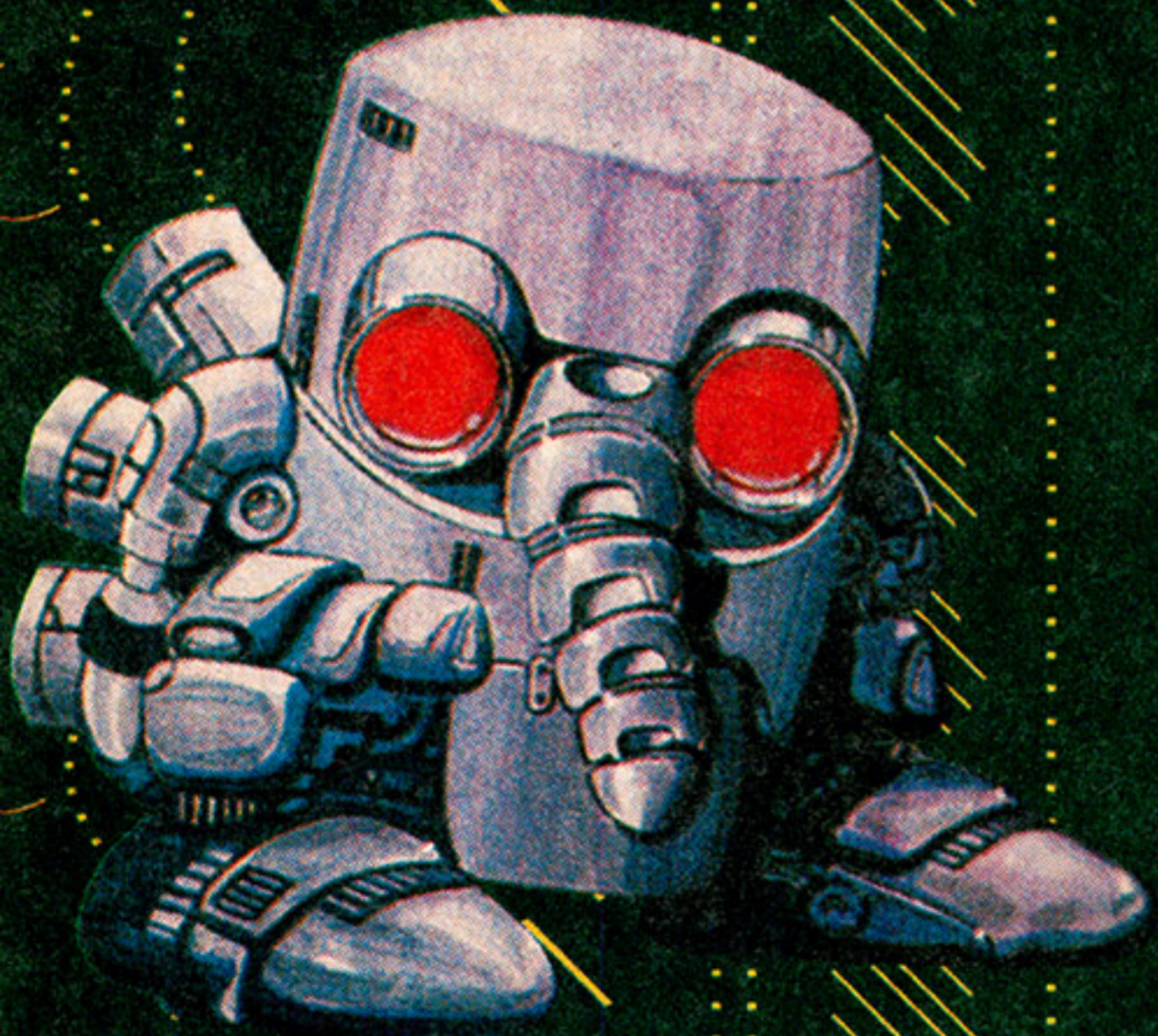
Don't be fooled by the otherworldly beauty of this stage. Even the pillars are deadly, shooting at you as you pass.

Your enemies are more numerous than ever in this narrow passageway. It won't be easy to dodge the columns this time.



Missiles are invaluable as you move up through this crowded shaft. Now's the time to stock up on weapons and shields — you're about to face the last Governor.

The awe-inspiring, screen-filling Final Governor. He's the last obstacle in your path — and obviously, the largest. Good luck, Robo-Kid!



GP



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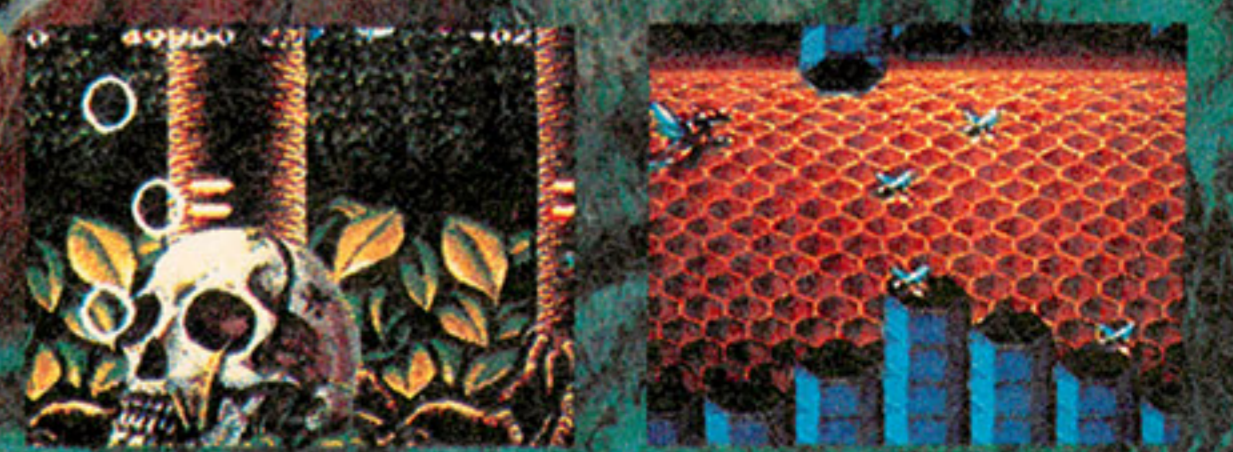
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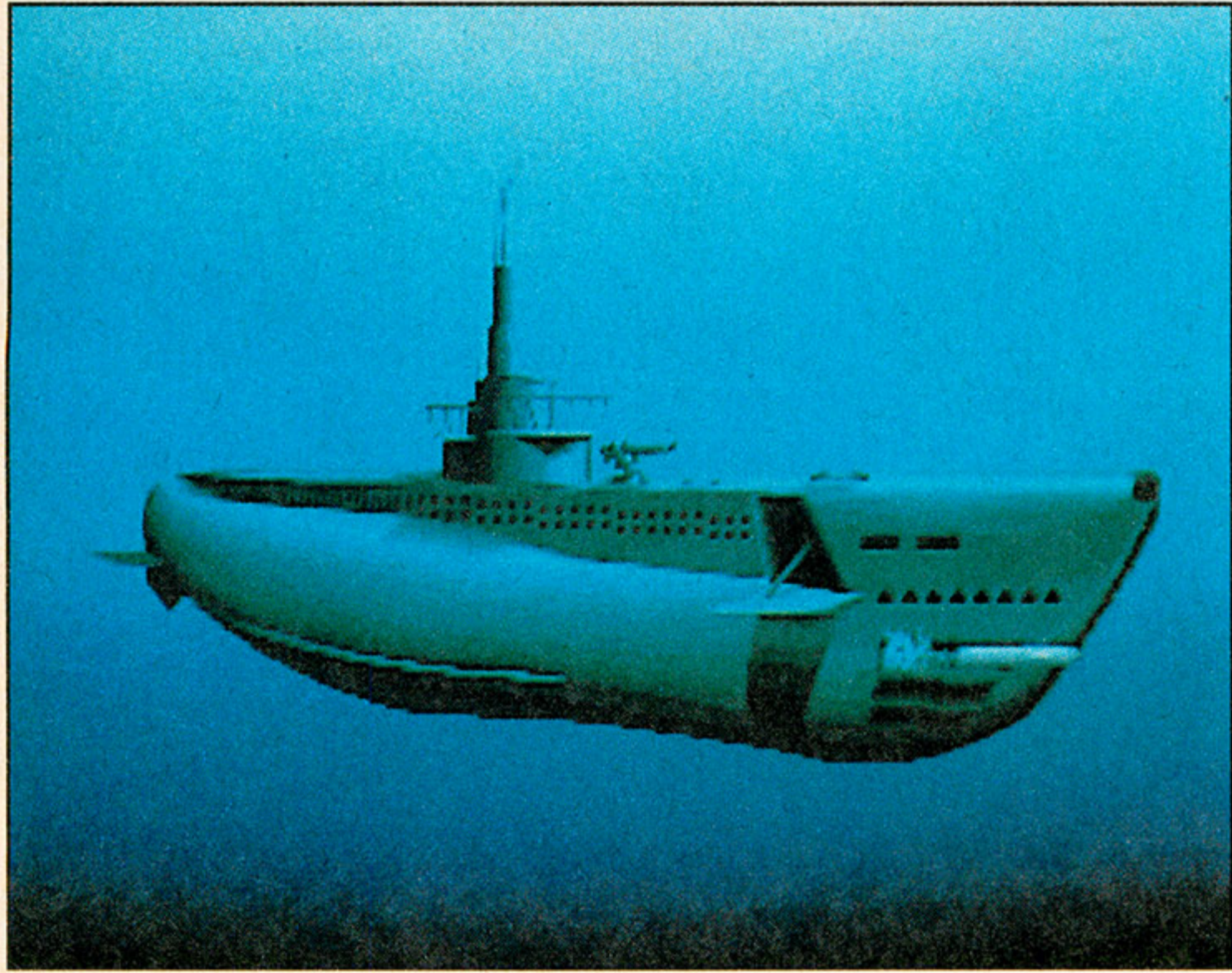
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**SEGA
GENESIS**
16-BIT CARTRIDGE

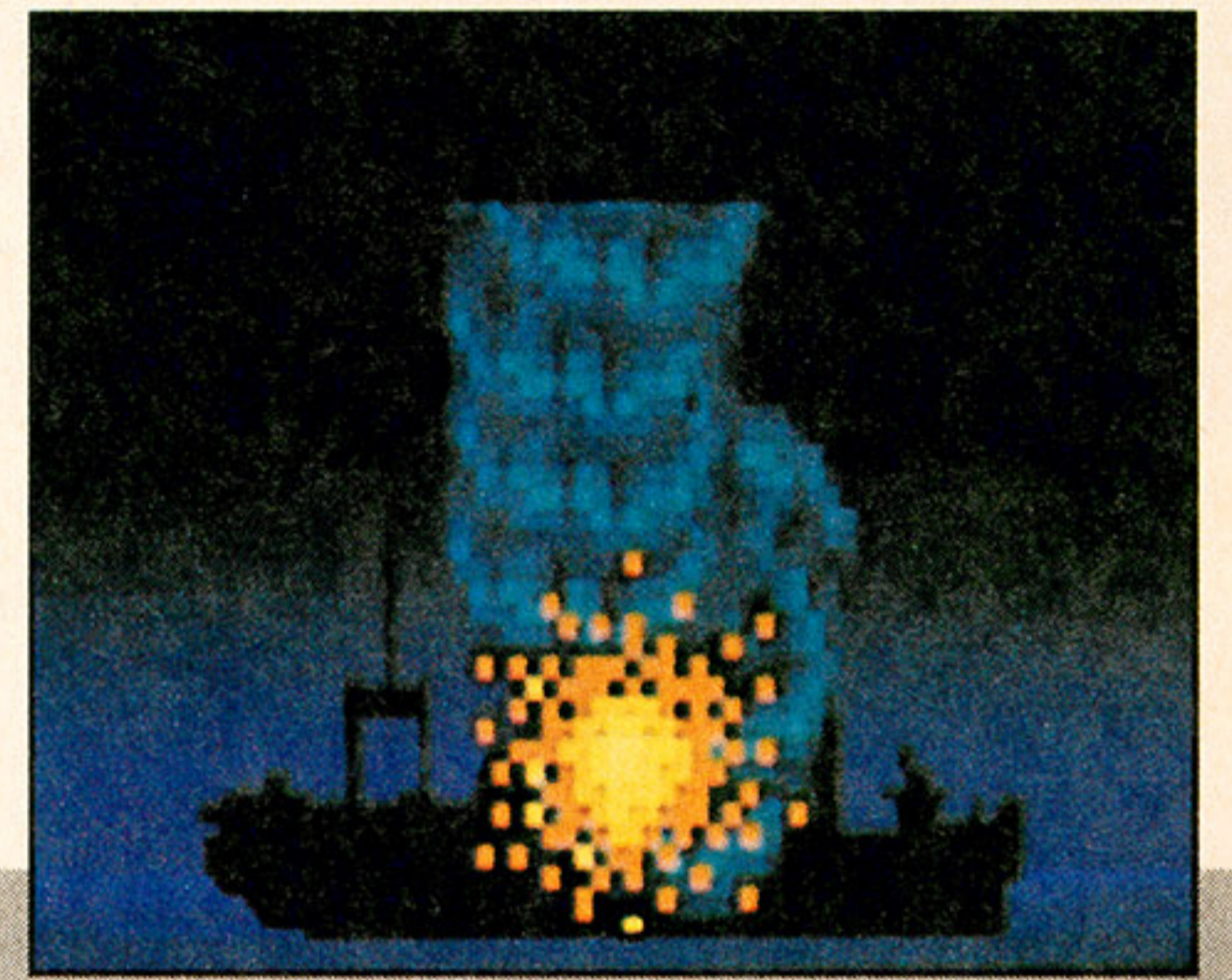
SILENT SERVICE II

William R. Trotter



Silent Service II showcases some of the finest VGA graphics ever to grace a computer game.

Night battles are especially vivid, and the simulation of nighttime visibility is often dangerously realistic.



When game designer Sid Meier's original version of *Silent Service* appeared back in 1985, it was hailed as the finest military simulation yet written for personal computers. It garnered rave reviews and won just about every award there was to win. It also laid the foundation for MicroProse's (deserved) reputation as one of the most creative and ambitious software companies in the business.

In early 1989, MicroProse decided to undertake a sequel to this classic simulation of World War II submarine warfare in the Pacific. The ambition was to create a second-generation game that would take the fullest possible advantage of the enhanced power, memory, and graphics of contemporary personal computers. One of the

prime design goals was to use the spectacular capabilities of 256-color VGA and MCGA graphics.

The result? In terms of graphics, *Silent Service II* defines the state of the art for military simulations.

Just take a look at the "showcase" screens throughout the game (the sub launching a torpedo, shuddering under a depth-charge attack, or moored to a pier). Their rich color, fine detail, and spatial depth remind you of stills from a very good movie. The textures of steel and water, fire and smoke have a tactility and realism that set a new standard for naval simulations.

Most impressive of all, however, are the Japanese ships you must stalk and sink — or desperately evade during a counterattack.

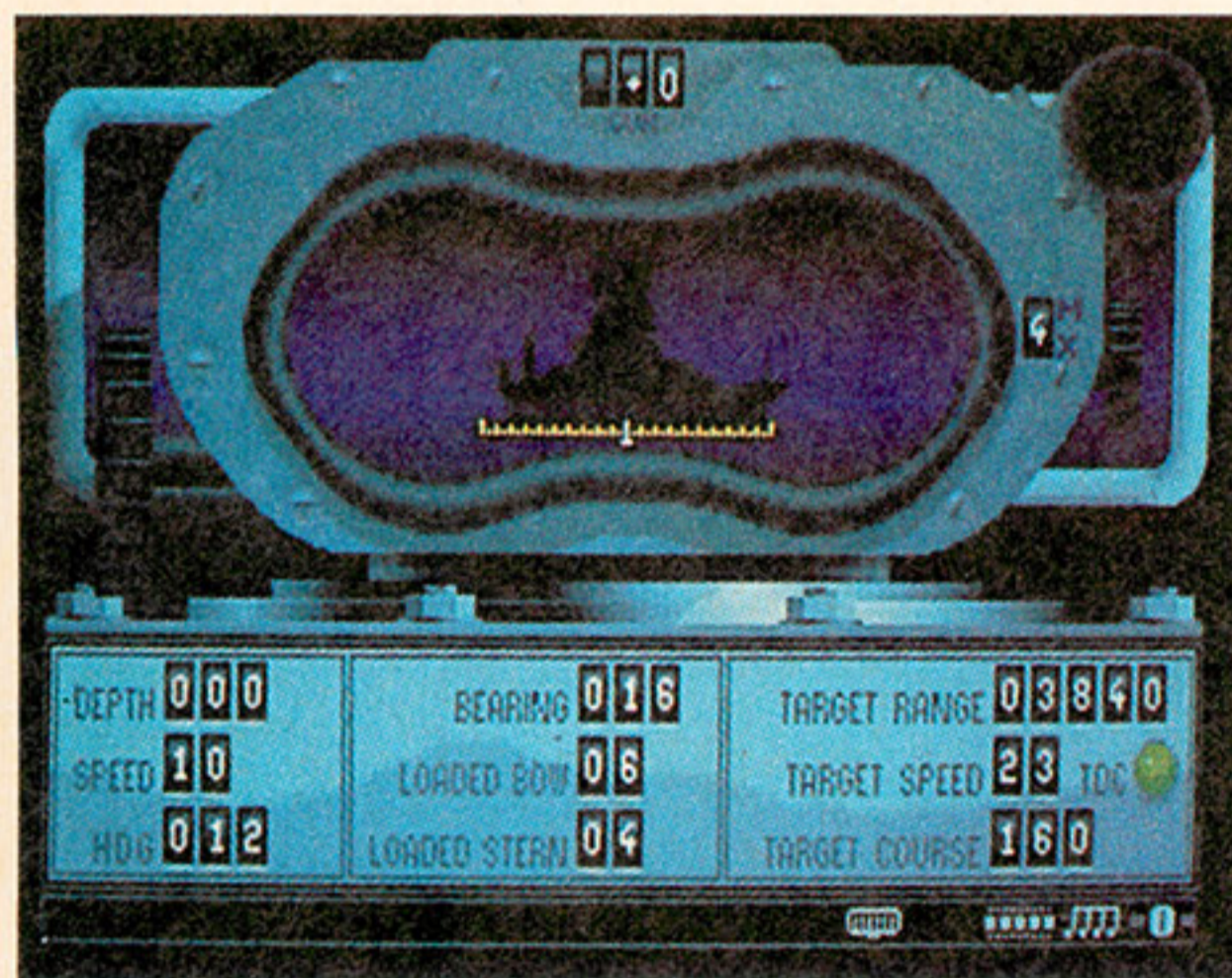
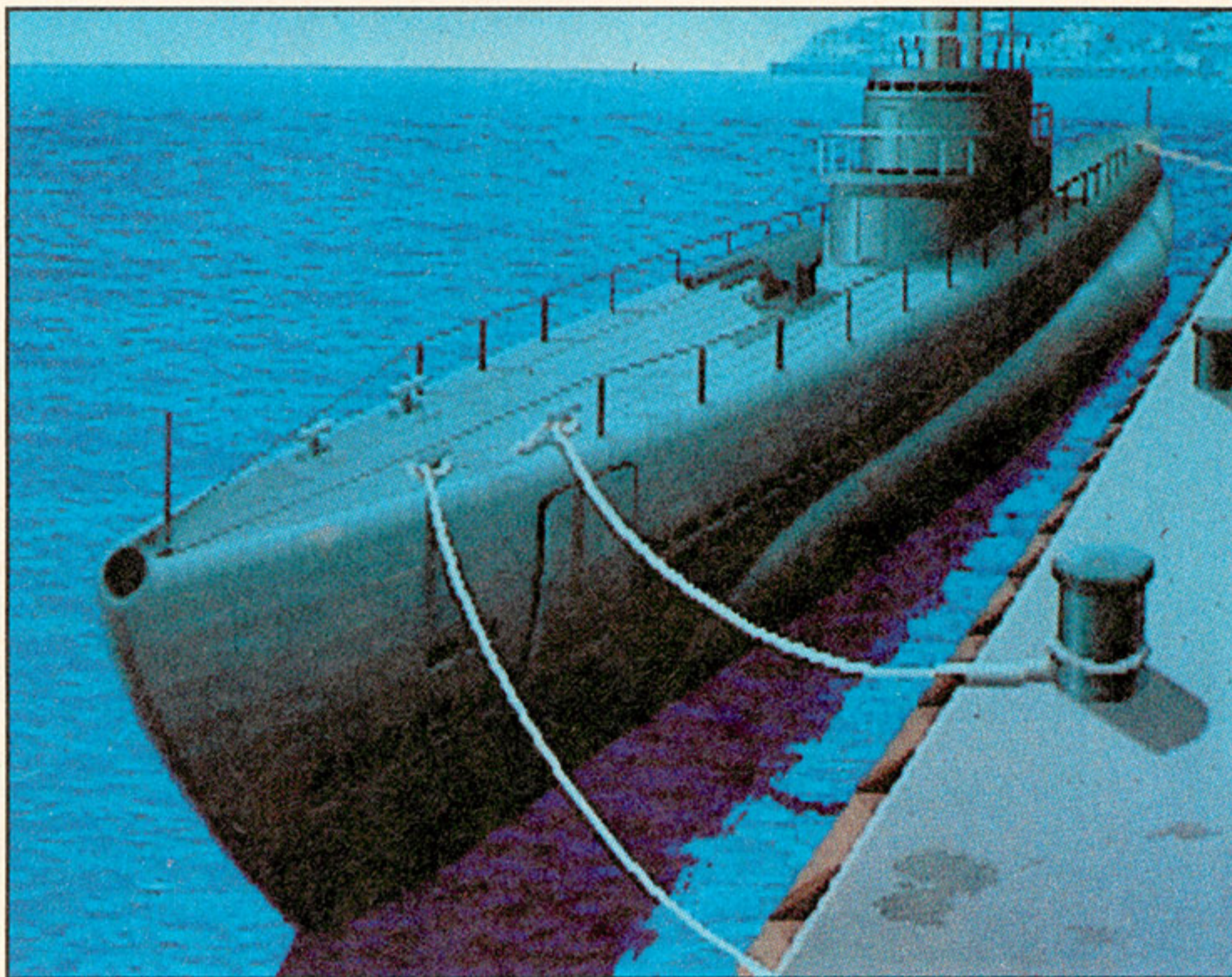
Gone are the generic polygon shapes of yesterday's games. In *Silent Service II*, they're replaced with breathtakingly realistic and highly specific renderings of actual Japanese warships. When the great carrier *Shinano* or the mighty superbattleship *Yamato* appear in your periscope, you experience the awe-inspiring sensation of looking at the real thing.

MicroProse achieved this unprecedented realism by taking thousands of photos of professionally made 1/700th-scale models of warships in the Imperial Japanese Navy. Then they used scaling algorithms to convert the pictures into superb digitized images that look (and behave) very much like their real historical counterparts.

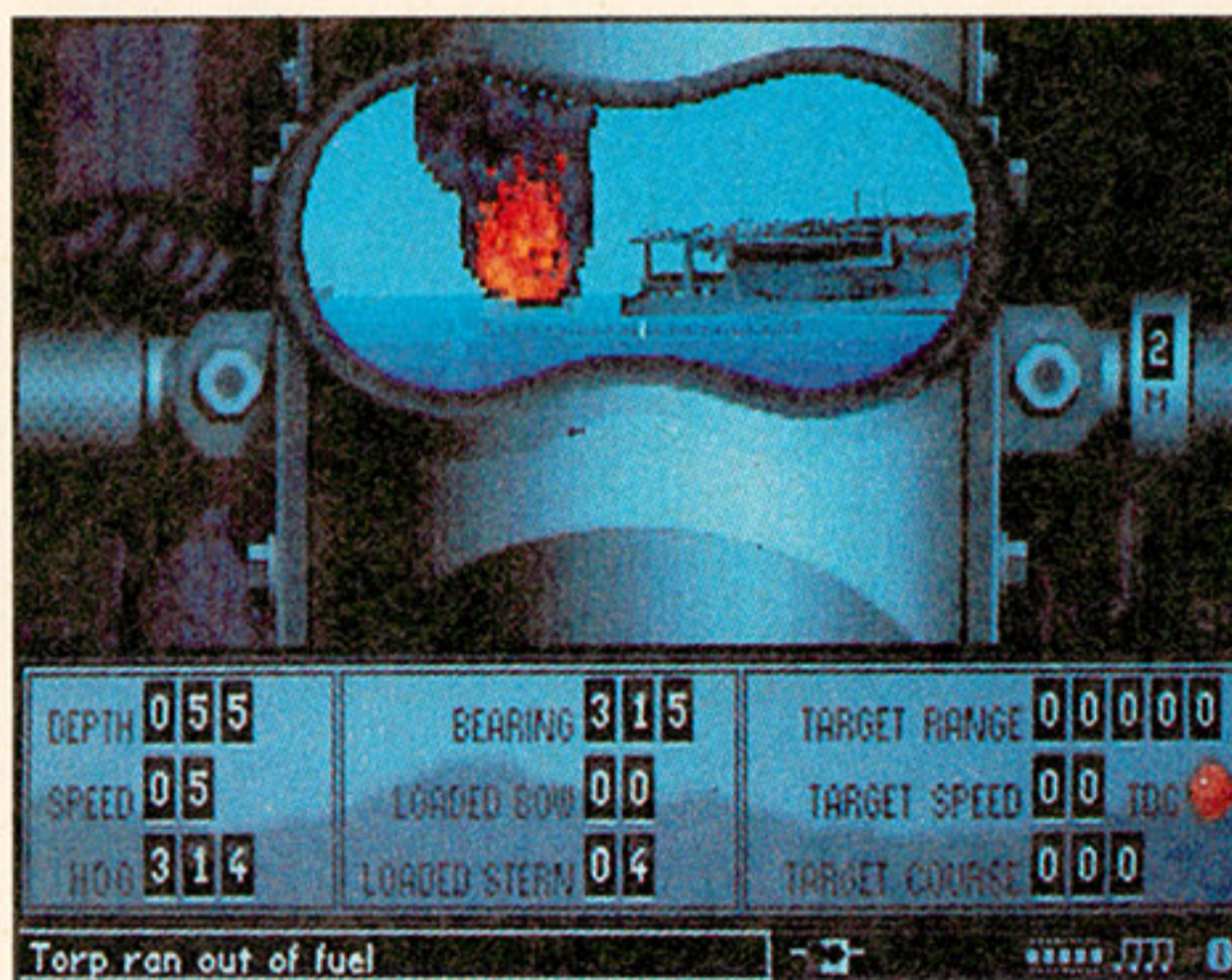
COMPUTER GAME of the MONTH

IBM, Tandy, and compatibles; 512K minimum memory for CGA, EGA, and Tandy 16-color graphics; 640K for VGA graphics. Supports Roland and Ad Lib sound boards; joystick optional; faster computers highly recommended.

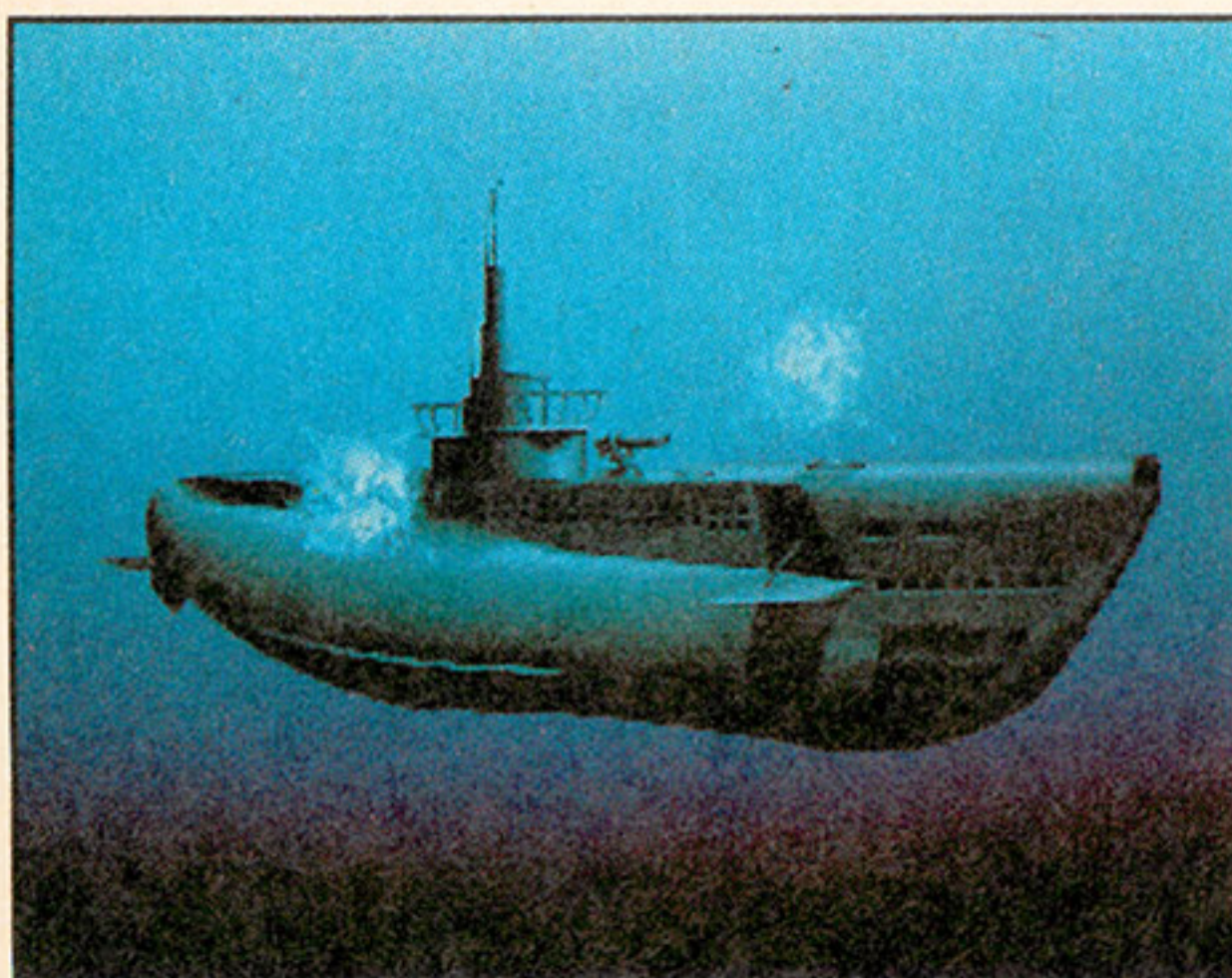
Your sub is docked at its home base, taking on supplies and torpedoes for another patrol. Notice the textures of the water, steel, and wood.



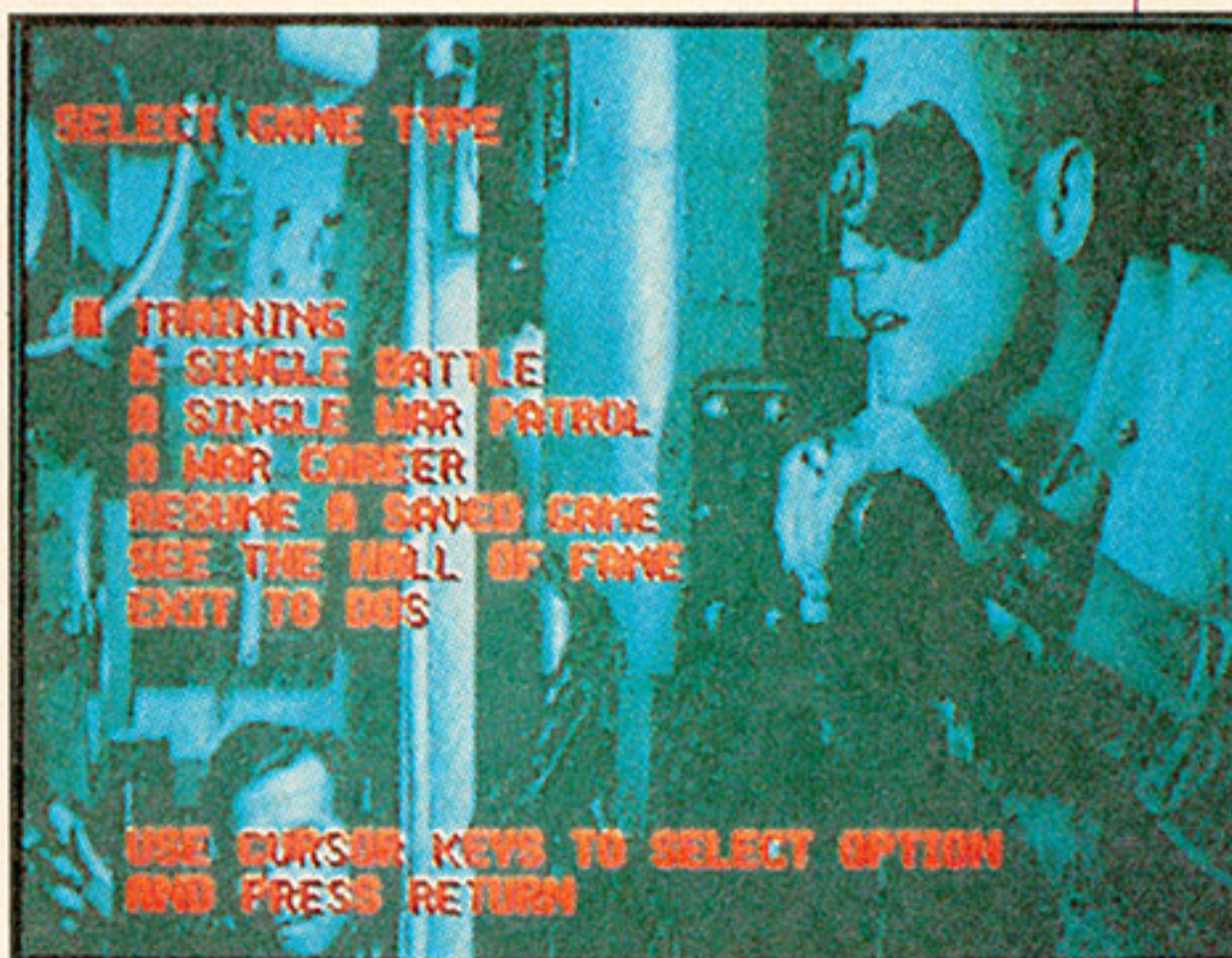
One of the game's most impressive sights: the giant battleship *Yamato* looming out of the darkness in Truk Lagoon.



One Japanese escort ship is hit and blazing, and another one of your tin fish just missed the stern of that carrier.



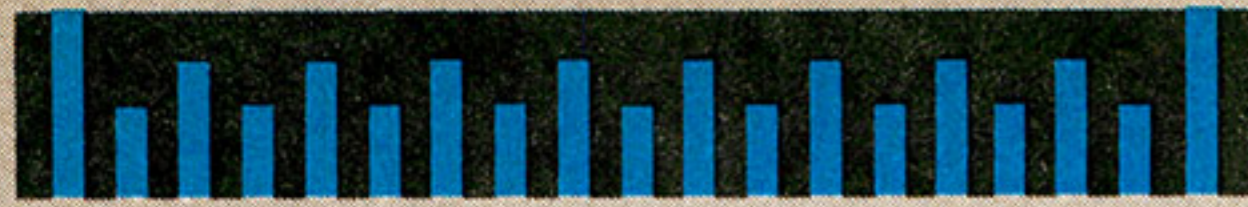
Depth-charge attacks are convincingly realistic. The submarine's image violently shakes when the "ashcans" go off too close for comfort.



You can choose to re-fight historic engagements, tackle random battles, embark on a single patrol, or pursue an entire wartime career.

In *Silent Service II*, you have the option of re-fighting a number of historical submarine actions — fully described in the manual, so you can see how well you did compared to the real skipper — or of going out on extended patrol and letting the computer generate random targets. The random engagements test your skills even more than the prepackaged scenarios, because (just like a real submarine captain) you never know what you'll encounter, or what the conditions will be when contact is made.

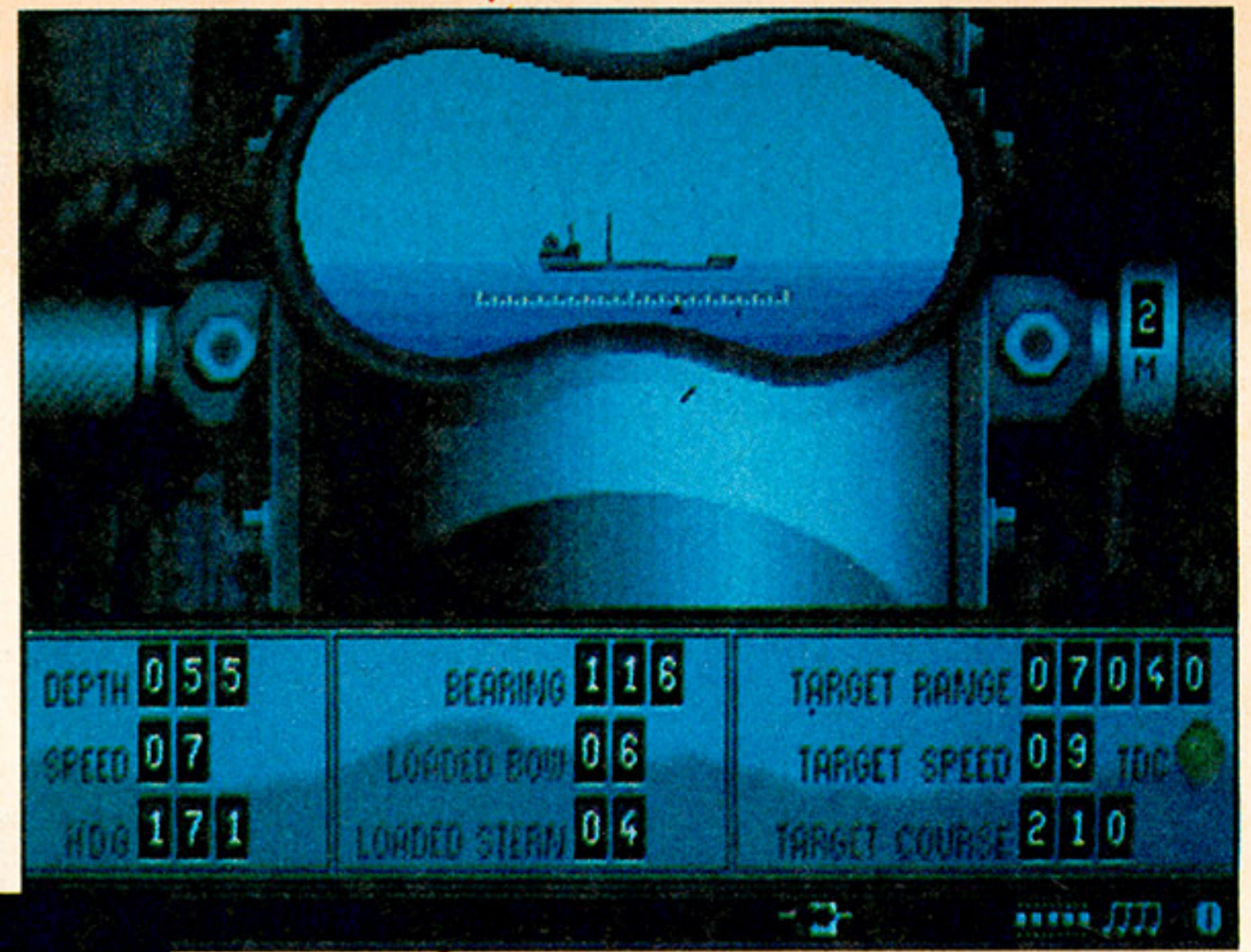
If you have the time, and if you want to add an element of role-playing to the simulation, you can "enlist" in the U.S. Navy on December 7, 1941 and pursue a complete wartime career. You'll make your first patrols in one of the older pre-war pigboats, complete with torpedoes that sometimes don't explode. (There is a "cheat" option, however, that gives you flawless torpedoes, if you want to be a sissy.) As more powerful and longer-range boats become available, you'll be reassigned. You may be promoted, decorated, or killed. If you're really good, you may survive the war and be enshrined in the Submariner's Hall of Fame.



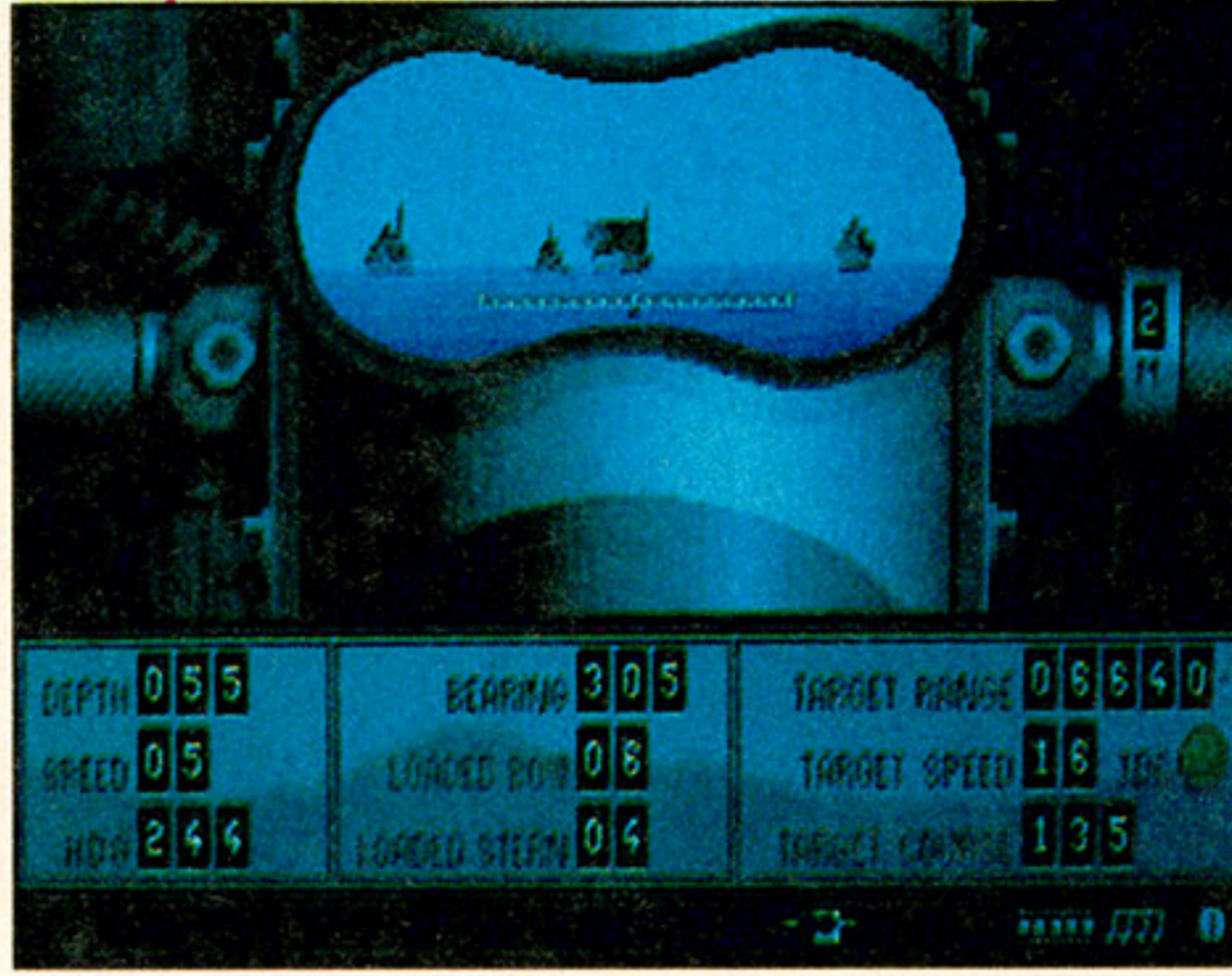
Whichever scenario you choose to play, there are four levels of difficulty. The introductory level allows you to learn the ropes and hone your basic skills. You can still get killed for gross blunders and slow reactions, but the Japanese are not very aggressive at that setting and their convoys don't zigzag very often. Also, your torpedoes and deck gun both pack a stupendous wallop (the latter almost ridiculously so).

The normal level introduces realistic damage and more plausible enemy behavior. The advanced level is designed to accurately reflect the danger and challenge of the real thing. If you become so good that you're jaded with the advanced level, you can go on to something called the ultimate level — scenarios which MicroProse admits are "harder than real life." On this level, the Japanese are so skillful and savagely aggressive that they almost seem to be reading your mind.

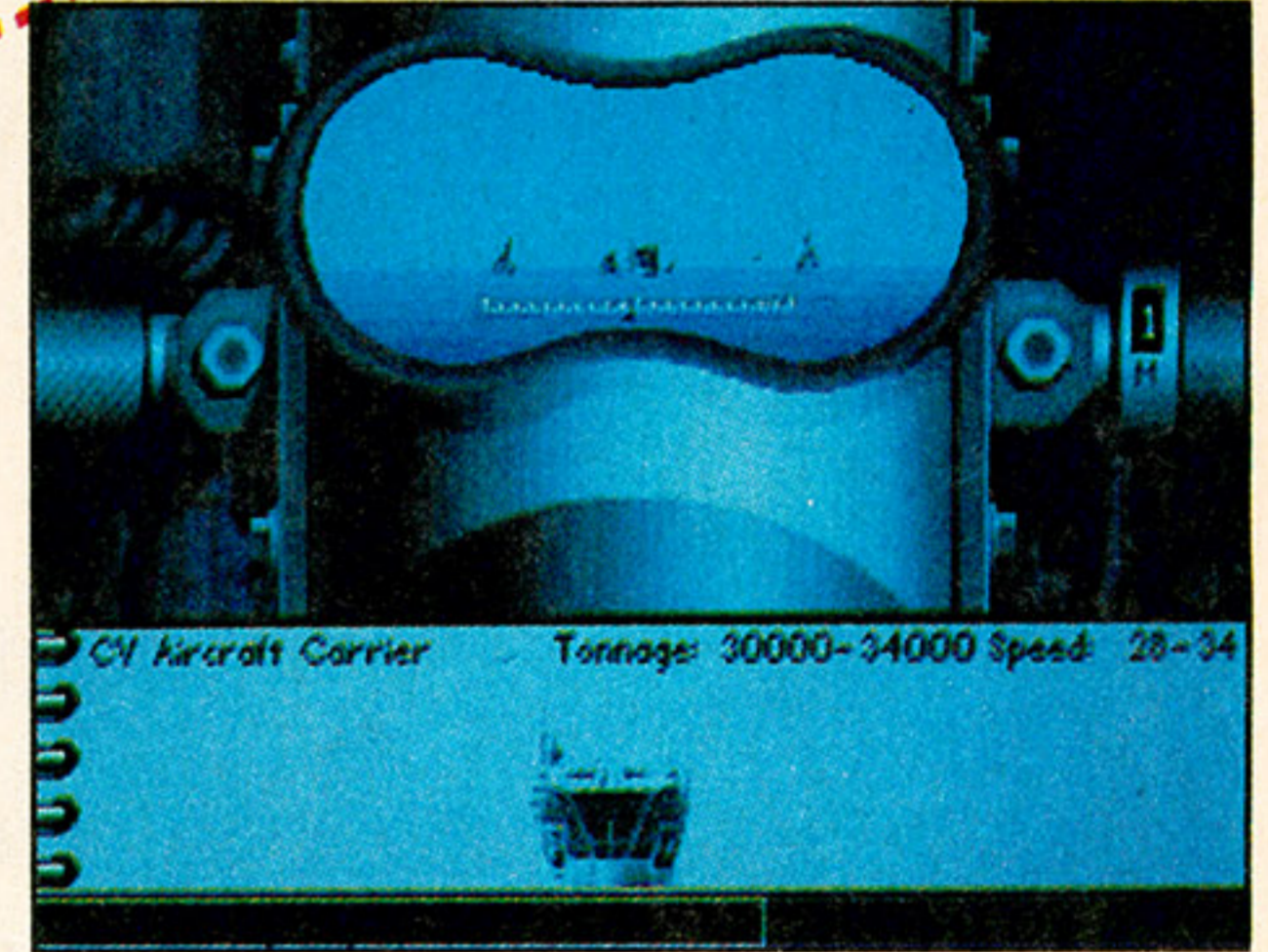
Random encounters may involve contacts with easy targets, such as an unescorted tanker (a real sitting duck). But you might also run into a large, heavily escorted convoy, including major units of the Imperial Navy.



DEPTH	055	BEARING	116	TARGET RANGE	07040
SPEED	07	LOADED BOW	06	TARGET SPEED	09 TOC
HOB	171	LOADED STERN	04	TARGET COURSE	210

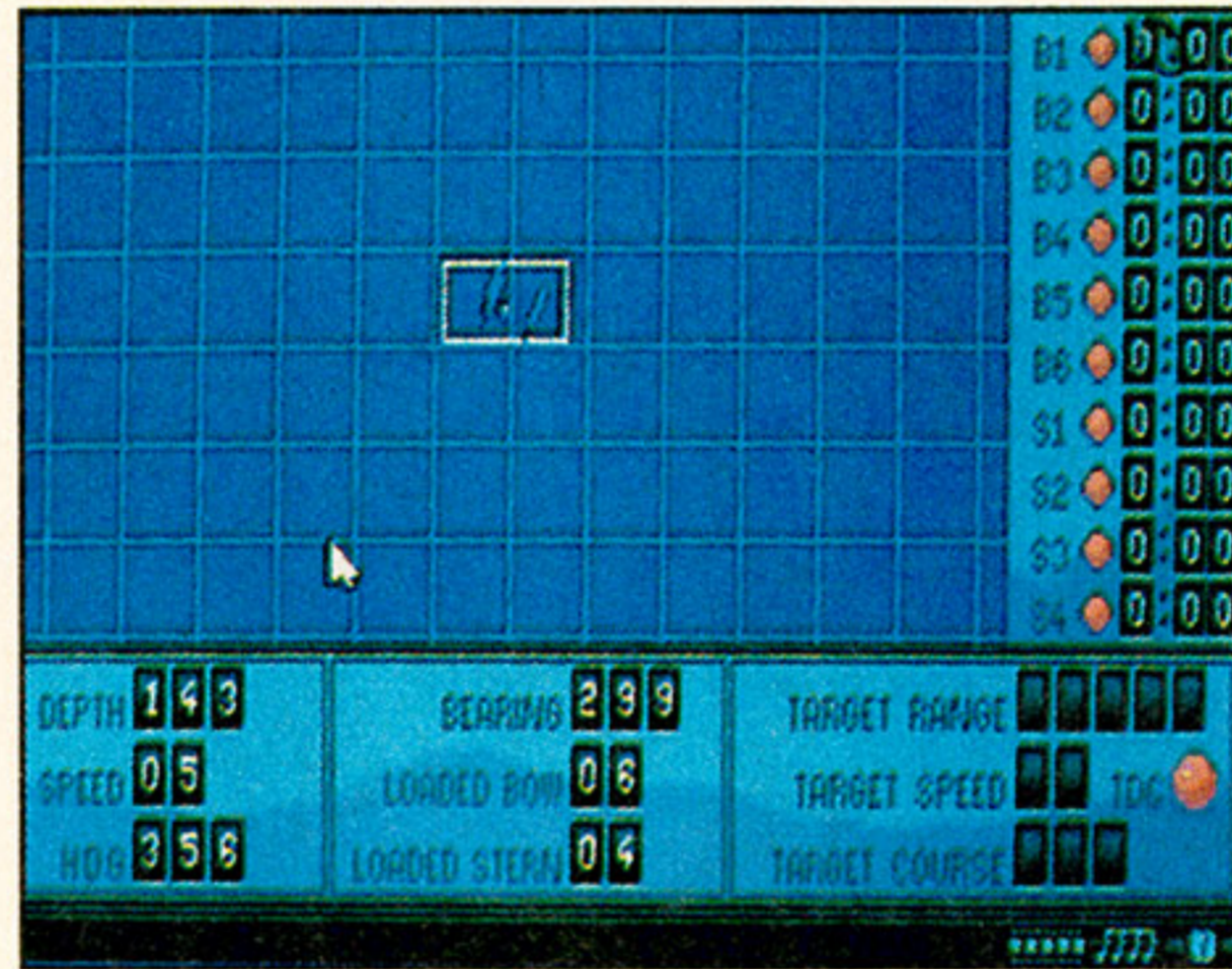


DEPTH	055	BEARING	305	TARGET RANGE	08640
SPEED	05	LOADED BOW	08	TARGET SPEED	16 TOC
HOB	266	LOADED STERN	04	TARGET COURSE	135

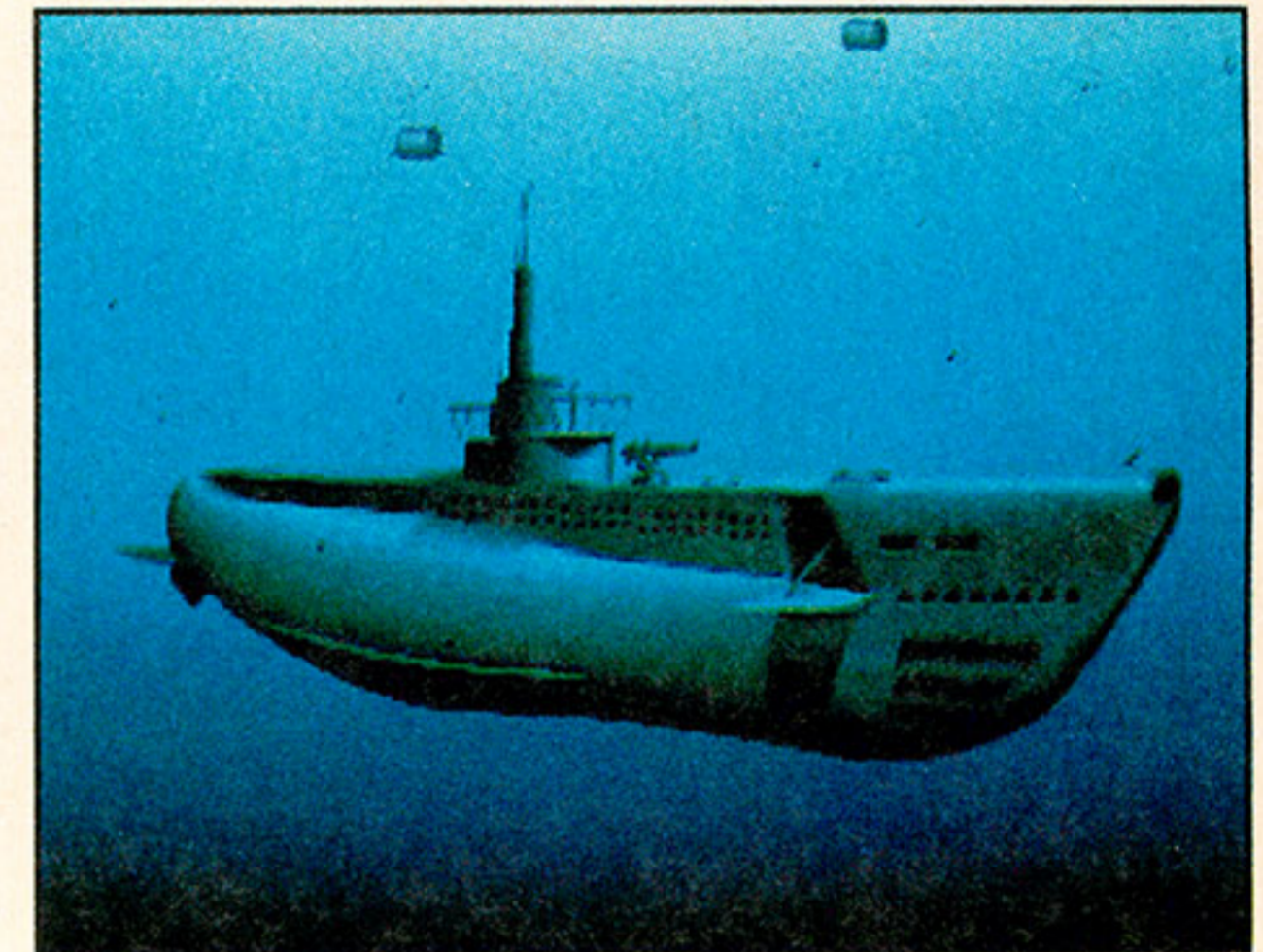


CV Aircraft Carrier Tonnage: 30000-34000 Speed: 28-34

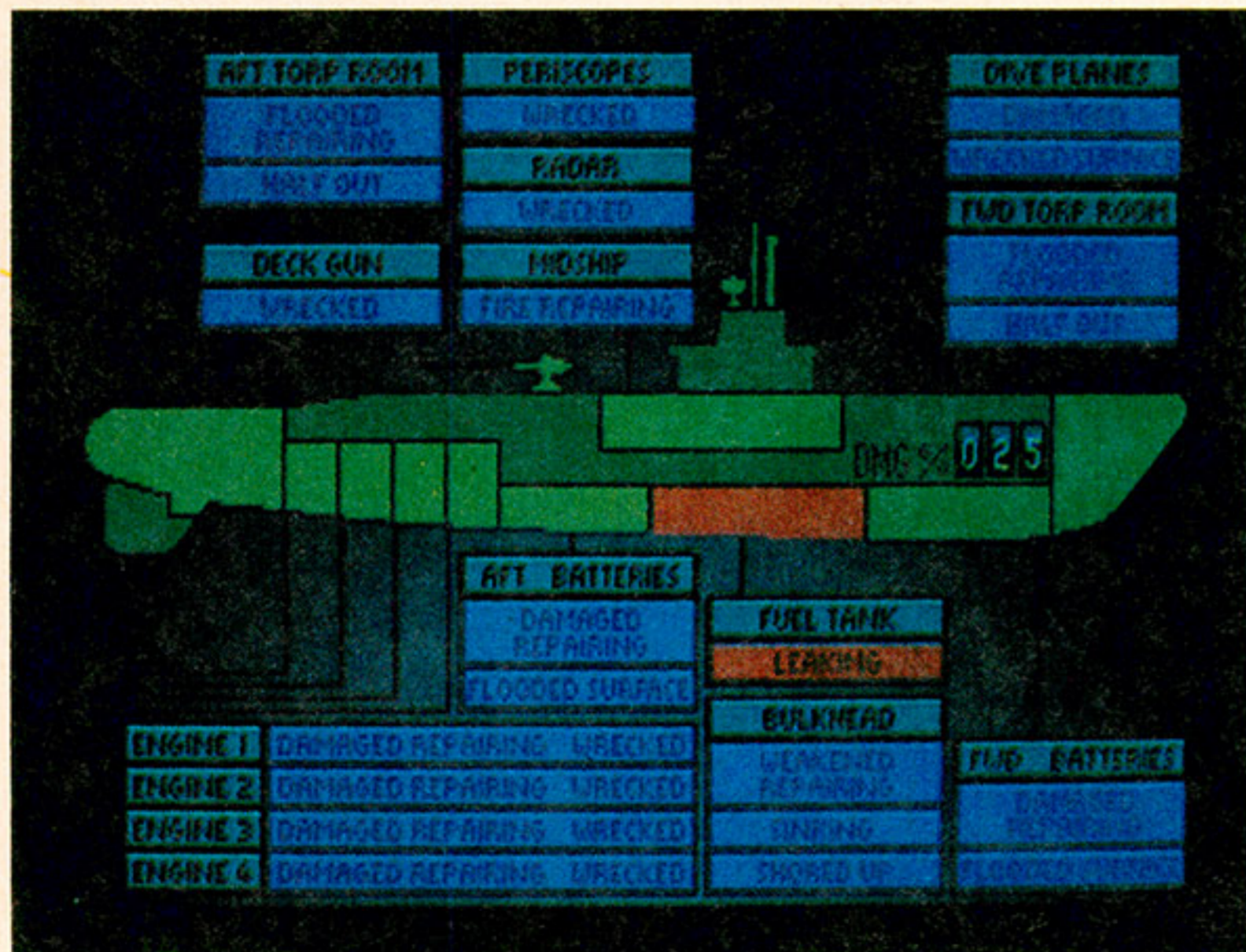
If you're unsure about the identity of a target, consult your I.D. book for verification.



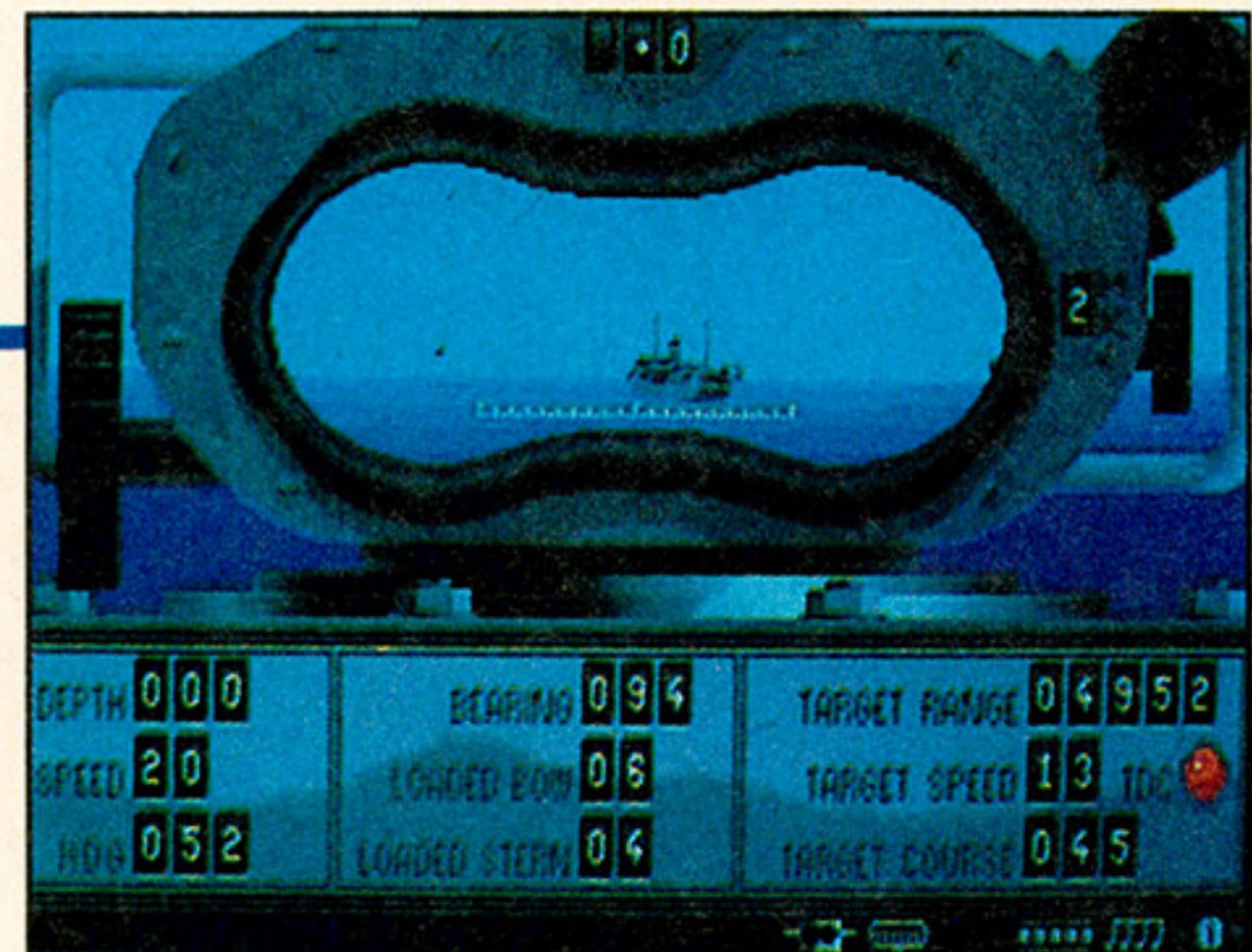
Use this navigation screen (and the time compression feature, if you wish to speed things up) to intercept enemy convoys.



When escorts attack, dive deep and try to find a thermal layer under which to hide.

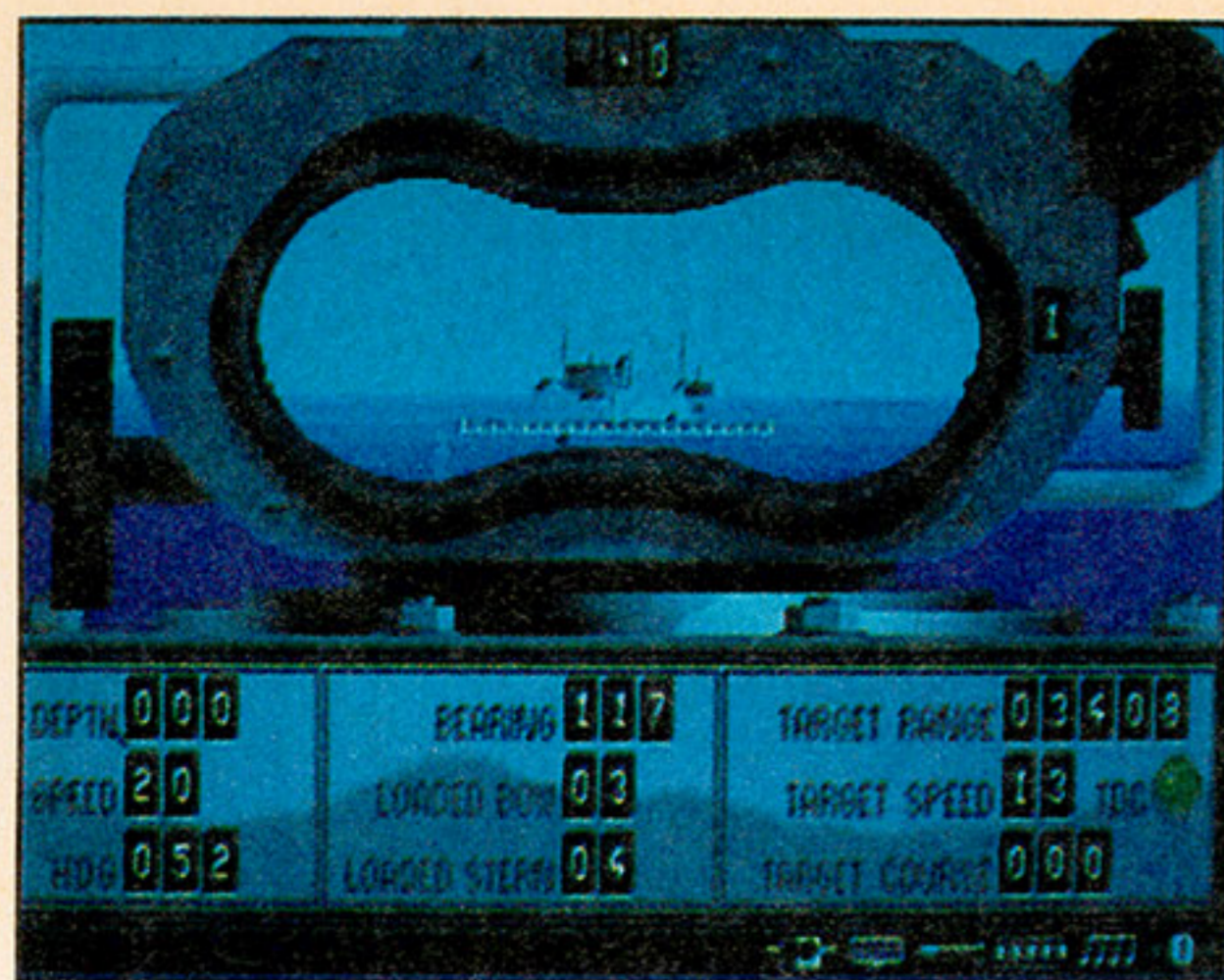


If you're hit, check the damage control screen to find out what's been damaged.

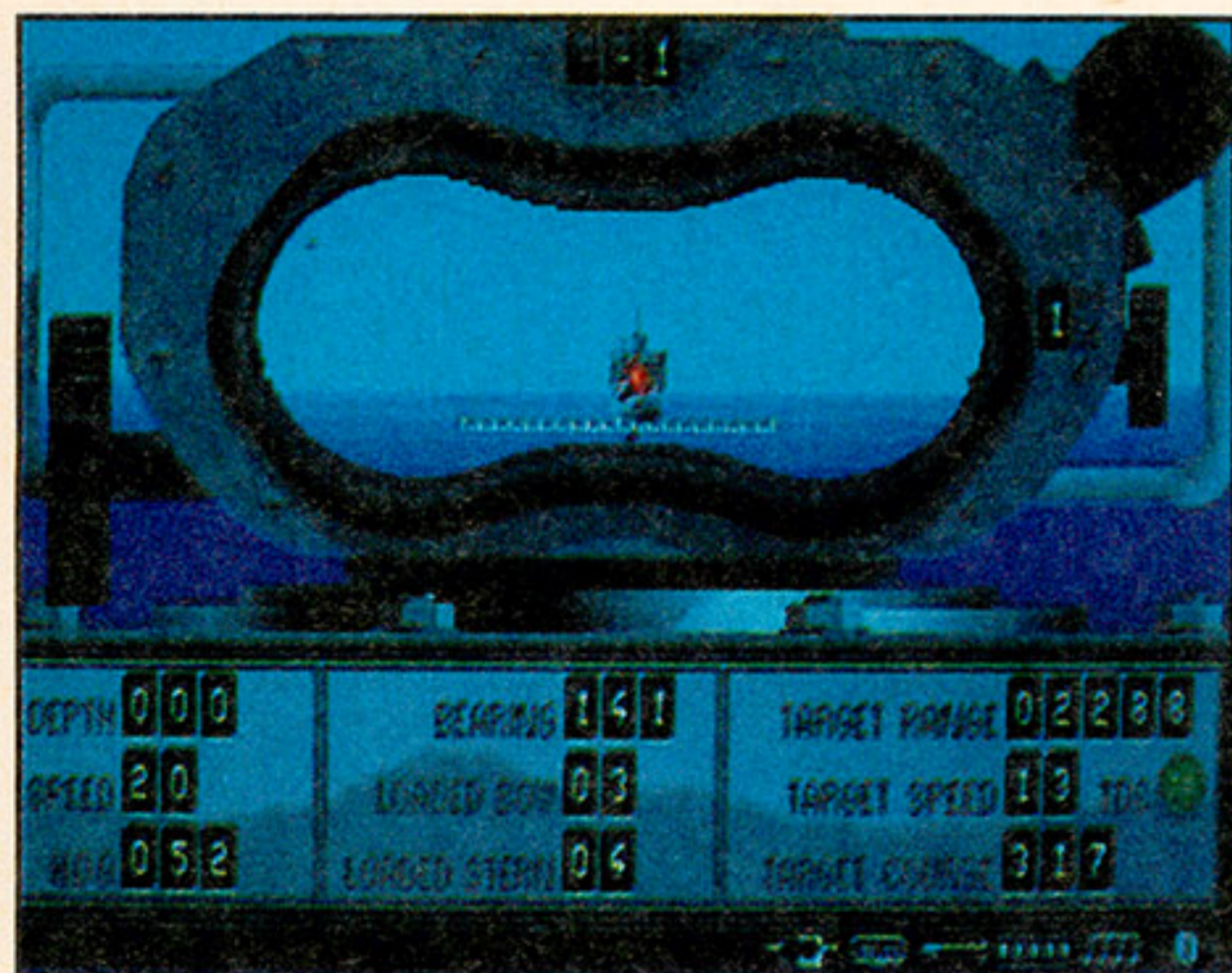


DEPTH	000	BEARING	094	TARGET RANGE	04952
SPEED	20	LOADED BOW	06	TARGET SPEED	13 TOC
HOB	052	LOADED STERN	04	TARGET COURSE	045

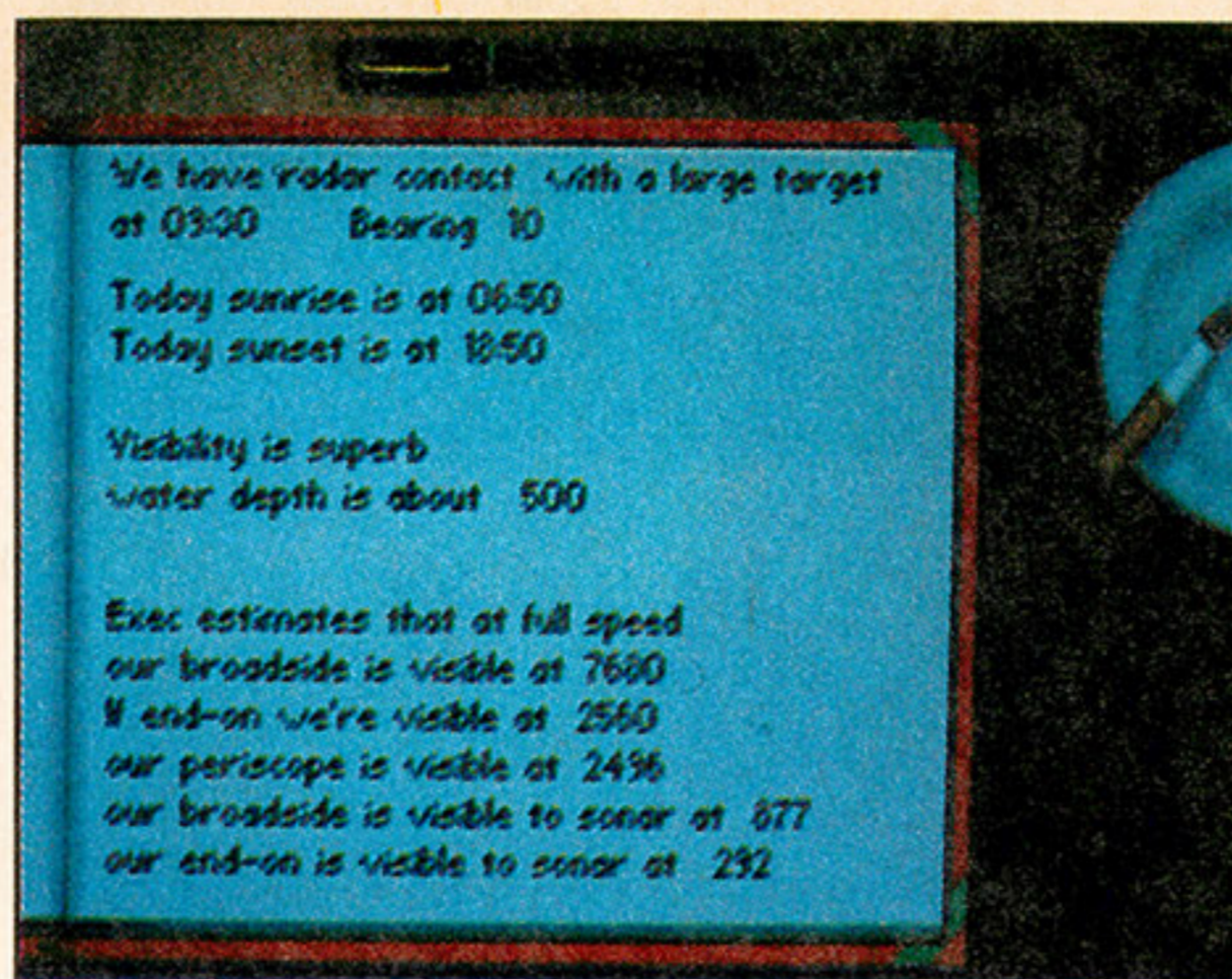
Even the various types of merchant ships are realistically modeled. Watch out for their stern-mounted deck guns.



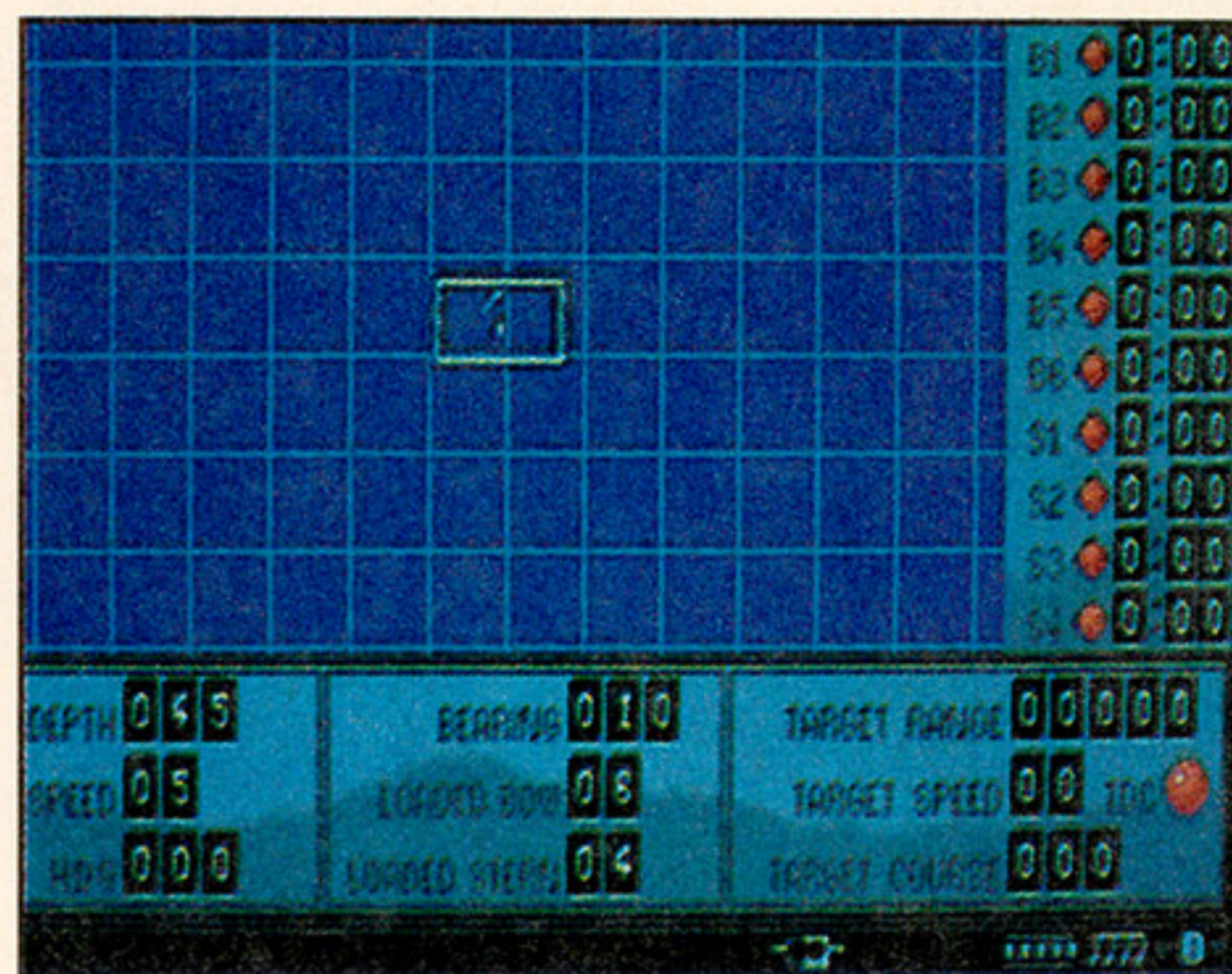
Dud torpedoes make a pretty splash when they hit the target, but they don't do much to raise your score.



Small or damaged ships should be engaged with your deck gun if there are no escorts lurking about. Save your torpedoes for the big targets.



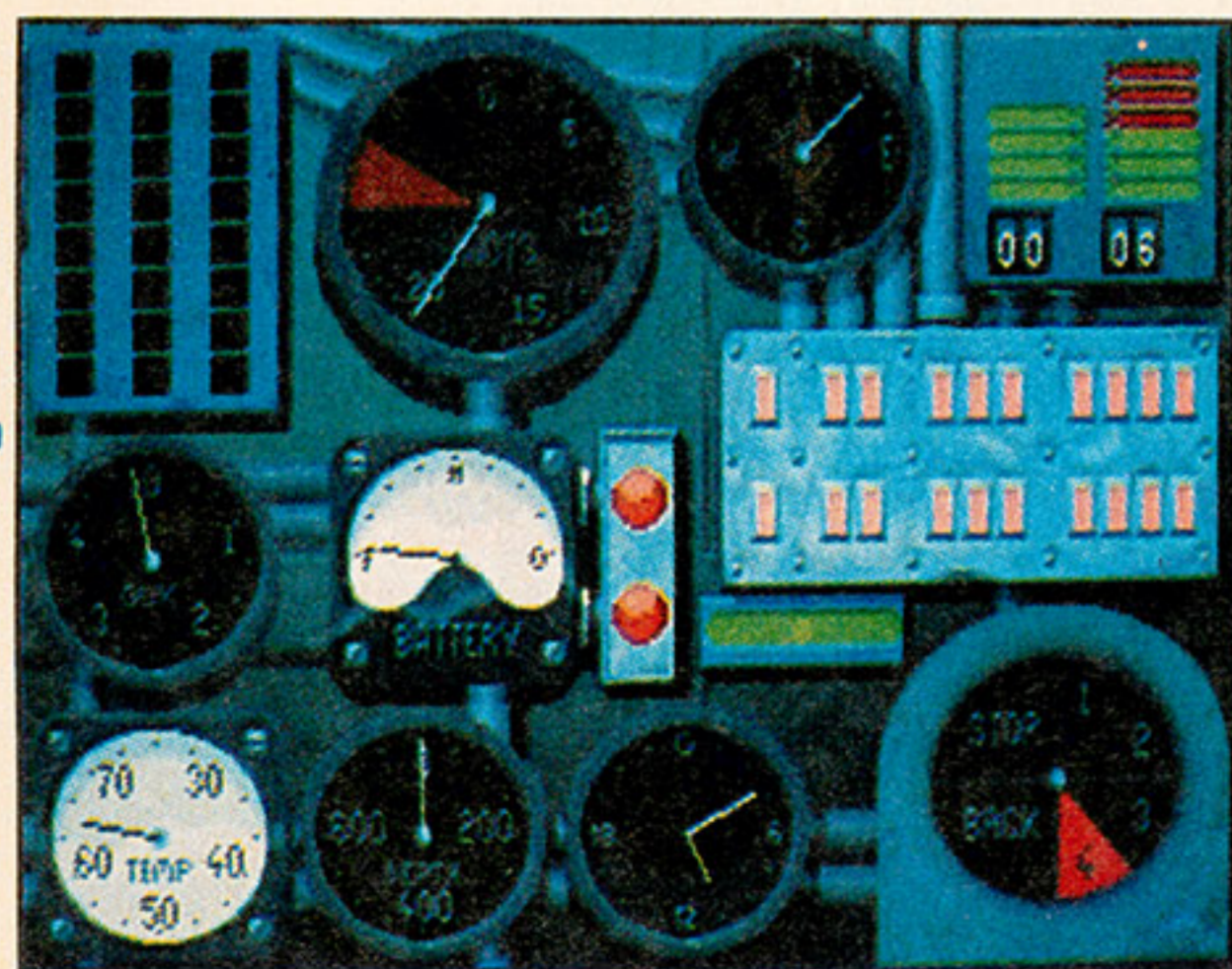
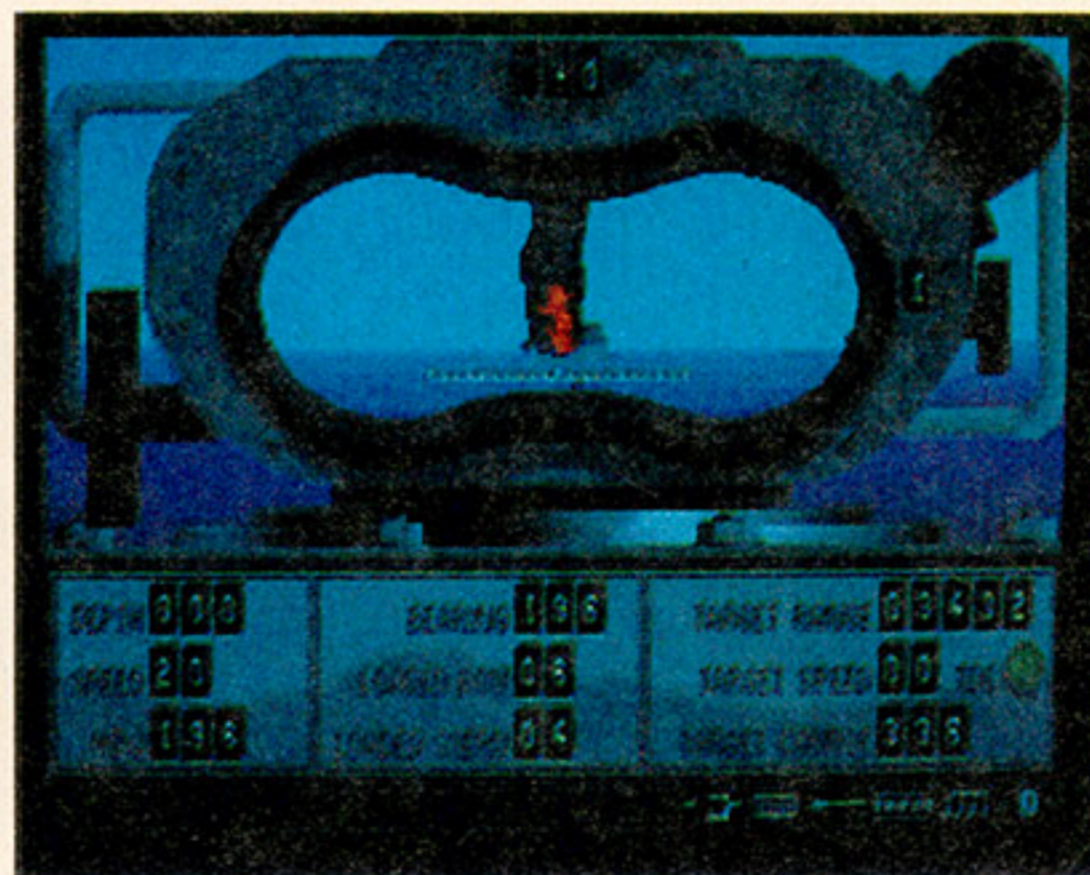
When you make contact on a patrol, the ship's log gives you all the details you need to plan your attack or pursuit.



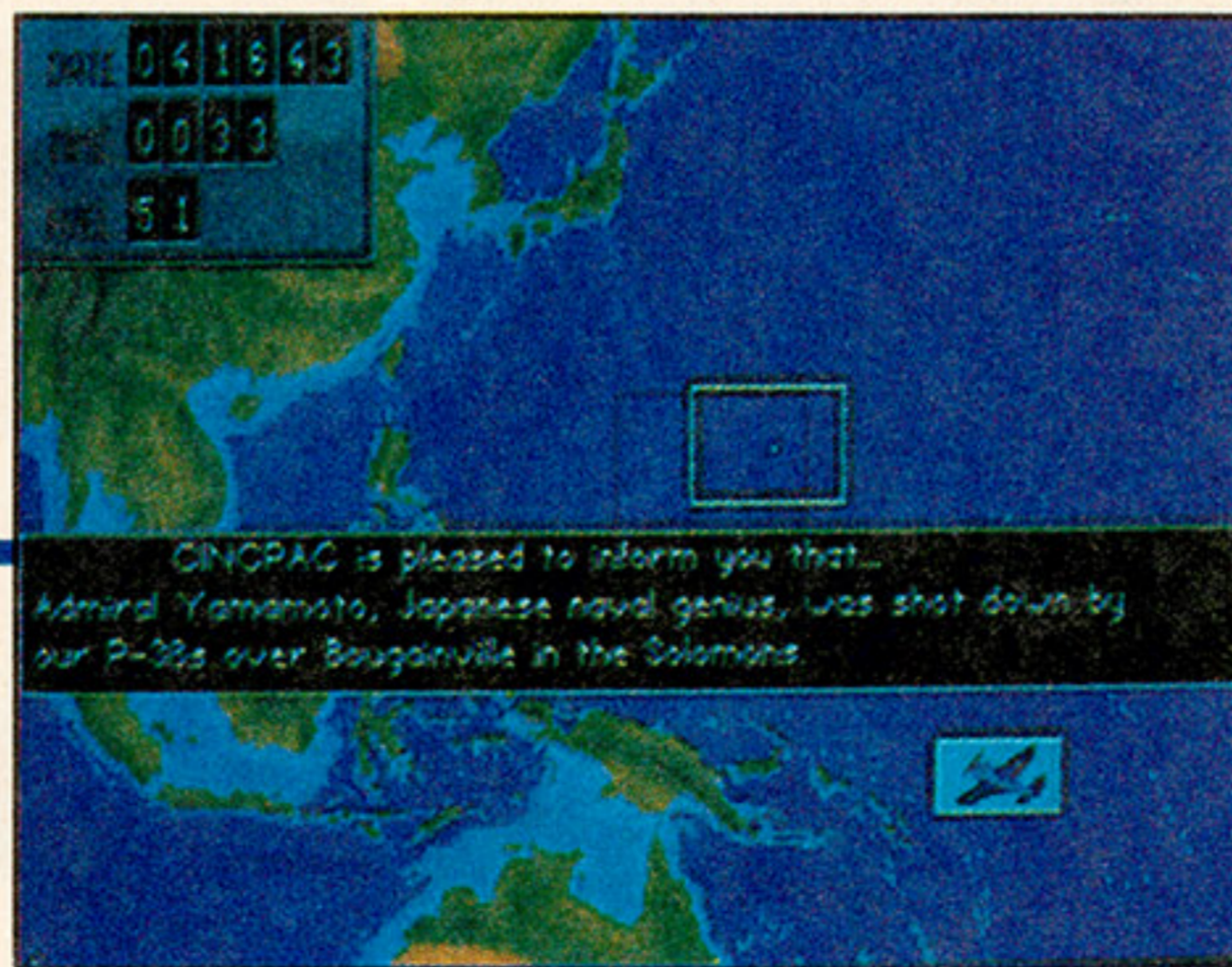
The faster a ship is moving, the longer "wake" it leaves on the radar.



Damage from shelling is cumulative. After a few hits, this smoking ship bursts into flames.



The instrumentation on your sub is vital, but is basic and easy to interpret.



While you're on patrol, the computer (in the guise of CINCPAC — Commander-in-Chief Pacific) will keep you informed of developments in the whole Pacific theater.



Despite its epic scope and detail, *Silent Service II* is almost absurdly easy to play. Micro-Prose provides its usual handy keyboard overlay, and everything is clearly laid out. A single keystroke is normally all that's necessary to perform 90 percent of the actions you'll need to take. The manual (handsomely designed and lavishly illustrated) is a model of clarity and organization.

After a few training missions — firing against rusty hulks that don't shoot back — you're ready to learn basic submarine tactics: how to use underwater thermal layers to hide from enemy sonar; when to deceive the enemy by launching a tube full of debris to the surface; and how to gauge your fuel consumption on a long patrol so there will be enough to get you home, while still providing a reserve in case you run into a juicy target on the way.

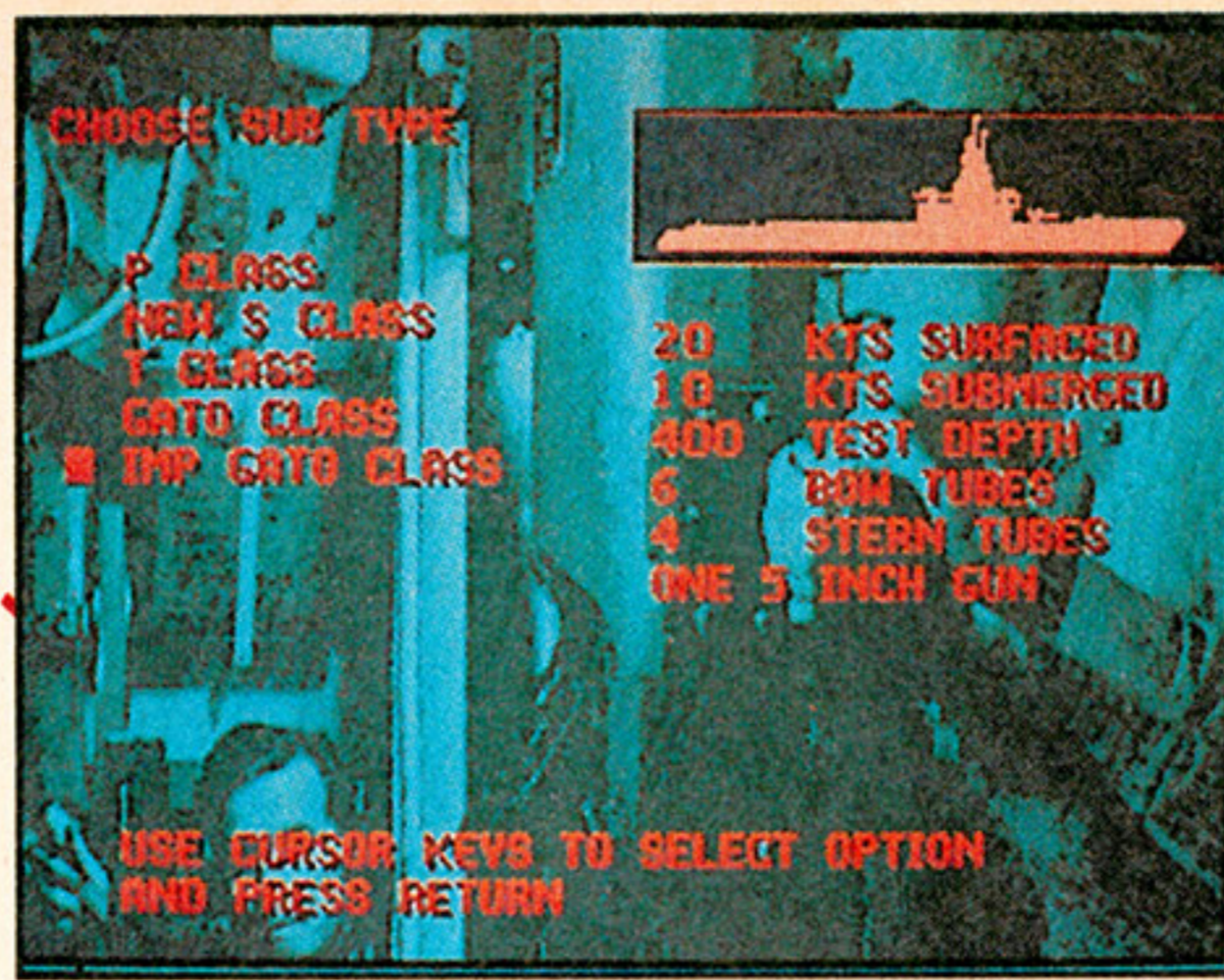
If you want to test your navigation and tactical skills to the limit, you can learn how to plot manual torpedo attacks. Normally, however, the automated TDC (Torpedo Data Computer) does a pretty good job, so all you have to do is "mark" your target through either the periscope or the bridge binoculars. Your most challenging task, usually, is trying to get within range for a good shot (less than 3000 yards) without being spotted by the target's escorts.



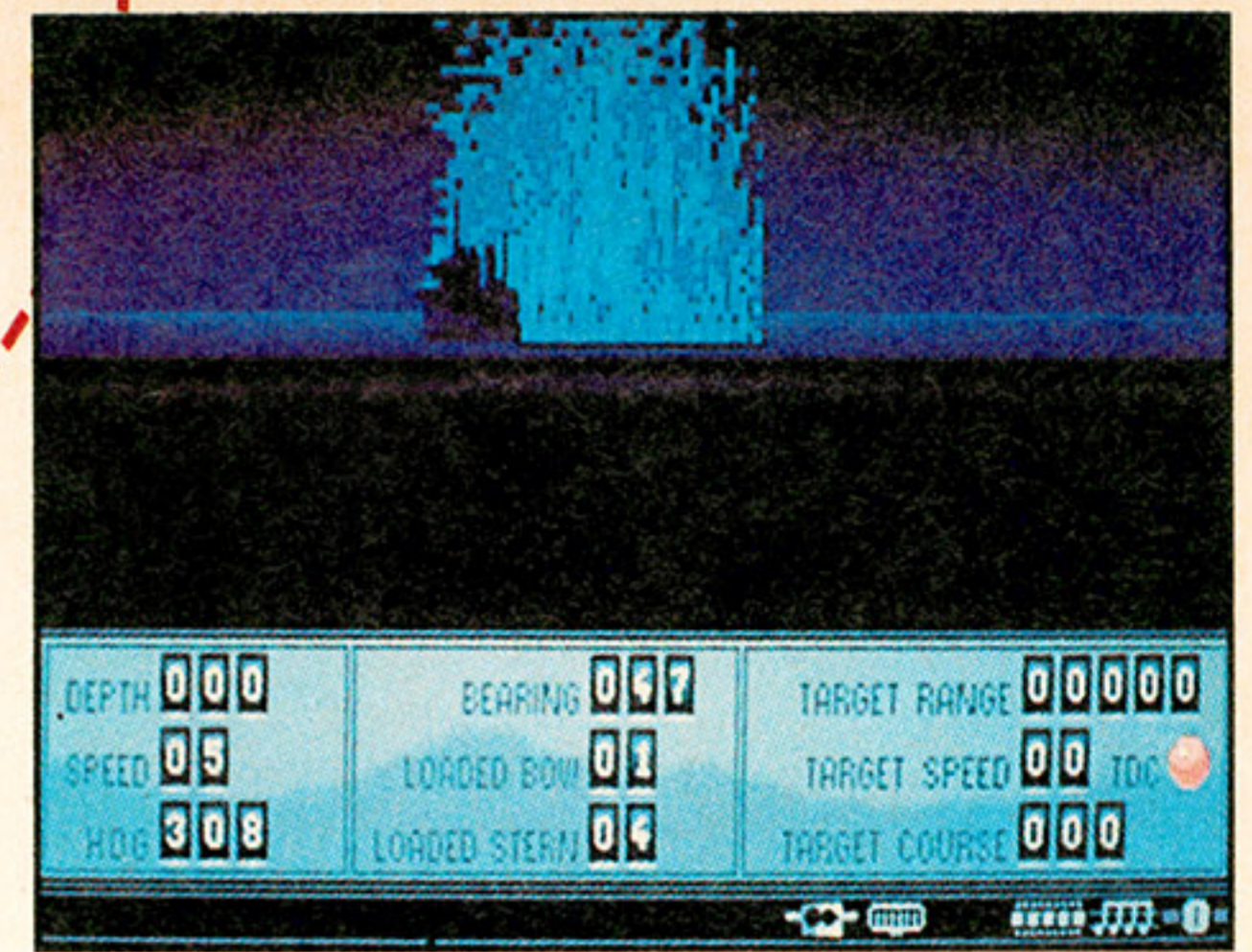


If you elect to play one of the single battle or individual patrol scenarios, you have the option of choosing any date you want, from Pearl Harbor day in 1941 to August 1945. Be aware, though, that if you choose an early 1942 patrol, you'll be forced to go out in a slow, aging, poorly armed pre-war class of sub. On the other hand, if you choose a date after the beginning of 1945, your targets will be few and far between. By that stage of the war, American submarines had sunk more than three-fourths of Japan's surface fleet.

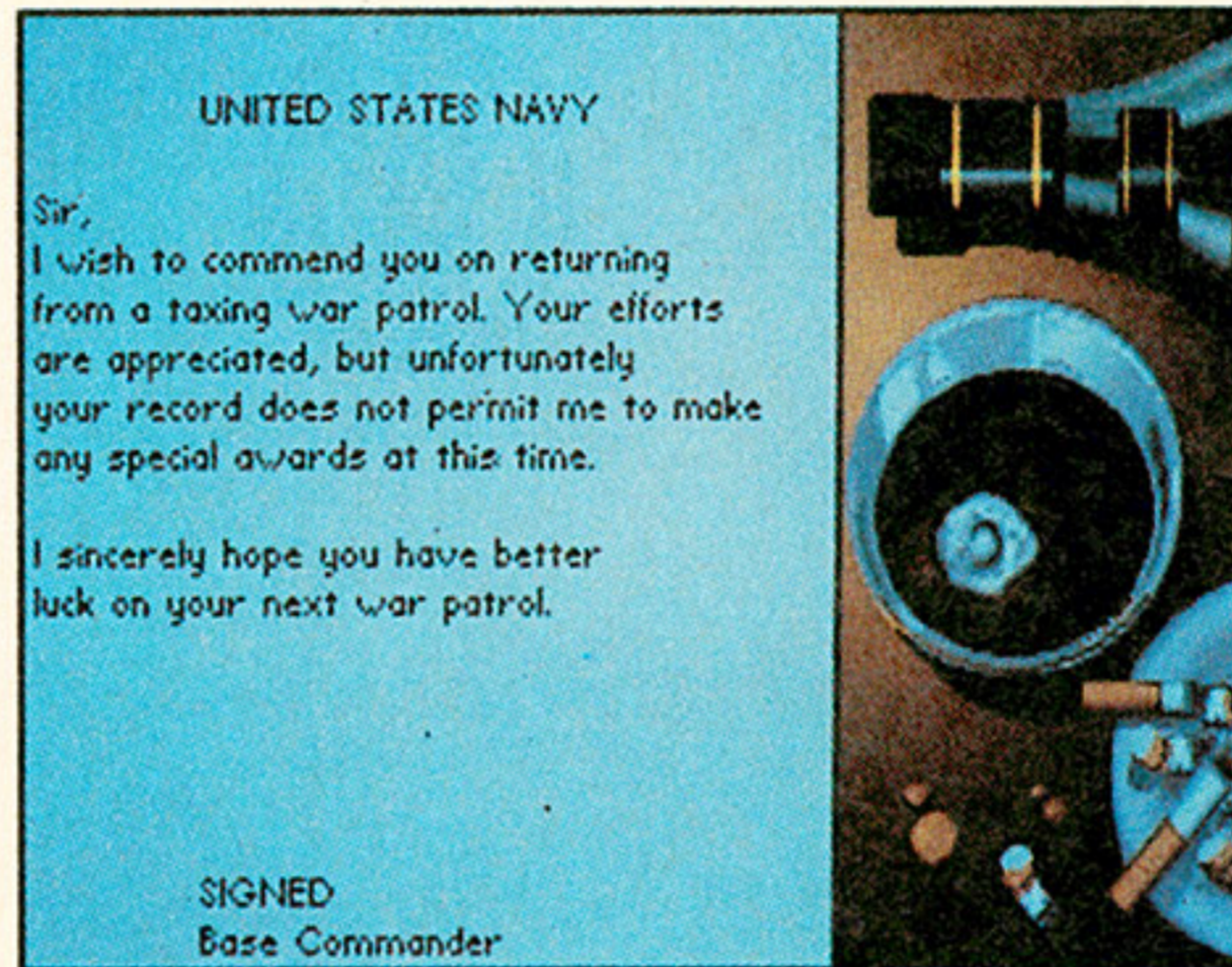
In the world of movies, sequels are rarely as good as originals. Fortunately, the reverse seems to be true with computer games. *Silent Service II* is more than a worthy successor—it is a masterpiece in its own right.



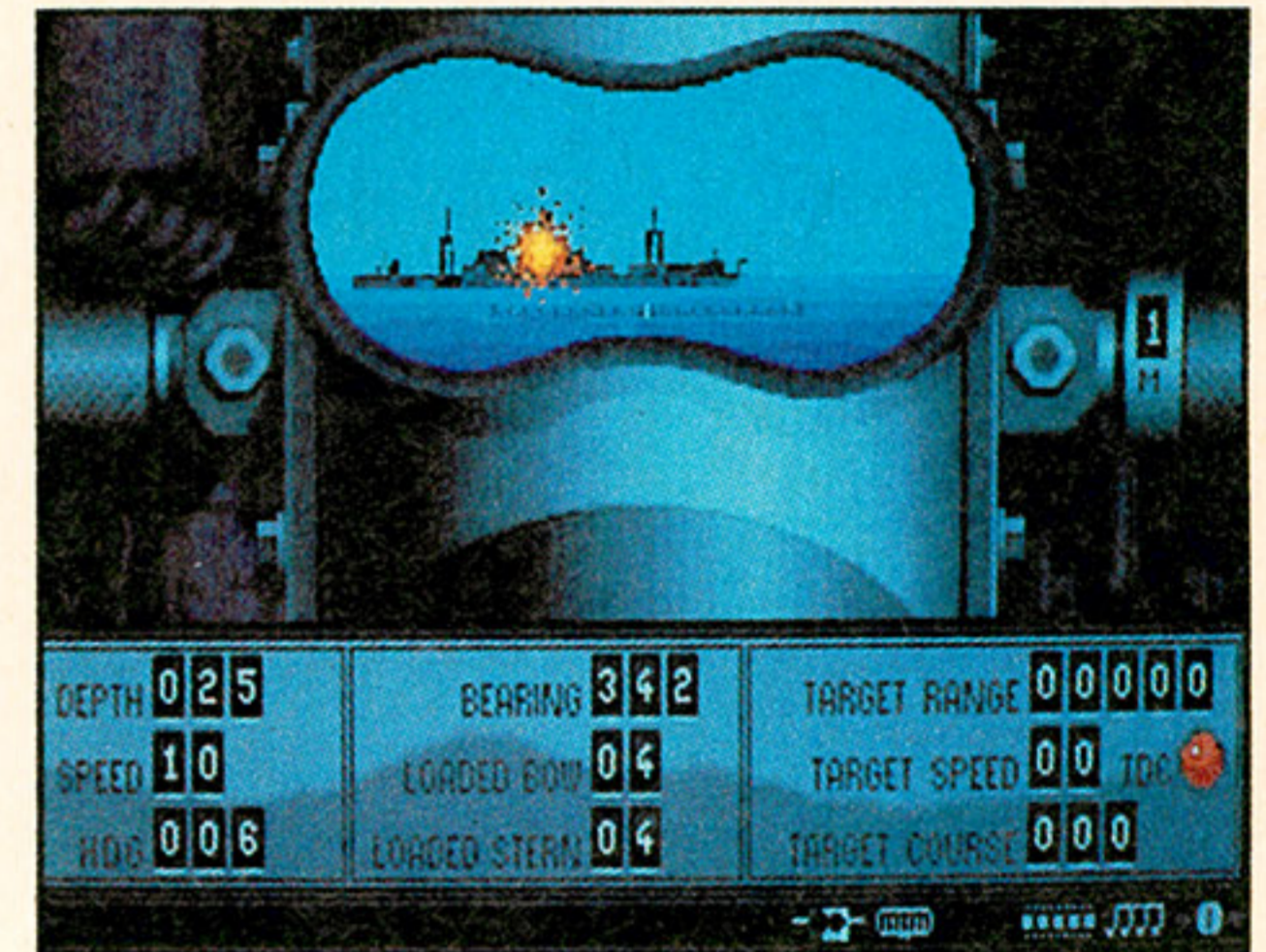
If you're playing the career mode, you'll be periodically assigned to newer and more deadly types of submarines.



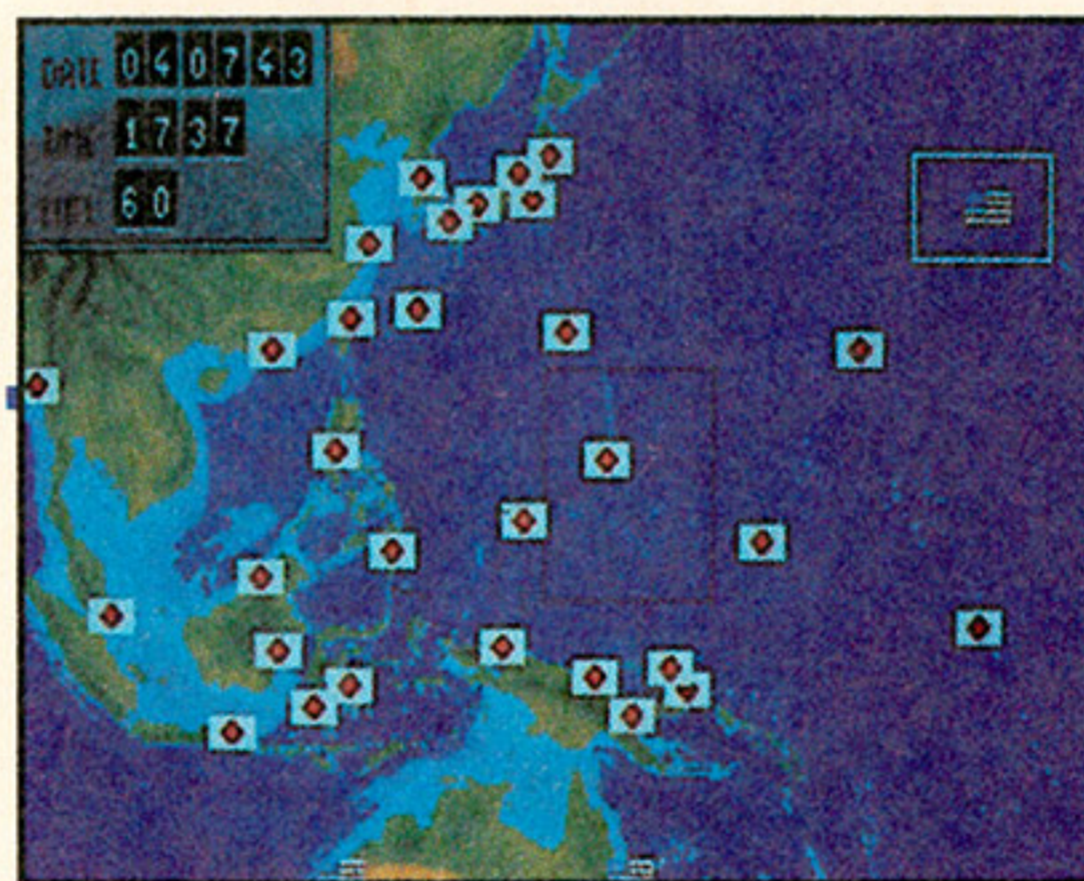
At night, heavy shells from surface vessels kick up phosphorescent pillars of water.



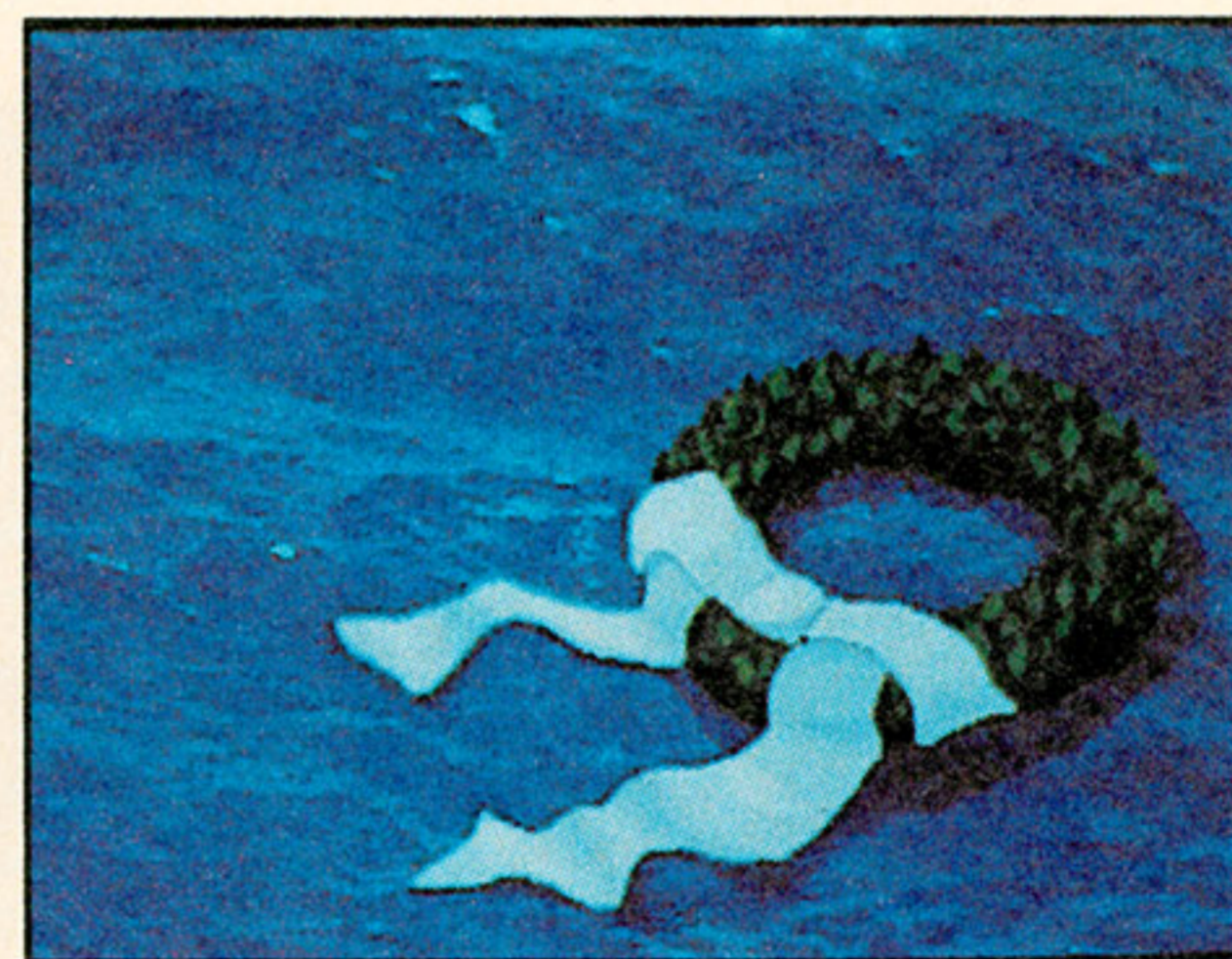
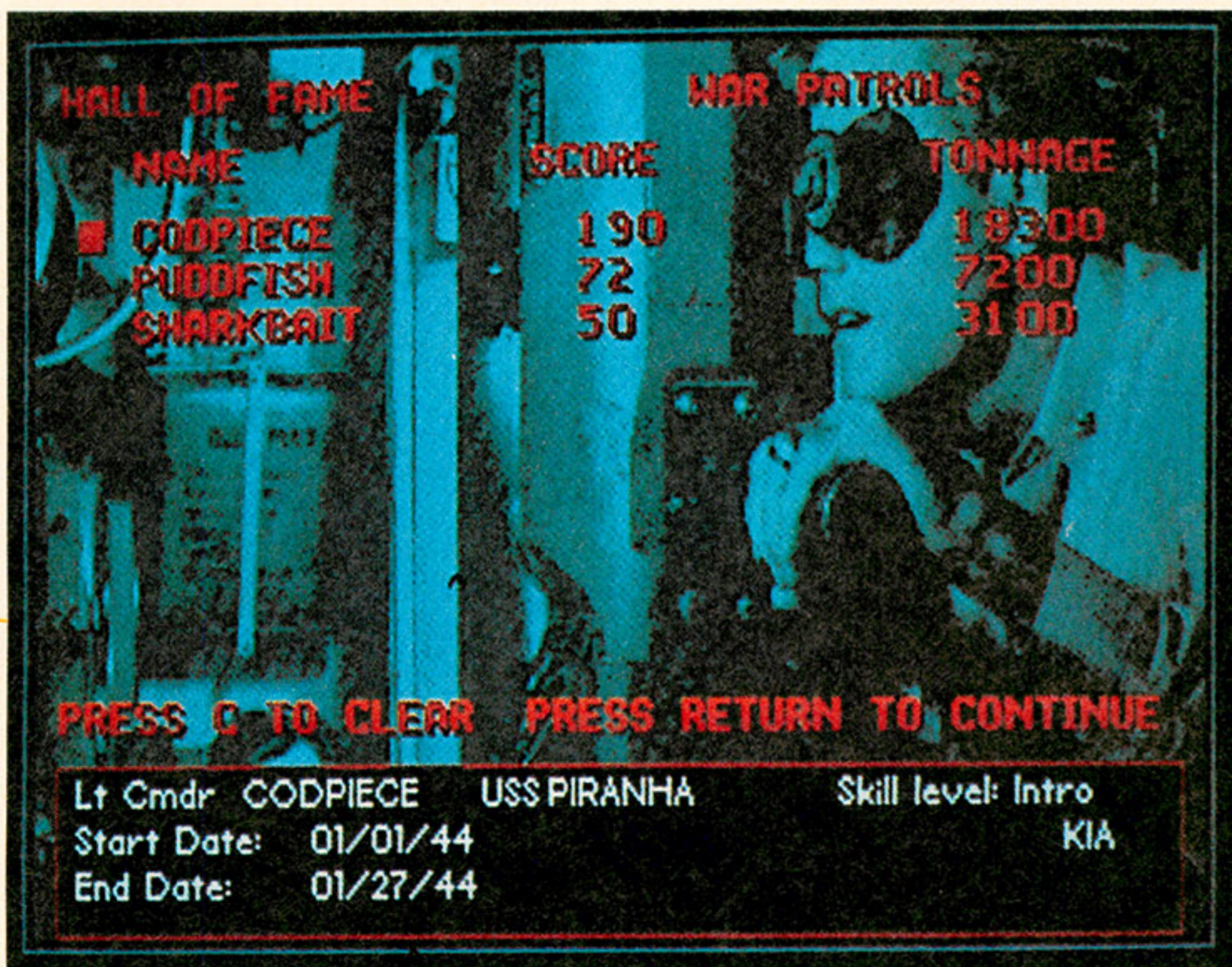
A mild rebuke from CINCPAC; better luck next time. (Notice one of the game's few inaccuracies: filter cigarettes. They should be unfiltered Lucky Strikes or Chesterfields.)



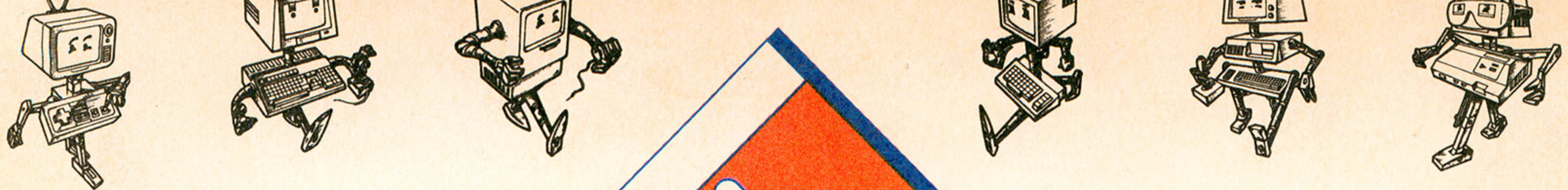
The explosion graphics are realistic, too. A hit on a freighter won't create nearly as many fireworks as a hit on a tanker.



At the beginning of the war, the odds against you are daunting. Note the number of Japanese bases compared to the number of American ones.



If you do well, you can take your place on the roster of the Submariner's Hall of Fame. Otherwise, it's "Taps" and a watery grave.

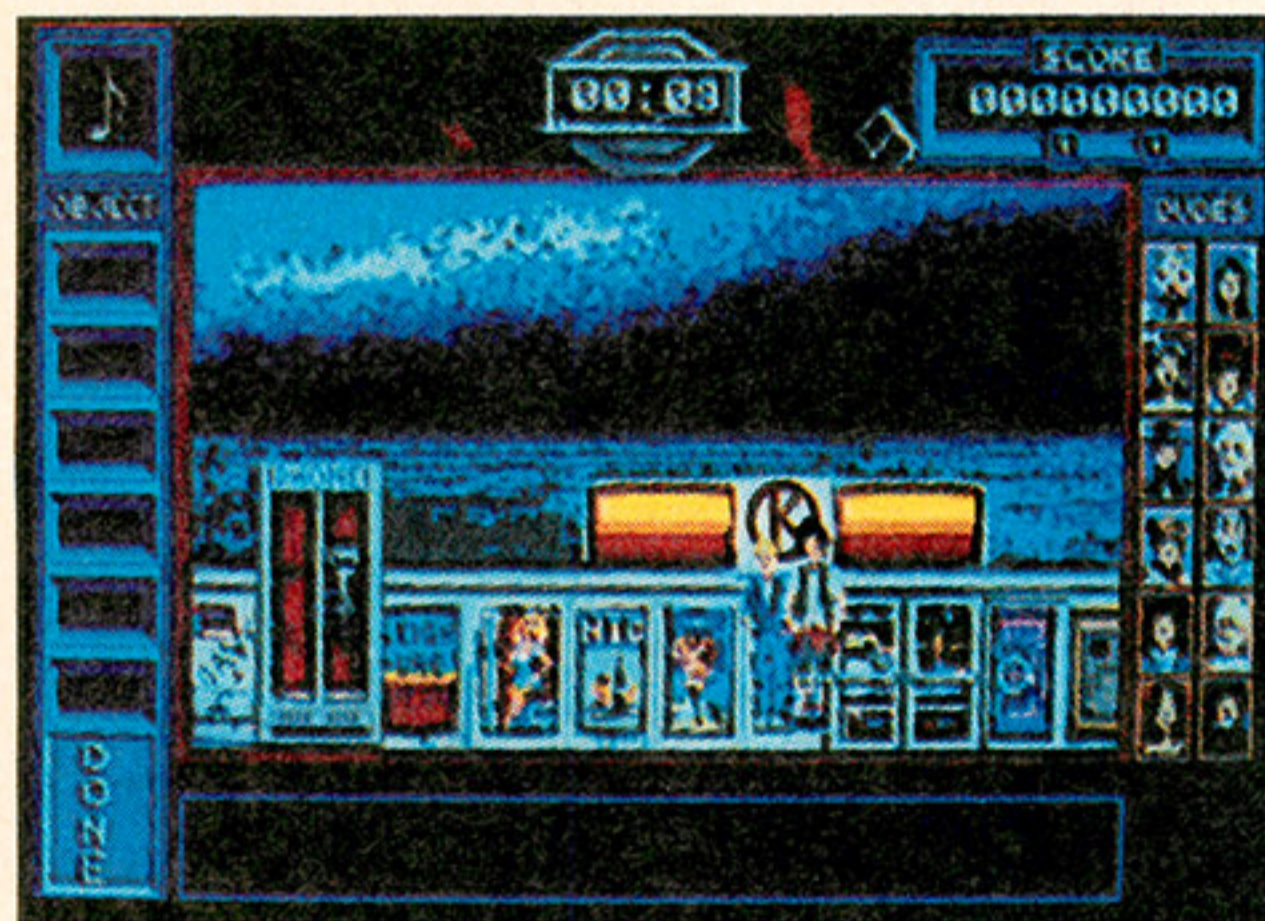


B

ill and Ted have a major problem. It's the end of the school year, and there is not much that stands between them and scholastic

disaster. Their history teacher has given them an ultimatum — make an "A" on their final term papers or spend a less-than-excellent summer in school.

Fortunately, Bill and Ted have recently made the acquaintance of Rufus, a mysterious man who travels through the ages in a time machine that resembles a phone booth. If Bill and Ted can find some historical figures and bring them back to 1990 before school the next



Strange things are afoot at the Circle K. Rufus, a most excellent time traveler, has kindly granted the use of his time booth.

day, they just might pass their course.

Rounding up all those famous folks isn't quite as easy as Rufus made it sound, however. Although some of them will follow the boys home, no questions asked, others aren't so easily persuaded.

For example, Socrates requires you to answer a philosophical



BILL & TED'S EXCELLENT ADVENTURE

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory for MCGA or VGA graphics; 384K for CGA, EGA, or Tandy 16-color graphics; DOS 2.1 or higher; joystick optional; Adlib sound board optional. Capstone (a division of Intracorp), 14160 SW 139 Court, Miami, FL 33186.

question before he'll enter the time machine. Your search for the answer takes you on a rather hazardous journey to the Temple of the Delphic Oracle. And when Bill and Ted locate Billy the Kid, the young outlaw has just been accused of cheating at cards. You'll have to duke it out with his partners before he can follow you home.

Sometimes — especially on the more difficult levels — the object you need isn't located in the same time zone as the famous personage. The fire extinguisher you need to help Joan of Arc, for example, must be tracked down in another time period.



You'd think that after all his pondering, Socrates could figure out the answer to this question for himself.

Each time you bag a couple of historical dudes, you must take them back to the San Dimas Mall (Rufus's time booth can hold only four people, including Bill and Ted). When you've collected six of

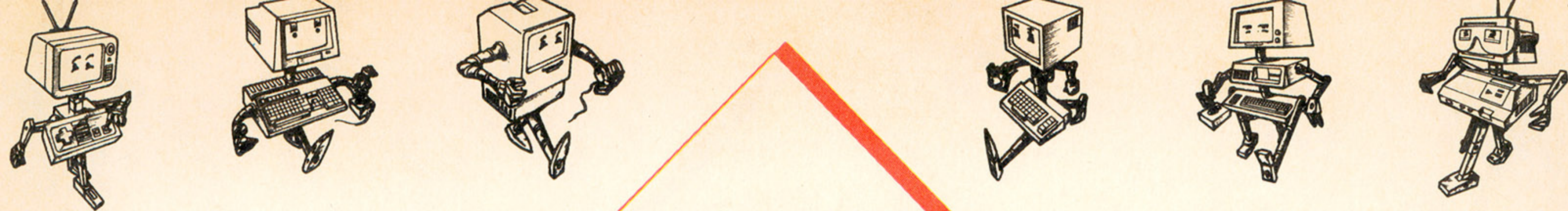


To get Ludwig van B. to follow you back to the mall, provide him with the notes you found elsewhere in time.

them (or twelve, depending on which level you play), you can present them to the teacher.

Bill & Ted's Excellent Adventure follows the movie fairly closely, even using digitized voices of the original actors. It's geared more to younger game players and movie fans rather than serious role-players, but thanks to its humor and colorful graphics, it does have excellent and bodacious moments.

GP



F

or players who couldn't get enough island-hopping excitement in Hudson's *Adventure Island*, Master Higgins is back

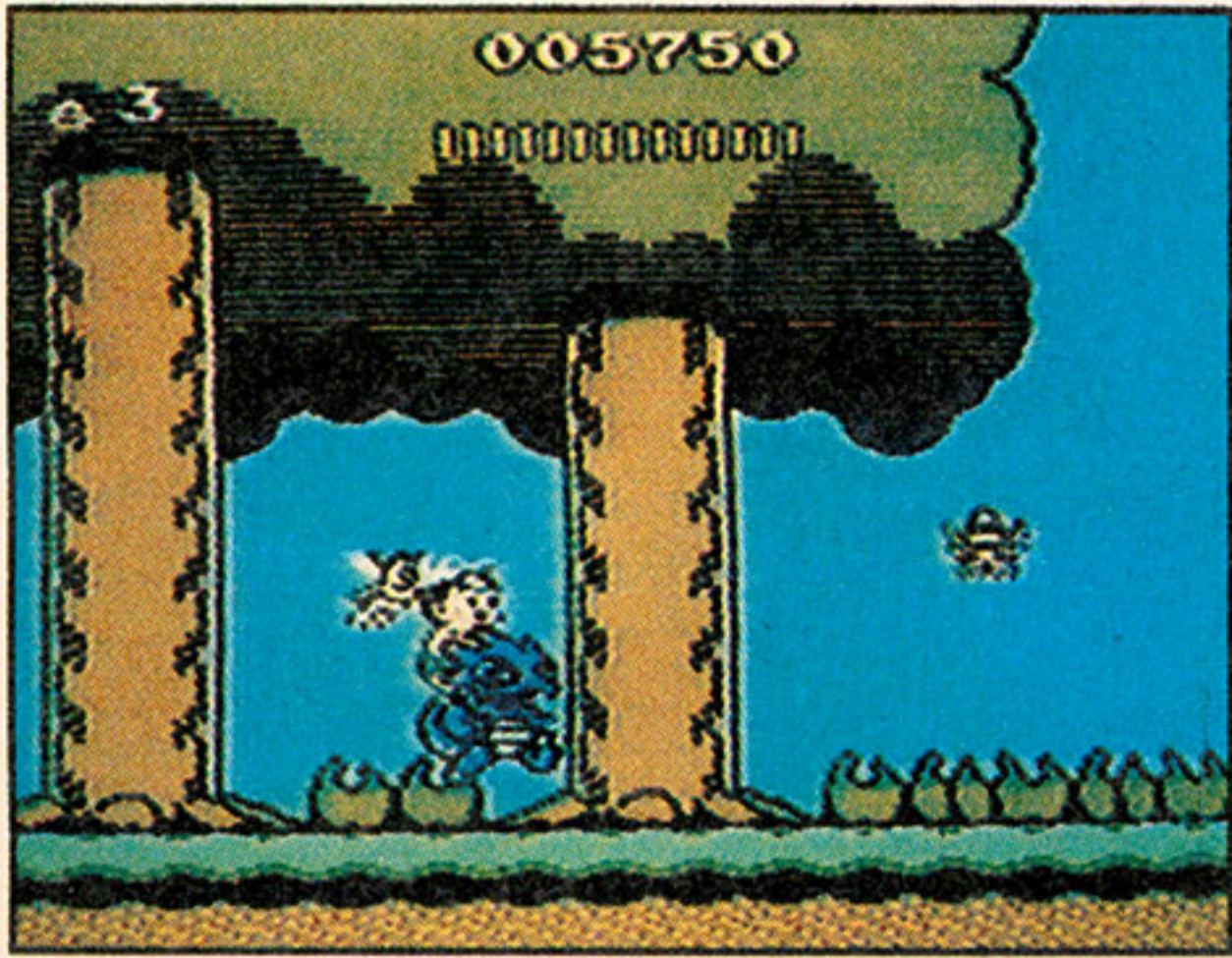
and ready to explore more uncharted isles in *Adventure Island II*.

NINTENDO REVIEWS

ADVENTURE ISLAND II

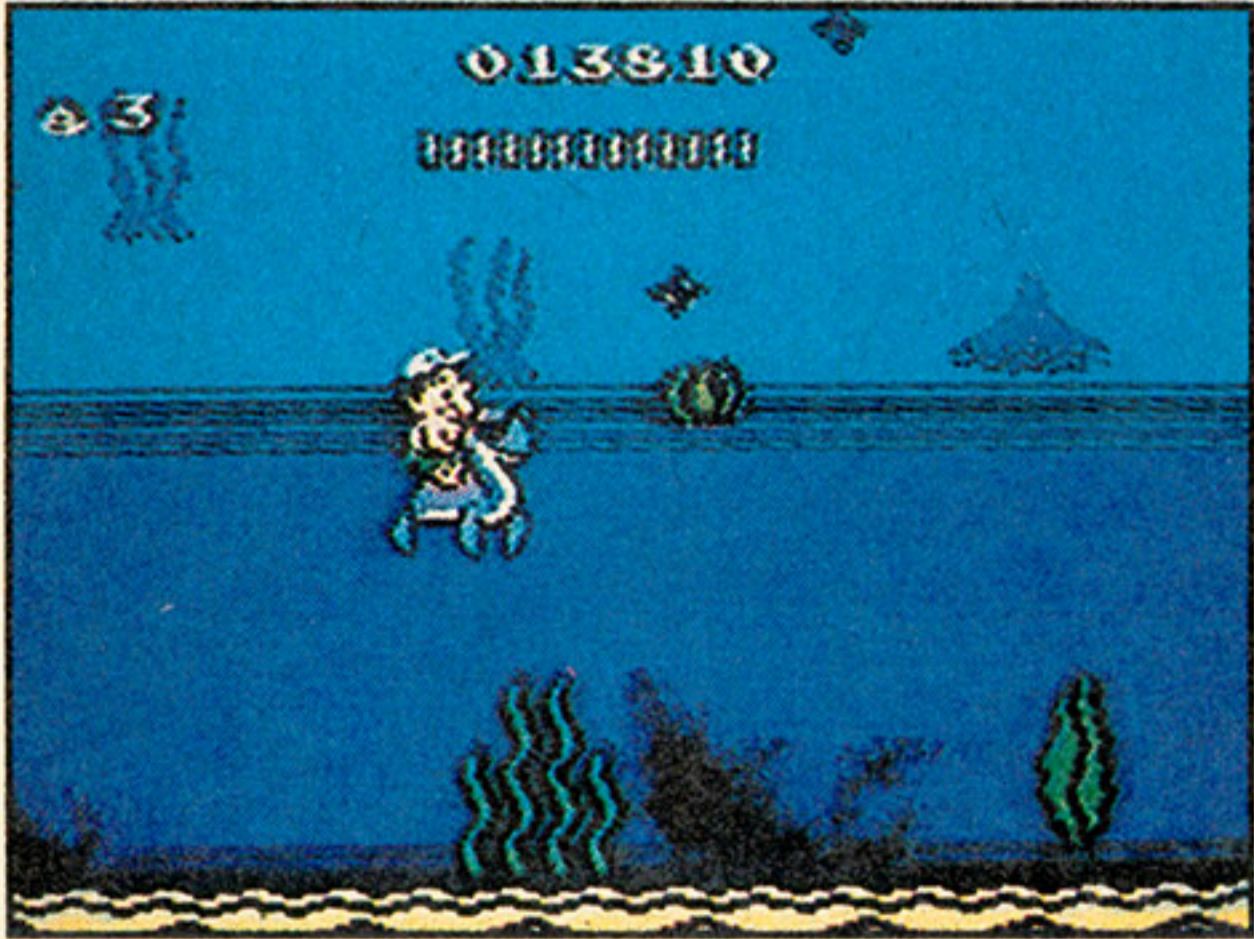
Lisa Bouchey

Version reviewed: Nintendo. Hudson Soft, 400 Oyster Point Blvd., Suite 515, South San Francisco, CA 94080.



The honey girl makes you invincible while she's flitting around, so get by as many enemies as possible while she's on the screen.

The sequel has twice as many playing fields — eight islands and 64 levels. And while much of the action will be familiar to experienced *Adventure Island* explorers, the scenery and characters have



The elasmosaurus is the only one of your traveling companions that can swim. He moves faster than Master Higgins, so use him to your advantage.

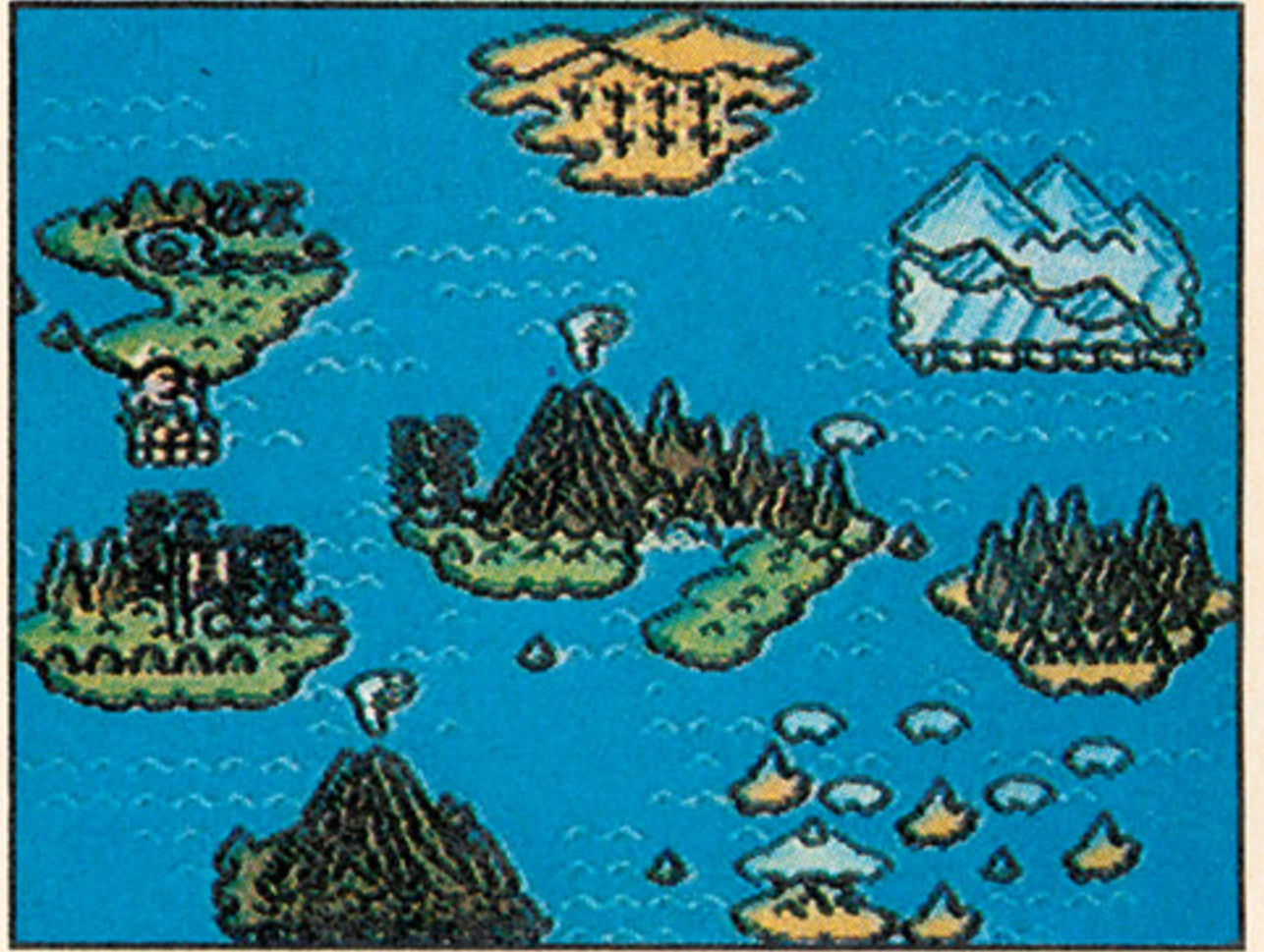
changed. Racing through the game on a skateboard gives you extra speed, and you still score points by destroying hostile enemies and consuming as much fruit as possible, but Master Higgins has traveling companions in this adventure.

As you roam the tropical islands, deserts, snow-covered mountains, and depths of the sea, you'll encounter deadly snails, fire-breathing snakes, and dangerous denizens of the deep that try to stop you in your tracks. But you'll also find hidden eggs that hatch to reveal prehistoric-type creatures. When these creatures appear, hop onto their backs and hold on for a wild ride.

The blue camptosaurus can attack your enemies by whipping its tail, and the fire-breathing red camptosaurus can destroy everything your enemies throw at you

except flame. You can fly on the pteranodon and drop rocks on your enemies, or swim through the seas on the elasmosaurus. (Hint: The elasmosaurus is the only creature that can swim. Keep the other animals out of the water.)

A skateboard is the other mode of transportation available on the islands. But be careful — although you can move faster on the skateboard, you won't be able to stop unless you stumble, a problem for expert riders.



There are eight islands and 64 levels to explore in *Adventure Island II*, twice as many playing fields as in the original game.

Eat all the fruit you come across to build up your score and energy level. Eating a flower will double the points you get for fruit, and drinking milk will raise your energy level to the max. Stay away from eggplants, though — Master Higgins hates them, and you'll lose energy points if you scarf one down.

The action and graphics in *Adventure Island II* are more varied, colorful, and fun than in the original. Old fans are sure to like this sequel.

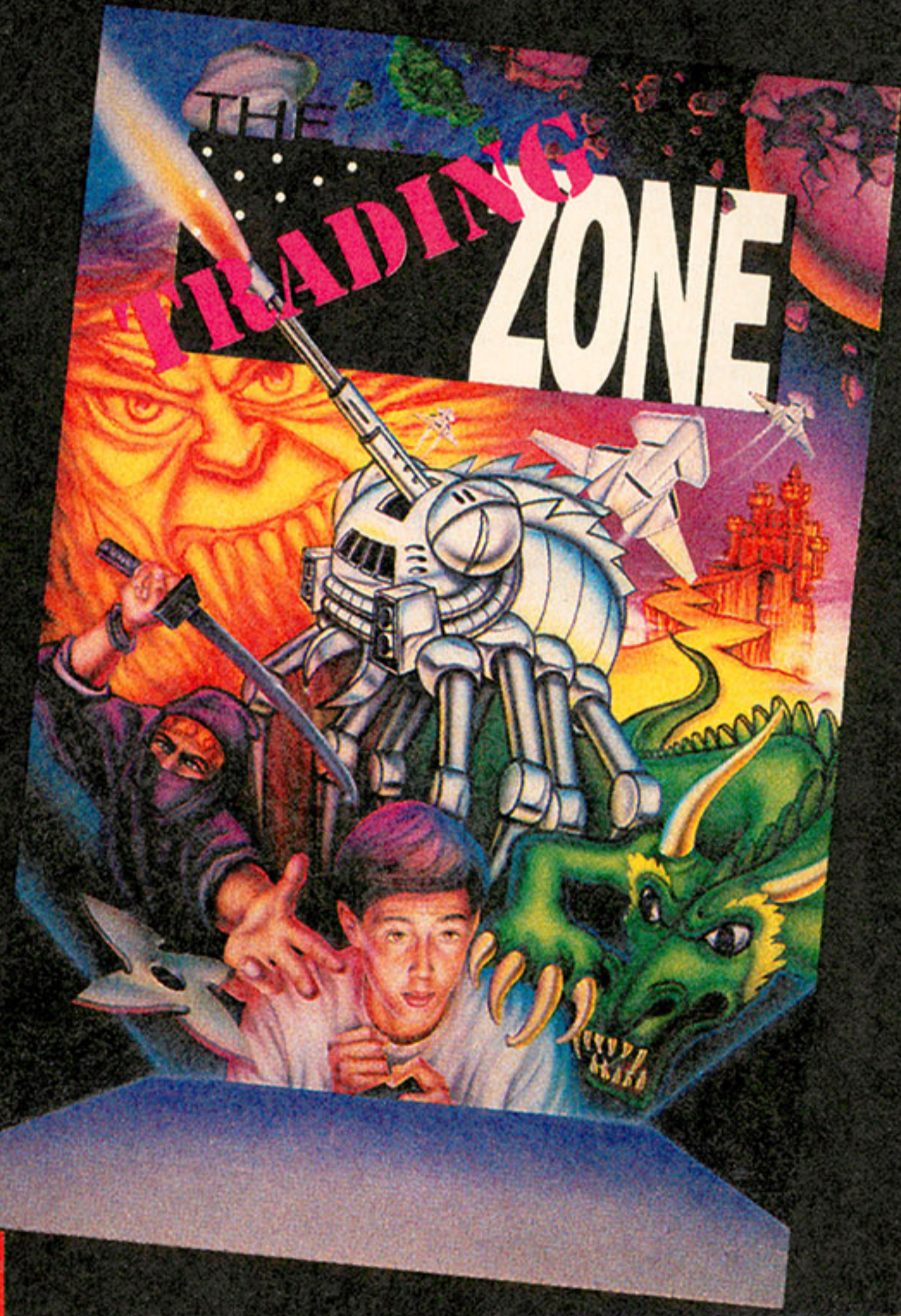
GP

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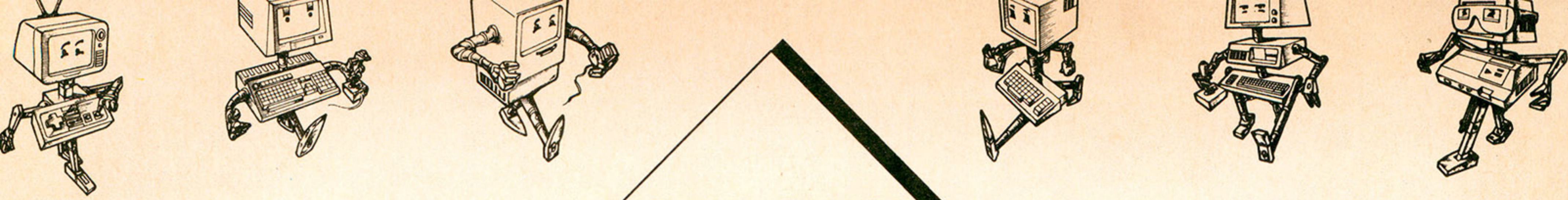
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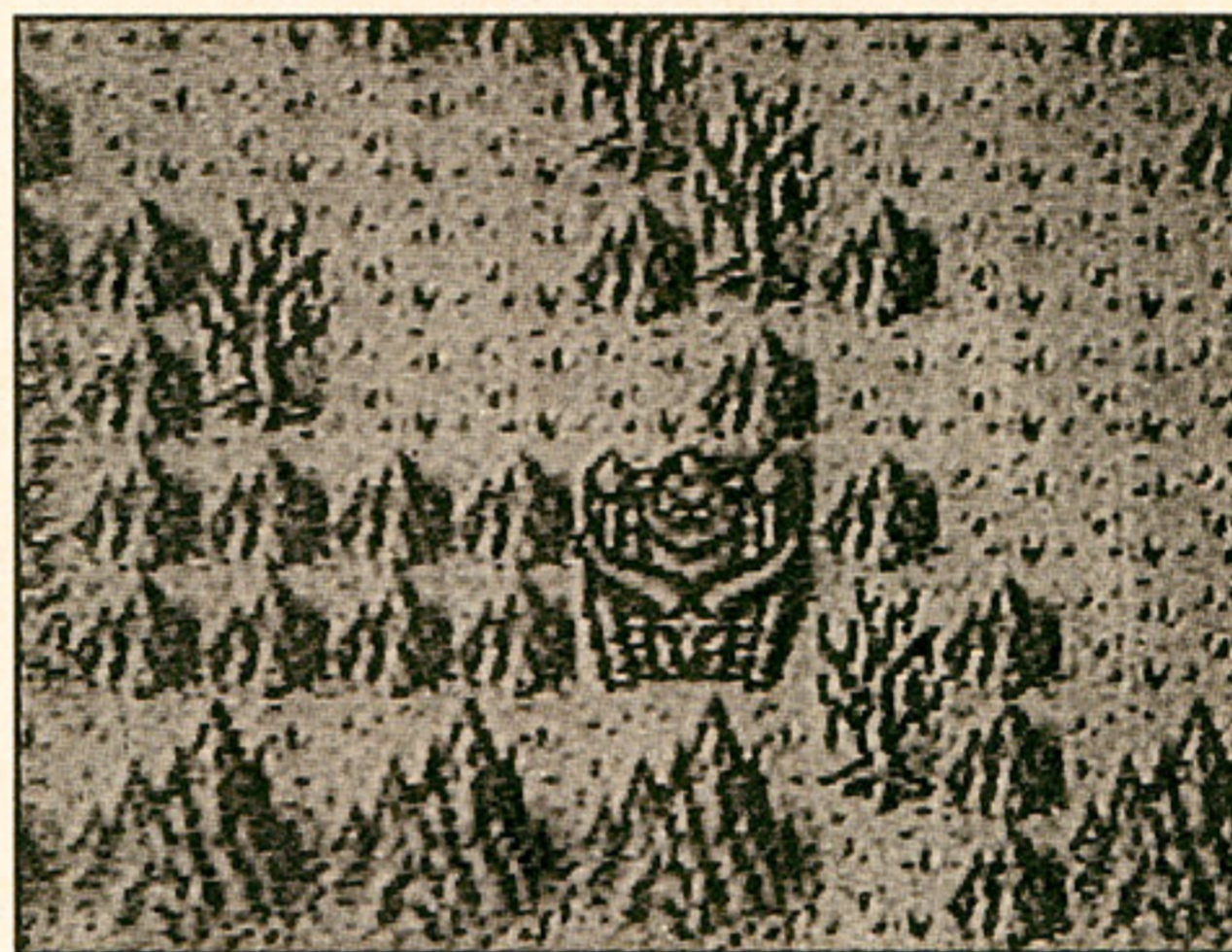
GAME BOY

REVIEWS

GARGOYLE'S QUEST

Brian Carroll

Version reviewed: Game Boy.
Capcom, 3303 Scott Boulevard,
Santa Clara, CA 95054.



Be sure to investigate every inch of the kingdom. You never know who or what you'll meet.

As you search the vast territories, be sure to investigate everything. You never know who or what you'll find. Talk to everyone you meet to get information, tips, and valuable items.

When you encounter one of the perilous action sequences for the first time, stop for a moment and think about your response. Often there is only *one* path to safety. Firebrand has fantastic

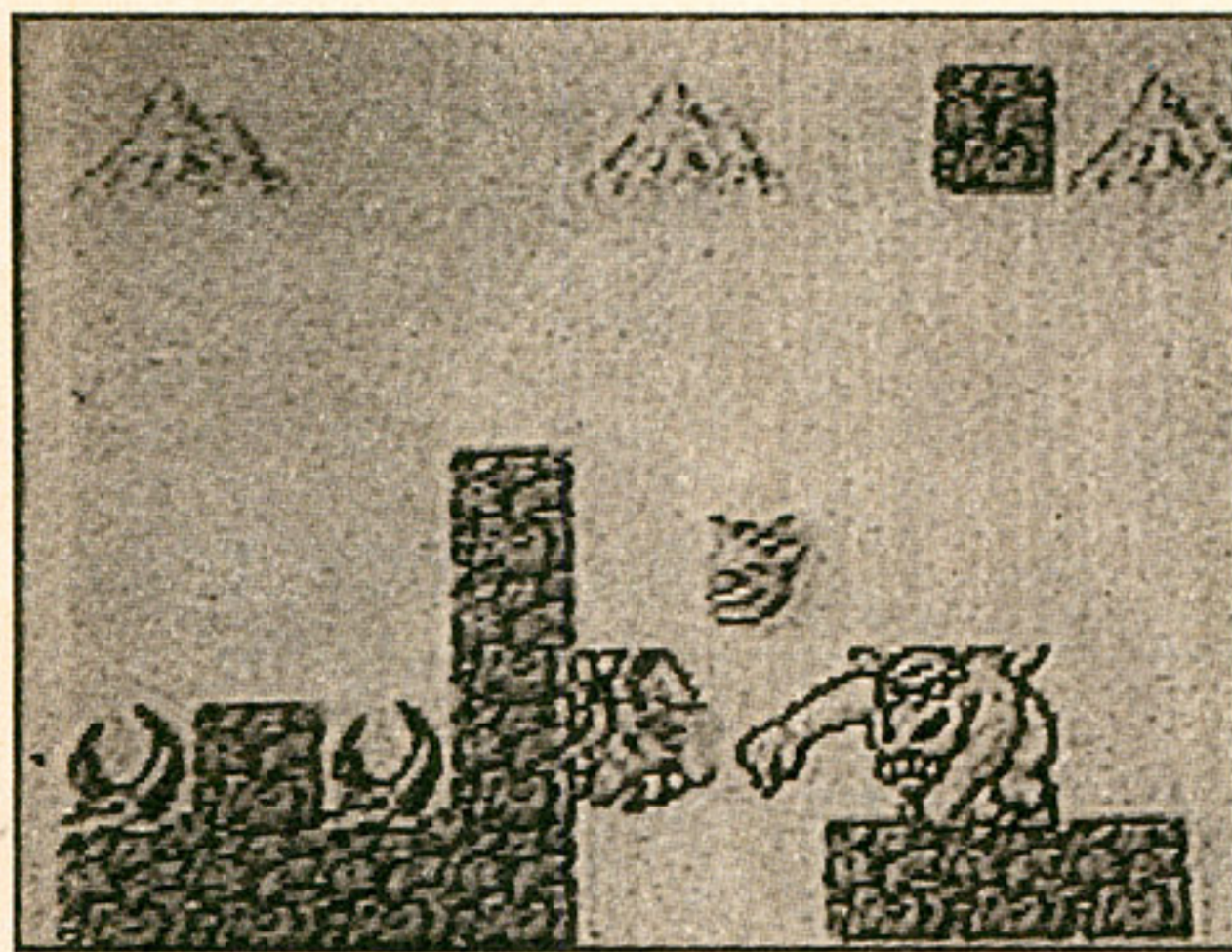
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*argoyl*e's *Quest*, one of Capcom's first Game Boy titles, is basically a quest game with

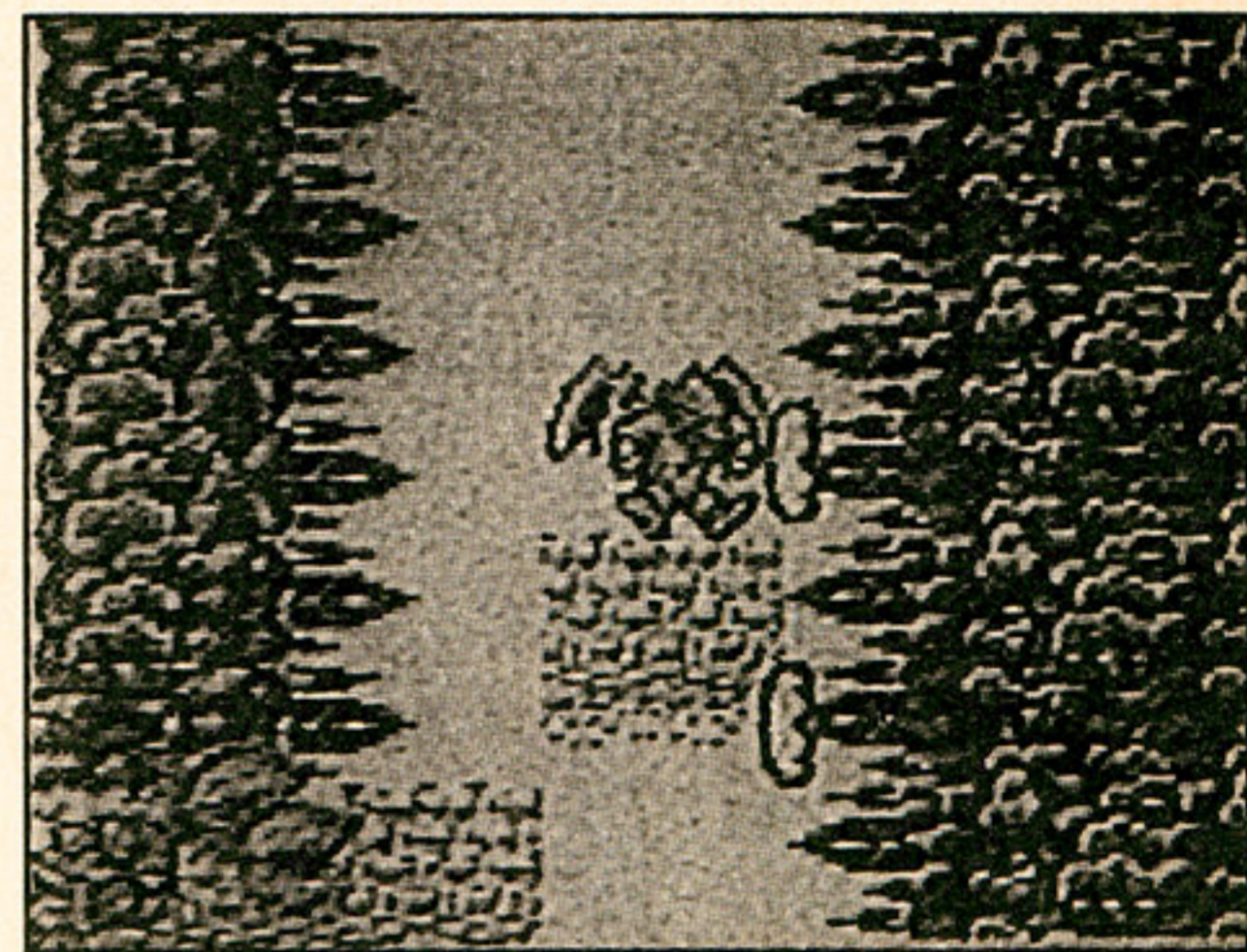
heavy doses of action. The result is a fast-paced adventure that should challenge expert gamers as well as beginners.

The story is fairly straightforward: Firebrand, the guardian Gargoyle of the Realm, must search the kingdom for the sole heir to the Red Gargoyle. Only this heir can restore a magic flame. If Firebrand accomplishes his mission, peace will be restored to the kingdom and the evil Destroyers will be defeated.

The greatest challenge in *Gargoyle's Quest* is simply making your way through the wastelands and castles. Spikes, flames, crumbling bridges, and piranha-infested waters are just a few of the hazards that make this kingdom a very dangerous place to explore.



You can bait this Gorillar by luring his fire high and then dropping down to eye level for your attack.



You can use one of your weapons to create these steppingstones.

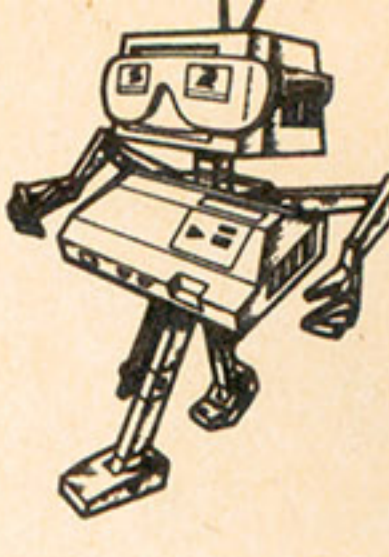
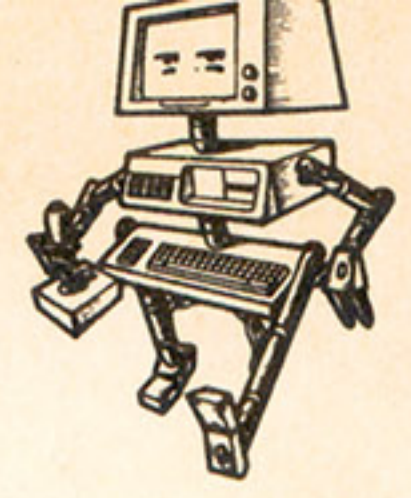
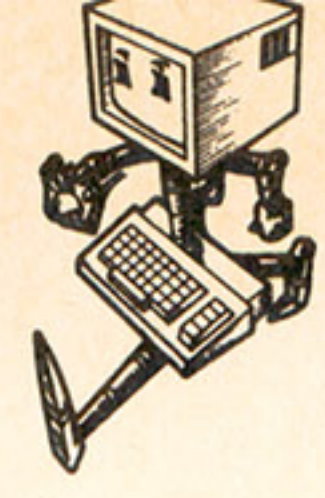
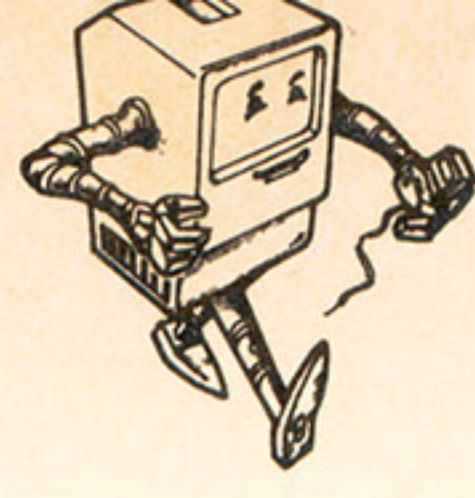
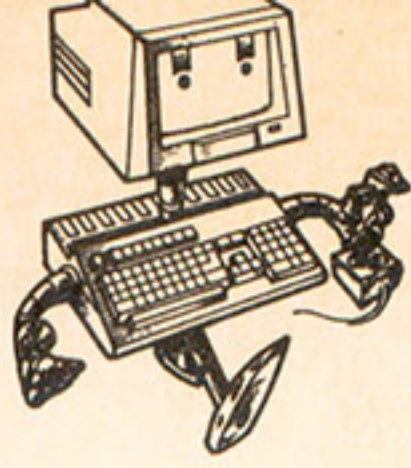
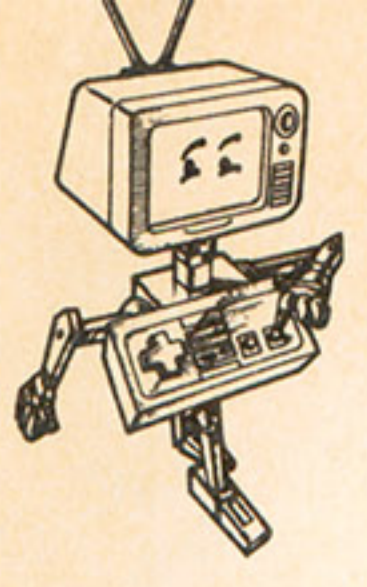
leaping and hovering abilities, and it's a good thing — you'll need them.

By the time you reach the Dark Tower, you should have a pretty good idea of what Firebrand can and cannot do. This is important, because you won't have time inside the tower to put together a travel plan. You'll have to be quick on your feet and aware of the dangers confronting you.

Gargoyle's Quest uses two perspectives — an aerial view and a close-up side view. The aerial view appears when Firebrand is out and about searching for information and items, and the side view appears during battle scenes. The graphics are generally above average except for some of the darker scenes, where it's difficult to tell exactly what's what.

With the release of *Gargoyle's Quest*, Capcom's excellent reputation for producing quality games for Nintendo carries over to the Game Boy, too. This is a sophisticated action-adventure game with excellent player control.

GP



GAME BOY REVIEWS

BUBBLE GHOST

Lisa M. Bouchey

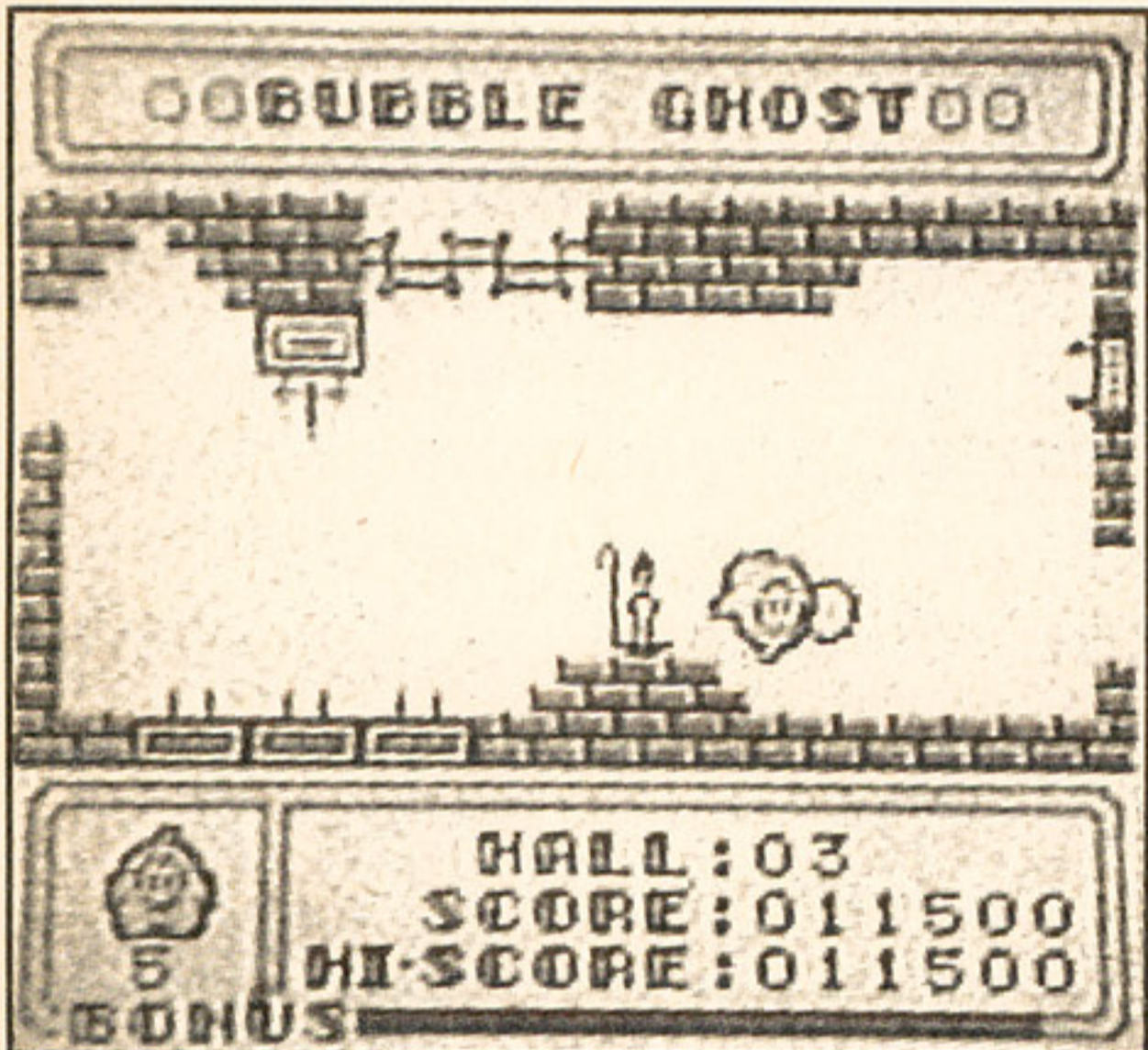
T

he friendly ghost in this spirited game has everything a playful ghoulish could wish for — a castle to haunt, hidden treasures to

find, and a belly full of bubbles to play with.

Bubble Ghost was adapted from a computer game by Accolade. The Game Boy version is easier to play, but the story is the same: A lonely ghost is trapped in the hallowed halls of the 35-room castle he once called home. In order for his spirit to find eternal rest, he must make his way through the castle without bursting any of his six fragile bubbles.

It sounds simple enough, but there's a catch. If *anything* touches one of his bubbles, it will pop. That means he can't even touch the bubble himself — he has to move the bubble by blowing on it. You can blow from eight different di-

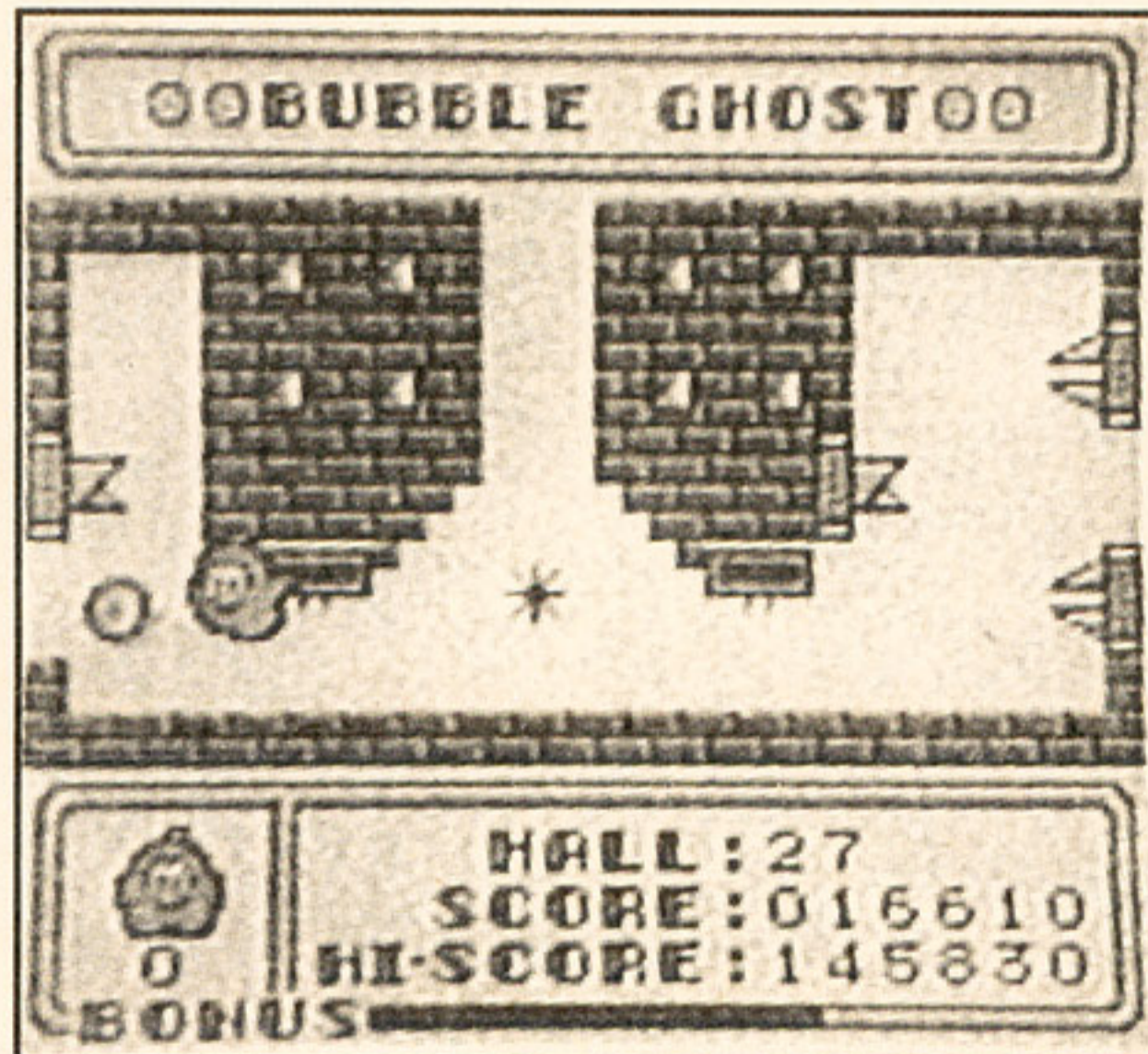


Be careful around lighted candles — the heat from the flame will burst your bubble in no time. Try blowing out the candle before you float by.

Version reviewed: Game Boy. FCI, 150 East 52nd Street, New York, NY 10022. Also available for IBM, Tandy, and PC compatibles; the Amiga; Commodore 64; Atari ST; and Apple IIGS. Accolade, 550 S. Winchester Blvd., Suite 200, San Jose, CA 95128.

rections, but pay close attention to your aim. If the bubble bumps into a castle wall, a trap, a burning candle, or a whirling fan, it will burst.

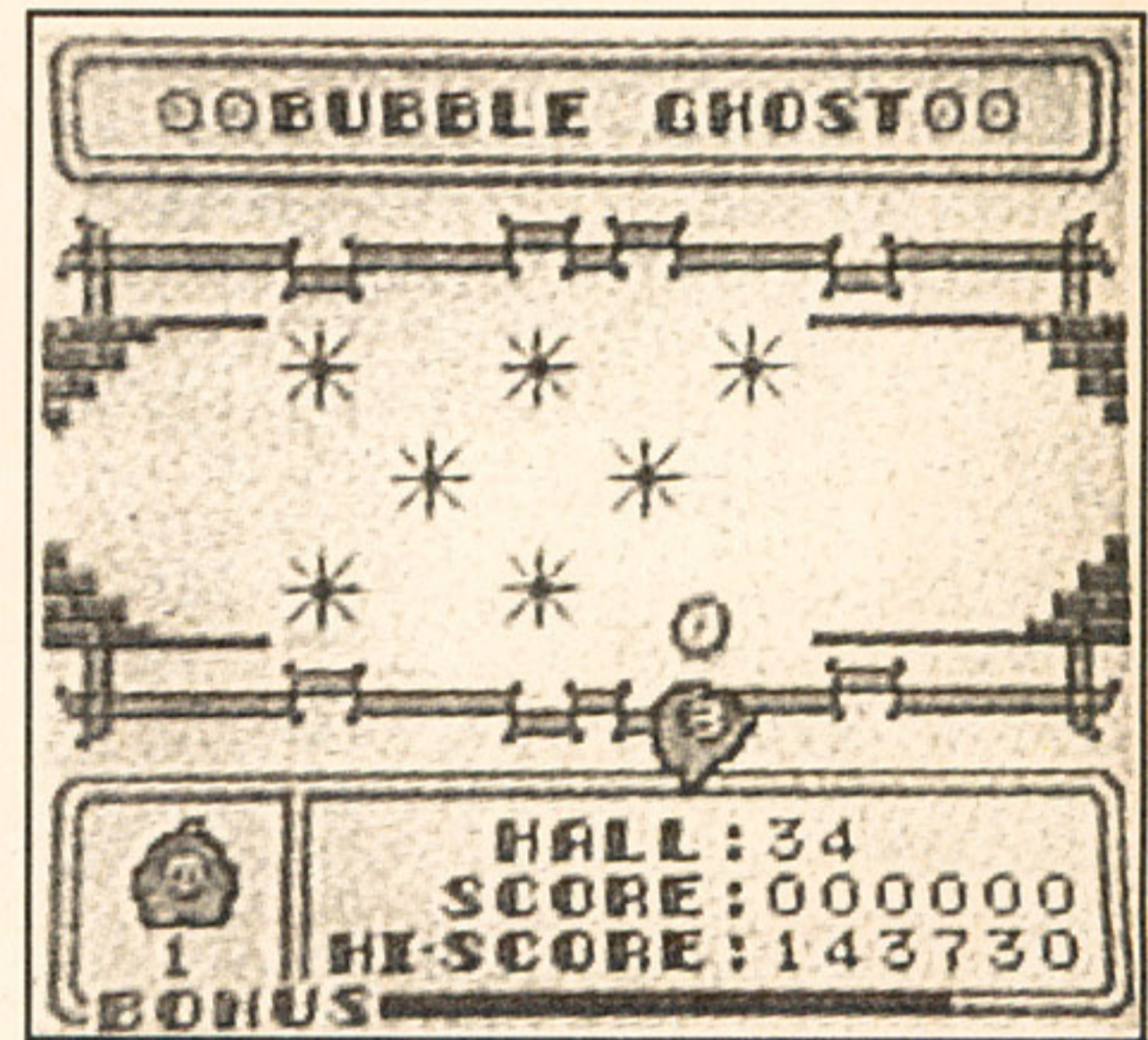
As you make your way through the maze of rooms in the castle, look for hidden passages and secret bonus objects that will raise



If you're behind the bubble and blow forward, the bubble will float forward. Points are scored according to the movement of the bubble.

your score. Some secret passages even let you skip levels.

Don't use all your hot air just to move the bubble. Try blowing out candles and turning off fans to earn extra points. This also makes it easier to get through the maze. If you spot something that looks a little fishy, blow on it and see what happens. You might even try blowing on other things in the room to get the suspicious object



The 35-room maze is divided into 6 levels. Each time you successfully complete a level (rooms 6-11, for example), you'll get another ghost player.

to move. But don't forget to let your ghost breathe. If you hold down button A, the ghost will blow until he seems red in the face.

If you succeed in guiding the lonely ghost through all 35 rooms of the castle, he'll be ecstatic as he floats off to bubble heaven.

With relatively uncomplicated mazes, simple graphics, and endearing characters, *Bubble Ghost* is a natural for the Game Boy and should be a hit with players of all ages.

GP

A N D P R E V I E W S

NINTENDO TRIES TO STOP GAME GENIE IN CANADA

Nintendo, which last summer won a court order blocking sales of the Game Genie in the United States, is now trying to stop sales of the controversial device in Canada.

As reported in last month's issue of *Game Player's*, the Game Genie began appearing in Canadian stores last August. The company which is selling the Game Genie in Canada — Ontario-based Camerica Corporation — was not affected by the U.S. federal court order which forbids Galoob Toys from selling the Game Genie in the U.S.

To stop Camerica, Nintendo filed a lawsuit in Canadian federal

court and is asking the judge to halt all sales of the Game Genie in Canada. As this issue of *Game Player's* was going to press in mid-October, a hearing on Nintendo's request was scheduled for later in the month. If Nintendo wins the hearing, Canadian sales of the Genie could be blocked for several months until Nintendo's lawsuit goes to trial.

Meanwhile, in the U.S., a hearing was held in September on Galoob's appeal to reverse the court order which is blocking all U.S. sales of the Game Genie. At this writing, the judge had not yet reached a decision on Galoob's

appeal. His decision will determine whether the Game Genie will be released in the U.S. in time for the holiday shopping season.

The Game Genie is a device which allows gamers to change the way their Nintendo games play. By entering special codes supplied with the Game Genie, players can give their on-screen characters unlimited lives or special powers, and in some cases can select stages. Nintendo claims the Game Genie violates Nintendo's trademarks and copyrights, and that it could harm Nintendo's videogame business.

THE MAGIC CANDLE FOR NINTENDO

American Sammy is bringing out a Nintendo version of the popular computer role-playing game *The Magic Candle*. You play a hero who explores and battles his way through the lands of Deruvia, gathering spells and fighting foes to save a sputtering candle whose power has kept the vile demon Dreaux imprisoned for eons.

The computer version of *The Magic Candle* won a Game Player's Award last year for the Best PC Fantasy Role-Playing Game of 1989.



The Magic Candle, an award-winning computer role-playing game, is now being translated for the Nintendo Entertainment System. (PC version shown.)

NEW KIDS ON THE SCREEN

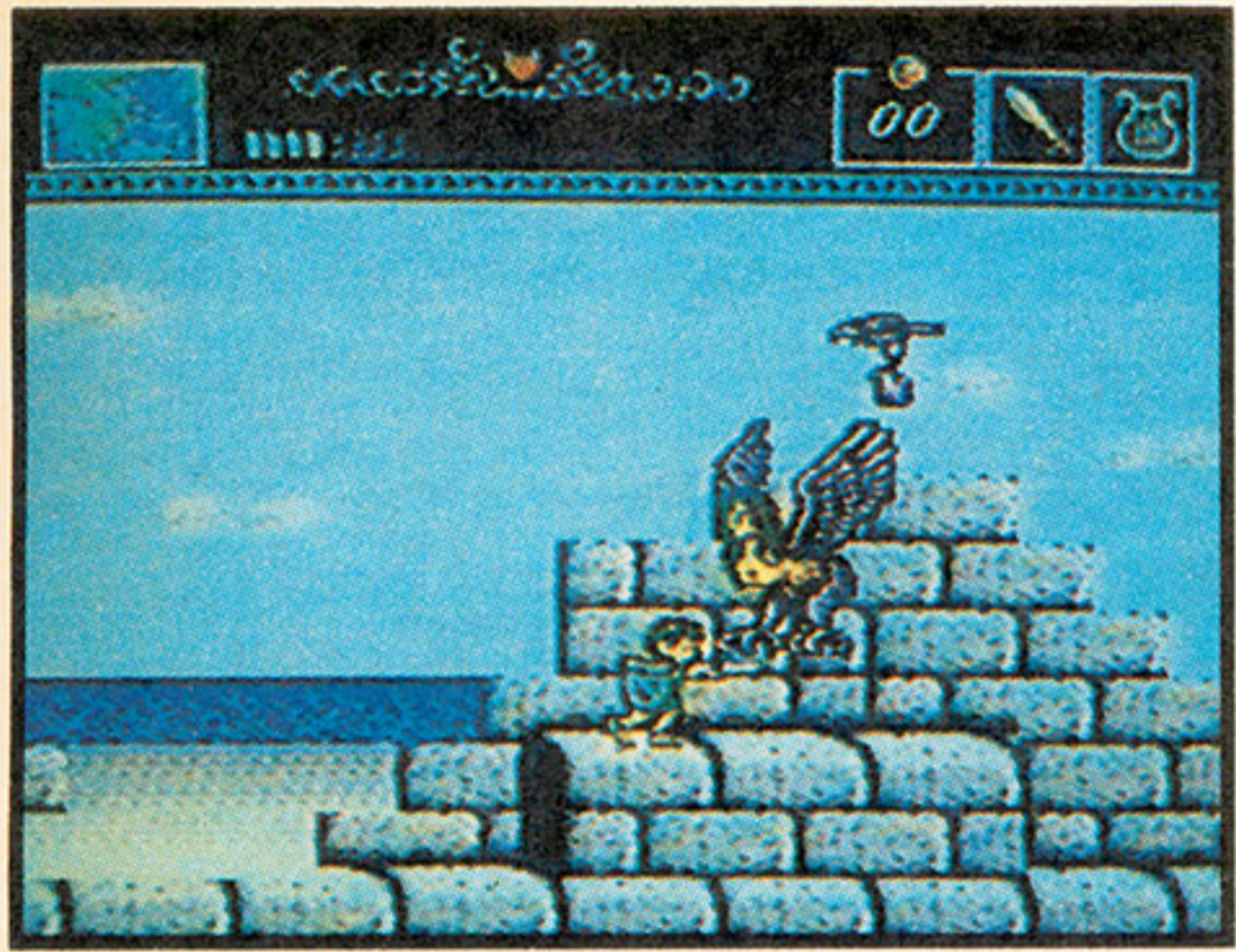
Parker Brothers has signed the pop-music phenomenon New Kids on the Block to star in a new NES game. The New Kids, who have four multi-platinum albums to their credit, are the first music group to star in their own videogame. The cartridge is expected to be released in June.

Although the game is still in development, it's expected to feature the New Kids' life on the road, including concert tours, screaming fans, and a soundtrack of the New Kids' own music.

A N D P R E V I E W S

BRODERBUND EXITS NINTENDO MARKET

Broderbund Software, which makes the U-Force controller and such Nintendo games as *Battle of*



Battle of Olympus, one of the Nintendo games THQ is buying from Broderbund.

Olympus, *Legacy of the Wizard*, *Guardian Legend*, and *Dusty Diamond's All-Star Softball*, is selling its videogame division to THQ, a toy company and new Nintendo licensee. The U-Force and the games will continue to be available from THQ, which is based in Calabasas, California.

Broderbund will continue producing its large catalog of entertainment, educational, and business software for personal computers. Broderbund says the

sale of its videogame division will allow the company to concentrate on the computer software which has been Broderbund's strength for more than a decade.

As a result of the sale, the release of *Power Games* — a four-games-in-one cartridge designed especially for the U-Force — will be postponed indefinitely.

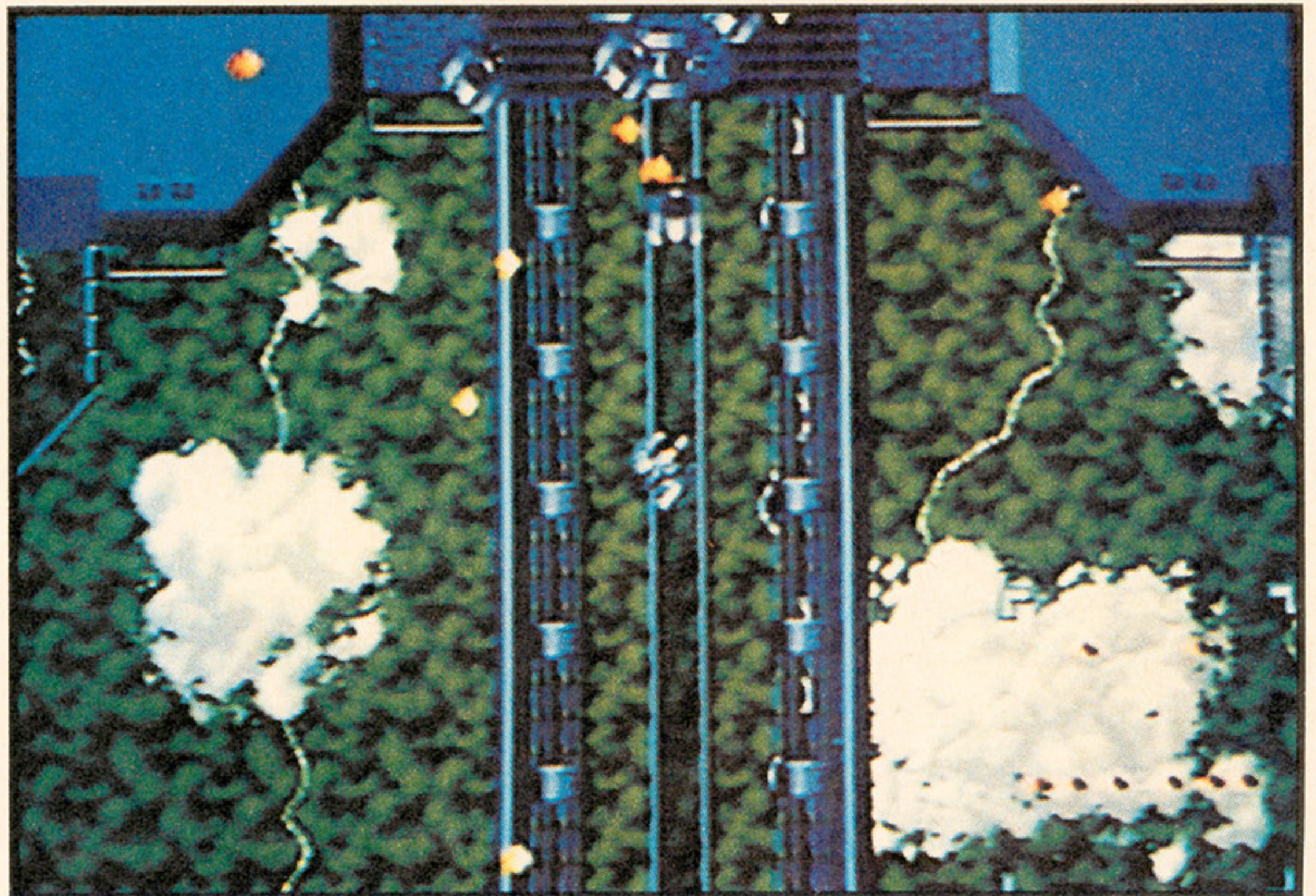
FUTURISTIC WARFARE FOR GENESIS

The year is 2016, and the Super Strategic Defense Initiative agreement of the 1990s has banned all ICBMs and nuclear warheads — only Super Strategic Mobile Weapons can be used to wage war. In a world of military acronyms, the best SSMW is the Granada Hypertek Cannon Tank (HCT). Now you can take control of your own HCT in Renovation's *Granada* for the Sega Genesis.

The Granada HCT is an awesome piece of mechanical mayhem. It combines the best features of tanks, aircraft, and missile silos. Shields and sophisticated radar form an imposing defensive barrier. The HCT's arsenal includes multi-directional interceptors, long-range homing missiles, and a secret weapon guaranteed to blow all enemy forces to bits.

After jumping into the machine's seat, you can start blasting your way across the countryside, protecting the peaceful town of Tobora from enemy

agents. You'll also clash with the giant flying battleship *Astarsha* and the equally lethal Valsic HCT in duels to see who has the world's most powerful war machine.



Dominate the world with your high-tech tank in *Granada*.

A N D P R E V I E W S

TENGEN GAMES IN VIDEO STORES

Imagine walking into your neighborhood video store, renting a recent movie, grabbing some popcorn, and buying a new videogame.

Starting soon, Tengen's Nintendo, Sega Genesis, and NEC TurboGrafx-16 games will be

available for purchase at participating video stores. Every game comes with a \$5 rebate coupon from Tengen.

The first video distributors to try Tengen's new approach to selling videogames are Commtron,

Video Trend, MVC, and Best Video. Among the major chains carrying the games are Action Video and Blockbuster Video. Initially, 42,000 stores will sell Tengen's games throughout the United States.

THREE FANTASY-ADVENTURES FOR NES

Three new fantasy games for Nintendo are due soon from Hudsonsoft: *Princess Tomato in the Salad Kingdom*, *Mendel Palace*, and *Adventure Island II*.

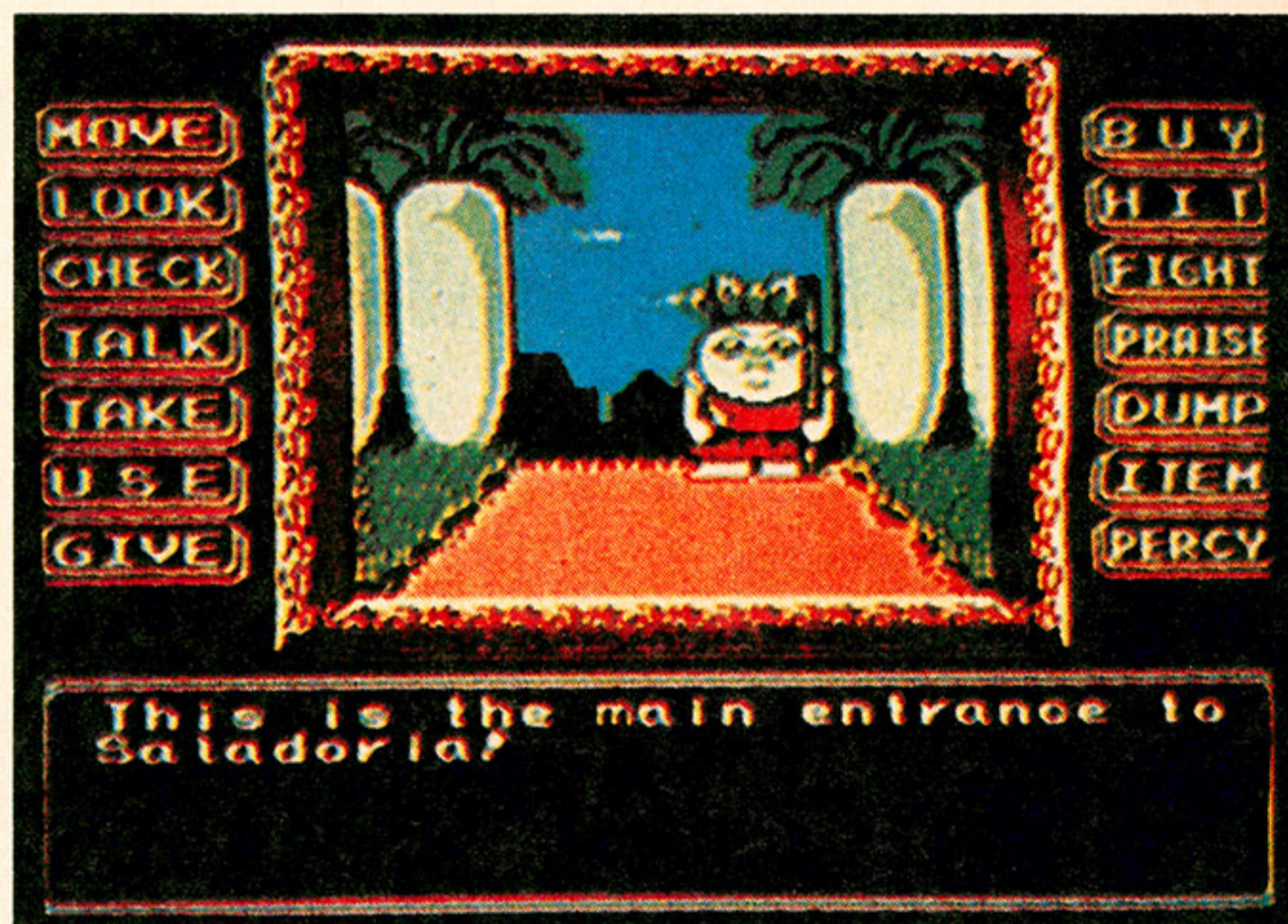
Long a popular game in Japan, *Princess Tomato in the Salad Kingdom* takes place in the magical land of Saladoria. This once-orderly world of vegetables is now in chaos because of the evil antics of Minister Pumpkin. The sinister gourd has not only kidnapped Princess Tomato and hidden her away in the Zucchini Mountains, but has also stolen the sacred turnip — the emblem of Saladoria's peace. It's up to you — as Sir Cucumber and his trusty sidekick, Percy Persim-

mon — to rescue the princess, return the sacred turnip to its rightful place, and squash Minister Pumpkin once and for all.

In *Mendel Palace*, a little girl's dreams turn dolls, ballerinas, and other innocent toys into blood-lusting creatures of death. Players must travel through 200 levels and skillfully manipulate floor panels to eliminate the toys and rouse the child from her nightmares.

Adventure Island

II continues the story of Master Higgins as once again he tries to free Fern Island by overcoming lethal beasts and bosses. (See review in this issue.)



Princess Tomato in the Salad Kingdom

NEW DISNEY TITLES FOR NES AND GAME BOY

Three new games featuring Disney characters have been announced by Capcom, the company which released such earlier Disney titles as *Mickey Mousecapades*, *DuckTales*, *Chip 'n Dale Rescue Rangers*, and *Adventures in the Magic Kingdom*.

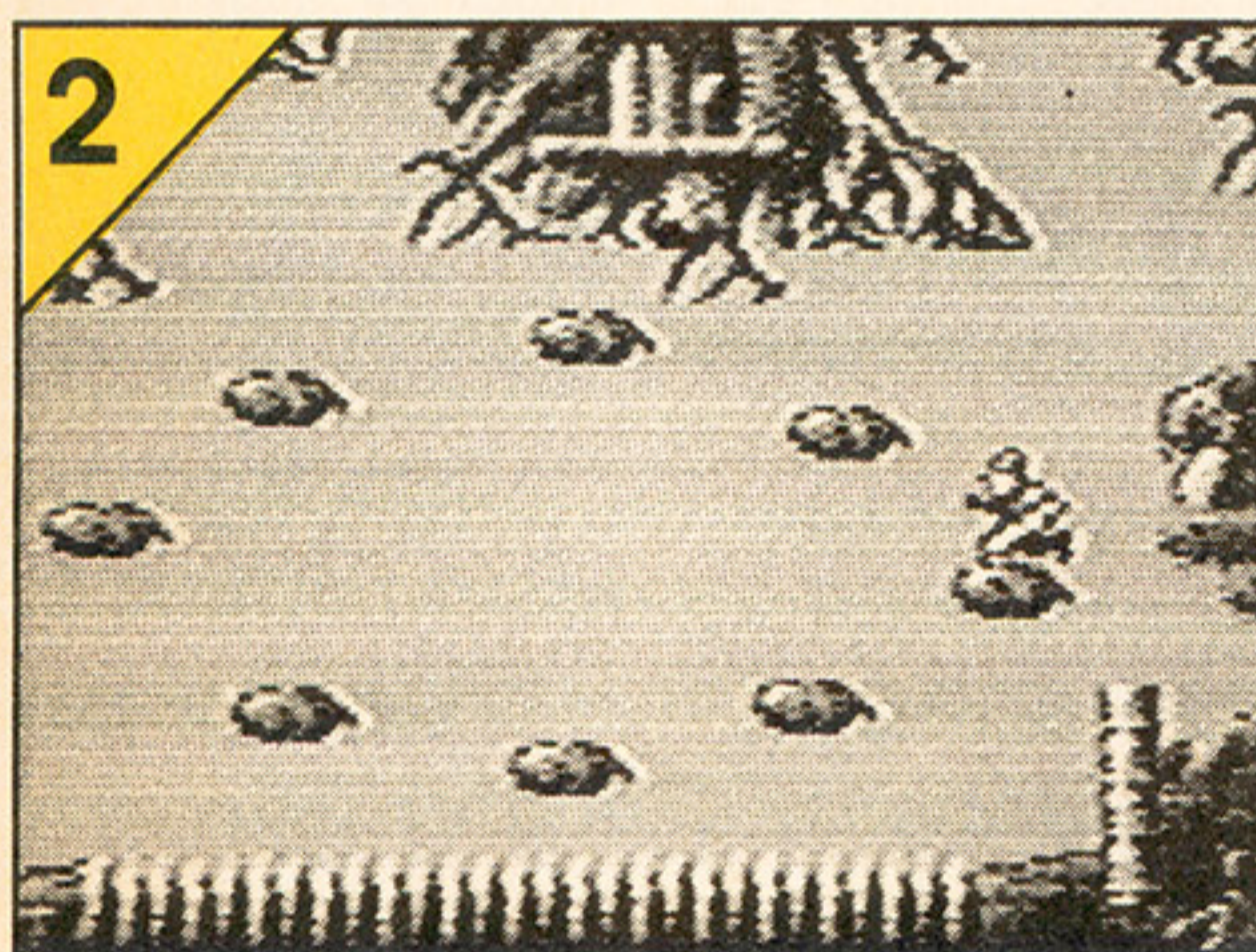
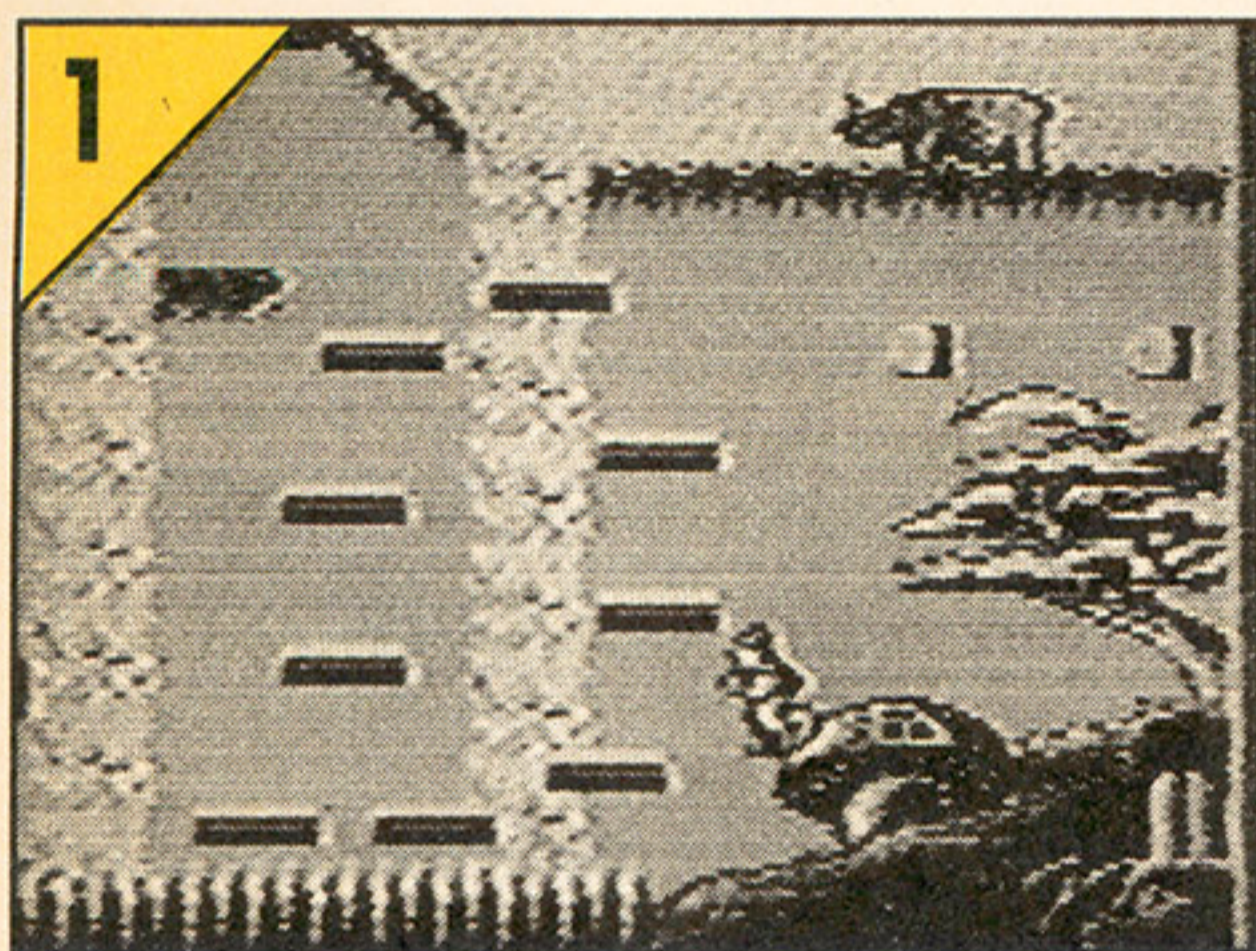
Capcom is licensing the characters from Walt Disney Computer Software.

TaleSpin, for the NES, is based on a cartoon appearing on the syndicated *Disney Afternoon* TV show. *Who Framed Roger Rabbit*, for the

Game Boy, is loosely based on the hit movie of 1989. Another Game Boy game is as yet untitled, but will definitely star Mickey Mouse. Capcom says all of the games will be released in early or mid-1991.

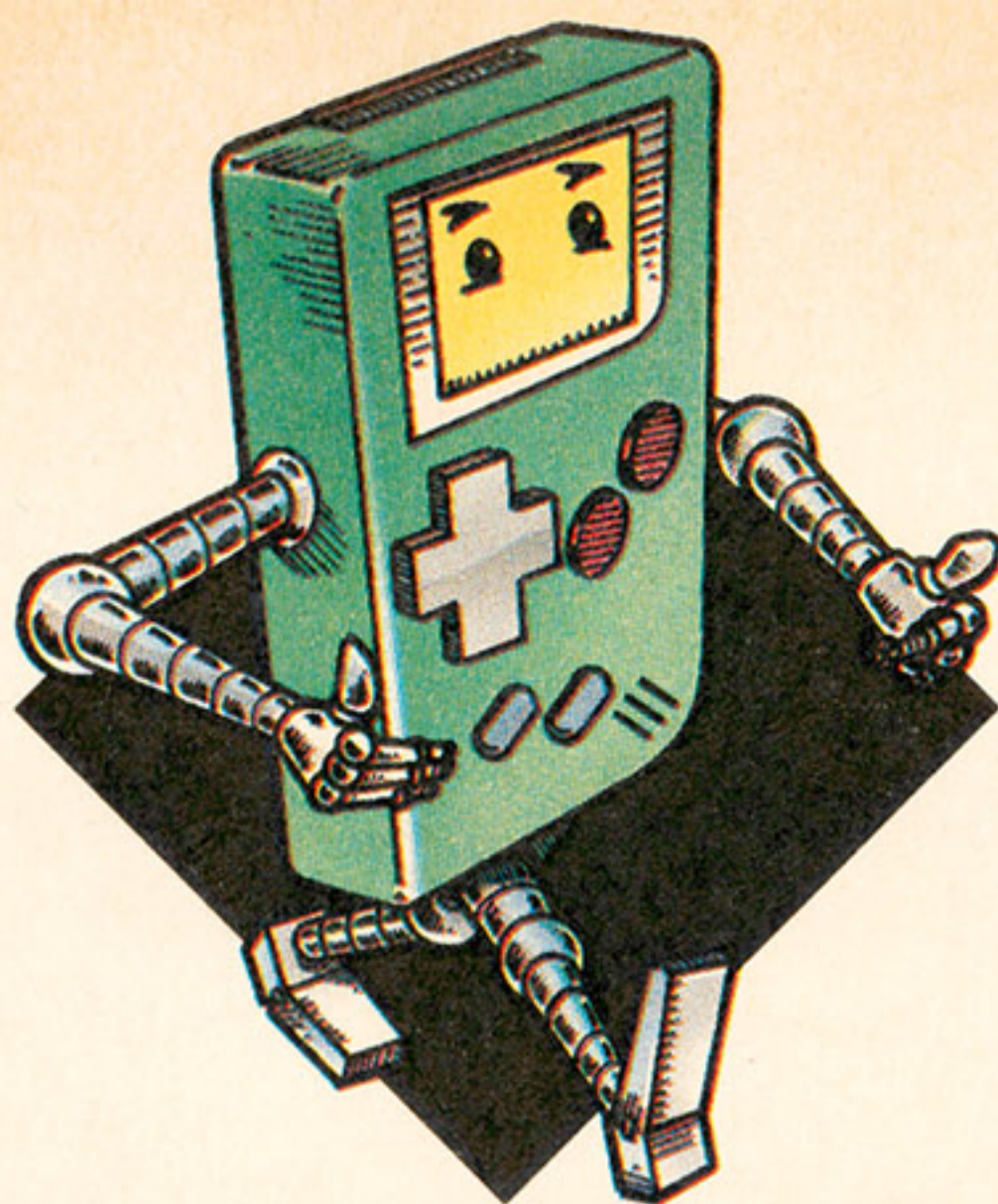
GP

When Don Bluth's *Dragon's Lair* hit the arcades in 1983, its success was so phenomenal that many experts predicted it would revolutionize the videogame industry. By using a video laserdisc player, *Dragon's Lair* offered true cartoon animation with the interactivity of a videogame. It was like being in control of your own animated movie. But despite the enthusiastic response, the predicted boom in laserdisc games never really materialized.



In 1989, a shortened version of *Dragon's Lair* was released for the Amiga personal computer (see *Game Player's*, April/May 1989). Although this version didn't use a laserdisc, the original graphics were accurately re-created with the Amiga's outstanding 16-bit graphics. Now, with the release of *Dragon's Lair* for Nintendo and *Dragon's Lair: The Legend* for the Game Boy, it has finally reached home videogame systems.

Obviously, neither the NES nor the Game Boy can offer the cartoon-quality animation made possible by video laserdiscs. Nevertheless,



GAME BOY

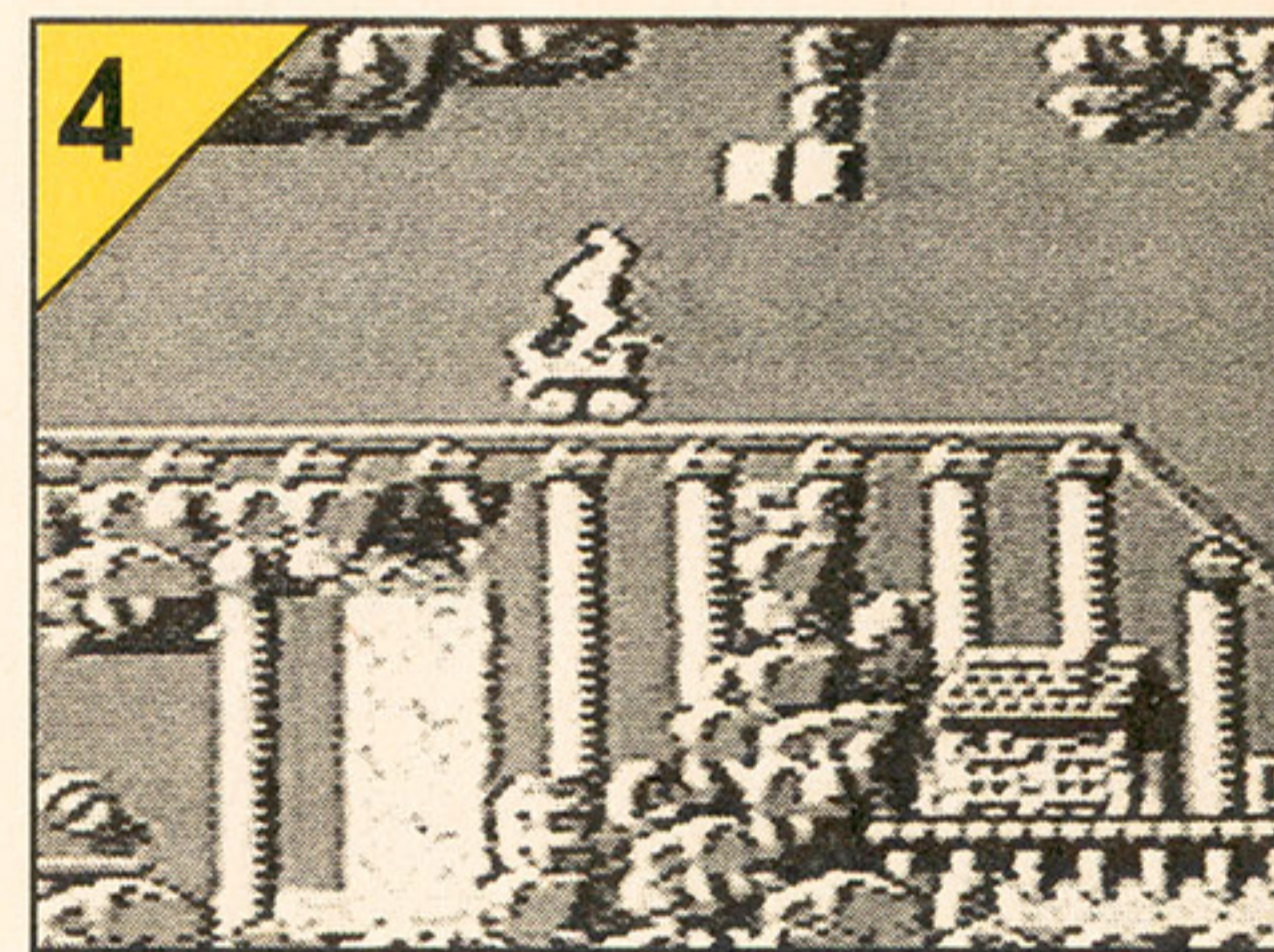
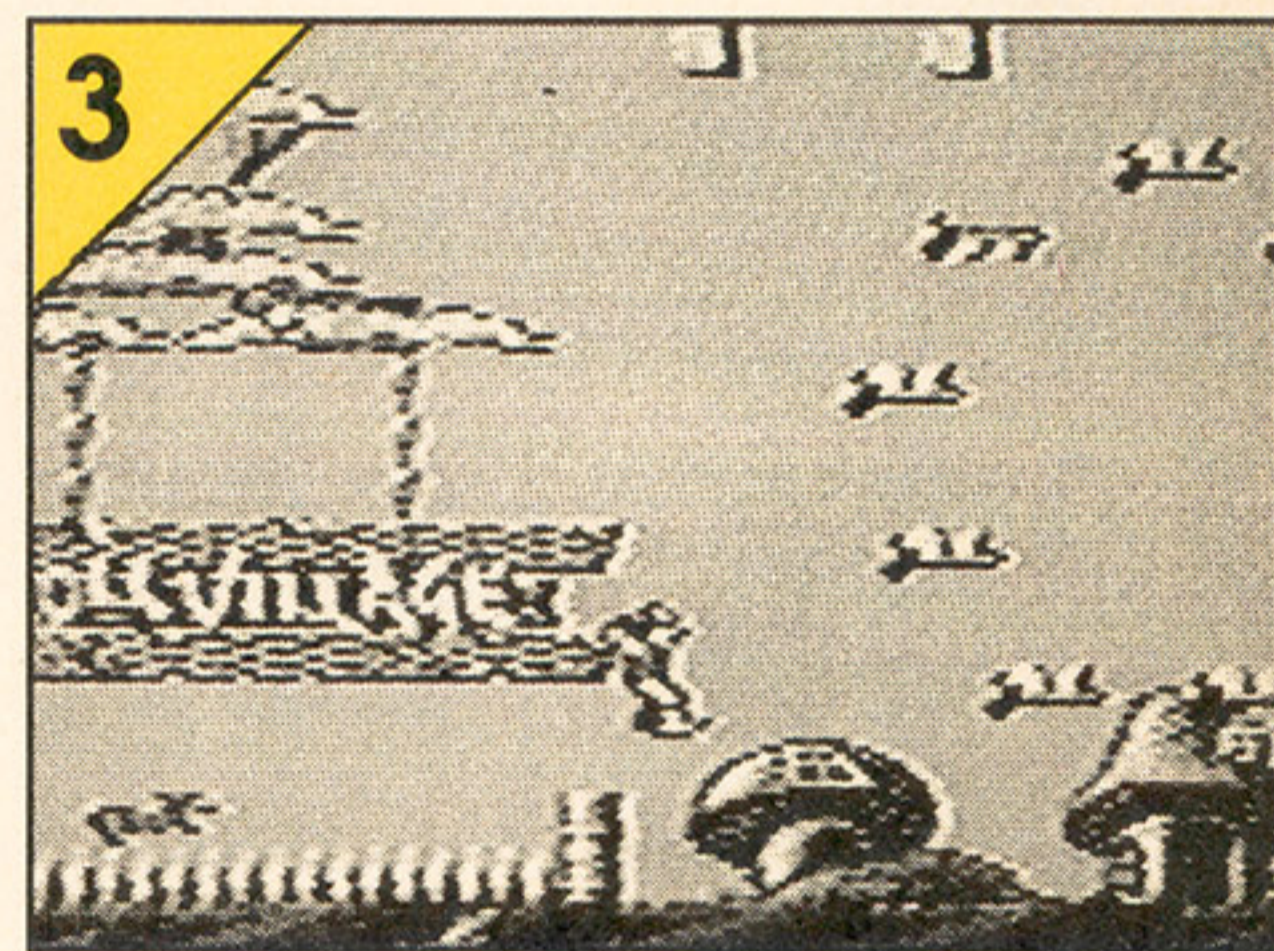
PLAYERS

Dragon's Lair: The Legend

Stephen Poole

both versions have, in their own ways, broken new ground in the design and look of cartridge-based videogames.

Both versions of *Dragon's Lair* are being released by CSG Imagesoft in conjunction with Sullivan Bluth Interactive Media. The actual development was done by MotiveTime, a company based in Walsall, England. After looking at both games, it's easy to see that the developers did plenty of homework in order to capture the charm and feel of the original *Dragon's Lair*. (For a close-up look



1 At the beginning of the game you can go either left or right. Unlike many other videogames, *Dragon's Lair* is circular, so you can reach all the screens no matter how you start.

2 Landing on these floating objects requires good timing. But don't celebrate a successful jump too early—if you sink too low, you'll lose a life on the spikes.

3 Dirk can drop through a hole in the ground to reach Troll Village. Note the detail of the trolls' mushroom houses, the scampering hare, and the wooden sign.

4 To grab pieces of the Life Stone while riding in the coal car, stay at the front of the car, then leap up and forward as you approach each one.

at the development of *Dragon's Lair* for the NES, see "Nintendo News" elsewhere in this issue.) Neither game looks or plays like any previous game for the NES or the Game Boy.

Developers Peter Cook, Mark Crane, and David Percival told *Game Player's* that the hardware limitations of the Game Boy meant that *Dragon's Lair: The Legend* would have to be completely different from its NES cousin. In the Nintendo game (which closely follows the laserdisc version), the action centers on Dirk the Daring's attempt to rescue Princess Daphne



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Double Dragon II

I've had *Double Dragon II: The Revenge* for my Nintendo for about nine months. How do you defeat the boss at the end of the game? Are there any continue codes for this game?

To defeat the acrobats at the end of level 2, position yourself between the two enemies in the middle, then do the spinning cyclone two or three times. This also works at the end of mission 8.

Brian Sauer
Wisconsin

When you enter the boss's chamber, he'll be in the upper right corner and you'll be across from him on the left. As soon as you appear, charge at him using the jumping knee thrust. Back him off the screen so you can't even see him. Even though you won't see the action, every time you hit him he'll fall down. Stand in that spot and keep using the same move — you'll be striking him every time he stands back up, and pretty soon he'll never get up again!

Super Hang-On

Your Sega Genesis readers might find these unique passwords and tips for *Super Hang-On* helpful. It took weeks for me to get this far in original mode.

Level 1: \$4,752,200 in the bank to buy high-speed equipment.



Do you have any questions about your favorite video-games or computer games? Or do you have any hints and tips to share with your fellow game players? If so, write to The Tip Sheet, Game Player's, P.O. Box 29364, Greensboro, NC 27429. Due to the volume of mail we receive, we regret that we cannot reply individually by mail to game questions.

The password is 2BZ04000Z00000 / Z9HLCK9DDFCEDMS.

Level 5: \$1,219,600 in the bank to buy more equipment. The password is 5DF2C342F35434 / 99OPCH9D8BLLUS.

And here are several tips: Don't buy the \$500,000 motorcycle frame. It breaks just as easily as the \$128,000 frame. Do buy the best brakes and tires you can afford. Accumulate money by winning in original mode, then buy good equipment and switch to arcade mode for faster races. And when passing other motorcycle racers, don't try to speed by them. Instead, ease up behind them;

they'll let you by without trying to run you off the road.

Chris Euton
Georgia

Thanks for the hints. We're sure they'll be appreciated by everyone who's hung-up on Super Hang-On.

Bonk's Adventure

I have a TurboGrafx-16 tip for *Bonk's Adventure* which enables you to skip the first part of level 5-3! After falling down the narrow area into the water, swim up and to the right as far as possible. Next, jump out of the water to the right (it may take a couple of tries). Amazingly, you'll land on top of the wall! Now if you walk to the right, you'll fall over the wall and land on the other side, next to the elevator.

Steven Morrison
Nova Scotia, Canada

Thanks for the tip.

Dragon Warrior

I need a lot of help. My uncle is playing *Dragon Warrior*, and he has maximum energy, gold, and is on the 30th level. But we can't find the dragon lord. I also heard that we'll need some stones. If that's true, where and how do I

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