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SEGA GENESIS

GAME

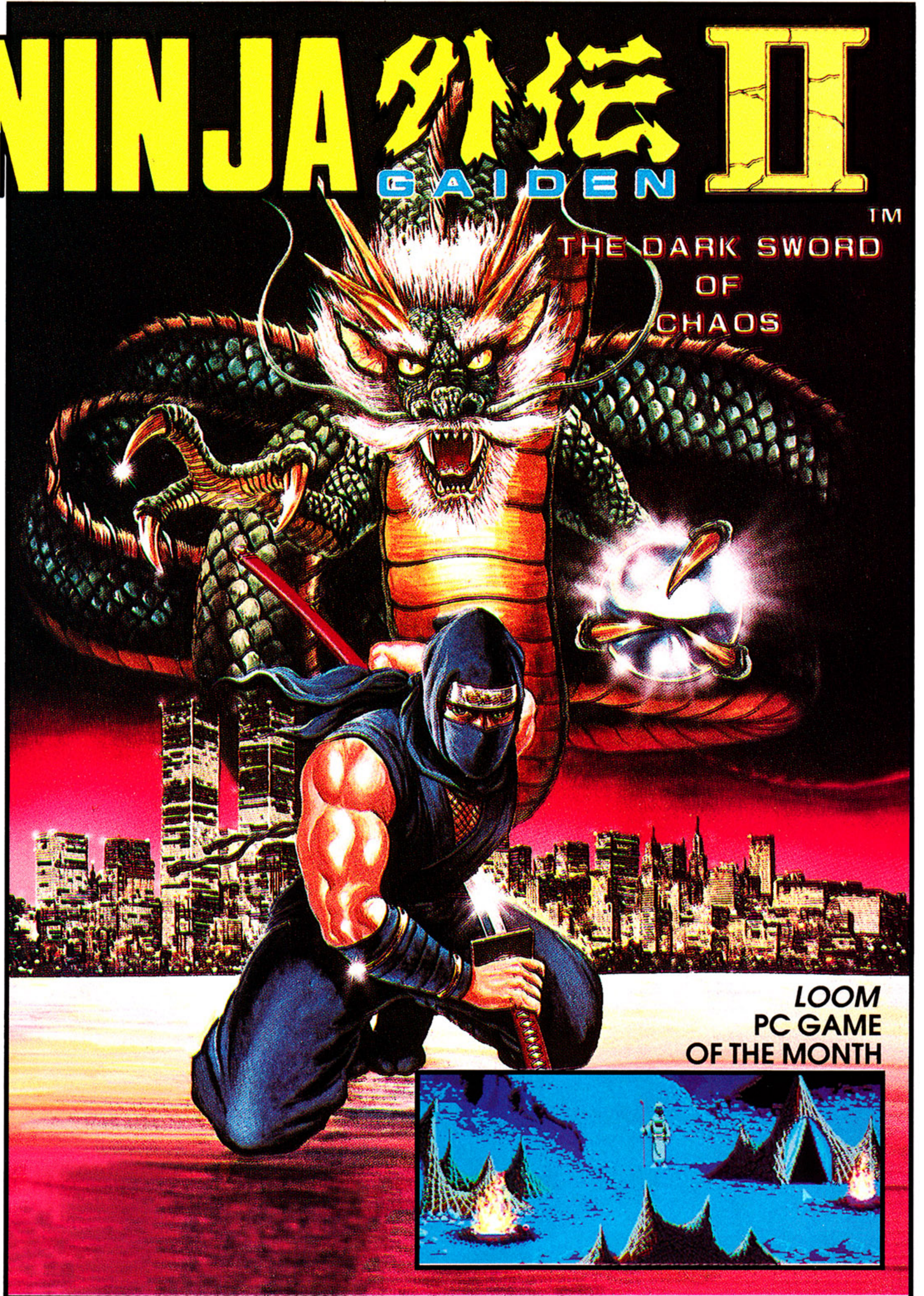
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# PLAYERS™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

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OF THE BEACH  
RISK  
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LOOM  
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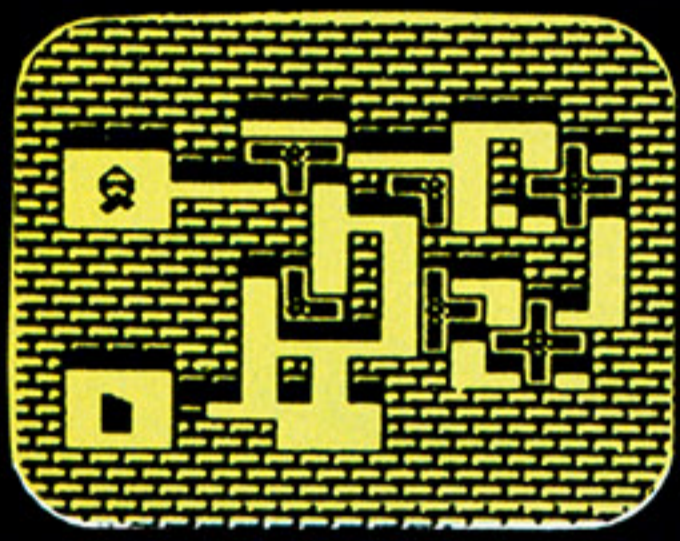
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# KWIRIK™

## HE'S A-MAZE-ING!

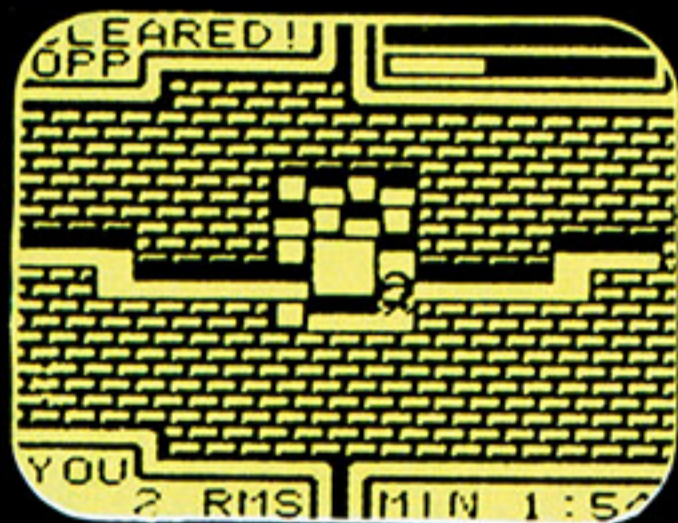
Kwirk's in a bit of a stew. His main squeeze, Tammy, has been trapped, and Kwirk's the only truckin' Tomato with a chance to rescue her. With Kwirk, you'll move bunches of



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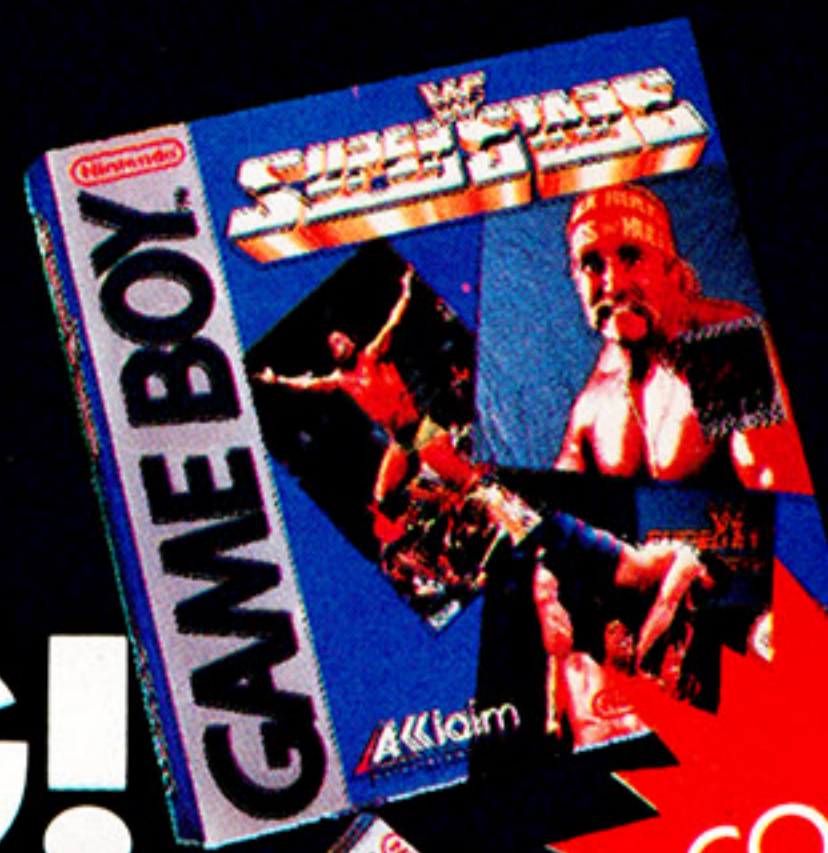
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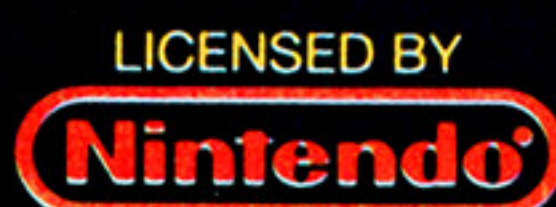


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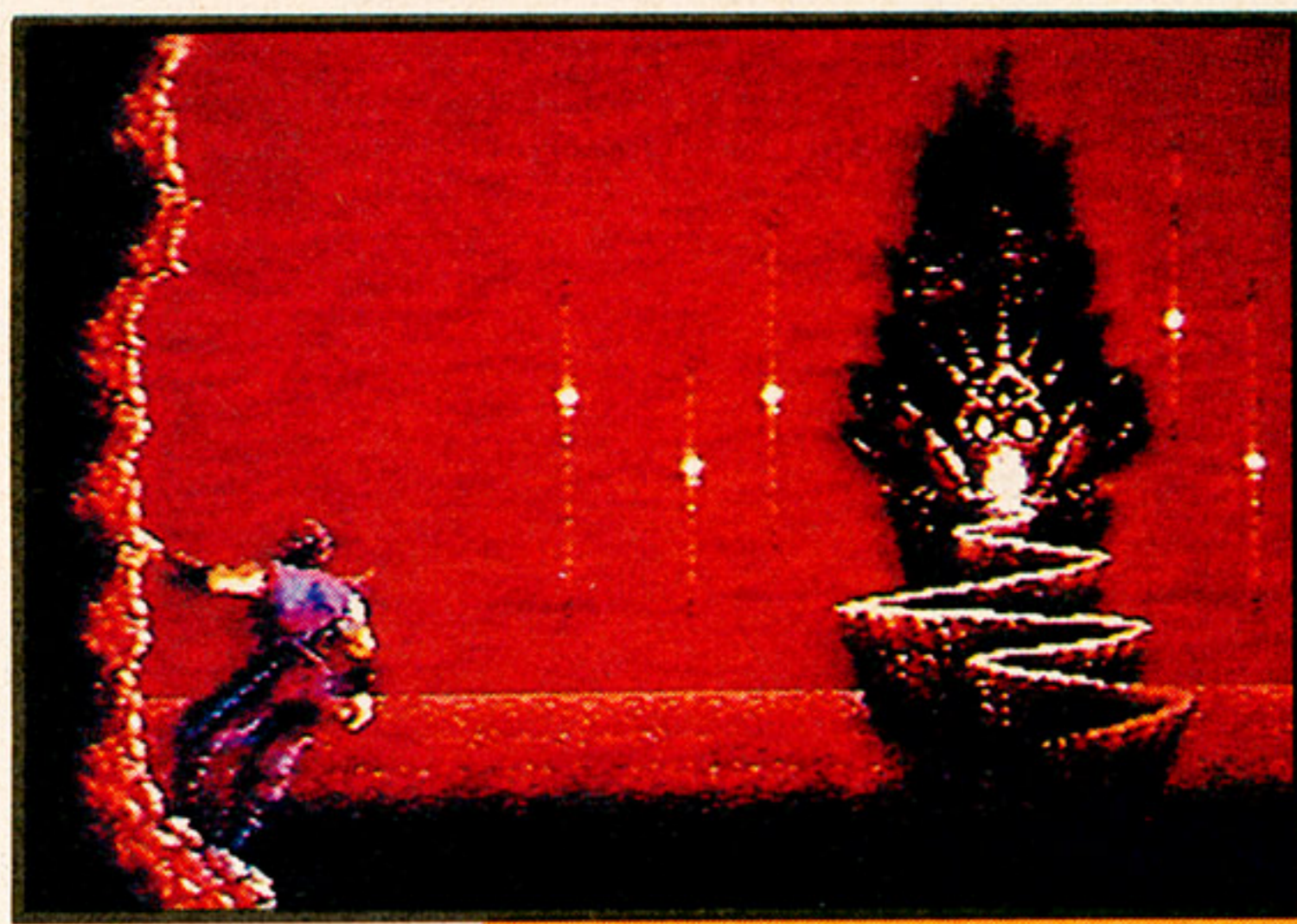
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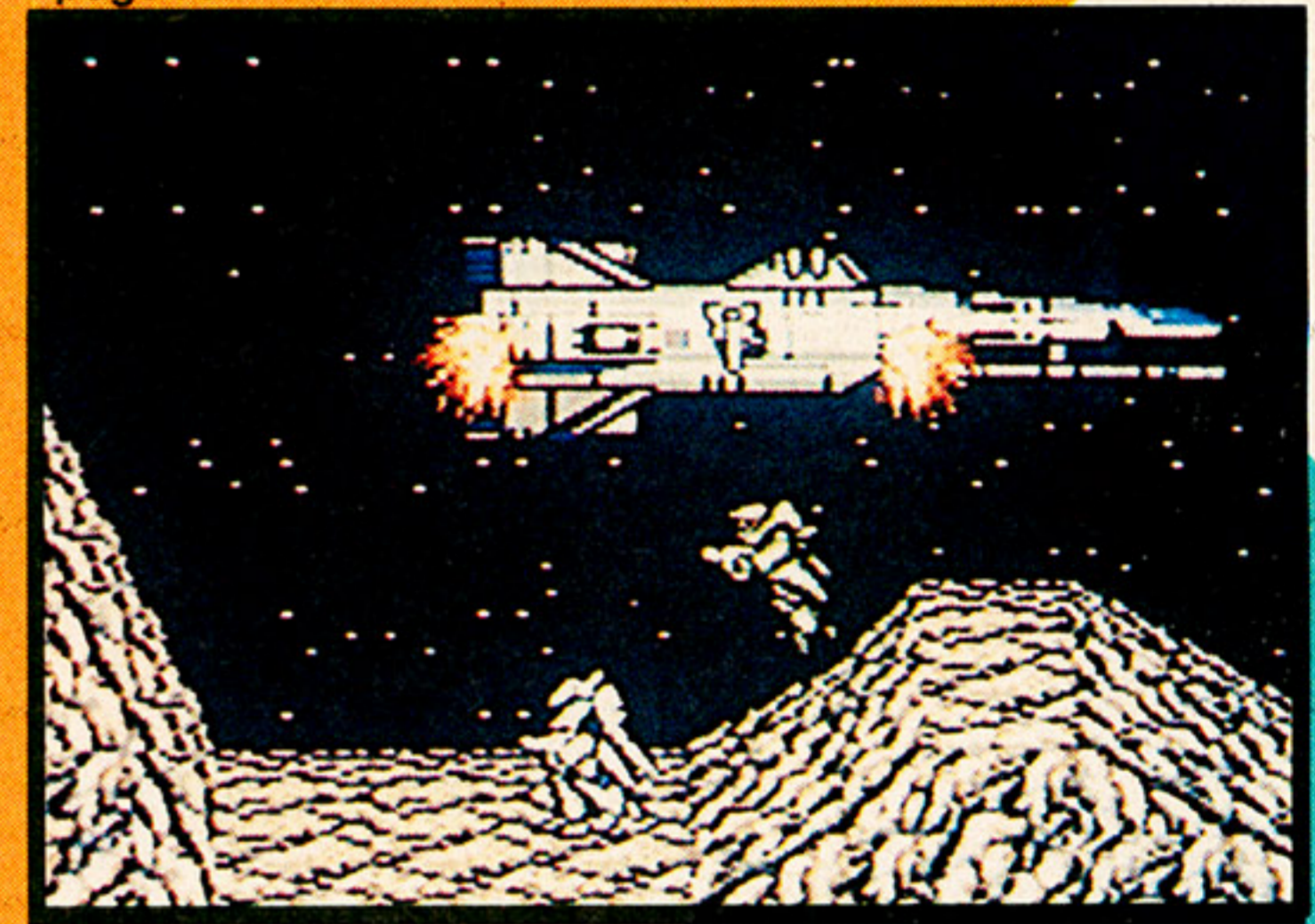
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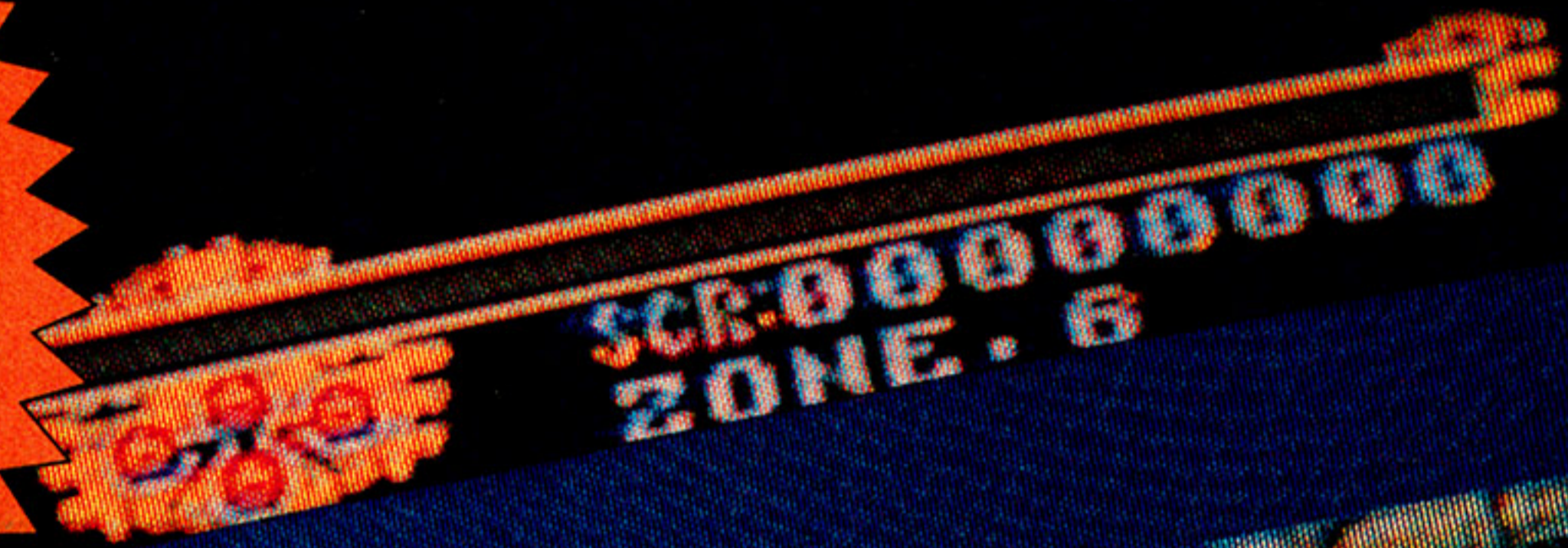


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# The EDITORS VIEW

Summer's here, and that means it's time once again for the Consumer Electronics Show in Chicago. That's where the latest video and computer products will be officially unveiled to dealers, distributors, and journalists.

Rumors have already been flying for the past few months about what new wonders we'll see at CES. Let's take a critical look at some of the more popular tales now going around.

**16-bit Nintendo.** Will there be a 16-bit Nintendo system to compete with the Sega Genesis and NEC TurboGrafx-16? You bet. Will it be officially announced at CES this June? Well, maybe.

Keep in mind that we won't see this machine in North America until *after* it's been introduced in Japan, and (depending on who you believe) the Japanese introduction has been pushed back to late 1990 or early 1991.

The 16-bit Nintendo definitely exists, of course — Nintendo is just waiting for the right moment to release it. Nintendo says the eight-bit Nintendo Entertainment System still has lots of life, despite the competition from its more powerful rivals. Judging from some of the latest NES games we've seen (such as *Ninja Gaiden 2* and *Super Mario Bros. 3*), we wholeheartedly agree. Game designers can still do plenty with the five-year-old NES.

Although it's certainly possible that Nintendo could bring out its 16-bit system in North America this year, Nintendo will probably hold it back until late 1991.

**Hand-held Sega.** Here's another machine that's been the subject of wild rumors. Some people say it will be compatible with Genesis cartridges. Others say it will play Master System games. Still others maintain it will work only with special game cards of its own, like the Game Boy.

The reason for all these conflicting theories is that Sega's hand-held system is still just an early prototype. Even Sega hasn't decided for sure what features it will have. For the record, Sega spokesman Al Nilsen recently told *Game Player's* that Sega's hand-held definitely *won't* be released in 1990. So don't start holding your breath until mid to late 1991.

**Hand-held NEC.** This one's definitely for real, as we first reported in the March issue. Features are essentially unchanged: color LCD screen, compatibility with TurboGrafx-16 games, optional TV tuner attachment. There's a good chance we'll see it in North America this year for about \$250.

**"True" 16-bit NEC.** NEC sells three different game machines in Japan, and only the least powerful model — the PC-Engine, alias TurboGrafx-16 — is officially available in North America. The others have more 16-bit chips and better graphics. Some observers think NEC will introduce one of the more powerful machines in the U.S. to offer stiffer competition against the Sega Genesis, which is currently outselling the TurboGrafx by a significant margin. However, such a move would be risky, since it could alienate those who've already invested in the TurboGrafx. NEC has a tough decision to make here.

**The tribulations of Tengen.** Newspaper accounts notwithstanding, Tengen says it's still very much alive and is still selling plenty of unlicensed Nintendo cartridges, with many more games to come. Some stores pulled Tengen cartridges off their shelves this spring when a judge removed the restraints that kept Nintendo from suing retailers who carried Tengen games. But Tengen says the court decision works against Nintendo, because it requires Nintendo to provide two weeks' notice before filing such a lawsuit — time enough for Tengen to seek a court order blocking the action.

At any rate, Nintendo hasn't sued any dealers yet, and Tengen says its games are back on the shelves, though not in some major chain stores. Tengen is advertising a toll-free number that people can call to locate the nearest dealer who carries Tengen games. "They're hard to find but worth the search," says Ted Hoff, Tengen's senior vice president.

We'll all have a much clearer picture of how the game market is developing when we return from CES this June. Watch for our full coverage in the August issue of *Game Player's*.

Tom R. Halfhill  
Editor-in-Chief

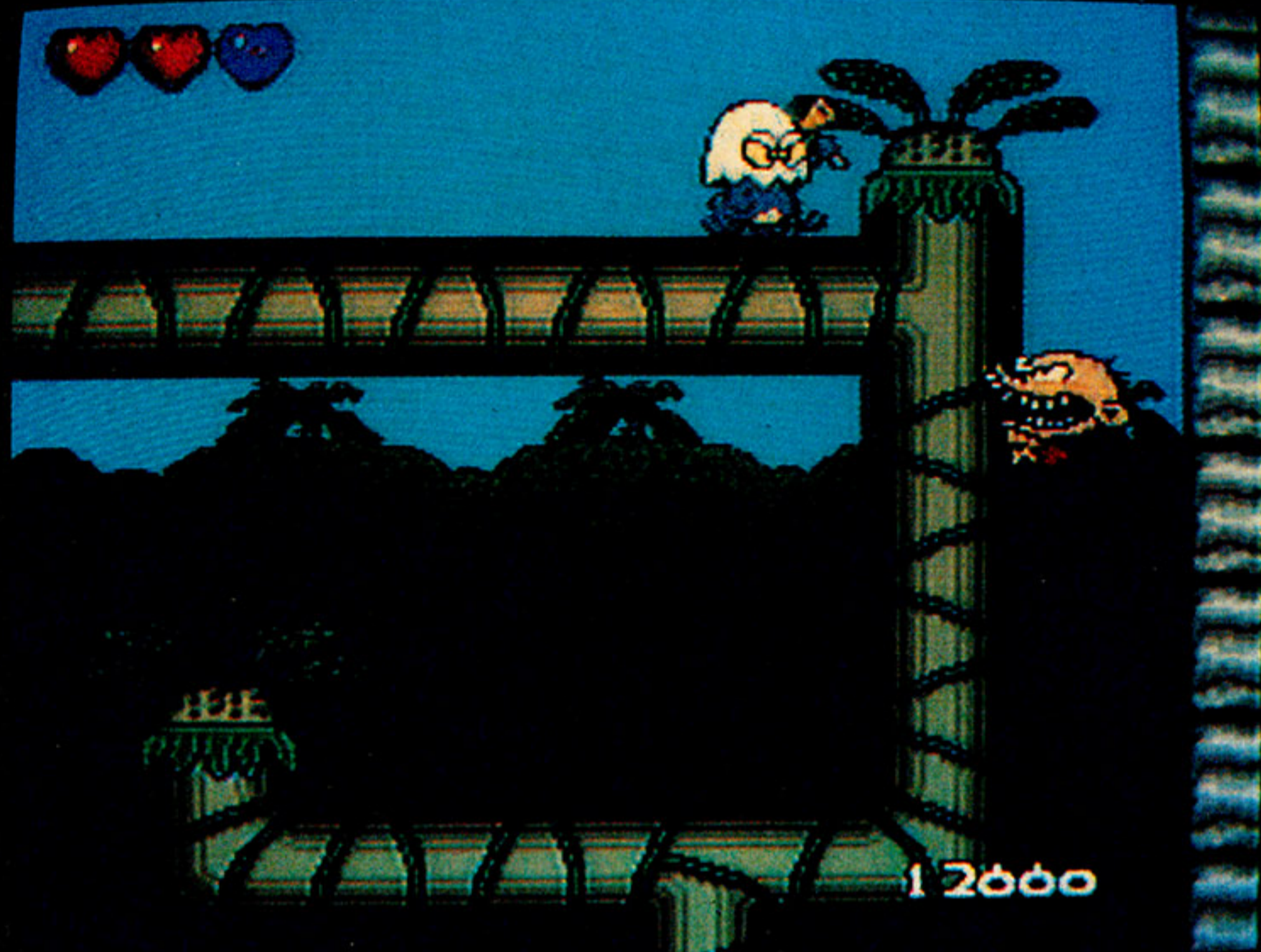
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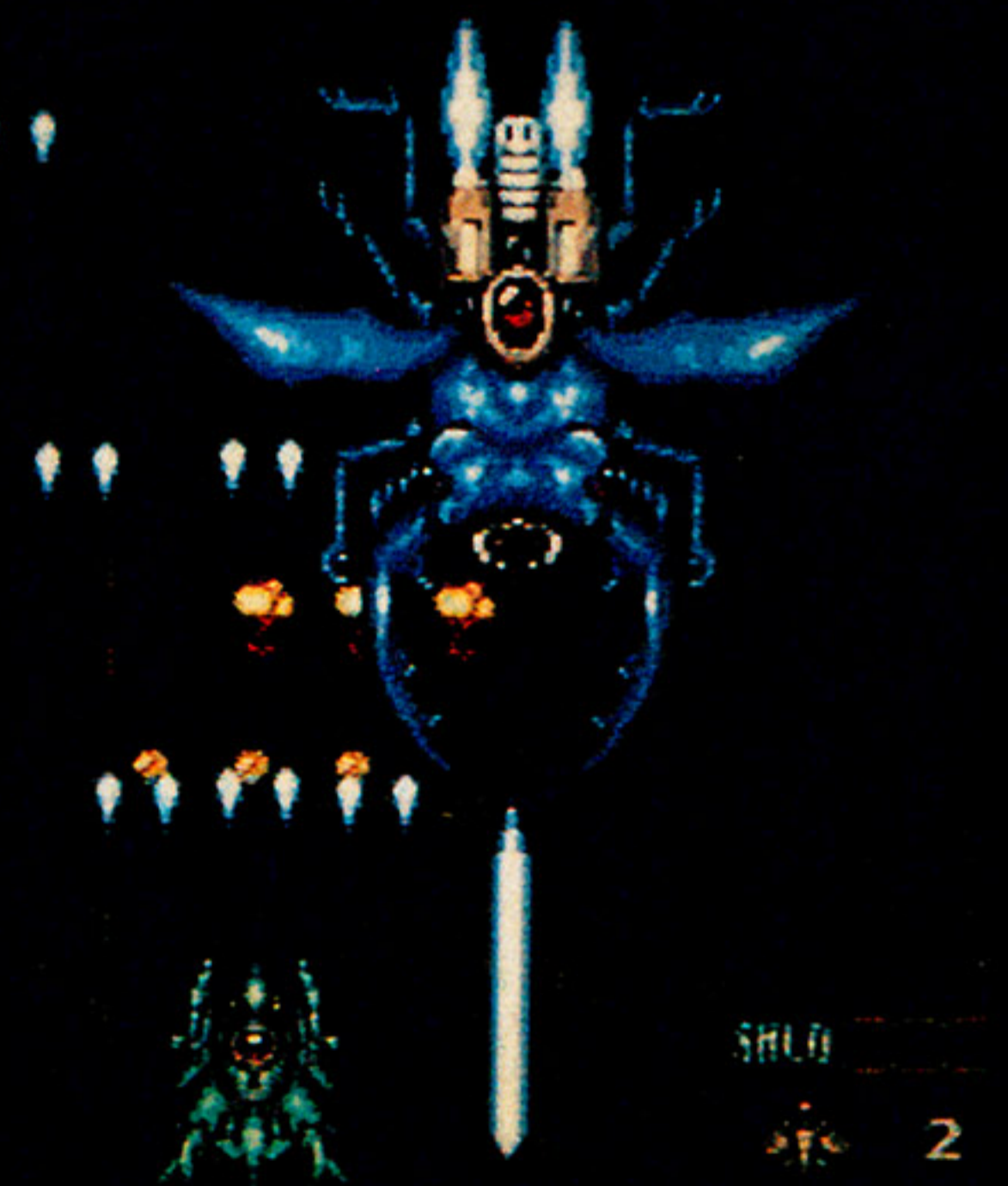


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**June 1990**

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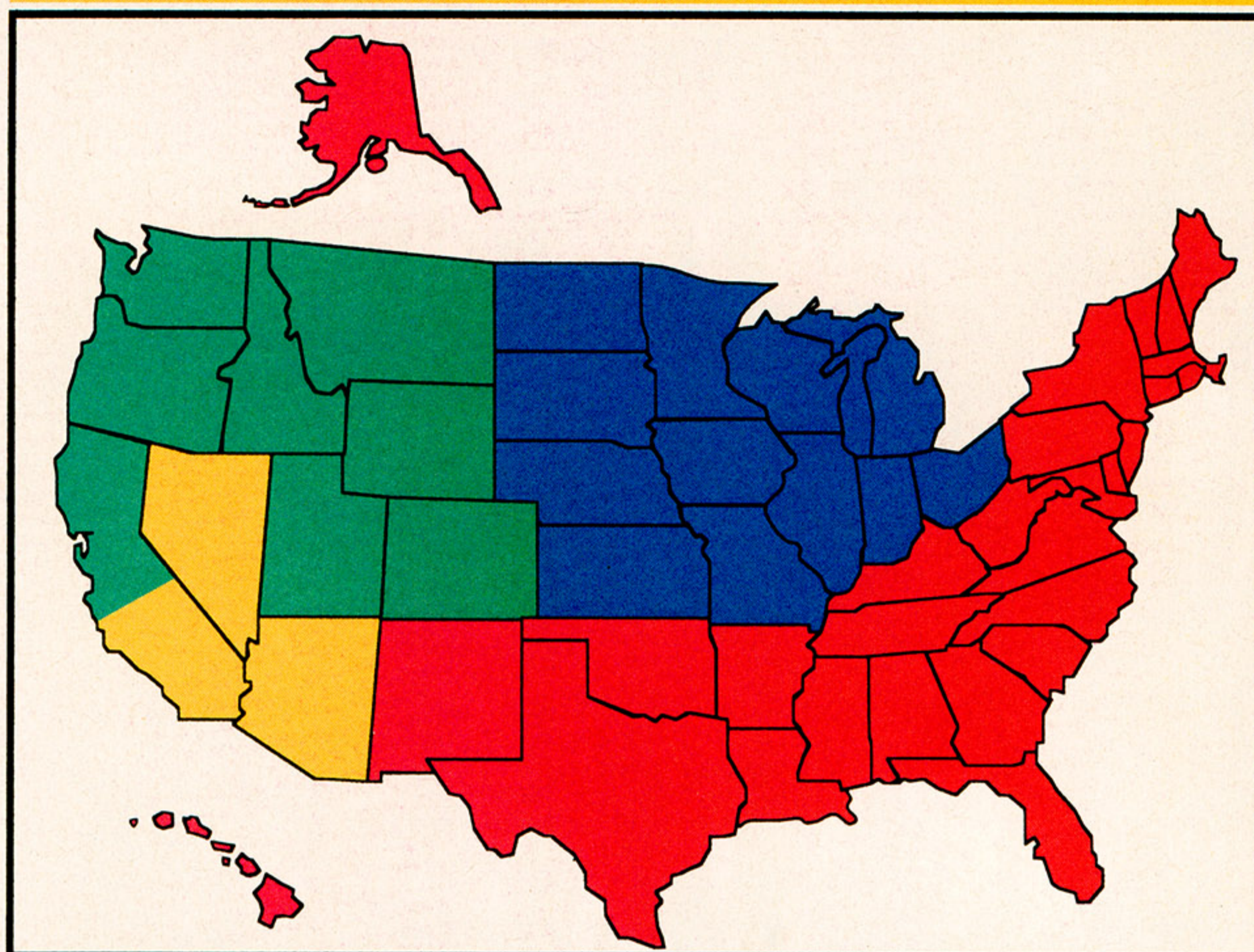
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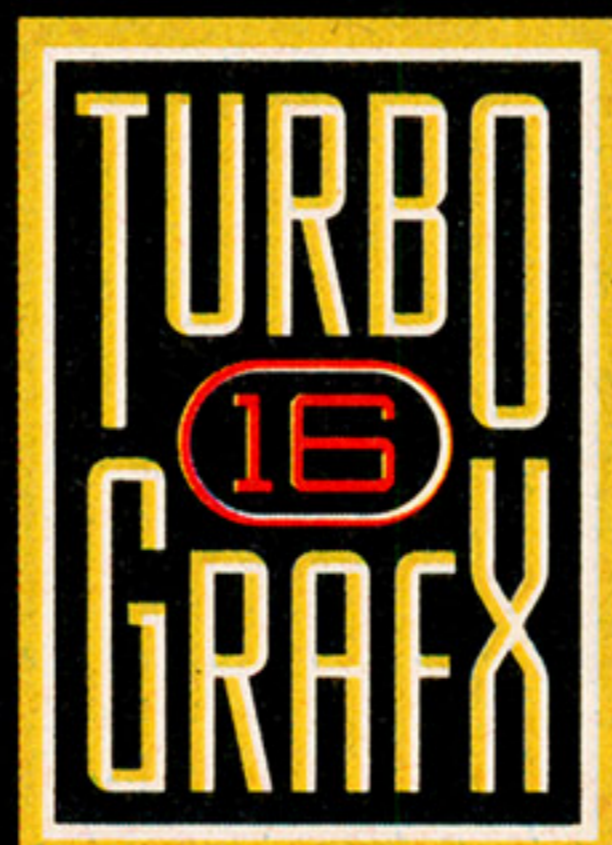
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## Super Mario Bros. 3

I have a problem with *Super Mario Bros. 3*. I read that there are only three warp zones. Where are they?

Chris Beam  
New Hampshire

There are indeed three warp whistles to be found in *Super Mario 3*. When you blow a whistle, you travel to the warp stage.

The first whistle is in world 1-3. Near the end of this world, there's a white background block. If you squat on this block for 15 seconds or so (you need to be Super Mario), you'll fall through it. Then run to the right behind a bush, past the goal, and enter Toad's house, where you'll find a whistle.

The second whistle is in the mini-fortress in world 1. Before entering the door at the end of this level, turn into a racoon, run, and then fly up and off the screen. Hold right on the directional pad of your controller. If you do this correctly, you'll be standing (off the screen) on the ceiling. Go all the way to the right until the screen stops scrolling. When you press up, you'll go into a different room—that's where the whistle is.

The third whistle is in world 3. After you beat the pyramid immediately before the final castle, go all the way to the upper right corner of the map. There's a rock to the right. When you break it with your hammer, the world map gets bigger. Then you'll meet a hammer brother. Beat him to earn the final whistle.

For more hints, see our Game of



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 Month feature on *Super Mario 3* in the May issue of *Game Player's*.

## Golden Axe

In *Golden Axe* for the Genesis, you can select a level by first choosing only one player for the arcade mode. Then, at the player select, press the control pad to the lower left. Next, press button B and Start. At this point, you should see a number at the top of the left screen. Finally, select your player by pressing left or right, and your level by pressing up or down.

Nick Raker  
Texas

Thanks for a great tip. But when we tried it ourselves, we had to press button A instead of B. So if any readers are trying this trick and it doesn't work with one button, try it with the other.

## River City Ransom

I have played *River City Ransom* hundreds of times, and I still have absolutely no idea how to get into River City High School. Also, where is the gatekeeper, Ivan?

Cyril Pendon  
Ontario, Canada

You can enter the high school as soon as you defeat all the street gangs you meet before reaching the school gates. Ivan guards the gates, so he's all that's standing between you and the hallowed halls of River City High.

To defeat Ivan — as well as most of the other bosses — you should obtain the grand slam technique, which lets you use your weapons really fast.

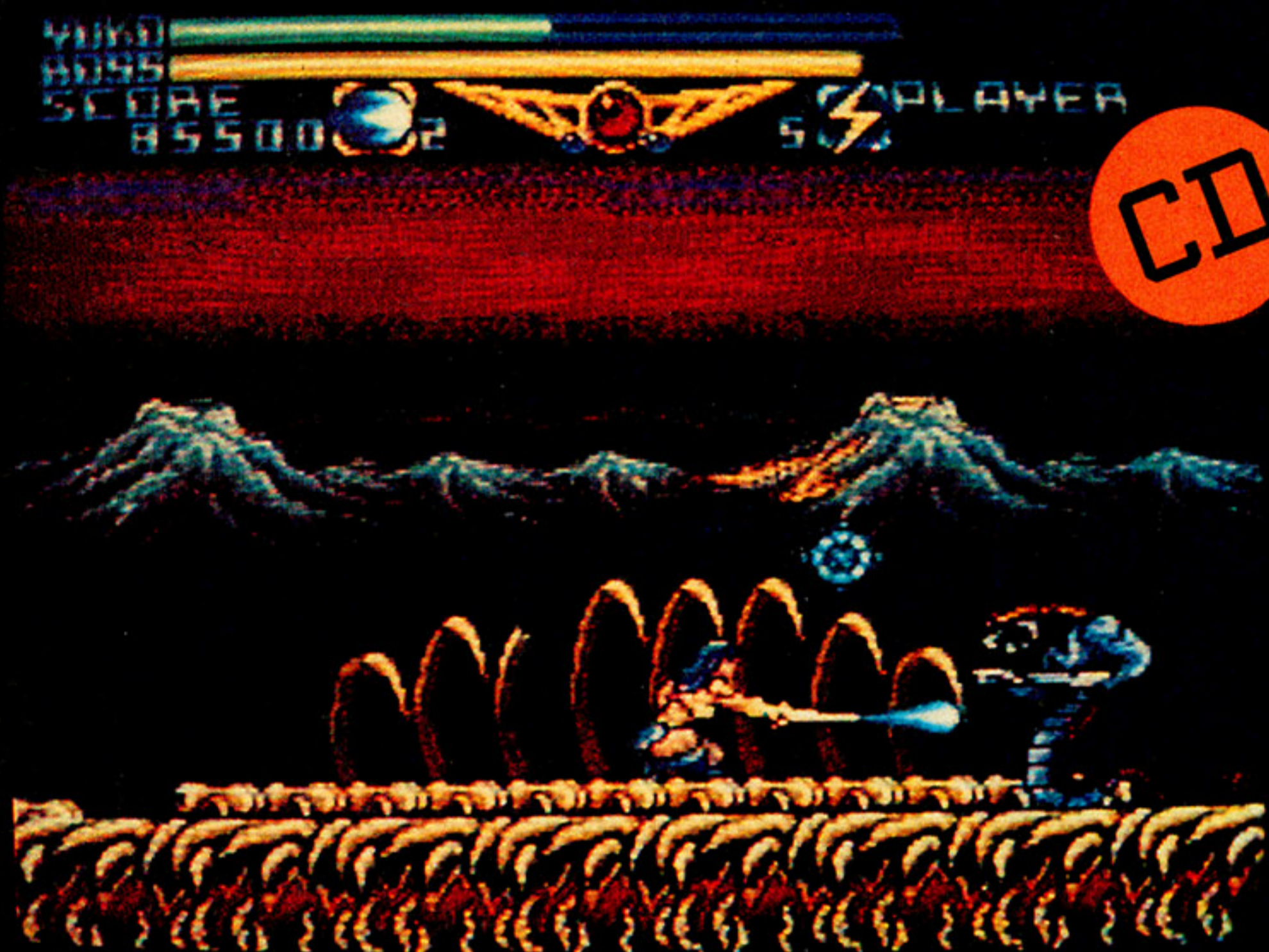
## Blazing Lasers And Bayou Billy

With NEC's *Blazing Lasers* for the TurboGrafx-16, hold buttons I and II simultaneously while turning on the system, then press Start. Instead of four continues, you get 30.

David Higgins  
New York

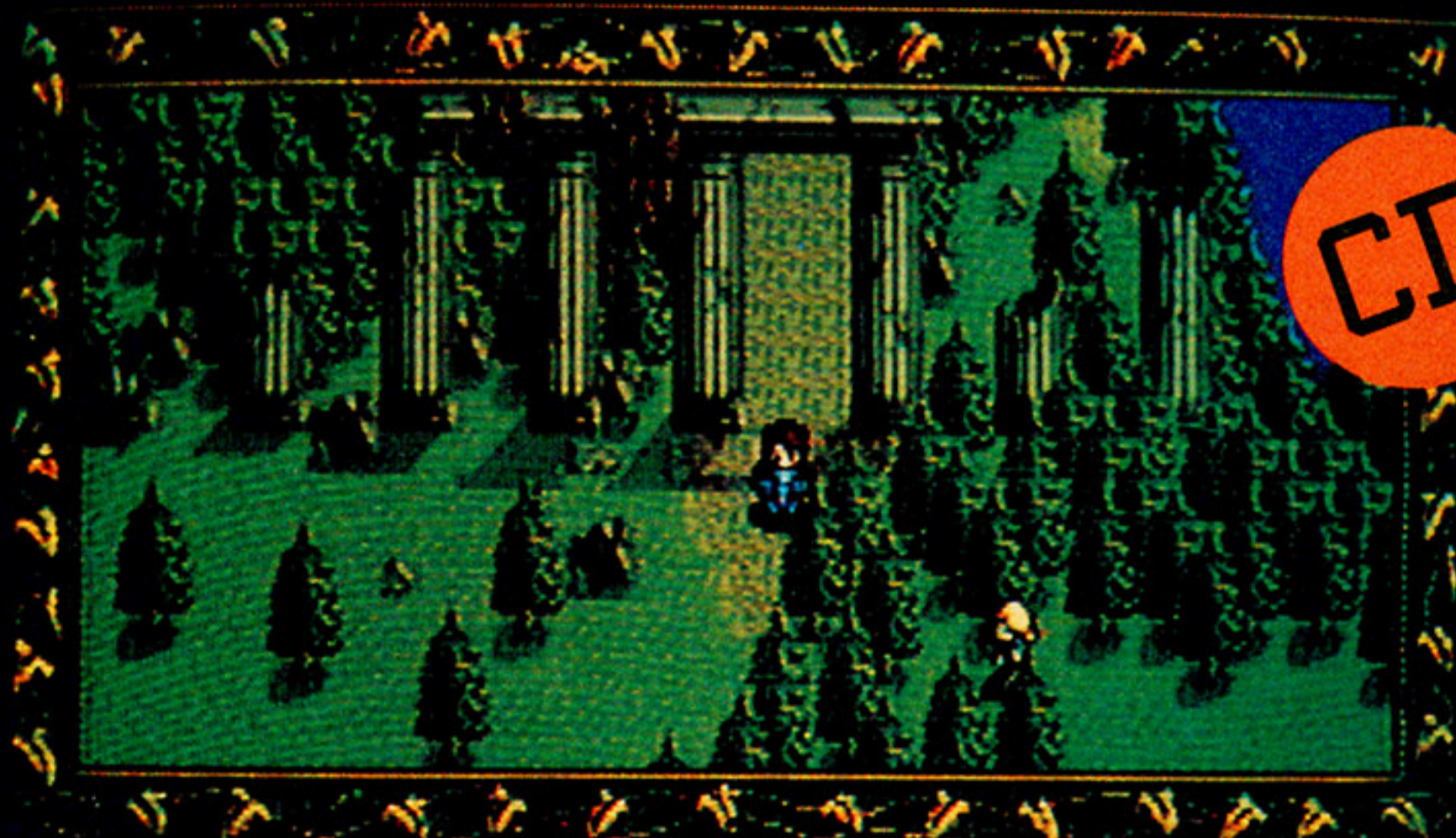


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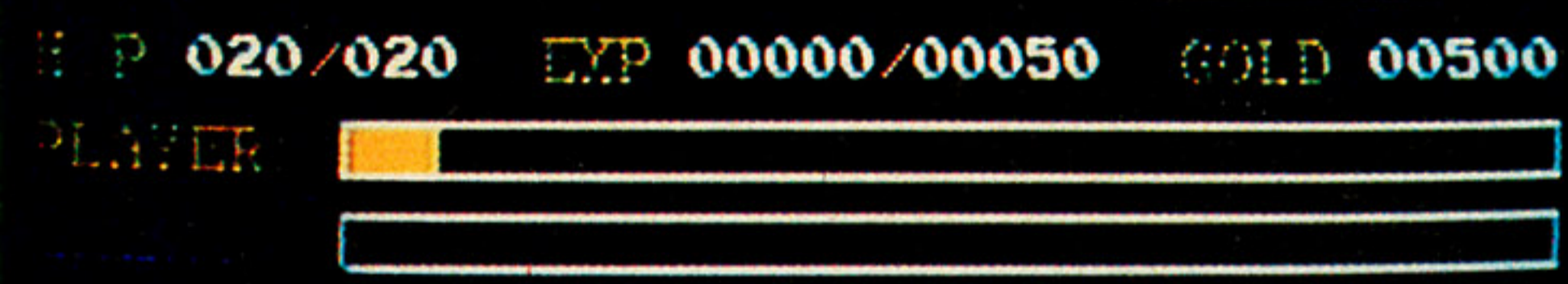


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I would like to share this tip with fans of *Bayou Billy* for Nintendo. If you can finish the car-driving section in practice mode, you receive an extra man when you start game A or B.

**Brian Foy**  
Alabama

*Thanks for the hints. We're sure they'll keep some players from tearing out their hair.*

## Leisure Suit Larry III

I got the computer game *Leisure Suit Larry III* for Christmas, and it's the funniest game I've ever played. I like everything about it, except I can't get through the bamboo forest.

**Patrick**  
Alberta, Canada

*Mapping, mapping, and more mapping. There's really no way to avoid it. But we do have some hints to make your tropical trip a little easier. Make sure you have the bottle from Patti's apartment and fill it with water from the sink in the beach cabana. But don't drink the water until poor Patti is crawling on her hands and knees. Good luck!*

## Shadowgate

In *Shadowgate* for Nintendo, how do you get past the thing called the Hellhound? And how do you get the flute off the fountain?



**Andy Parker**  
Washington

*The Hellhound is surrounded by fire. The best way to get across the bridge in the fire room is to throw the sphere into the flames. The fire will go out, and the Hellhound just goes away.*

*You've probably already found out that the water in the fountain is poisonous. Therefore, you need something to protect your hand. Look for a gauntlet, put it on, and you'll be shielded from the water so you can grab the flute.*

*Here's an extra hint: Blow the flute in the fountain room to make a secret passage appear!*

## After Burner

Last month I got up to the twelfth board on *After Burner* for the Sega Master System, but I haven't been able to get past it. I die every time. I read in a magazine that I could select any stage I want by pressing the Pause button 100 times. Is that true?

**Lamar Athill**  
New Jersey

*Sorry, but you can't select the stage*

*you want by pressing Pause. However, if you press the Pause button 100 times as soon as the title screen comes up — and finish before the game enters demo mode — you will receive unlimited continues. But the continues work only until the last stage.*

*To get through stage 12, try repeatedly dodging straight up and down to avoid the missiles. On any level before stage 12, you can simply stay in any corner to avoid them.*

## The Last Battle

Can you continue in Sega Genesis *The Last Battle*?

**Ricky Portuguese**  
New York

*Once you've finished stage 1, you can continue. When the screen reads, "Legend of the Final Hero" (right before the title screen), hold down the A, B, and C buttons and press Start.*

## Zelda II: The Adventure of Link

In Nintendo's *Zelda II*, you have to do battle with your shadow to lay claim on the last piece of the triforce. How do you defeat the shadow?

**Chris Martin**  
Oklahoma

*Duck in the lower left corner of the screen and rapidly swing your sword. Don't move! The shadow will walk right into your attack.*

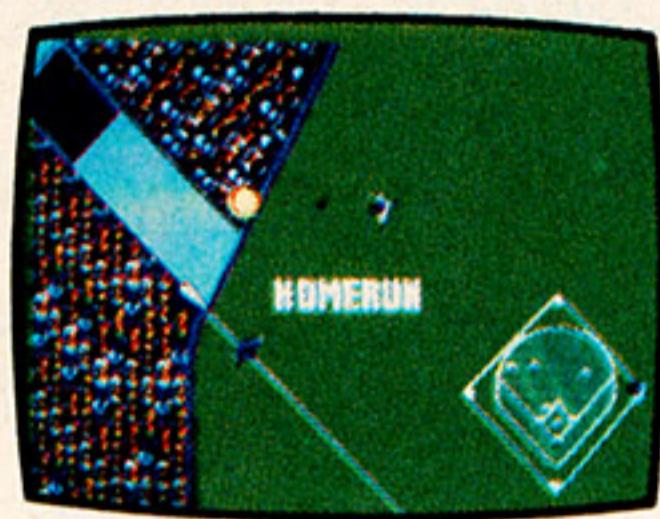
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# PLAYERS



## WORLD

### FATHER AND SON MAKE A WINNING TEAM

Tom R. Halfhill

Bruce Trogon is 34 years old, lives with his family on a horse farm in Ohio, and is the publisher of a chain of community newspapers. Not exactly your typical Nintendo player.

But Trogon and his 10-year-old son, Mike, recently won first place in their respective age categories at one of the regional competitions for the Nintendo World Championships. As regional winners, they'll be flown to Orlando, Florida this fall to compete for the world championship trophy against other top Nintendo players. (See "Nintendo World Championships!," *Game Player's*, May 1990.)

"It was wild," said Trogon. "I played high school basketball in tournaments, but I've never competed under this much pressure."

Amazingly, Trogon had only a few weeks' experience with Nintendo games before entering the competition. Yet he and his son blew away their opponents by thousands of points. In fact, young Mike was the first player in the nation to break one million points, outscoring everyone in the older age groups as well as his own.

MAUREEN KILKENNY/MT. VERNON NEWS



Bruce Trogon and his son Mike show off the trophies they won at a regional contest for the Nintendo World Championships.

Trogon says the whole adventure started when he and Mike entered a small local contest sponsored by a Children's Palace toy store. They took first place and won free tickets to a regional competition in Cleveland.

At the regionals, contestants must play a special three-part game that begins with *Super Mario Bros.*, continues with *Rad Racer*, and ends with *Tetris*. Although his son had spent hours playing these games at home over the past two years, Trogon had only a little experience with *Mario* and a week's exposure to *Tetris*. Still, he won third place in the 18-and-over age group in Cleveland, while Mike finished

second in the 11-and-under group.

Emboldened by their success, they decided to spend more time practicing, then enter another regional contest in Pittsburgh two weeks later. "The idea of competition really appealed to me," Trogon said. "It finally gave me a reason to play."

In Pittsburgh, they outscored everybody as thousands of onlookers cheered them on.

Playing in the heat of competition in front of thousands of people isn't easy, they both admit. "Oh, gosh," said Mike, "the pressure was really something."

Nevertheless, they're both looking forward to the final showdown in Orlando. Trogon thinks his son will do better at the championships than he will. "He's a better game player overall. He has better reflexes. I think when you're older, your reflexes slow down."

Not everyone in the Trogon household is an expert Nintendo player, though. Mike says his mom is content to watch from the sidelines. "She doesn't play Nintendo much, but she's happy."

GP



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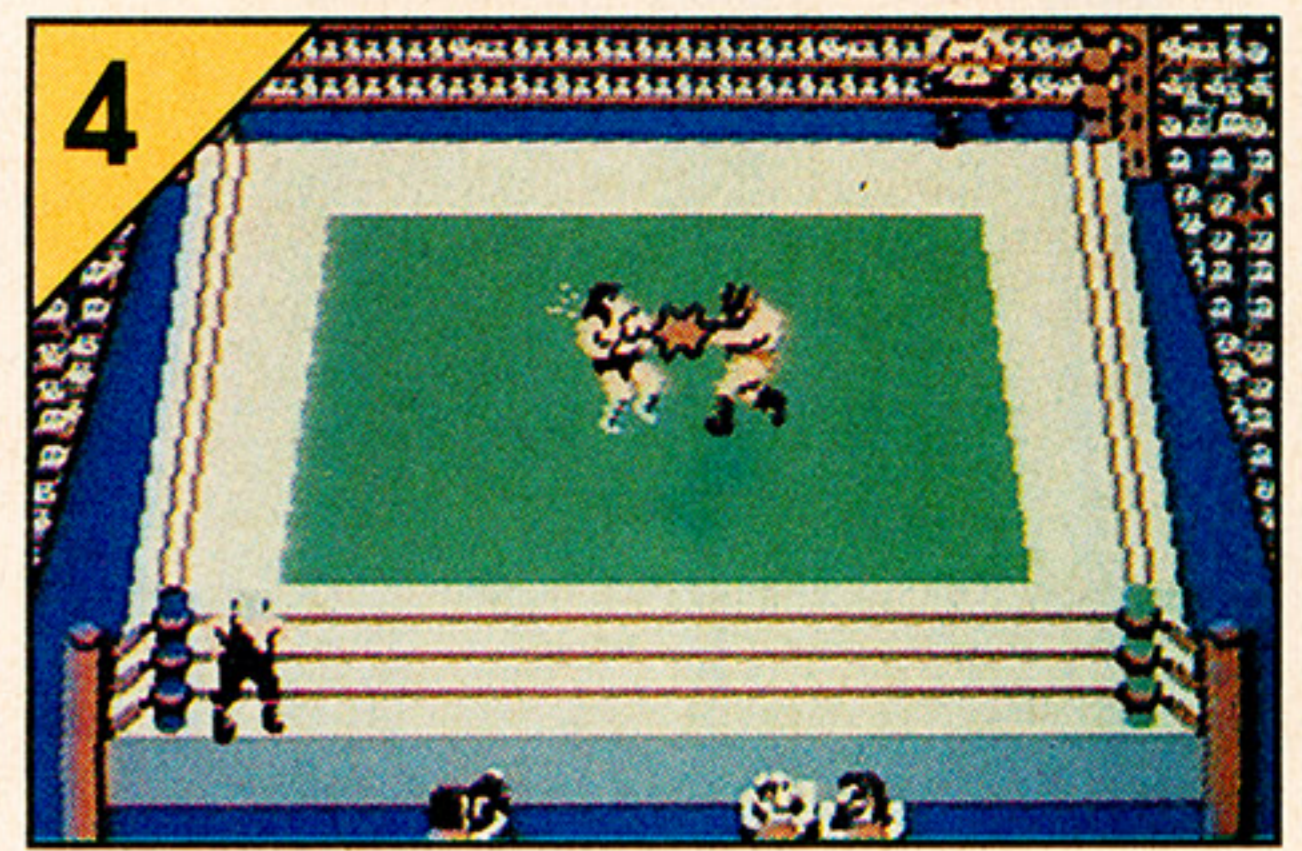
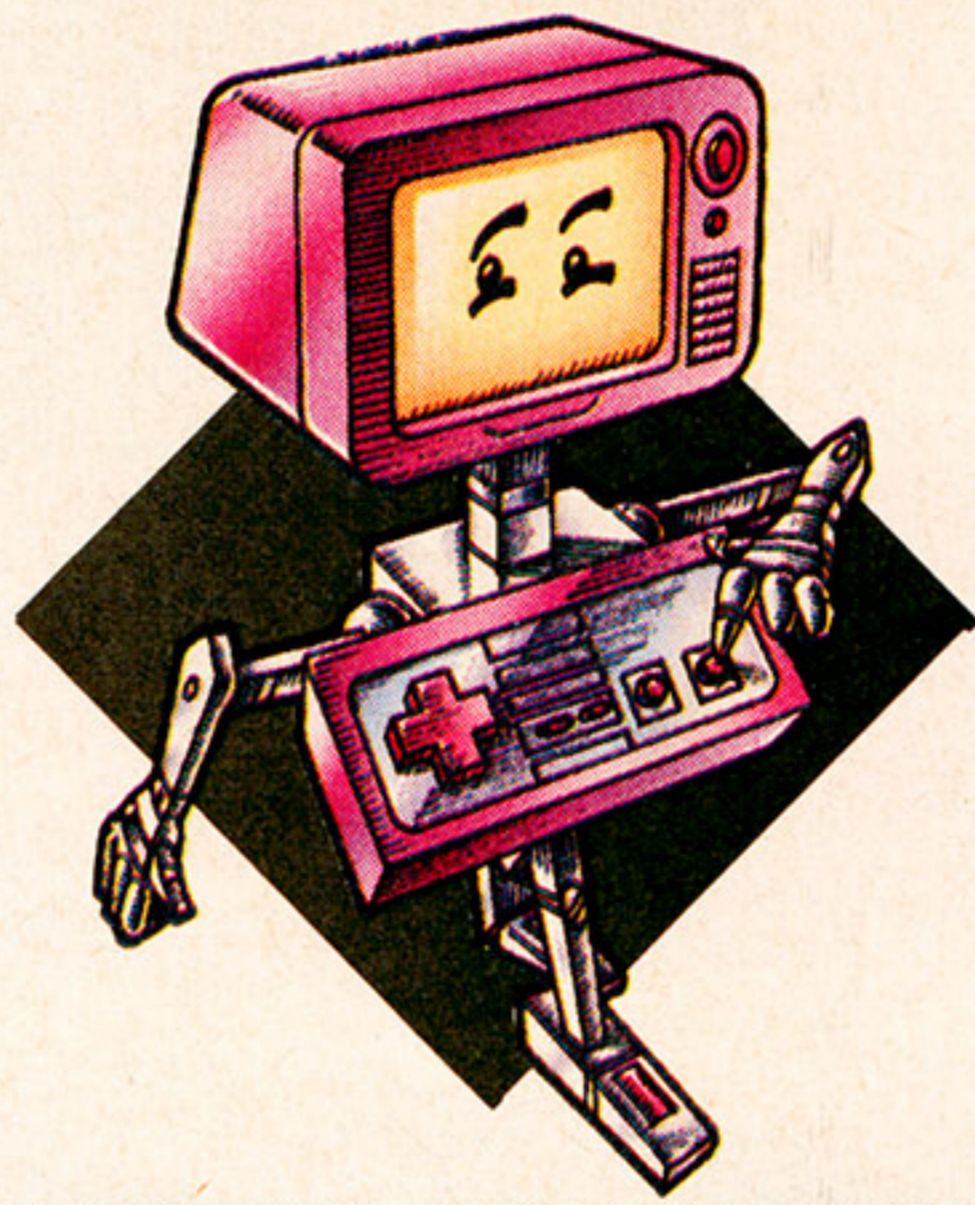
WIN

WIN

WIN



No matter how you feel about pro wrestling, whether you believe it's real or you just watch it for the dramatics, you have to admit there's something fascinating about the whole thing. Everyone associated with wrestling — the announcers, the managers, and, of course, the wrestlers themselves — seems larger than life. Maybe that's why



# NINTENDO NEWS

## GRADING THE GRAPPLERS

Matthew A. Firme

are wrestling associations on TV. Six games have been released so far, and more are sure to come. Let's take a look at all of them, from Bandai's early *M.U.S.C.L.E.* game to *Temco World Wrestling*.

### Early Efforts

One of the first wrestling games, Bandai's *M.U.S.C.L.E.*, appeared in 1986 just as wrestling began to achieve its current popularity. *M.U.S.C.L.E.* was based on characters from a popular Japanese comic book about a league of vicious wrestlers from other worlds. At one time there were even *M.U.S.C.L.E.* action figures.

But *M.U.S.C.L.E.*, like the action figures, didn't last long. It wasn't a very sophisticated game, even for its time. The graphics were simple and wrestlers were limited to just a few moves each. It captured neither the action nor the personality so important to pro wrestling. *M.U.S.C.L.E.* is no longer available today.

The next game was Nintendo's own *Pro Wrestling*, and although it doesn't have the kind of graphics we expect in a game today, it is still one of the most enjoyable games of its kind. It features a wacky lineup of seven different wrestlers,



wrestling translates so well into videogames. It's big, physical, and exaggerated — just the stuff for Nintendo.

There are about as many wrestling games for Nintendo as there



1 In *Pro Wrestling*, Star Man is a powerful competitor. His somersault kick will surprise even the biggest opponents.

2 Each time you win a match in *Pro Wrestling*, your ranking increases. And so does the strength of your opponents.

3 The most inhuman competitor in *Pro Wrestling* is The Amazon, seen chewing on Star Man's head.

4 In *Tag Team Wrestling*, a good strategy is to toss your opponent from the ring, then smash him with a chair. He'll never make it back inside.



# NINTENDO NEWS

including such characters as The Amazon, who's half piranha and half man. Each wrestler can perform a dozen basic moves, plus two specialty moves. The Star Man is probably the best of the lot, with plenty of stamina and speed.

*Pro Wrestling* is a favorite with our game testers at *Game Player's*, and some even argue that it's the best wrestling game available for Nintendo.

Or rather, it *was* the best because *Pro Wrestling* is no longer in production. For some reason, Nintendo stopped making the game awhile back. However, you

can still buy a copy from one of the many mail-order companies dealing in new and used Nintendo cartridges.

Data East's *Tag Team Wrestling*, released at about the same time as *M.U.S.C.L.E.*, relies on the tag team feature as its main claim to fame. When one of your wrestlers starts wearing out, you can return to the corner and switch to his partner. In two-player games, each player

controls a separate team.

Like the other games of its time, *Tag Team Wrestling* seems a bit dated compared to today's games. But it's fully the equal of more recent games in terms of pure wrestling action, and it's even superior to a few. *Tag Team Wrestling* is full of possible moves and holds, and — as in real wrestling — the action outside the ring is almost more fun than the action

within. You can cheat by using weapons, and even slam your opponent into chairs and concrete floors. Inside the ring, your tag-team partner often lends you some illegal help while the official's head is turned.



**1** Always a sportsman, *Wrestlemania* star Hulk Hogan kicks Ted DiBiase in the back of the head.

**2** Andre the Giant takes the Hulkster by surprise with a series of back punches. *Wrestlemania's* biggest wrestler, the Giant weighs in at an astounding 520 pounds.

**3** Mounting the turnbuckle, Hulk prepares to deliver a flying leg smash in *Wrestlemania*.

**4** *World Championship Wrestling* lets you choose which four moves you'll use in each match, and how you'll control them.





# NINTENDO NEWS

Again, though, you'll have to look hard to find *Tag Team Wrestling*. Like *Pro Wrestling*, it's no longer in production. That's unfortunate, because although both games may fall short in some areas, they outplay many of the more recent alternatives.

## Later Releases

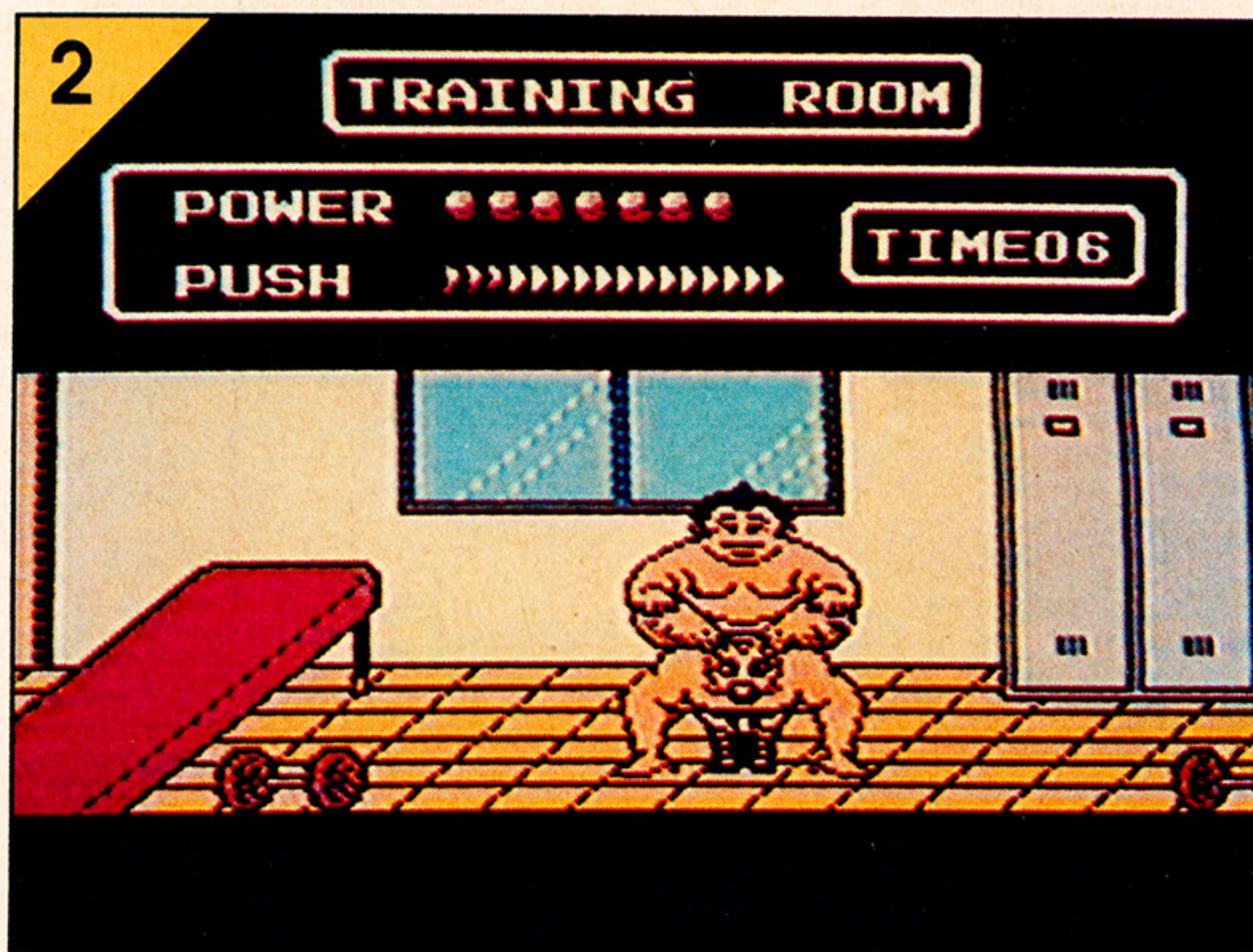
In terms of name recognition, the undisputed king of Nintendo wrestling games is Acclaim's *Wrestlemania*. The most visible feature of this game is its big-time lineup of superstar wrestlers. You can choose to play as any of six World Wrestling Federation stars, such as Hulk Hogan and Andre the



**1** Before Ricky Steamboat can put the moves on Ric Flair in *World Championship Wrestling*, he must first knock him to his knees.

**2** Dr. Guildo does a few pushups before his match in *Tecmo World Wrestling*. The portly man on Guildo's back is a trainer of some kind.

**3** In *World Championship Wrestling*, like most other wrestling games, you'll be disqualified after 20 seconds outside the ring.



Giant. The graphics are very good, and wrestling fans can easily identify each character in the ring. As in real life, the Hulkster is the best bet to take the championship.

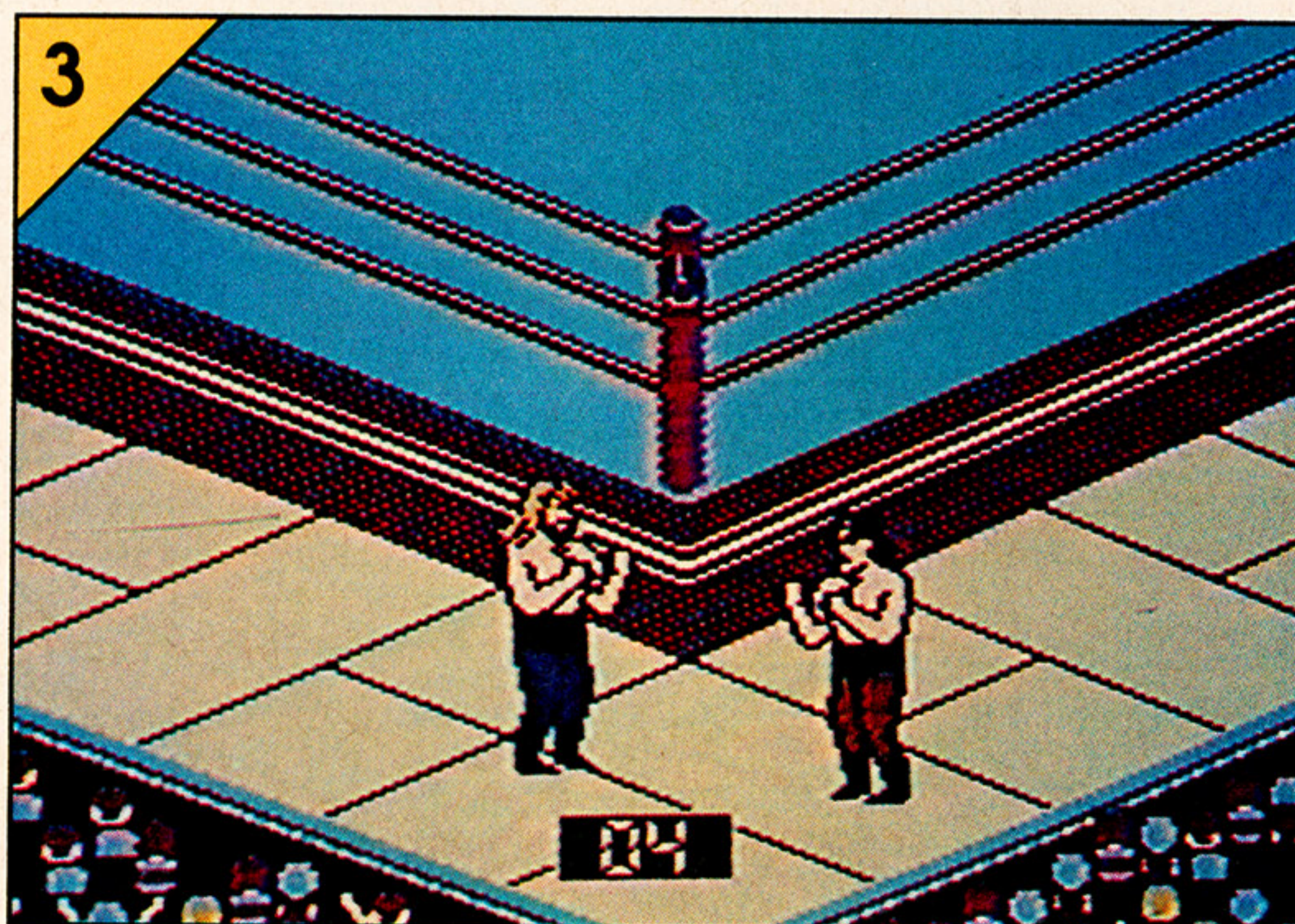
One problem with *Wrestlemania*, though, is that it doesn't involve a lot of wrestling. You can hit, kick, headbutt, and elbow, but none of the wrestlers can perform a figure-four or even a half-nelson. And unlike every other Nintendo wrestling game available, in *Wrestlemania* you can't toss your opponent from the ring — a staple of pro wrestling. There's a lot to be said for sending the other guy sailing over the top rope.

The only other Nintendo wrestling game to feature real-life wrestlers is also the newest, FCI's *World Championship Wrestling*. This

one boasts such NWA stars as the Road Warriors, Sting, and "Nature Boy" Ric Flair. It also features one- and two-player tag team modes, allowing you to team any two of the 12 available wrestlers for some all-out brawling.

To determine winners, *World Championship Wrestling* uses both the straightforward "pin-or-be-pinned" rule and a points system for deciding draws. All matches have time limits. These limits range from five minutes for one-player, one-computer-opponent matches to 30 minutes for two-player tag team brawls. If time runs out before someone is pinned, the winner is determined by points.

*World Championship Wrestling* offers a wide variety of moves, but this leads to what is perhaps the



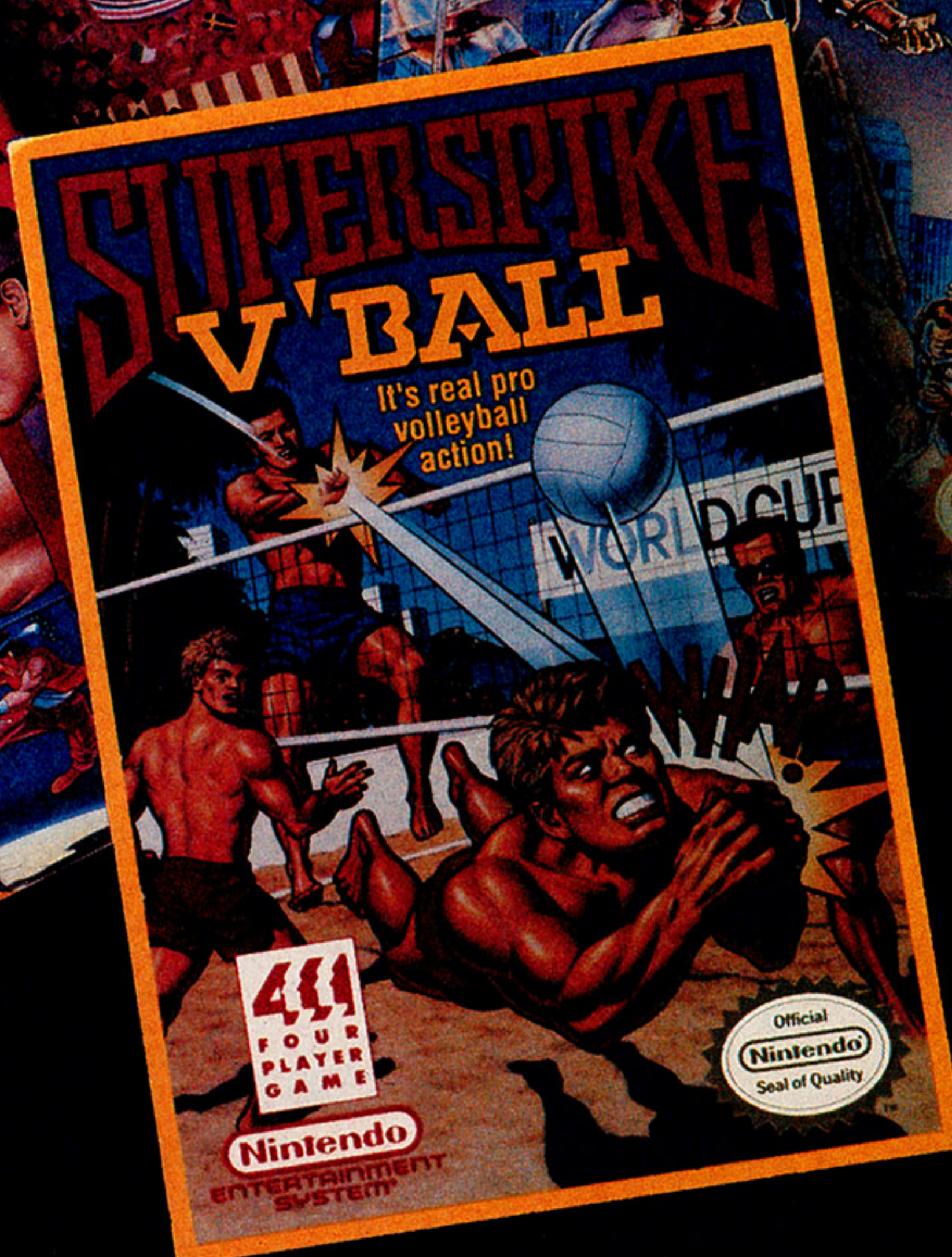
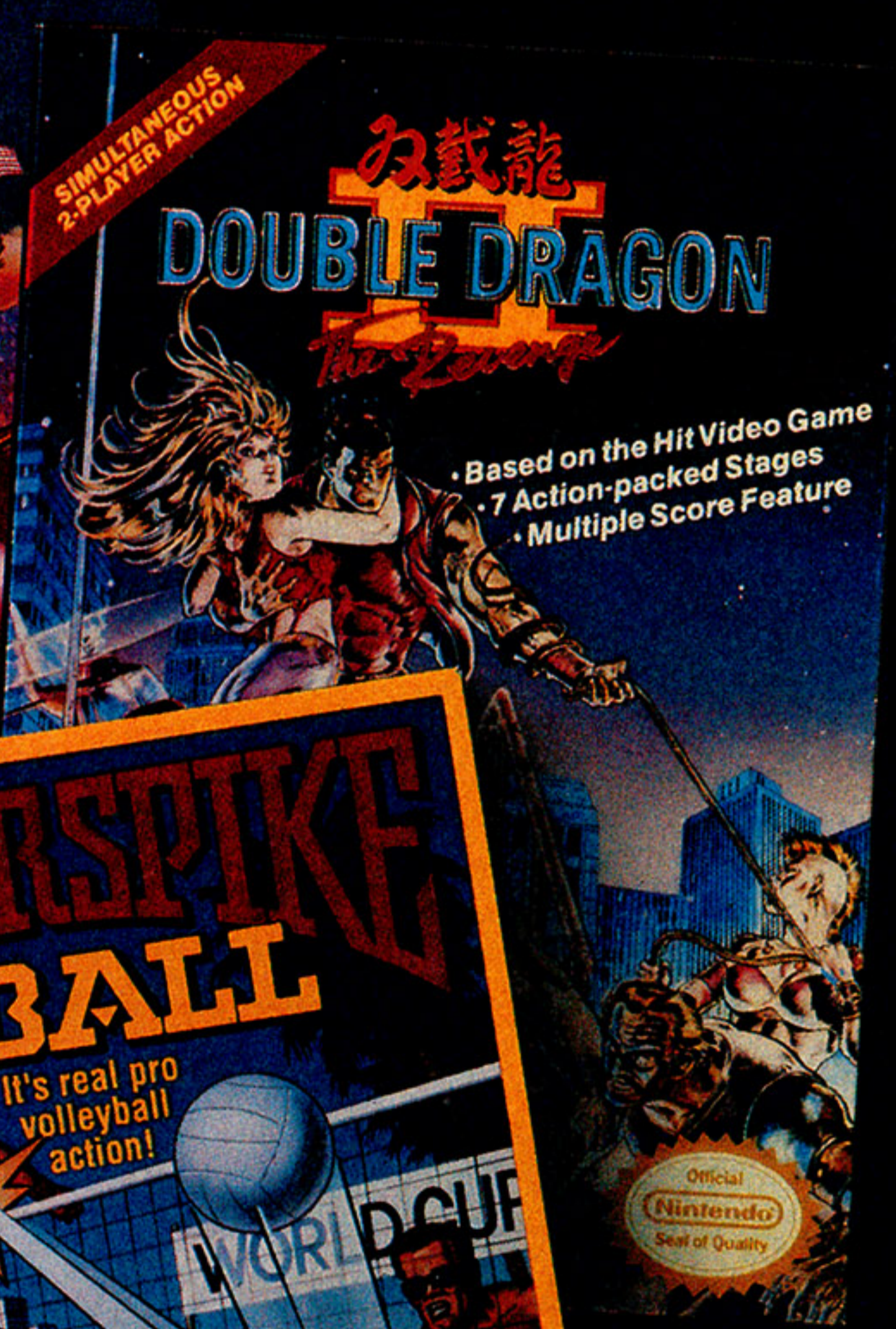
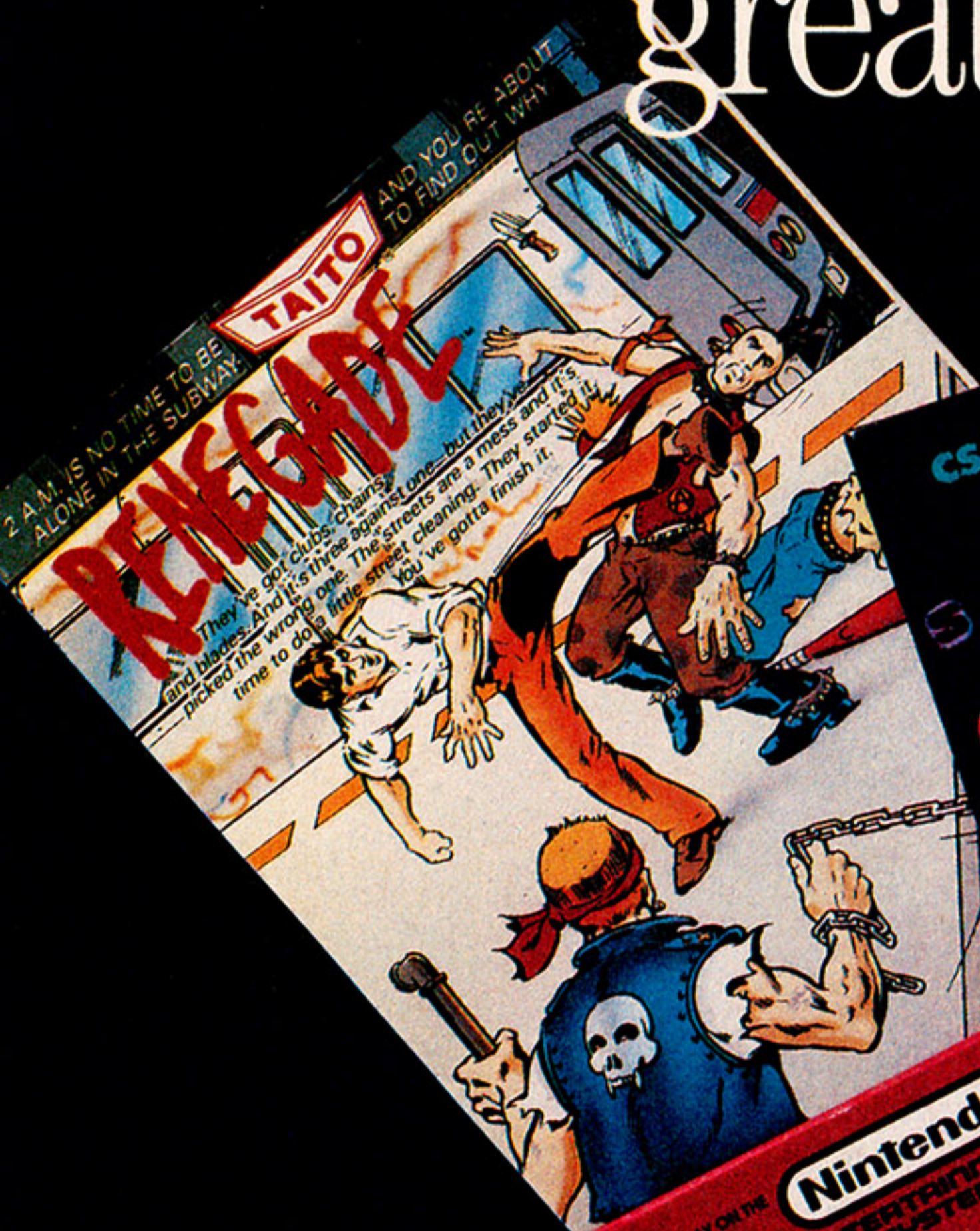






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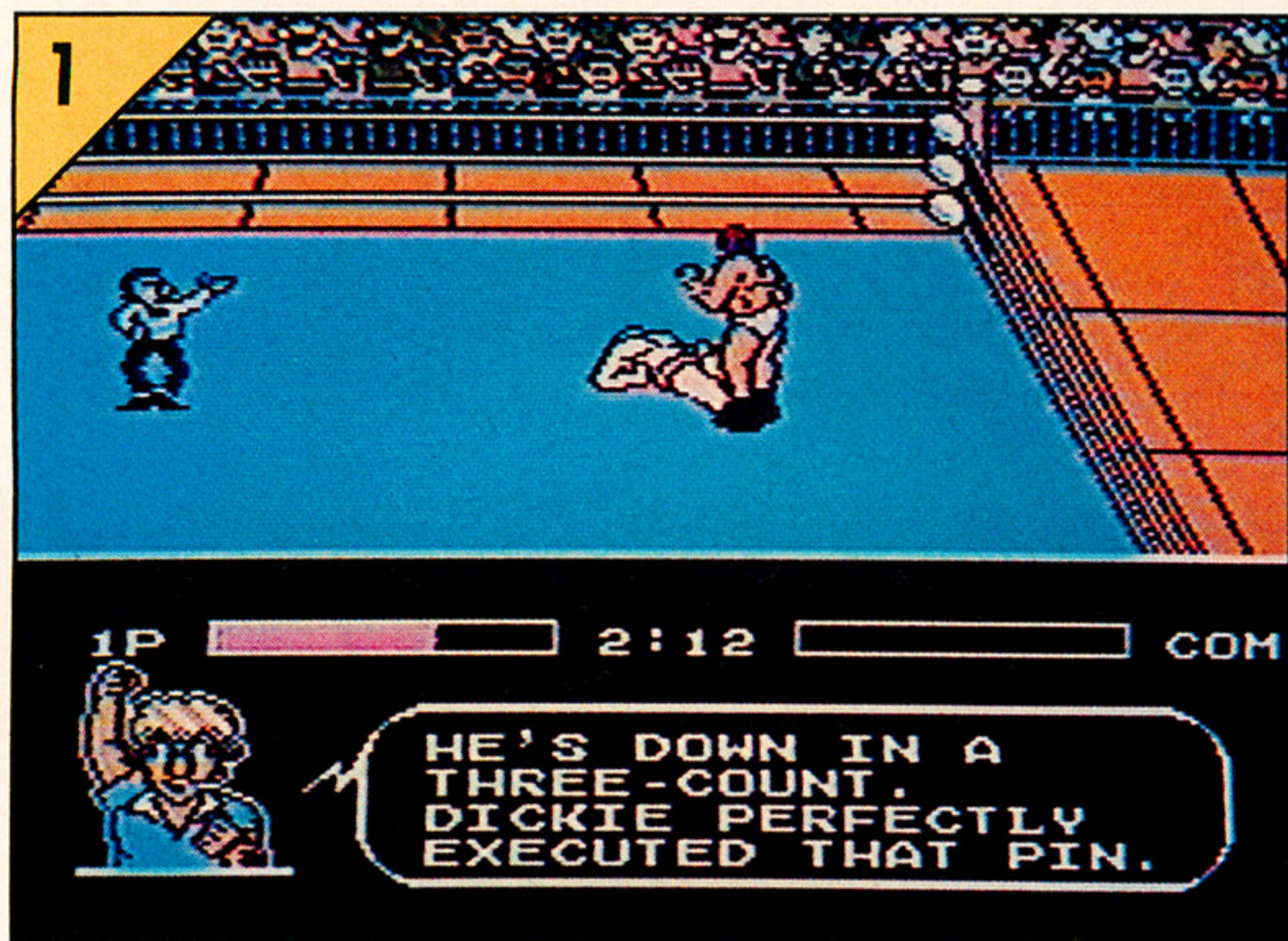
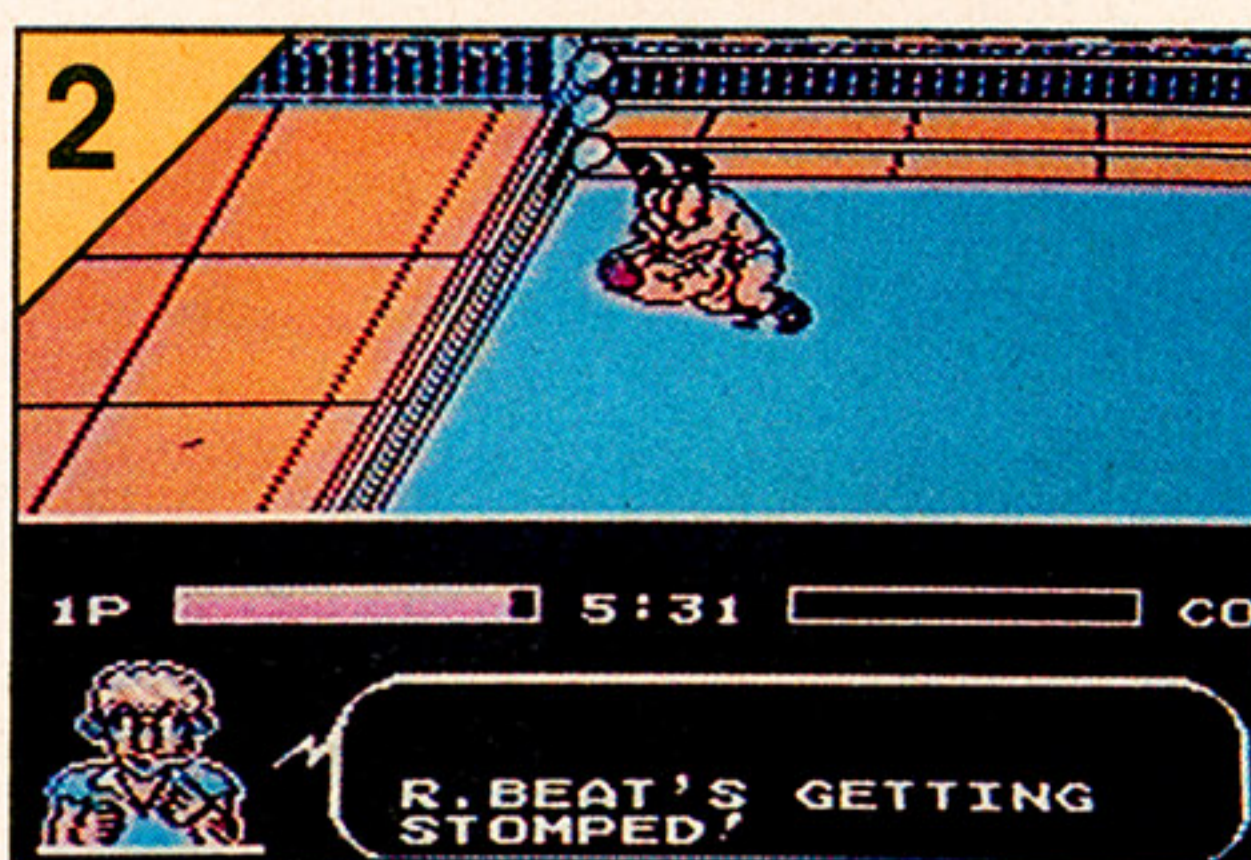
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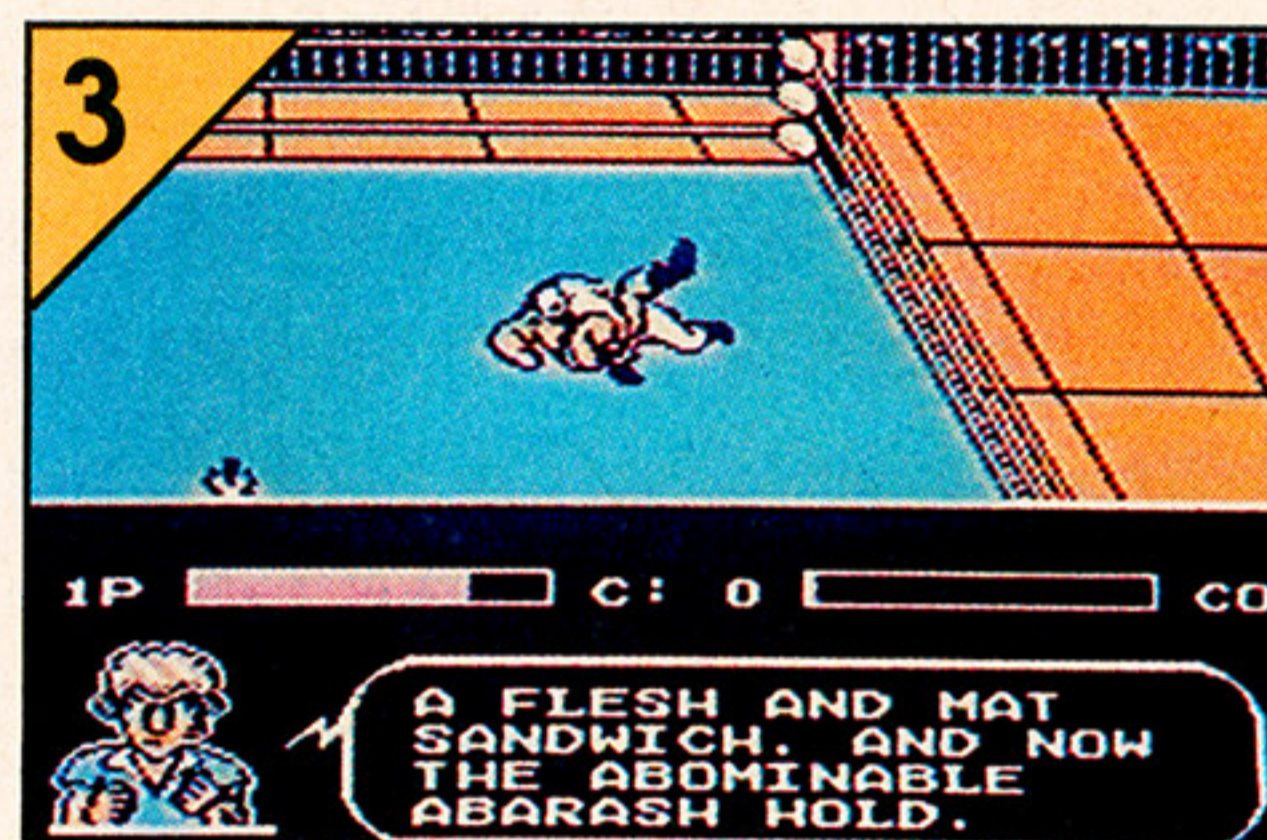
# NINTENDO NEWS



adds a few truly novel touches. There's a strength-training gym for toning up your character's muscles before a match. And throughout each bout an announcer calls the action, just like on TV. These details, along with the solid playability and realistic feel of the game, make *Tecmo World Wrestling* the top contender for the Nintendo wrestling game championship.

## In Other News...

Color Dreams, which makes such unlicensed Nintendo games as *Baby Boomer*, *Captain Comic*, and *Crystal Mines*, is coming out with its first game based on a popular movie. It's called *Hellraiser* and was



game's biggest flaw: You can't perform most of the moves until you've knocked your opponent to his knees. Until someone goes down, the action is pretty much limited to basic hitting and kicking.

When your opponent does hit the mat, though, you're free to execute a pile driver, a brain buster, or whatever you like. There's no way for him to escape once you've begun your move. As a result, the hitting and kicking become the most important actions in the game, and the wrestling is just icing on the cake. But the tag team feature is plenty of fun, and not only can you toss the other guy out of the ring, but you can also smash him with chairs and other objects.

Another recent game, *Tecmo World Wrestling* by Tecmo, seems to bring everything together. It does a great job of simulating the action of real wrestling, with plenty of holds and techniques available

to each wrestler. The graphics are great, and controlling the wrestlers is easy but not simplistic.

There are ten wrestlers in the *Tecmo World Wrestling* league. In addition to their basic moves, they can perform special maneuvers calculated to finish off a weakening opponent. Wrestlers can take the fight outside the ring and perform several moves designed especially for these occasions, like the ever-popular "slam the opponent's face into the post."

*Tecmo World Wrestling* even

- 1 *Tecmo World Wrestling* allows you to name your character. The announcer refers to you by name during the match.
- 2 *Tecmo World Wrestling*, more so than other games, emphasizes real wrestling holds.
- 3 By holding the opponent in *Tecmo World Wrestling*, you'll sap his strength and beat him easily.

adapted from the hit horror film by Clive Barker. *Hellraiser* is scheduled to hit the stores sometime this summer, coinciding with the release of the third movie in the *Hellraiser* series.

Another new Color Dreams title for Nintendo, *Storm Lords*, is being adapted from a European game for the Amiga personal computer. And in case you're interested, Color Dreams says that both *Hellraiser* and *Storm Lords* will also be converted for the Sega Genesis.

GP



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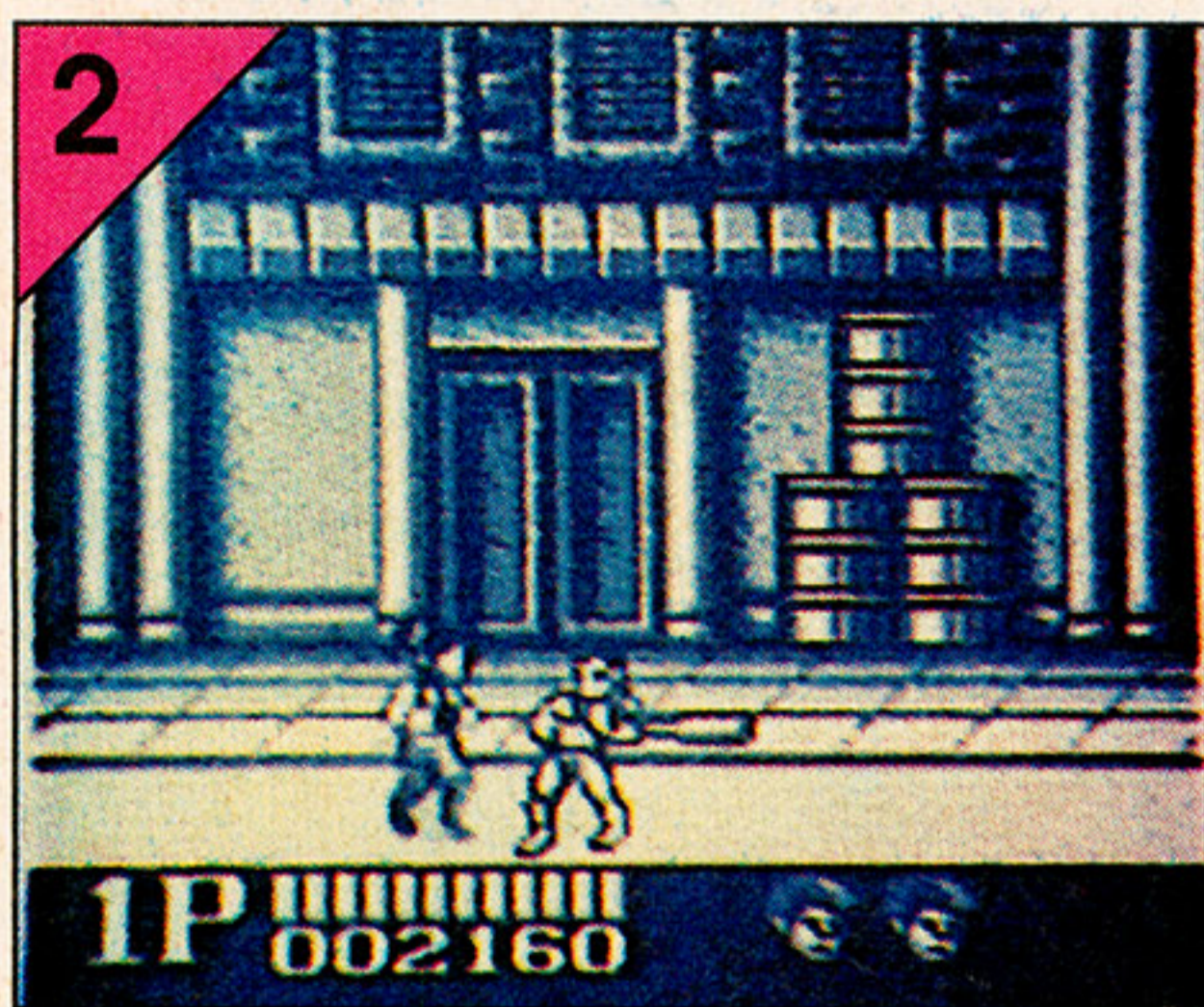
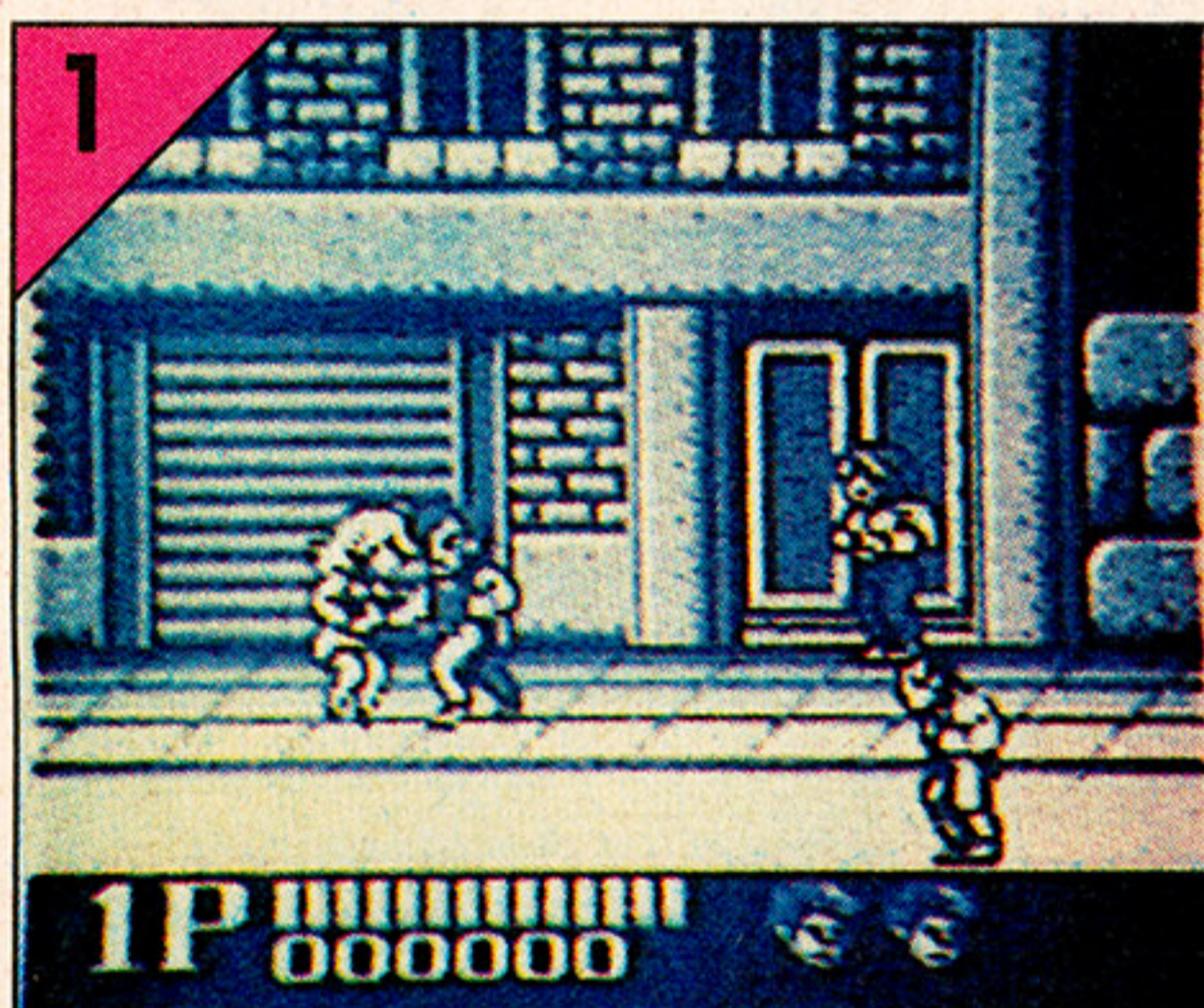
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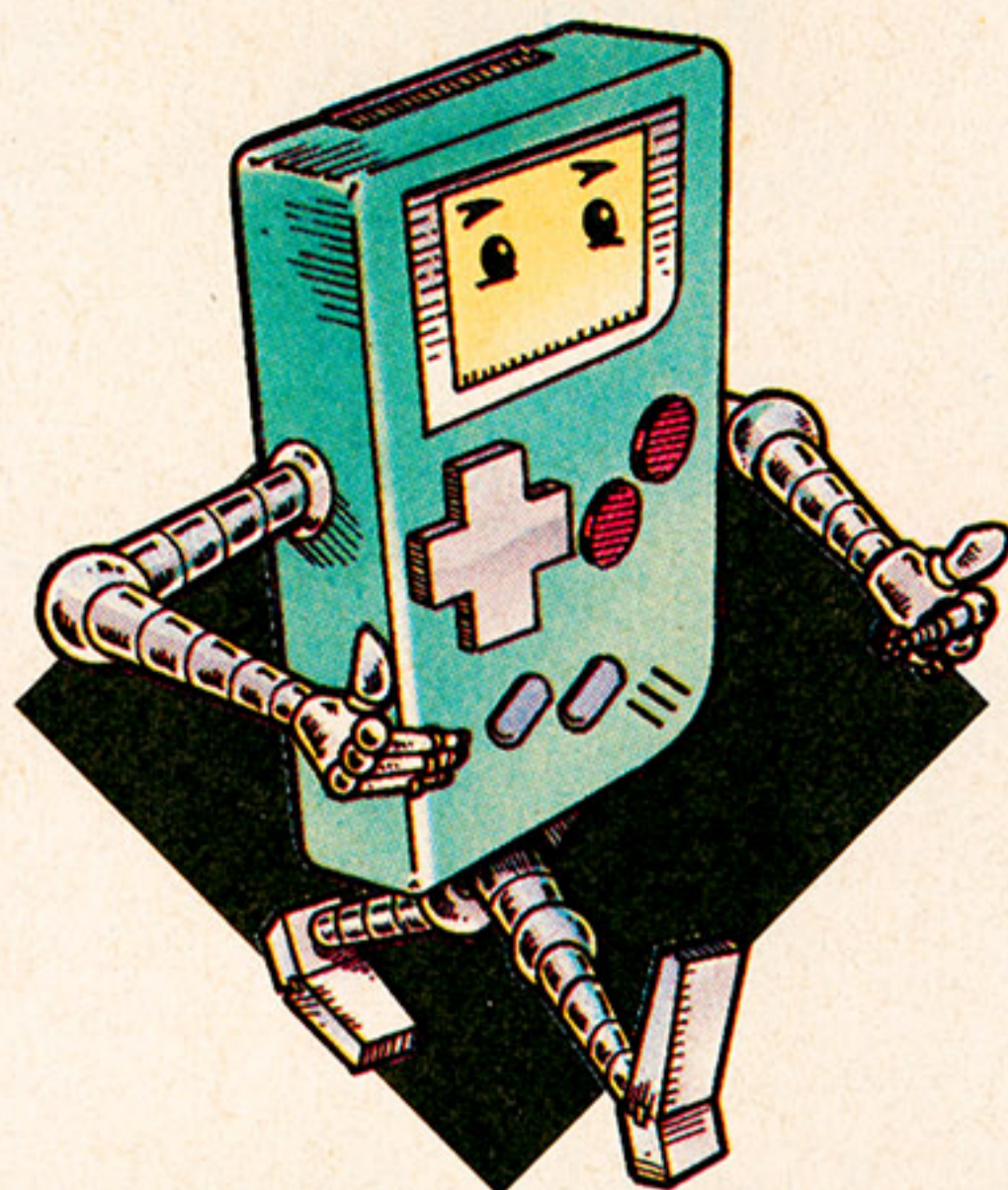
**W**ith the release of *Double Dragon* for the Game Boy, Tradewest has set a standard that other Game Boy titles will be hard-pressed to match. Not only is *Double Dragon* a contender for the best Game Boy title available, but it even comes close to outshining the Nintendo Entertainment System version.

Skeptical? We don't blame you. It's hard to imagine how one of the most popular Nintendo games of all time could survive the transition to a tiny, black-and-white screen without serious compromises. To suggest that it could actually be *improved* sounds ludicrous. Yet that's the conclusion of our game testers, based on hours



of play.

How is this possible? To begin with, the graphics haven't suffered all that much, despite the small screen size and lack of color. The animation is amazingly good, with fast-moving figures and smooth-scrolling backgrounds. The screens are very finely detailed, right down to the rivets on metal wall panels.



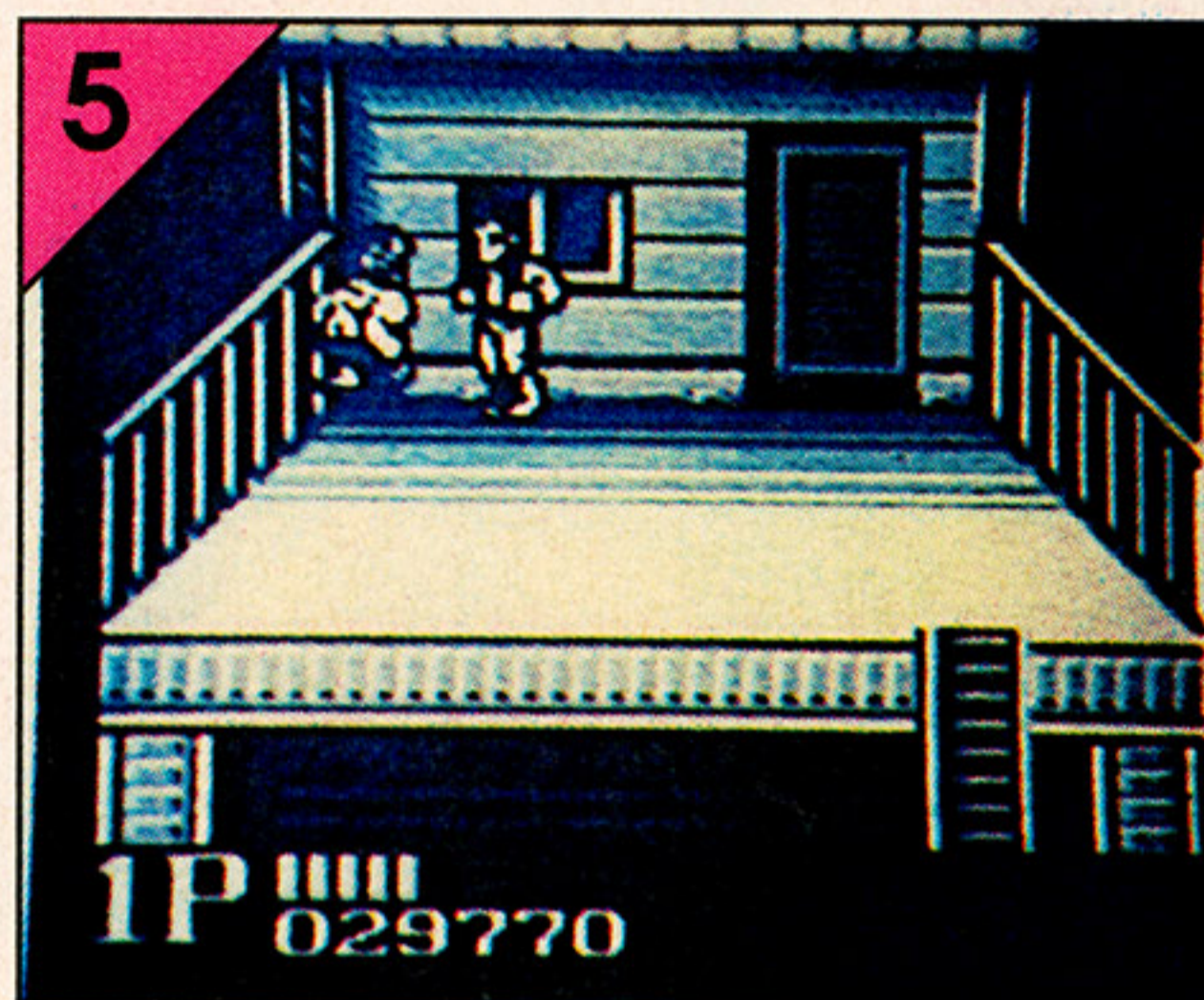
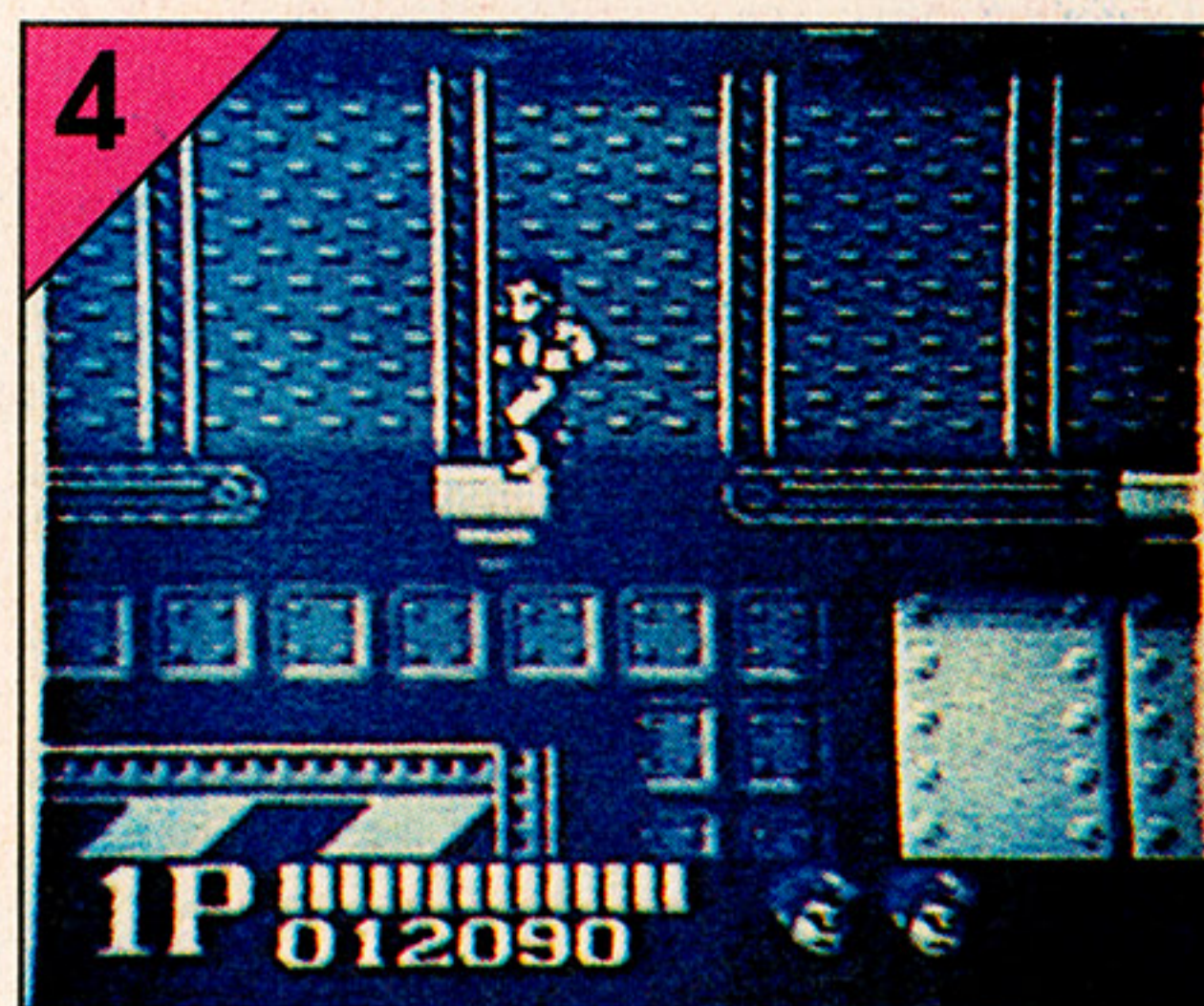
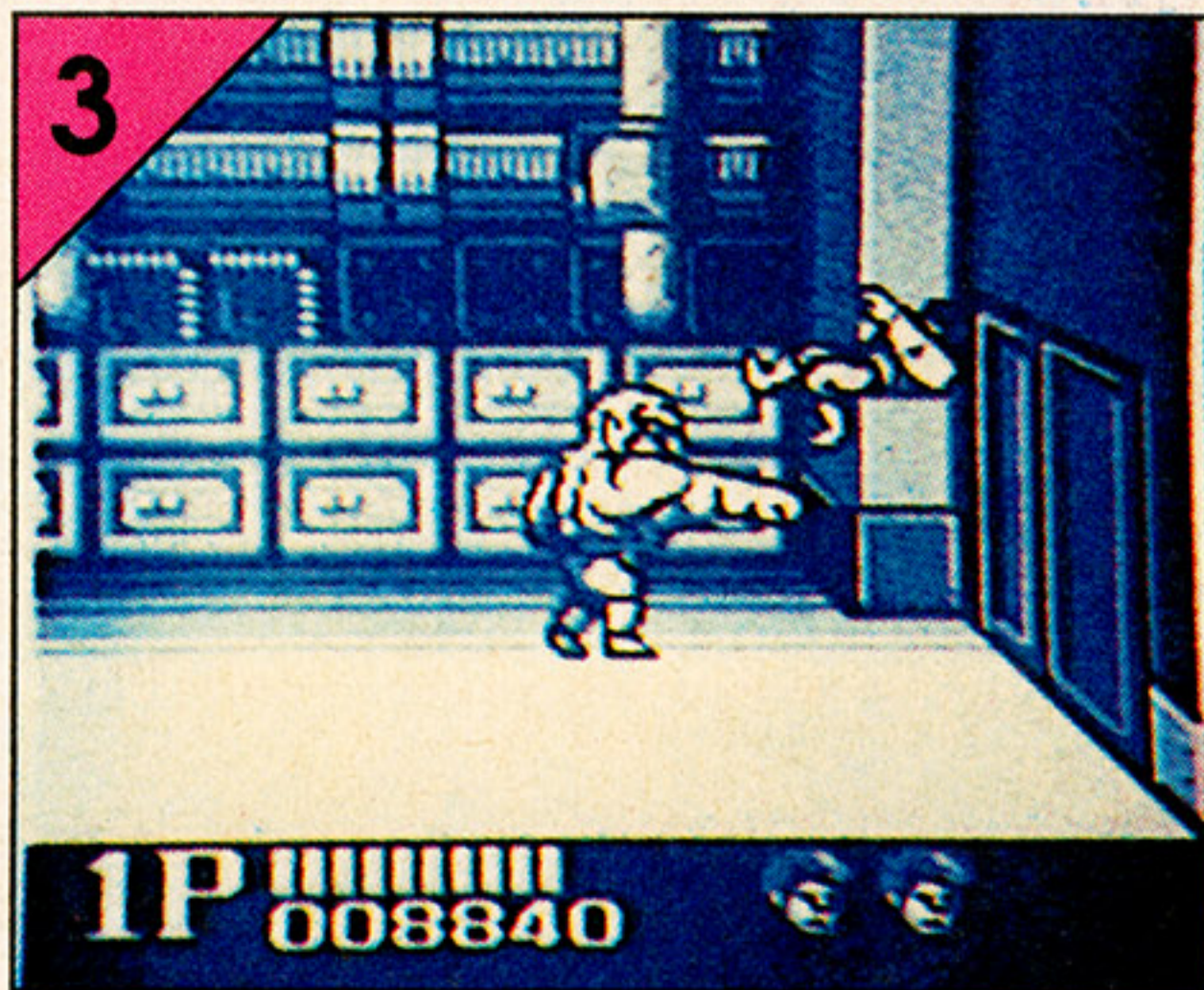
# GAMEBOY PLAYERS

## *Double Dragon*

Tom R. Halfhill

In fact, much of the detail is too fine to see on the Game Boy's LCD screen when viewed with the naked eye — it becomes visible only when the screen is paused and then examined with a magnifier, or is photographed and enlarged.

Tradewest didn't cut corners on the musical soundtrack and sound effects, either. It's a real treat when you plug in the stereo headphones.



But perhaps the most surprising feature of the Game Boy version is its outstanding game play. If you're a solid *Double Dragon* fan — of either the NES, arcade, or Sega Master System versions — you probably won't be disappointed in this edition. The Game Boy version of *Double Dragon* de-

**1** The opening sequence shows Billy's girlfriend, Marian, being kidnapped by the Black Warriors.

**2** As in other versions of *Double Dragon*, you can pick up weapons like this baseball bat to pummel your enemies.

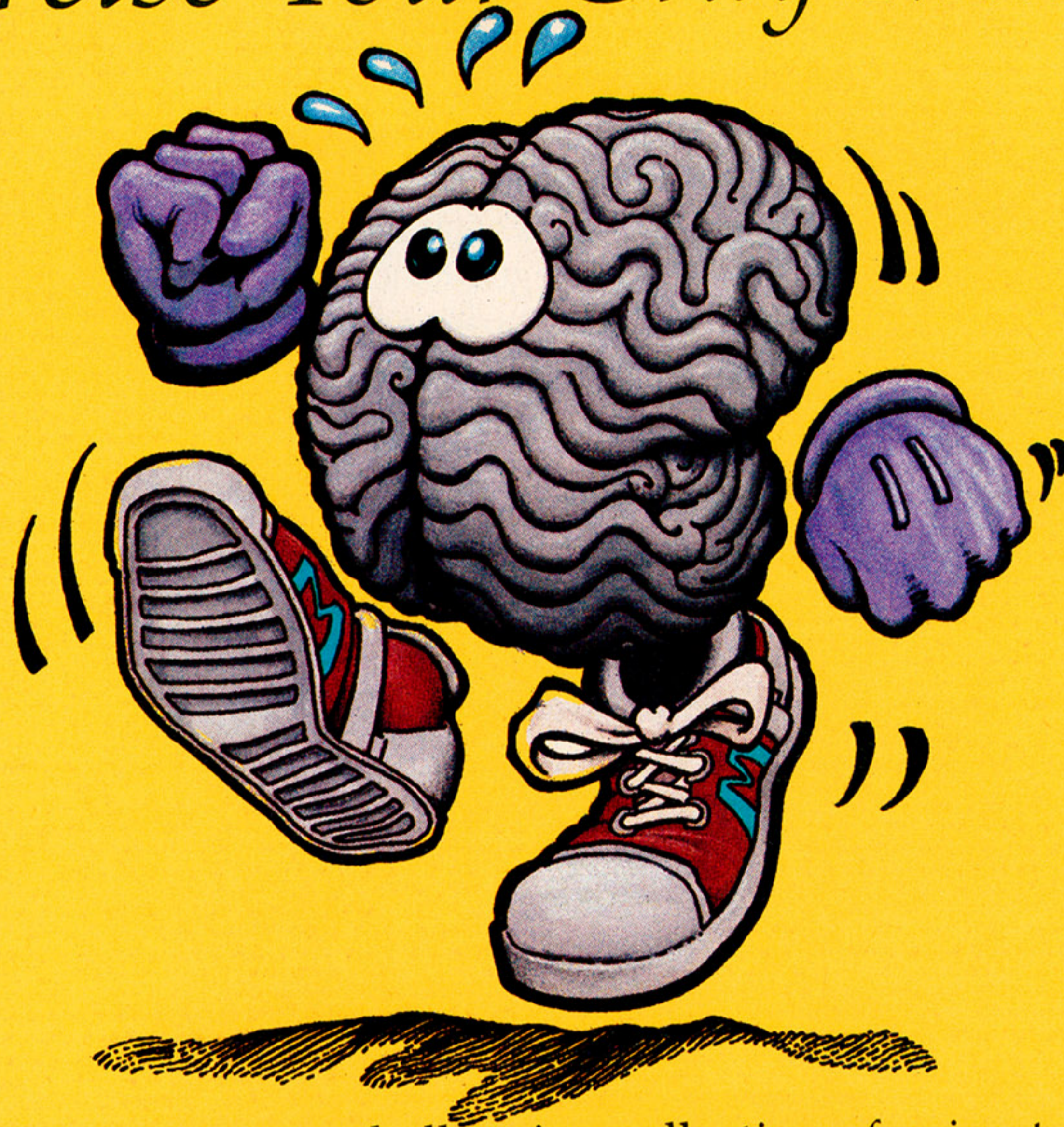
**3** To defeat Abobo, the boss of mission 1, punch fast and approach him at an angle, not straight on. Otherwise, he'll throw you around the room.

**4** When you come to these moving walkways in mission 2, jump to the center platform, then to the walkway on the left.

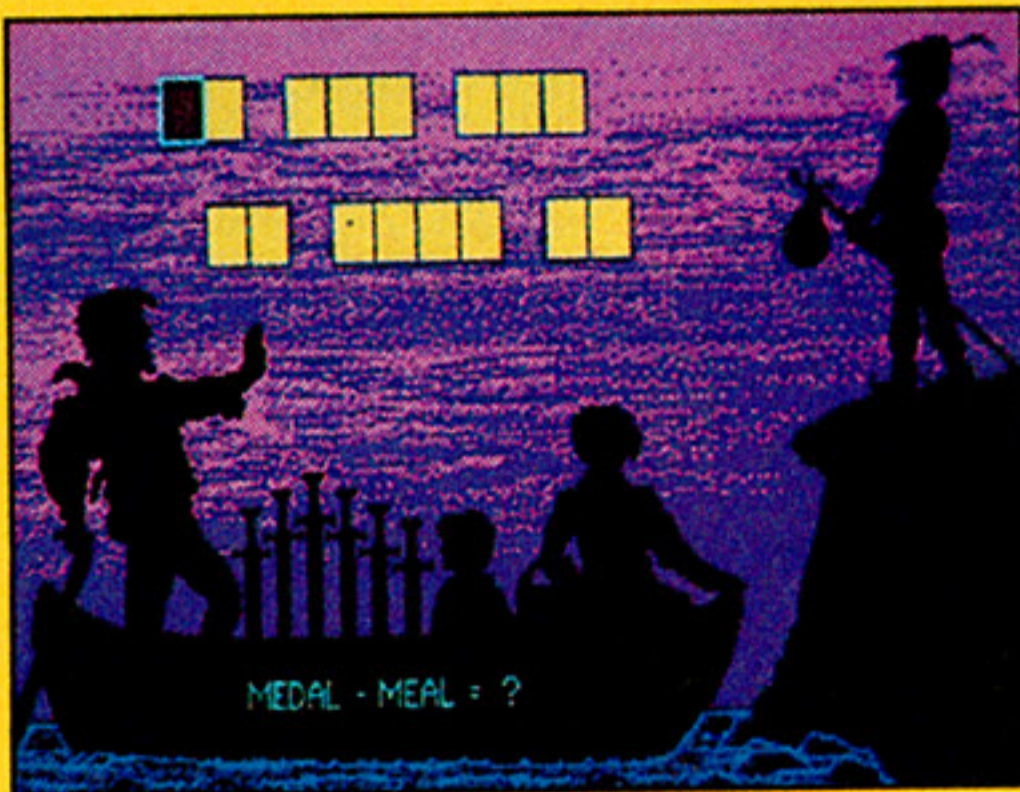
**5** At the end of mission 2, this boss rolls himself into a ball, flies around the screen, and kicks you as he emerges from his spin. Stay close to keep him from flipping away.



# Exercise Your Gray Matter



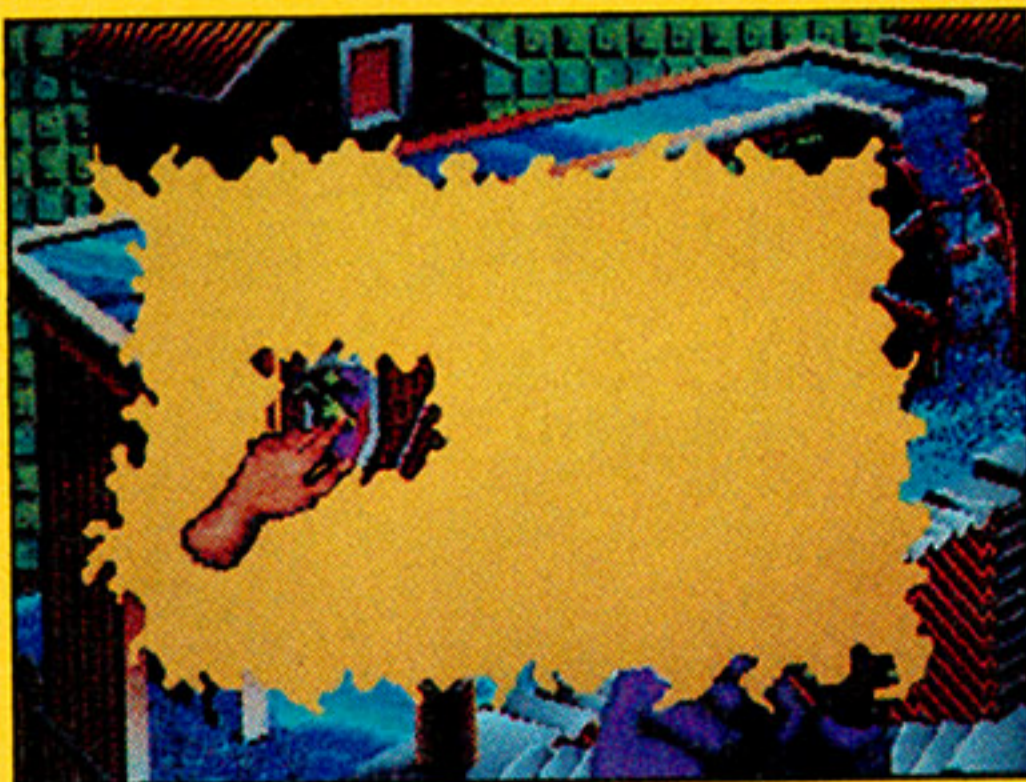
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## When it Comes to Puzzles, Come to Us.



# GAMEBOY PLAYERS



livers the same punch as its predecessors. Yet it's different enough to seem fresh and new, even if you've spent many hours playing the other versions of *Double Dragon*.

In some ways, the Game Boy version is easier to play. For instance, you don't have to collect hearts throughout the game in order to earn additional martial arts maneuvers. You start the game with your full repertoire of moves, including the basic punch and kick, the uppercut, the hair-pull kick, the over-shoulder throw, the elbow punch, the jump kick, the low kick, and the spin kick. This is the same arsenal of moves you'd have if you'd made it to the final stage of

**1** When you reach this bridge in mission 3, quickly jump across and prepare to be ambushed.

**2** After defeating the Abobo on this ledge in mission 3, leap off into what appears to be dead space. You'll land safely on a platform below.

**3** Use the same techniques to defeat this Abobo in mission 3 that you used on the Abobo in mission 1.

the NES or arcade versions.

What's more, these maneuvers are easier to execute in the Game Boy version of *Double Dragon*. To unleash the powerful spin kick, for example, you merely push the B button twice in rapid succession while attacking an enemy; the first push releases a regular kick, and the second push automatically releases the spin kick. This is much easier than the more complex combination of buttons required by the NES and Master System versions of *Double Dragon*.

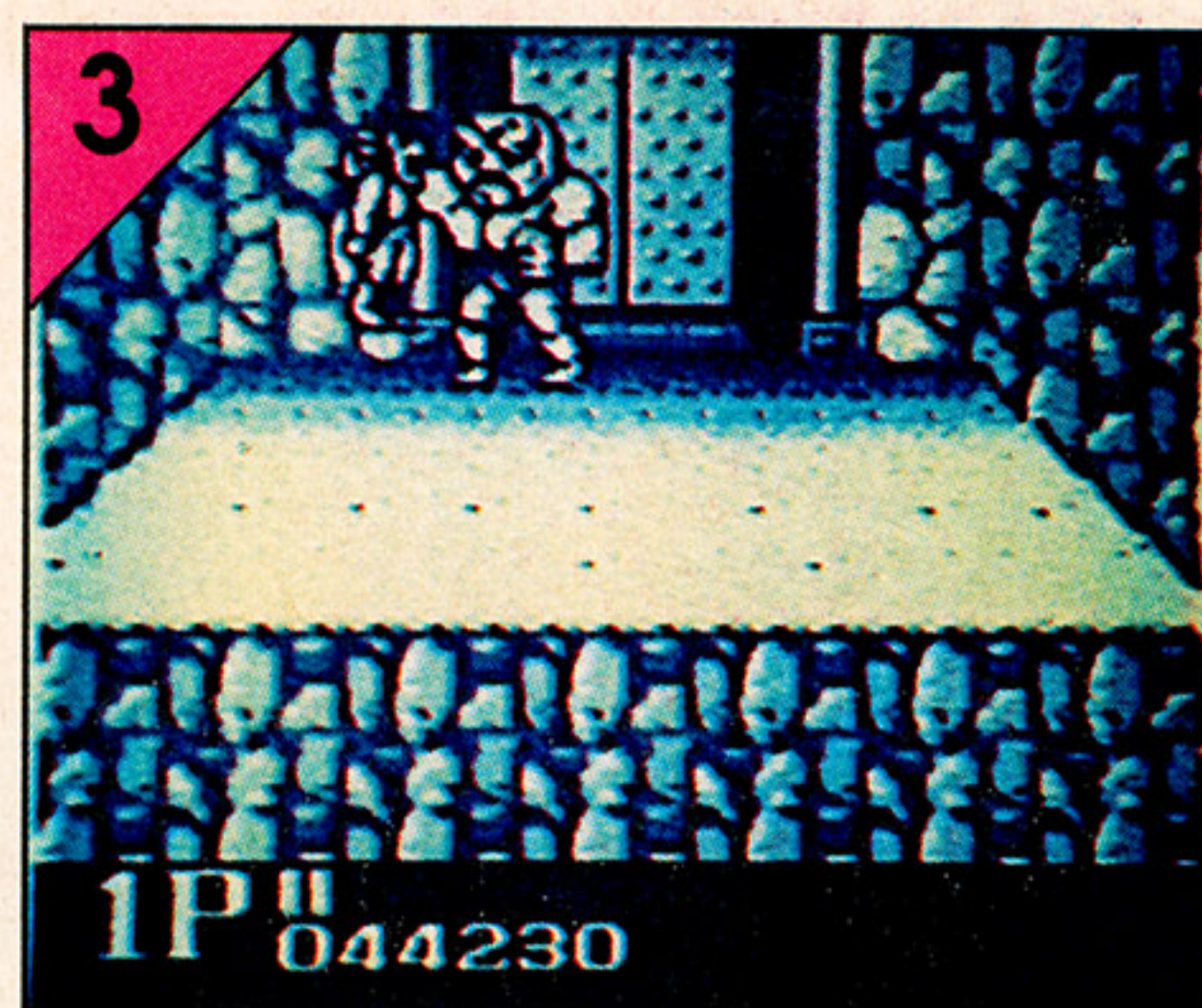
As in the other versions, you sometimes get a chance to grab weapons: knives, whips, clubs, crates, rocks, oil drums, and sticks of dynamite. However, you can't carry these weapons from one scene to the next, which is also true of the earlier versions.

The central story of the game is unchanged, too. The heroes of



*Double Dragon* are Billy and Jimmy Lee, twin brothers who are expert street fighters. When the game begins, Billy's girlfriend Marian is kidnapped by the Black Warriors, a ruthless street gang that works for the mysterious and evil Shadow Boss. To defeat the Shadow Boss and rescue Marian, Billy and Jimmy must fight their way through a motley assortment of punks and thugs.

If you're a *Double Dragon* veteran, you'll recognize many of these enemies. The Game Boy version includes such familiar opponents as Abobo, Lopar, Willy, Chintai, the Williams, and, of



course, the Lindas.

You'll also recognize most of the backgrounds. Like the other versions of *Double Dragon*, the Game Boy edition has four stages: the city slum, the warehouse, the forest, and the boss's hideout. Some of the stages are longer than others and consist of two parts, each with an extra-tough boss to defeat.

Another feature that wasn't left out is the two-player mode. If you can find someone else who has a copy of *Double Dragon* and connect your Game Boys together with a video link cable, one person can play Billy while the other controls Jimmy. Fighting side by side, it's much easier to defeat the tougher enemies, especially the boss characters. This feature wasn't even found in the NES version of *Double Dragon*, though it was included in the arcade version and was added later to *Double Dragon II* for the NES.

When you sum it all up, the Game Boy version of *Double Dragon* is a first-class punch-em-out that holds its own against any fighting game you can buy—for any video-game system. It doesn't scrimp on graphics, sound, features, or playability. Tradewest's competitors will probably find *Double Dragon* as hard to beat as the Shadow Boss.

GP



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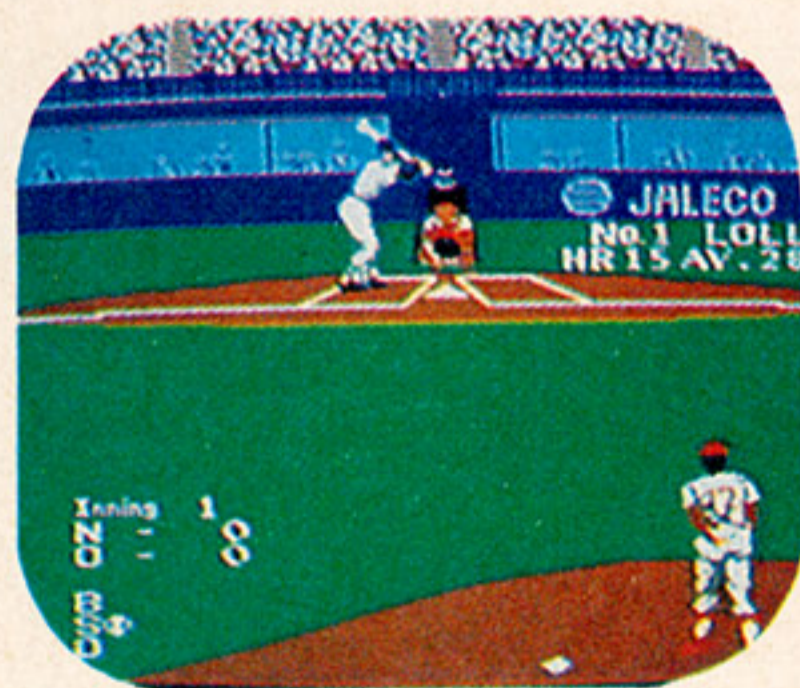


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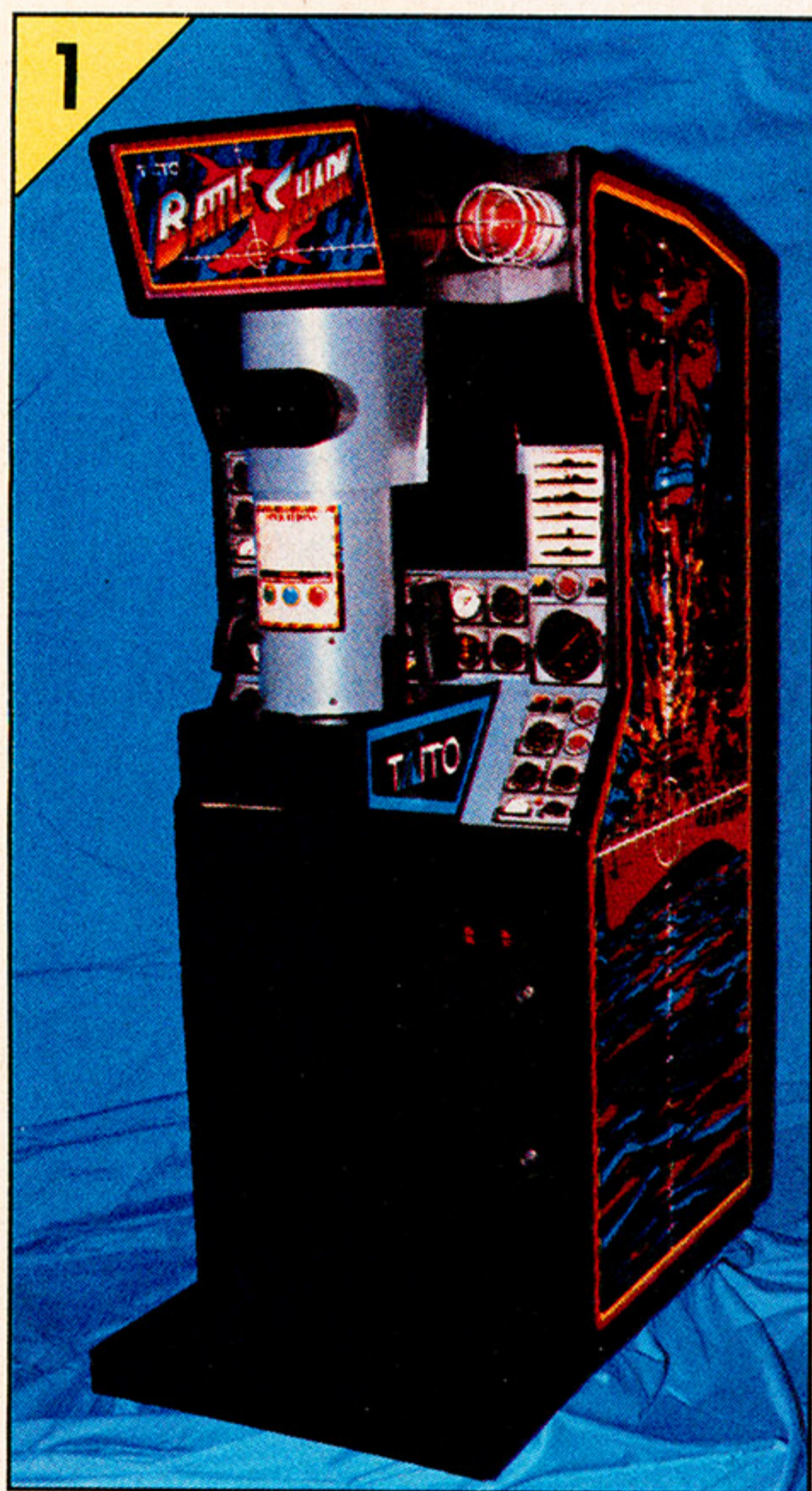


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**H**ot on the heels of the film version of Tom Clancy's submarine thriller, *The Hunt For Red October*, comes *Battleshark*, a new submarine warfare game from Taito. When you get behind its swiveling periscope, prepare yourself for ten rounds of furious under-sea action.

*Battleshark's* graphics are highly realistic. After giving the order to dive, watch through the periscope as sunlight filters down from the surface and reflects off the deep blue reefs. Tropical fish seem to fill the scope as your executive officer periodically calls out the boat's depth.



Moments later you receive your orders over the videolink: "Destroy enemy base on bottom of the sea. Mission objective: Mobile base Golbado."

Now switch back to the scope. There, among the undulating masses of marine life, are the malevolent shapes of enemy submarines. At this early stage they're easy picking, but your torpedo



# ARCADE ACTION

## *Battleshark*

Scott Wolf

supply is limited, so aim carefully.

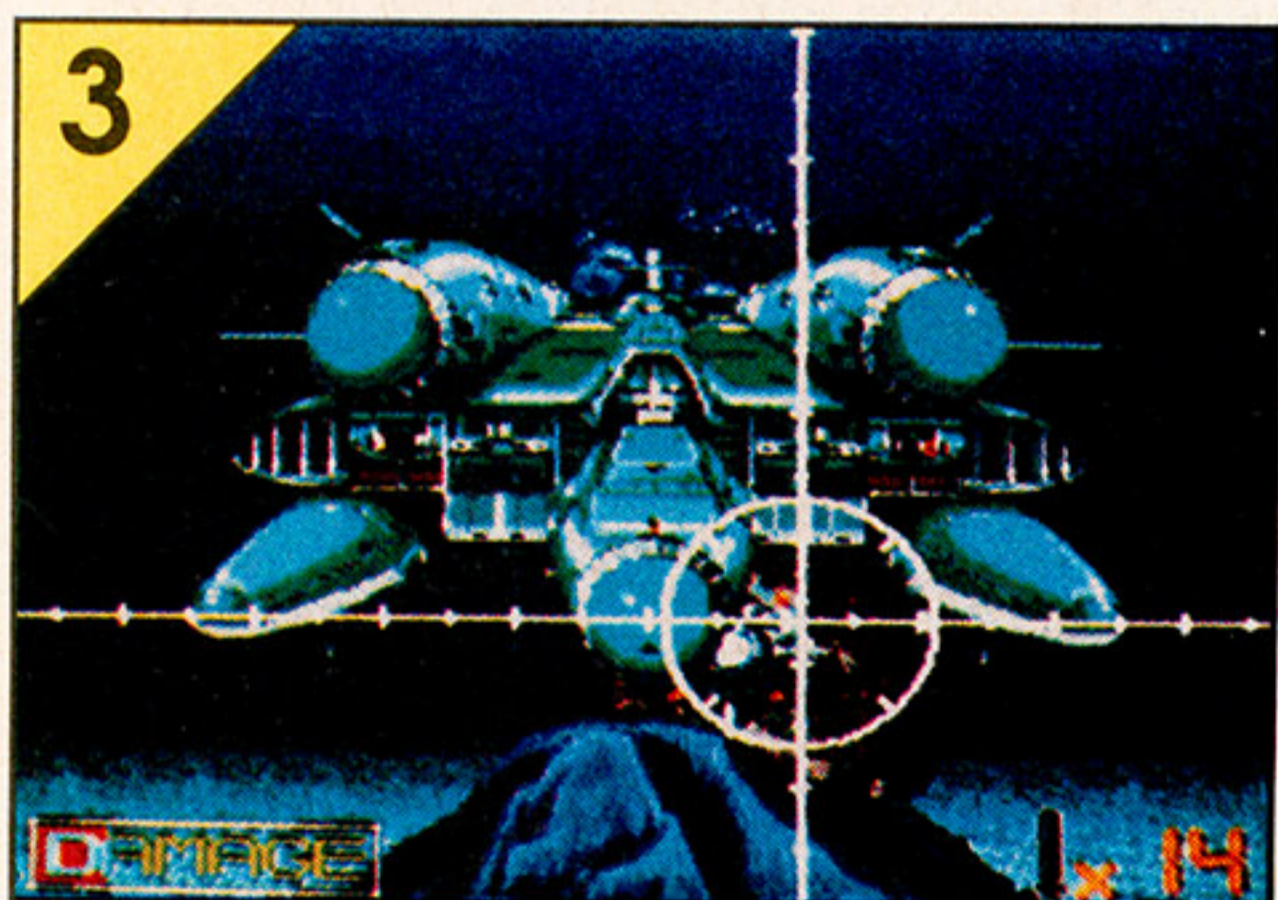
When an enemy sub fires a torpedo at *you*, you'll see the flash. It takes dead-eye aim to knock out the incoming torps before they hit your boat. If you miss an incoming torp, the entire game console shakes with the violent impact. After a few more hits, the view-screen starts to crack. Then your sub's vital systems begin failing — communications, main engines, computer. When your attack system goes, say hello to Davey Jones.

Fortunately, you have oppor-

tunities to repair your boat before the damage gets too severe. Drifting among the enemy subs are special bonus mines you can shoot. The red mines repair damage, and the blue ones restock your supply of torpedoes. Green mines upgrade your targeting systems and weapons.

Round 2 continues your mission to destroy Golbado, the underwater base. After scrapping with more subs and some enemy frogmen, your objective comes into view. Surprisingly, it's a bit of a pushover. Just pump it full of torpedoes and watch it explode.

Round 3 takes place on the surface, where helicopter gun-



ships, MiG-31 jet fighters, and armored patrol boats welcome you with heat-seeking sentiments. Of course, they're just the advance guard for the huge aircraft carrier awaiting you at the end of the round. Multiple hits at strategic points will send the carrier beneath the waves.

There's no time to bask in the glow of victory, though. New orders come over the videolink: "Sweep the area for enemy armored units. Objective: Underwater battle tank Romanos." Prepare to dive.

**1** *Battleshark* has a swiveling periscope and a console that rocks 'n' rolls when your submarine is hit by enemy torpedoes.

**2** Enemy subs, spooky sharks, and hostile scuba divers are among the numerous hazards that await you beneath the ocean surface.

**3** The underwater base Golbado is the final obstacle of round 2, but it's not as difficult as it looks.



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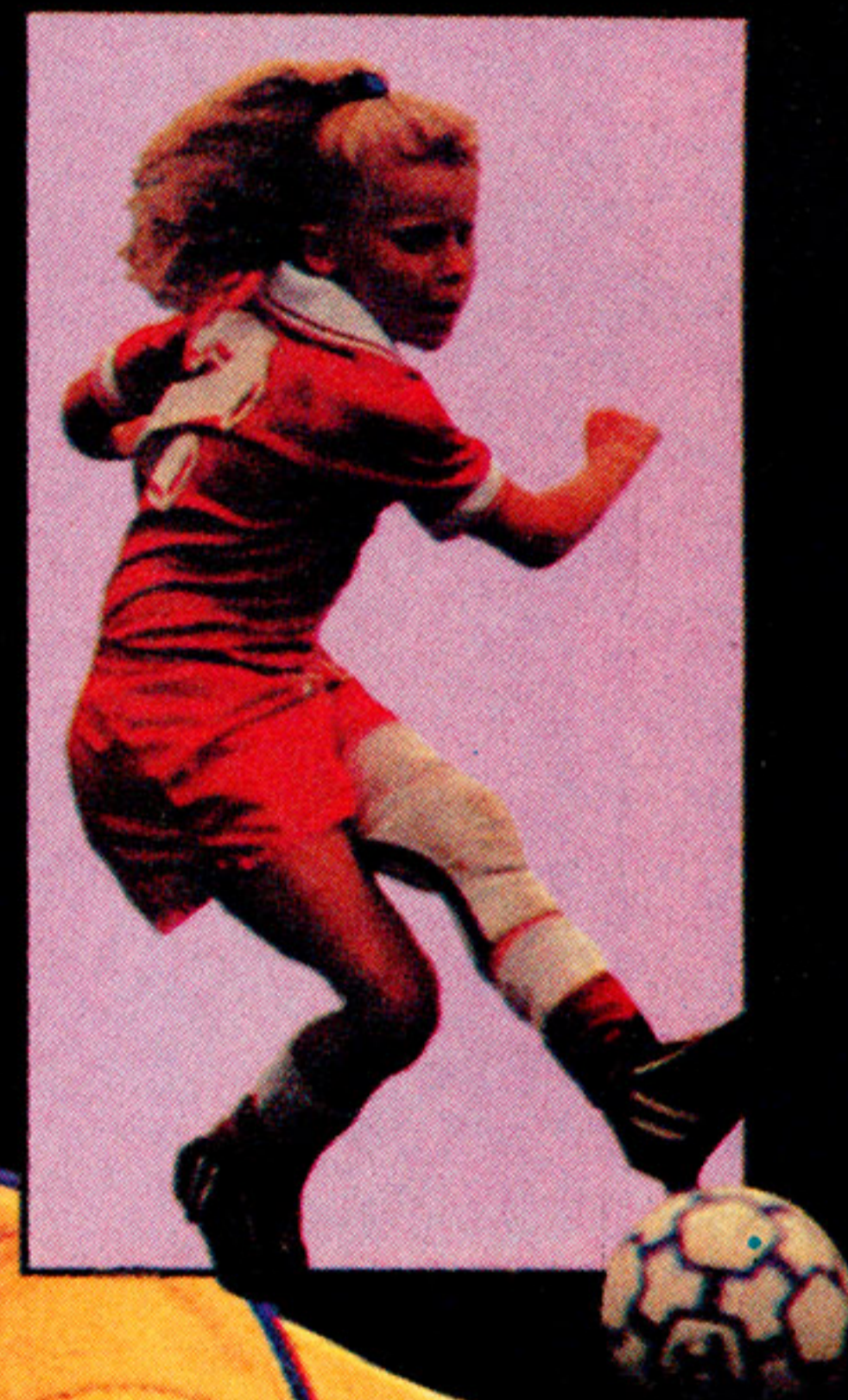
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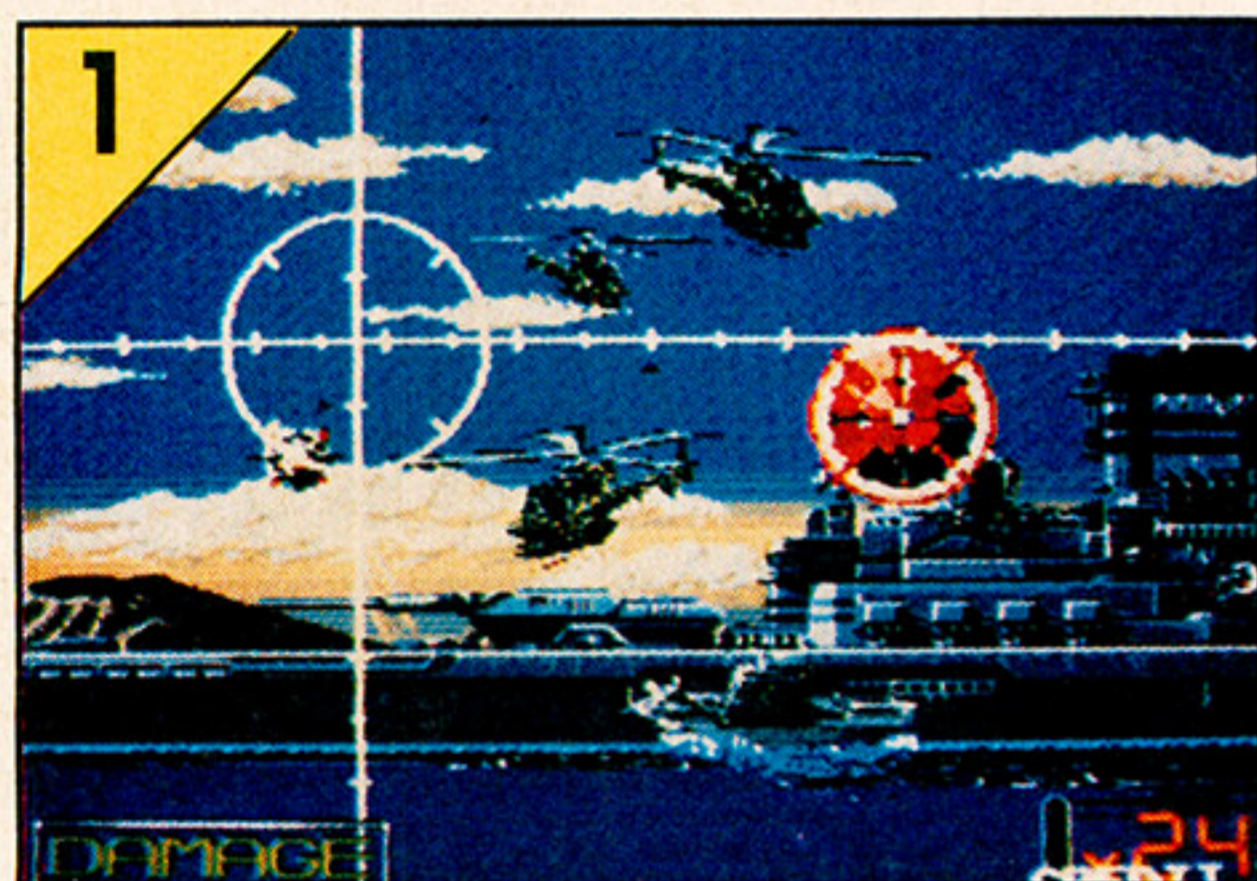
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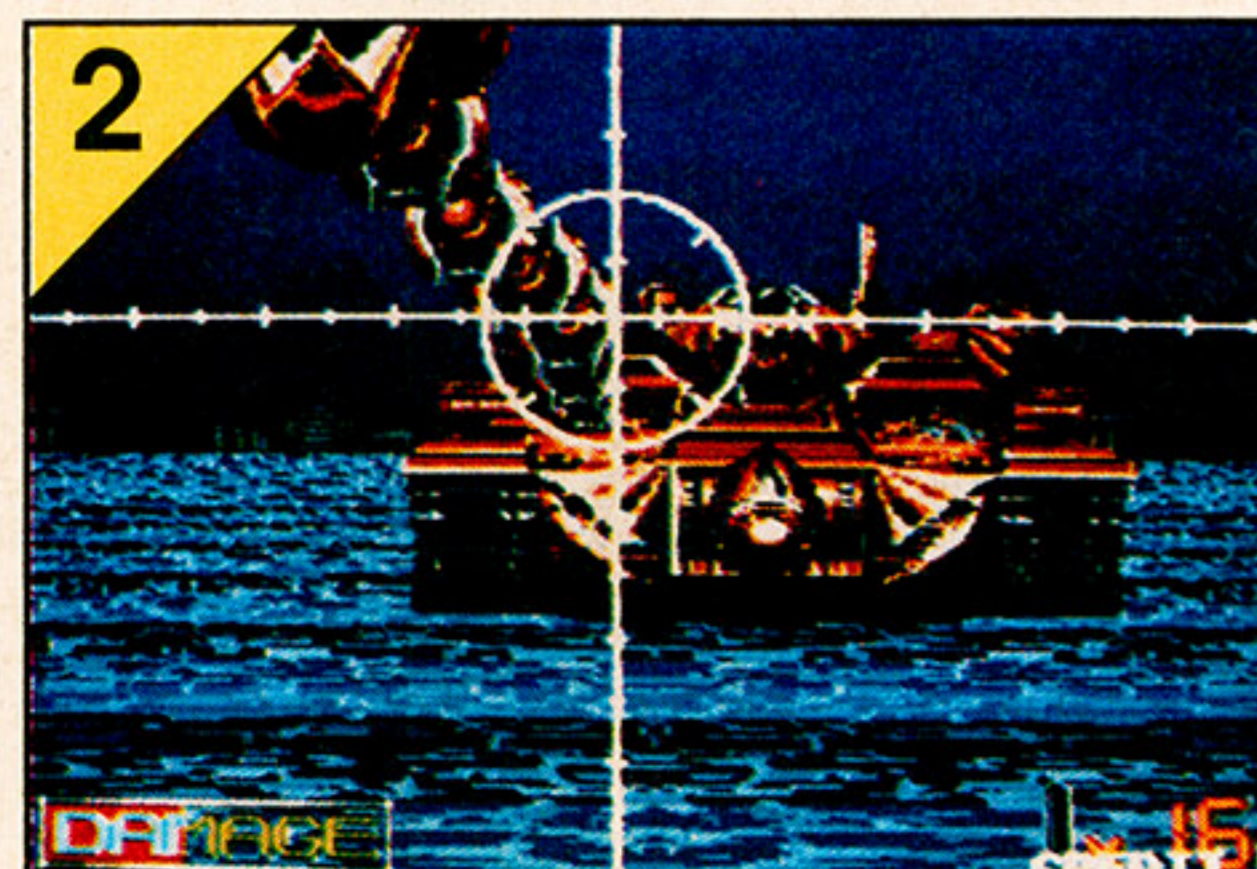
# ARCADE ACTION



Round 4 is a brief struggle to reach the ocean floor in one piece. If you succeed, round 5 puts you on course for Romanos. You'll cruise past the sunken remains of an ancient city and through a swarm of peculiar sharks with singular, glowing eyes, like the Cylon warriors in the TV show *Battlestar Galactica*.

As odd as the sharks are, wait until you see the underwater battle tank. After it tires of playing footsie with you, the tank sprouts two snakelike appendages and repeatedly charges your sub. Destroy the heads on the appendages to defeat the tank.

Round 6 is a journey back to the surface for some sunlight, fresh air, and more combat. When you reach periscope depth, the video-link crackles with disturbing news: "You've been discovered by the

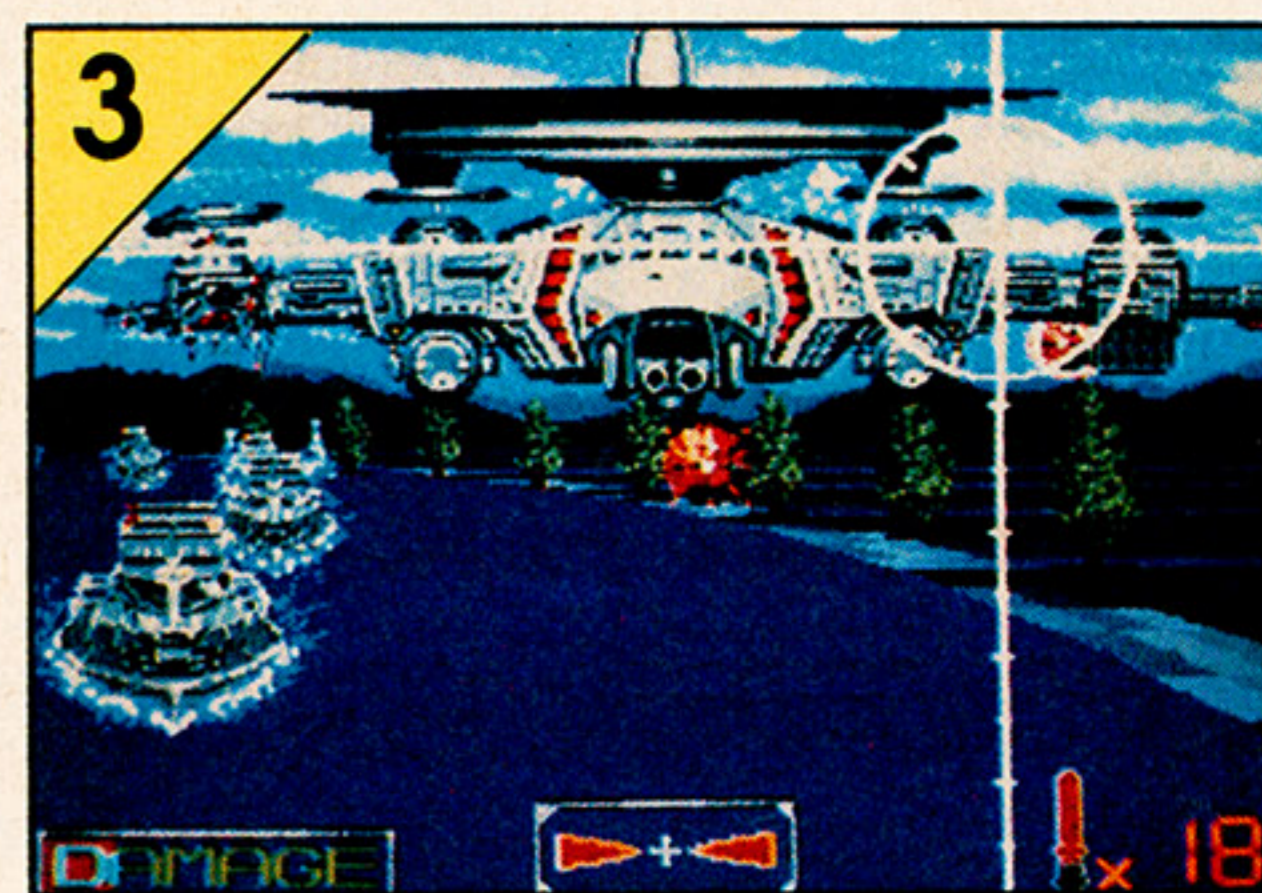


enemy patrol force. You'll have to burst through enemy lines. Objective: Patrol force Golno." Turning your attention to the targeting display, you notice that you're heading toward the helicopter gunships, MiGs, and patrol boats again. Finish off the patrol force by destroying the wimpy boss, a large AWACS (airborne warning and control system) plane.

Round 8 is another transitional stage in which you dive deep into the darkening blue sea. Again, you'll face the hostile fish and those pesky enemy submarines. Then you receive new orders: "Infiltrate the enemy fortress. Skim the sea floor. Objective: Underwater fighter Utubo."

Utubo turns out to be a large, segmented, mechanical moray eel. Try to dispatch it with a minimum

- 1** Back on the surface, you'll face attacks from helicopter gunships, jet fighters, armored patrol boats, and this gigantic aircraft carrier.
- 2** The underwater battle tank Romanos is your ultimate objective in round 5. It has a pair of snakelike arms and is very aggressive.
- 3** This huge AWACS plane is a relatively minor irritant in round 7.
- 4** When the damage indicator at the lower left is replaced by the warning indicator, it's time to get another quarter ready!



of well-placed shots, because you're going to need all the firepower you've got for the final round.

Once you surface inside the enormous enemy complex, you become a sitting duck for the enemy's last line of defense. Helicopters and flying snakes harass you, drawing your fire away from the massive missile launcher recessed in the steel wall. Get used to seeing the word "Empty" on your torpedo display and keep a sack of quarters at your side. You're going to be pounded with missiles while you wait for your torpedoes to be replenished, but fortunately there's a continue option that allows you to slog it out to the very end.

If you emerge victorious, your submarine triumphantly surfaces and sails off into a golden sunset. When will these videogame enemies ever learn?

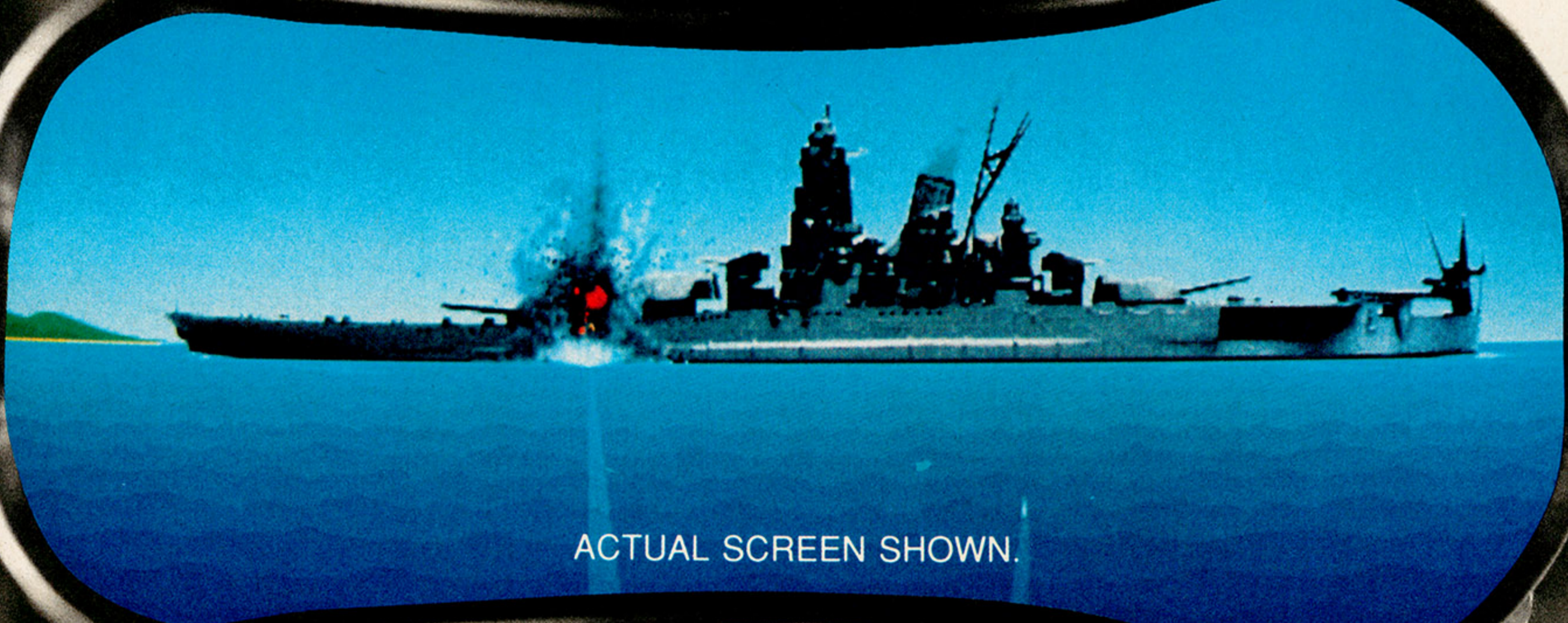
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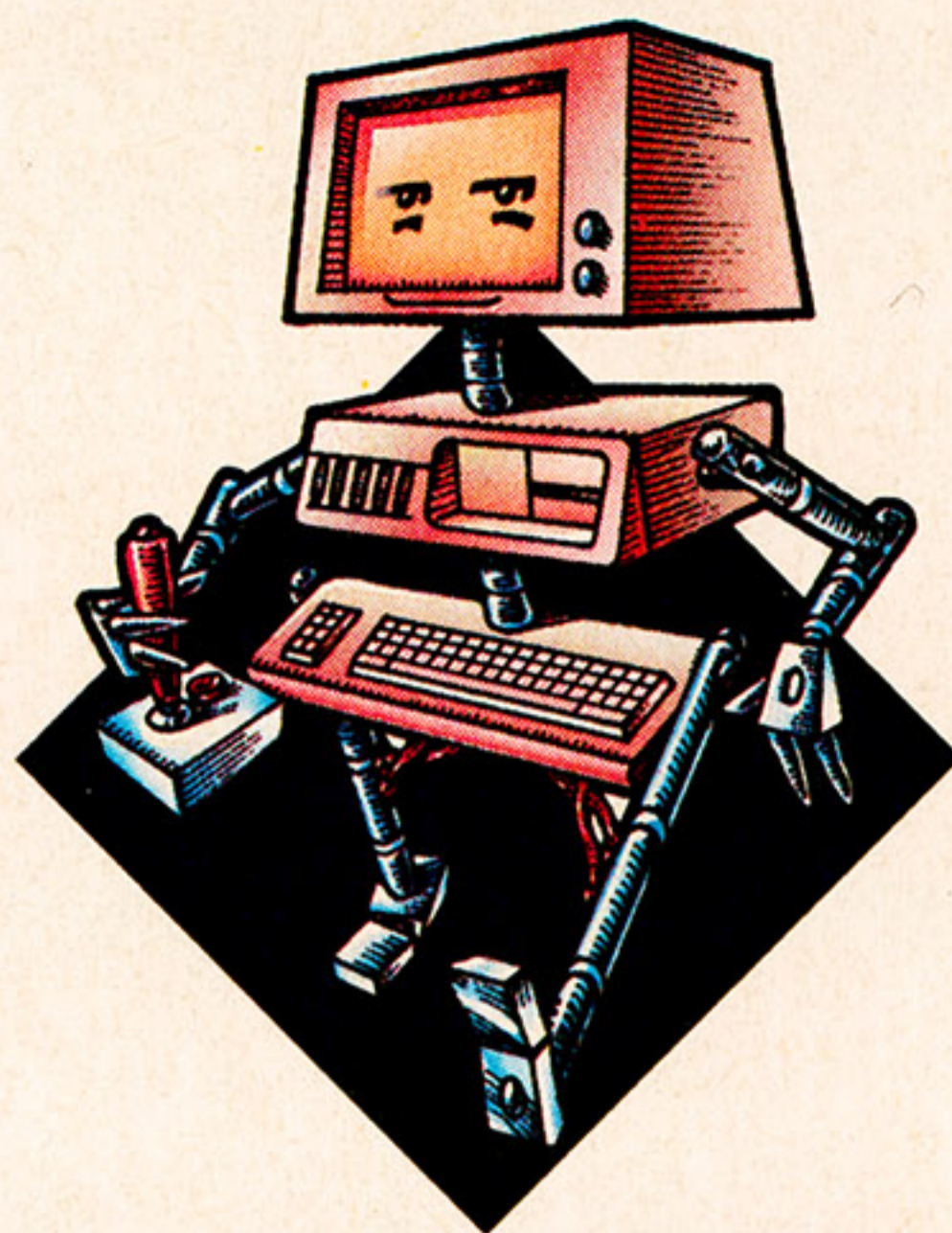
One of the most successful series of fantasy books published in the past few years is the continuing *Dragonlance* saga. Begun as a series of role-playing modules for the popular *Advanced Dungeons and Dragons* role-playing game, *Dragonlance* quickly yielded an extremely popular series of novels. In turn, the novels spawned still more *AD&D* modules, and their appeal continues to grow.

*Champions of Krynn* is the third full-fledged role-playing module in SSI's best-selling *AD&D* computer series, and it's the first computer game set in the *Dragonlance*



world. It therefore has the honor of introducing the *Dragonlance* saga to those who don't play *AD&D* or who don't read fantasy books.

But with that honor comes two dangers. If *Champions of Krynn* weren't very good, game players might be turned off to other facets of the *Dragonlance* saga. And if *Krynn* attracts existing *Dragonlance* readers or fantasy gamers who've never tried a computer role-playing game before, a bad experience might turn them away from other computer games.



# PC PLAYERS

## Champions Of Krynn

Neil Randall

1 The opening screen is typical of *Krynn's* excellent graphics. It also makes you long to return here, even before you've started your quest.

2 Sir Karl details your first assignment. When you've finished it, be sure to return to his office to get your next quest. Eventually, though, he'll no longer be around to offer you help.

3 Just outside Throtl, your first battle is about to begin. Like true heroes, you must save these women and children, then return them to the outpost.

4 Molly, the kender, aims her hoopak at the baaz who has appeared in front of the party. Only kenders can use this special weapon.

5 You've reached Throtl, but it doesn't look too inviting. Of course, if you leave, you'll just have to come back later.



Fortunately, *Champions of Krynn* does not fall short of expectations. In fact, those who have played the two previous games in the SSI series (*Pool of Radiance* and *Curse of the Azure Bonds*) will undoubtedly find *Krynn* the most playable game of the lot. *Krynn* also has the most character. In this game, you feel as if you're part of the *Dragonlance* chronicles, even if

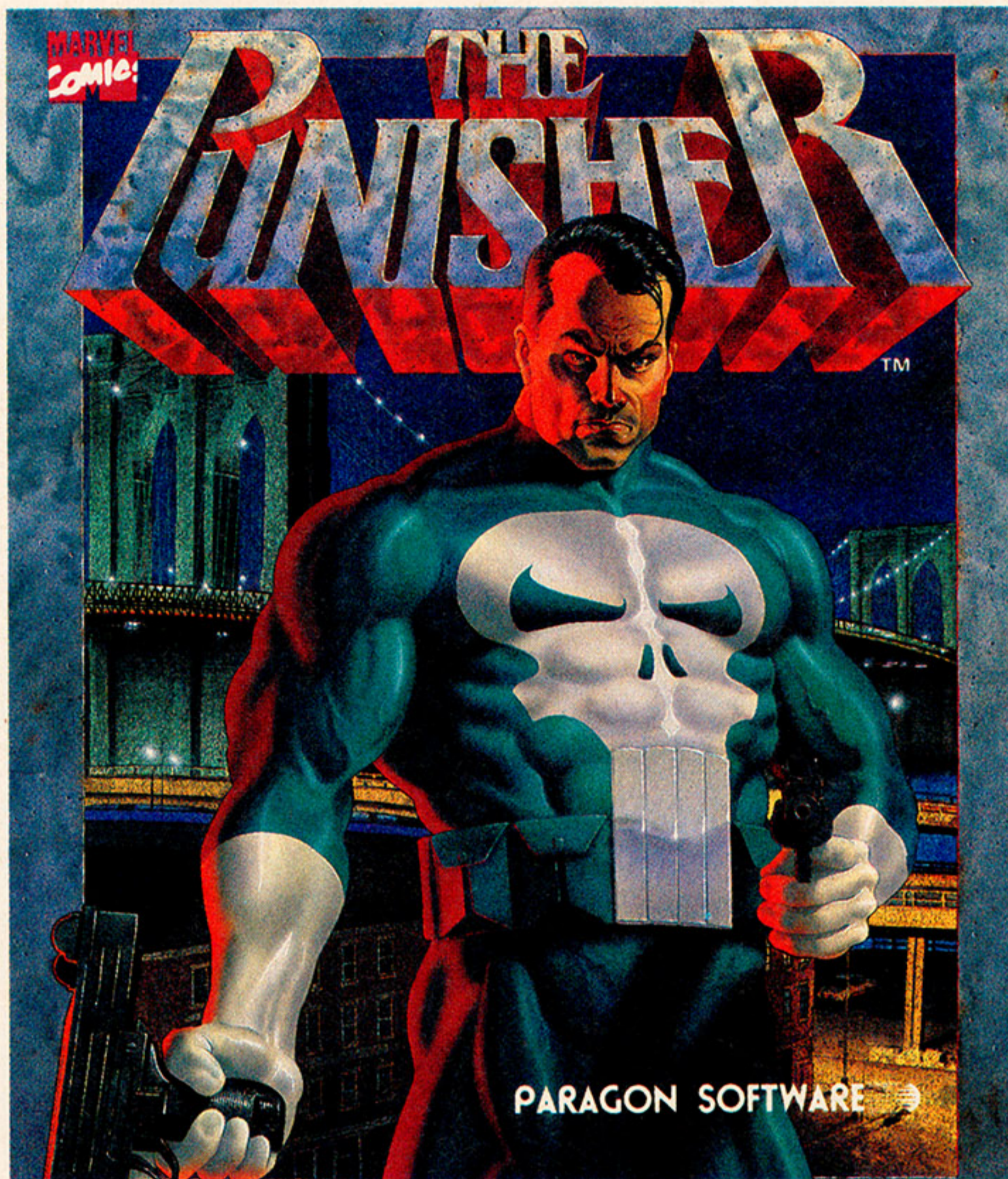


you've never read the fantasy books or played the modules.

If you're coming to this game from either the books or the *AD&D* modules, however, let's draw some distinctions. Reading *AD&D* books is one thing; actually *playing* an *AD&D* game is another. And playing SSI's computer adaptations of *AD&D* is still another. Strangely enough, playing *Champions of Krynn* is more like reading a *Dragonlance* book than playing a non-computer *Dragonlance* mod-







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# PC PLAYERS



ule. That's because *Krynn*, like a novel, has a structured plot — one controlled by the authors — while non-computer role-playing games (if done right) are completely open-ended.

Thus, fantasy readers and non-computer role players might experience some disappointment with *Krynn*. Readers might not like the mechanics of playing the game, while role players might not like the game's rather rigid structure. Experienced computer gamers, on the other hand, are more likely to judge *Krynn* by the standards of similar computer games.

The point, of course, is to take *Krynn* on its own merits. It's a computer role-playing game, not a novel or an *AD&D* module, and as such it stacks up very well.



GAME PLAYER'S



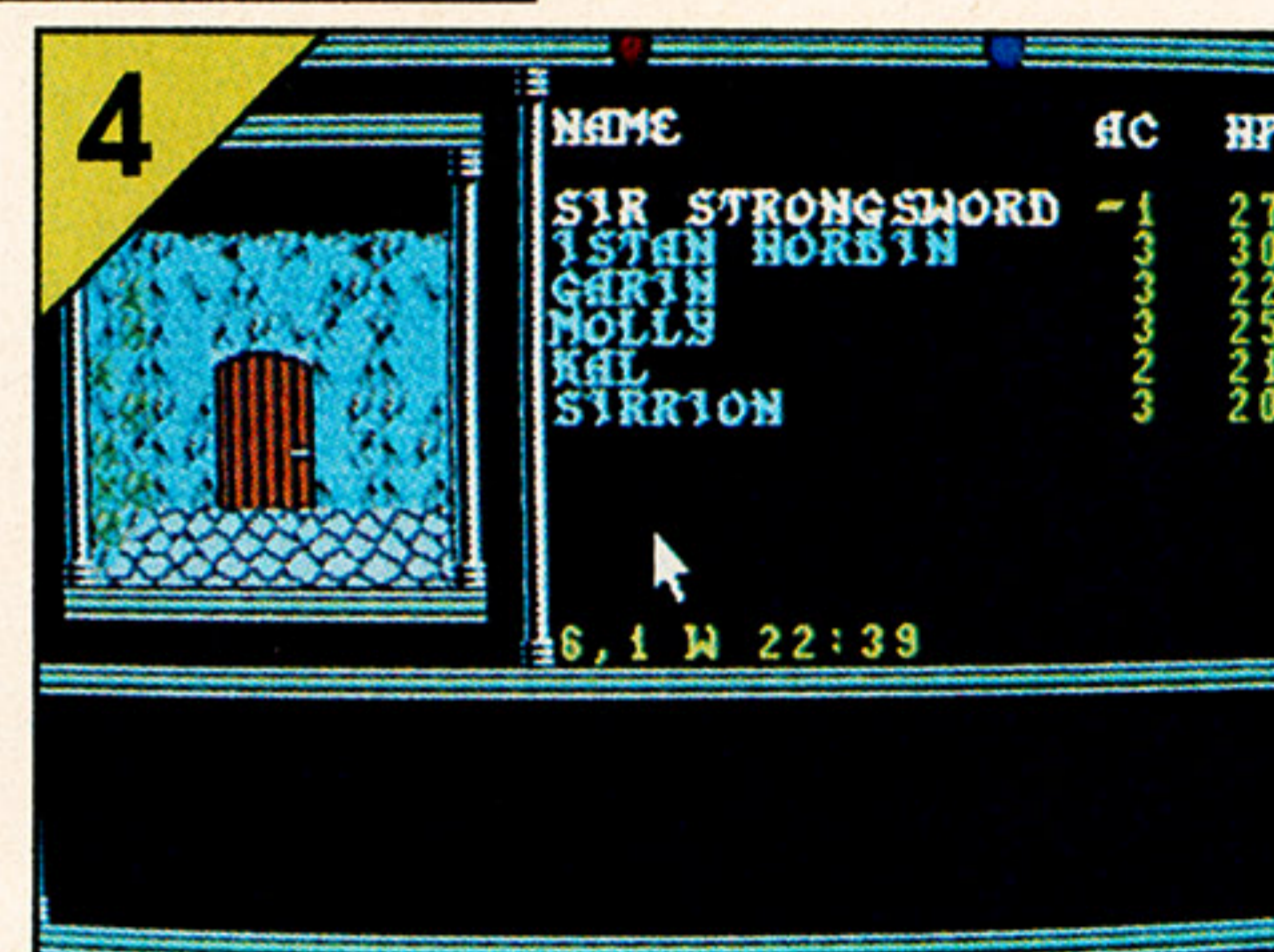
## Creating Characters

*Champions of Krynn* is set in the northeast area of Ansalon in the *Dragonlance* world, after the War of the Lance. The game opens in an outpost southeast of Throtl, formerly controlled by hobgoblins. During the course of the adven-

- 1 Inside Throtl, the first battle pits you against many foes. Remember your sleep spells — early in the game they can be decisive weapons.
- 2 After the battle, you enter the labyrinths of Throtl. Check your area map frequently to keep from getting lost.
- 3 Oh, terrific! You've stumbled into a trap. And some of these traps are more dangerous than fighting, living enemies.
- 4 Many doors can be entered only by force or by picking the lock. Pick the lock whenever you can, because bashing attracts monsters.
- 5 When someone wants to talk, don't stop him. Although you usually have to fight to get your way in this game, sometimes you can get what you want by chatting.

ture, you'll travel to Throtl, Gargath, Jelek, Neraka, and Sanction. You'll also encounter Godshome and a few other places along the way.

The various races of the char-



acters are as true to the *Dragonlance* world as the setting. During the process of creating characters, you can choose from several different races for your party, taking into consideration their strengths and weaknesses.

For instance, hill dwarfs are good at resisting magic and poison, and like their mountain-dwarf cousins (also featured), they are effective in combat against goblins, ogres, and giants. Silvanesti and Qualinesti elves resist sleep spells and charm spells, are good



at searching for hidden items, and are adept archers and swordbearers. Half-elves combine the traits of humans and elves, while the small kender characters possess



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**NO** Then **Command HQ** just might help you enjoy pressure a little more. The game features a streamlined graphic interface designed to convey a world of information quickly and precisely. And colorful animations let you see all the action: watch armored tank divisions occupy a city; see fighter planes strafe enemy artillery. Play against the computer or via modem with a friend. **Command HQ** lets you send messages to your opponent during play, so you can make treaties, propose bargains, or just exchange a few choice words.



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the extremely useful ability to taunt their foes into attacking mindlessly. Kenders are also armed with an unusual missile weapon, the hoopak.

When creating characters, you assign each one to a class. Fighters are the non-magical mainstays of the party, while rangers are good fighters with possible magical attributes. Thieves are capable of opening locked doors and pick-

# PC PLAYERS

ence of the *Dragonlance* saga. Once you create a cleric, you must choose a deity for him to worship. Seven are available, and each deity grants its cleric extra spells and bonuses. Unfortunately, the link between the cleric and his deity is not explored as fully as it could be, but it's certainly a good start.

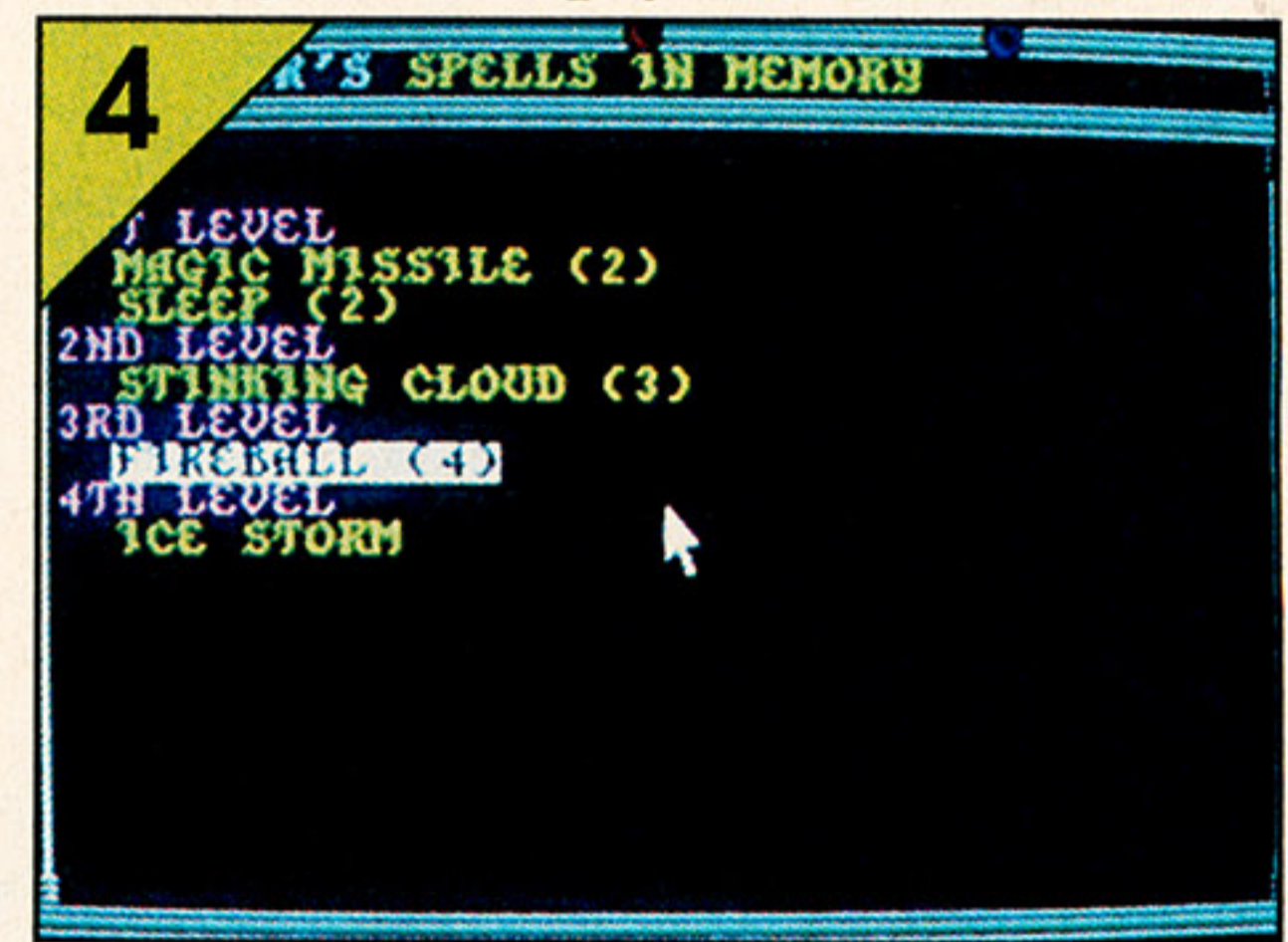


Each mage you create must become either a red mage or a white mage. White mages are aligned with Good, while red ones are Neutral. Each kind of mage has somewhat different spells to cast. In addition, *Krynn's* three moons, whose progress is tracked on the screen at all times, determine the success of the mages' sorcery. White mages take their power from the moon Solinari, red mages from Lunitari, and the evil black mages from the third moon,



Nuitari. For example, a white mage who casts a spell during Solinari's full-moon cycle will receive extra spells and other benefits. Keeping track of the moons' cycles is essential to your success as you near the conclusion of *Champions of Krynn*.

Success also depends on having a Solamnic knight in your party. These knights are central to the War of the Lance, and without them you simply won't have ac-



cess to some of *Krynn's* most powerful weapons. The three orders of knights — Knights of the Crown, Knights of the Sword, and Knights of the Rose — are all represented in the computer game, with upper-level knights gaining limited spell-casting abilities. A Knight of the Rose armed with magical plate armor, magical shields, and the famed dragonlance can be an almost unstoppable ally.

## Several Quests

*Champions of Krynn* consists of several linked quests. You begin the game in a remote outpost whose commandant will direct you toward Throtl for the first adventure. The trick, throughout the game, is to complete each quest before beginning another. Even so,



- Now this looks promising! It also looks deadly. Remember that your clerics can turn undead, which is an easier way of getting rid of them than fighting.
- You'll often be referred to entries in the Adventurer's Journal. Always read them, because they offer valuable information.
- Throughout the game, your quest is for Myrtani. A gruesome figure, he is responsible for the evil you've encountered. But he's tough, and he won't fall easily.
- Against Myrtani, you'll need all the magical help you can get. Tarismor's spells include four fireballs and an iceball. Fireballs are superb offensive weapons.
- Whoops! Fireball spells, it seems, can be a hindrance as well as a help. Only Myrtani remains to face the party, but most of the party is severely injured.



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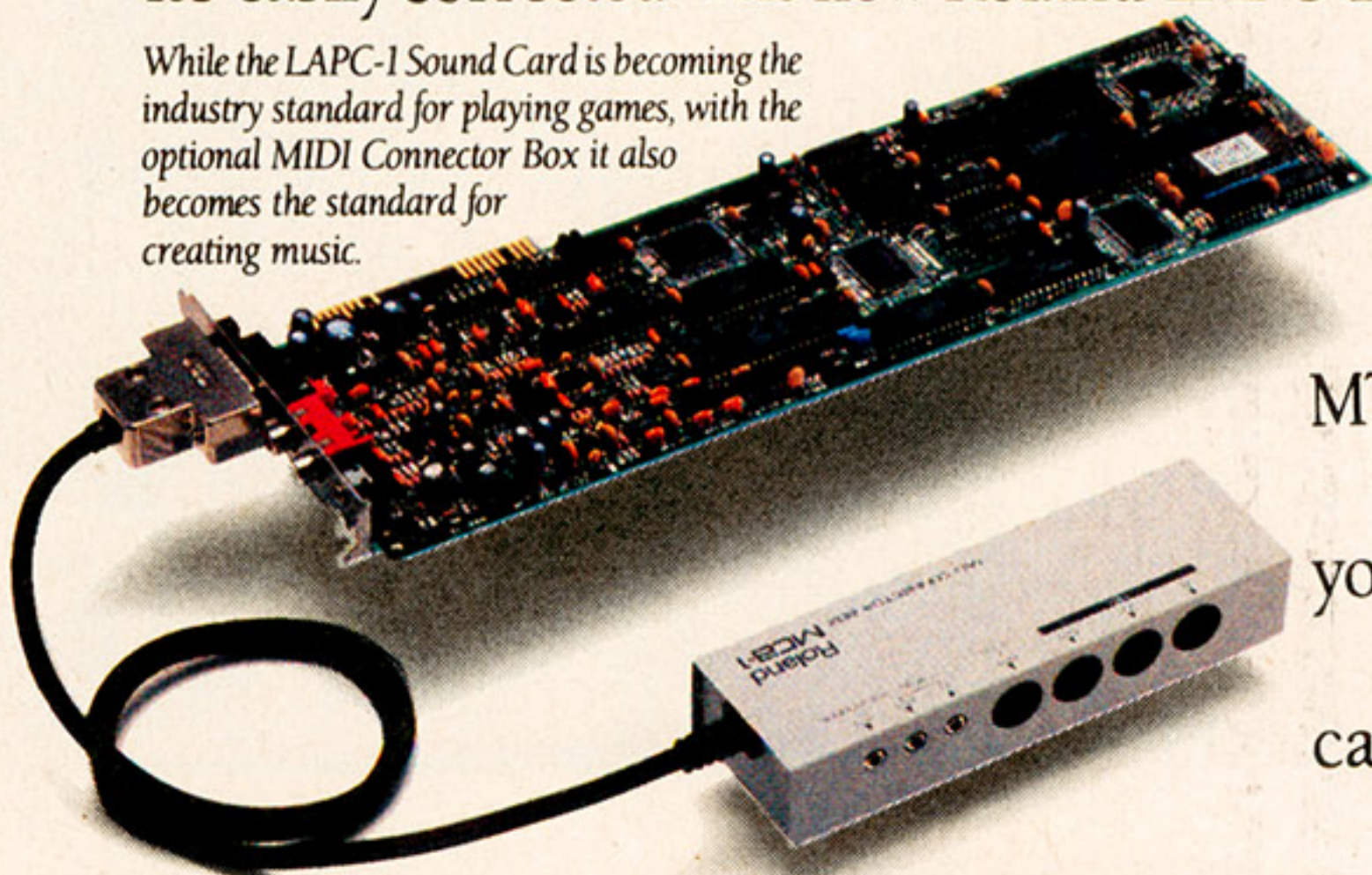
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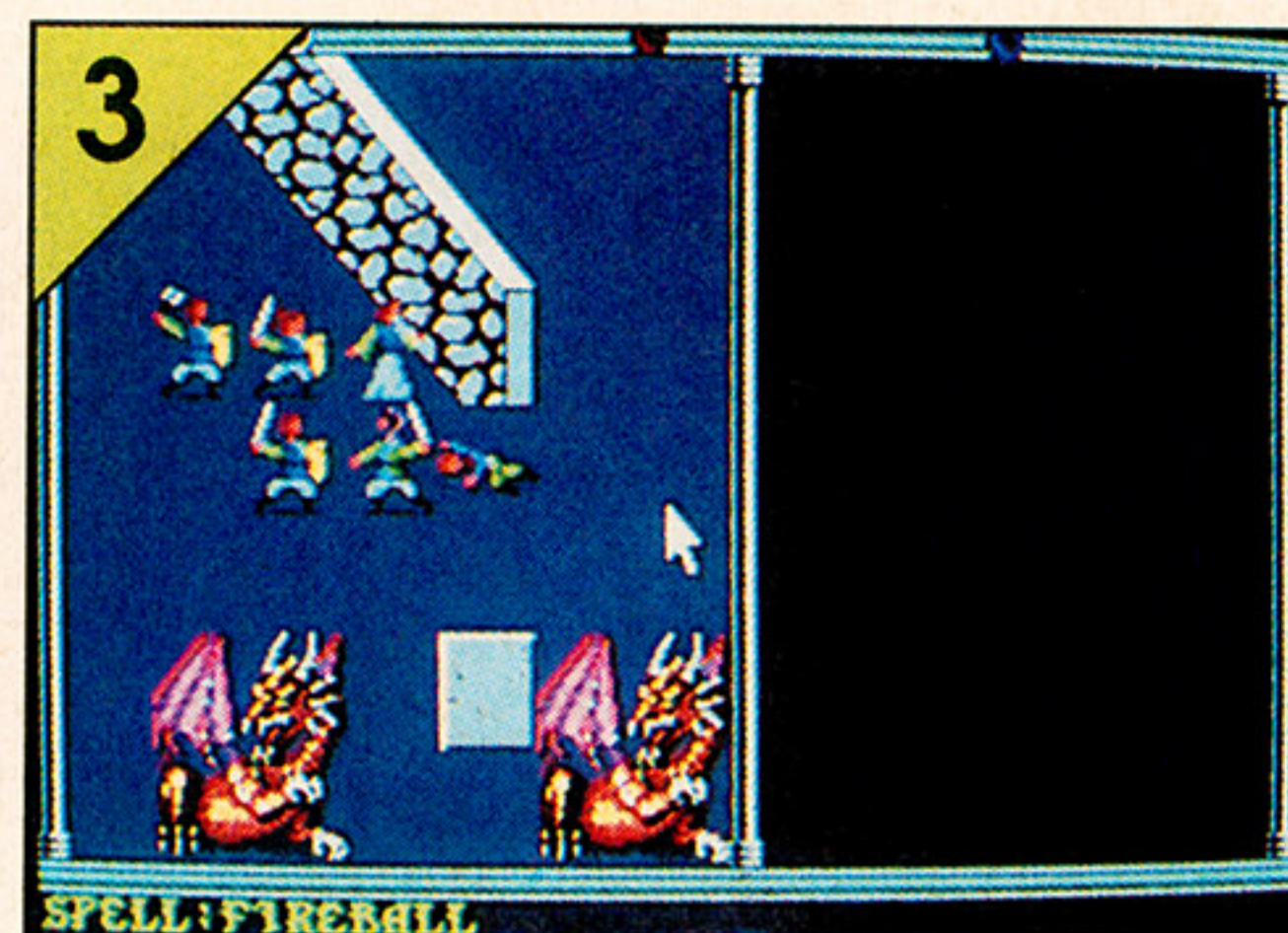
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System Requirements: IBM-PC/XT/AT or compatible, minimum 256k RAM



# PC PLAYERS



- 1 Your companion Tas explains that you're not finished yet. Myrtani is destroyed, but dragons await. Will the dangers ever end?
- 2 Thanks to the healing potions provided by Tas, some of the party will be able to fight the dragons. But it might not be enough, and the party's spells are weakened.
- 3 The dragonlance has eliminated one dragon, but two more remain, and they're deadly. Leorlian prepares a fireball spell, but he'll have to be careful not to annihilate the party once more.
- 4 The dragons are destroyed, and the Solamnic knights come to carry you home. You've succeeded, albeit at great cost to the party.
- 5 *Champions of Krynn* is over. Inside the outpost, you'll be treated like heroes, and with luck your companions will be healed. Then it's on to the next AD&D adventure.

your failure.

In addition to the wide variety of characters, another feature helps put *Champions of Krynn* over the top. During the course of the game you'll encounter other characters who will tell you portions of an overall plot. Much of the game's interest lies in discovering what happened to Sir Karl and to Maia, his love. Their story is bound up in the quests you must complete. This plot is revealed primarily through the entries in the Adventurer's Journal (which also contains the information needed to get past the game's frequently annoying copy protection scheme). The Adventurer's Journal also helps eliminate the need to keep detailed maps.

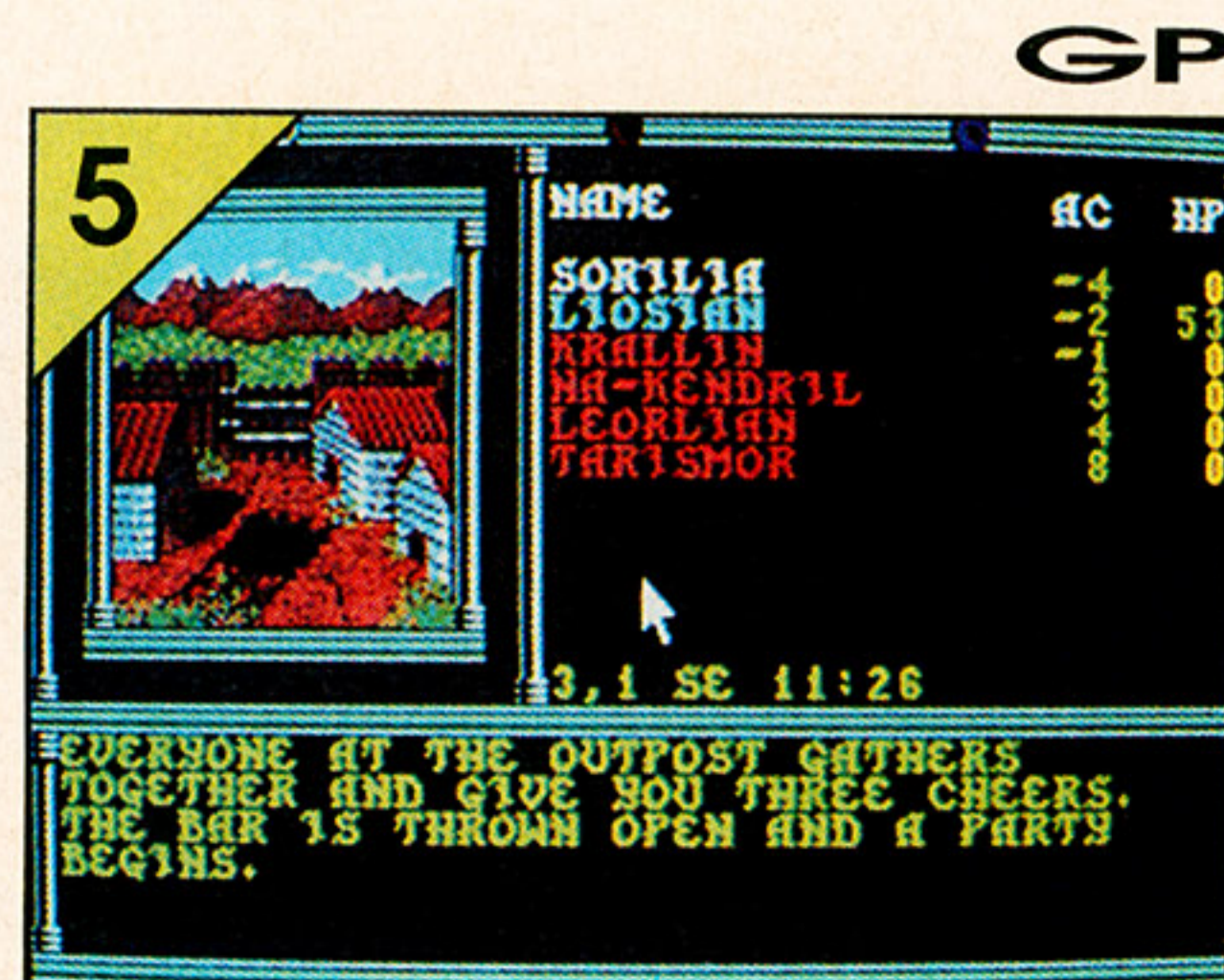
As in AD&D itself — and in *Pool of Radiance* and *Curse of the Azure Bonds* — combat is at the very center of *Champions of Krynn*. Most of your game time will be spent in combat, so it's best to learn the system early and well. The computer will handle combat chores if you wish, but very quickly you'll find it attacking the wrong foes, or (in the case of magic users) not casting spells when they're needed the most. Very early in the game, you must learn to use the mages' spells at their most effective moments, because they alone will make it possible for you to win.

*Krynn* is the first game in this

series to let you alter the difficulty level. If you want to get through the game as quickly as possible, you can do so from the battle menus. Similarly, if you want a long adventure, choose the most difficult level.

No matter which level you choose, be sure to save your game often — every time you reach a significant new location, for example. There's much to discover in this world, and you don't want to waste time covering the same ground twice.

If *Champions of Krynn* is an indication of how the computer-based AD&D games are evolving, this series has a very strong future.



GP



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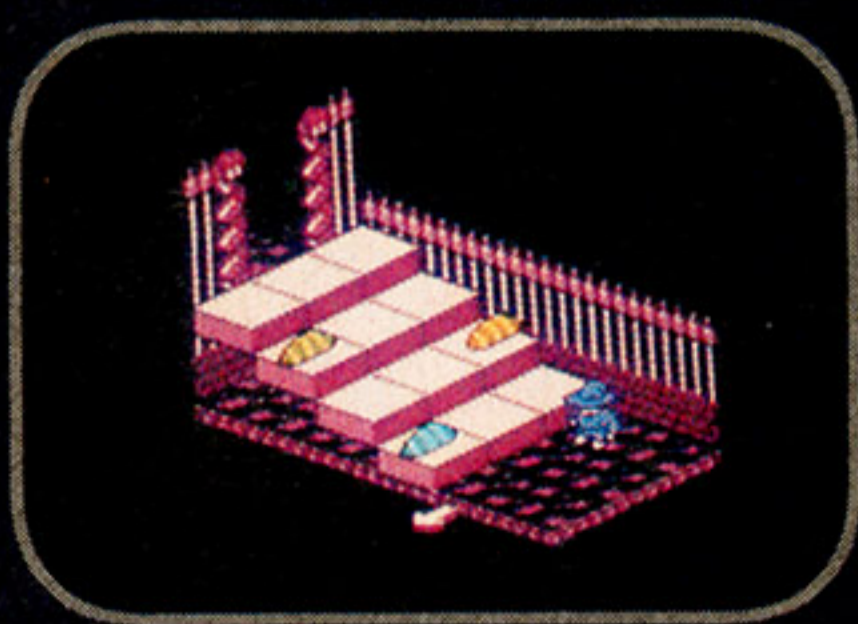


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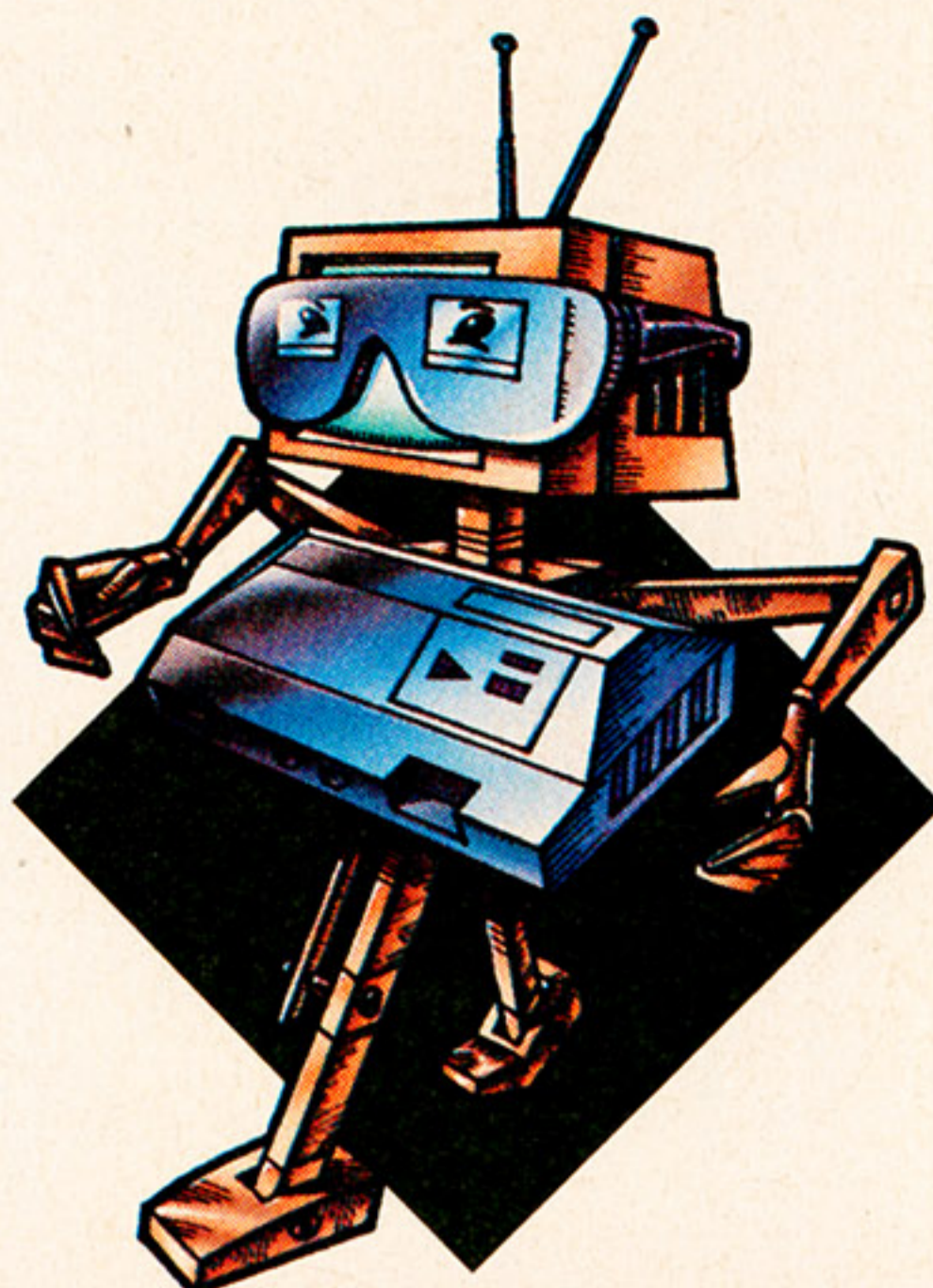
of software it attracts from independent publishers — that is, publishers not connected to the company which makes the hardware.



Even a company as large and as successful as Nintendo doesn't attempt to make all of its own software. Currently, there are at least 50 independent publishers making games for the Nintendo Entertainment System, and at least 40 for the Game Boy. As a result, dozens of new Nintendo titles hit the stores every year, and they span a wide range of game categories.

Sega is working hard to attract these so-called "third-party" publishers to the Genesis, and so far about a dozen companies have announced at least 20 titles. The first four of these cartridges are now (or soon will be) in stores: *Super Hydlide* and *Air Diver* from Seismic, and *Shove It!: The Warehouse Game* and *Target Earth* from DreamWorks.

Interestingly, these four titles



# SEGA PLAYERS

## The First Genesis Games From Independents

Tom R. Halfhill  
Matthew A. Firme

represent a variety of game types. *Super Hydlide* is an involved role-playing game, the sequel to *Hydlide* on Nintendo. *Air Diver* is a fast-paced jet combat game, similar to

**1** *Super Hydlide* adopts the system of hit points and attack points used in most role-playing games. As you acquire experience points, you can trade them for magic spells and higher skill levels.

**2** In this typical battle scene in *Super Hydlide*, our hero fights off a cannibal plant (which you'd think would be a threat only to other cannibal plants).

**3** During combat in *Air Diver*, your radar flashes a warning if an enemy missile locks onto your position. Roll or loop quickly to avoid being blown out of the sky.

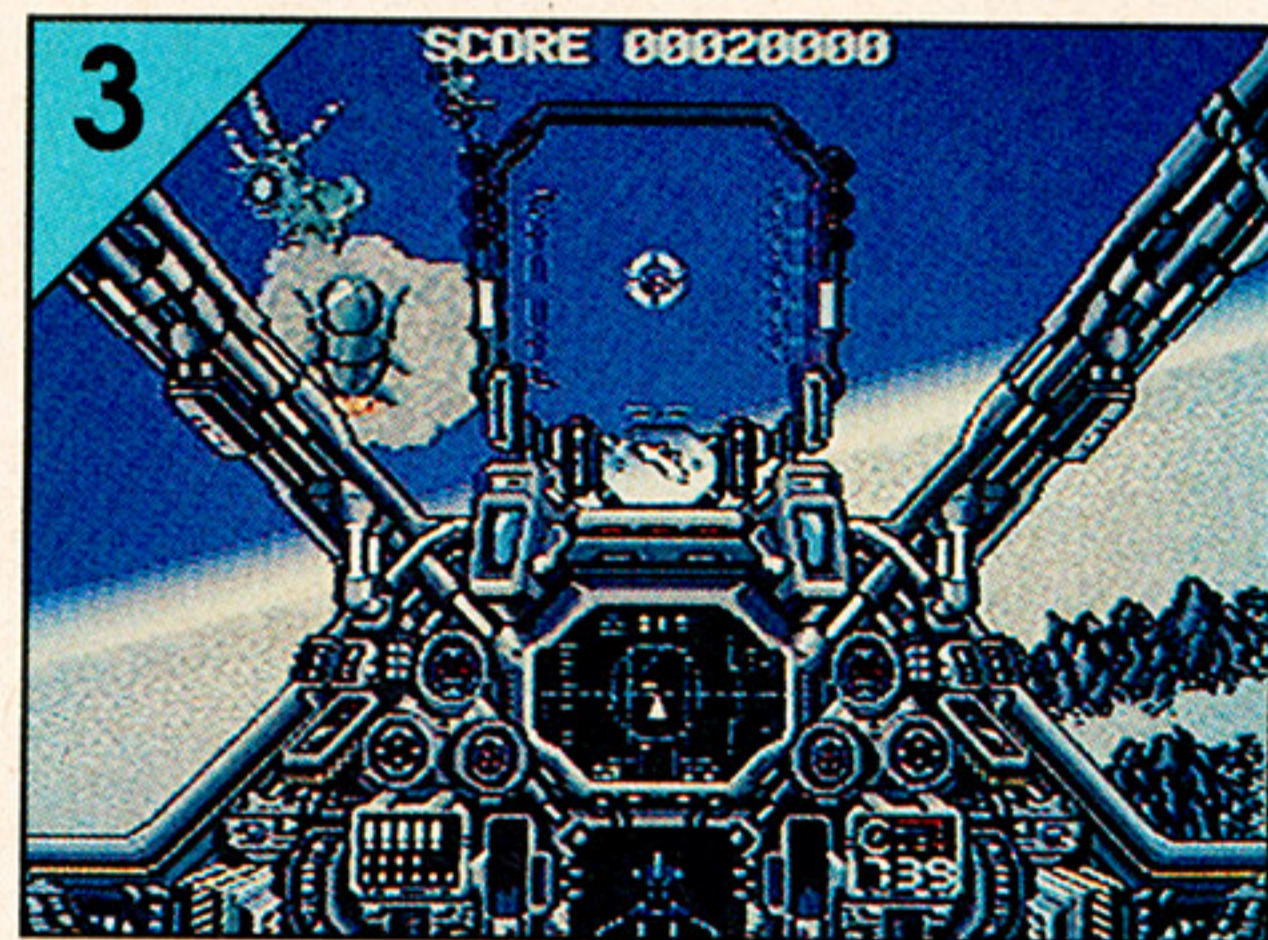
the Nintendo *Top Gun* series. *Shove It!* is a puzzle game, nearly identical to *Boxxle* for the Game Boy. And *Target Earth* is an outer space shoot-em-up.

There's no doubt that these games add welcome breadth to the lineup of Genesis titles. But how do they compare to the Genesis games released so far by Sega of America? Let's take a look.

### Super Hydlide

Sega built a strong reputation for role-playing games with such Master System titles as *Phantasy Star* and *Miracle Warriors* and is continuing that tradition on the Genesis with *Phantasy Star II*, an excellent role player. (See *Game Player's*, February 1990.)

Now comes *Super Hydlide* from Seismic, the second role-playing



game for the Genesis. Since *Super Hydlide* is the sequel to *Hydlide* for Nintendo, you might think it would demonstrate the significant differences between the 8-bit Nintendo and 16-bit Genesis. However, at first glance, the two games appear more similar than different. Both have lackluster graphics — the characters and landmarks are small, blocky, and poorly defined.

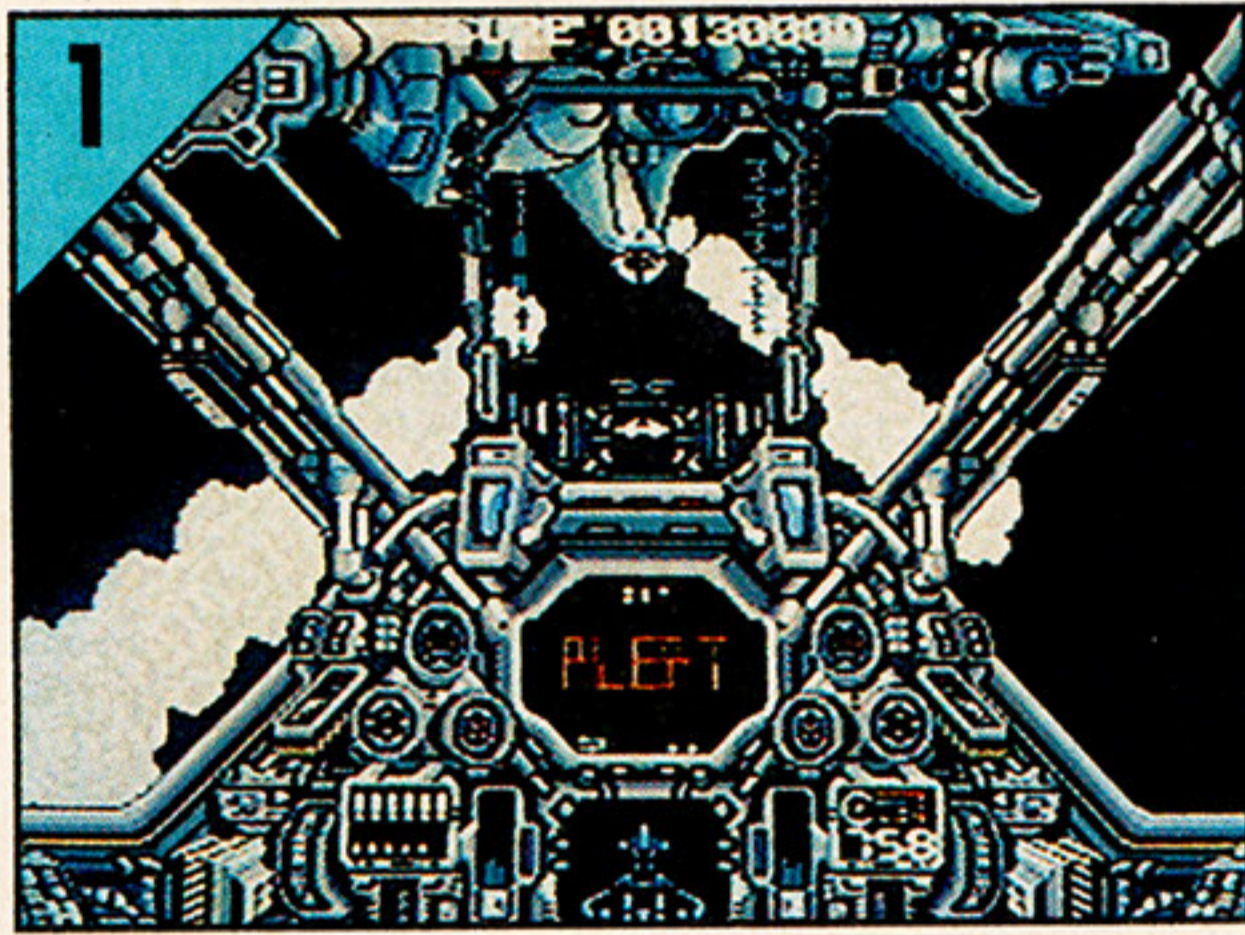
Of course, the original *Hydlide* is an older game that runs on a less powerful system. But *Super Hydlide* can't fall back on either of these excuses. Nor can it be said that *Super Hydlide* sacrifices graphics for depth. Many players will conclude that it's no match for *Phan-*



# SEGA PLAYERS

*tasy Star II*, which proved that the Genesis can support both top-notch graphics and an elaborate, complex story.

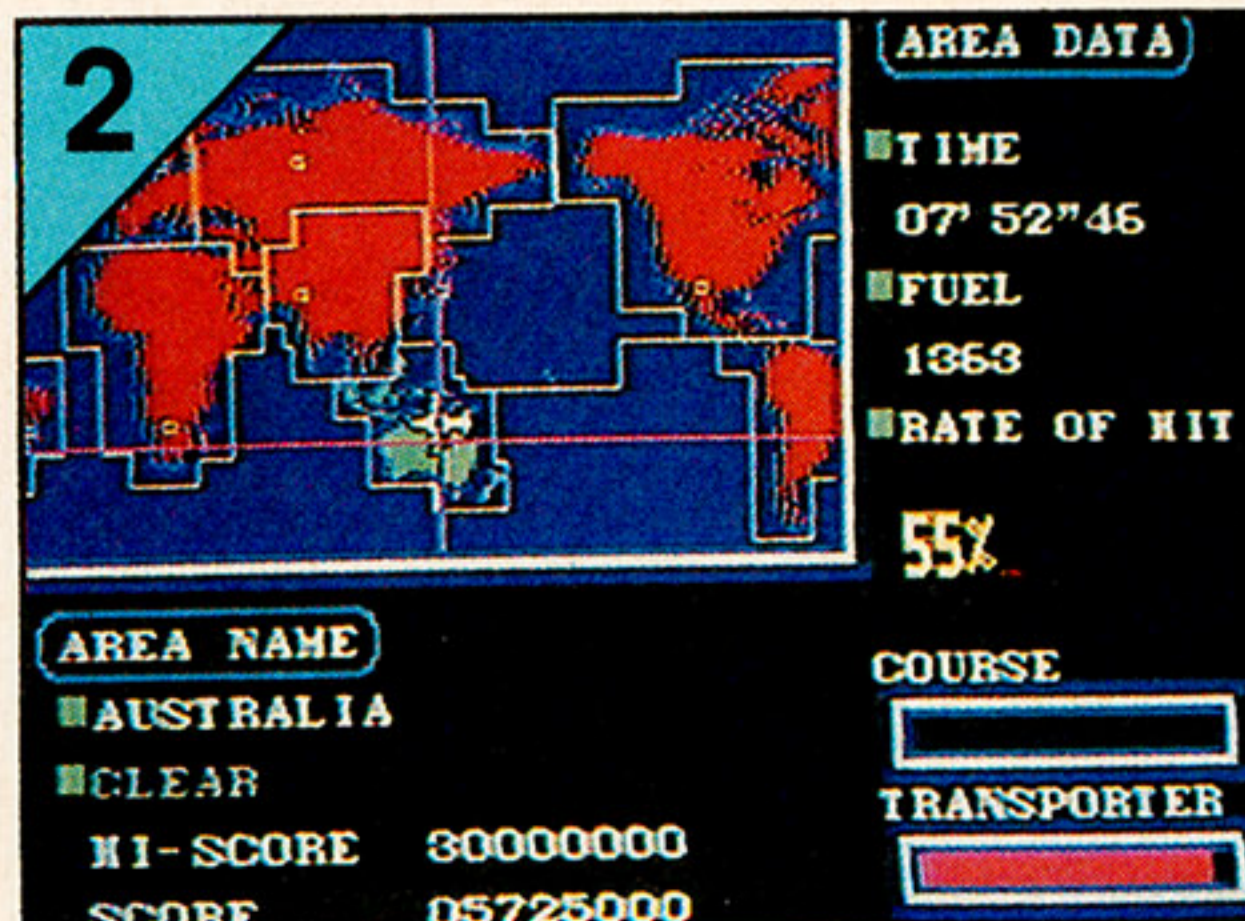
*Super Hydlide* is much deeper than the original *Hydlide*, though, and in this respect it does illustrate



the difference that a more powerful game machine can make. And it does add some interesting new features. The passage of time is more realistic in *Super Hydlide*, and your character can even open a bank account, allowing you to earn interest and convert heavy gold coins into lightweight paper money. Perhaps the next sequel will go further toward tapping the full potential of the Genesis.

## Air Diver

Seismic's second Genesis title, *Air*



*Diver*, is nothing like *Super Hydlide*. In this fast-moving action game you pilot an F-119 Stealth fighter through eight stages of intense combat. You have only your machine guns, a supply of heat-seeking air-to-air missiles, and your skills as a pilot to get you through alive. Your ultimate mission is to free the world from the grip of an unknown alien force. Moving from continent to continent, you must penetrate the enemy defenses and



free each region of the world.

*Air Diver* is not a true flight simulator, but it comes close enough to make it a standout game. Unlike many other flight shoot-em-ups, you can execute full loops and rolls. The cockpit viewpoint works well, and the instrument panel is equipped with a good radar screen and a very impressive

1 At the end of each round in *Air Diver*, you'll face one of several enemy supercarriers. You must defeat it to advance to your next mission.

2 The world map in *Air Diver* shows the areas you've cleared in green and the ones still held by the enemy in red. Each area has a mission rating indicating your chances for survival.

3 *Shove It!: The Warehouse Game* starts out simple, allowing you to develop some basic techniques. You'll soon face much more difficult rooms.

4 The trace mode in *Shove It!* is extremely useful. You can correct a mistake by retracing your steps and stopping at the point where you wish to make a different move.

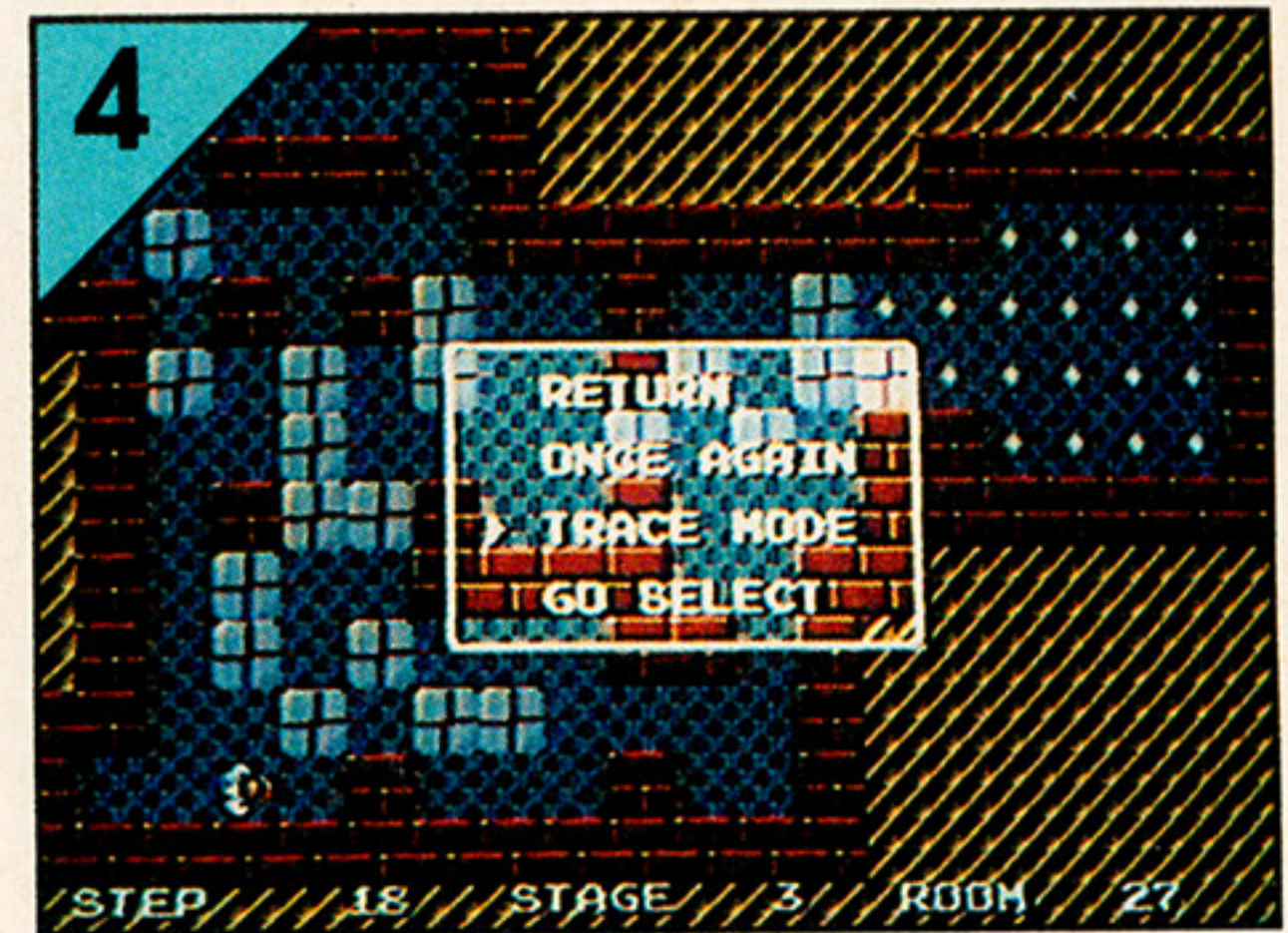
array of (mostly decorative) lights and gauges.

Each mission is divided into three parts. First you'll fly into enemy territory, where you must shoot down a great number of hostile planes. Then you'll have to survive a one-on-one dogfight with a clever, highly skilled enemy fighter pilot. Finally you must destroy the alien supercarrier, a kind of flying aircraft carrier. After all this, you're free to tackle another region until the world is free of the alien menace.

## Shove It!

The first Genesis title released by DreamWorks is *Shove It!: The Warehouse Game*. It's also the first puzzle game for the Genesis, and for that reason alone it's a welcome arrival.

The basic concept of *Shove It!* is simple. Each screen represents one room in a warehouse in which several crates are scattered about. You control a hardy workman named Stevedore whose job is to push the crates to predetermined positions marked by white dots. Although Stevedore can push the boxes in all four directions, he can't pull them backward or lift one box over another. These restrictions are

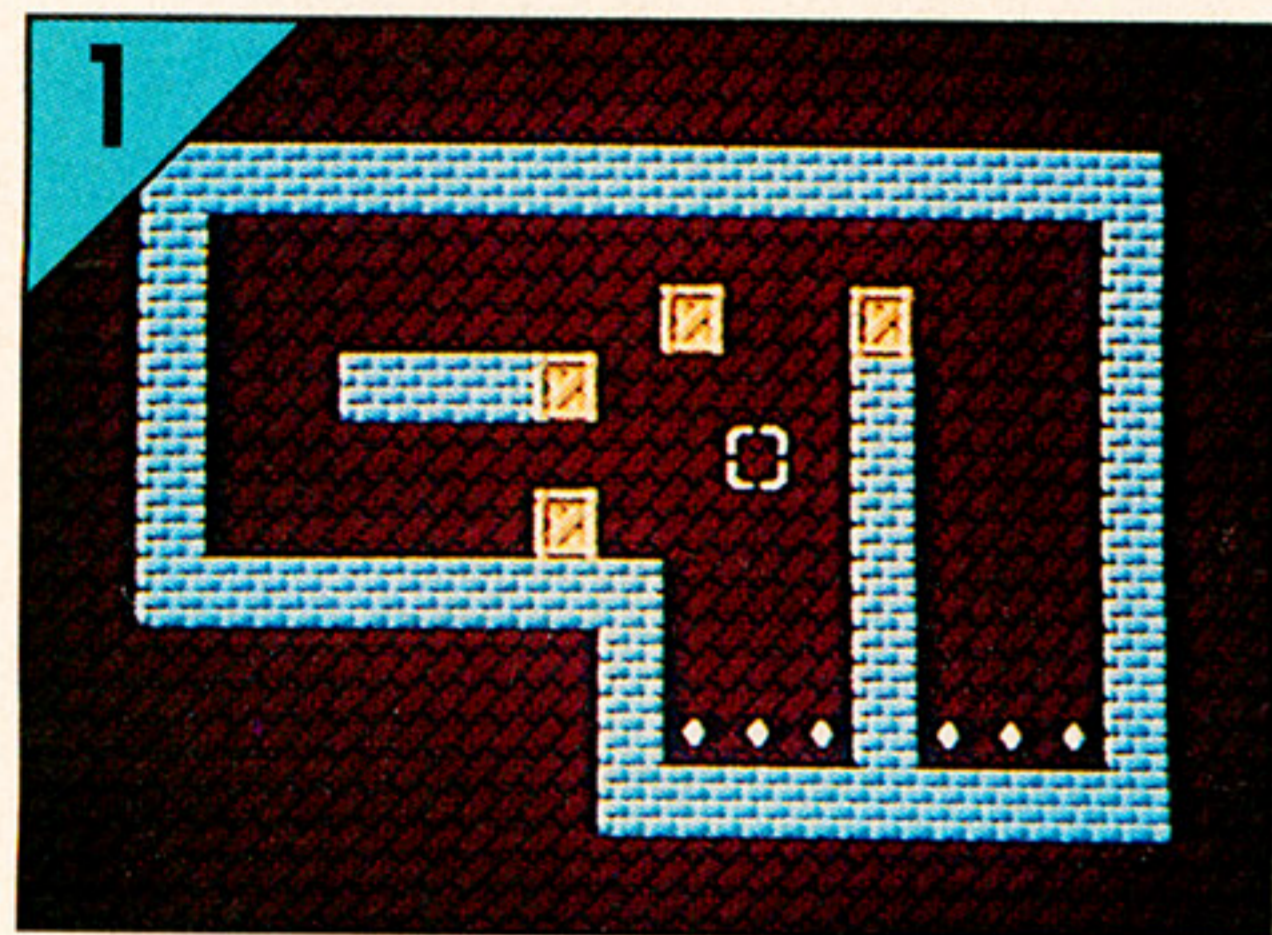


what make the puzzles so difficult — you must carefully plan your moves to avoid trapping a crate in a corner or against a wall.

Each time you successfully rearrange the crates in a room, you advance to another room with a slightly different pattern of crates,



# SEGA PLAYERS



walls, and doorways. *Shove It!* has 16 levels, each with ten rooms.

If *Shove It!* sounds familiar, it's probably because the game is almost identical to *Boxxle* for the Game Boy and earlier games for other systems. In fact, *Shove It!* is so much like *Boxxle* that some of the puzzle rooms are identical. (For a review of *Boxxle*, see page 90.)

*Shove It!* is definitely challenging and will undoubtedly attract

*Shove It!* lets you create your own puzzles. But this feature isn't as useful as it appears, because you must solve the puzzle mentally to make sure it actually has a solution. And if you've already solved the puzzle, where's the challenge?

In one stage of *Target Earth*, a friendly spaceship follows you and provides covering fire. But the bad guys are heavily armed, and the ship is an easy target.

The shuttle takes you into space, where a zero-gravity battle awaits. After each stage in *Target Earth*, you get new weapons and further orders from your commander.

You have a lot more room to maneuver in this weightless environment, but so does the enemy, and you'll often find yourself surrounded.

its devotees. Also, its unhurried pace is a refreshing respite from frenzied action games. But some players may tire of *Shove It!* due to its lack of variety. All 160 puzzles are essentially the same, and the game doesn't even come close to taking full advantage of the Genesis' capabilities — either in terms



of game play or graphics. Ultimately, your opinion of *Shove It!* will depend on how much you enjoy solving its one basic puzzle over and over again.

## Target Earth

*Target Earth*, the second Genesis title from DreamWorks, is an uncomplicated shoot-em-up that emphasizes pure action. Eight stages take you from ground combat on the moons of Jupiter to zero-gravity battles in outer space.

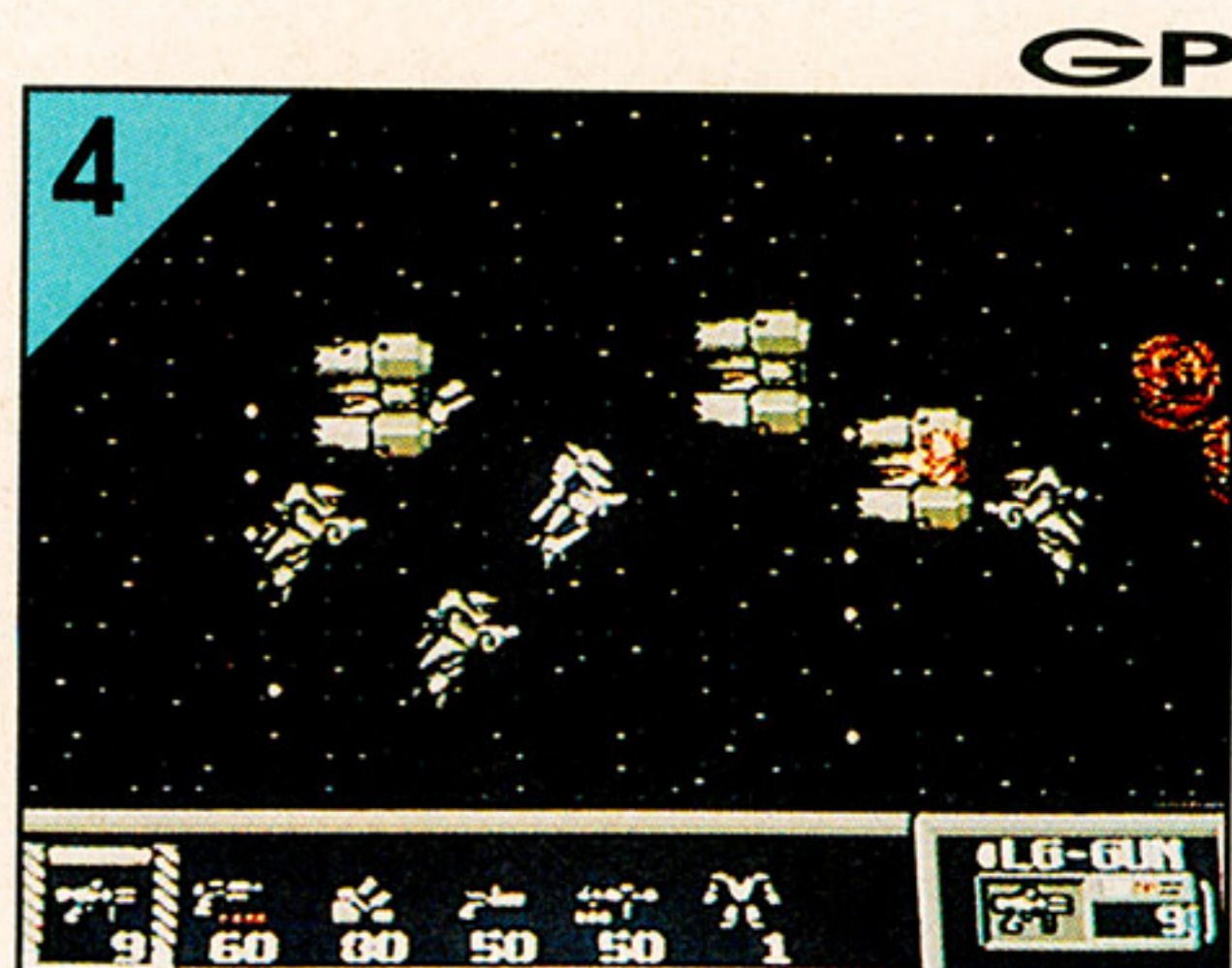
You play Rex, a soldier whose mission is to defend Earth and its bases against attacks from a mysterious alien race known as the Chron. The first stage begins with a raid against your base on Ganymede, a moon of Jupiter. Each stage ends with a large alien ship or machine you must destroy before advancing to the next stage. Most of the action takes place on horizontally scrolling screens, al-



though there's some vertical movement, too.

One interesting twist is the wide array of weapons available. You start with three different guns and collect others as you go along. In all, there are 14 different kinds of weapons, each with different capabilities. You can temporarily halt the action at any point to select another weapon.

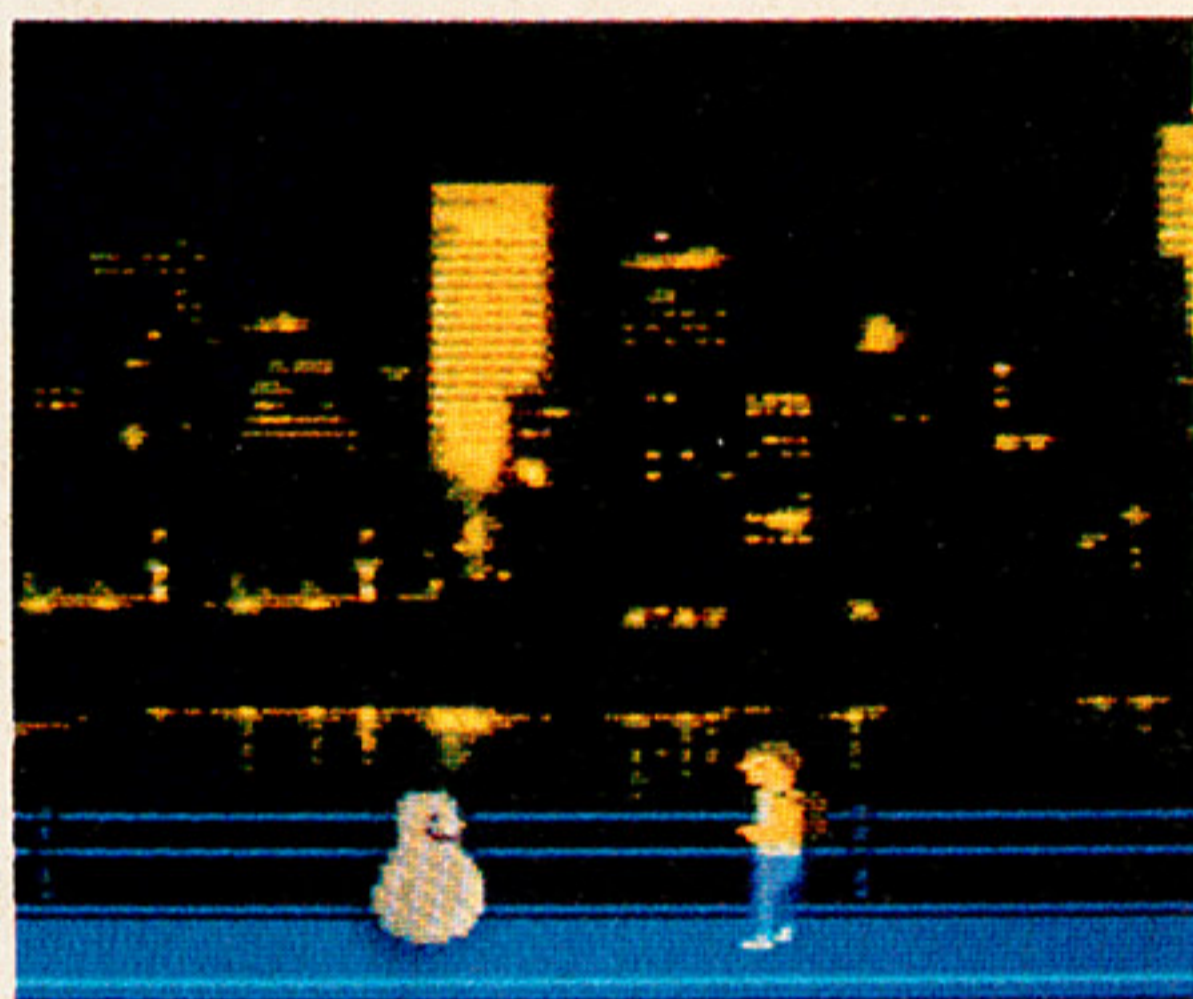
*Target Earth* stacks up well against other Genesis action games. The graphics are above average, and the music is outstanding.



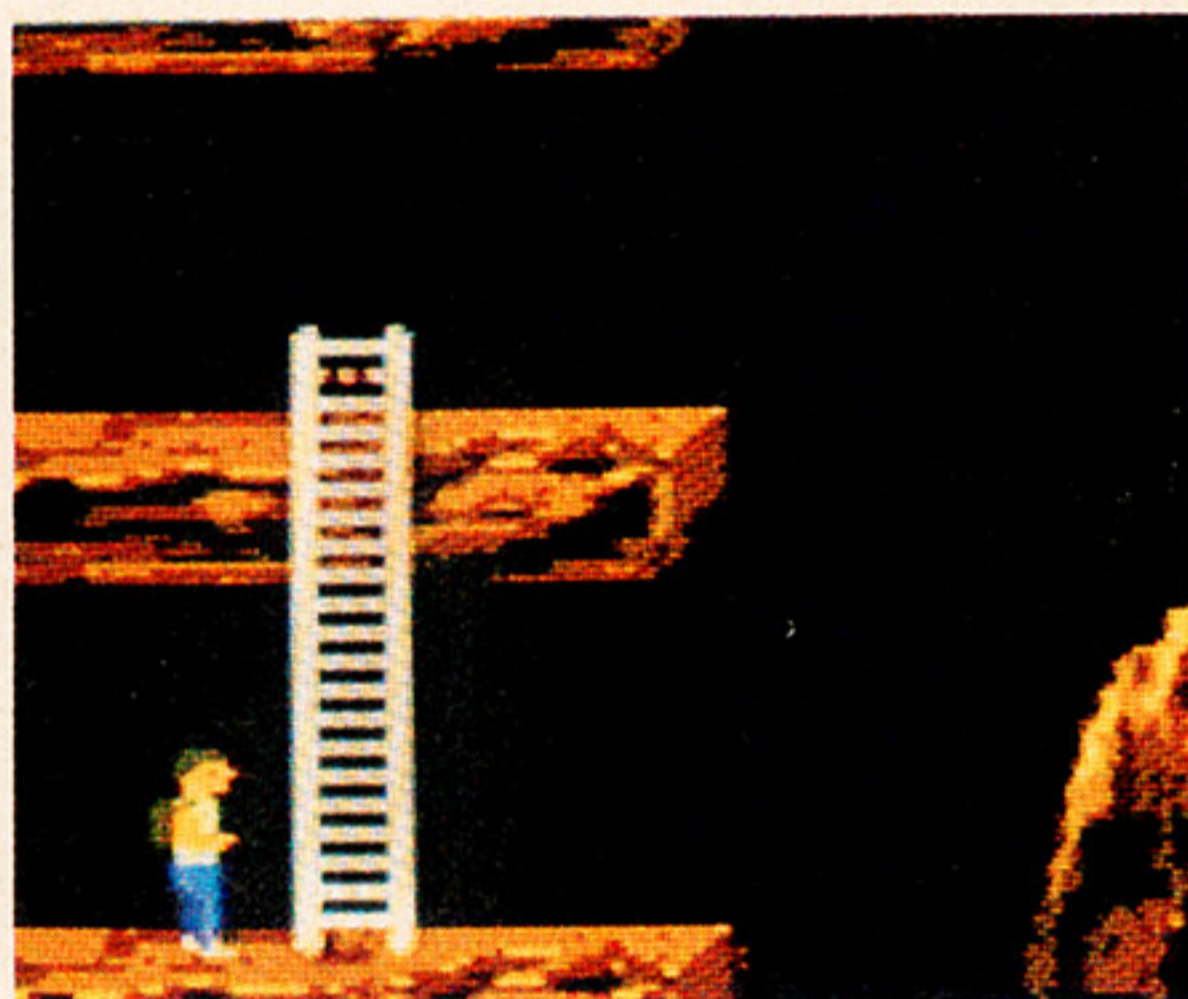




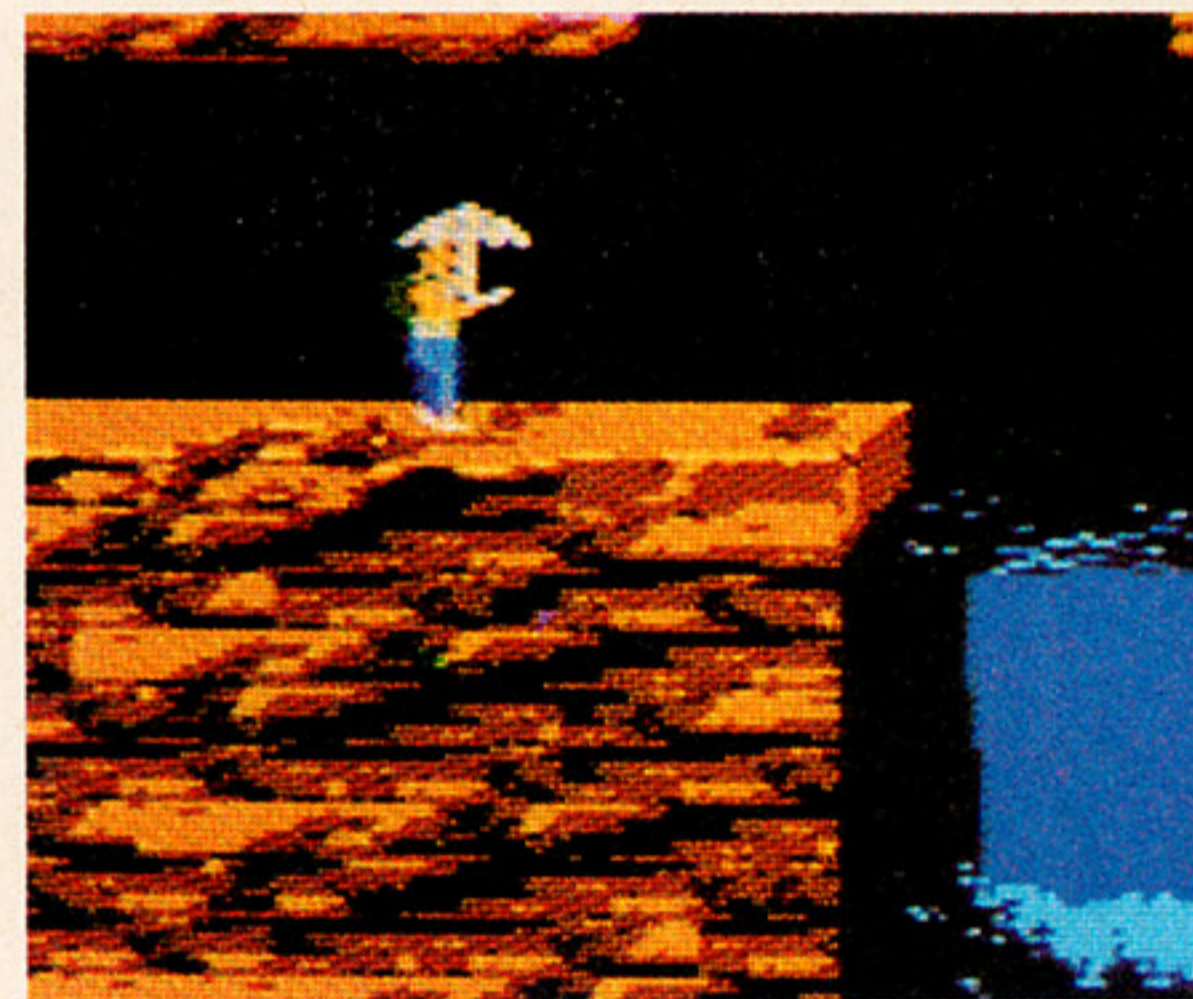
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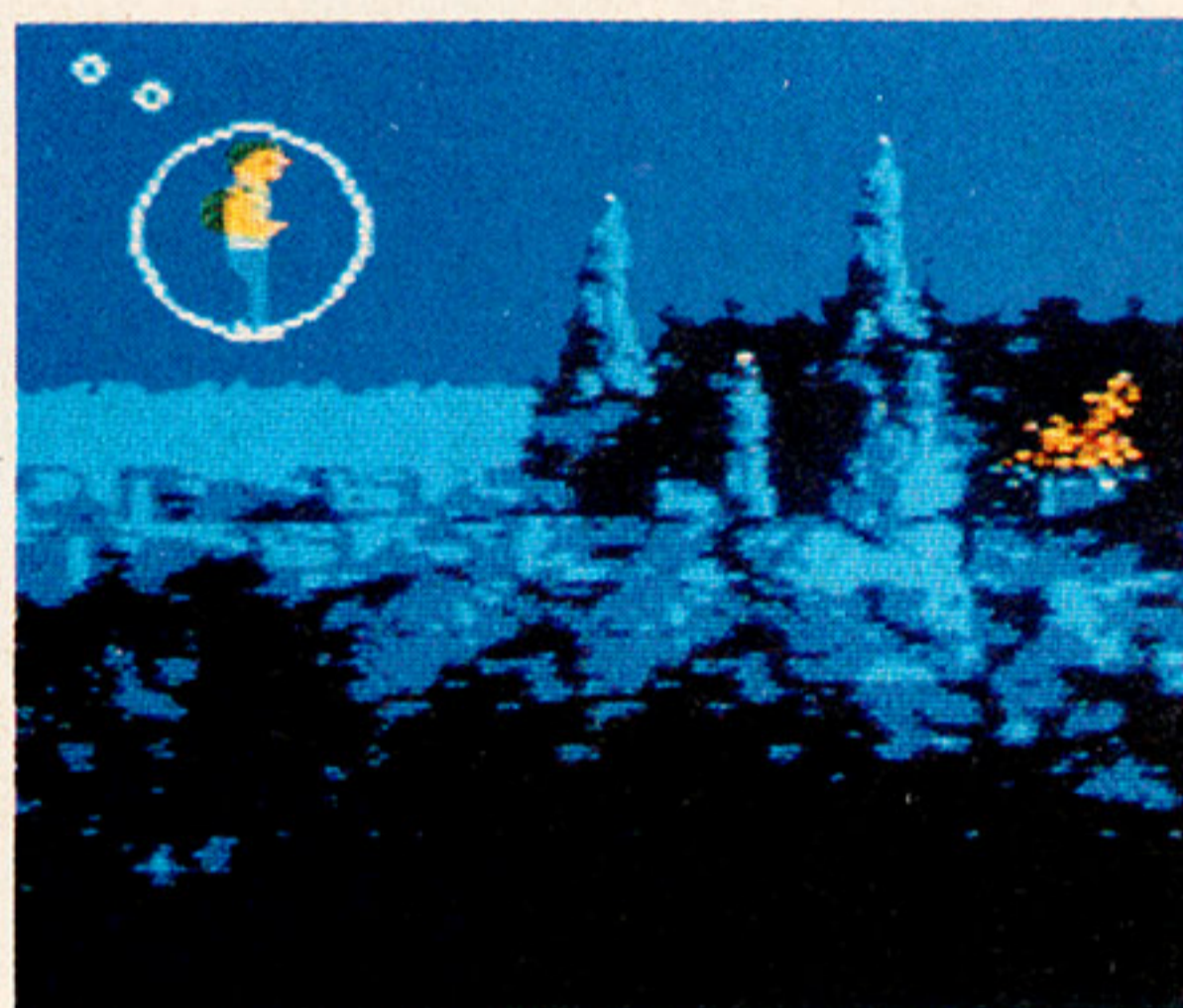
A Blob...



A Ladder...



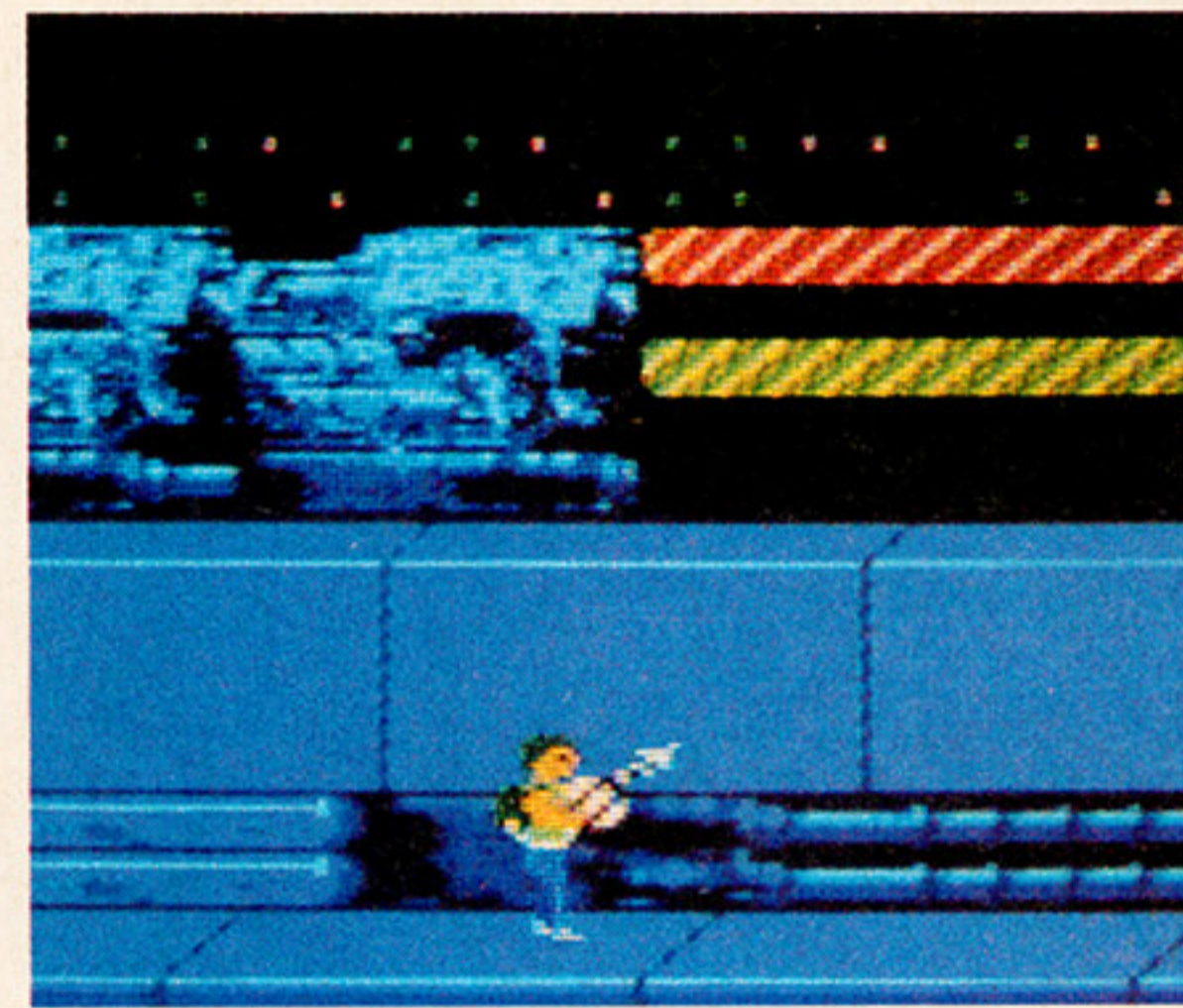
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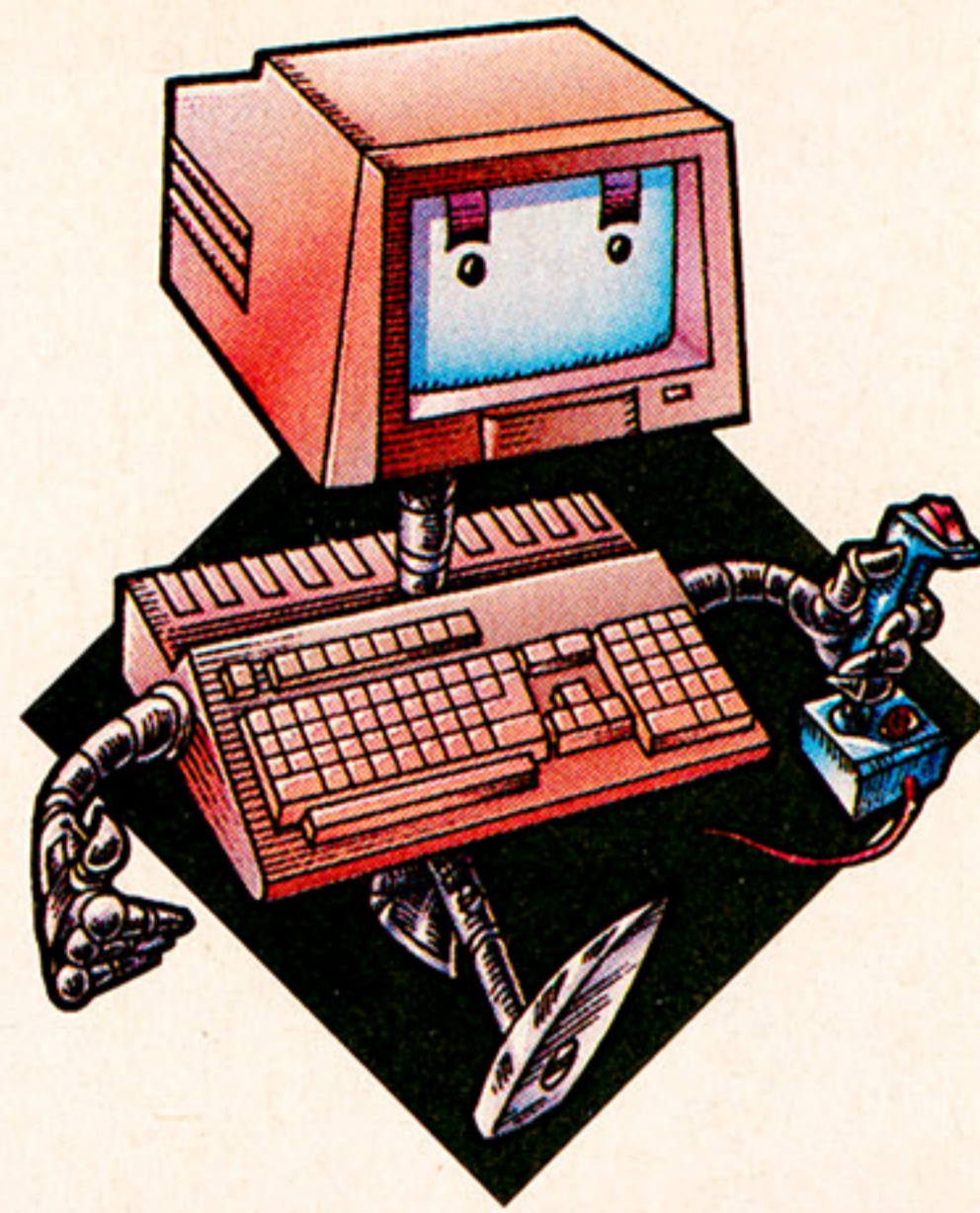
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**T**he trouble with creating a topical computer game in these fast-changing times is that what's hot news today is cold news tomorrow. For example, who could have foreseen that a cold war which has lasted some 40 years would fizzle out almost completely in the space of a few short months?



# AMIGA PLAYERS

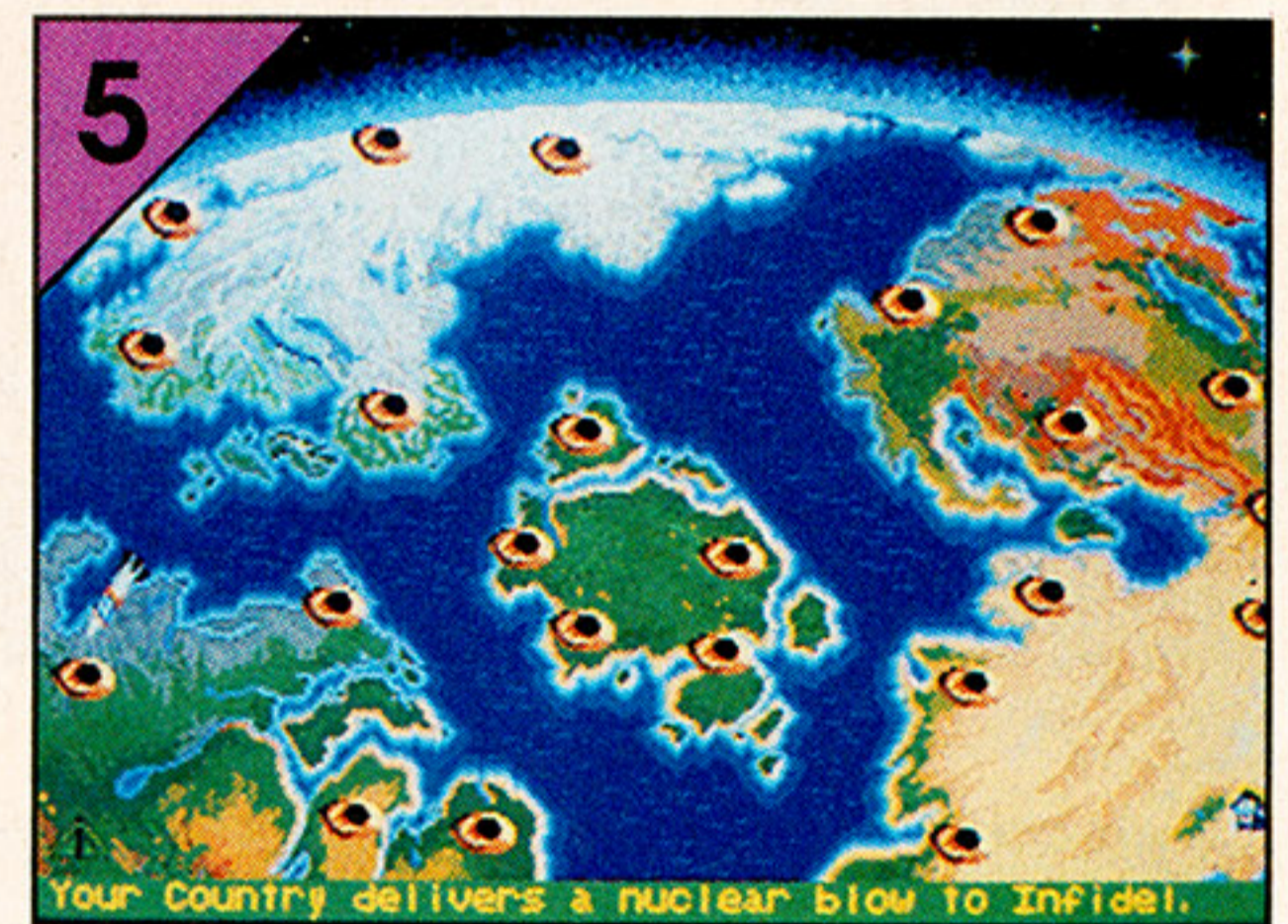
## Nuclear War And The Third Courier

Sheldon Leemon

exciting years of atomic anxiety, you're going to love *Nuclear War*. This game bills itself as a "Comical Nuclear Strategy Game," though it takes a peculiar sense of humor to get a chuckle out of a game in which world leaders like the Ayatollah Kookamamie and Ronnie Raygun wipe out vast populations with Gravedigger missiles and Grim Reaper bombers.

*Nuclear War* can perhaps best be described as a cross between *Balance of Power* and *Mad* maga-

zine. It reduces global politics to an absurdly simple level. You and four other world leaders each control a nation that has five major cities. You take turns building munitions, deploying defenses, launching attacks, and luring away your rivals' populations with propaganda.



It's imperative to stay on good terms with your fellow world leaders. Sooner or later, the missiles are going to start flying, and you want to make sure that the cities they're wiping out aren't yours. When somebody loses all five cities, they're out of the game, so watch your friends closely. After they've destroyed their enemies, they're bound to come after you next.

*Nuclear War* is peppered with humorous names and funny faces. Comic relief is also provided by the occasional "strange event,"

such as cities taking off into outer space. It's easy to learn and fun to play, but it doesn't demand a lot of sophisticated strategy. I easily won the first game I

- 1 *Nuclear War*: You can always try propaganda to lure citizens away from your rivals.
- 2 The control screen, from which you press all of the buttons — including that ominous red one.
- 3 Where diplomacy fails, a well-placed warhead might just succeed.
- 4 When you eliminate a rival (in this case Kookamamie), his screen goes blank.
- 5 Toward the end of the game, the Grim Reaper's pickings are mighty slim.

Certainly not the designers of either New World Computing's *Nuclear War* or Accolade's *The Third Courier*, two recent releases for the Amiga. The plot lines of both games assume a battle of nerves between the Western powers and the communists (you remember communists, don't you?). It all seems somewhat quaint, given today's world situation.



While some people might consider these games dated before they were even released, others may view them as the first round of cold war nostalgia. For instance, if you fondly remember those



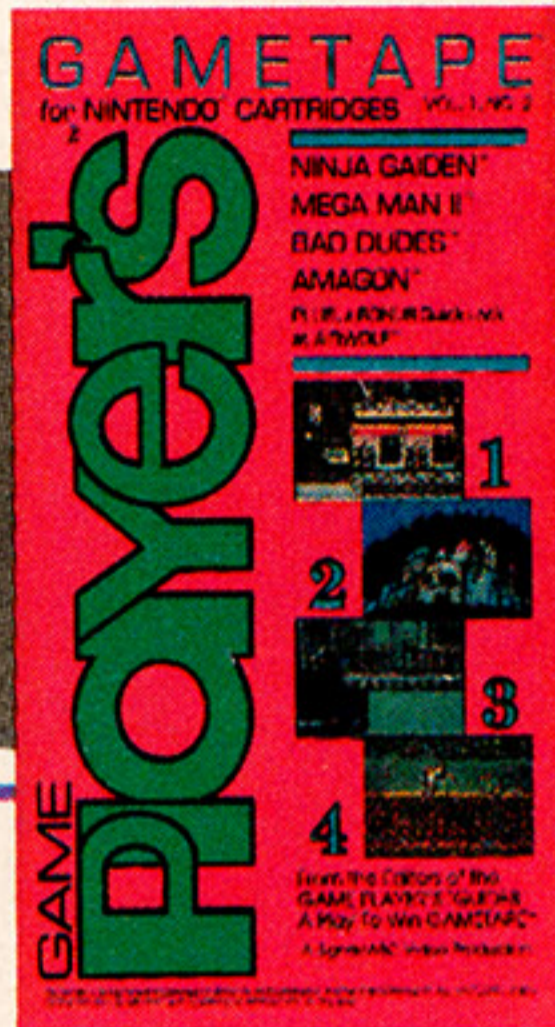


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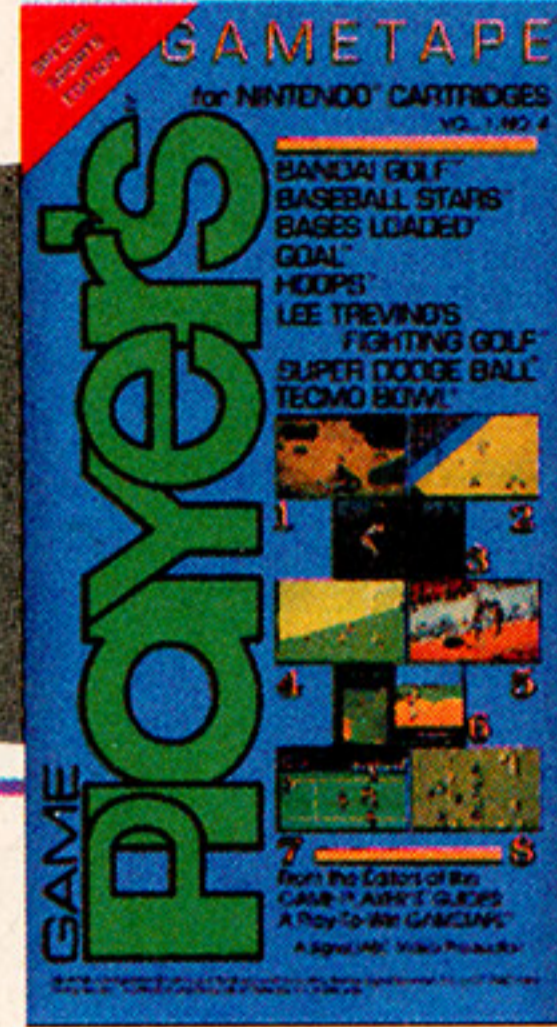
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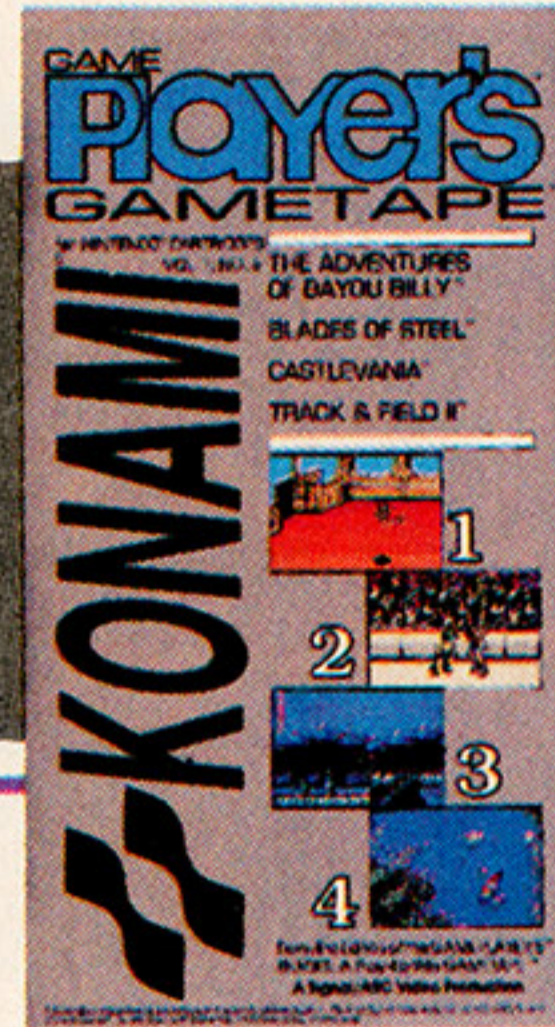
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# AMIGA PLAYERS

Most of the controls you use to manipulate your spy are selected from menus. You can click on arrows or press the cursor keys to walk in any direction, and you can choose commands that let you pick up, put down, or use various items. The left side of the screen shows a view of the city, and the rest of the screen is reserved for controls, status bars that monitor your health, and the level of your

"tradecraft."

*The Third Courier's* Berlin is rich in detail, with more than 80 city

blocks to explore in both the East and West sectors. You have only seven days of game time to find the stolen plans, and it will take you quite awhile to learn the ropes.

rier is very realistic. Your spy has to take time out to sleep and eat, for example. (Watch out for poison, though.) Other parts of the game, however, aren't quite as realistic. You'll encounter dozens of bars, restaurants, and shops, for instance, that all look identical. Moreover, you'll have a hard time walking for any distance without being accosted by a street vendor, a thug, a panhandler, a drunk, or a policeman. Even New York isn't that bad. And all of these encounters must be dealt with before you can resume your investigation.



played, making me wonder if that's all there is to being a world leader.

*The Third Courier*, unlike *Nuclear War*, is a graphics adventure game that plays it straight. It's an ideal choice for those who long for the good old cloak-and-dagger days in which Berlin was a spy's paradise.

Before embarking on your mission to recover some stolen top-secret plans, you must build a cover story for your spy and place him in the field. Then you begin the adventure in his apartment, which is furnished with a few modern necessities, such as a computer, a telephone answering machine, a gun, and some cash.

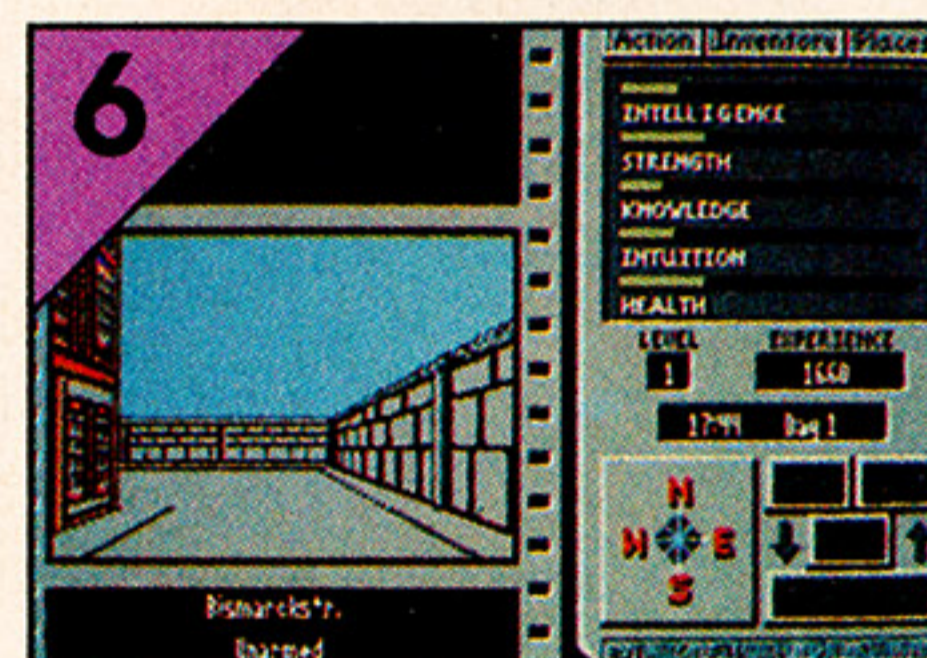
From there you hit the streets of West Berlin. As you find your way around the city, you must ask questions, pay bribes, and try to avoid a host of nuisances, including bums, drunks, policemen, and assassins.



- 1 This sober-looking high-score screen reminds you that even if you win, you lose.
- 2 *The Third Courier*: Mission Support is kind of like a Macy's department store for spies.
- 3 In this cold war nightmare, the streets of West Berlin are crawling with cops. Show them your papers, or go directly to jail.
- 4 Cross the right palms with a few Deutschmarks and you might end up with some vital information.
- 5 If you ask too many questions, you'll have to answer to this guy.
- 6 What's wrong with this picture? The only way you'll see this historic wall now is to buy a piece of it at your local souvenir shop.

For example, if you forget to put away your weapon after a gunfight, you'll soon wind up in jail, because the cops in Berlin don't take kindly to strangers wandering around the streets carrying firearms. And a jail sentence costs you both valuable time and all of your weapons.

In some ways, *The Third Cou-*



Despite these annoyances, *The Third Courier* has enough appeal to hold your attention and make you press on with your search.

If some people pass by *The Third Courier* and *Nuclear War* because they no longer seem topical, it would be a shame. A lot of time and care obviously went into the design of both games (and both can be installed on a hard disk, for which Accolade and New World Computing should be heartily congratulated). Don't judge them by their covers.



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SHOVE IT!  
YOU'LL LOVE IT!



DREAMWORKS

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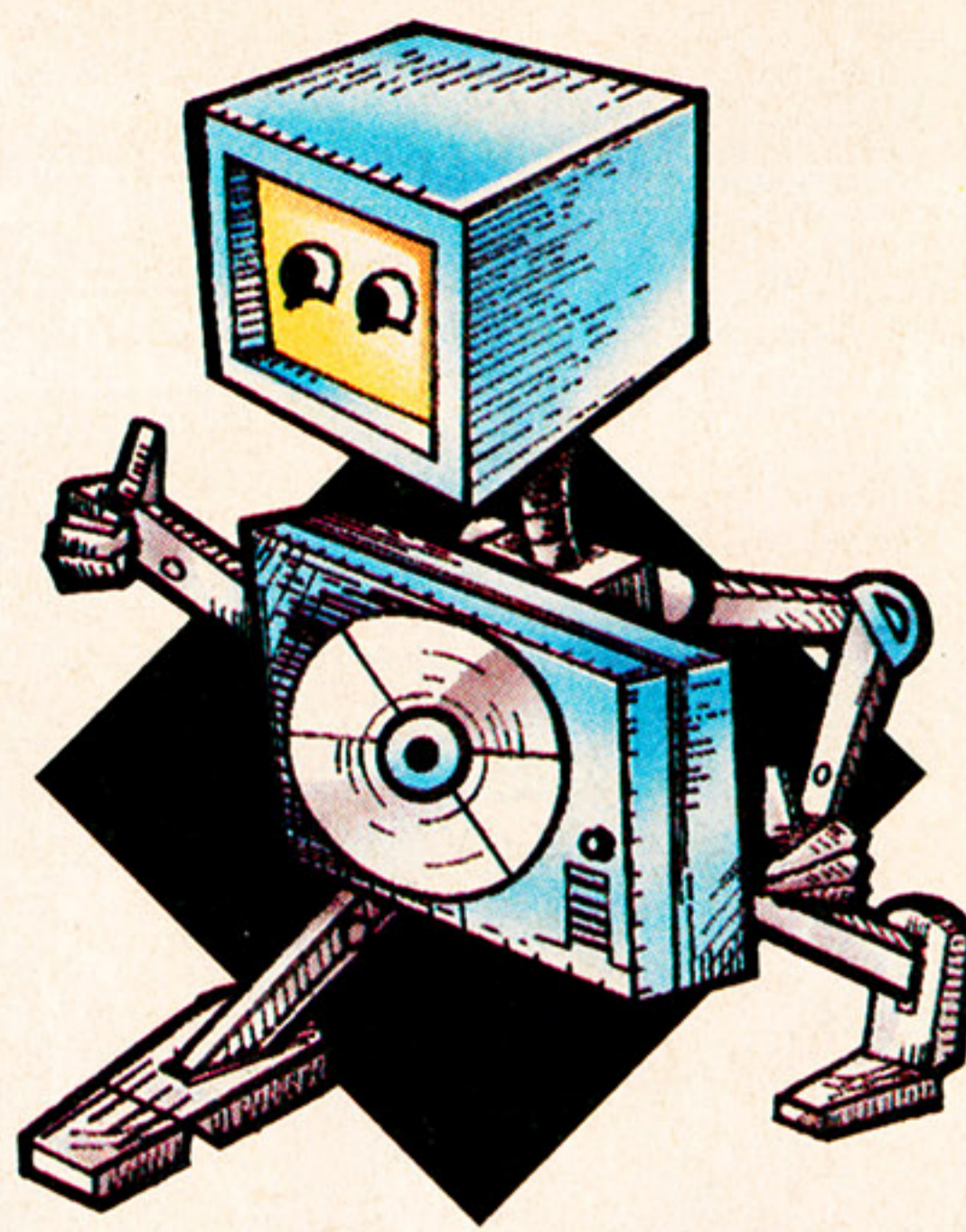
In *Neutopia* you play the role of Jazeta, a warrior and hero-to-be. Your quest is to rescue Princess Aurora, who has been kidnapped by the dreadfully evil Dirth. Dirth has also stolen the fabled eight medallions.

The power of the forefathers of your land is contained within the medallions, and only Princess Aurora knows how to release it. Rumor has it that Dirth has hidden the medallions in his labyrinths, probably concealing one in each maze.



Your task is to recover all eight medallions and free the princess. Once you do this, she can release the power of the forefathers and rid your world of Dirth forever. (Or at least until the next installment.)

From the moment you begin, it's quite clear that *Neutopia* bears some similarities to *Dungeon Explorer*, the first fantasy role-playing game for the NEC TurboGrafx-16. As with *Dungeon Explorer*, *Neutopia* features a lone adventurer, a lengthy quest divided into several smaller quests, dungeons of varying difficulties, weapons and treasures to find, and characters who



# TURBO PLAYERS

## *Neutopia*

Neil Randall

can help you along the way. And like *Dungeon Explorer*, it has a password system that lets you continue a game later at the point where you stopped.

However, *Neutopia* offers fewer opportunities to obtain a password than *Dungeon Explorer*. At the beginning of each labyrinth

1 The Run button brings up your inventory screen. You can select items to use (like this bomb) or look at the map (if you have the crystal ball).

2 Sometimes an opening appears only when you've defeated the creatures around it. This entrance leads to a healer.

3 The healer may be your greatest friend. Remember where she is and get there as often as you can.

is a special cave. Inside each is a woman who gives you the password you'll need to resume play at that point.

Interestingly, *Neutopia* has a true save-game feature in addition to passwords. If you don't feel like jotting down a password, you can save the game in a "file drawer" and reload it later. In terms of game play, there appears to be no difference between these two methods — either way, you'll resume the game where you left off. Video-game players will probably be more comfortable with the passwords, while computer gamers will be more familiar with the file-drawer system.

## The Quest Begins

At the very beginning of *Neutopia*, you are given your quest. Once





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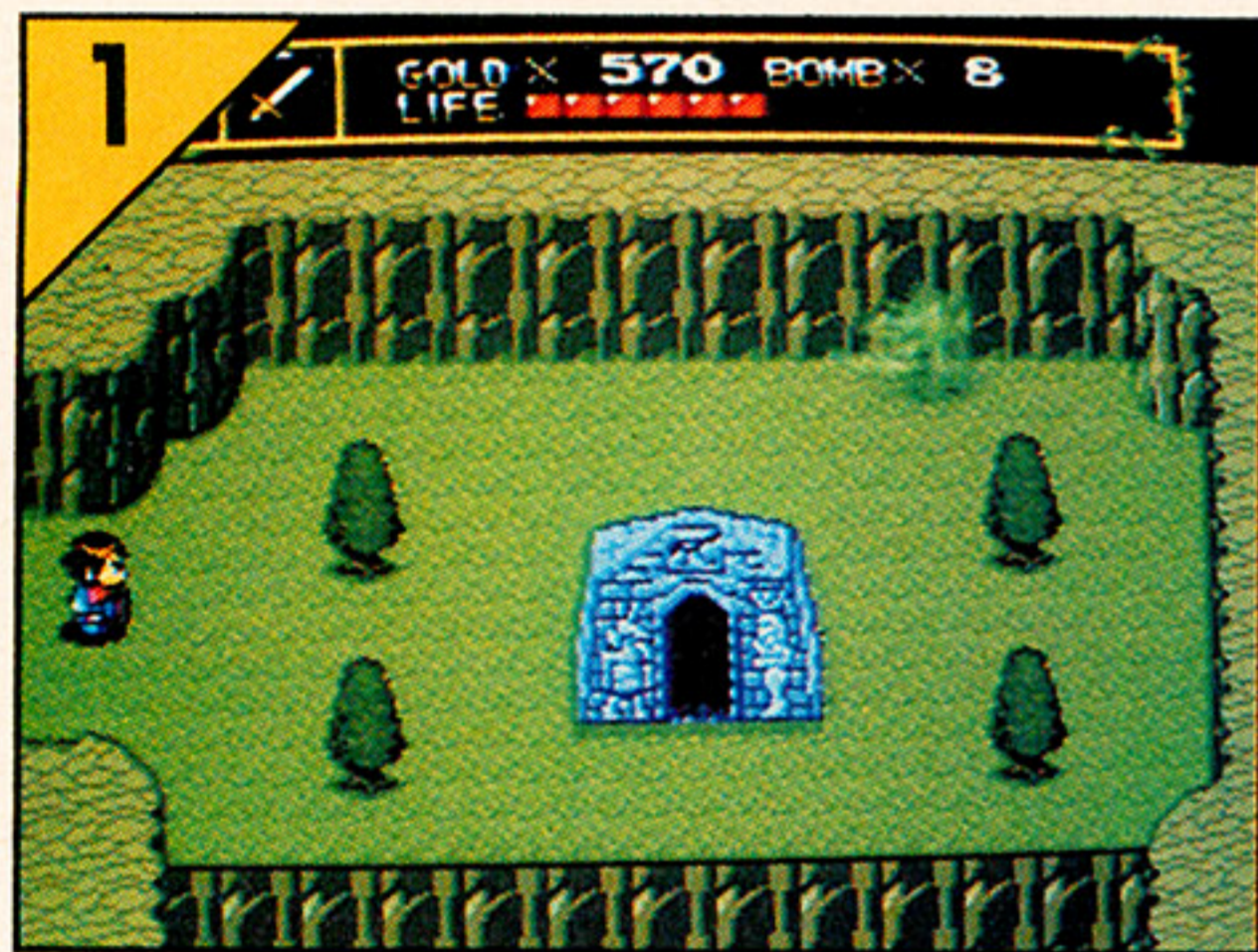
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# TURBO PLAYERS

outside the first building, you run into monsters you must destroy with your sword. Immediately afterward, you see a stairway leading underground. You should descend this stairway to gain some



help you'll need during your quest. Every such stairway — and every cavelike opening in the rock walls — leads to some kind of assistance. Accept all the help you can; you'll need it.

After wandering through several screens of monsters and entryways, you'll eventually come to the first save-game location and,

- 1 The entrance to the labyrinth is guarded by a not-very-vicious dragon. Enter and explore.
- 2 In this cave, the woman helps you save your game. You can either write down the password or use the file system.
- 3 Your quest is difficult, but you're determined to accomplish it. If you succeed, you'll be a hero.
- 4 In this isolated part of the land, you've found an opening that leads to a very worthwhile place to visit.



beyond that, to the first labyrinth. Once you enter the labyrinth, you'll find that it's divided into several rooms of equal size, most occupied by one or more monsters. Although it's not always necessary, go ahead and destroy all the



creatures, because many of them hold collectibles such as gold, food, or even bombs. You need gold to buy healing potions and food to heal your wounds. Bombs are useful for blasting through labyrinth walls. Without them, important locations cannot be found.

Each labyrinth contains a crypt in which a medallion is hidden. Early in the game, one of the helpers will give you a magical compass that points toward the crypt you're seeking. However, each crypt is guarded by the labyrinth's fiercest monster, and you can't enter the crypt without first destroying this creature. Even then

you'll need the key to the crypt, which can be found only by carefully searching the labyrinth. Some keys, for instance, are located at the end of passageways behind walls you must blast away with bombs.

As soon as you retrieve the medallion, you'll be teleported to a new location. From there, you must start your search for the next labyrinth. There are eight labyrinths in all, located in four different regions.



## Valuable Items

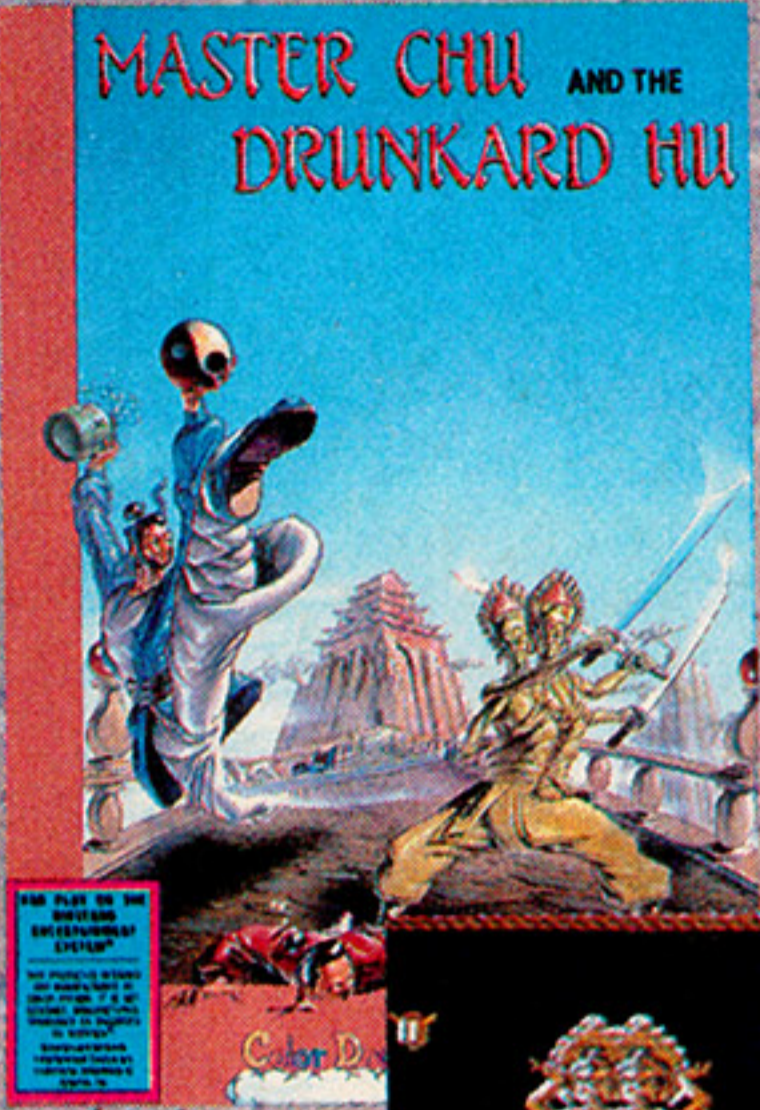
You'll need one or more special items before entering each labyrinth. If you lack a certain item, a helper tells you to go back and find it. To enter the second labyrinth, for example, you need a fire wand, and to enter the third labyrinth you need moss. There's no point in entering the labyrinths without the special items, because



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# TURBO PLAYERS

there are very good reasons to have them with you.

Along the way you'll find other items as well. A bronze sword and shield await you at one location, and you'll automatically use these weapons as soon as you retrieve them. An extremely useful item is the white wings, with which you can instantly return to the place of your last saved game. Look for the magic ring which changes strong foes into weak ones. And so on.

The most important item in each labyrinth (aside from the medallion) is the crystal ball. You'll have to search for this object, but



the search is well worth the effort. With the crystal ball, you can see the overall layout of the labyrinth. When used with the magic compass, you can find your way to the crypt as quickly as possible. Be aware, however, that the crystal ball can't see beyond walls that must be blasted away, so don't rely on it exclusively.

Anytime you're offered a healing potion, buy it. If you can't afford it, go destroy some creatures and accumulate wealth until you can. You can carry two healing

potions with you at a time, and you'll need both by the time you've reached each crypt. Remember, also, to pick up bombs wherever you can, and look for a mage who can significantly increase your bomb-carrying capacity.

Keep in mind that many entryways are accessible only after special searches. In one area, for example, you can use the wand to melt a rock and reveal an extremely important entryway. Both inside and outside the labyrinths, try to push aside rocks whenever you find them. If you're stuck, move some rocks and see what you find. Usually the effort is well worth it.

Like *Dungeon Explorer*, *Neutopia* is a satisfying role-playing game with attractive graphics and

- 1 Here's where to find an absolutely necessary item: the flame-throwing wand. In fact, you won't be allowed into the second labyrinth without it.
- 2 Inside the second labyrinth, a chained man helps you find your way. His survival depends on your success.
- 3 Without the keys to the crypt, you can't defeat the demon in the labyrinth. But finding them isn't always easy.



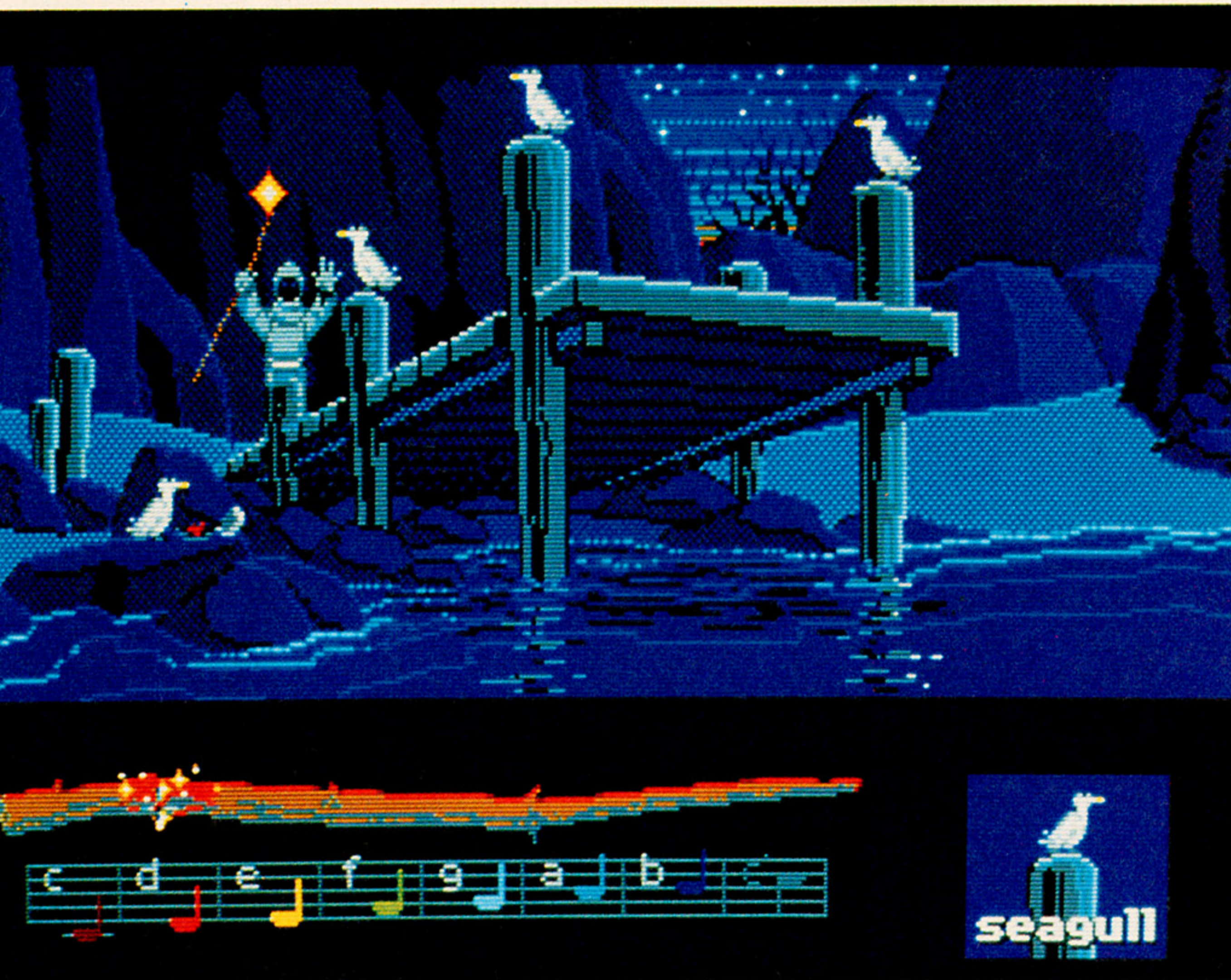
sound. Also like *Dungeon Explorer*, however, it suffers a bit from sameness after awhile. The first several labyrinths are remarkably similar to each other, and you'll soon find yourself longing for some more variety.

Another weakness: The directional keys are sometimes imprecise and will place your character one or two millimeters from where you want him, which frequently means he'll suffer unnecessary damage. In a game in which every smidgen of damage matters, this is an unwelcome feature.

If you liked *Dungeon Explorer*, *Neutopia* will offer hours of similar excitement. If you didn't like *Dungeon Explorer*, you'd better avoid *Neutopia*. Those who are wondering which of the two games to buy are advised to try *Neutopia*. The quests are a bit more straightforward, and there's more variety.

GP





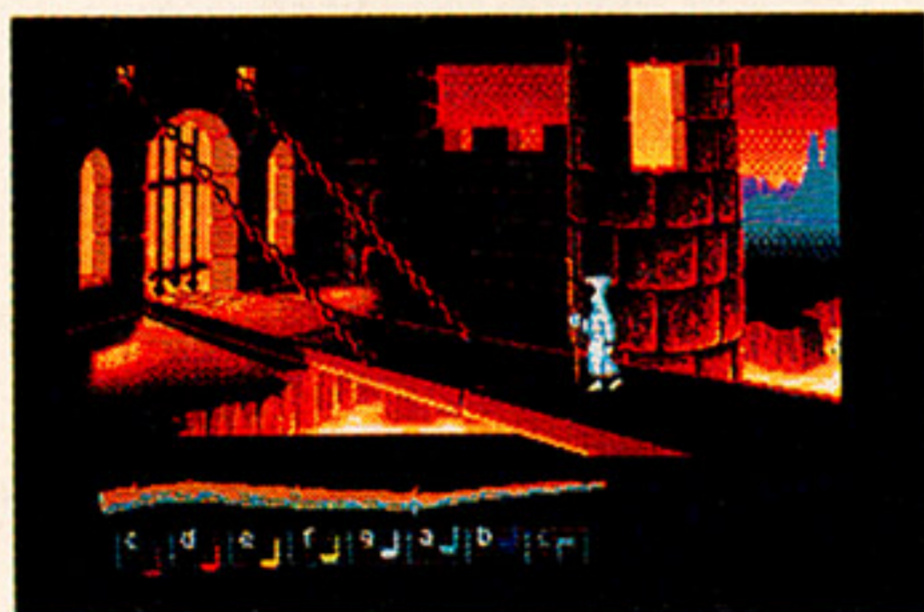
# The game is fantasy. The interface is magic.

Alone on a craggy hilltop, high above an island shrouded in perpetual mist, your quest begins. But tread gingerly, because while the world of *Loom*™ is breathtakingly beautiful, unspeakable danger awaits the unsuspecting.

Trepidation soon gives way to bravado as you peek inside abandoned tents in the village. Stumbling over a discarded weaver's distaff, you watch in wonder as it gradually glows and resonates with a sequence of musical notes. Tentatively at first, you point the staff and repeat the notes. After con-

siderable experimentation, you may discover the power to see in the dark. Or weave straw into gold. And eventually find the means to leave the island itself.

A fantastic odyssey ensues, as menacing water-spouts, merciless dragons and exotic cities draw you deeper and deeper into the fantasy. Armed with the distaff's magic power, you stride fearlessly across vast, cinematic landscapes. Seeking the arcane knowledge possessed by the Great Guilds, accumulated and refined since the dawn of time.



*Not all the Guilds welcome strangers.*



*A spell weaver's power is not for the sheepish.*

**Typing is banished from this kingdom.**

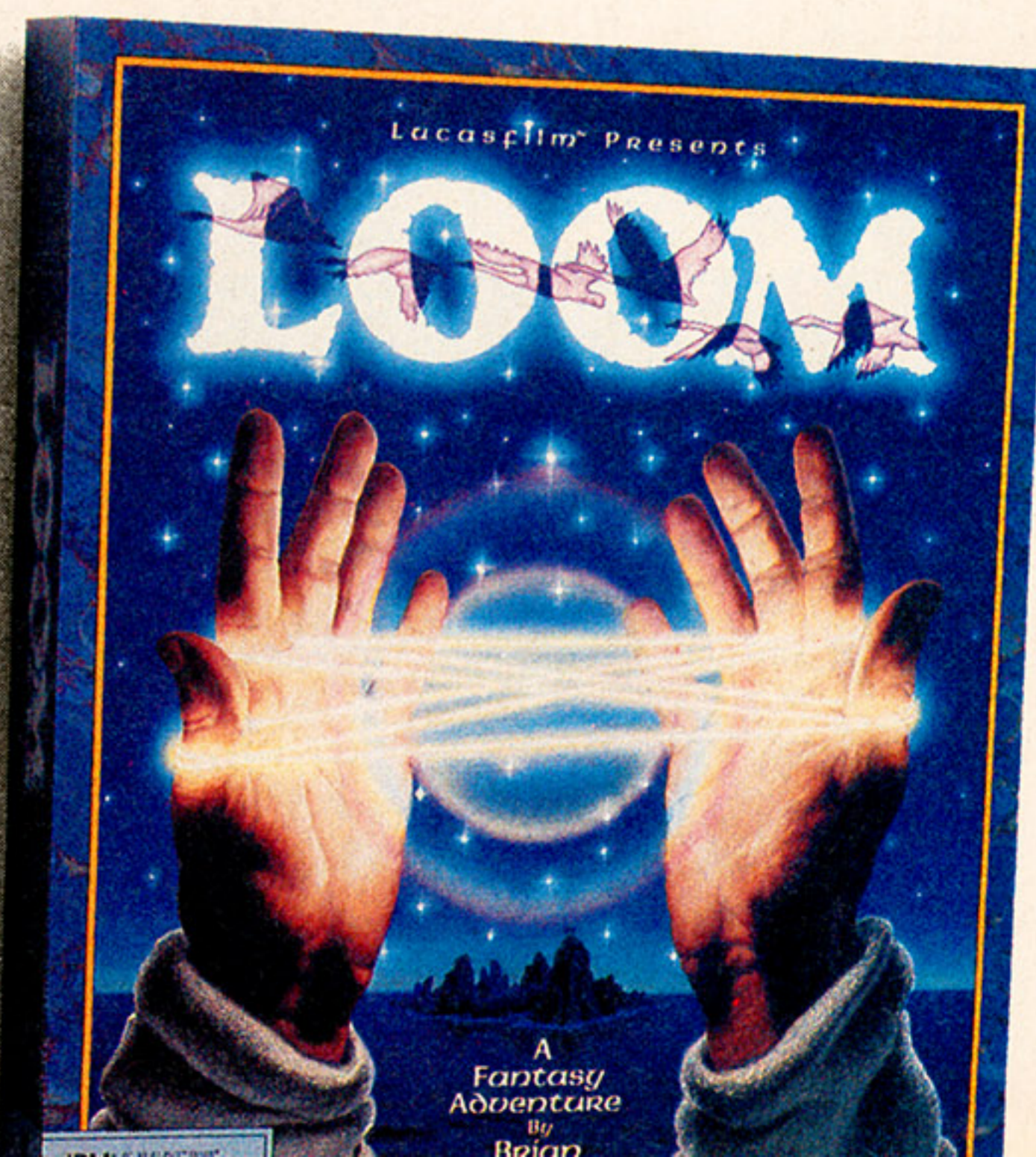
*Loom* is more than a masterpiece of fantasy storytelling. With *Loom*, Lucasfilm™ Games literally redefines the fantasy computer game experience. Simple point n' click actions move your character, select objects, and perform magic. No cumbersome keystrokes, text parsing, maze mapping, or inventory management intrude to break the spell.

We even transport you to the Age of the Great Guilds before you turn on the computer. With a lavishly produced, 30-minute drama on Dolby® Stereo audio cassette that's included with the game. Recorded by Lucasfilm's Academy Award-winning Sprocket Systems, it introduces the characters and sets the scene for the impending, epic struggle against imposing odds.

Then it's full immersion into *Loom*'s 3-Dimensional, scrolling panoramic landscape. Where detailed animation, high definition graphics, startling special effects and stirring musical score combine to create a total environment. Captivating you from the opening scene to the final climax.

And your quest for a truly magical fantasy adventure is finally realized.

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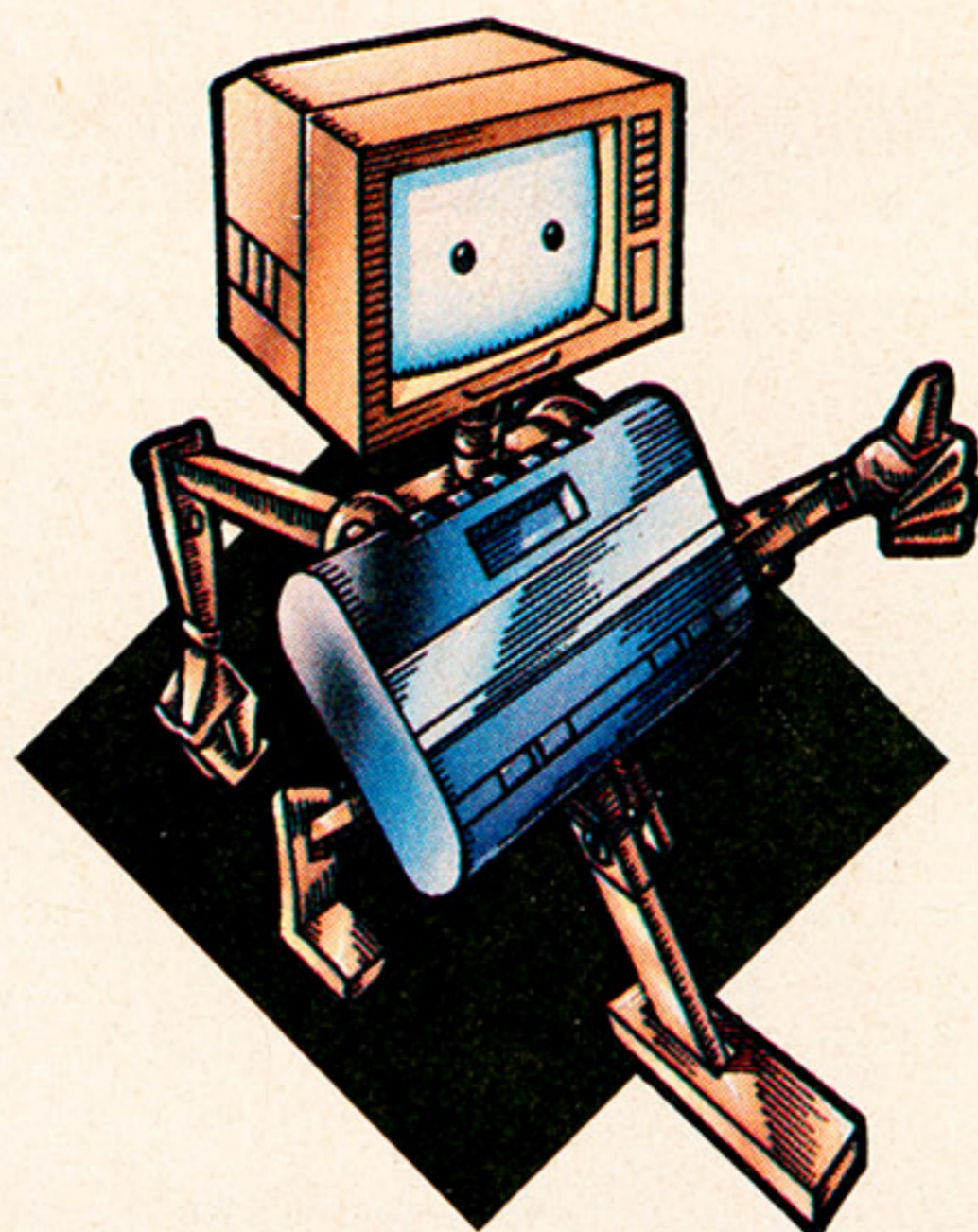




**A**fter deftly working my way through the first 20 levels of *Chip's Challenge*, I felt pretty good about myself. Heck, I had even solved some levels that stumped our regular game testers.

Then I noticed that four hours had slipped by and there were still 124 levels to go.

*Chip's Challenge* is an aptly named action-puzzle game for the Atari Lynx that's tough enough to test the skills of virtually any game player. Few puzzle games make such equal demands on your powers of deduction and dexterity, and fewer still offer as much variety.



# ATARI SAFARI

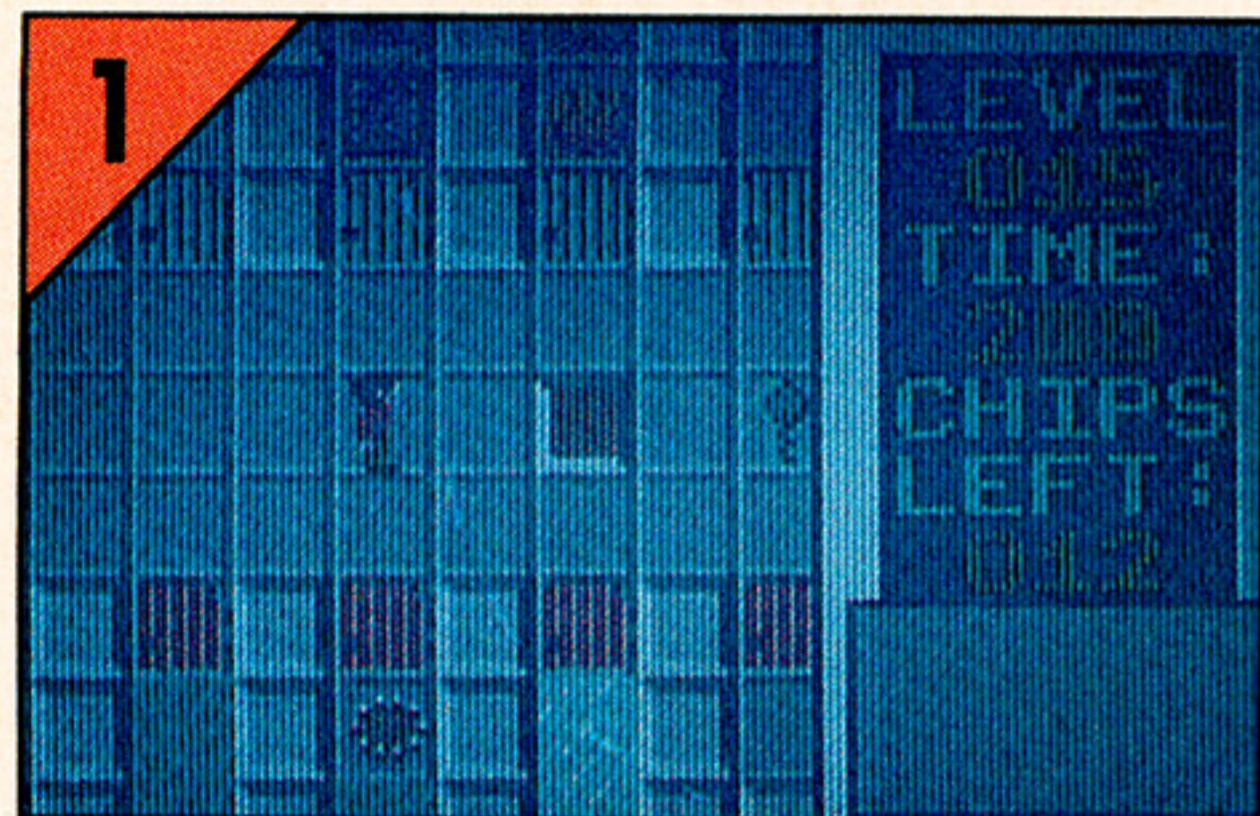
## Chip's Challenge

Tom R. Halfhill

Each level is different, but they have a few things in common. Typical obstacles include solid walls and locked doors that block your path; water hazards in which you can drown; fire traps that'll reduce you to ashes; slippery ice

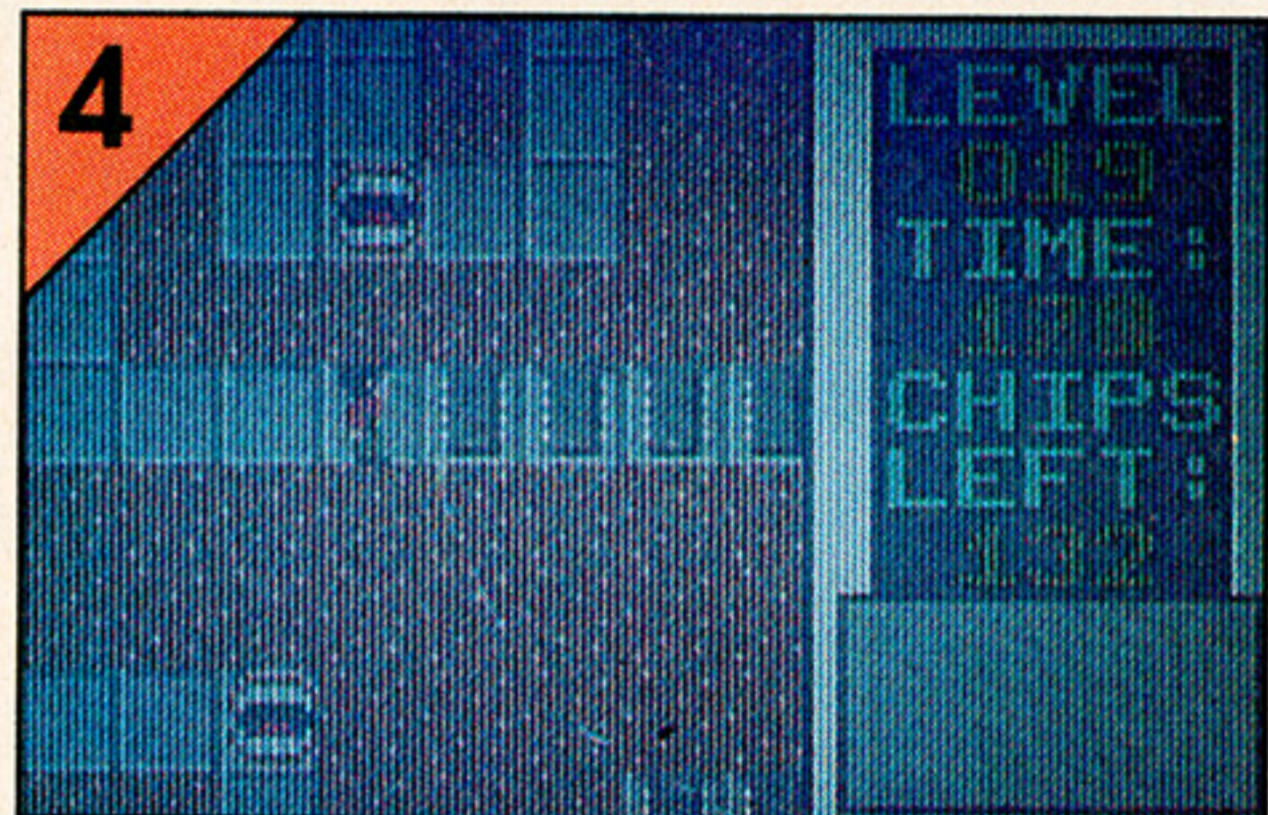
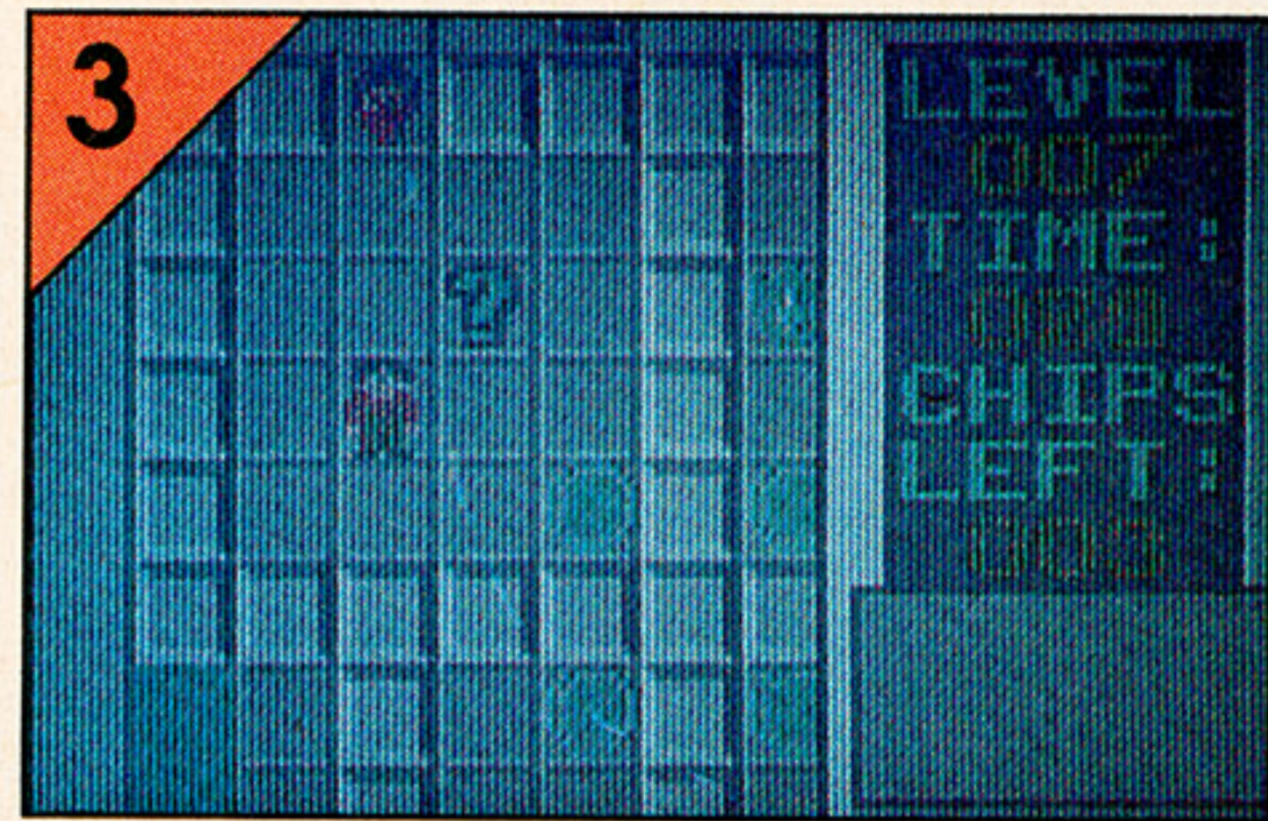
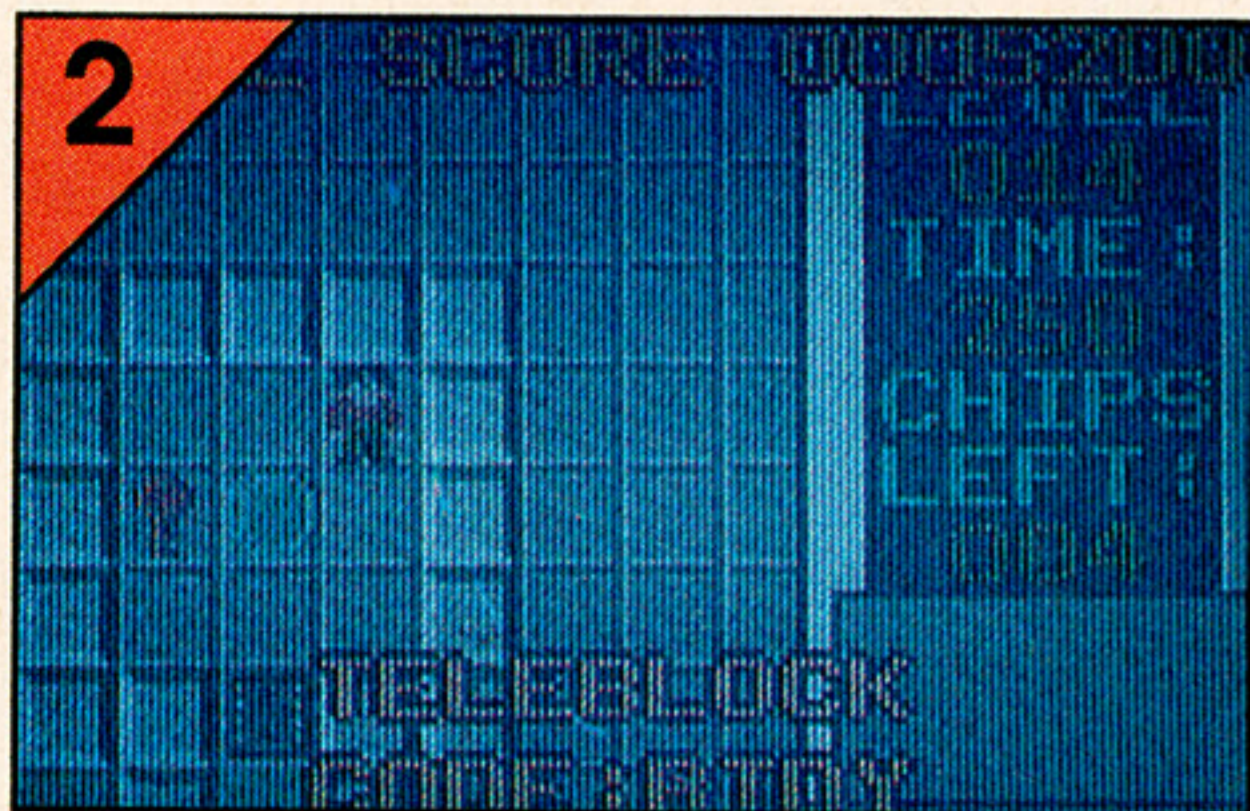
that's impossible to walk on; magnetic floors that act like conveyor belts; and teleport squares that warp you to different locations. In addition, you'll sometimes encounter buglike monsters, exploding bombs, and various booby traps.

The solutions you must employ are equally diverse. Solid walls sometimes aren't as solid as they seem; locked doors can be opened with keys; water hazards



You play a plucky little character named Chip who must work his way through 144 levels of puzzles in order to join an exclusive computer club. On each level, you have to collect a certain number of computer chips to pass through the door that leads to the next level. To collect the chips, you must overcome a series of obstacles and puzzles.

The first few levels are easy. You may be fooled into thinking that this game is a pushover, but it quickly gets more difficult. Before long, you'll find yourself struggling to make your escape.



- 1 Obstacles, hazards, monsters, booby traps, and locked doors await you on the 144 different levels of *Chip's Challenge*.
- 2 At the start of each level, you get a four-letter password that lets you return to that level later.
- 3 Watch out for that character in the red bandanna near the top of the screen — he's a thief who will steal any special items you're carrying.
- 4 On level 19 the chips are plentiful and easy to find, but you have to avoid being eaten alive by these hungry mouths.

can be bridged with dirt blocks or crossed on foot if you find a special shield; cleats let you walk on ice; magnets counteract the magnetic floors; and pushbuttons sometimes disable the booby traps. Some levels require fast reflexes, others require careful thought, and many demand both. All levels have a time limit that adds an element of urgency.

It's tempting to compare *Chip's Challenge* to *Tetris*, another game that combines action with puzzle solving. But *Chip's Challenge* is less abstract and more varied than *Tetris*, and it gradually becomes more difficult by increasing the mental challenge, not merely by moving faster. By any standard, *Chip's Challenge* is an outstanding game.



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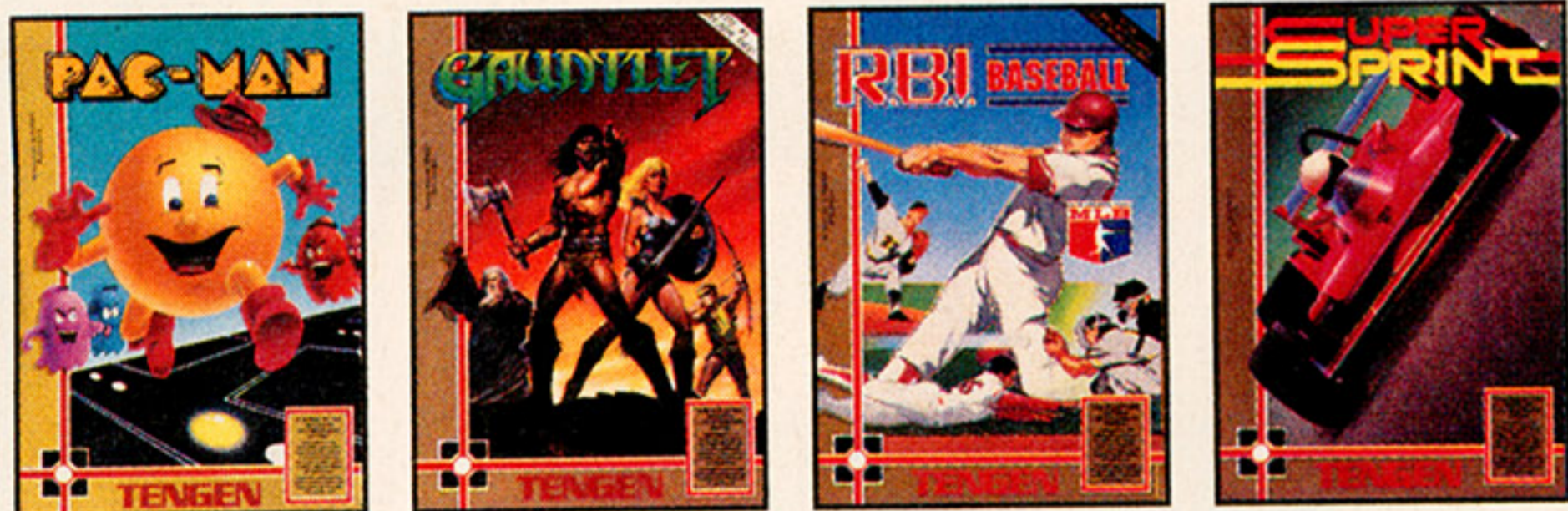
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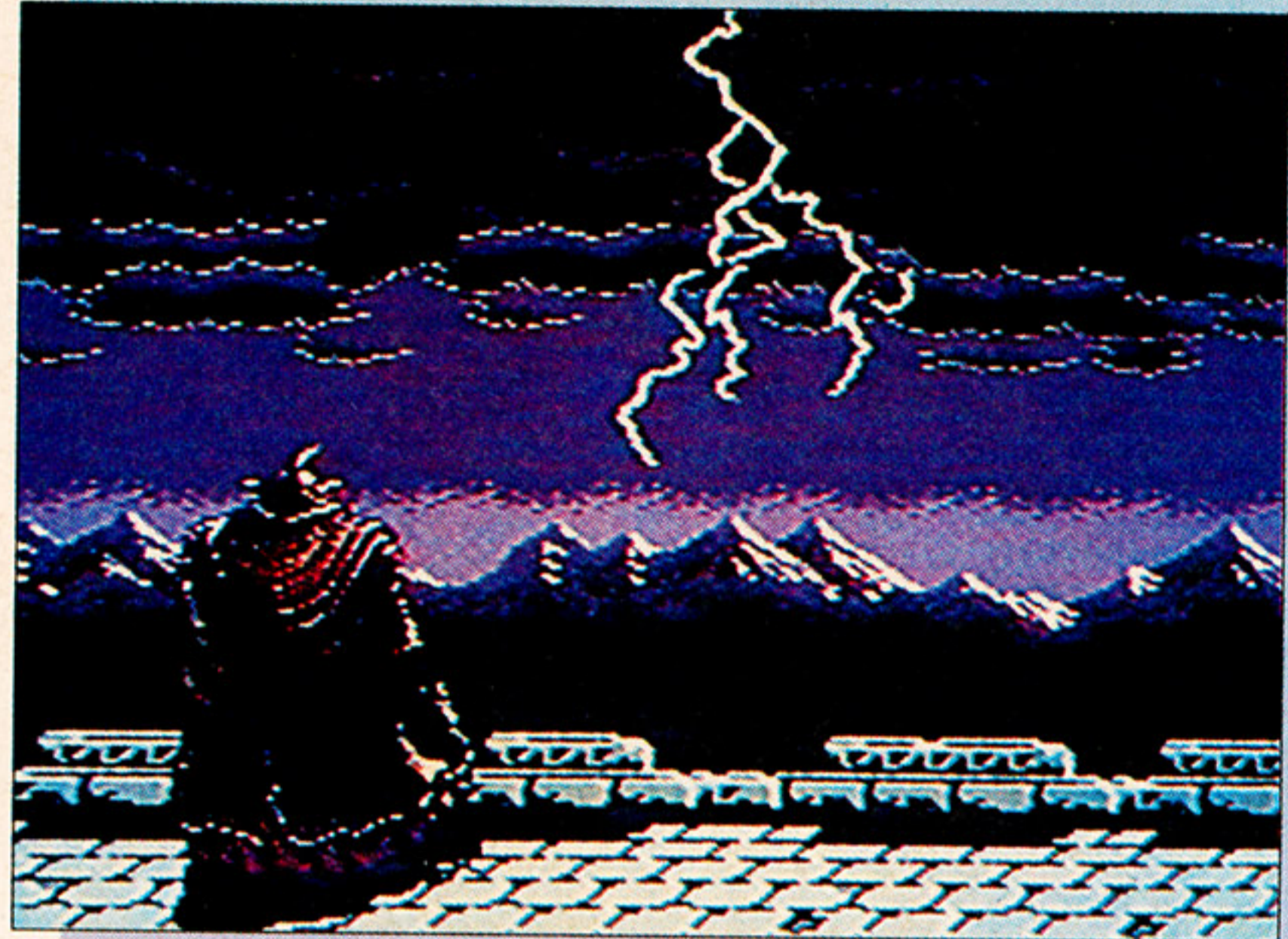
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NINTENDO GAME  
of the  
MONTH

# NINJA *AKI* II GAIDEN



Far from the Temple of Darkness, where Ryu Hayabusa has vanquished the evil Jaquio, a dark figure looks out from his fortress.

## THE DARK SWORD OF CHAOS

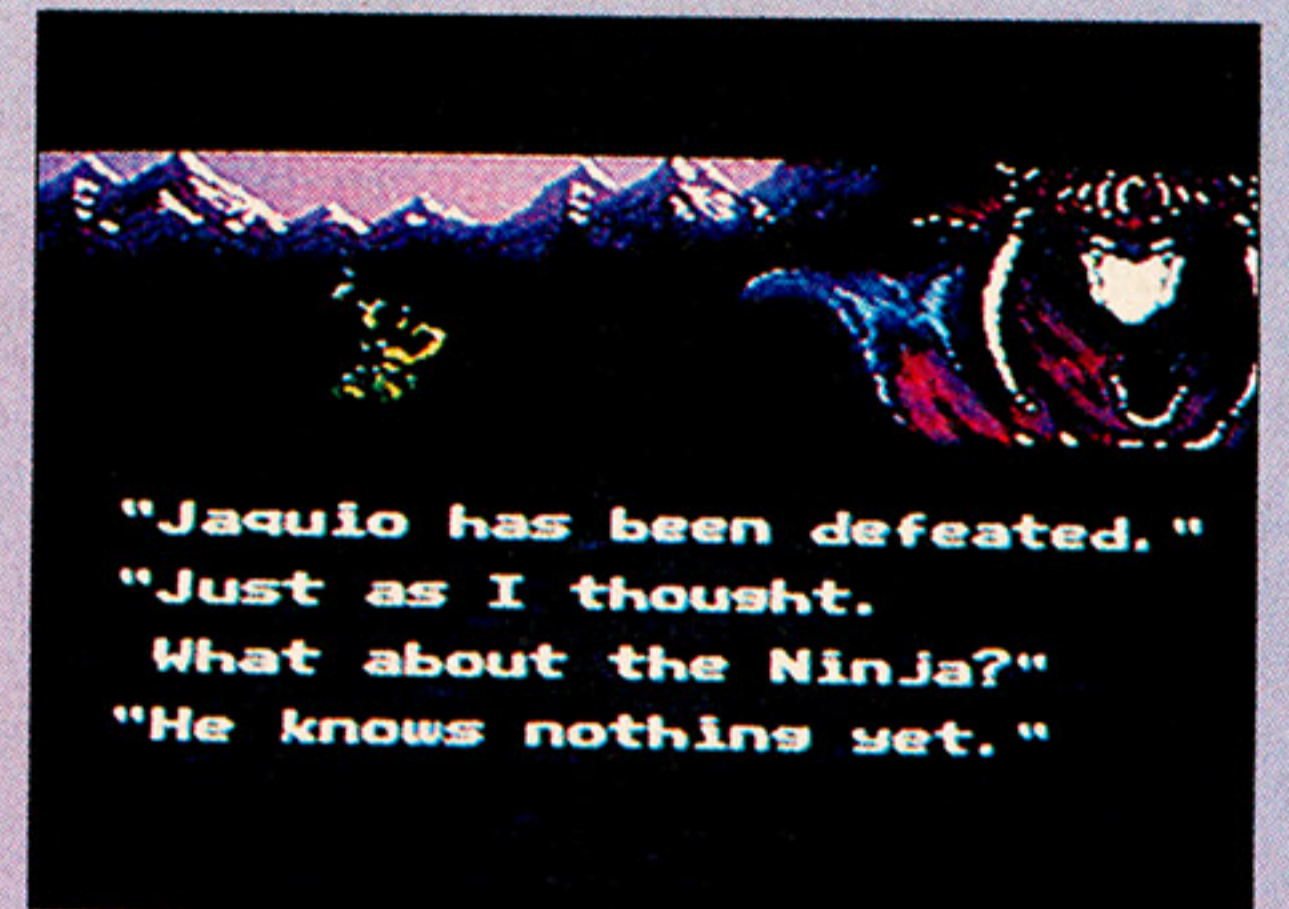
One year ago, the ninja dragon Ryu Hayabusa first came to America to avenge his father's death. He soon met Irene Lew, an American CIA operative, and fell in love with her. But then he saw her kidnapped by the same evil clan that killed his father.

Most men would have been defeated by this double tragedy, unable to bear the terrible pain. But young Hayabusa persevered, thanks to the demanding code of the ninja — and to the mystic power of the Dragon Sword. Handed down for generations from father to son, the Dragon Sword embodied the ninjitsu philosophy of the Hayabusa clan.

Ryu fought successfully against the evil forces, defeating their inhuman leader Jaquio and freeing Irene. What no one knew, however, was that even as Jaquio fell, Ryu's movements were being watched by an even greater evil....

Ryu fought successfully against the evil forces, defeating their inhuman leader Jaquio and freeing Irene. What no one knew, however, was that even as Jaquio fell, Ryu's movements were being watched by an even greater evil....

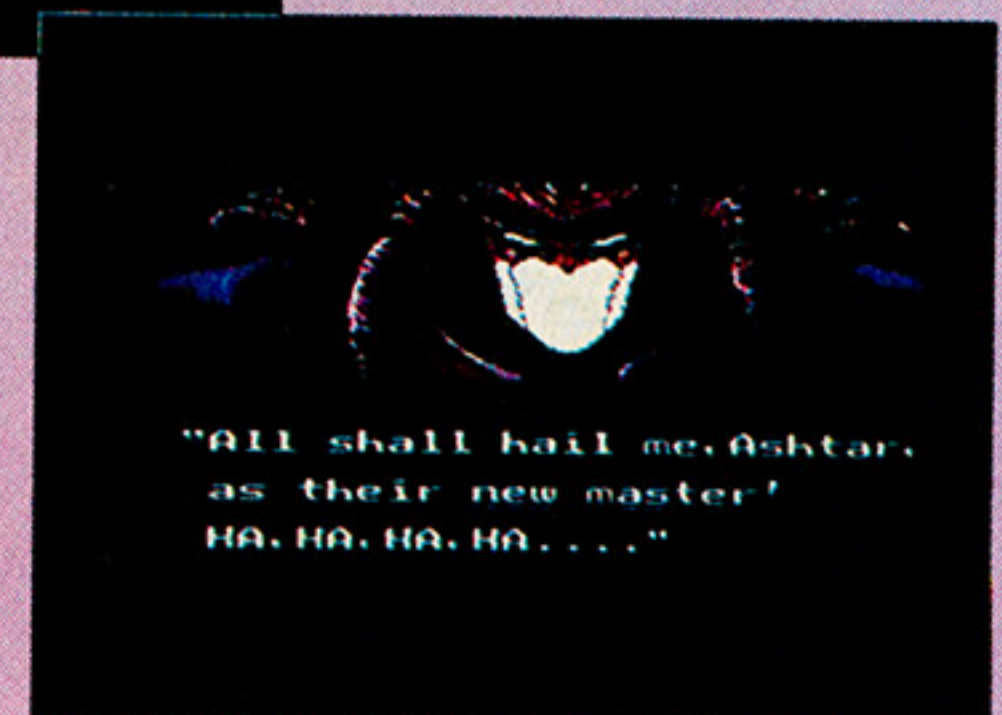
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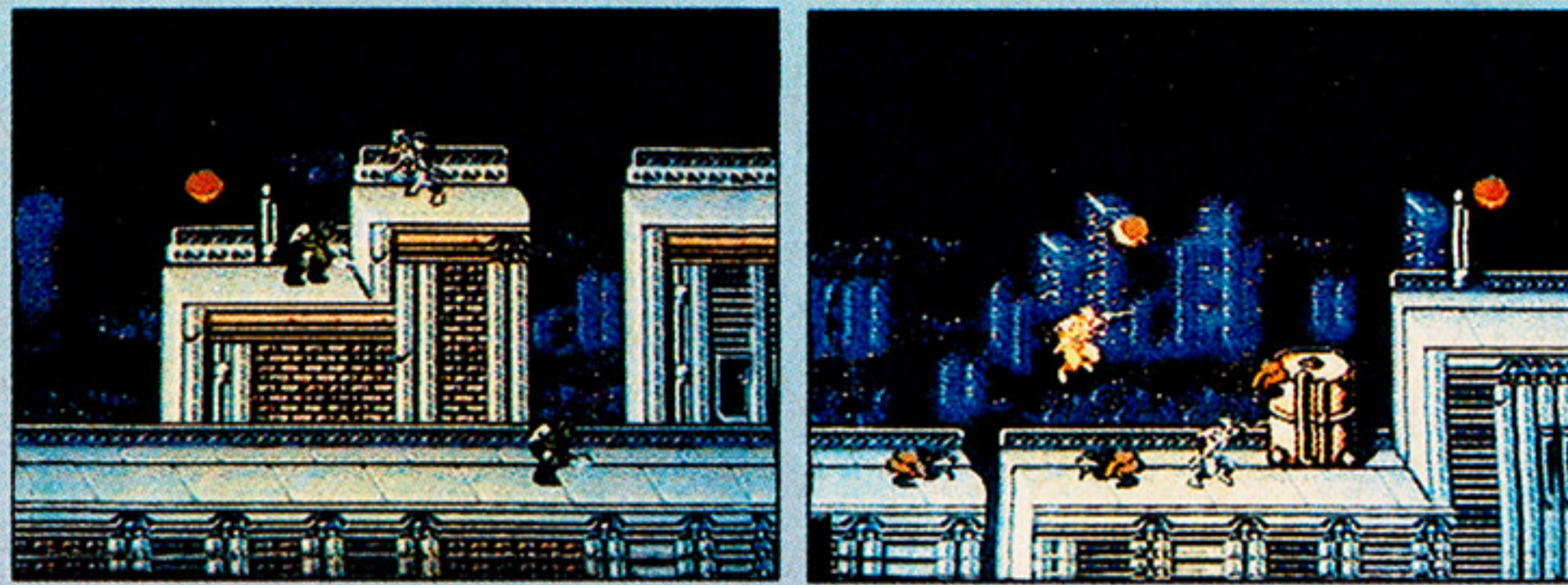
Lightning flashes all about as a messenger drops silently to the ground.



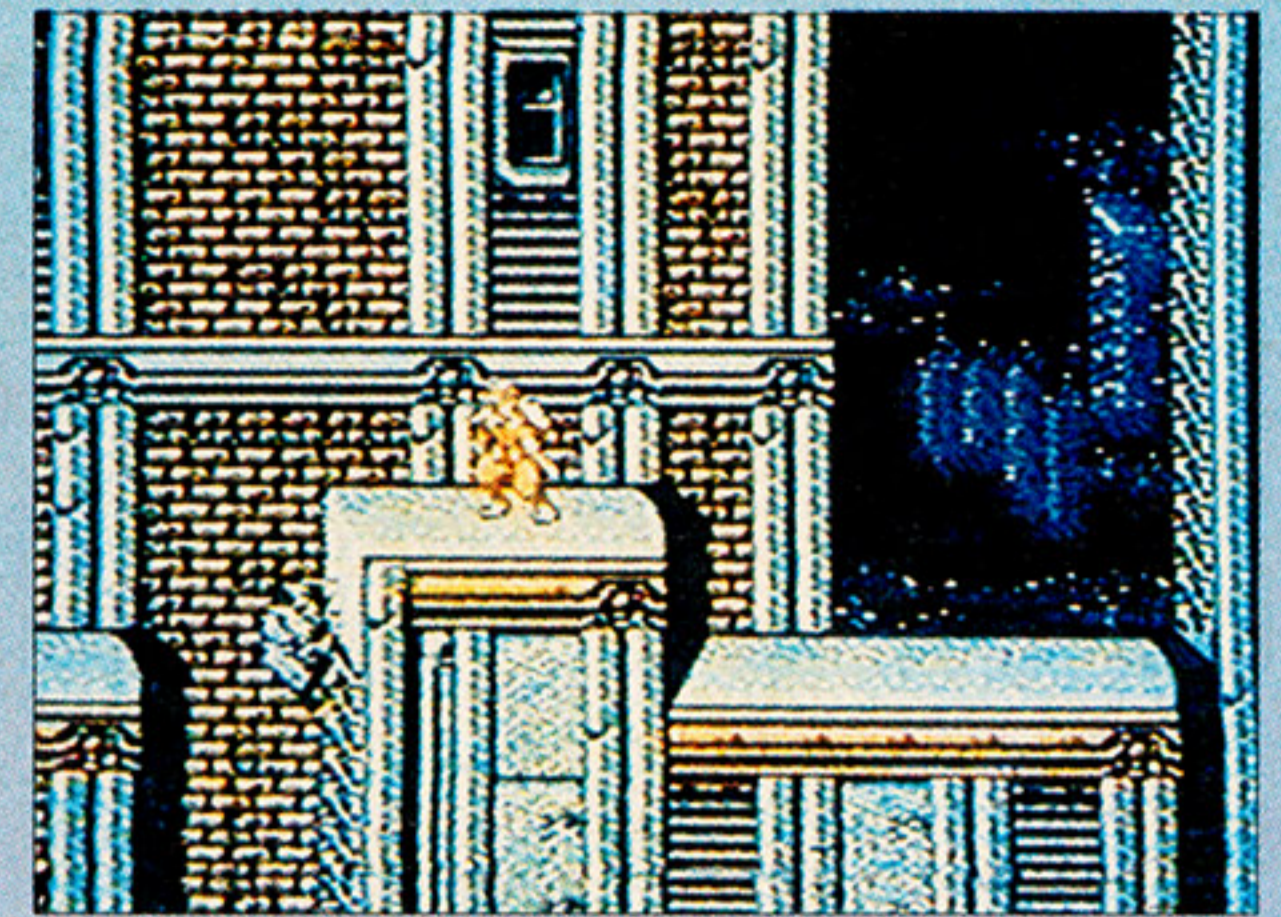
The dark figure tells his servant to leave, satisfied that Hayabusa cannot stop his ultimate plan.



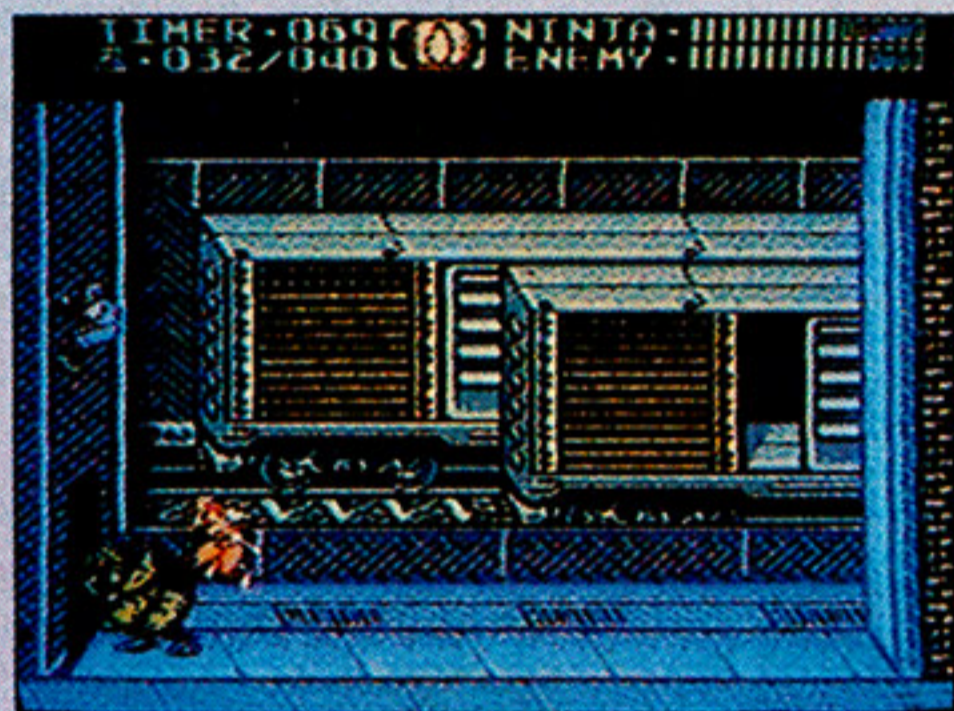




Ryu is attacked by unknown thugs, just when he thought his battles were over. Throughout *Ninja Gaiden II*, you'll find power objects inside the red balls. The one seen here gives Ryu an extra body — an orange shadow figure that follows Ryu and helps him fight enemies, but which cannot be injured. Up to two shadow fighters can follow you at a time.



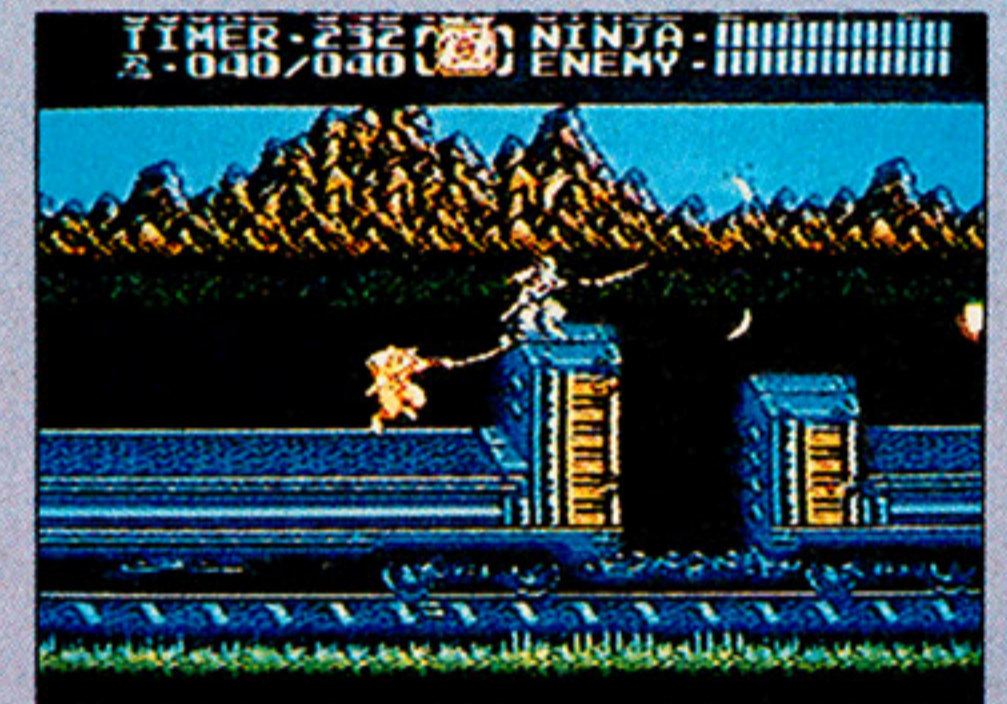
Ladders throughout the game lead to the next area. The shadow fighters automatically follow.



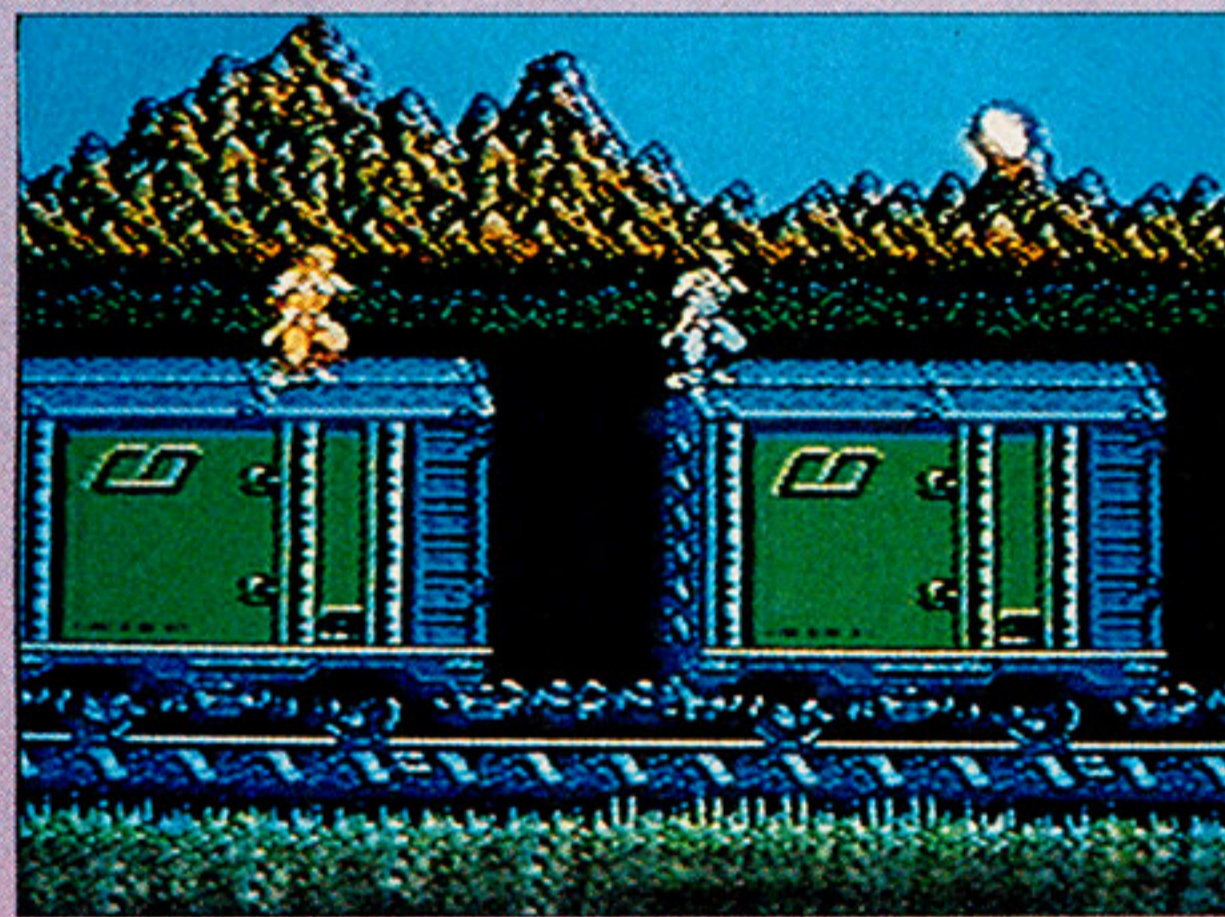
To beat the boss at the end of Act I, cling to the wall on either side. Jump down behind him as he rushes you, then attack his back.



As Ryu wonders why he's being attacked, a stranger appears and tells him that Irene has been captured. The stranger tells Ryu to go to the Tower of Lahja.



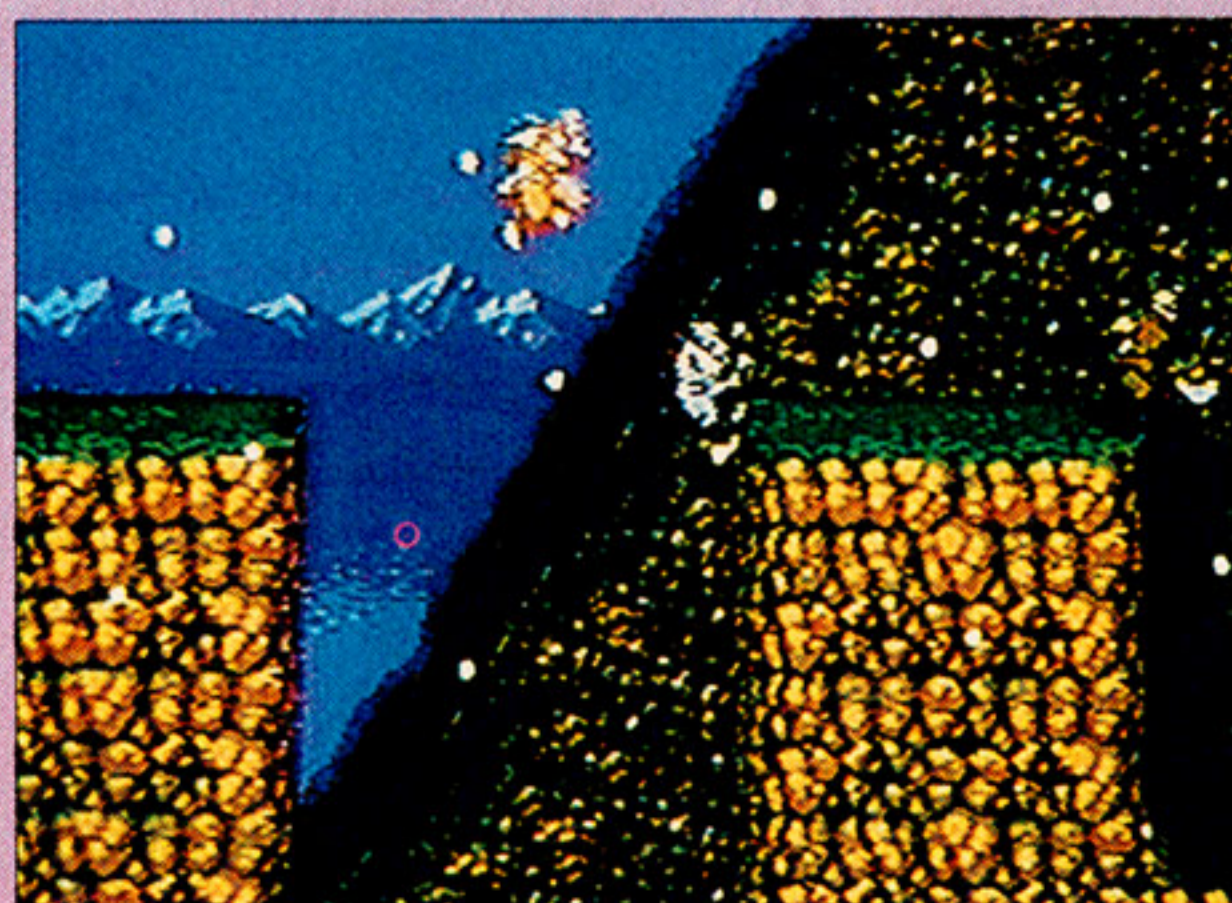
You'll begin your journey toward the tower on top of a speeding train. Precise jumping and quick attacks are vital. Be sure to use the shadow fighter whenever you can, thus avoiding injury yourself.



Use your ninja magic to stop the eagles that swoop down at you. As you fight, be sure to collect all of the power items you can.



After the battle on the train, you'll have to contend with strong winds as you fight over this mountainous terrain. The falling snow indicates the direction of the wind.



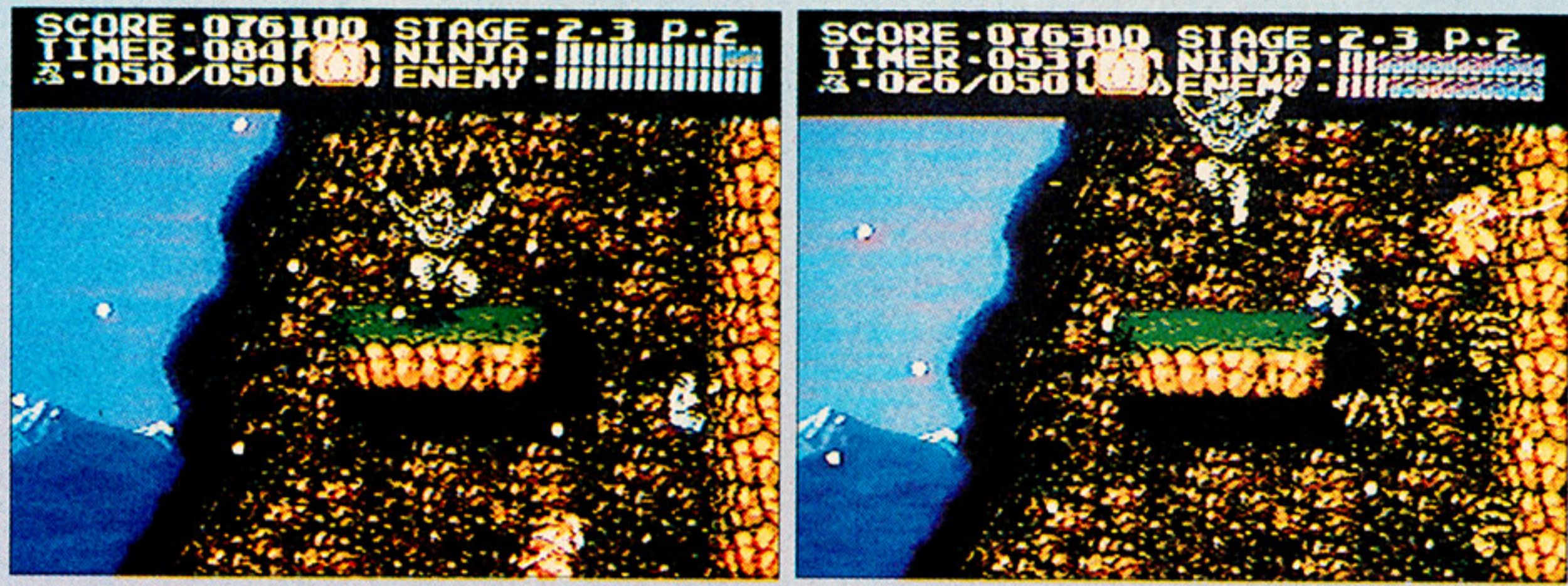
Don't panic at this point, even though it seems like you're stuck with no lower level to jump to. Wait until the wind is blowing at your back, then jump from the wall. Quickly press the directional pad in the opposite direction.



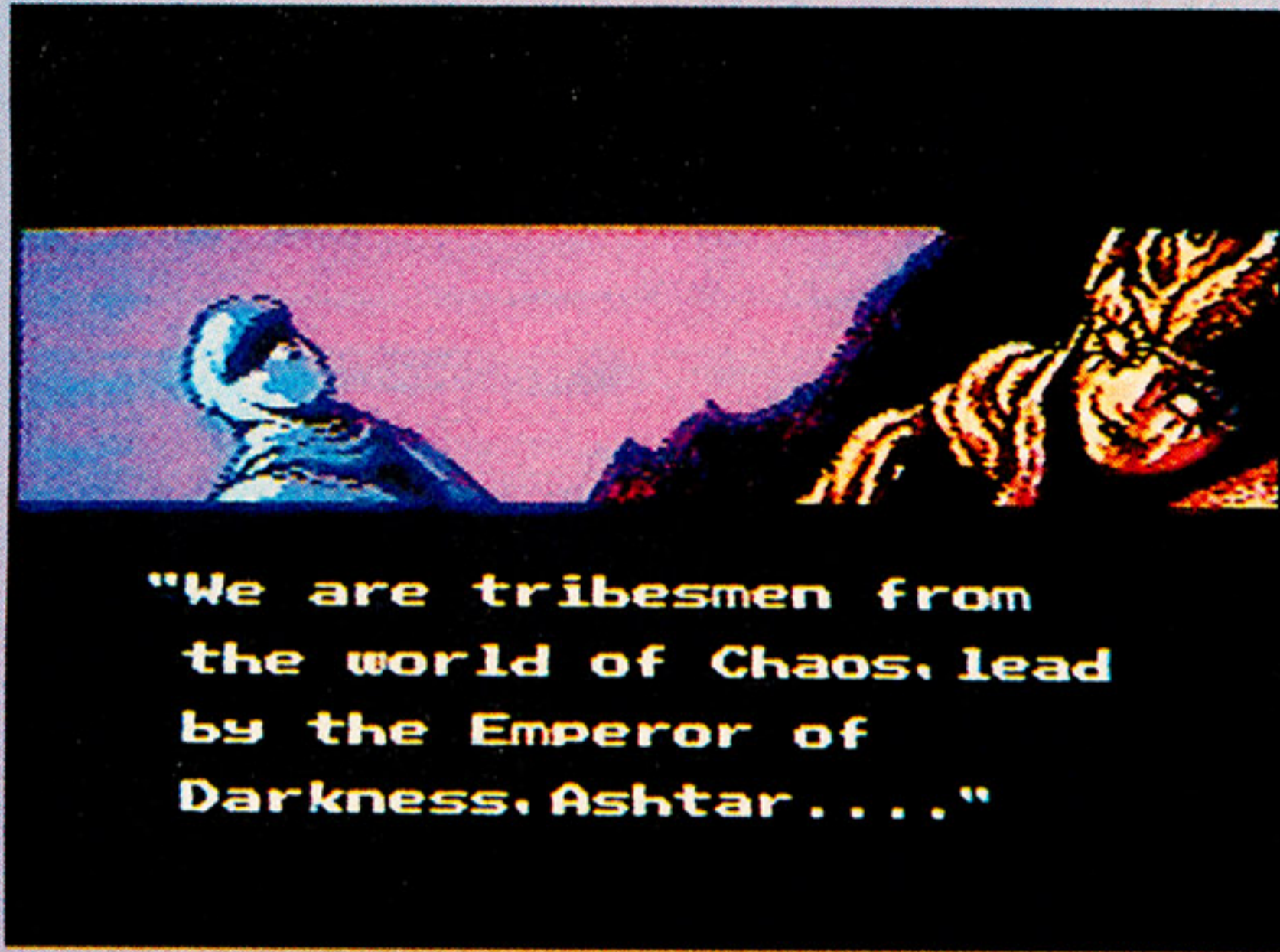
Those strong winds can make even the smallest jumps dangerous. Be careful when jumping to attack, because the winds often change direction.



# NINTENDO GAME of the MONTH



You'll need the help of a shadow fighter to get past this boss. Jump from the wall to the upper platform, then step just off the edge. This leaves the shadow on the upper level and Ryu on the ground. Slash at the boss quickly, dodging the spiders he throws and returning to position after each thrust.



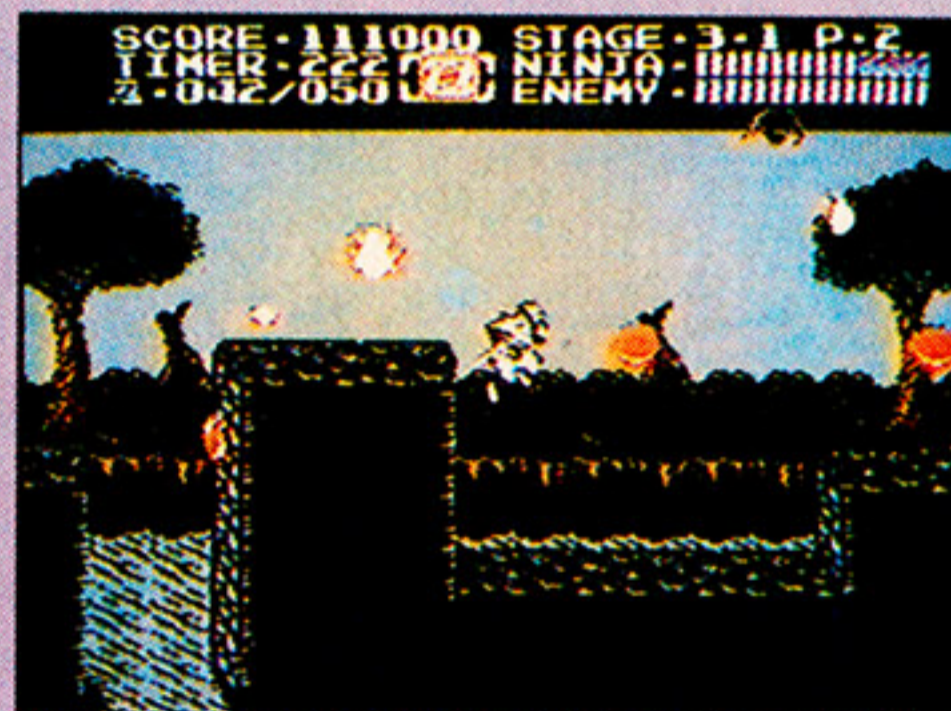
With his dying breath, the fallen enemy tells Ryu of Ashtar's evil intentions.



From this peak, Ryu sees the Tower of Lahja. But to reach it, he'll have to cross the dark valley below.



The enemies are going to get tougher from now on. Don't rush forward into the darkness; you may fall into a deadly chasm.



Wait for flashes of lightning to illuminate the screen, then move ahead. Watch out for the balls of fire that suddenly appear — they'll attack you unless you get them first.



The Fire Wheel surrounds you with a whirling wheel of flame. Save it for times when you need to jump carefully and can't risk being knocked from your perch.



Once you finally reach the tower, you'll still have to fight your way to the top. Try to save your ninja power for later.



Deal with this goat-headed mutant quickly. He'll knock you off the steps unless you can knock him off first.



Don't walk forward or backward when you're on these steps, or you'll fall. Jumping is the only way you can proceed.





This cyborg guards the top of the tower. He flies, and he attacks with explosives.



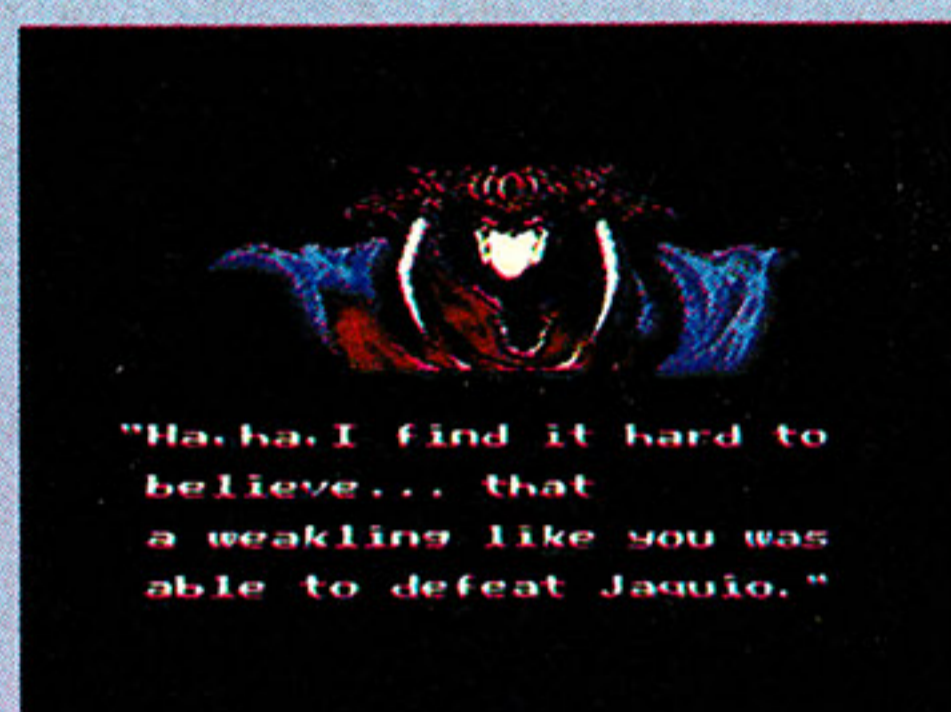
Use the shadow fighter as you did in the previous act, dodging the explosives and rushing in to attack.

# NINJA 外伝 II

GAIDEN II



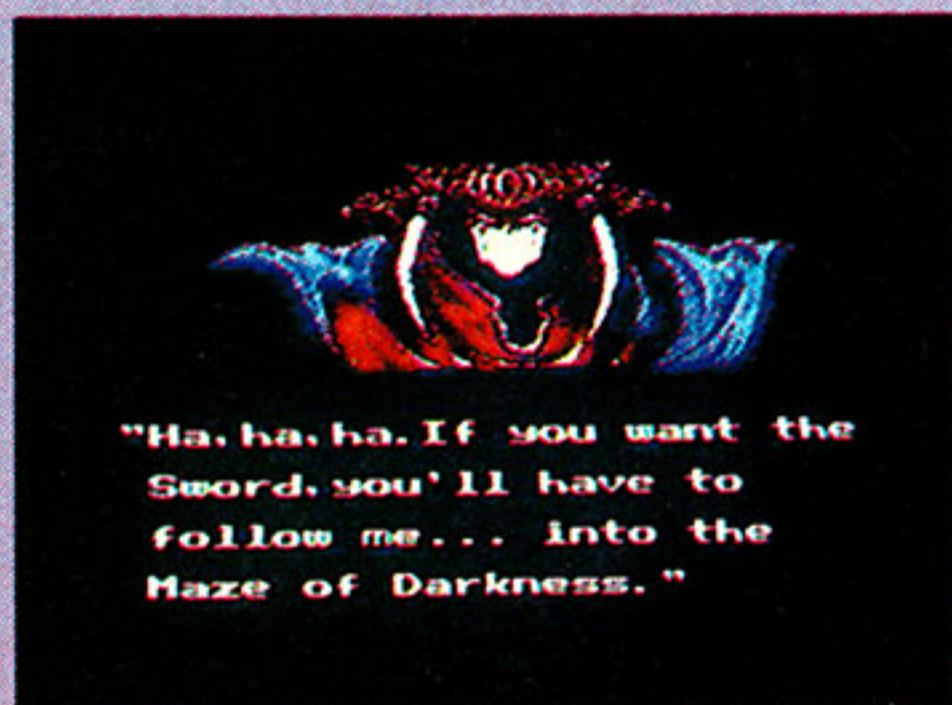
As the stranger said, you find Irene. But something seems very wrong.



It's not Irene, but Ashtar!



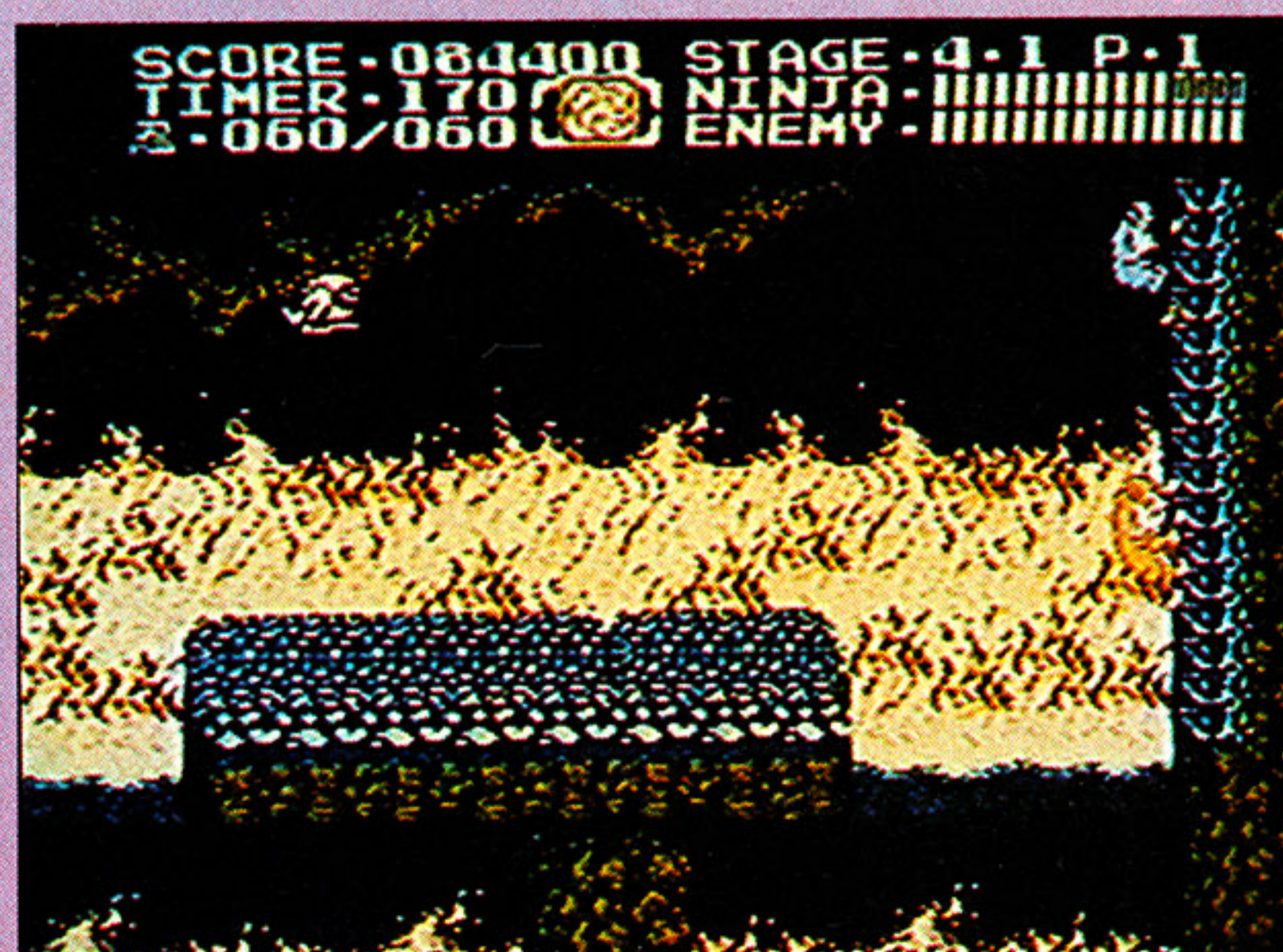
As Ashtar tells you of his secret weapon, the Sword of Chaos, the stranger appears.



The stranger introduces himself as Robert, a CIA agent sent to stop Ashtar. He tells you everything he knows.



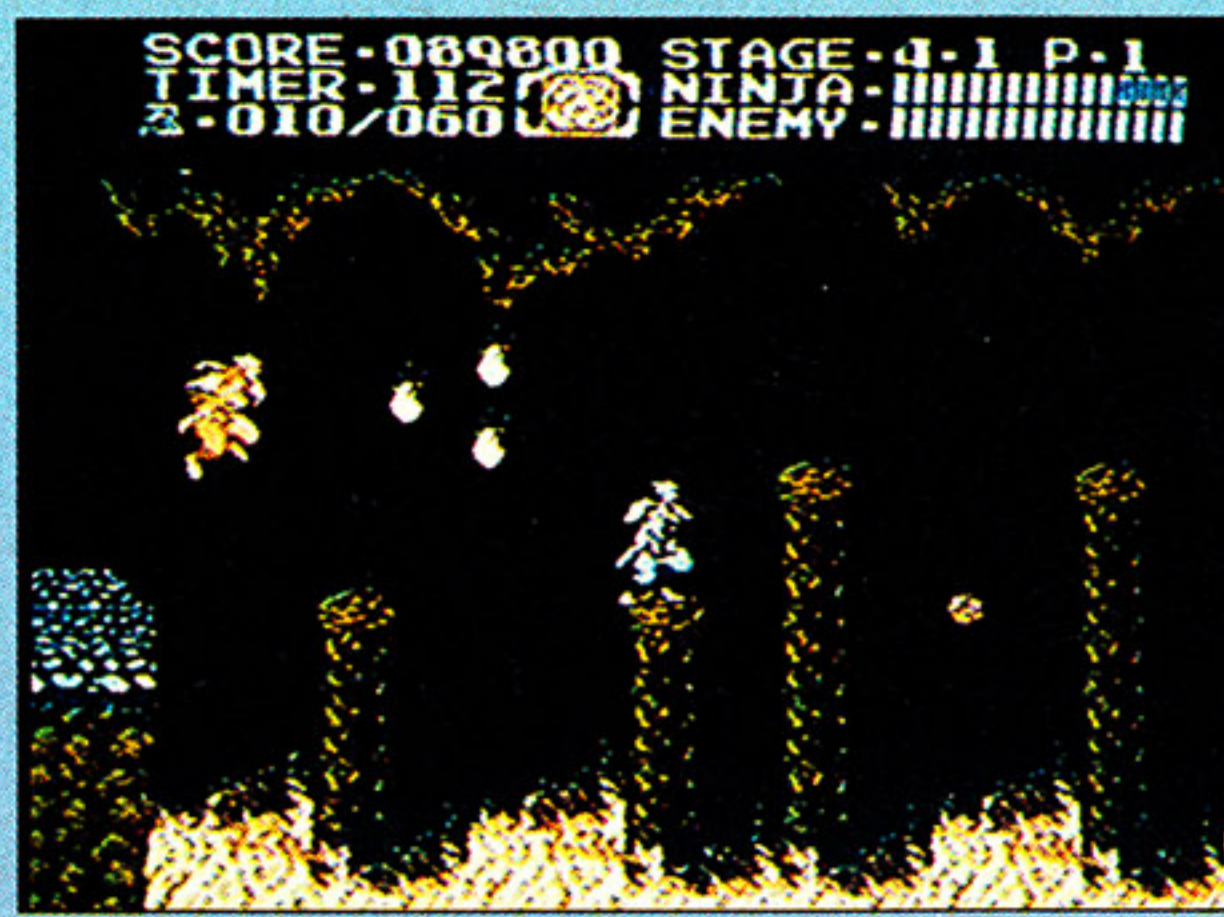
Robert explains that Ashtar plans to unleash the forces of darkness once he has enough power. Only the Dragon Sword can stop him.



Needless to say, one slip here will fry you.



# NINTENDO GAME of the MONTH



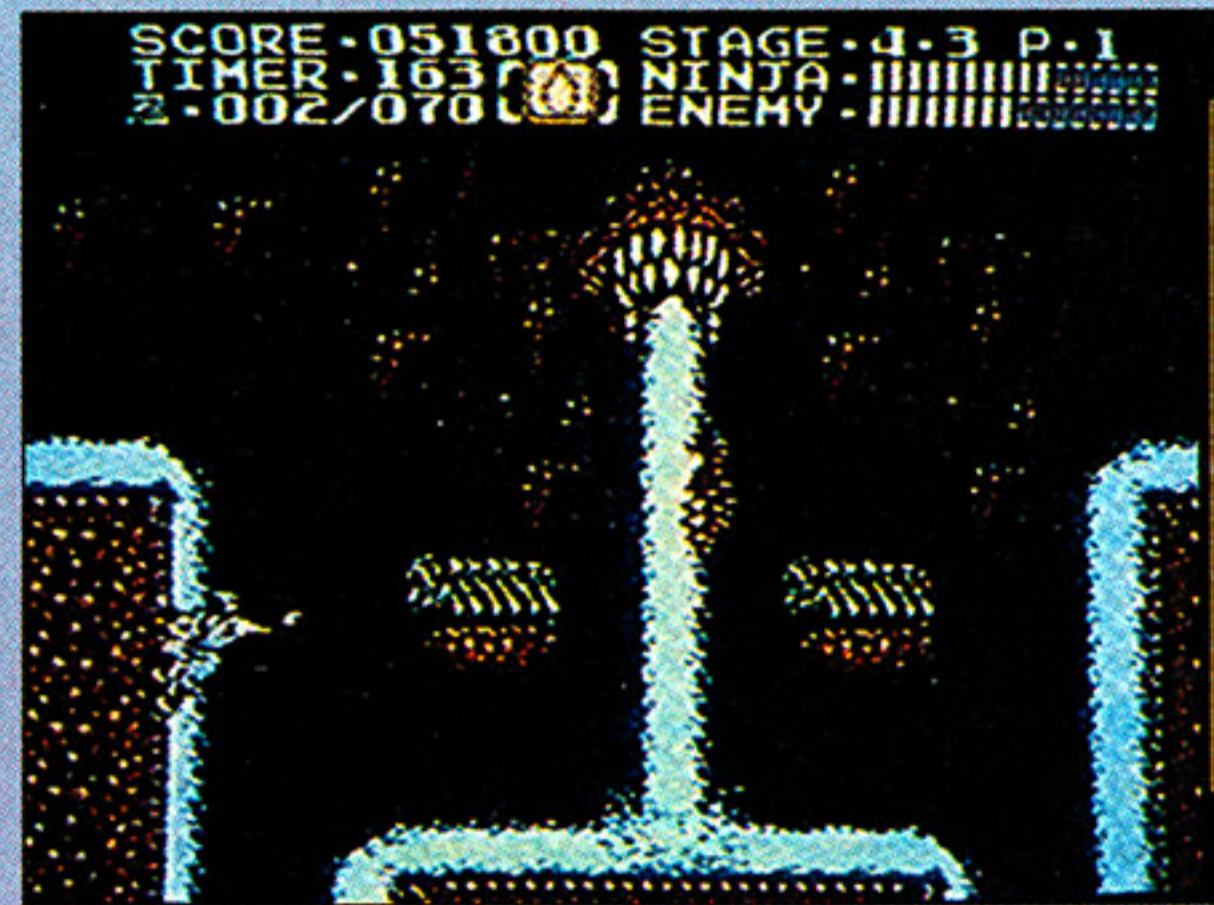
As you cross this lake of fire, use the Fire Wheel to keep enemies from knocking you off.



In this vast cavern, water flows everywhere. Like the wind, it will push you back. Keep moving against its flow.



Now you know why Ashtar called this the Maze of Darkness. Just finding the right path is as tough as fighting many of the enemies you've met.



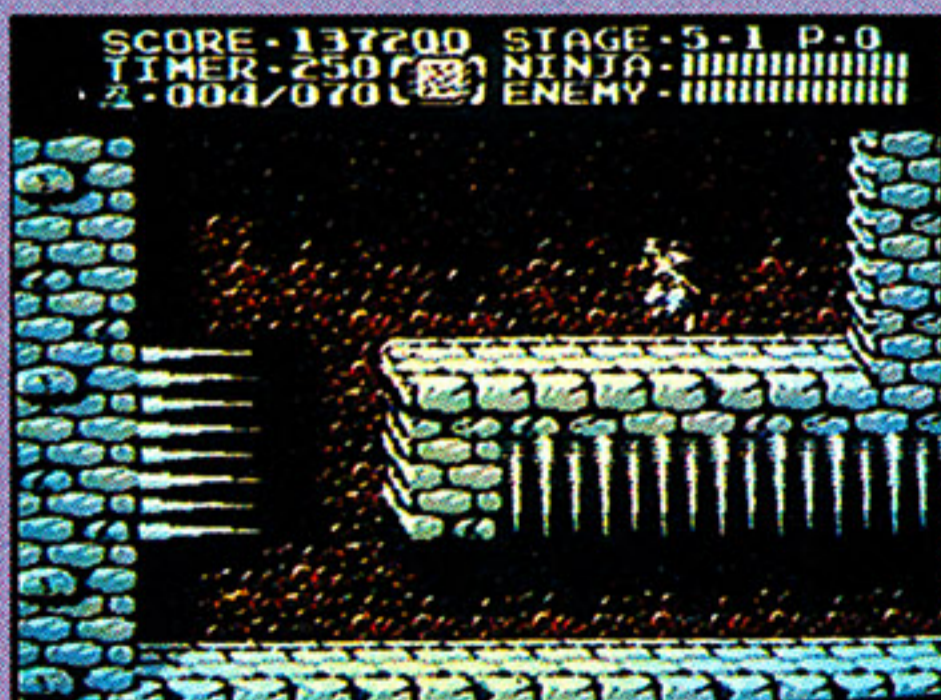
This waterfall is flowing from the mouth of a huge dragon. To defeat him, start by throwing stars at his head from the top of the falls at left. When you run out of stars, carefully maneuver for a jump to the platform just left of the center of the screen. Observe the pattern of his moving claws, then leap up to slash at his face.



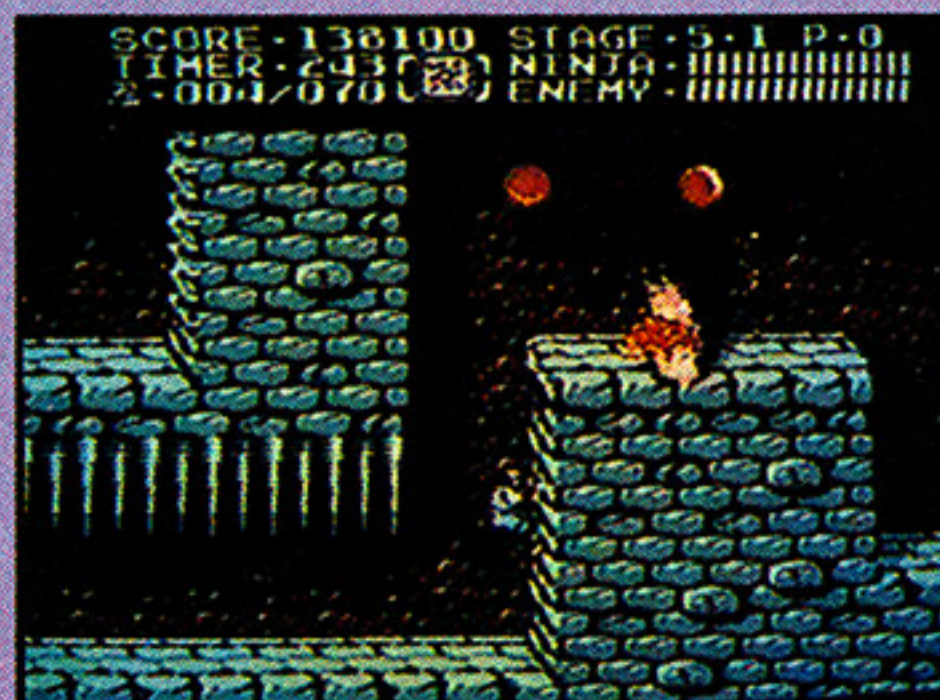
Ashtar threatens Irene unless Ryu continues.



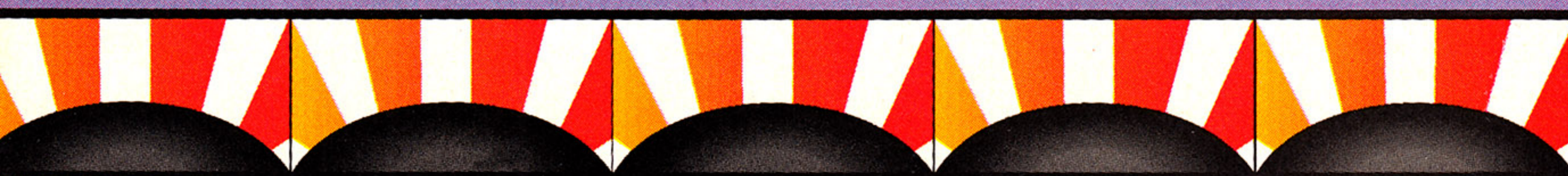
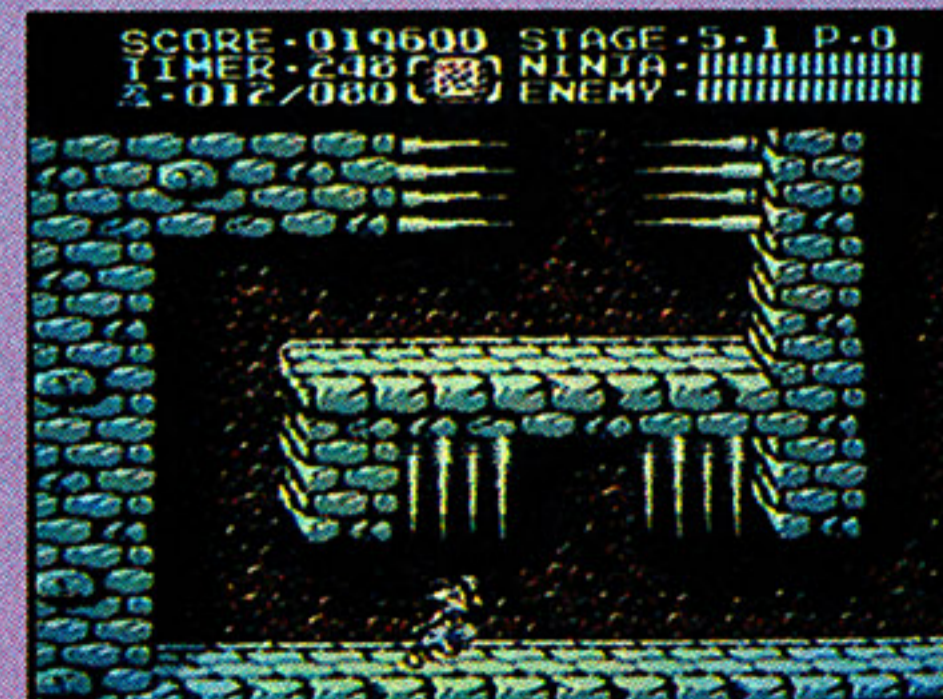
Use a throwing star on this guy or he'll knock you into the pit.



The way is thick with poisonous spikes. Even brushing against them can be deadly.



Finally you reach the exit of this treacherous cave.



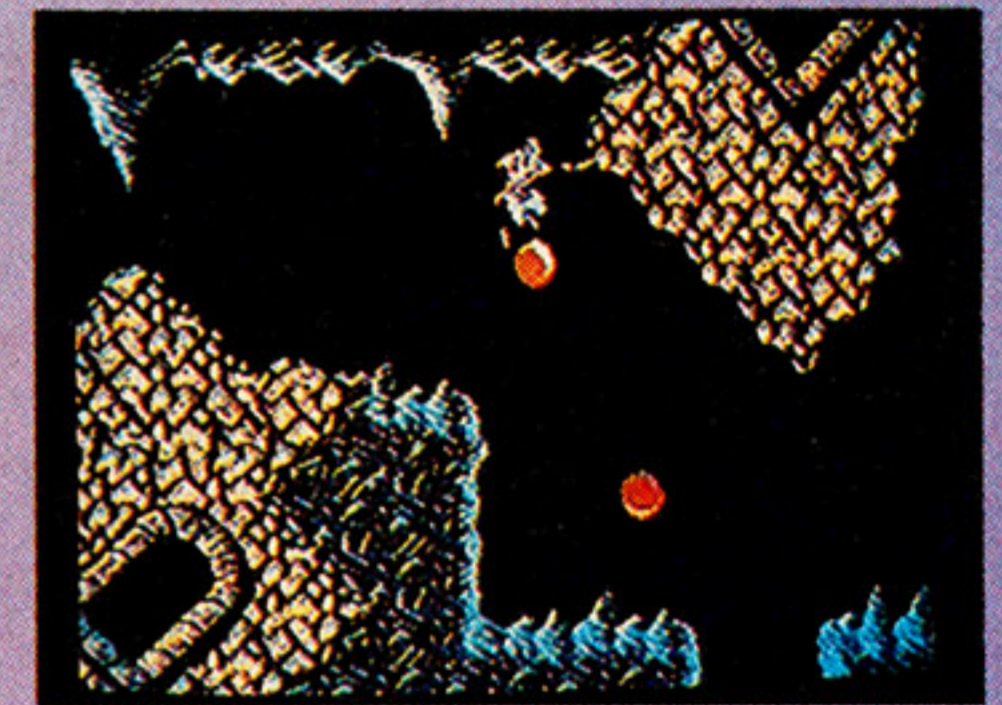
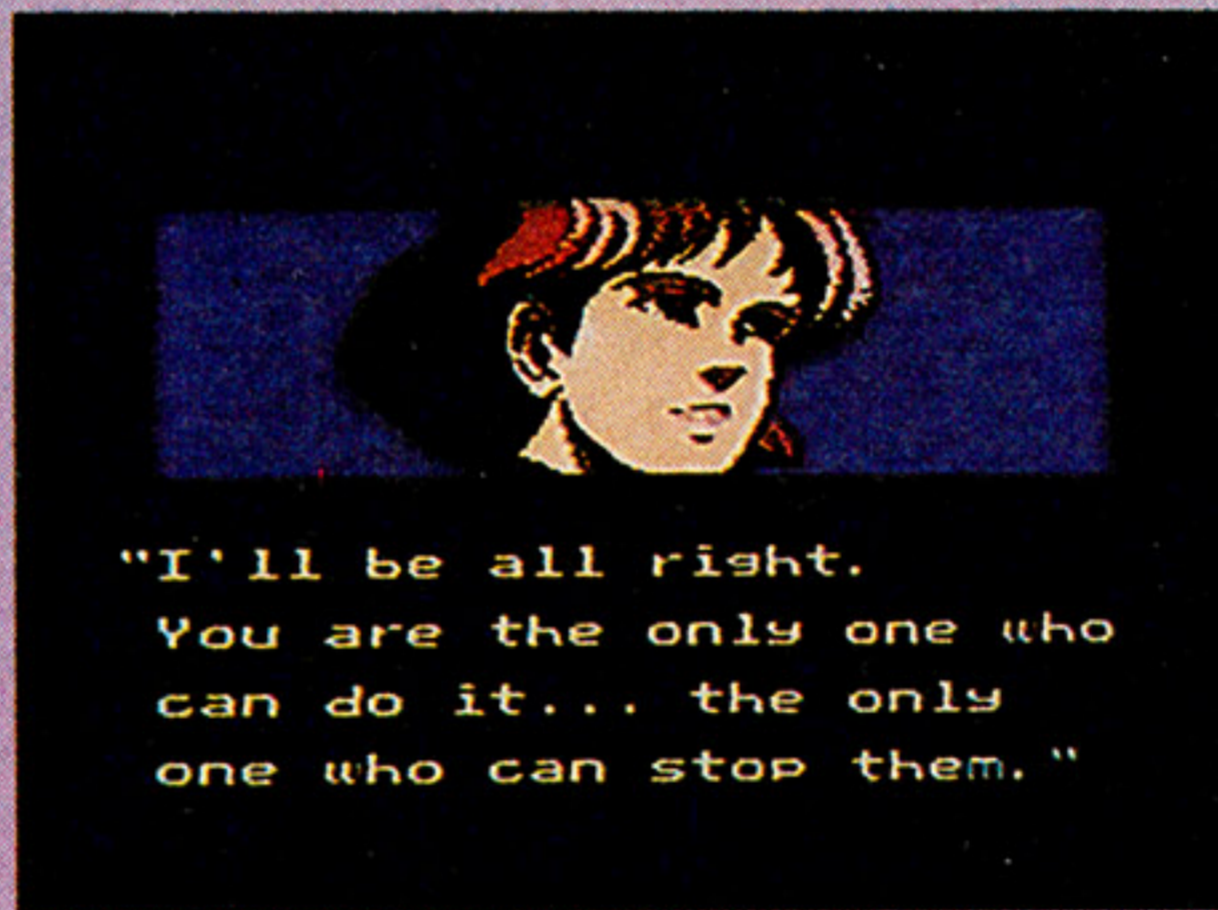
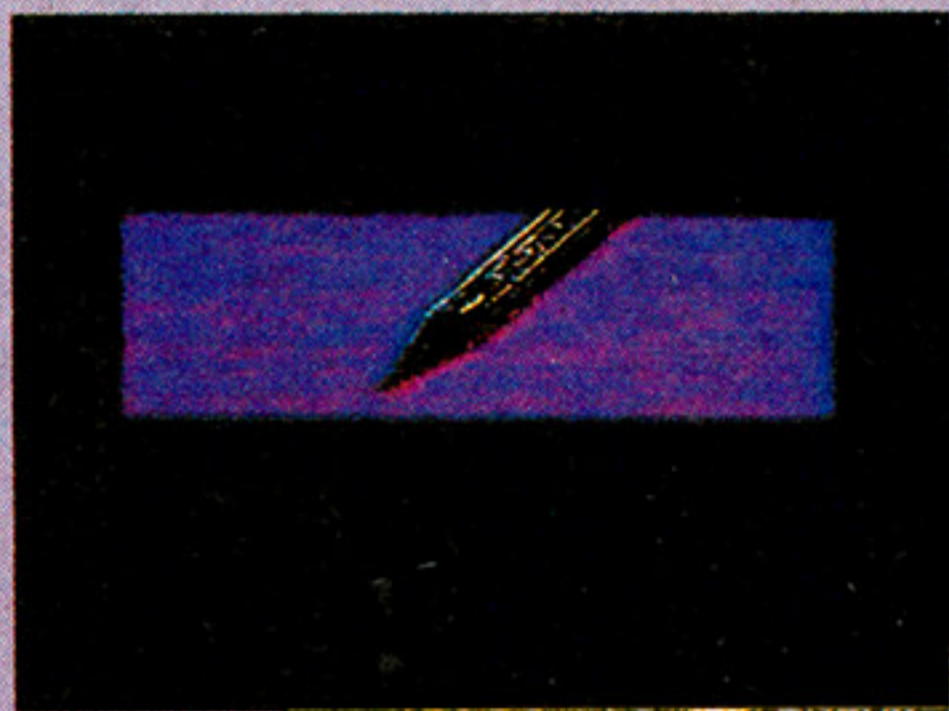




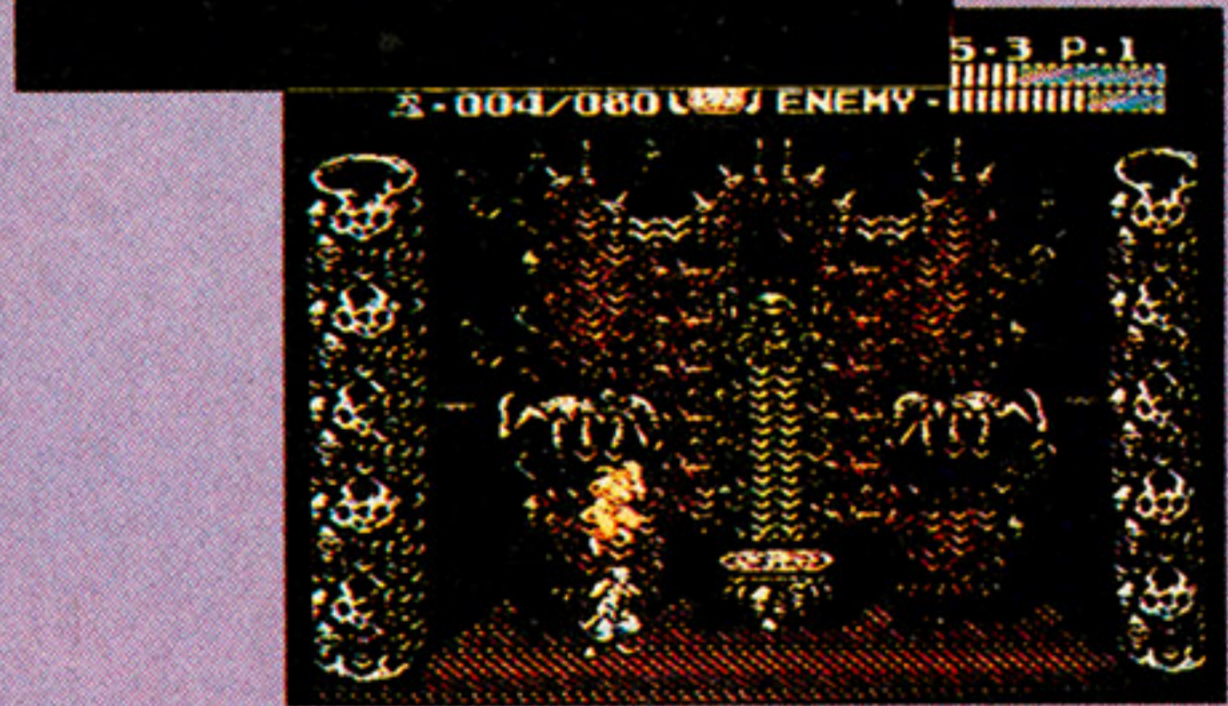
Once again you must descend into a dark and forbidding cavern. The ground is slick and icy.



Irene! You see her, held by Ashtar. But just as you reach out for her, Ashtar stabs her with his sword.



You fight your way through twisted ruins. Often, it's hard to see your path.



Fortunately, Irene wasn't mortally wounded. She tells you of a strange temple up ahead.

Lights whirl, come together, and then disappear. You get only a brief glimpse, but you'd swear that the boss on this level is *Jaquio*.



The temple lies ahead.

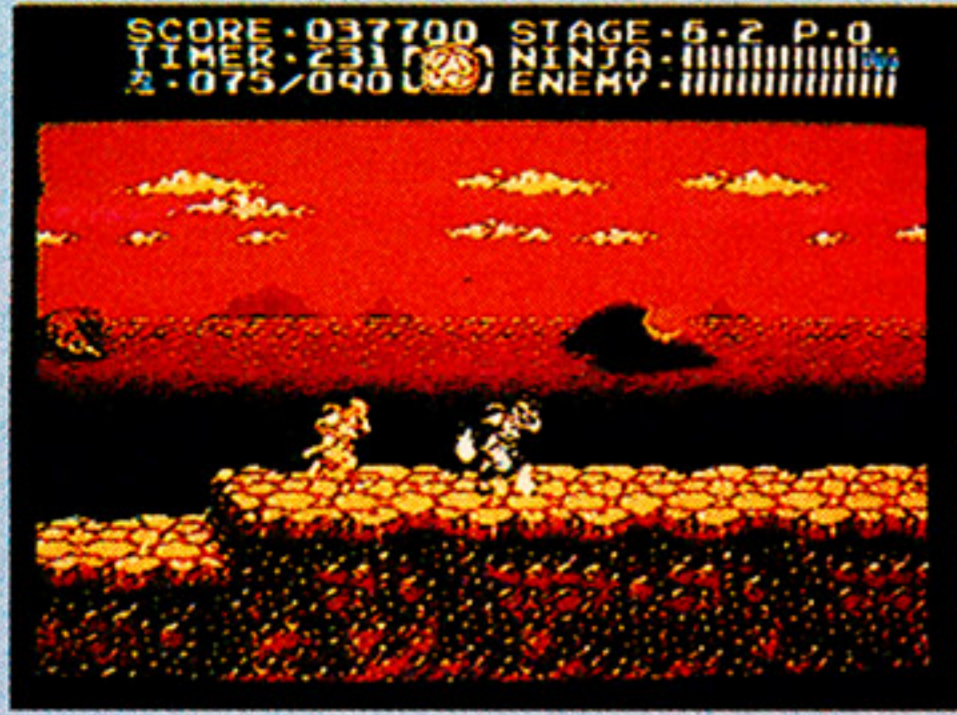


Don't stay behind the wall for long. You might be attacked, and you won't be able to see until it's too late.

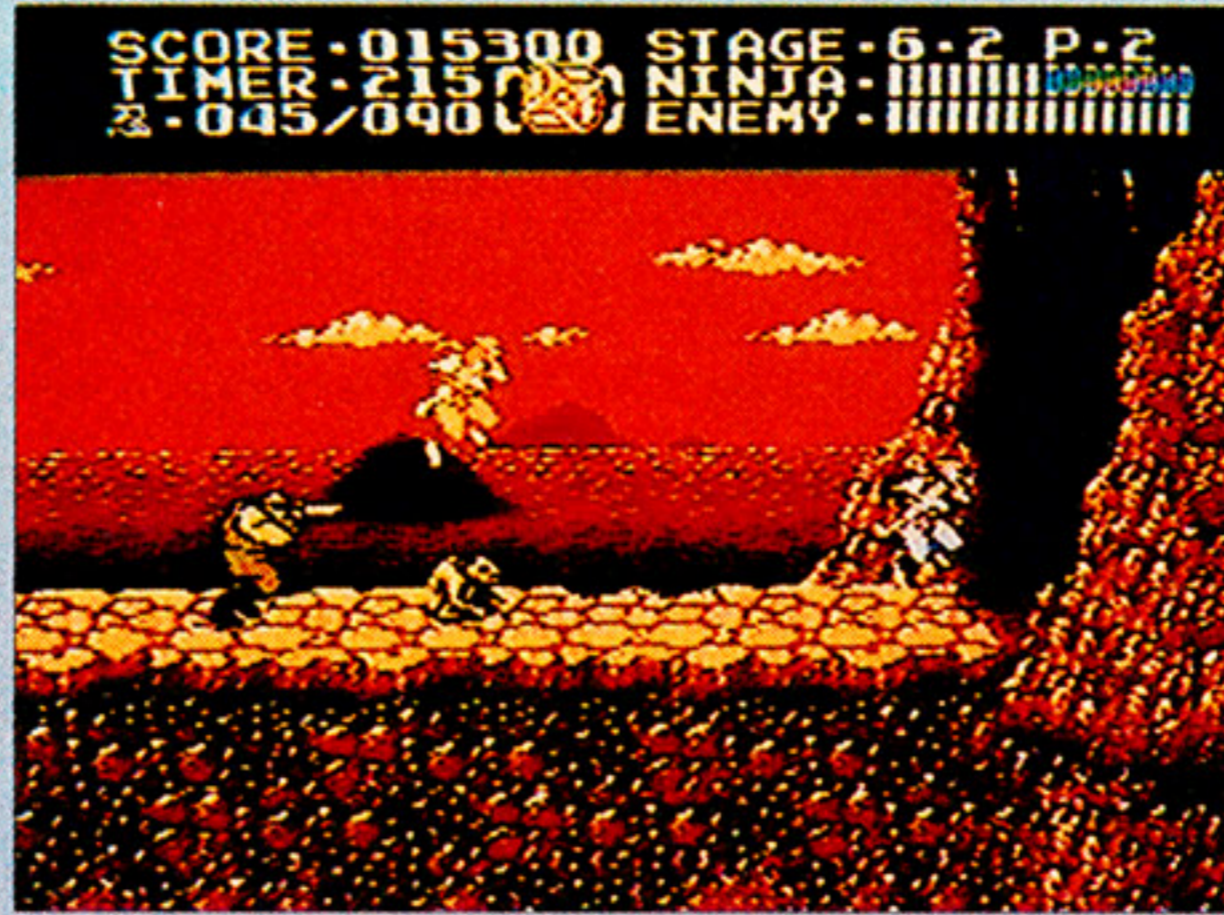
You realize that the path is too dangerous, so you go on alone.



# NINTENDO GAME of the MONTH



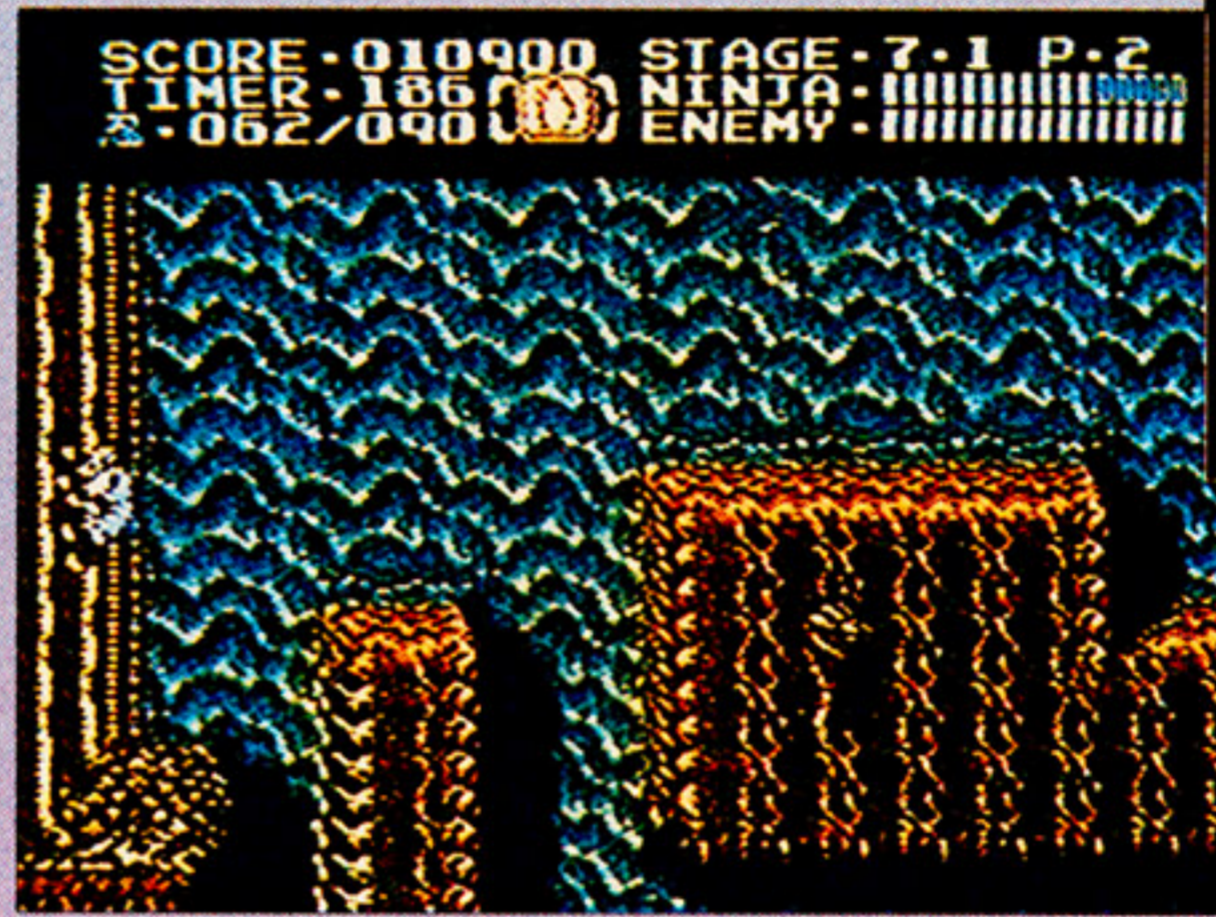
The most dangerous enemy when you're in the open is the eagle. It will swoop down again and again. Defend yourself with your sword; you'll need your magic soon.



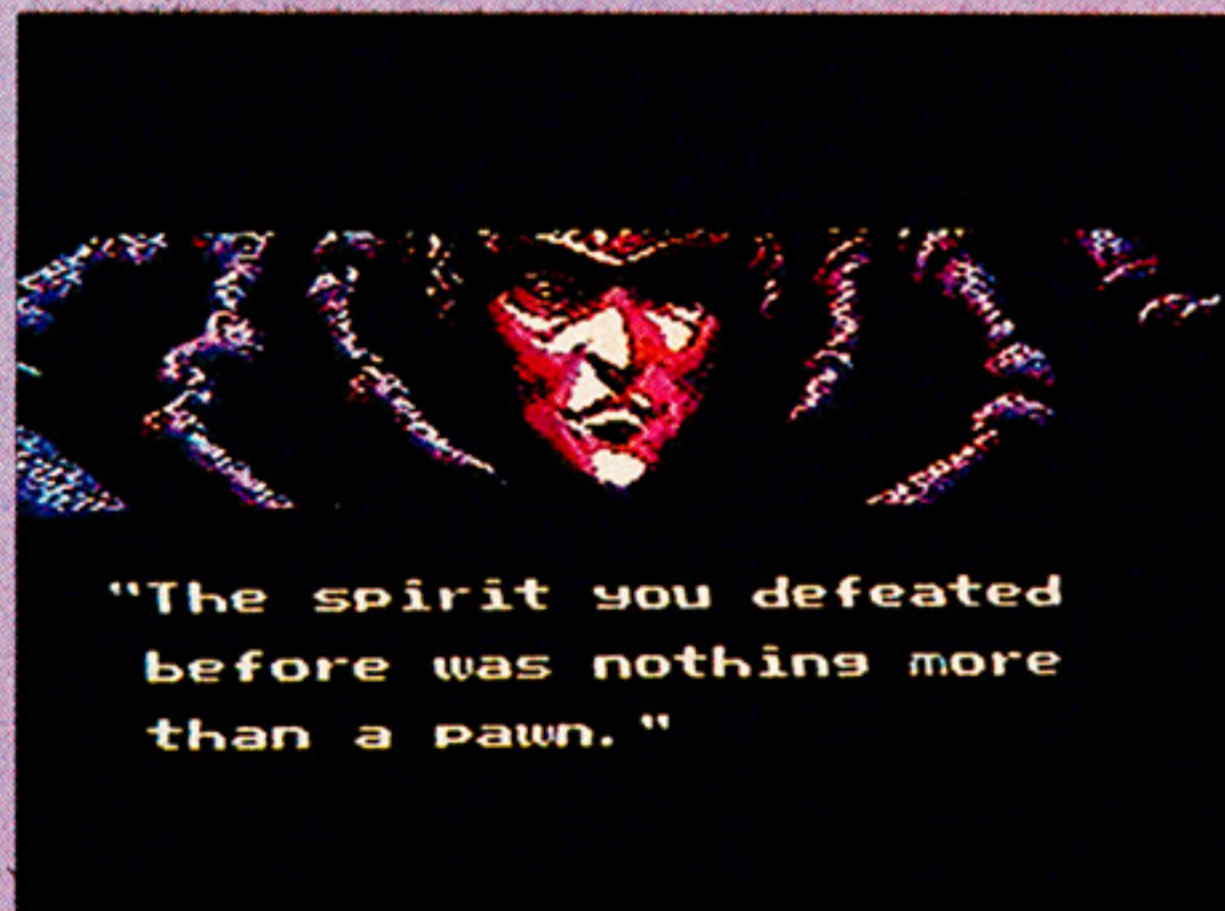
Unless you can defeat these enemies with a shadow fighter, just get past them as quickly as you can to save strength.



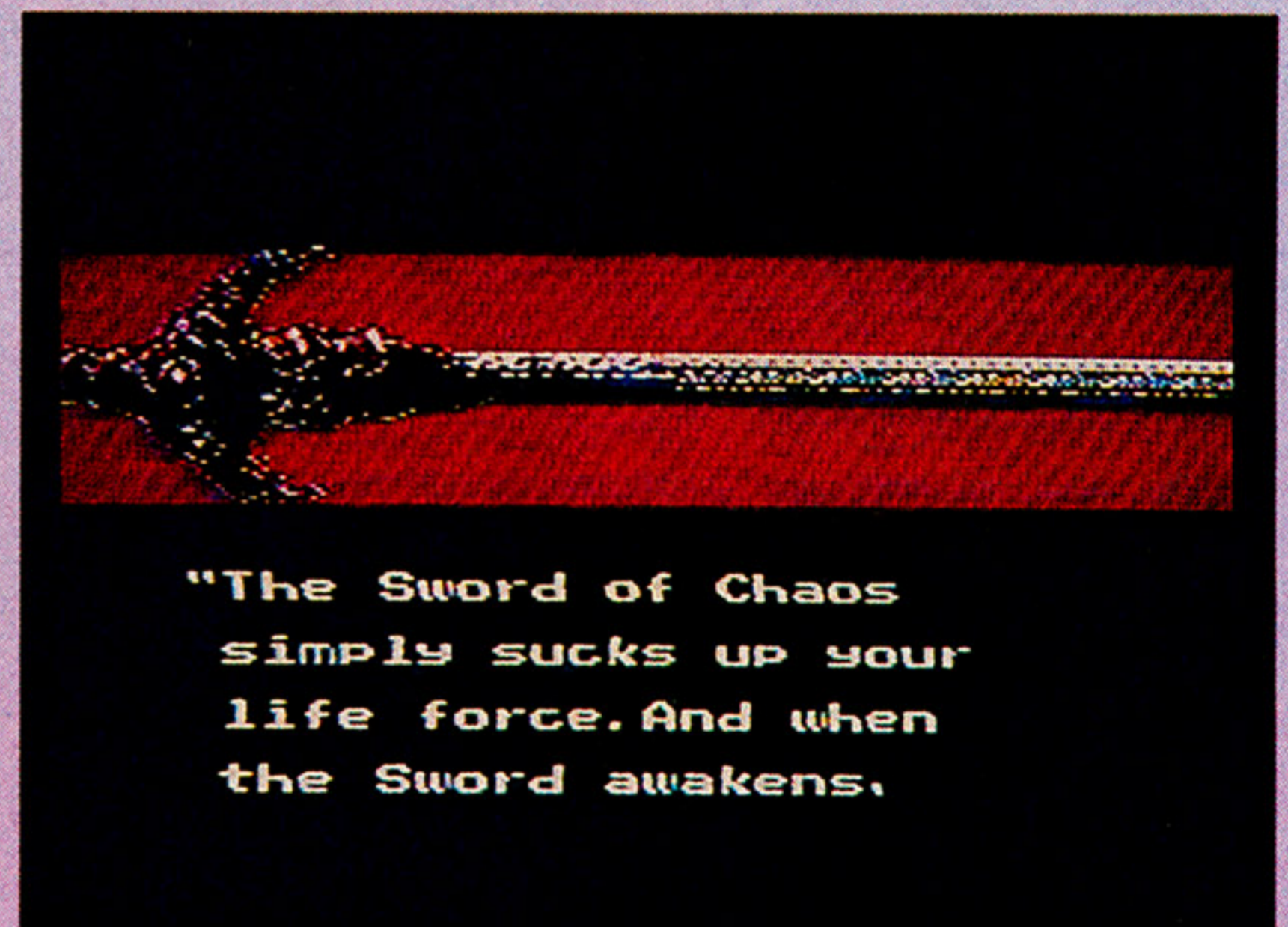
These are the dogs that guarded Jaquio's lair in your last adventure! Watch the pattern of their jumps and let loose with some ninja power.



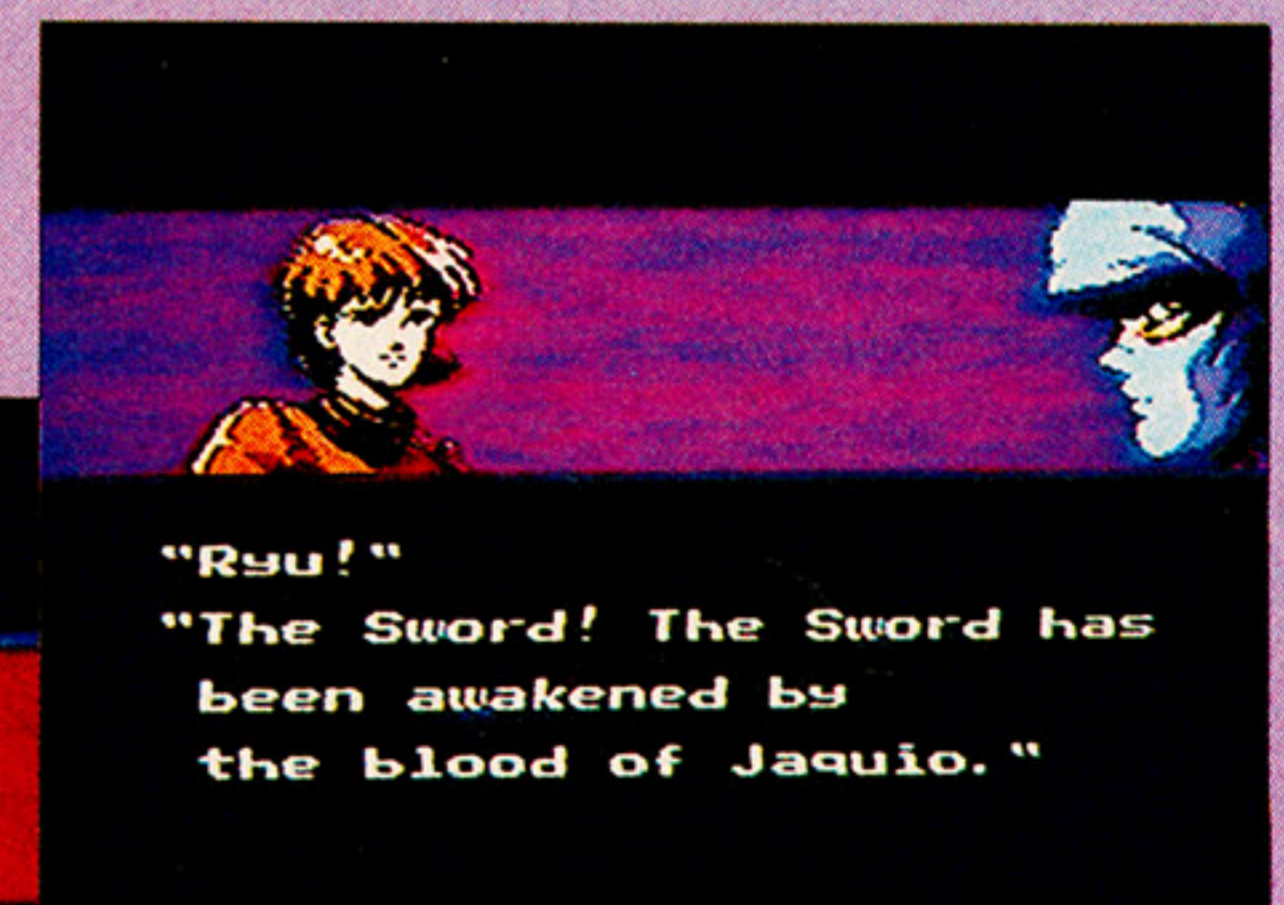
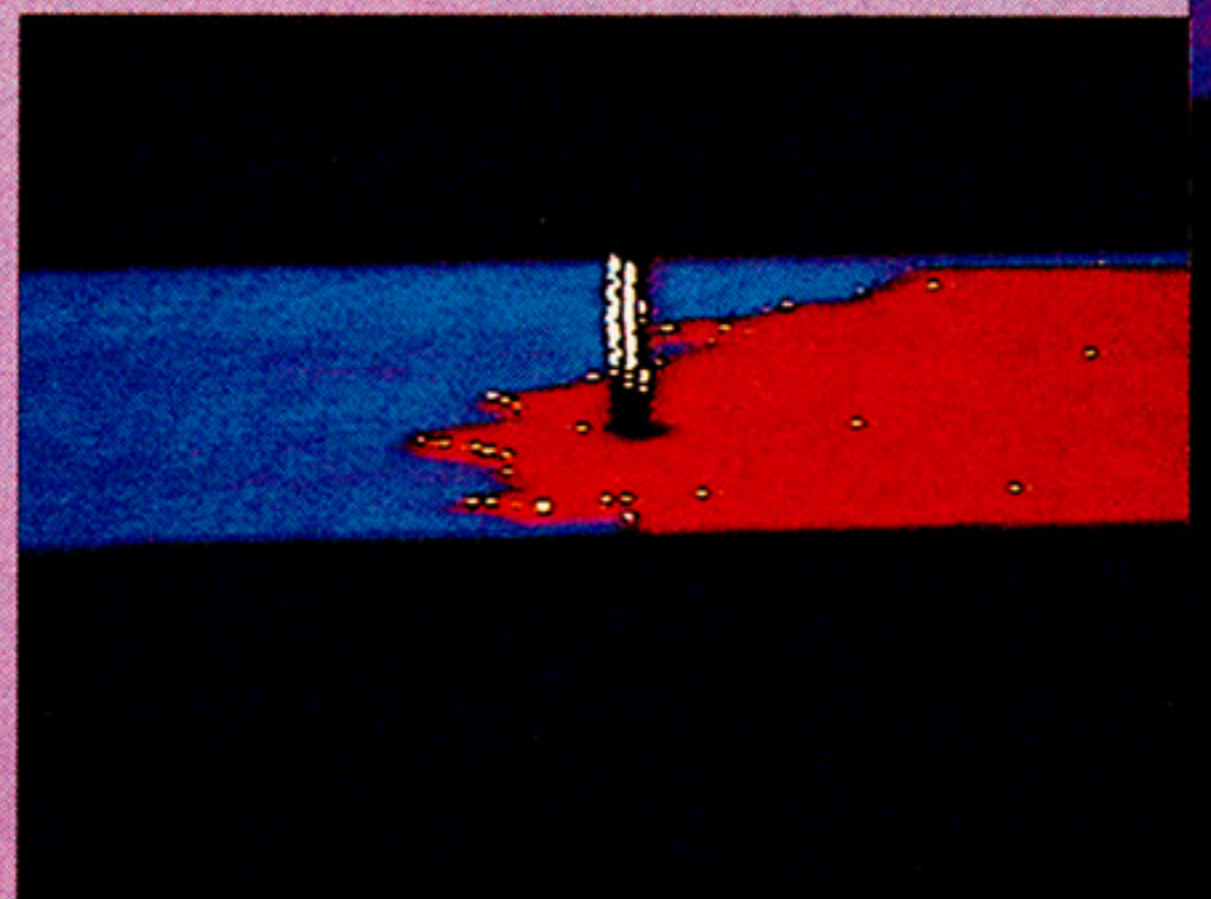
Act VII will test your skills. Now is the time to get as much power as you can. Prepare to meet an old friend.



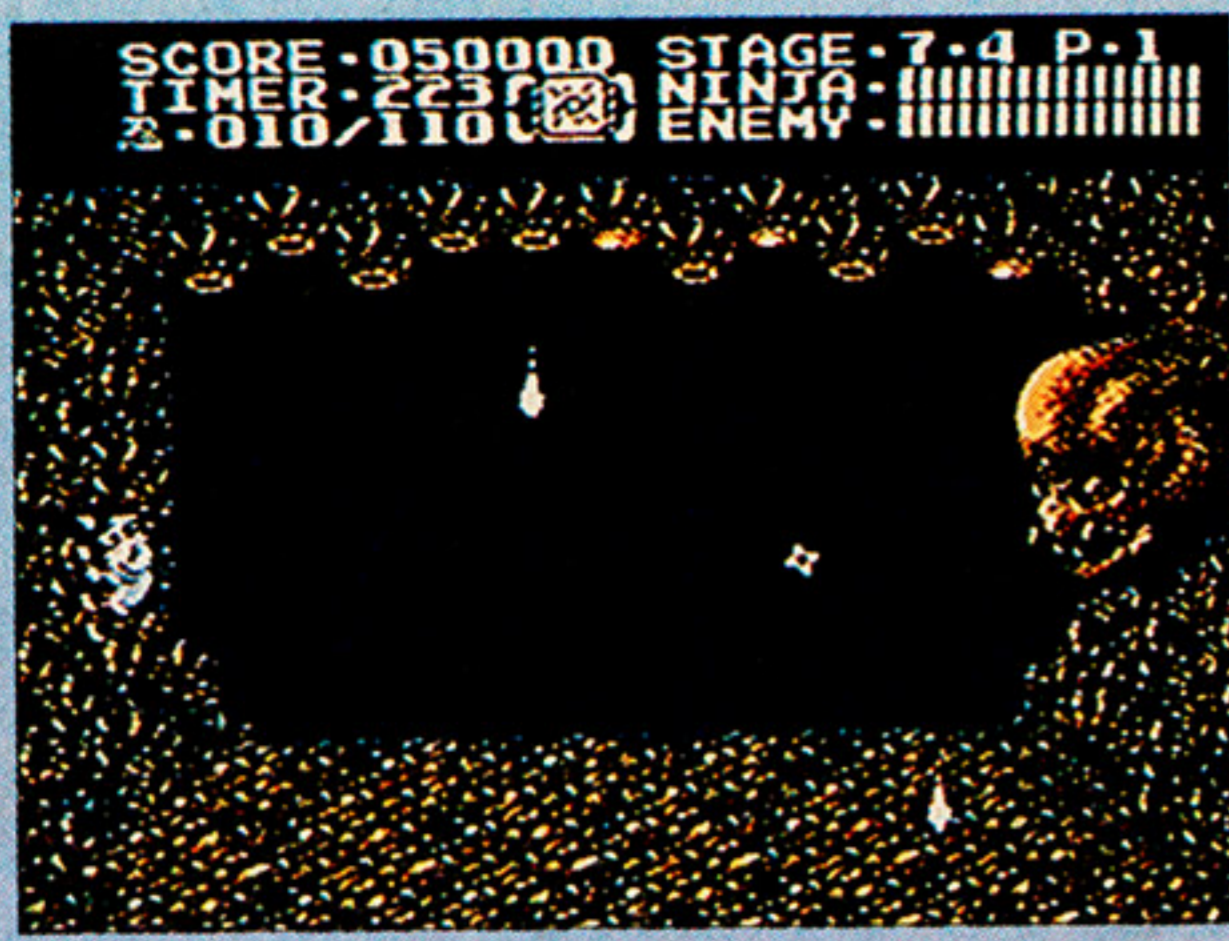
Jaquio! He has returned, brought forth by Ashtar and the powerful Sword of Chaos.



With the techniques you've used on other bosses, you once again face the evil Jaquio. But will his death bring peace?



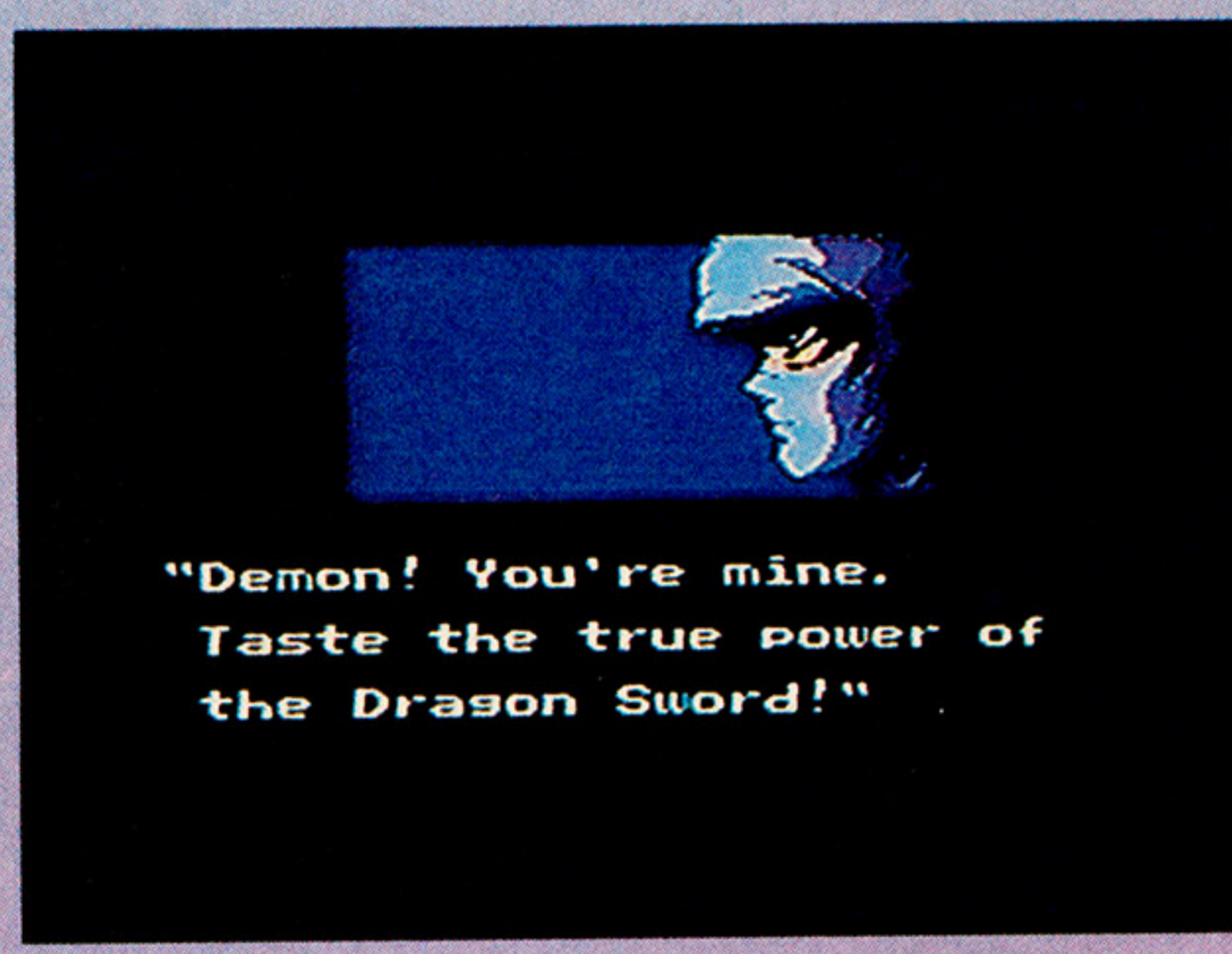




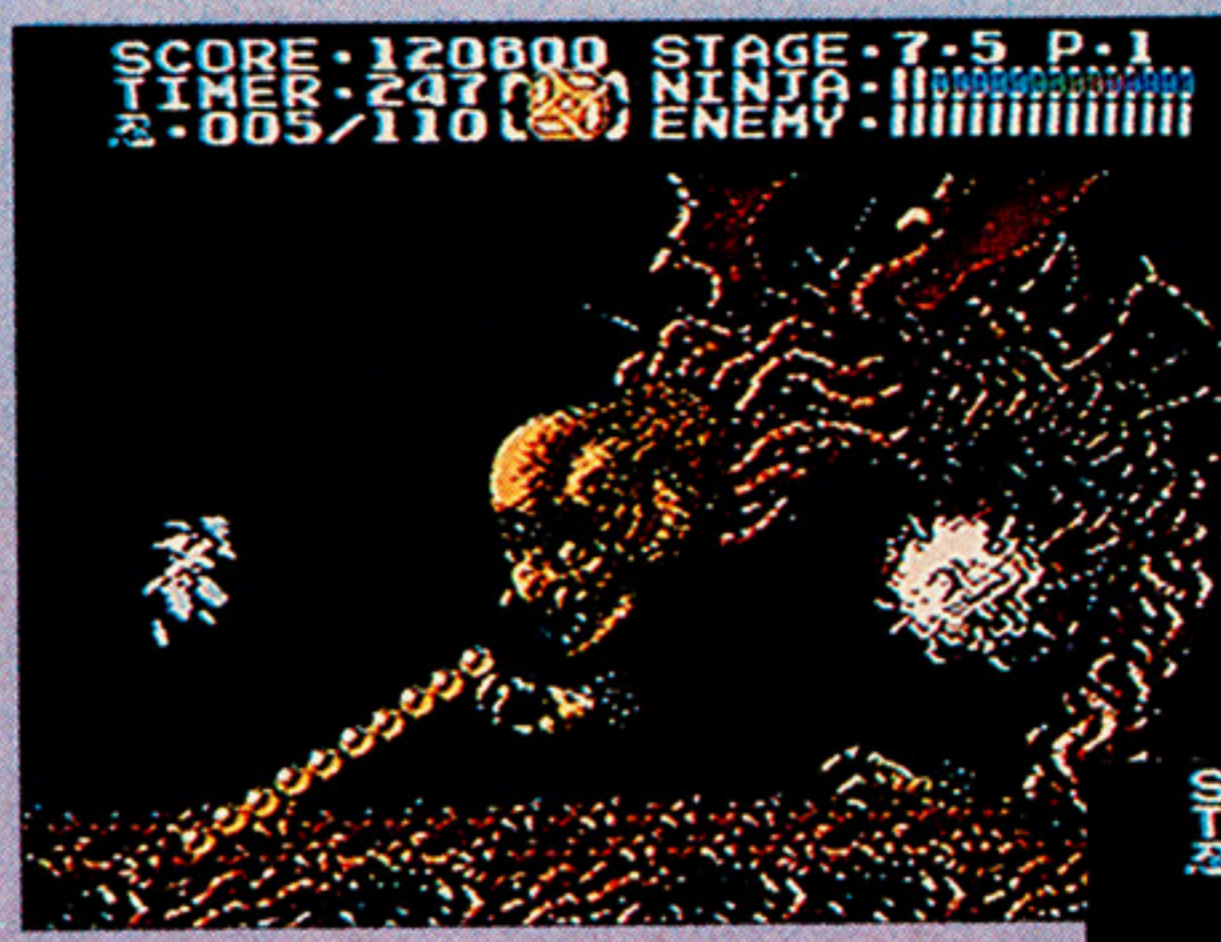
The blood awakens the sword, and a hideous demon emerges. He attacks by dripping poison from the glands above.



Watch out for the dripping liquid and rush the demon's head. Throwing stars will only bounce off — you'll have to use the Dragon Sword.



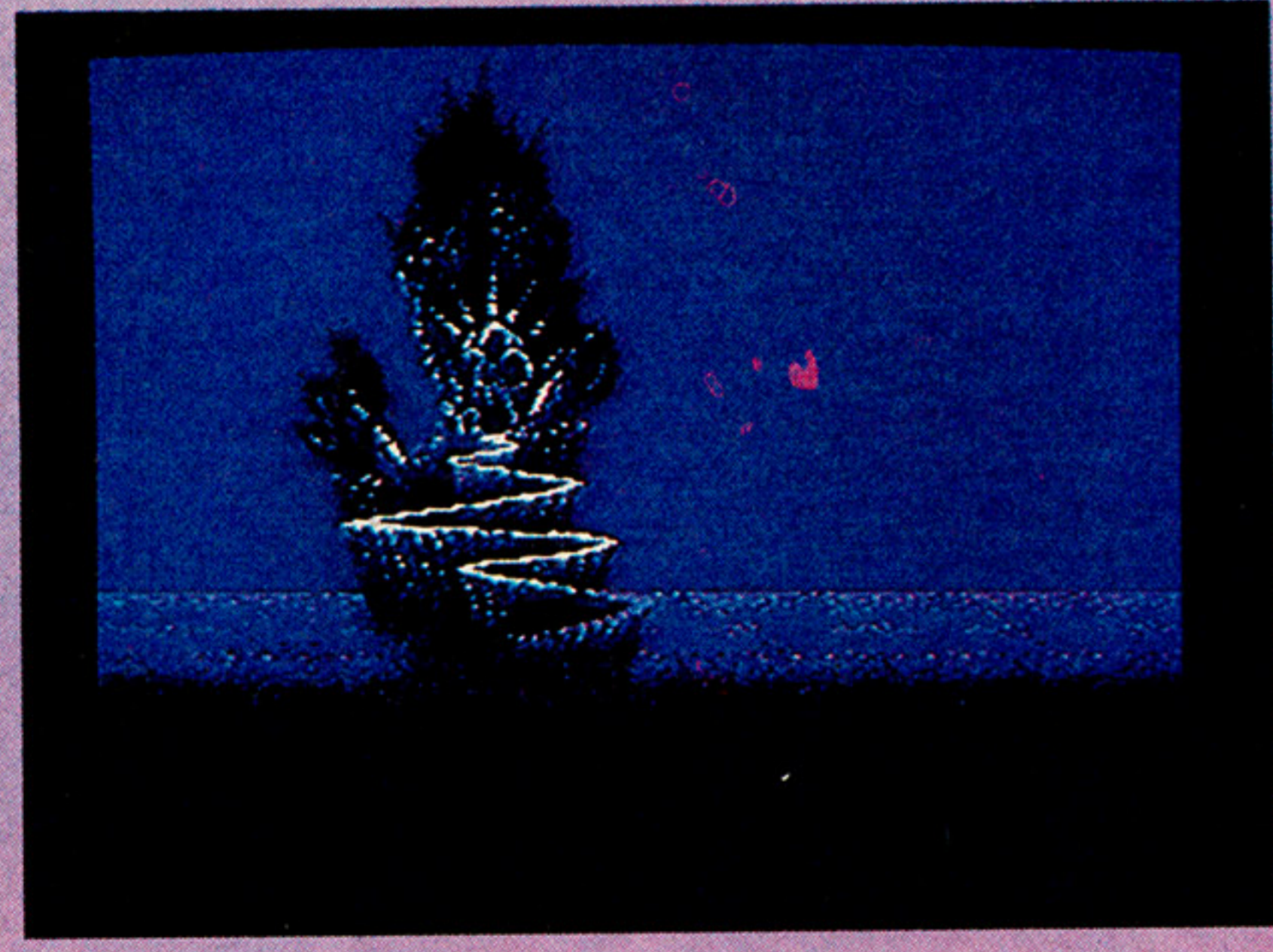
The first monster is destroyed, and the final Demon of Chaos awaits.



First, rush beneath the head and destroy the demon's heart.



Now summon the Fire Wheel, and leap into the demon's face. Victory is yours!



The Temple of Ashtar crumbles into rubble. Once again, the power of the Dragon Sword and the skills of ninjitsu save the world from evil.



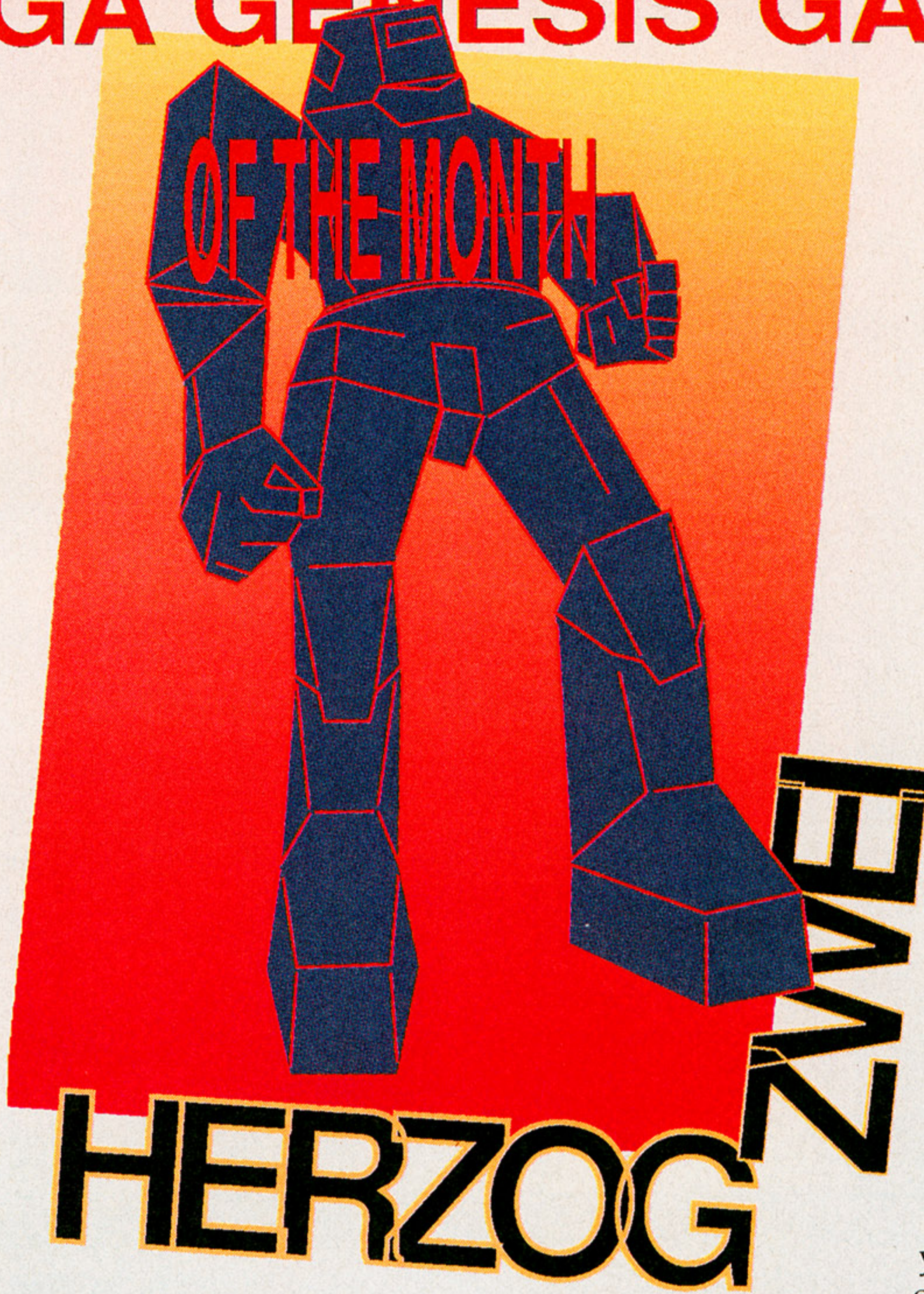
Ryu takes off the mask of the ninja, and embraces the woman he loves. They look out over the first day of their new life together.



GP



# SEGA GENESIS GAME



*Herzog Zwei* is not your typical videogame. Although it features robot soldiers, futuristic aircraft, and otherworldly locales, it's not a shoot-em-up. And although it requires strategic planning, tactical control, and offensive and defensive cunning, it's not strictly a military simulator, either.

*Herzog Zwei* is a hybrid. It combines the fast action and direct player control of an arcade-style game with the intellectual challenge and complexity of a computer combat simulation.

The object of *Herzog Zwei* is to destroy the enemy base camp by deploying foot soldiers, armored cars, tanks, motorcycles, attack boats, and even anti-aircraft missile launchers against the enemy forces. You can either play against the computer or a second human player.

When the game begins, each side occupies a base camp and sometimes an additional number of smaller camps. Without neglecting your own defenses, you must try to take over the camps held by the enemy, jockeying for the best position from which to launch an all-out attack on his base.

Unlike many computer war games in which you issue orders but have no direct control over individual objects on the screen, *Herzog*

*Zwei* puts you in control of a hovering attack jet. This jet is your alter ego during the game. You can use it to fire on the enemy's jet, to transport weapons and troops, and to fly spy missions over enemy territory. By pressing the A button on your controller, you can transform your jet into an infantry soldier. This lets you enter directly into combat with enemy troops.

The other main use of your jet is as a troop transport. Throughout the game, you can buy additional weapons and manpower to aid your fight. But once you have the reinforcements, you must depend on your jet to take them where you need them.

Realistic touches abound in *Herzog Zwei*. When carrying a load of supplies or soldiers, for example, your jet gulps fuel three times faster than normal. If the jet runs out of fuel or is severely damaged by enemy fire, it explodes, forcing you to return to your main base and wait for another jet. If you were transporting something at the time, it too is lost.

Losing soldiers or equipment in this manner is costly. It wastes the money you spent to buy the reinforcements, the time it took for your purchase to be completed, and the additional time it will take to repeat the process.

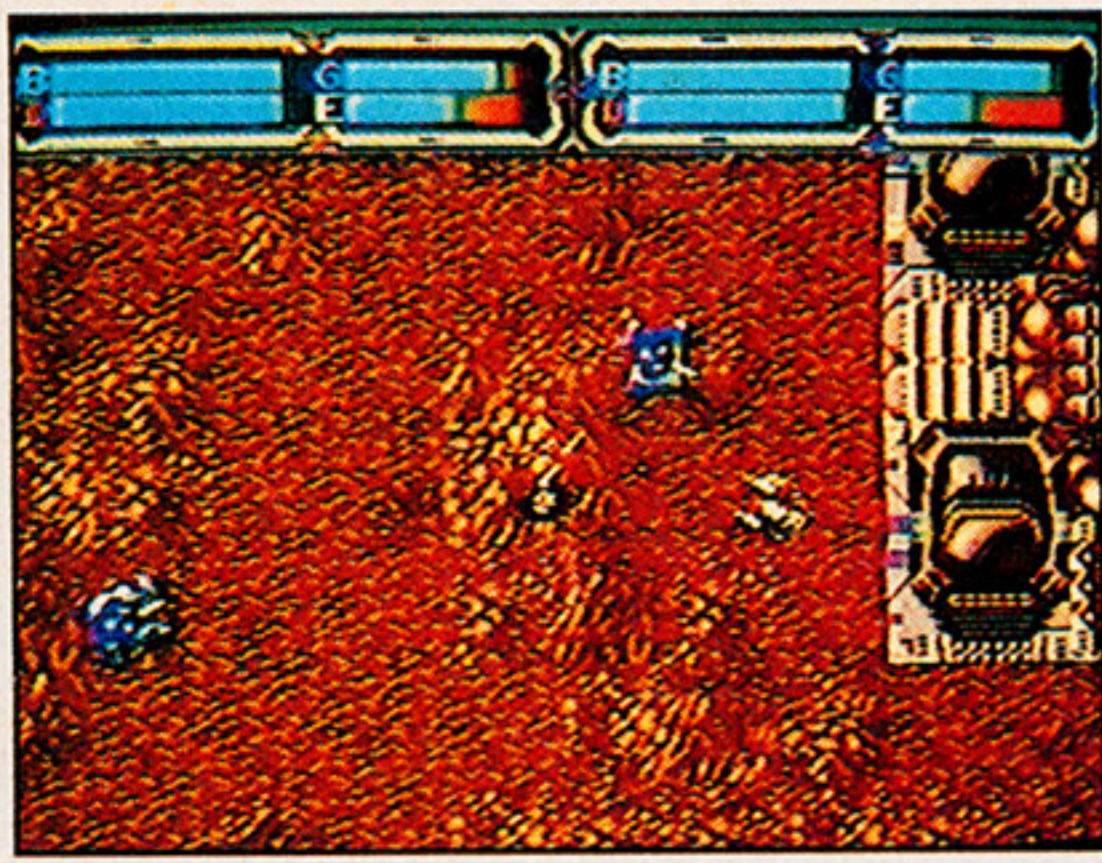
Poor judgment can be costly, too. In the time it takes to buy, say, a stationary cannon, the enemy can purchase and deploy five or six infantrymen. And a stationary cannon costs as much as 30 infantrymen. Therefore, making the right decision at the right time becomes a very important part of your overall strategy.

Wars can take place on eight different worlds, and the setting greatly influences your planning. On Vulkan, for example, rivers of molten lava criss-cross the map, making it impossible to move a ground force beyond certain points. In this case, all troops must be airlifted past the dangerous lava. On other worlds, such as Strand (made up of several small islands in a vast sea) or Qase (a land dominated by one large, central lake), fleets of attack boats may prove to be your most effective weapons.

It takes awhile to learn *Herzog Zwei*. During the first few games, you'll probably find yourself desperately trying to figure out what you should do with an anti-aircraft tank when a flashing "SOS" suddenly alerts you that your base camp is under attack. The key to winning *Herzog Zwei* is to memorize your weapon and command options, and to know your control pad.

Soon you'll be able to hold off the enemy for ten minutes. Then 15. And when you win your first battle, you'll be hooked.





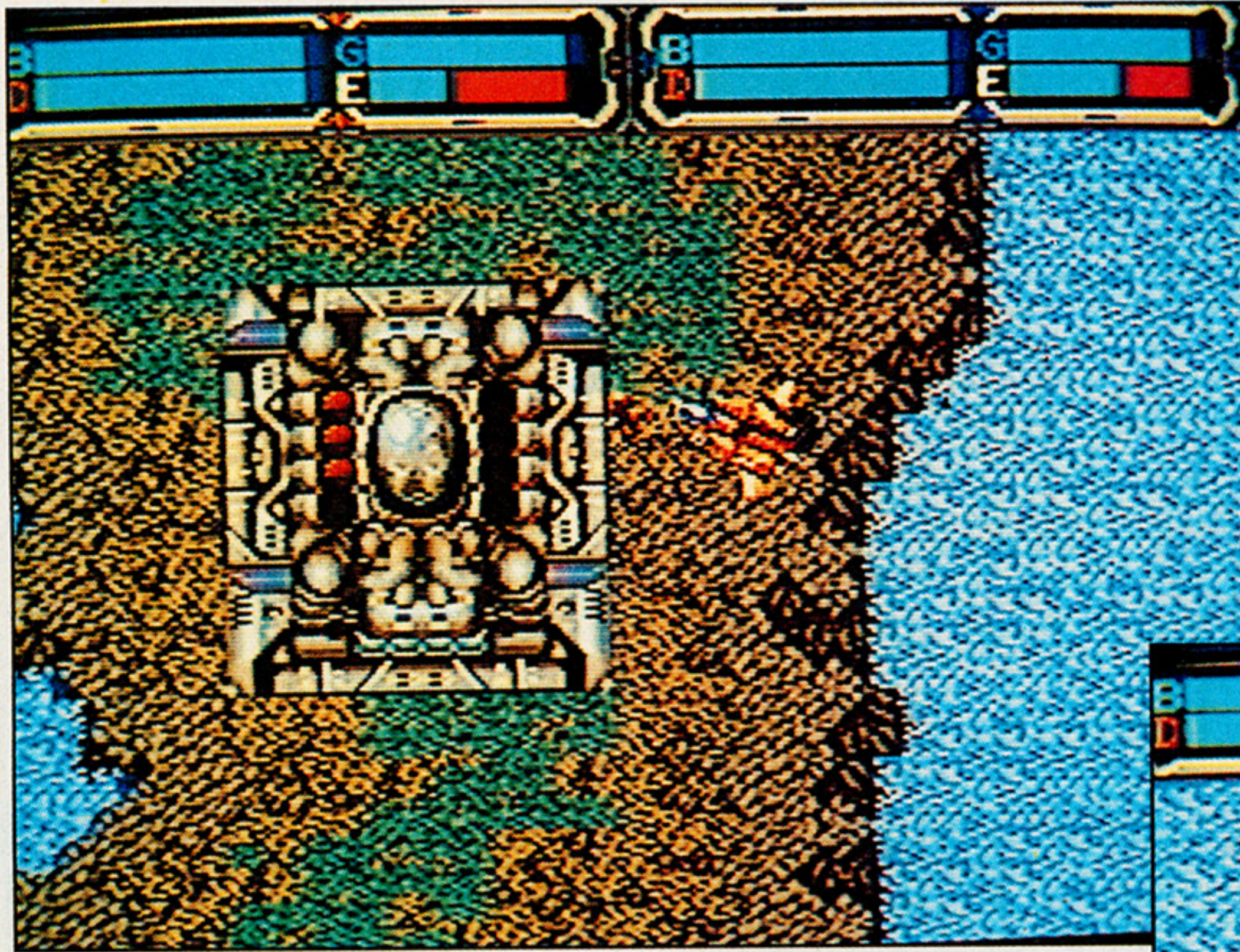
In this war on Vulkan, the enemy (always the blue army) has launched an attack on your base with a pair of tanks. It's vital to respond immediately to any attack on your base, so you've transformed your jet into a soldier (center).



It's a good idea to fortify your own base camp before trying to capture any of the neutral bases (seen as white dots on the map section). In this case, you've chosen an armored car and have ordered it to attack from a fixed position.

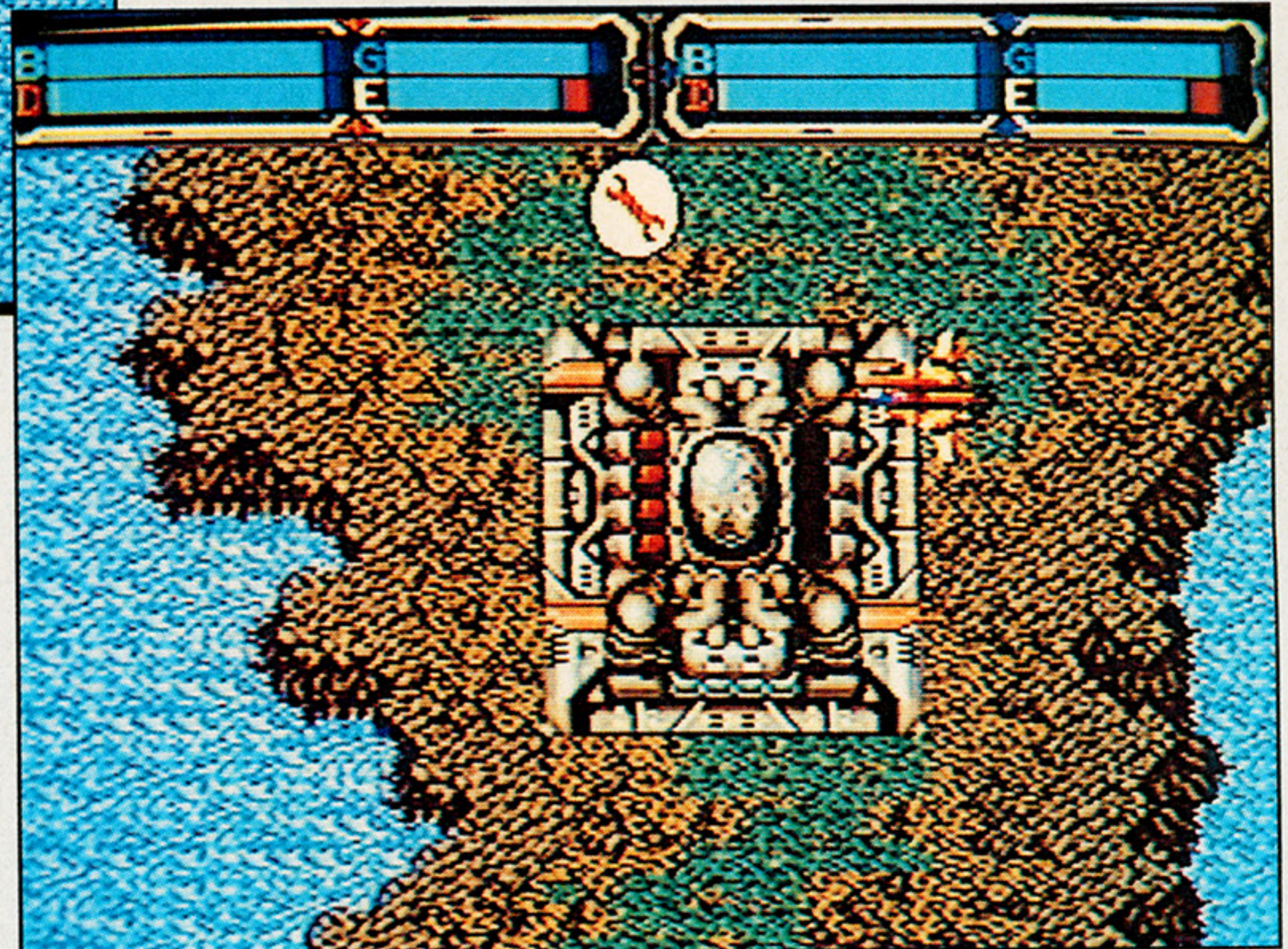


Once you've placed troops or weapons to defend your base camp, select the infantryman. Order him to attack any enemy he encounters, then move to occupy the nearest enemy or neutral base. The wrench symbol shows that your request has been received and your weapons or men are being prepared for action.



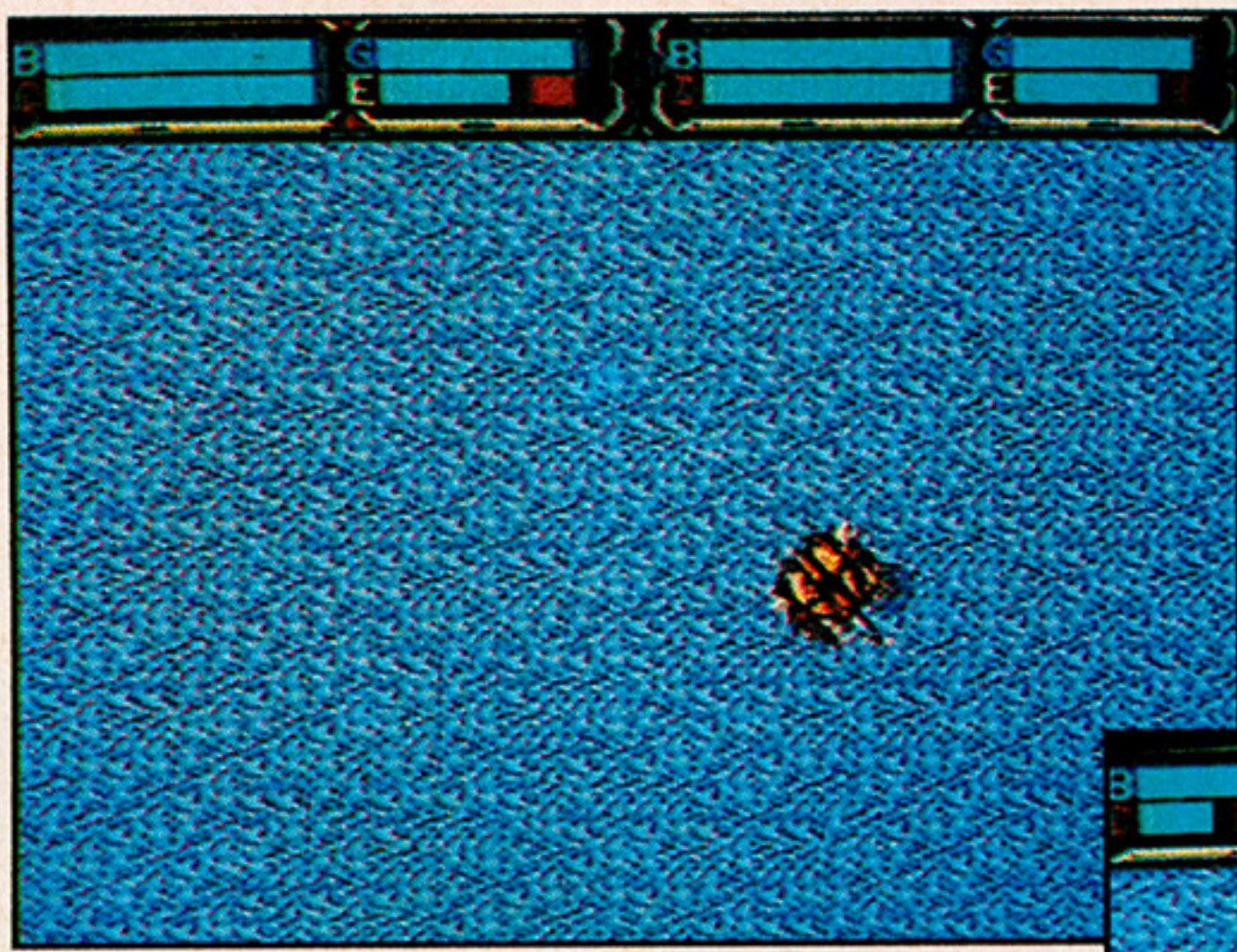
When the wrench changes to an OK symbol, your weapons or men are ready to be picked up. Return to the action screen and press the A button while hovering over your base. Your jet is now an air transport. Fly the soldier into position, then press A again. You'll need four soldiers to take this base.

You can requisition troops or weapons whenever you aren't transporting anything, and you can pick them up and recharge your jet over any base you occupy. Having successfully captured this base, you should place troops to defend it.



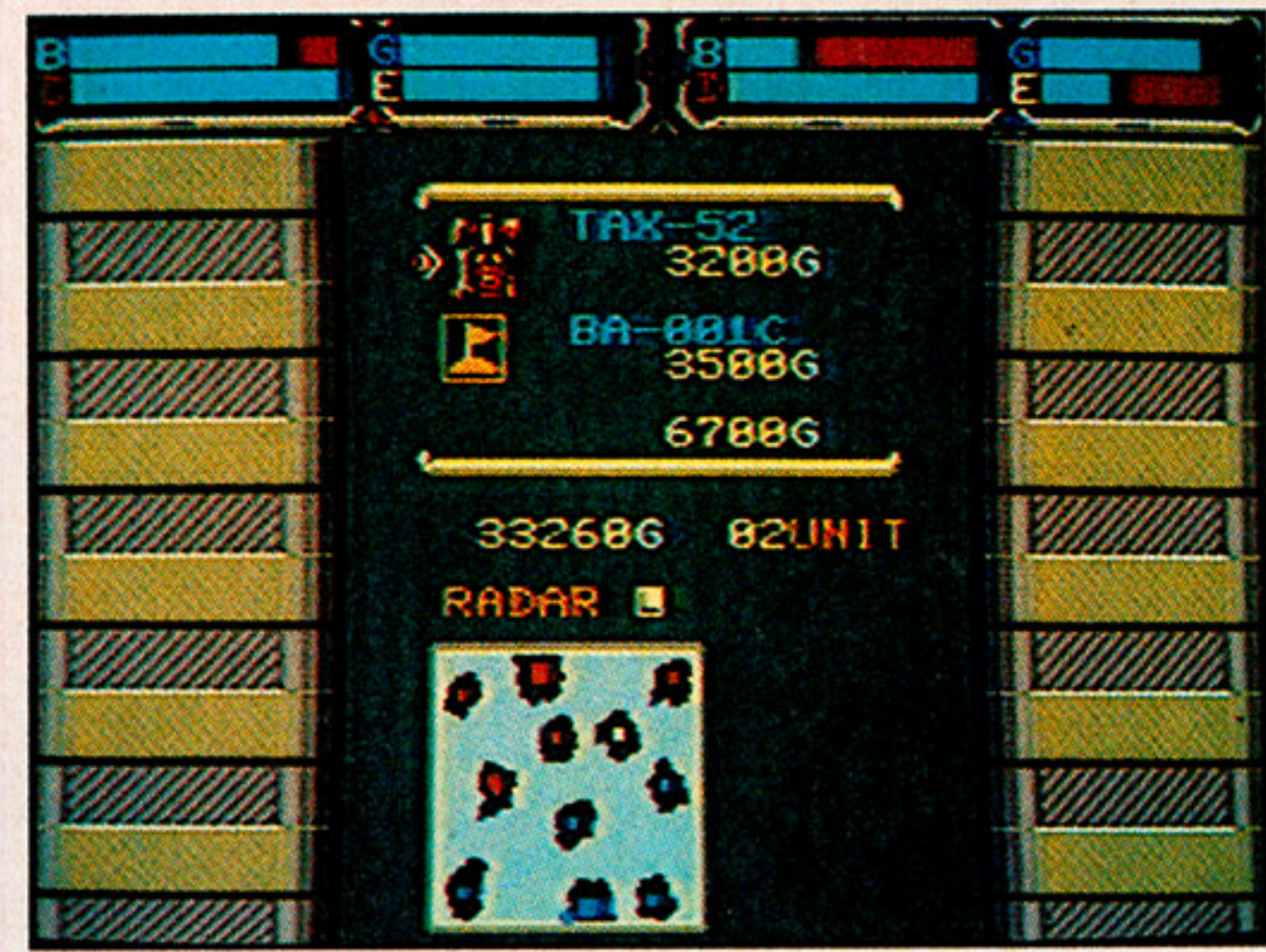
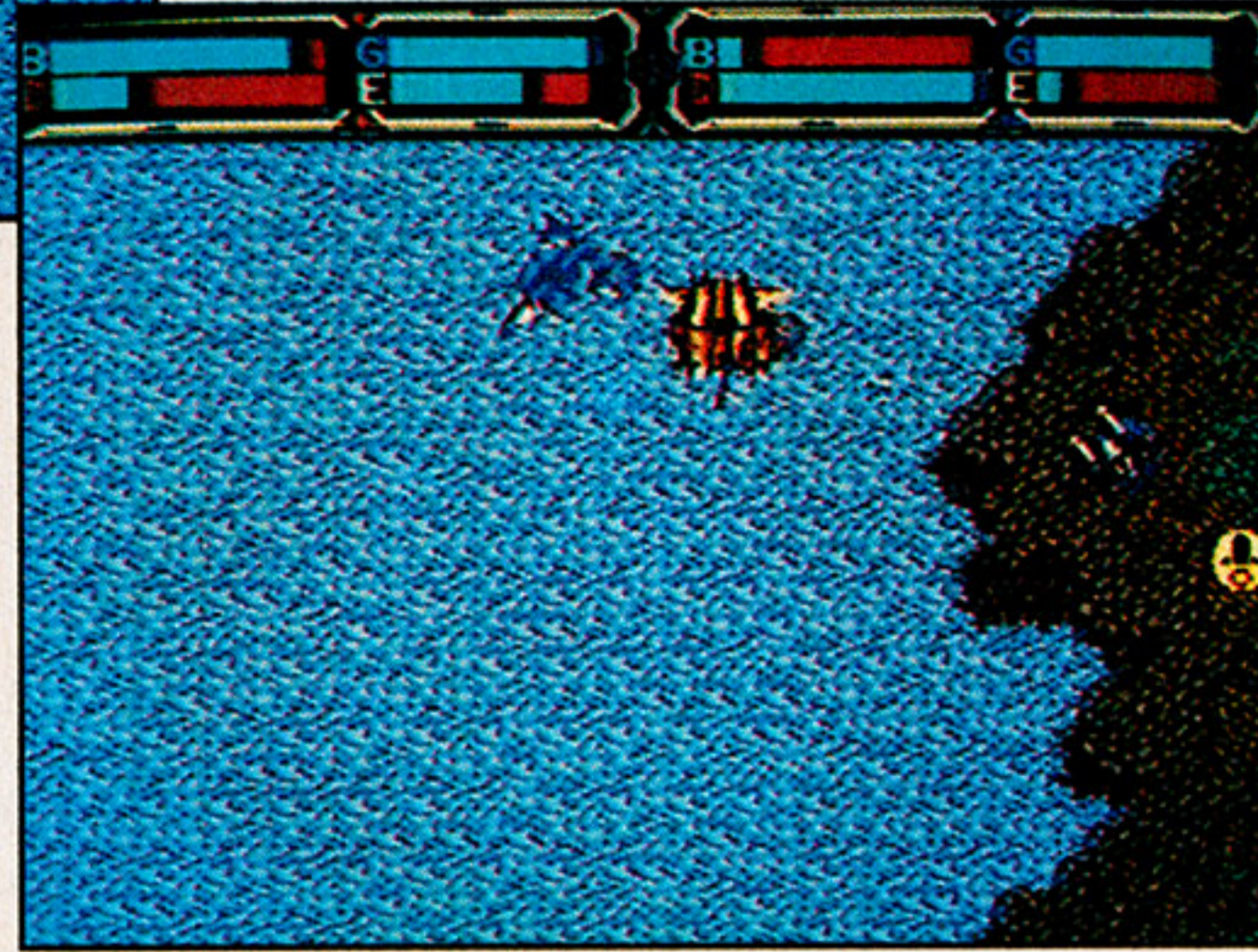
This tank has been selected to defend the newly captured base. Its orders are to advance and destroy any enemies it detects, then return to position. The tank is the most durable of your weapons because it can withstand the most damage.



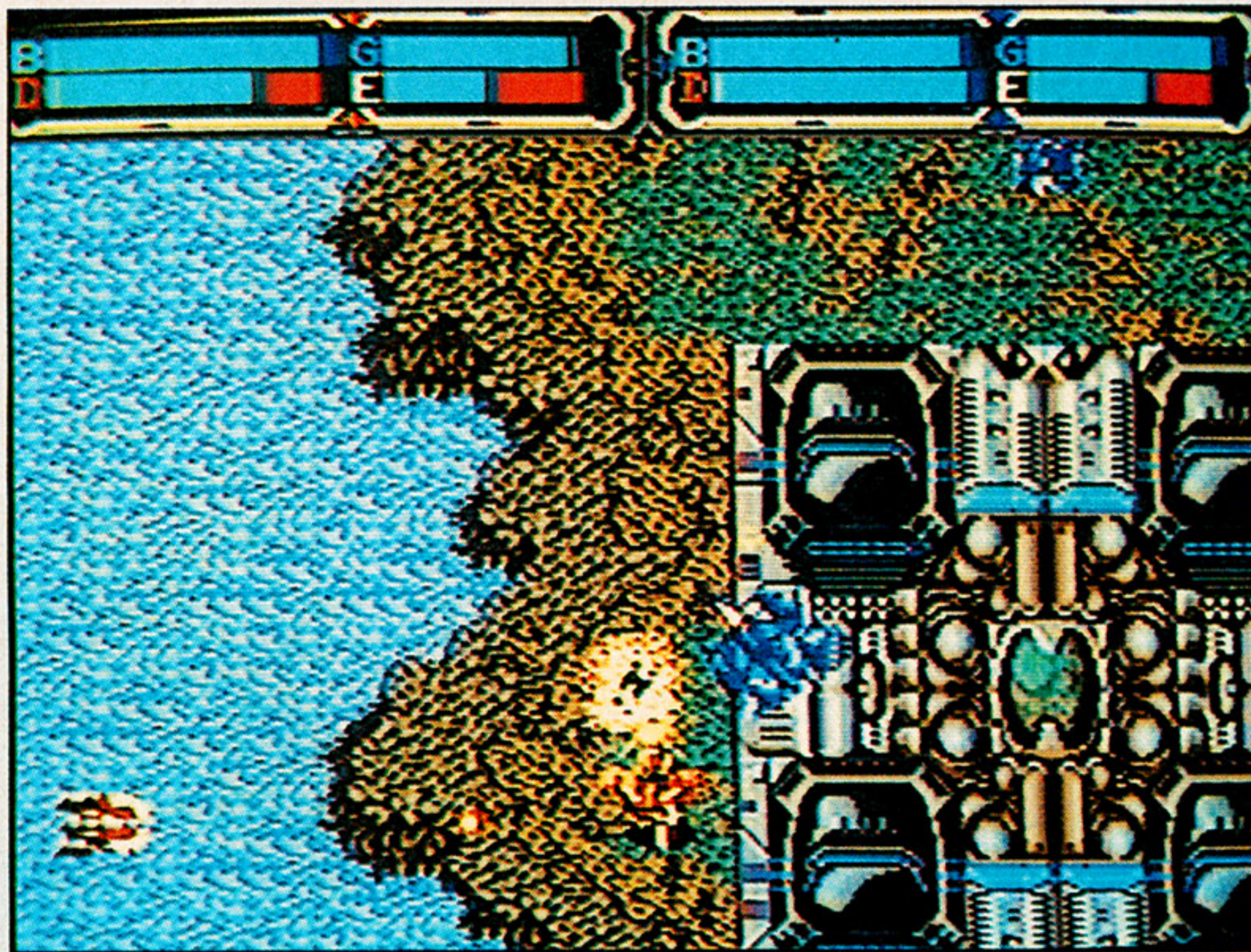
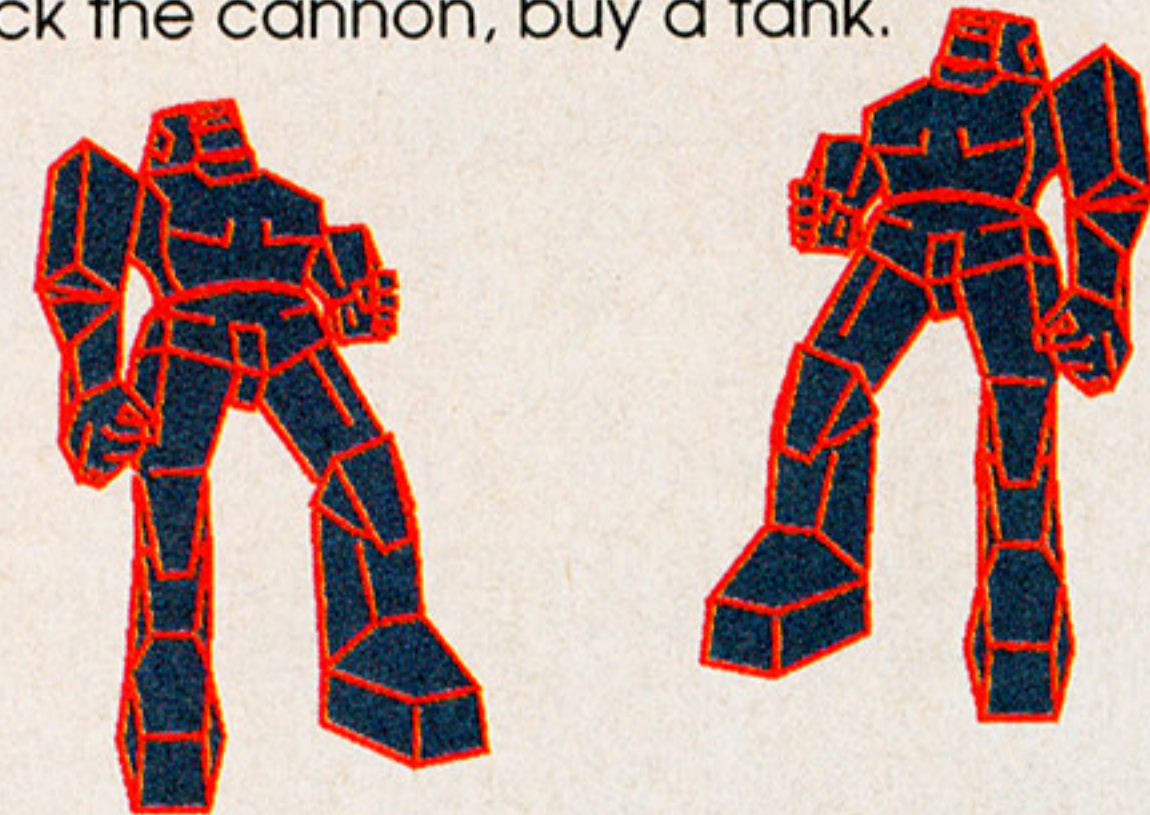


As you approach the enemy's base, you are attacked by a stationary cannon firing heat-seeking missiles. These cannons are the most expensive pieces of equipment in the game and are capable of destroying jets and air transports. If your jet comes under fire, unload your cargo as soon as possible, or you'll risk losing the cargo as well as the jet.

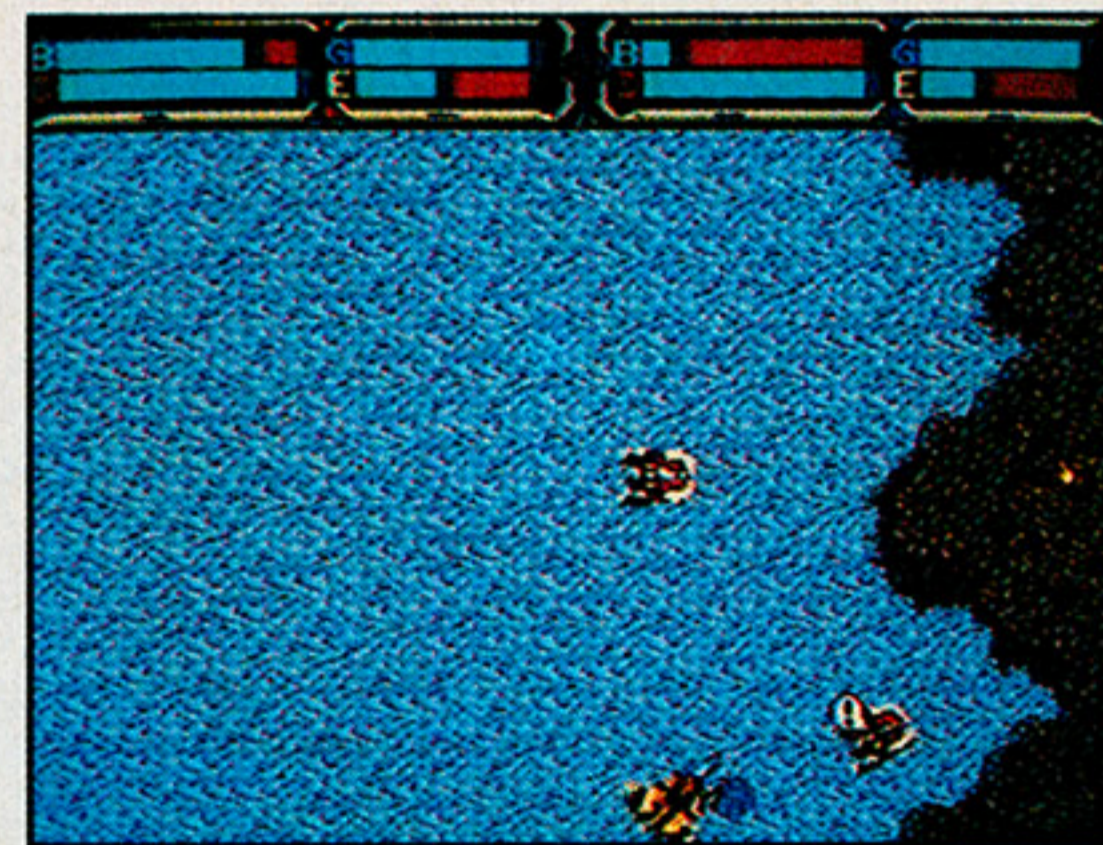
One of the most important keys to victory is to attack the enemy base camp as soon as possible. On Strand, the ocean allows a naval attack. Here, your transport is carrying an attack boat.



To attack the cannon, buy a tank.



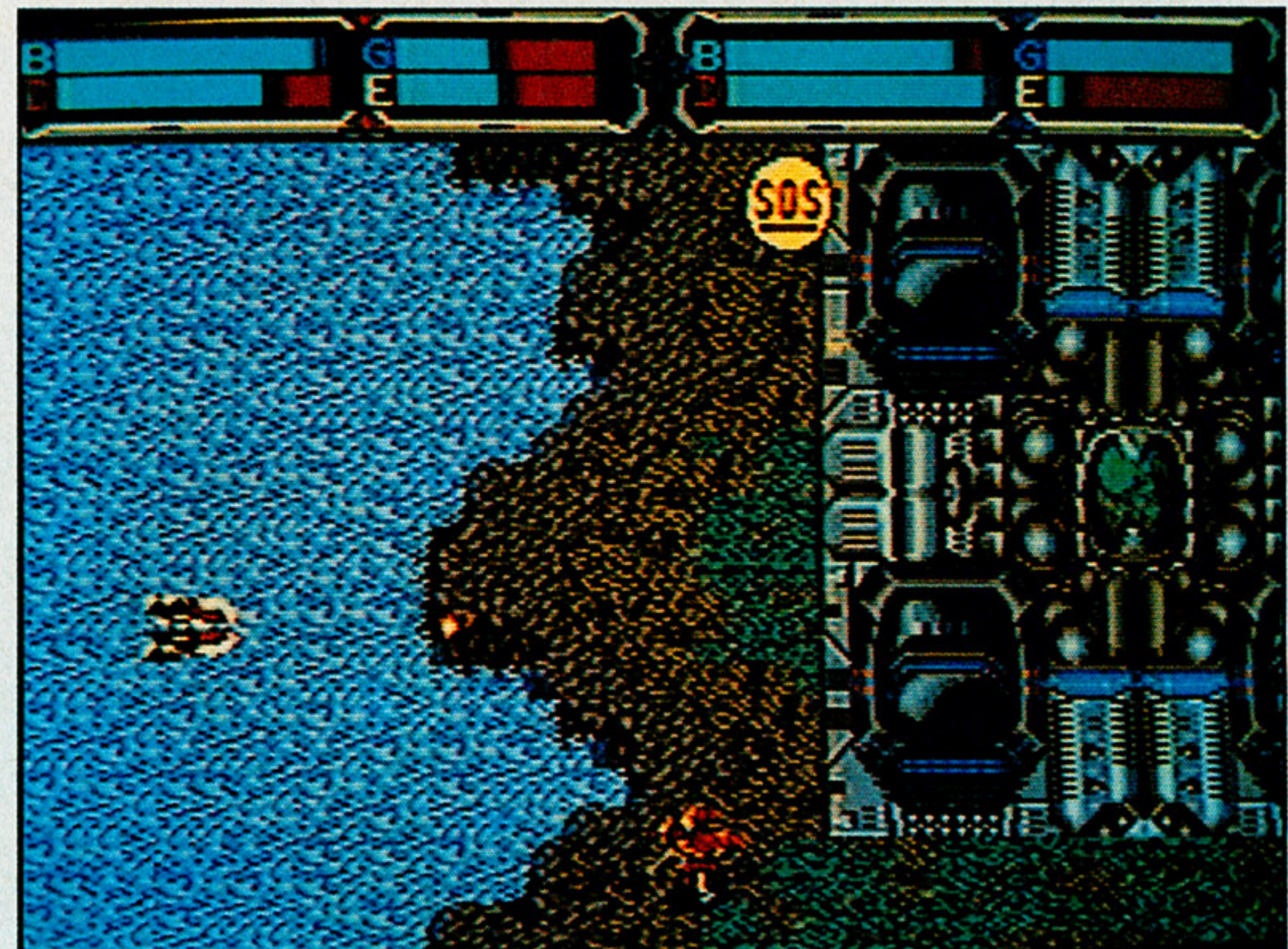
You'll have to move quickly, trying to avoid the cannon's incoming missiles. Drop the tank into position, allowing it to attack the cannon. Then transform your jet into a soldier, drop down next to the cannon, and blast away. Your attack boat near the enemy's shore will keep his other forces busy.



Keep sending in attackboats. When a unit displays this exclamation mark, it needs fuel and ammunition. Fly over it, pick it up, and take it to your nearest camp.



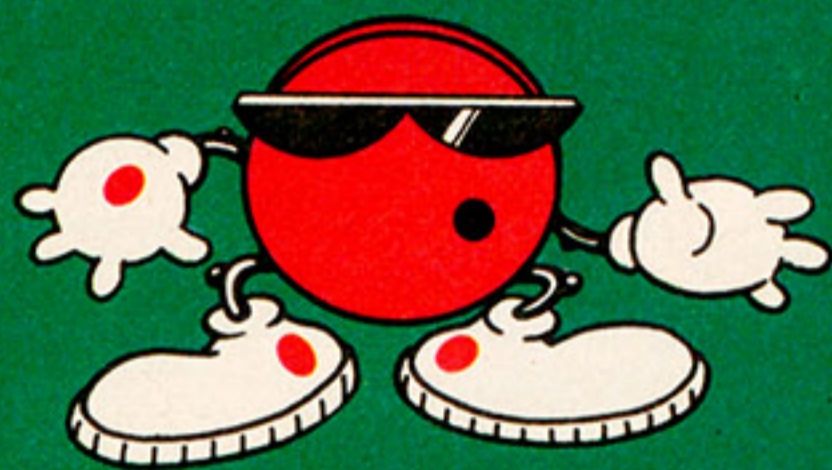
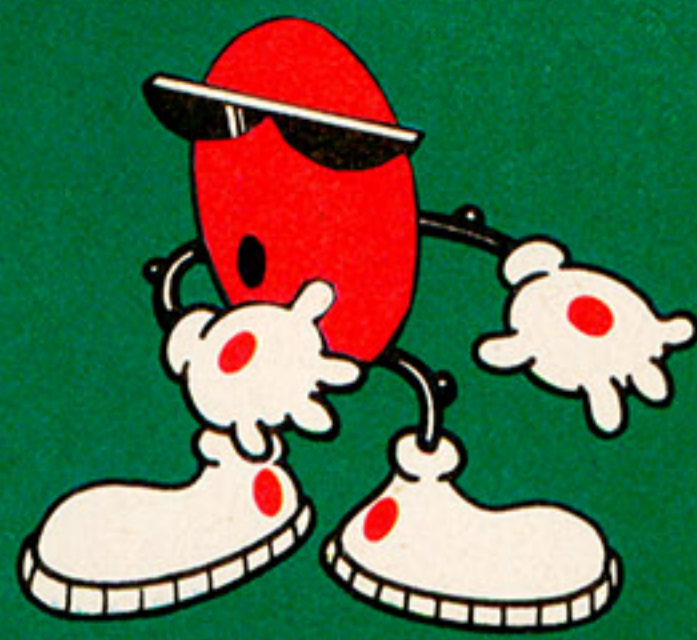
As you hover over your base, the item you're carrying will be replenished. The "Get Now" display at the lower right shows your cargo and its condition. When the bars are all blue, your boat is ready.



Even as you heap punishment on the enemy base, your own base camp is suddenly attacked.



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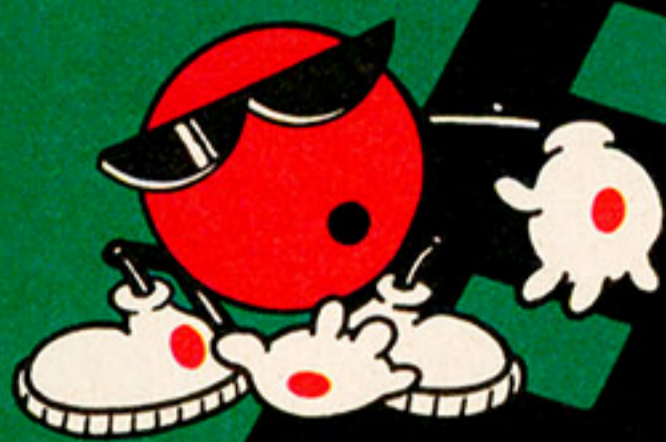
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**SPOT** RATING: G.  
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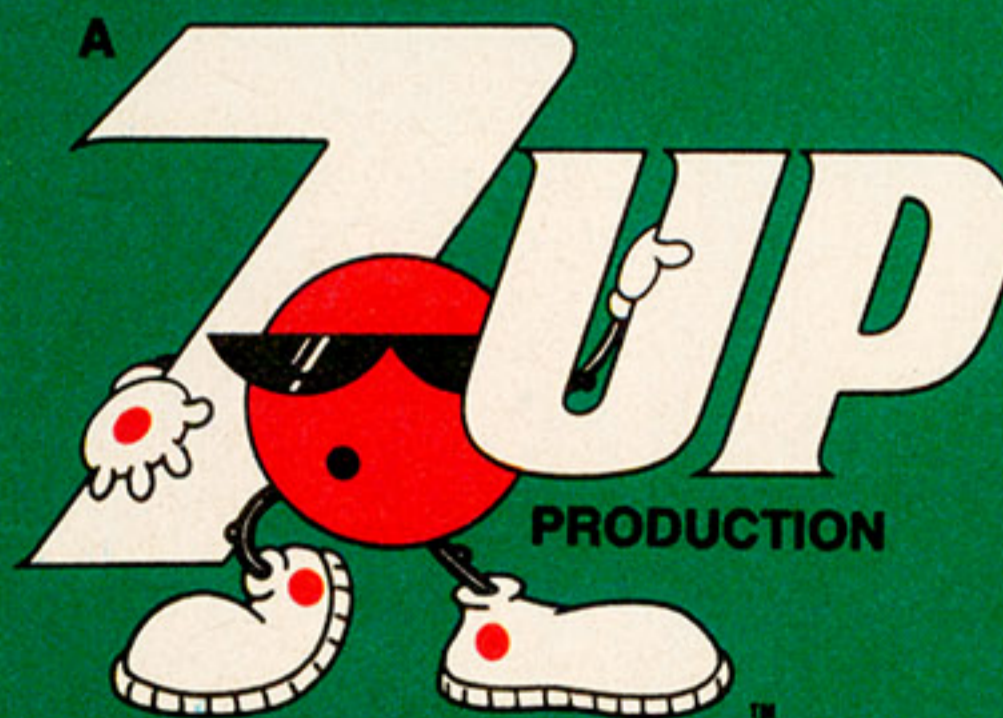


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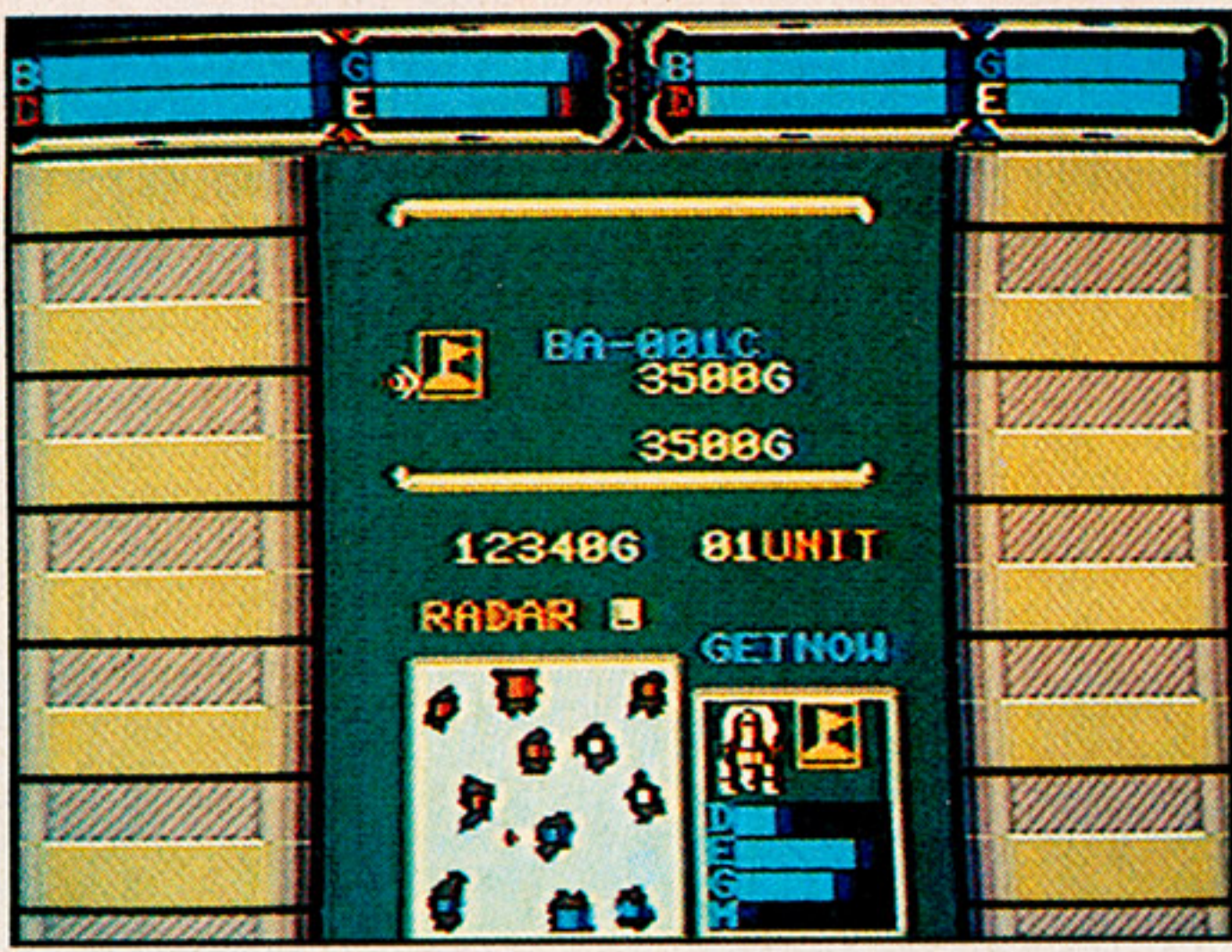
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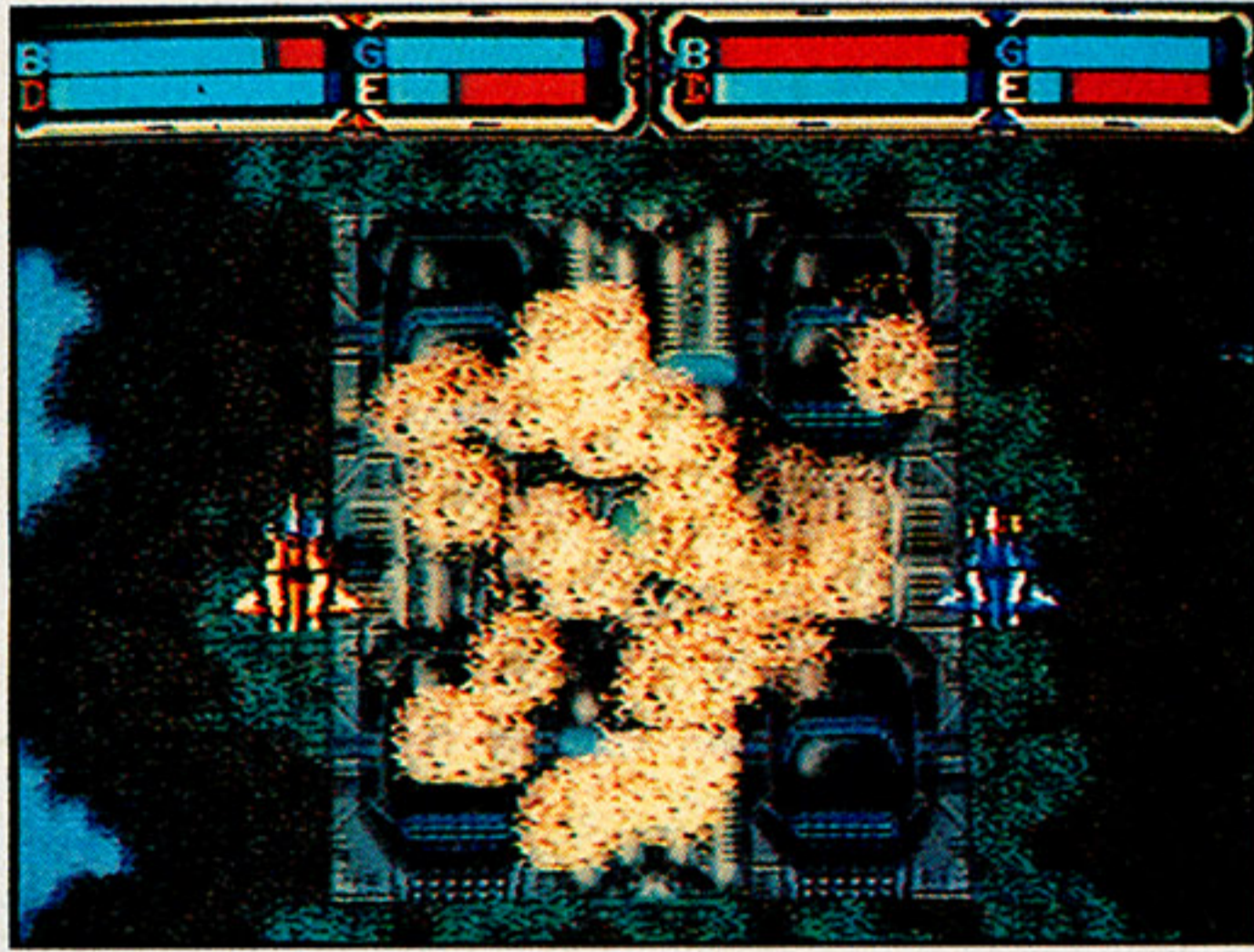
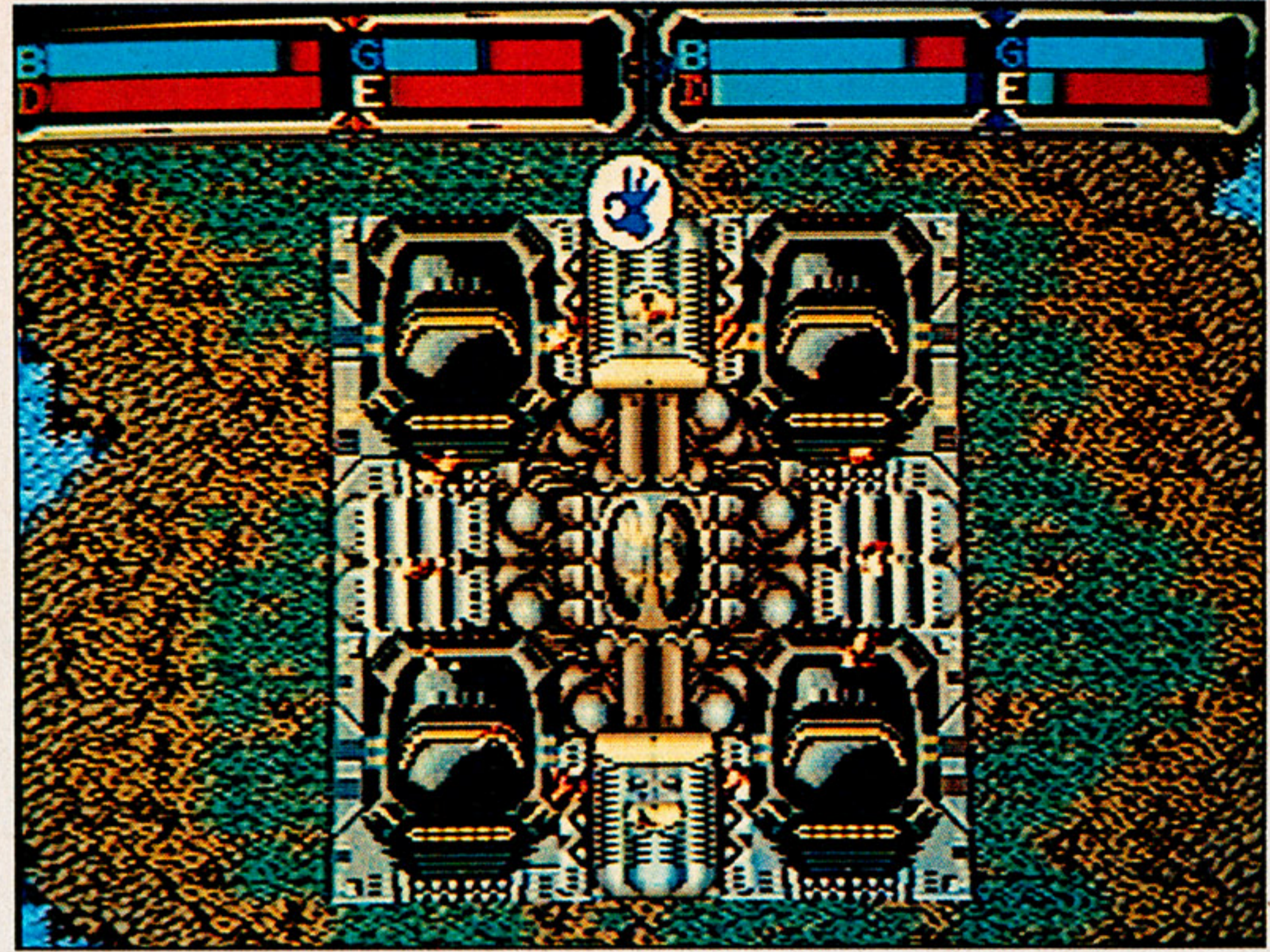
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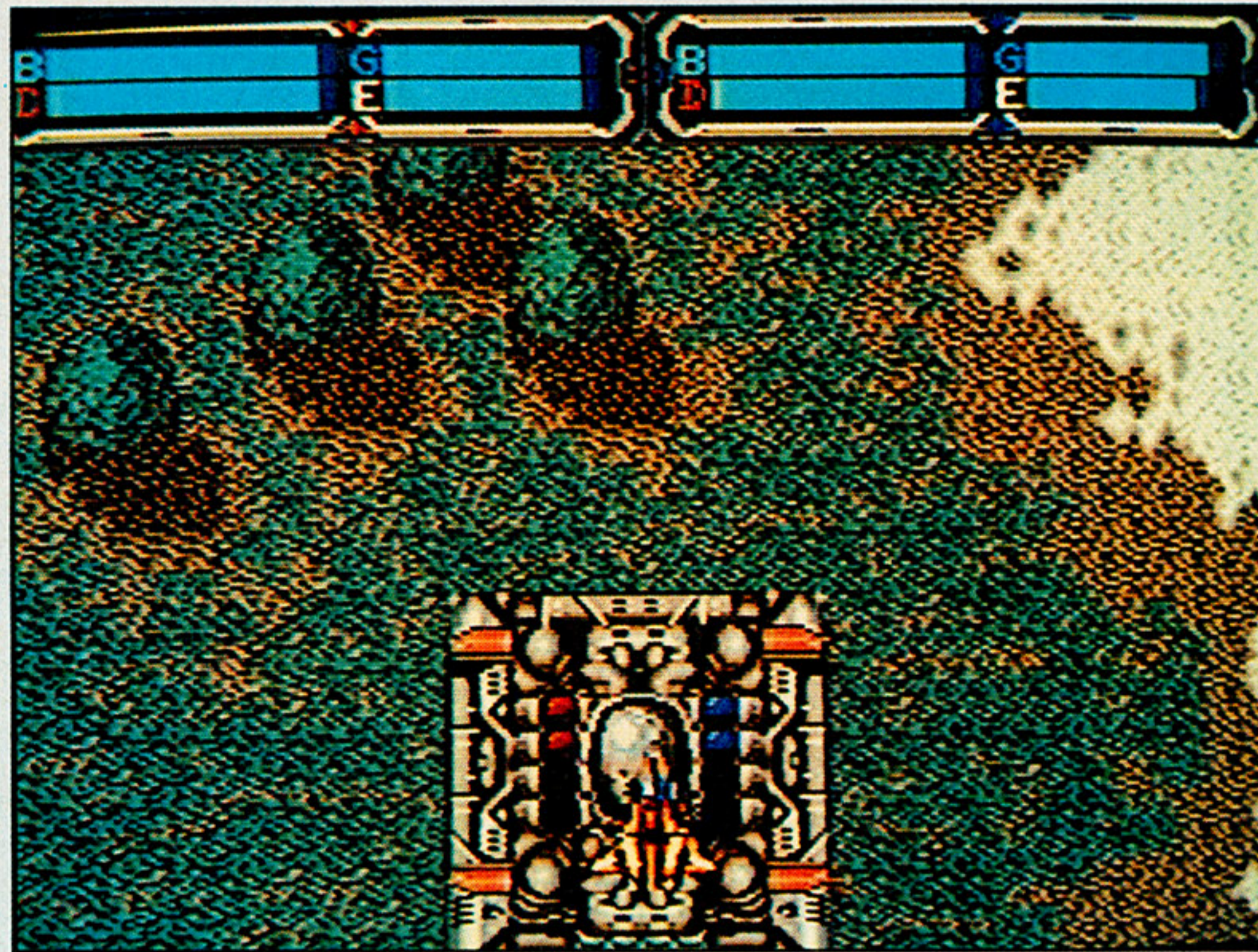
Keep tabs on the enemy jet's activities at all times by frequently switching to the strategy screen.

Always keep an OK symbol on the screen to avoid the long wait before completing each purchase. This saves time should you need weaponry in a hurry, or — as in this case — you are destroyed while defending your base.

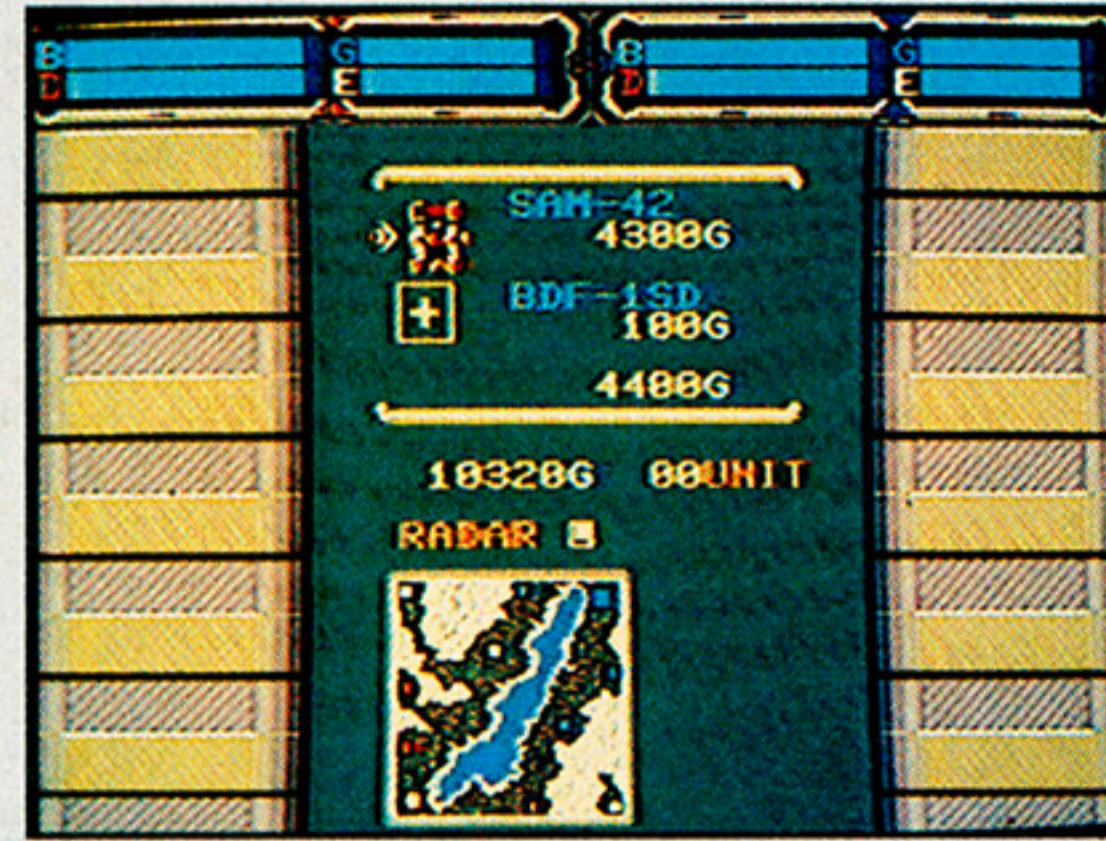


Once the enemy's total strength is depleted (as measured by the bar marked "B" on the right side of the screen), his home base is destroyed and the battle is yours.

In this battle for Oase, slightly different strategies are required. The central lake can be used to launch naval attacks against the enemy's base camp, but ground forces are also a threat.



Not only should you deploy defensive troops around your base camp, but also around your other camp to your right. The enemy will try desperately to take this camp because it's in a perfect position from which to attack your base.



When a battle begins and your cash is low, use the antiaircraft tank as you would a stationary cannon. Although these tanks don't carry as many missiles as a cannon and can't withstand as much damage, they will give the enemy plenty of trouble.



The narrow strip of land at the bottom of the map is the enemy's only path to your base camp. It can be defended with a combination of tanks and motorcycles, which move quickly to intercept an enemy advance.



# DO NOT ATTEMPT YOUR MISSION UNTIL THE CHOPPERS ARE OVERHEAD, SNIPERS ARE IN POSITION, AND YOUR HOMEWORK'S DONE.

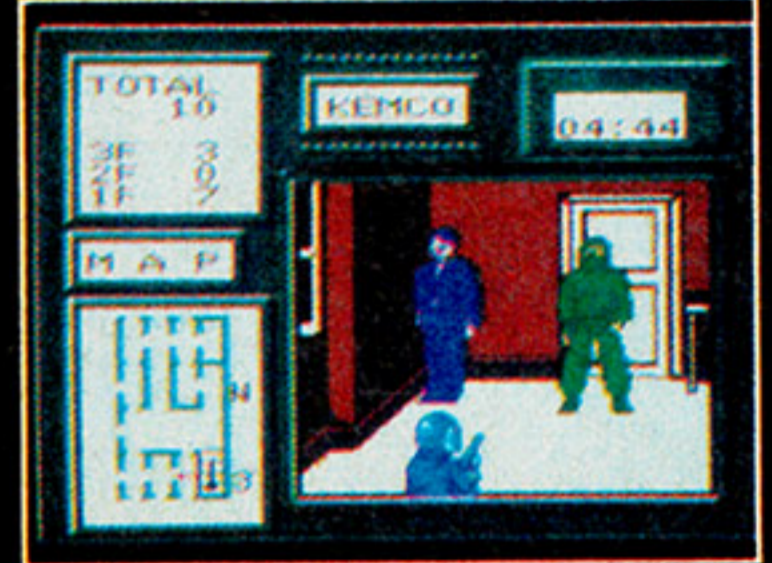
Not doing your homework could be a mistake. Every move you make could jeopardize your fellow rescuers, and those held captive.

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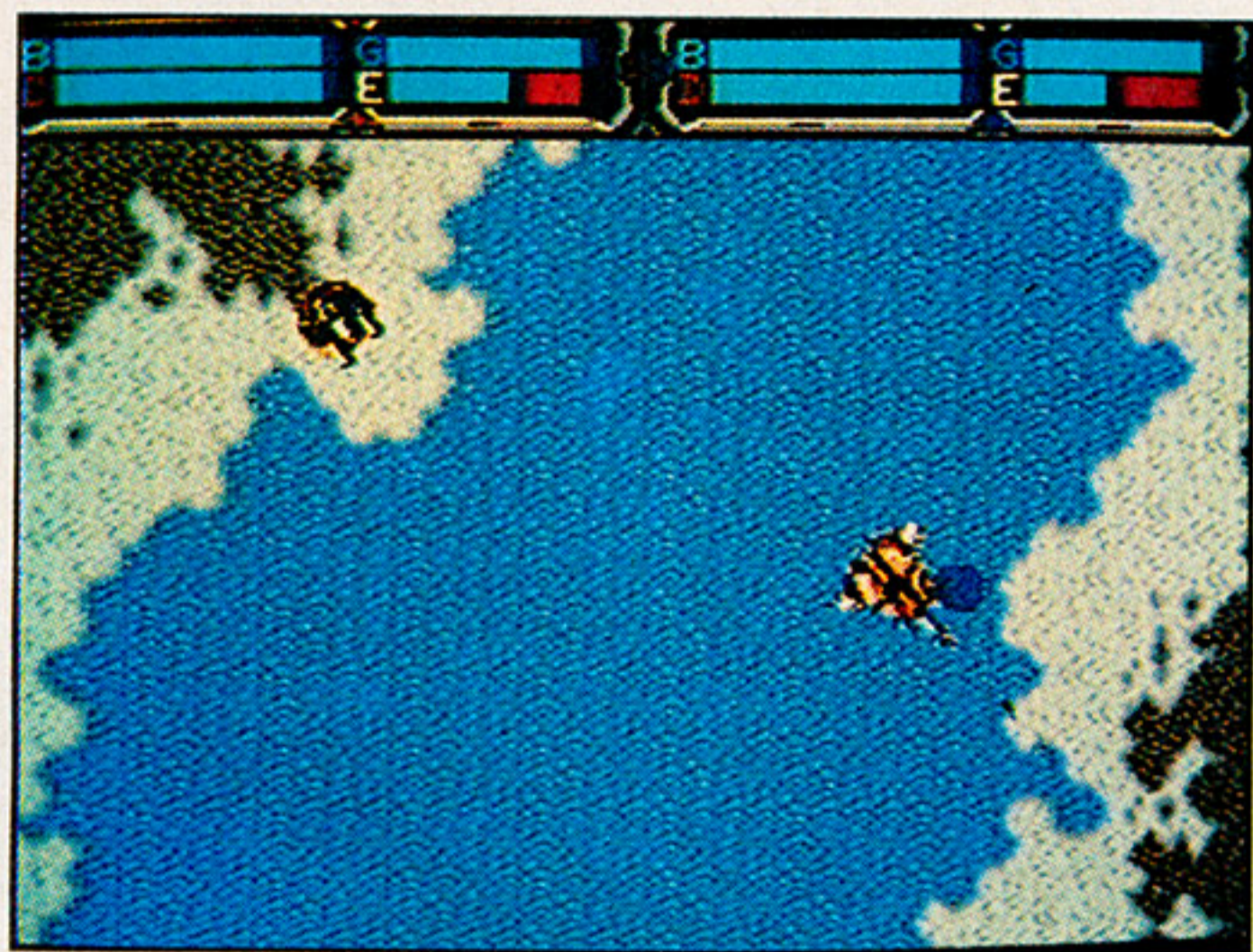
Once you've secured your southern bases, move to take the neutral base just above the center of the map.



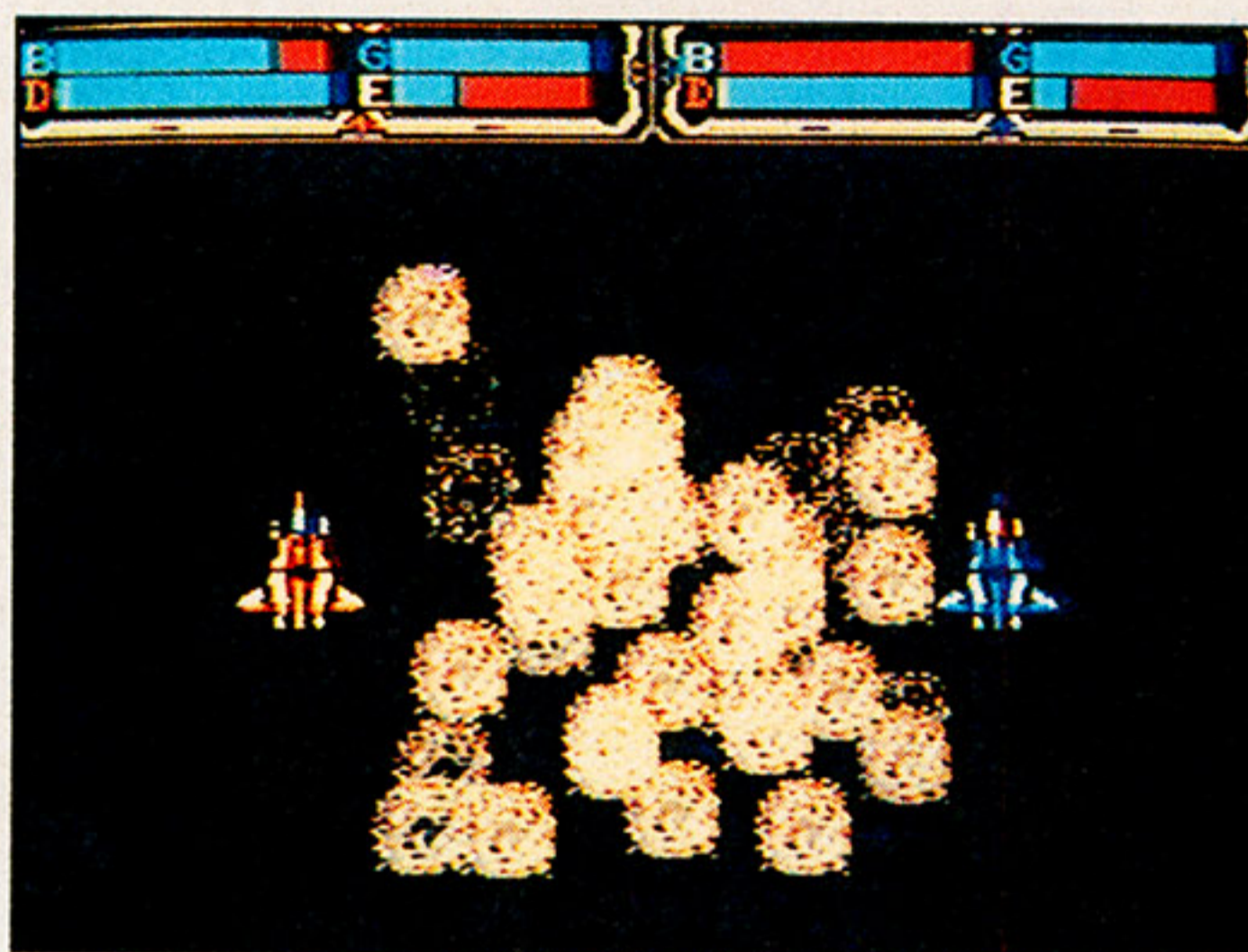
Now you're well-positioned to move against the enemy base. A stationary cannon will provide cover for a naval strike.



Be sure to place a supply truck near the cannon so the enemy won't be able to destroy the cannon should it run out of missiles.



With your cannon in position, the enemy can't approach your attacking boats from either shore. Soon the enemy will be powerless.

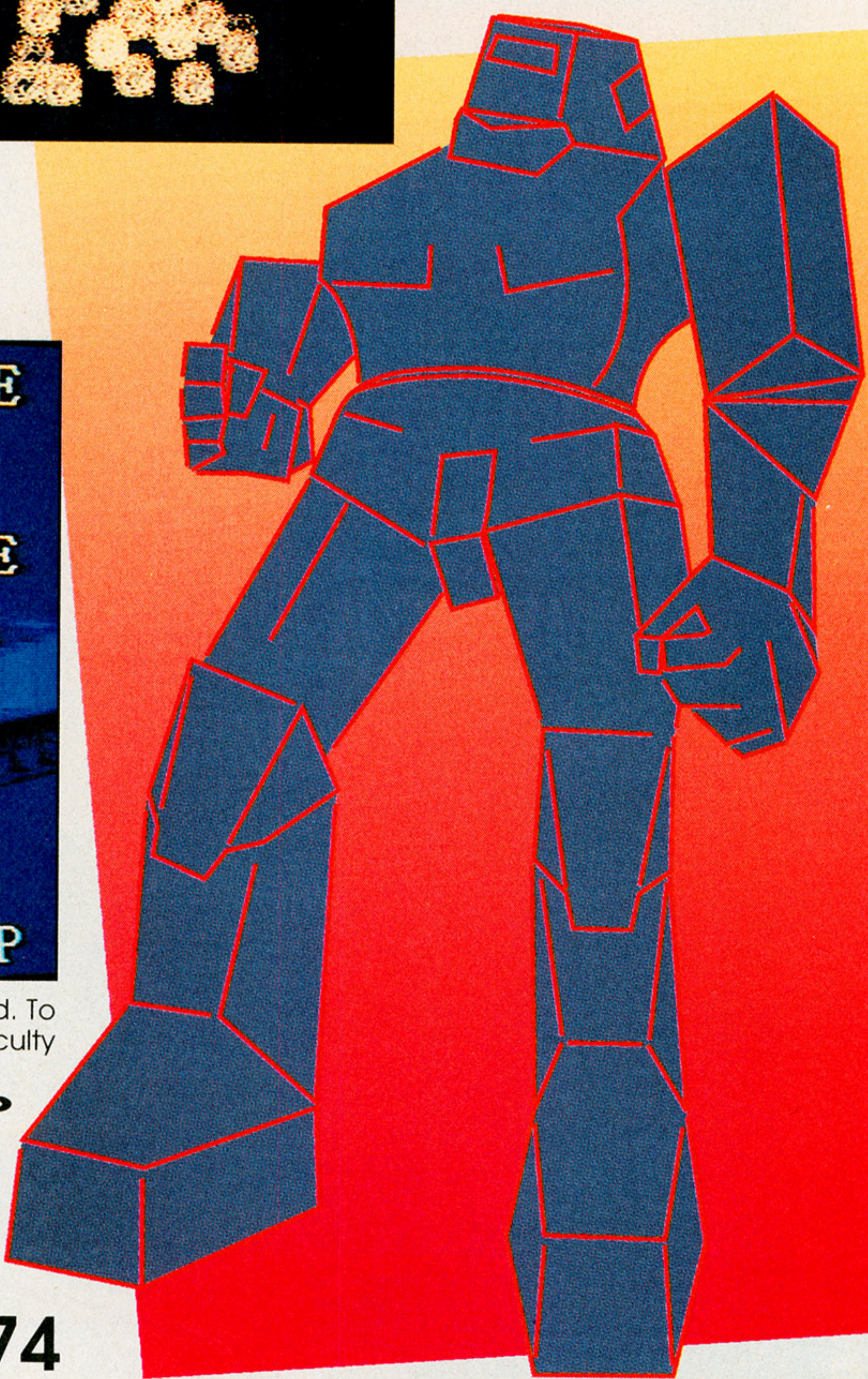


The enemy base is destroyed. There are many different ways to win battles in *Herzog Zwei*, and as you grow familiar with the game you'll develop your own strategies.

WINNER 1PLAYER SIDE			
TIME		00:05:11	
1P SIDE		2P SIDE	
USER	BRAIN	COM	
4	BASE	4	
8	UNIT	18	
3	BODY	5	
PASSWORD			
GHGHCACACNP			

After the battle, you get a statistical report and a password. To finish the game, you must win battles on all four levels of difficulty on all eight worlds.

GP





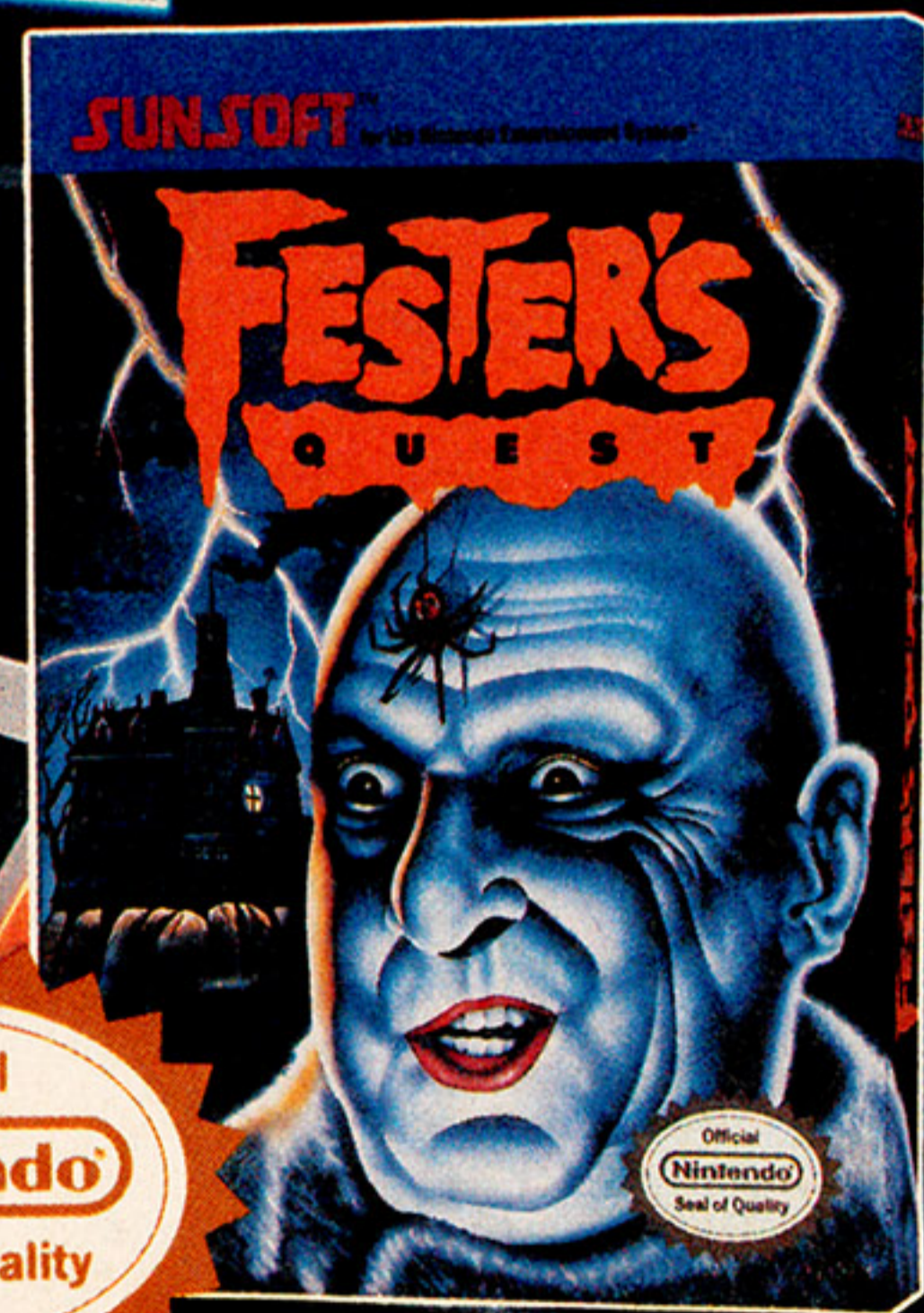
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LEA



# LOOM

LESLIE MIZELL

In the Age of Great Guilds, societies were formed by those in the skilled trades. Some guilds merely sought to perfect their crafts, while others held vast territories protected by private armies.

But for members of the Guild of Weavers, their craft was their religion. They became so skilled that they no longer needed flax or wool for their looms. Instead, they could use light and magic to weave patterns in the very substance of reality. Their fabrics had magical properties, such as the powers to heal or bring good fortune.

To escape persecution from other guilds envious of their abilities, the Guild of Weavers fled to a rocky island they called Loom. Centuries passed, and the weavers grew more and more adept at weaving magical patterns, even as their numbers grew smaller and smaller.

One day Lady Cygna, the distraught mother of a dead child, weaves a gray thread through the pattern of time to revive her baby. For this transgression, she is sentenced by the elders to forever wander the skies in the shape of a swan. Meanwhile, her child, Bobbin Threadbare, is reborn — a child of the loom itself.

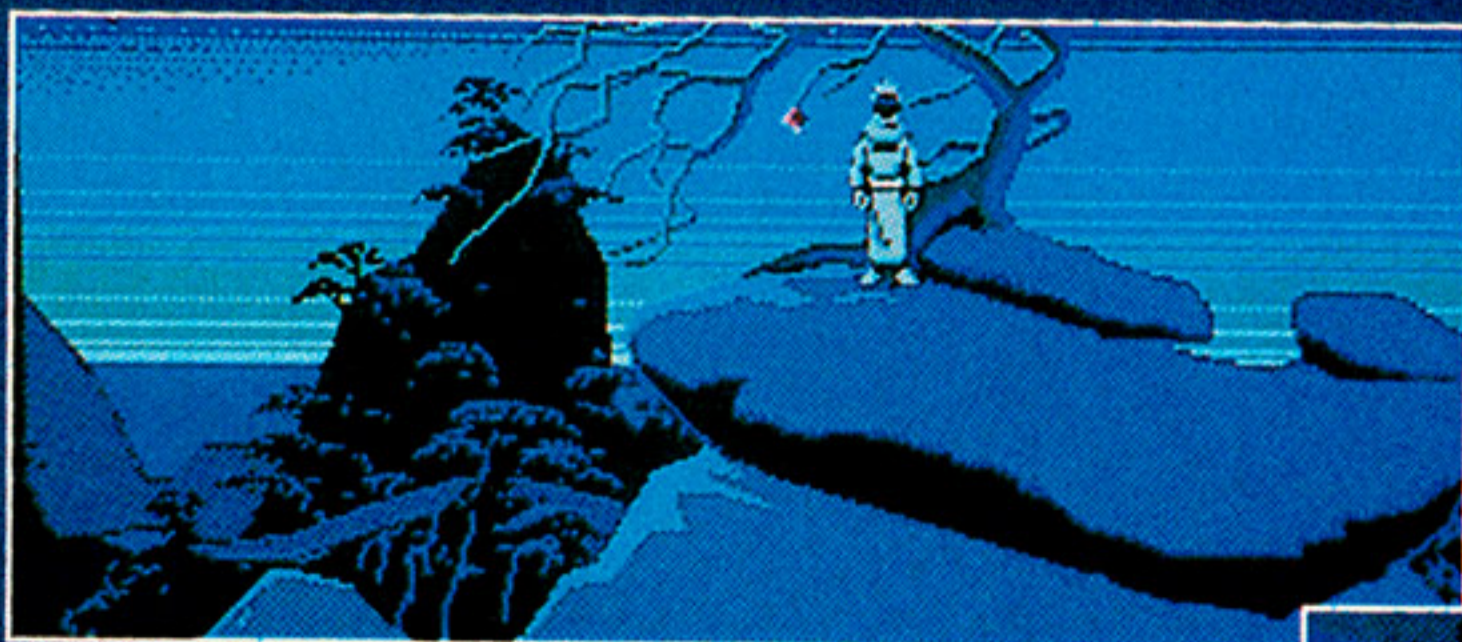
Fearing the power of the loom-child, the elders decide that Bobbin must be brought up outside the guild until he reaches 17 years of age. But in secret, his foster mother, Hetchel, teaches Bobbin some of the guild's mysteries. He learns of the *distaff*, the instrument used by ancient weavers to spin flax into thread. Now the distaff is used to weave music and light into threads of influence. A spell called a *draft* can be cast with the distaff, and each spell is made of four threads — the throw, beat, treadle, and rest. By the time he turns 17, Bobbin is able to cast the simplest draft, the open spell.

But while Bobbin was learning the ancient craft of the weavers, the elders were nervously watching the loom. Bobbin's birth had thrown the pattern into chaos, and now his destiny is somehow tied to the apocalypse. Without some kind of intervention, the pattern will keep disintegrating.

As Bobbin, you embark on a quest to preserve the loom's wayward pattern. To accomplish this task, you must develop and use your magic. All of the action in the game, in fact, revolves around the magical drafts. You're always collecting new drafts or casting the ones you've learned.

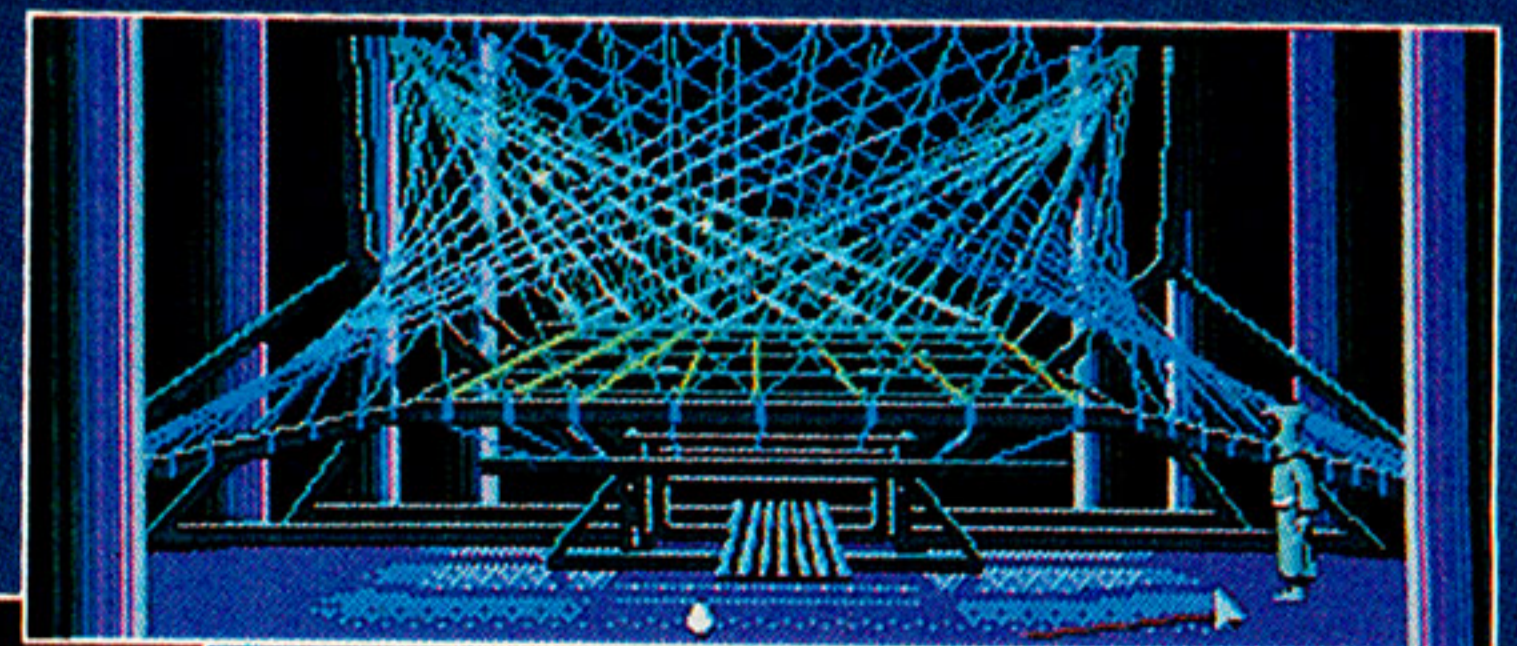
*Loom* is a fascinating game to play, and you don't need to be an experienced role player or adventurer. Large sections of the game are controlled by the computer, so you can simply sit back and watch the spellbinding graphics as the story unfolds. *Loom* is also a linear game — you can't progress without completing certain tasks. If you're stuck for more than ten minutes, you've probably left some corner unsearched or some draft unspun. Back up a bit to find the missing piece of the puzzle, and then continue playing this magical, mystical game.

Version reviewed: IBM PC, Tandy, and compatibles; 512K minimum memory; CGA, EGA, MCGA, VGA, or Tandy 16-color graphics; joystick optional; mouse optional but recommended; Ad Lib and CMS sound boards optional. Also available for the Amiga and Atari ST.

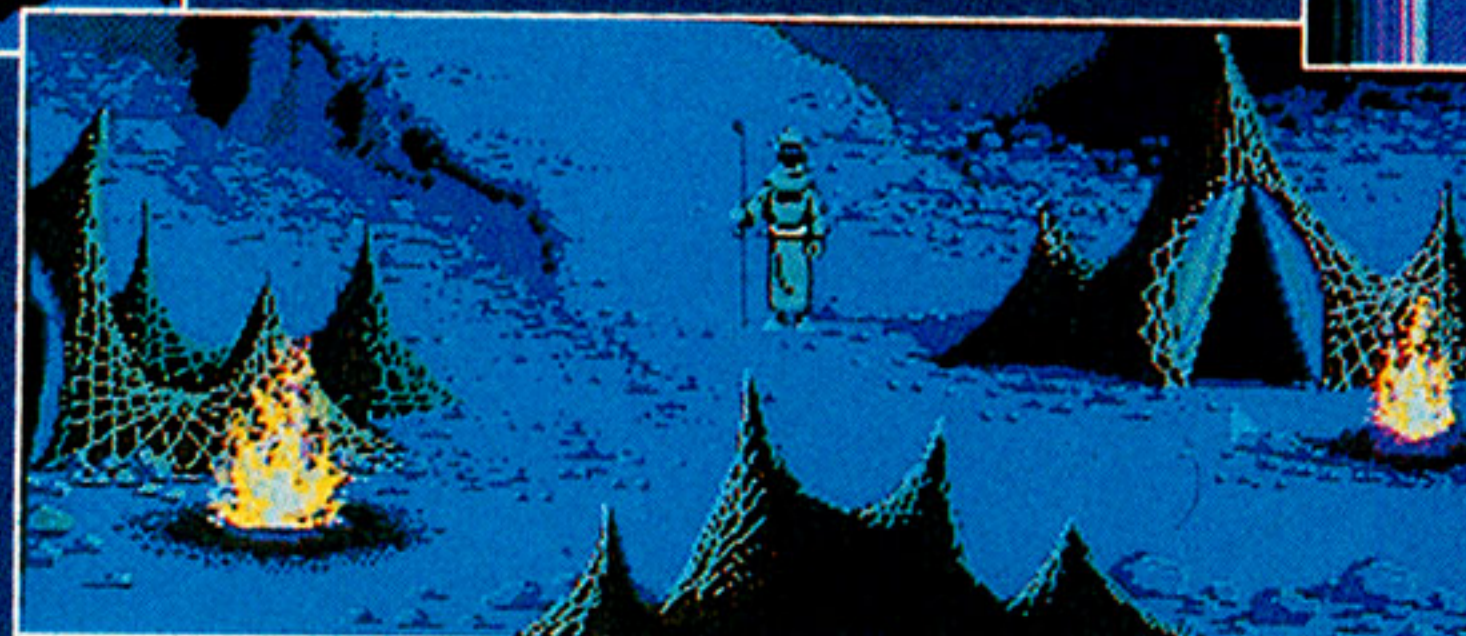


Bobbin has been an outcast from the Guild of Weavers until now, the dawn of his 17th birthday. As the game begins, the elders are meeting to decide his destiny.

You can explore three tents within the weavers' camp, but your first stop should be the tent on the left. That's the cathedral-like home of the loom.

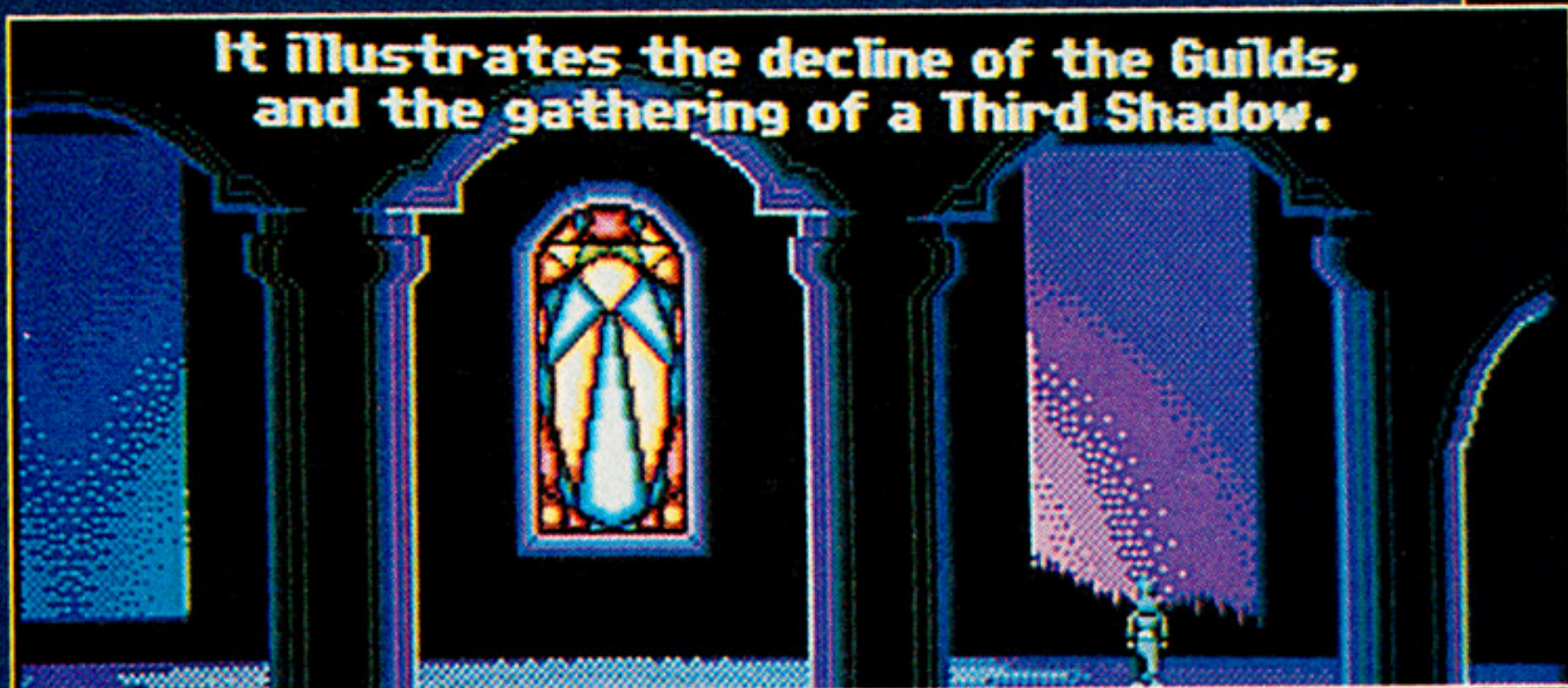


The very fabric of reality is woven on this loom. But due to the circumstances of Bobbin's birth, its pattern is unraveling. And the loom-child's fate is woven into these threads.





It illustrates the decline of the Guilds, and the gathering of a Third Shadow.

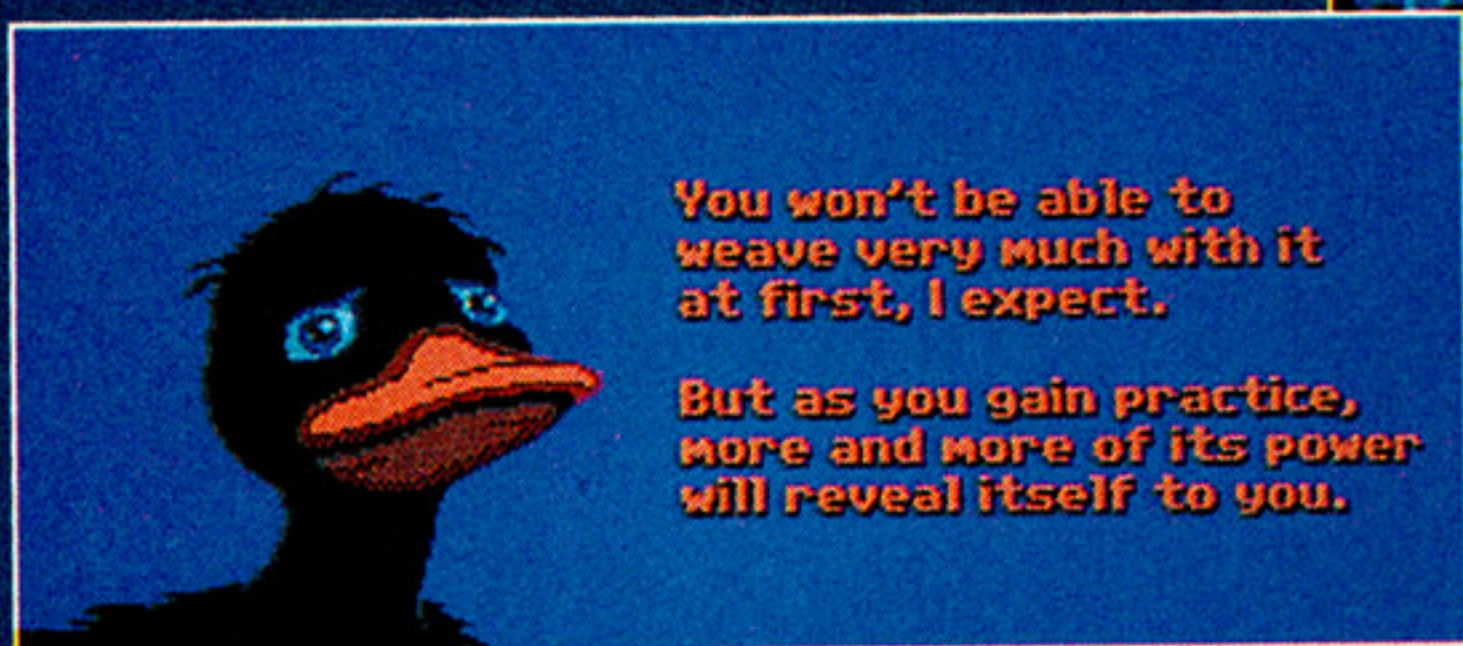


As he walks toward the elders' meeting, Bobbin learns more of the history of the Age of Guilds by examining the tapestries which hang in the hall. The third tapestry appears to be unraveling.

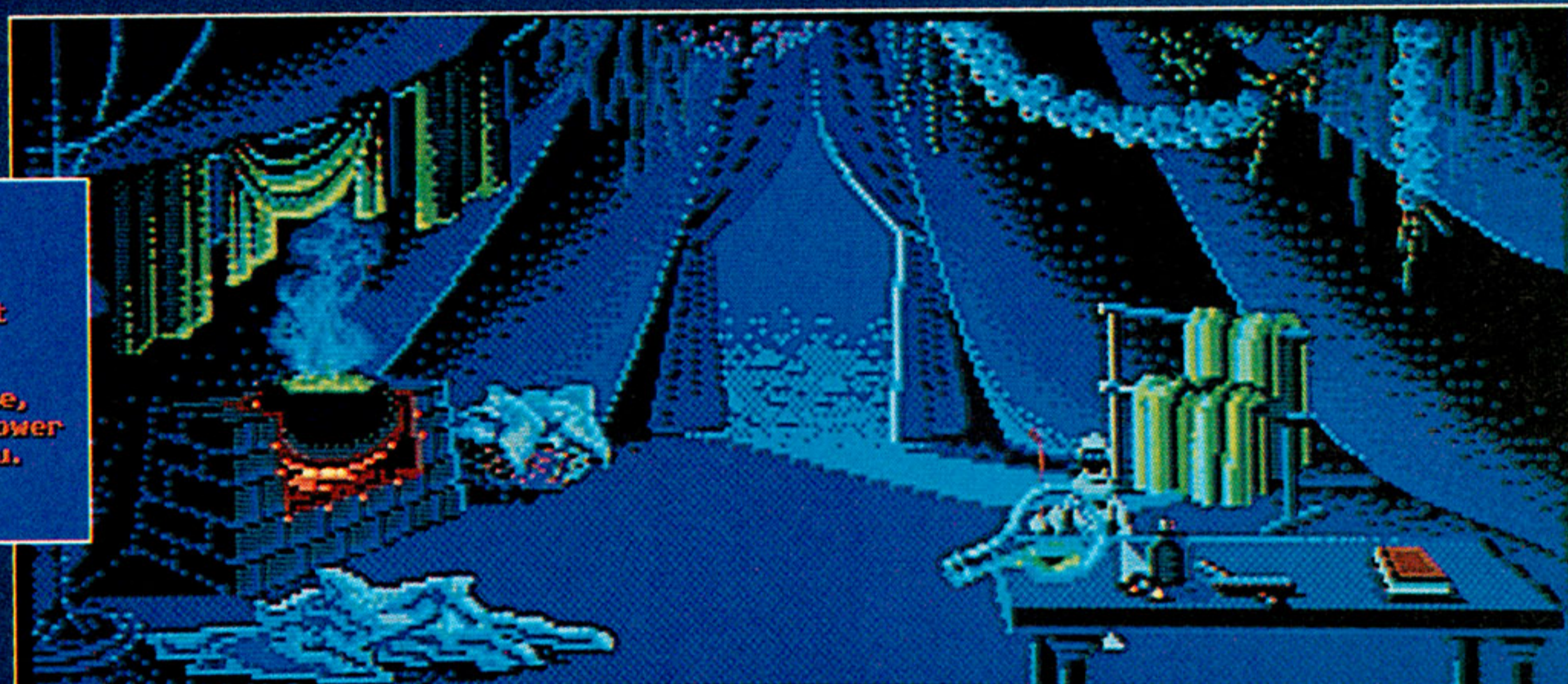
Ever since you came into our world, the Elders have watched chaos spread across the Pattern in the Loom.

Once he has the distaff, Bobbin can weave spells. And as his experience grows, he'll be able to use more of the musical notes on the distaff to weave powerful drafts.

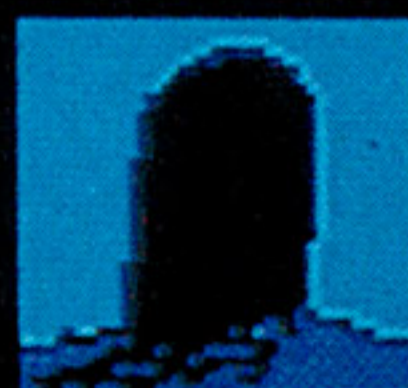
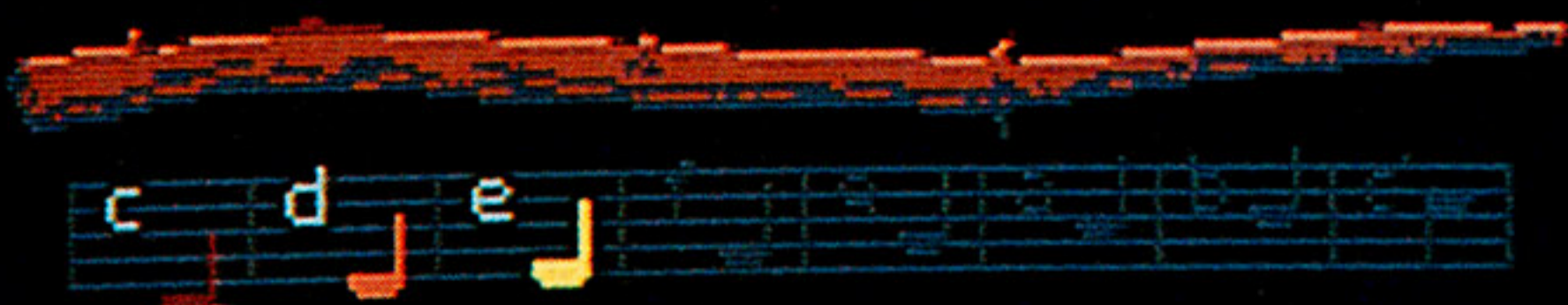
You won't be able to weave very much with it at first, I expect. But as you gain practice, more and more of its power will reveal itself to you.



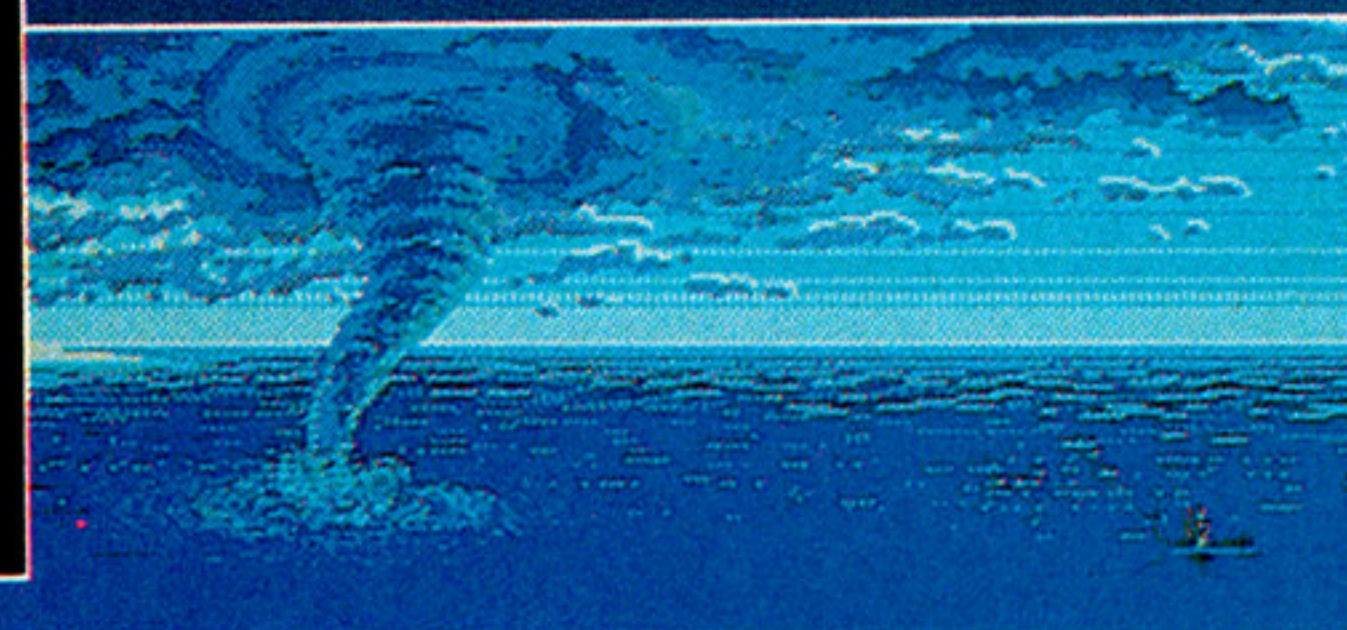
When the elders are sent outside the pattern, Mother Hetchel explains to Bobbin that it is his destiny to prevent chaos from destroying the pattern of the universe.



Bobbin can learn several spells inside Mother Hetchel's tent. This is also a good place to practice a few of them. (That grassy green is such an ugly color — maybe Bobbin can change it.)



Since Lady Cygna isn't dead, but was turned into a swan by the elders, her grave serves another purpose. Bobbin can't leave the island until he discovers what it is.



At last the time comes for Bobbin to leave Loom and visit the other guilds in search of the swans. To get past the waterspout, remember that a draft woven can be unwoven.

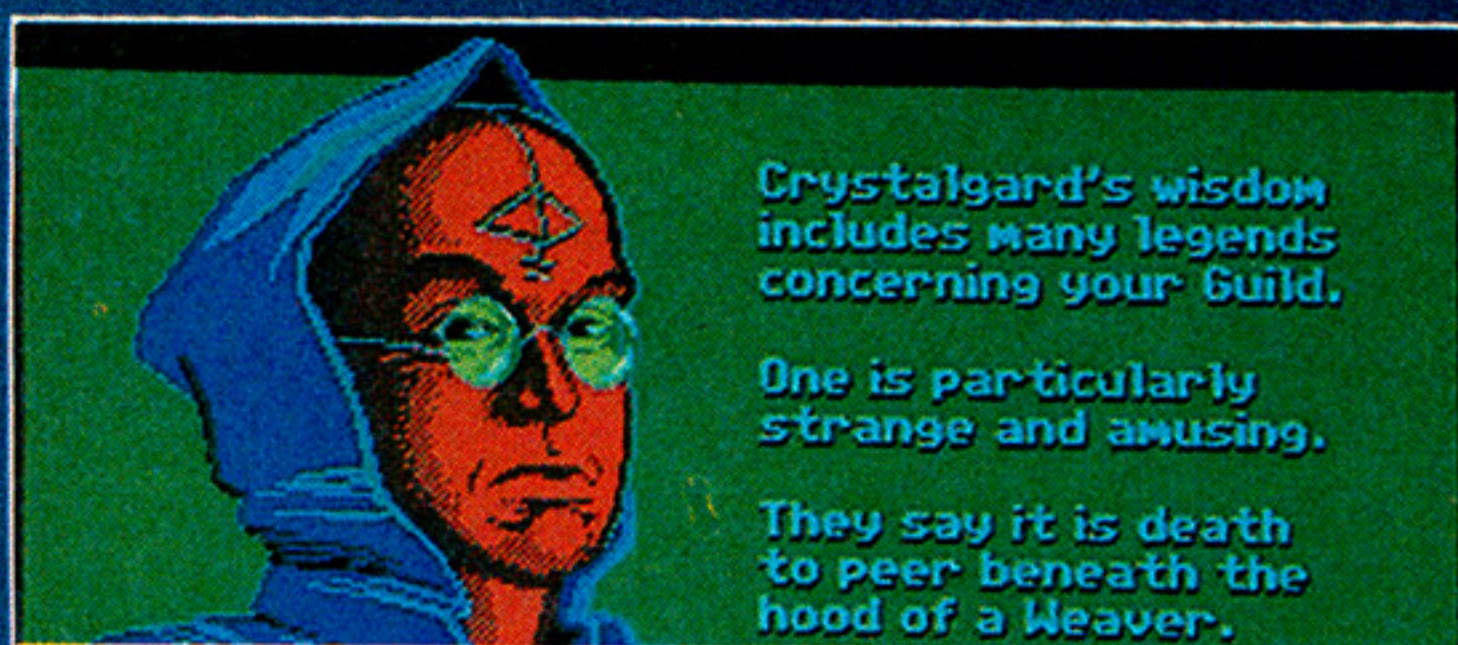


## LOOM



### State your business with the Guild of Shepherds!

Bobbin learns several drafts from the shepherds — sleep, stealth, and healing. But they won't respect him until he learns a valuable spell from within the Glassmaker's Guild: the fear draft.

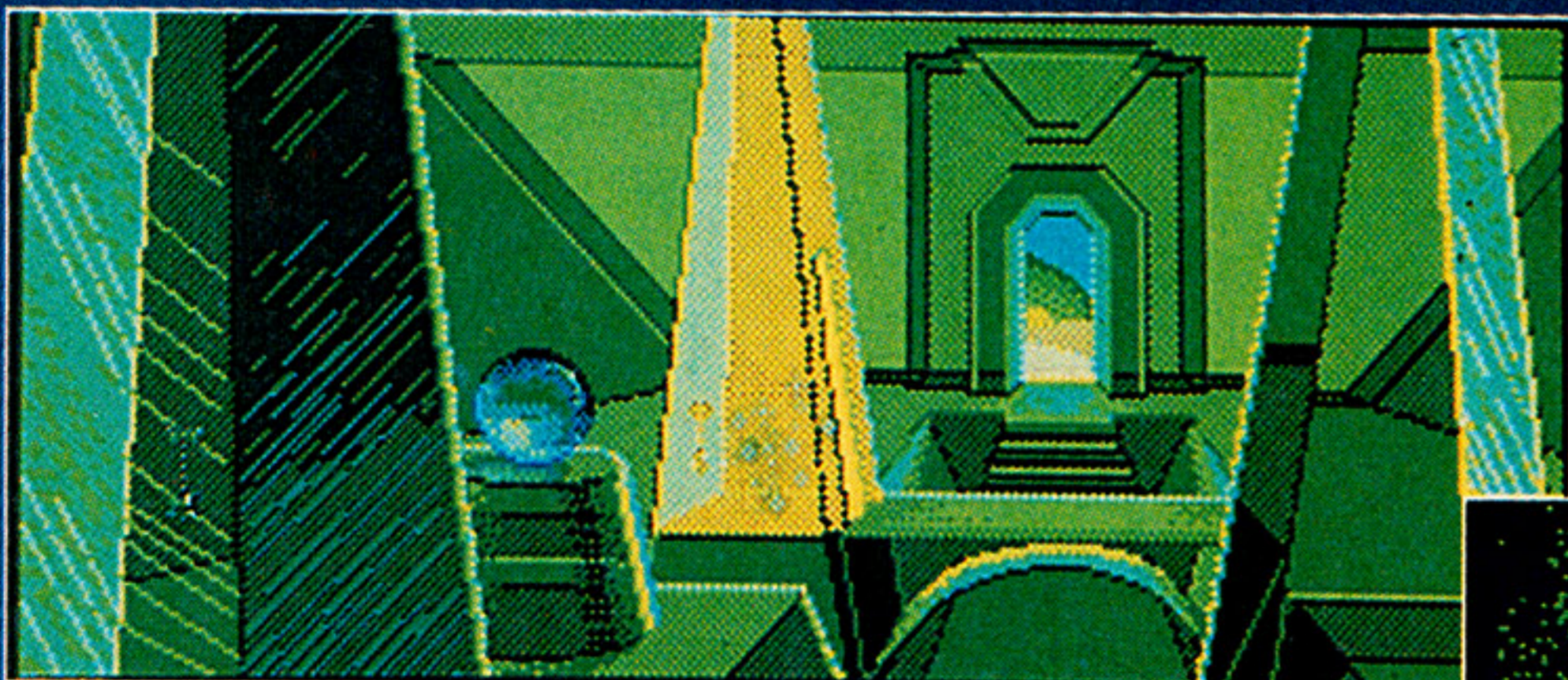


Crystalgard's wisdom includes many legends concerning your Guild.

One is particularly strange and amusing.

They say it is death to peer beneath the hood of a Weaver.

Master Goodmold tells Bobbin a legend that Bobbin had heard rumors of himself: that a stranger who glances beneath the hood of a weaver's garb will die a horrible death.



Travel within the Glassmakers' Guild is quite sophisticated. Bobbin can transport from place to place by ringing the bells within the glass obelisks.



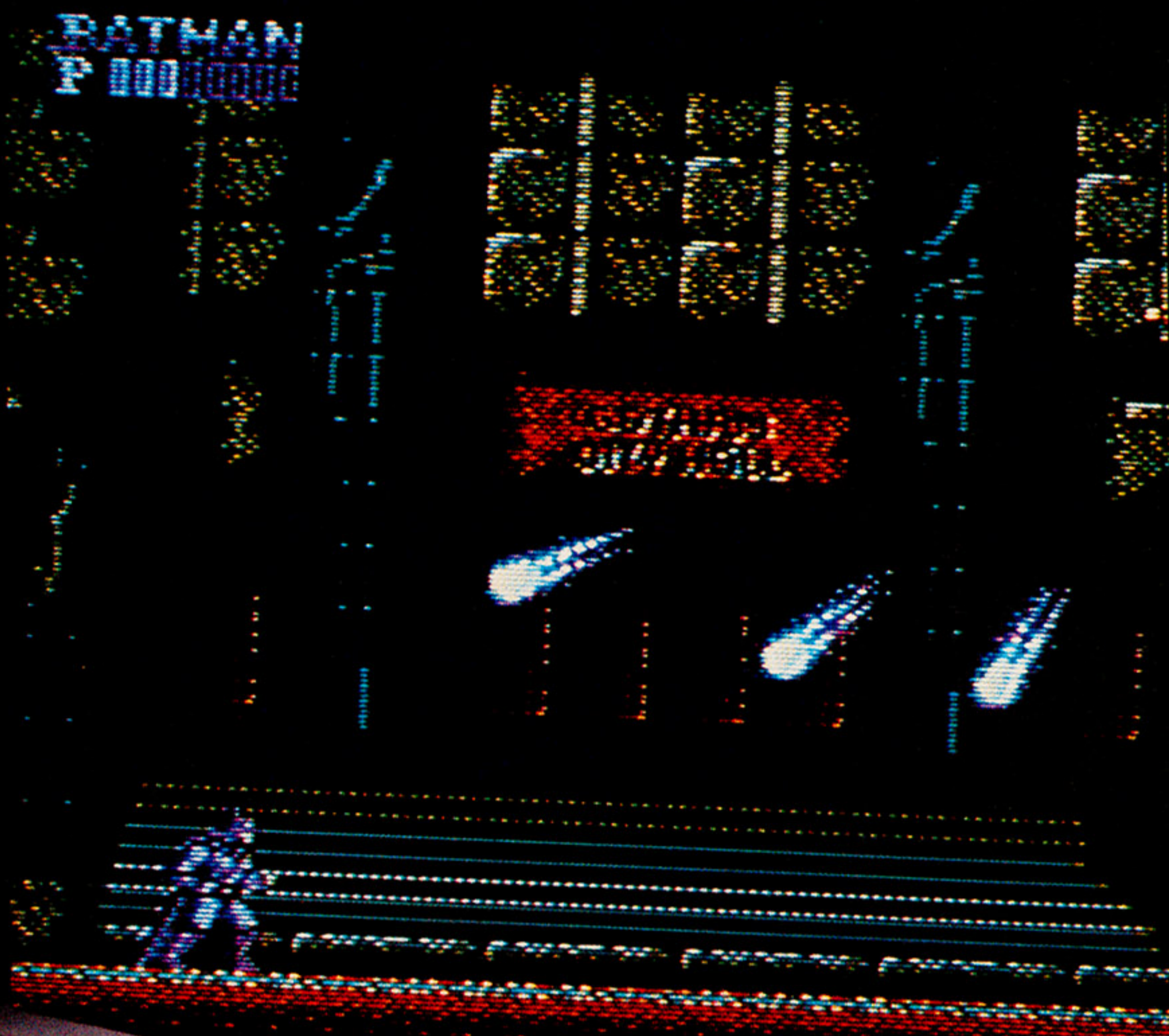
Members of the Guild of Glassmakers value clarity above all else. They won't believe the existence of anything they can't see with their eyes.



Look into the sphere to see the future, just as Bishop Mandible plans to. Look three times, then return to the Guild of Shepherds with your new knowledge.

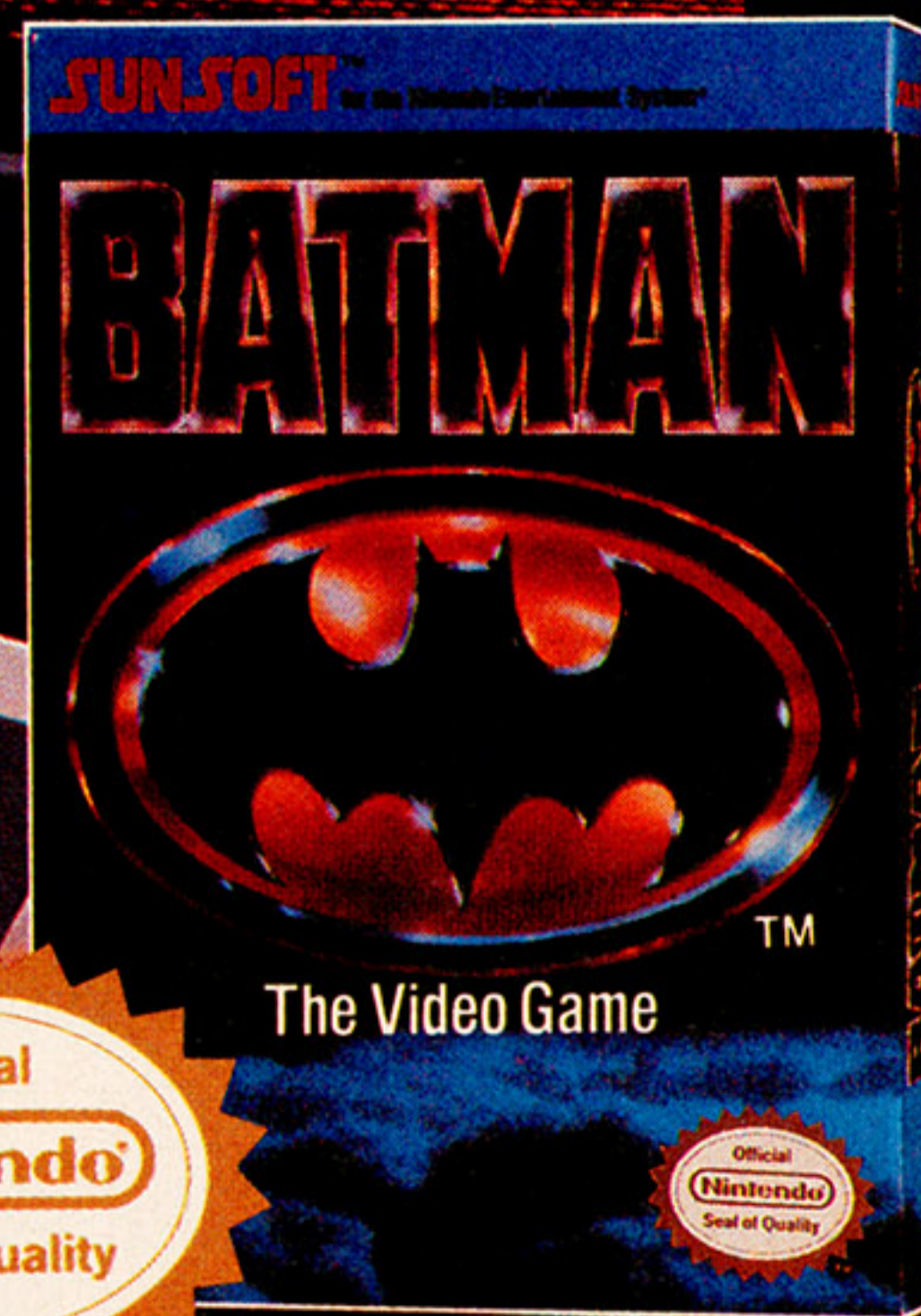


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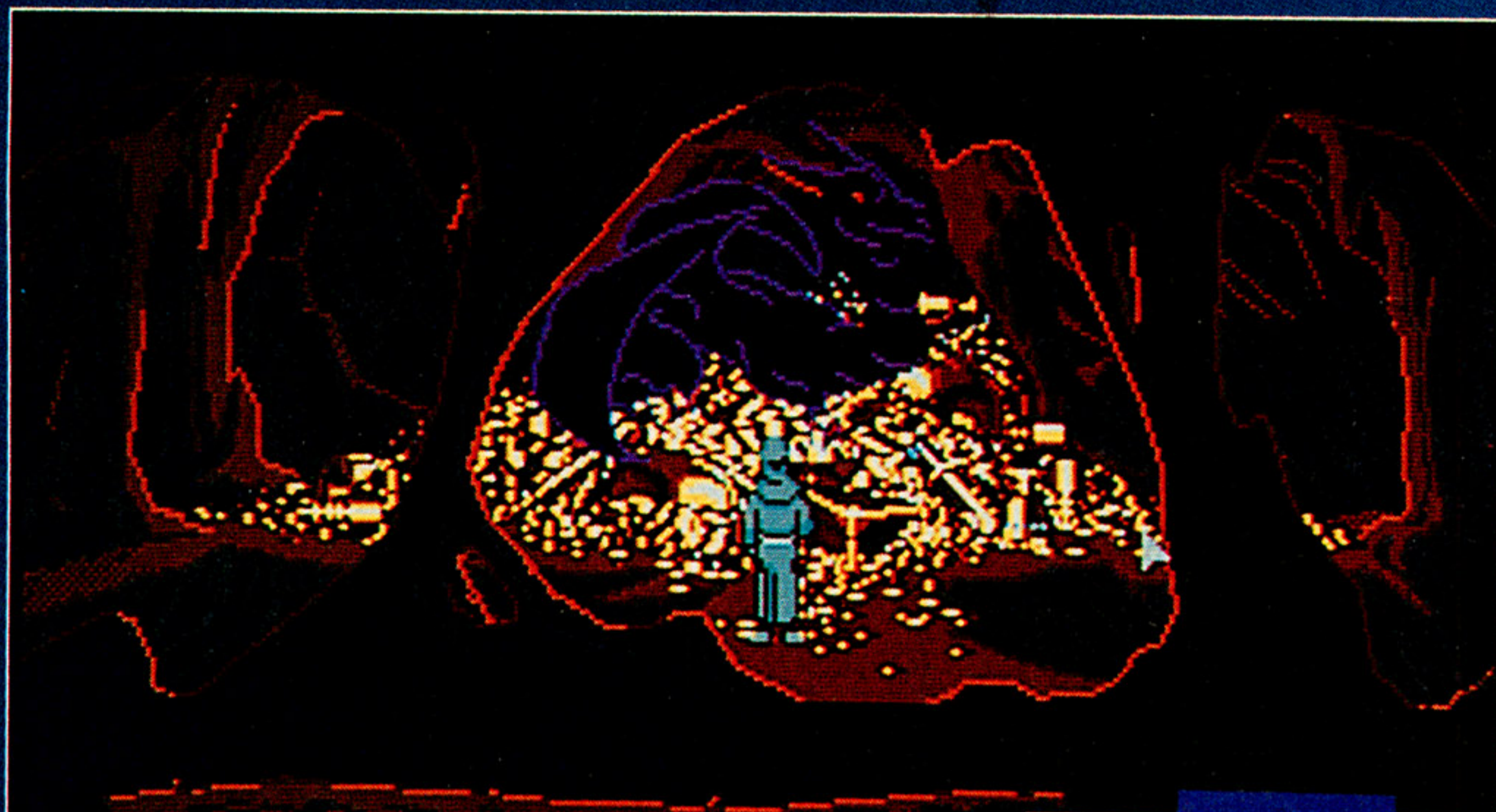
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c d e f g

There are at least two ways to dispense with the dragon. If you put the creature to sleep, its snoring will set the straw on fire. Or you can spin the fear draft to turn yourself into what the dragon fears most — flame.



**This is a private Guild, my strange young friend.**

The Guild of Blacksmiths is very powerful and works closely with the Guild of Clerics. Only members are allowed to pass through its iron gates. Bobbin might pass through if he looked like that young boy he met in the hills.



**And look! He's brought me a stick of wood.**

Was it impetuous to enter the Guild of Blacksmiths? At the moment, it appears that Bobbin's distaff is about to provide the firewood needed by this blacksmith to sharpen weapons for the Guild of Clerics' mysterious army.

I'll let you look into this Sphere if you let me lift your hood.

Deal?



Cod, the bishop's servant, is about to seal his own death warrant. He should realize that many legends are based on fact.



**Now, imagine what might happen if this delicate boundary was somehow breached.**

At last the bishop's wicked plan is about to be told. In the years since the Guild of Weavers separated from the other guilds, the bishop has never ceased to envy the weavers' power to spin the fabric of reality.

When the boundary is breached, the Dead will stream back onto the plane of the Living, eager to reclaim their place among us!

And I will be waiting for them. Ready to offer my vast expertise in spiritual leadership.



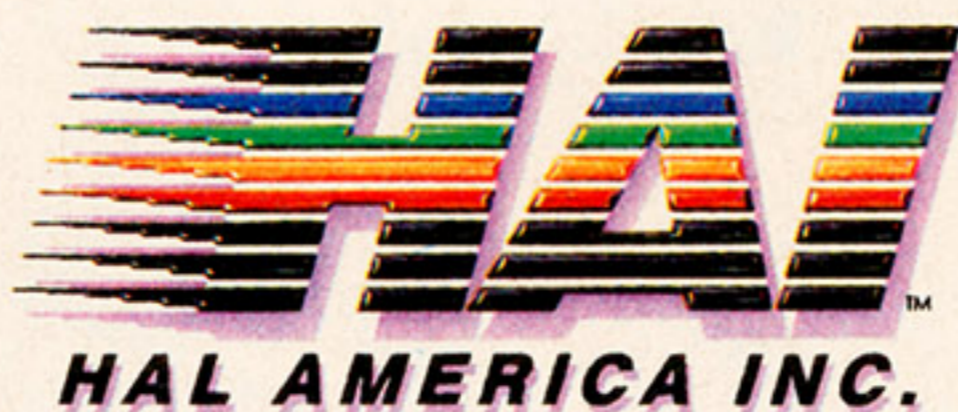
If Bishop Mandible succeeds in raising an army of the dead, will anyone — or anything — be able to stop him from ruling all the guilds?





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# LOOM



**In a graveyard, the boundary between the Living and the Dead is ... indistinct.**

The loom-child's modest drafting skills are nothing compared to those of the Transultimate Apostle of the Antiseccular Conclave of Clerics — especially while the bishop has Bobbin's distaff.



**Who dares disturb the peace of Those Who Sleep?**

When Chaos escapes through a tear in the pattern, Bobbin has no choice but to stop him. The fabric of reality is crumbling around him, but he is about to fulfill his destiny.

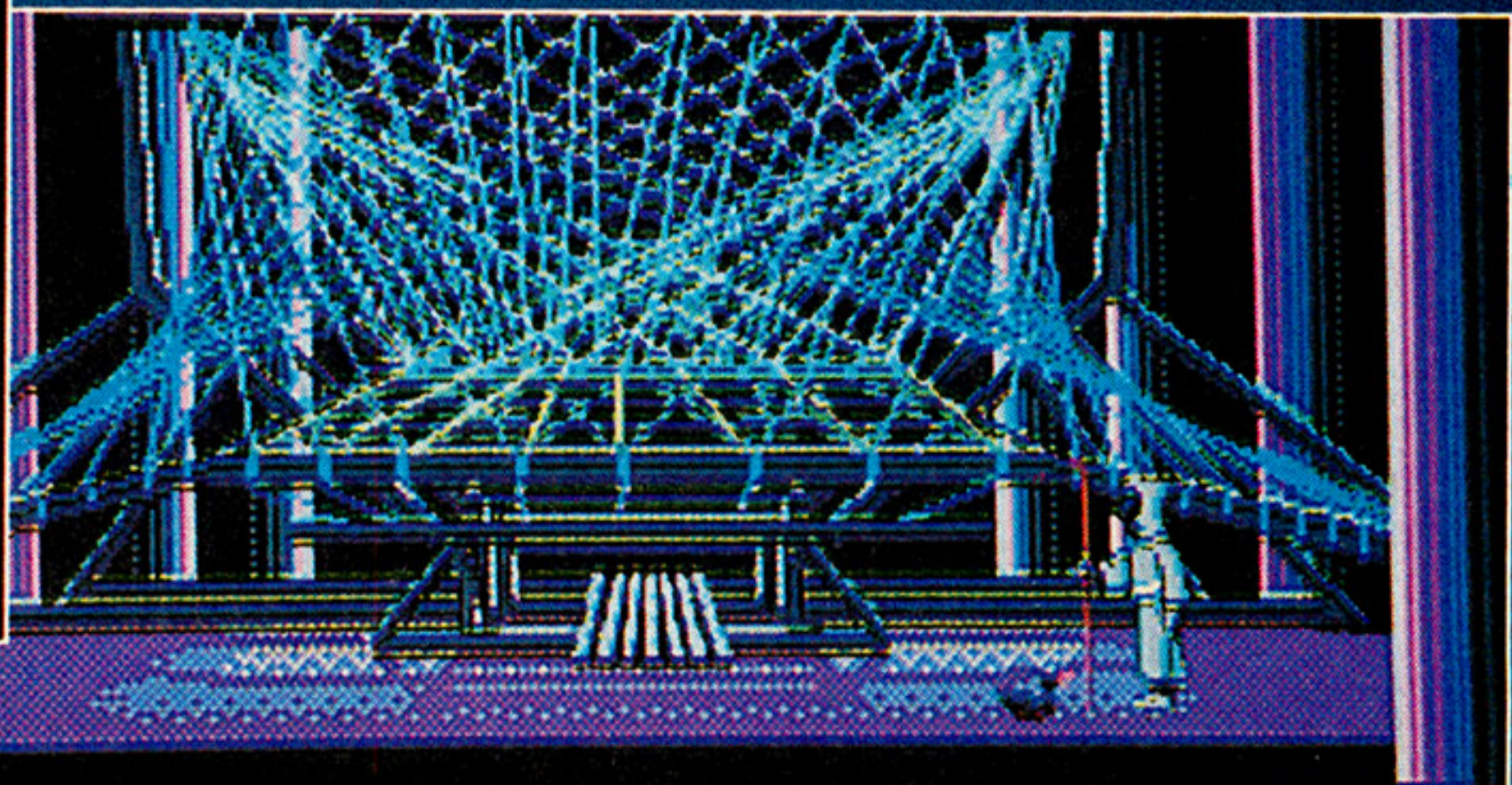


The bishop not only succeeded in opening the graves of the Guild of Clerics, but created a rift in the other guilds as well.



**Yes, Bobbin! And you are the first to behold it with mortal eyes.**

Outside the pattern, Bobbin at last meets his brave mother, Lady Cygna. She swims with the other elders on the Shore of Wonders.



**You must unmake the Loom. NOW, Bobbin. Before the Dead Ones take control!**

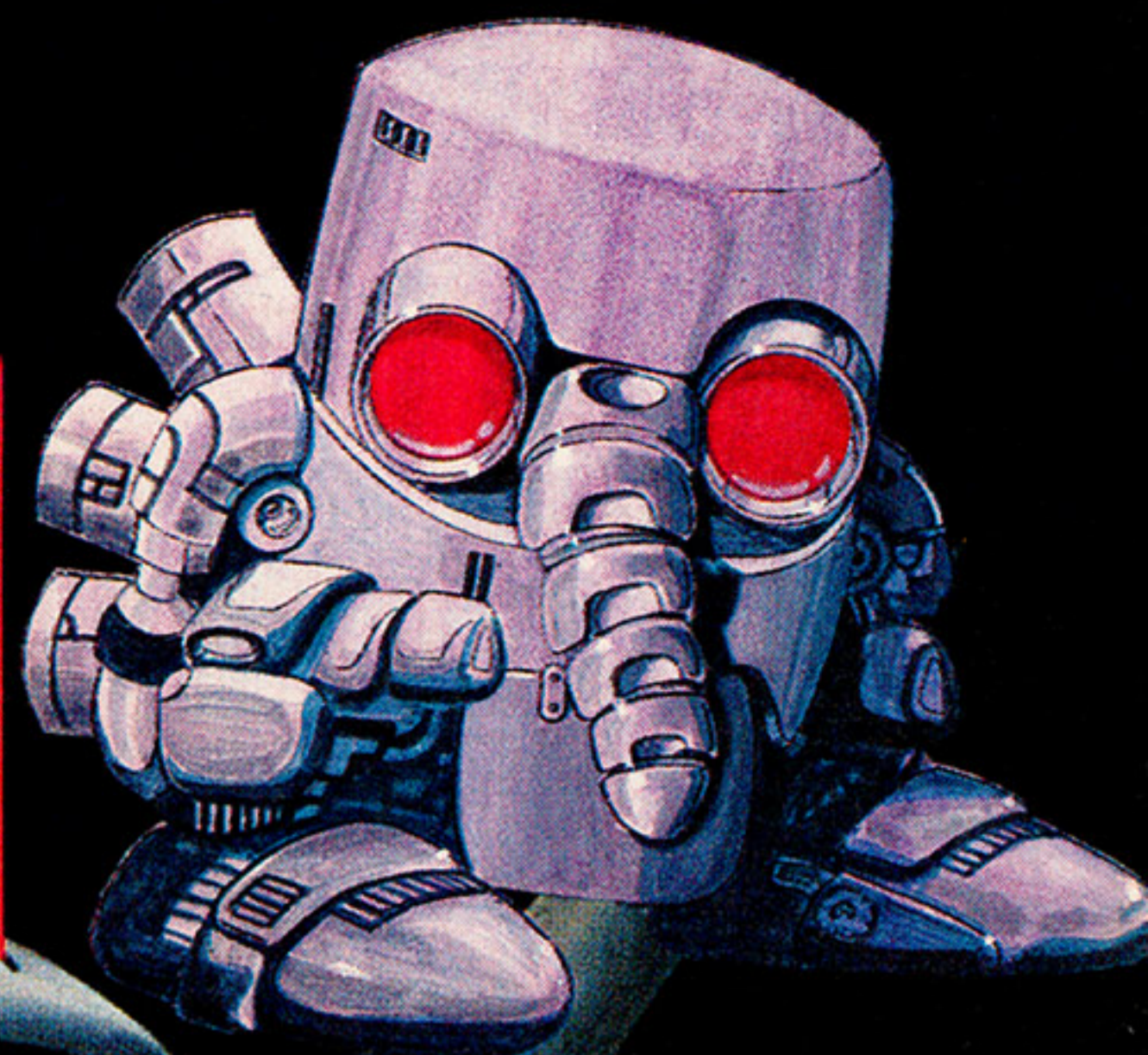
Back at the loom where his destiny began, Bobbin must unweave the threads before the dead take over. He must trust the loom. It knows all of the drafts he needs.



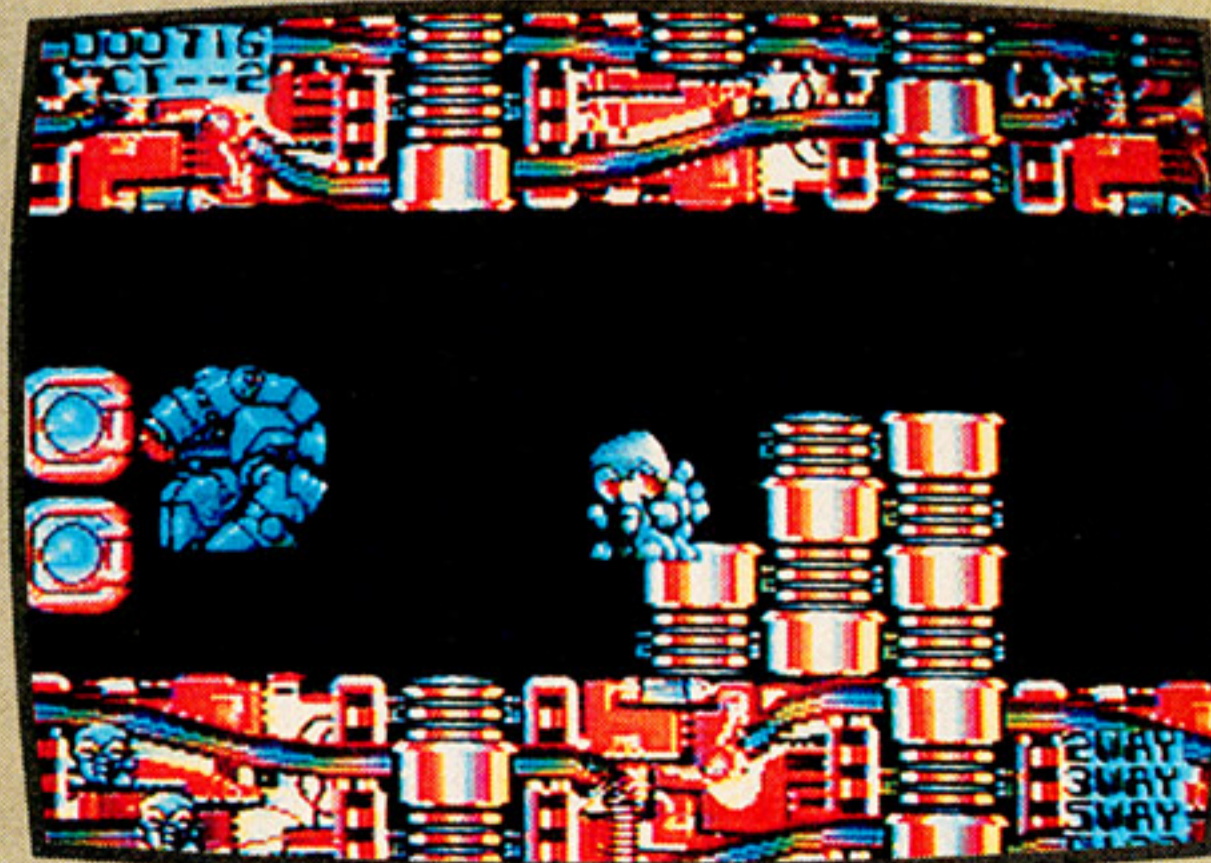
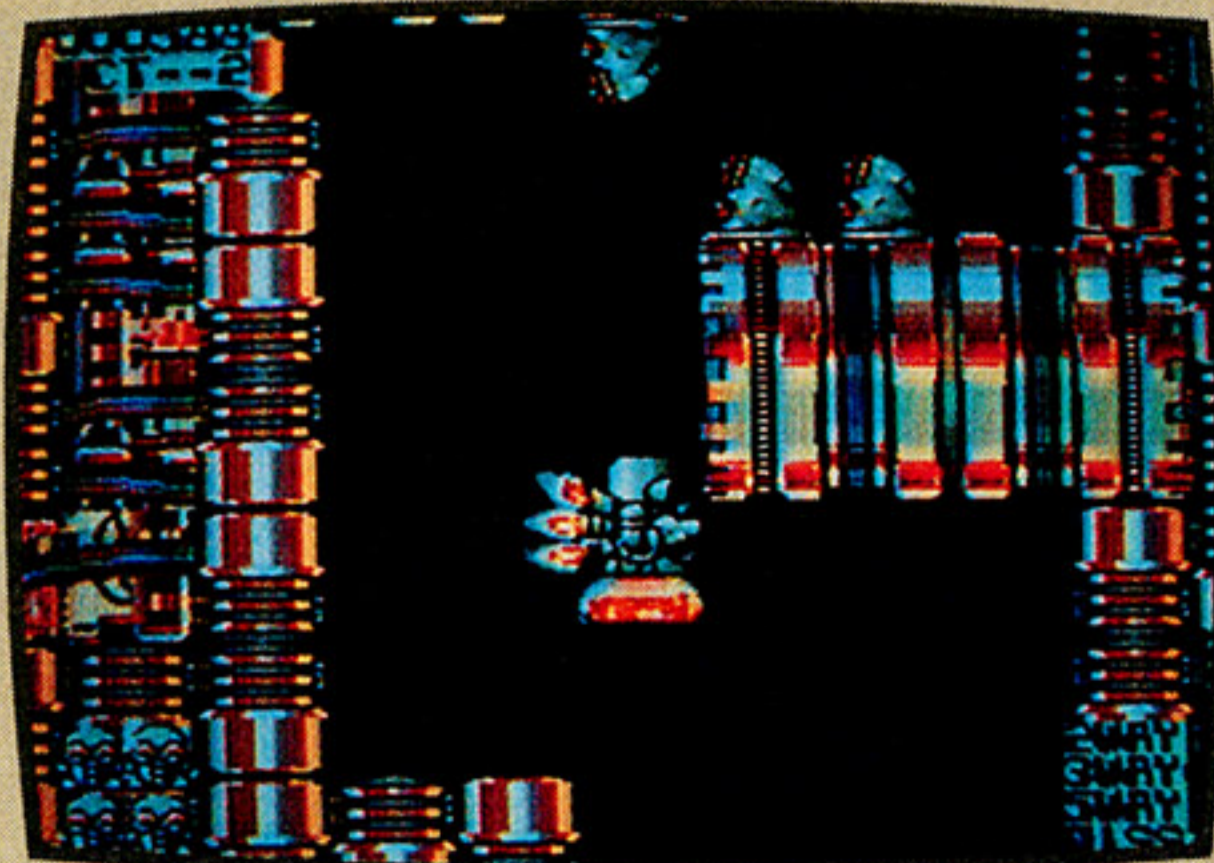
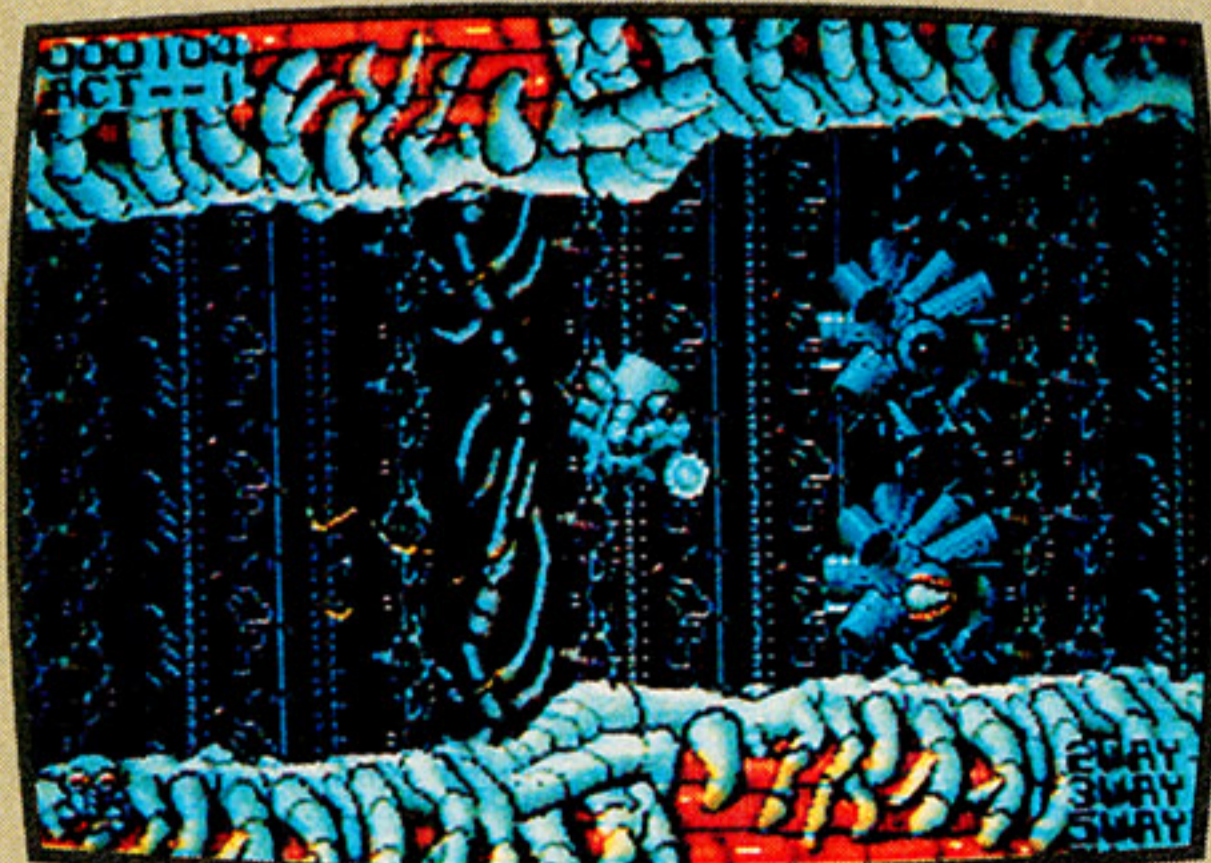
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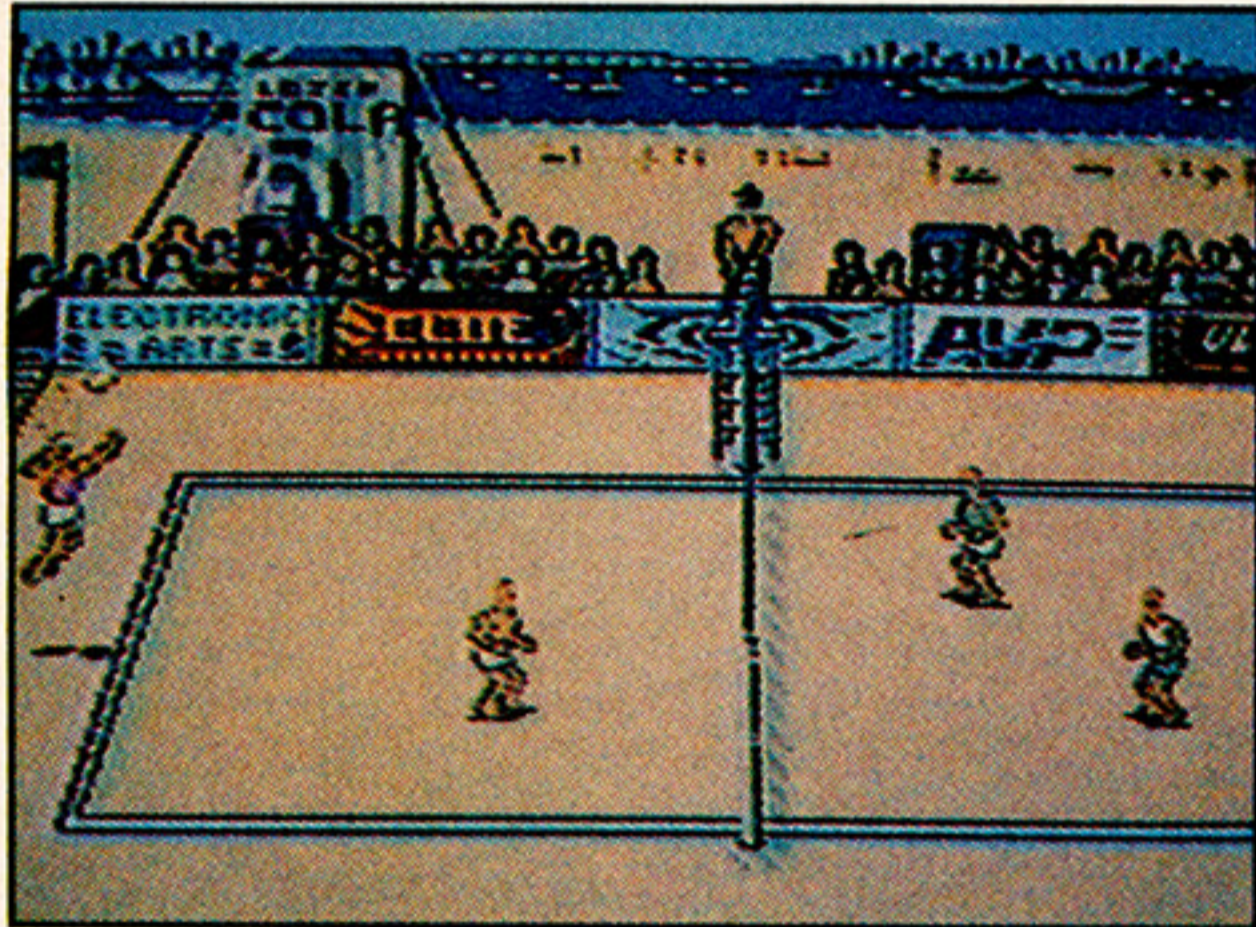
# NINTENDO NINTENDO

## REVIEWS

### KINGS OF THE BEACH

Brian Carroll

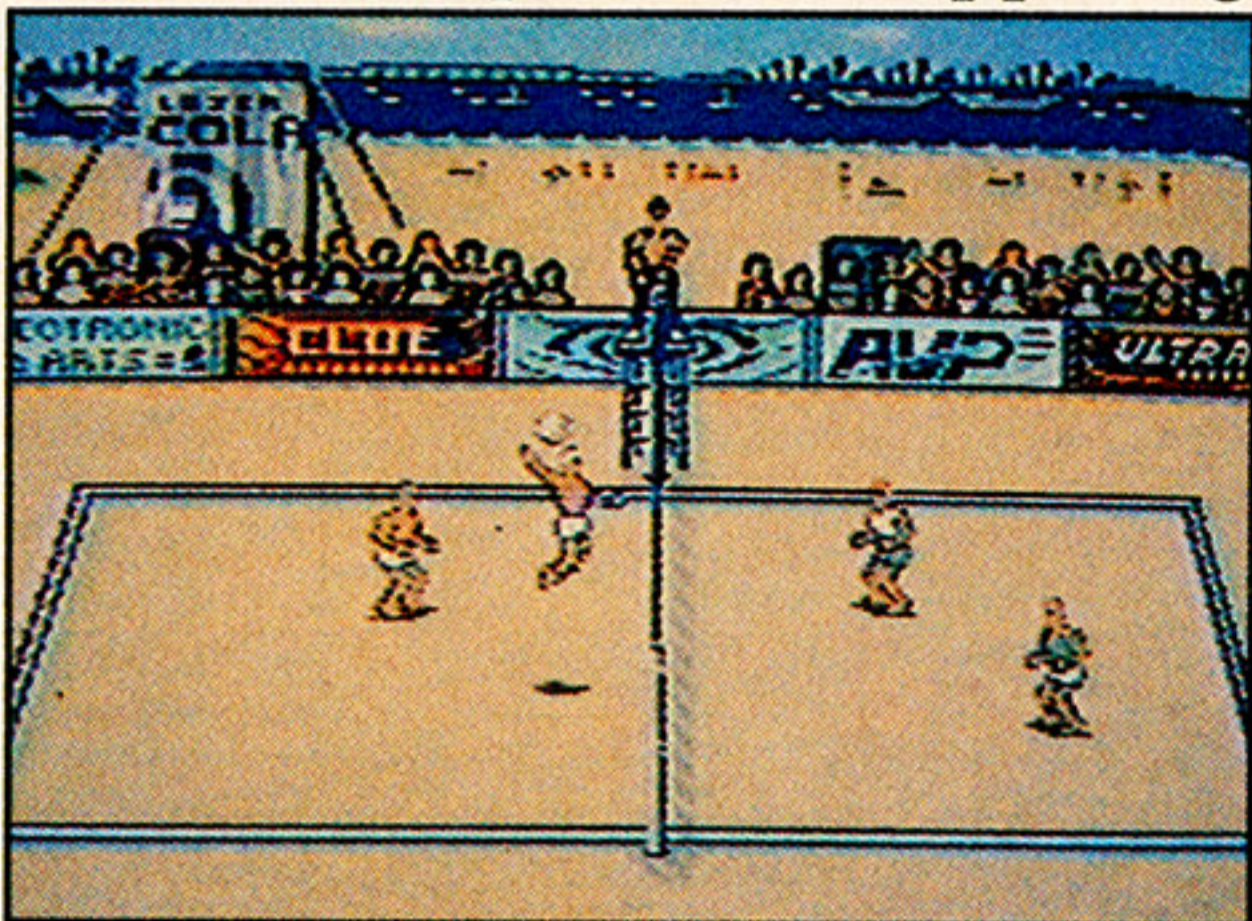
**S**ince the sport went professional in 1976, beach volleyball has become one of the fastest-growing sports in the U.S., and *Kings of the Beach* shows you why. This Nintendo game captures much of the sport's fast action and fancy moves.



You have three serves to choose from: the underhanded, or skyball, serve; the flat serve; and the jump serve.

As either Sinjin Smith or Randy Stoklos — who together make up the hottest tandem ever to play two-on-two beach volleyball — you can set, spike, dig, and block just like the professionals. One of the keys to winning is knowing which move to try when.

For example, if both opposing

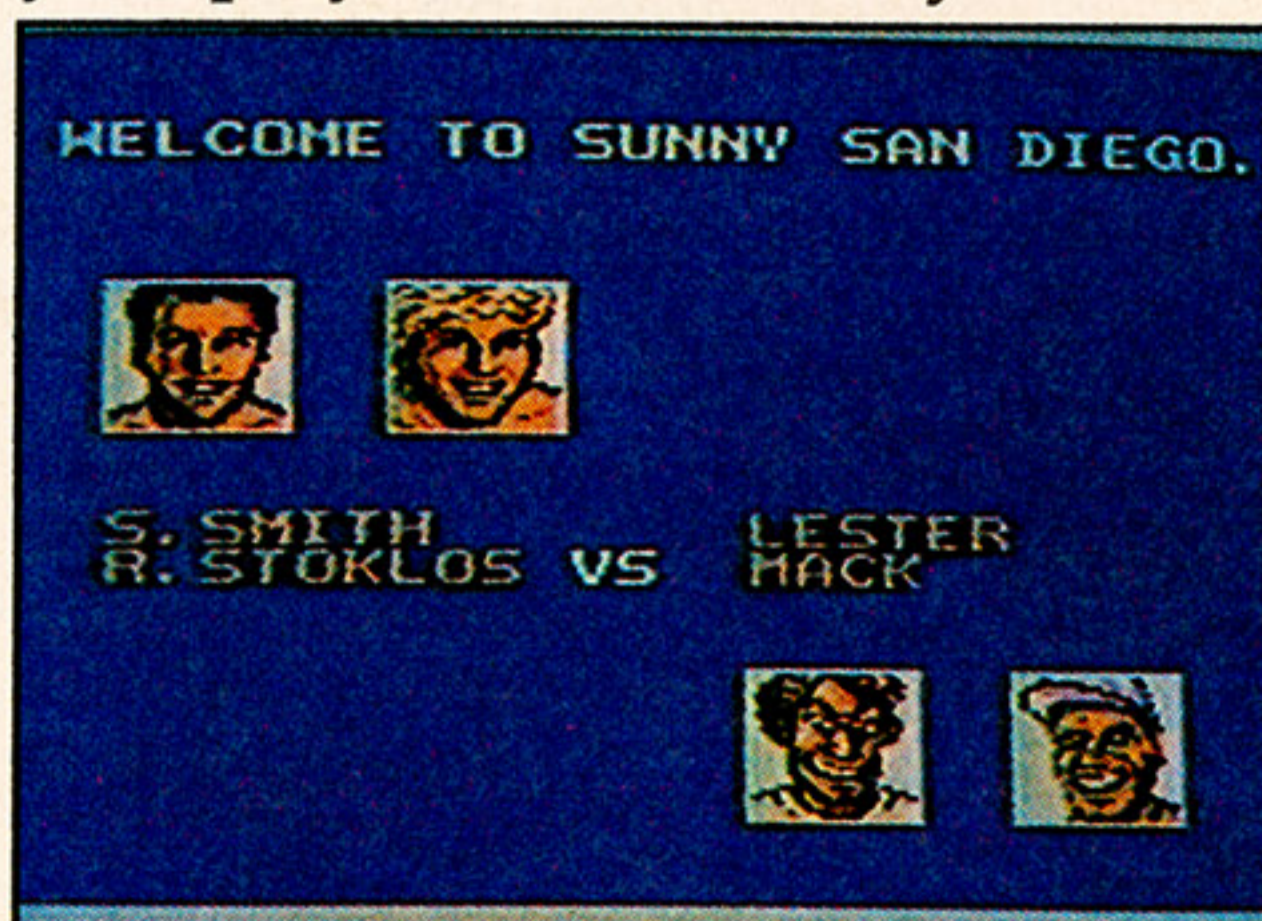


To launch a perfect spike, jump when the ball begins its descent and spike it as close to the net as possible.

Version reviewed: Nintendo. Ultra, 900 Deerfield Parkway, Buffalo Grove, IL 60089. Also available for IBM, Tandy, and compatible computers and the Commodore 64, from Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

players rush the net, it's best to try to bump the ball *over* the defense instead of spiking directly into it. There's nothing more embarrassing than getting one of your own spikes stuffed down your throat.

Another key is positioning. The ball always lands on its shadow, so stay on it. If you're too far away to get completely under the ball, but too near to miss it entirely, your player automatically dives to



The tournament competition gets tougher in each round. Look for *Skate or Die*'s Lester to make a cameo appearance.

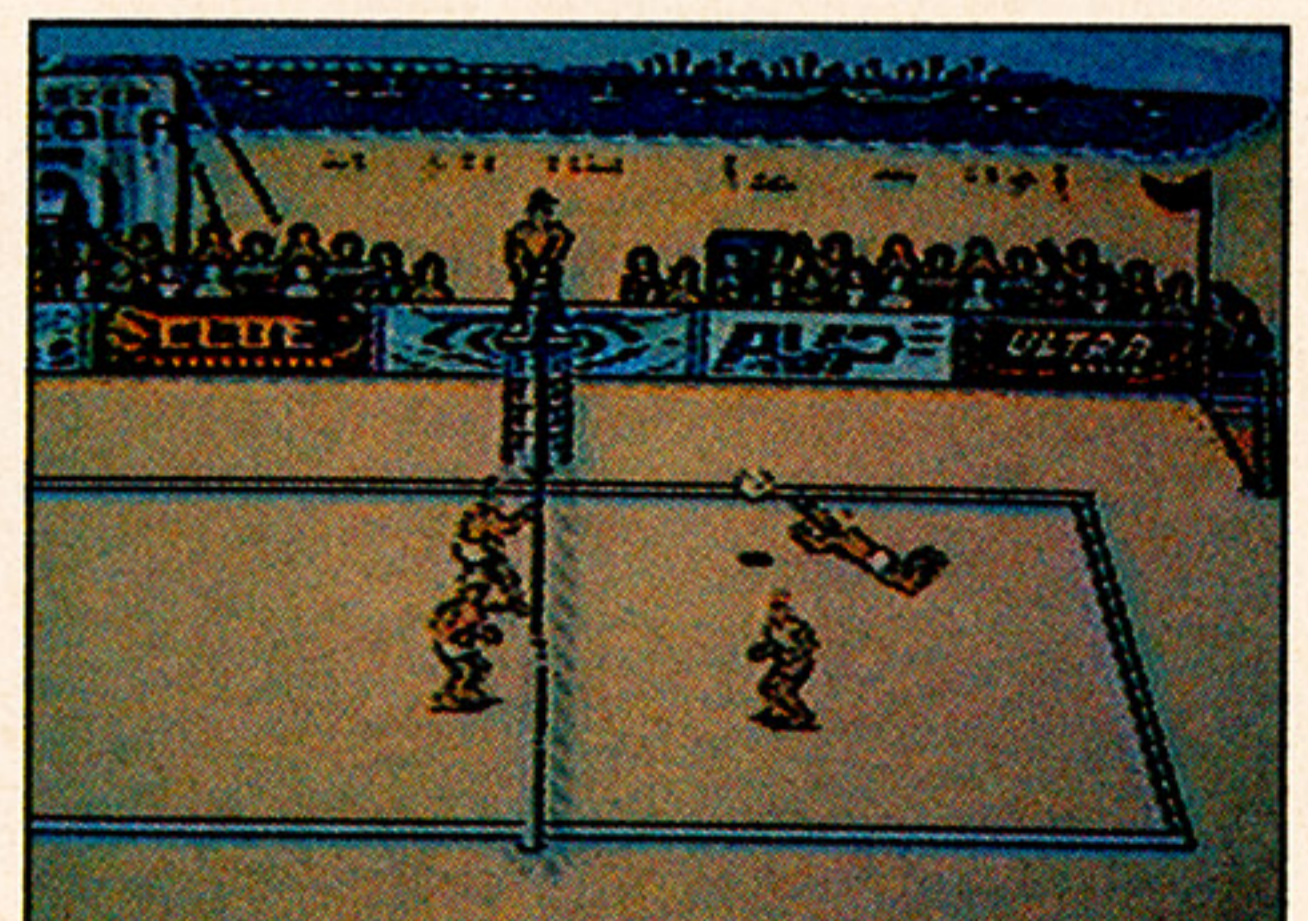
dig the ball out of the sand.

Ultimately, though, success hinges on your timing. To spike, block, and set properly, you have to hit the A button at just the right moment. Play some practice matches to polish your skills before entering the tournament.

Tournament play is where *Kings of the Beach* really shines. You'll travel around the world in your quest for victories, money, and a good tan. If you win three consecutive matches, the game displays a password. Write it down, because it's your ticket to the next round.

For sports fans long aggravated by mediocre officiating, *Kings of the Beach* offers a long-overdue option: You can argue with the referee. If the call was indeed a close one, you stand a good chance of reversing the decision. If it doesn't go your way, however, think twice the next time. You can dispute one call with impunity, but every argued call that goes against you after that costs a point.

GP



Hit the dirt! If you get close enough to a ball, your player automatically tries to dig it out of the sand.





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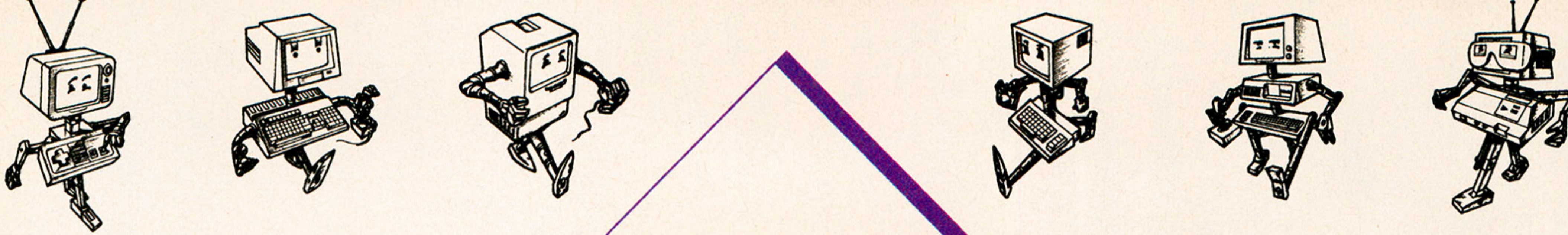
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# NEC

## REVIEWS

### TAKIN' IT TO THE HOOP

Tom R. Halfhill

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

than we thought.

Soon we discovered that it really matters which of the eight different teams you match up for a contest. Then we learned why our players kept getting worse — they were simply getting tired. It turns out that they're not the typical superhuman heroes you expect in a videogame. Instead, they've got varying amounts of stamina, and regular substitutions are a must if you want to keep them alert and efficient.

In fact, there's a whole range of factors a sharp coach must consider. Each player is ranked according to his strength, speed, shooting accuracy, passing ability, and defensive skills. It matters whether you position a player as a center, guard, or forward, and whether your defense is zone, man-to-man, or a combination.

Yet even if your courtside strategy is well thought out, the game



When you move in for a lay-up or slam dunk, the screen automatically switches to this close-up view. The gauge at the bottom helps you aim.

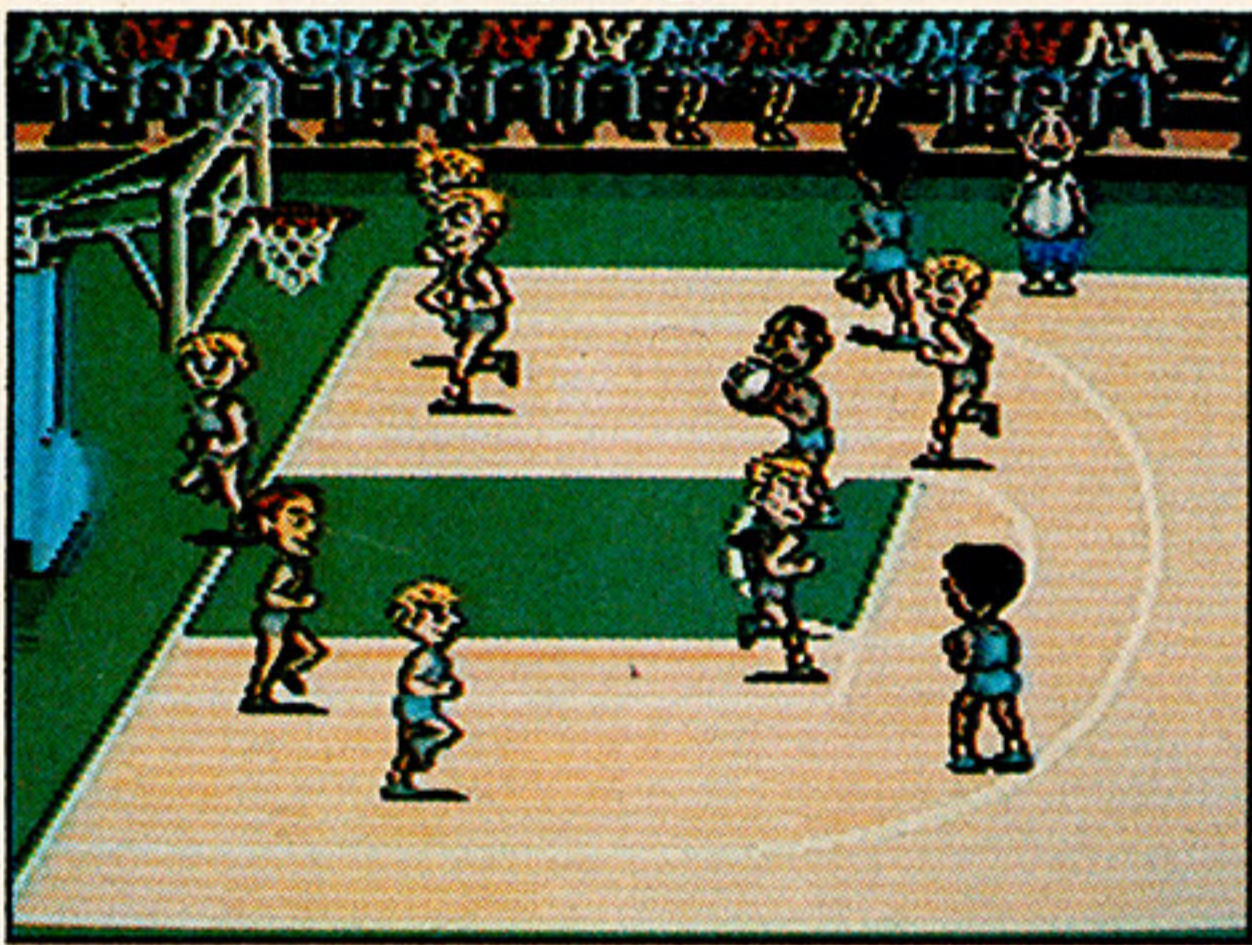
still comes down to how well you can manipulate the controller and make your players dribble, pass, shoot, block, and steal. This is a five-on-five, full-court basketball game, and it serves up enough action to satisfy anyone.

*Takin' It to the Hoop* isn't perfect. The screens on which you substitute players could be better organized; the graphics are good, but not great; and the sound effects are downright drab. But overall, it's a well-balanced and entertaining sports game that doesn't lose itself in the details of simulation.

GP

**S**ome sports games emphasize action, leaving the finer points of strategy to those who'd rather be playing chess. Other sports games emphasize strategic thinking, and a contest is as likely to be won or lost on the chalkboard as on the playing field.

Both approaches have their drawbacks. Pure action games are sometimes such poor simulations that they become entirely new "sports" in their own right, bearing little resemblance to the actual sport they're trying to imitate. And



Unlike some basketball videogames, *Takin' It to the Hoop* puts all ten players on a full court with smooth screen scrolling and animation.

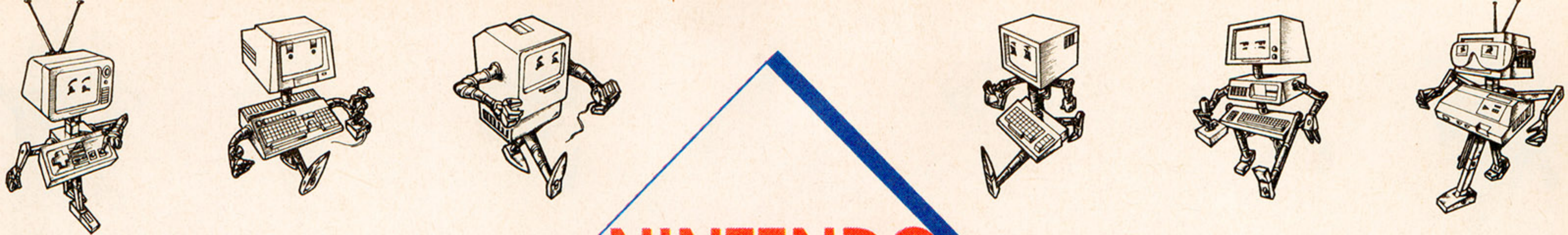
strategy-oriented games sometimes bog down the players with so many statistics and decisions that they lose sight of the thrills and spills of real athletic competition.

*Takin' It to the Hoop* strikes an intelligent balance. The first time we played the game, it seemed to be all action. But after getting drubbed 185 to 33, we realized there must be more to this game

Player	Strength	Speed	Shooting Accuracy	Passing Ability	Defensive Skills
DAVIS	0	37556	79		
TYIER	2	77238	83		
SANDERS	10	AA349	86		
MARTIN	2	A89AB	86		
HARRIS	7	97897	86		
RICHARD	0	88A64	99		
LIGHT	0	38655	99		
WHITE	0	48666	99		
WILSON	0	874AA	99		
CONNER	0	8844A	99		
TOM	0	34783	99		
KITE	0	44672	99		

Frequent substitutions are a must if you want to keep your players fresh. Players on the bench (right) slowly regain their strength.





# NINTENDO

## REVIEWS

### RAD RACER II

Neil Randall

Version reviewed: Nintendo. Square Soft, Westpark G-1, 8347 154th Avenue NE, Redmond, WA 98052.



This is the screen you'll see most often: your car, the controls, and a long, inviting stretch of road.

reach top speed and get through each course successfully. Slow down for any length of time, though, and your chances of finishing the course are extremely slim.

Each course has several stages (usually three). You have a fixed amount of time to make it to the end of each stage, and if you don't make it, you stall out and coast to

a stop. But if you reach the checkpoint — even if you've almost stopped dead — you'll start up again and get a chance at the next stage.

Strangely, the most difficult part of most tracks is the first stage. Since you must restart the game if you don't reach your checkpoint,



Once past Key West, it's on to the Big Apple. The lights of New York City beckon, but the route is crowded with obstacles.

failing to complete the first stage can be extremely frustrating.

Eventually, though, you'll find yourself racing with confidence and abandon. Remember that it's OK to slow down occasionally, and that the only absolute no-no is to crash into a tree or a rock. Watch out for malevolent cars, too, because someone's always willing to help you off the road.

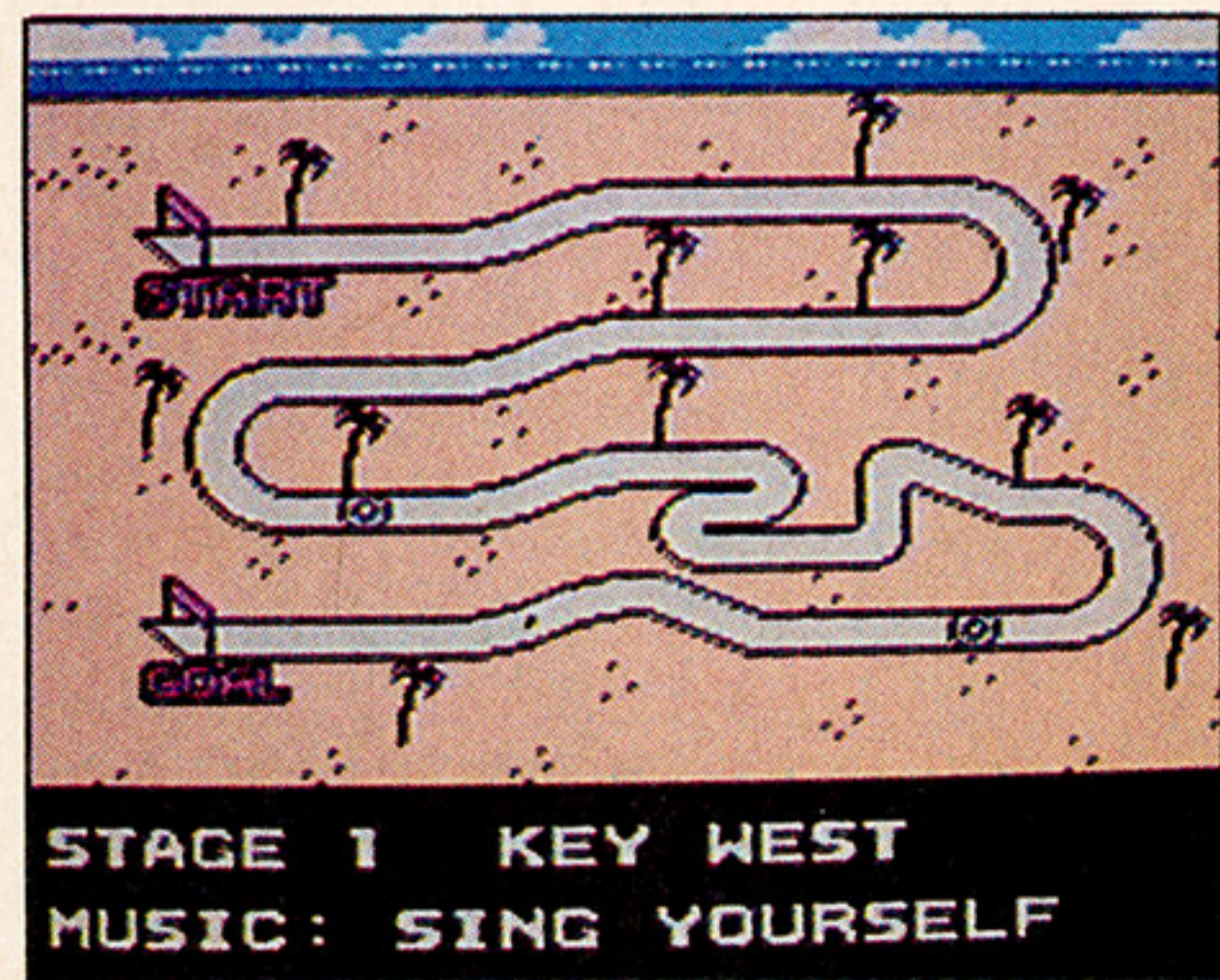
The illusion of speed is the real strength of *Rad Racer II*. But the original *Rad Racer*, with its lower-to-the-road perspective, gives a better sense of what real driving is like. Many players, if forced to choose between the two, would probably prefer the original. But having both is far more fun.

GP

**R**ad Racer II takes up the difficult challenge of trying to improve on an already good game. It begins by sticking to a proven formula: As in the original *Rad Racer*, you drive a car down a two-lane highway while trying to avoid other cars that are either going much slower than you are or want to bump you off the road.

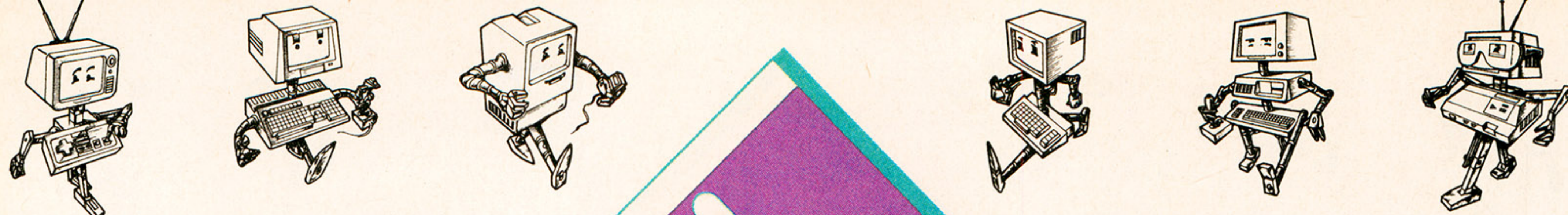
In *Rad Racer II*, however, you don't have a choice of cars at the start of the game, as you do in *Rad Racer*. Instead, you work your way through a series of increasingly difficult tracks. You start in Key West, then move to New York and other cities. As you advance from track to track, the scenery changes dramatically.

The key to winning in *Rad Racer II* is speed. You accelerate by pressing the A button, but you can unleash a turbo-boost by pressing forward on the directional pad. If you maintain this boost, you'll



At the start of stage 1 (Key West), you see the layout of the track. It may not look difficult from here, but those curves can be deadly.

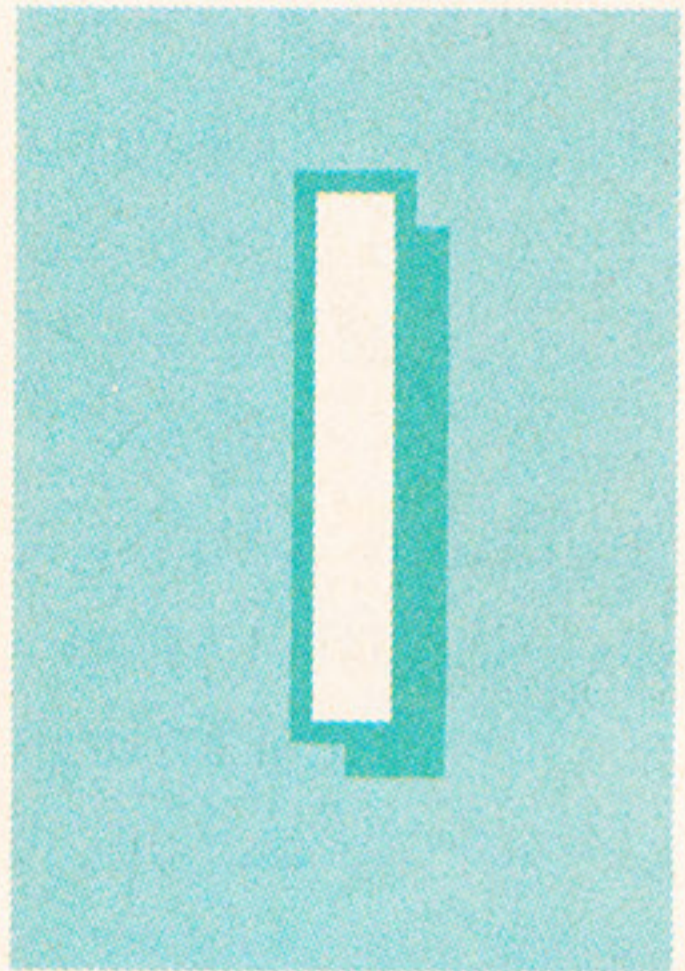




# TRIVIAL PURSUIT

Leslie Mizell

Version reviewed: IBM PC, Tandy, and compatibles; 384K minimum memory; CGA or EGA graphics. Parker Brothers, 50 Dunham Road, Beverly, MA 01915.



In a few decades, when *Life* magazine does a pictorial on the 1980s, they'll probably show a yuppie stepping out of a BMW

carrying a grocery sack filled with tofu, pasta, and mineral water under one arm, and a copy of *Trivial Pursuit* under the other.

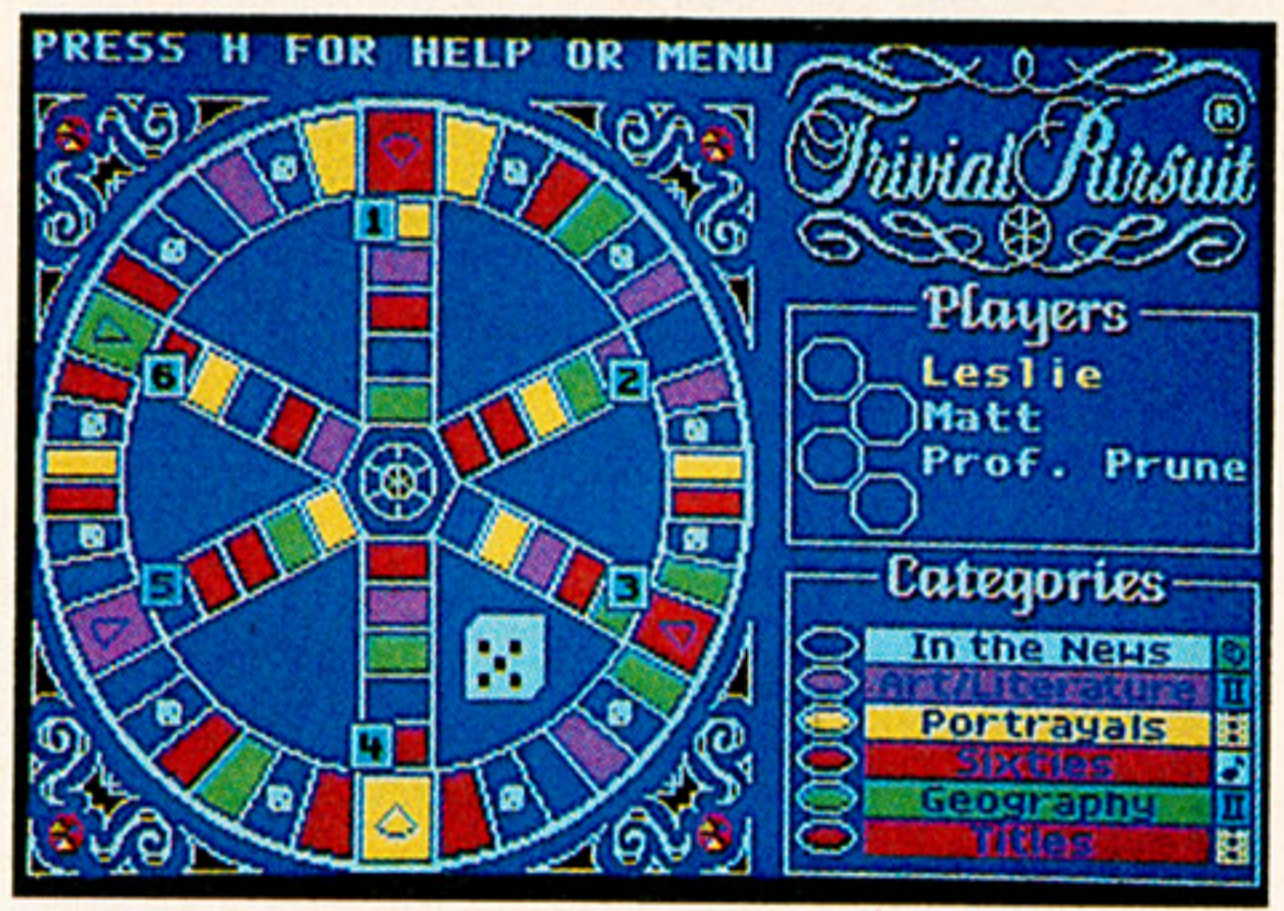
*Trivial Pursuit* has been a staple at suburban parties for years, and now it has the honor of being the first computer game issued by Parker Brothers. The translation from board game to computer game is as good as can be expected, considering that board games are notoriously difficult to transfer to computers.

To strengthen the computer version of *Trivial Pursuit*, Parker Brothers wisely included five different editions of the board game, raising it above most other computer quiz games. Although it lacks the original edition of *Trivial Pursuit*, it includes Volume II; the 1980s

Another problem the designers had to overcome was how to make it possible for the computer to judge whether your answers are correct. If the computer game offered multiple-choice responses or required you to type in the answers, it wouldn't be true to the board game. (Multiple-choice selections would make it too easy to guess the answers, and keyboard entry would make you run the risk of missing a question because it wasn't spelled or worded correctly.) Instead, you press the space bar to reveal the correct answer, and the computer asks if you were right or wrong.

Although this approximates the way the board game works, it results in a rather passive computer game. Like many computer quiz games — and like the board version — *Trivial Pursuit* is a social game best enjoyed with a group of friends rather than as a solitaire experience.

GP



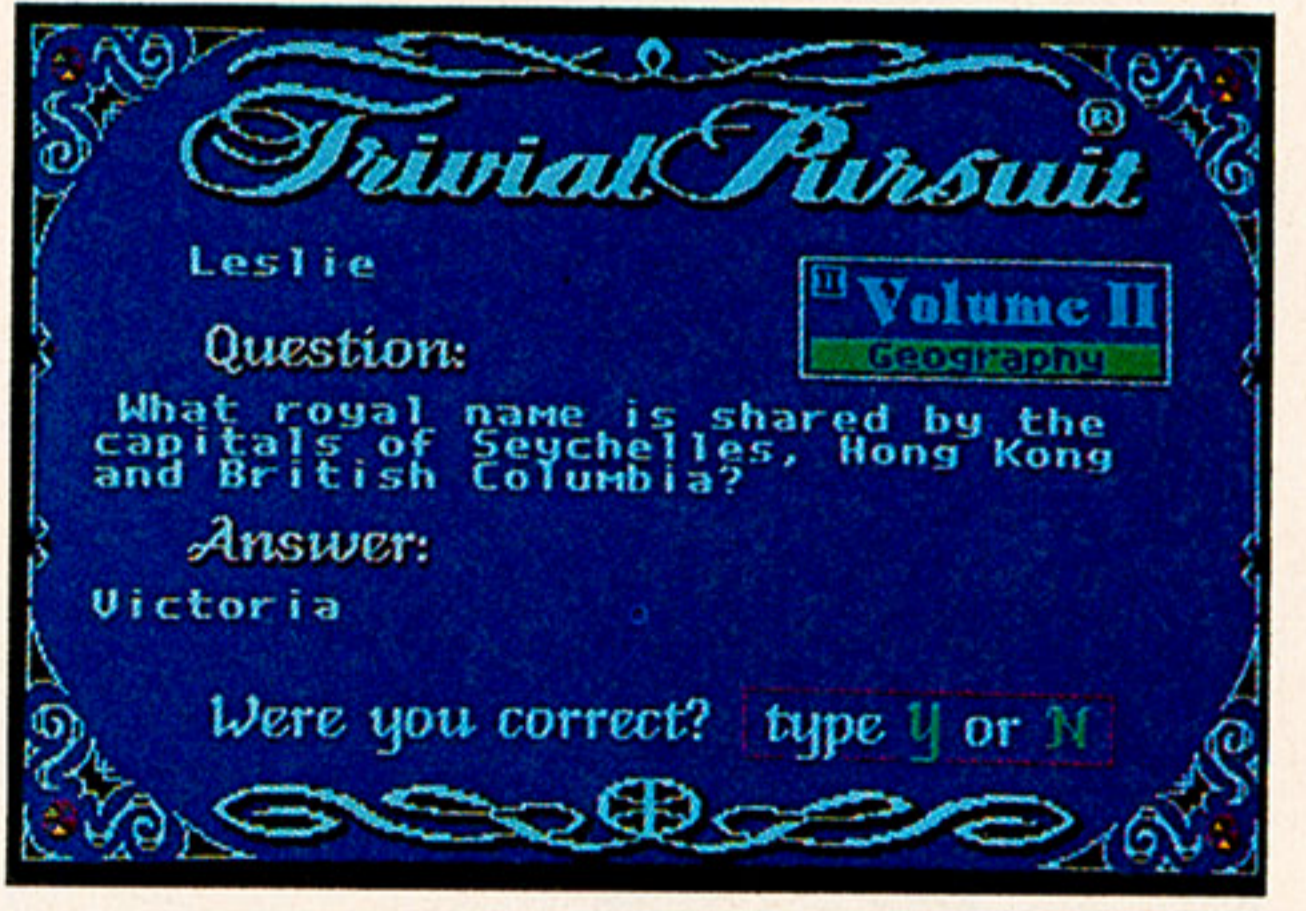
After you roll the dice, the computer indicates all the possible moves.

1980's Edition; and the specialized movie, music, and sports editions.

The computer version also includes computer-controlled players so you can play without other people. This is a good idea, but the computer players should be better. One character rarely, if ever, answers a question correctly. Playing with him is about as much fun as playing solo.



You can choose the six categories of your game from five different editions.



The computer answers each question, and you must indicate if you knew the correct response.





# NINTENDO NINLENDO

## REVIEWS

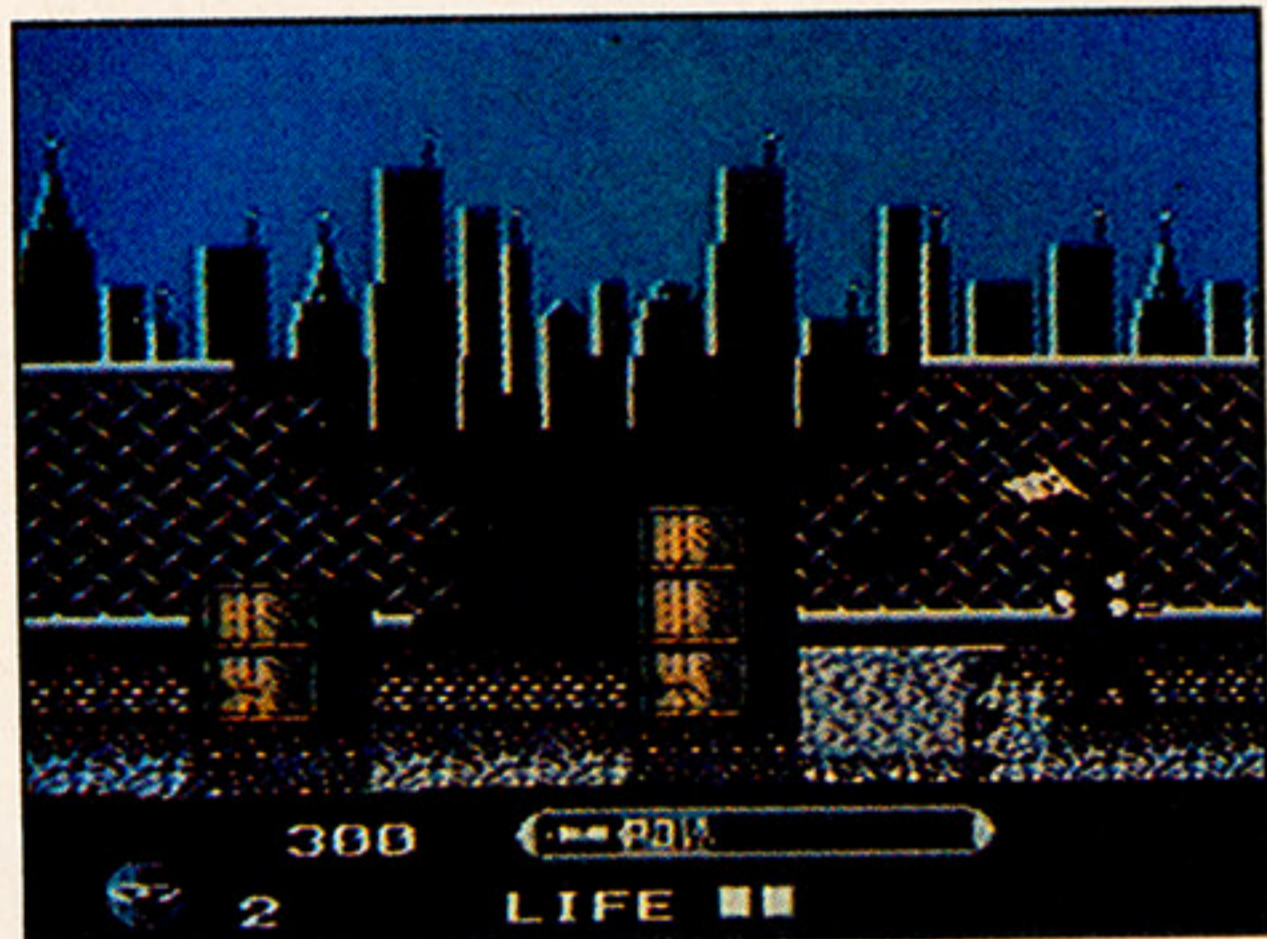
### WRATH OF THE BLACK MANTA

Matthew A. Firme

Version reviewed: Nintendo. Taito, 267 West Esplanade, North Vancouver, British Columbia, Canada, V7M 1A5.

**T**he great metropolis of New York is paralyzed with fear. Children have been vanishing throughout the city, and the authorities have no clue what is happening. The city is being victimized by criminals who seem too powerful to stop, and people are losing hope.

Meanwhile, in a secret stronghold, a masked figure is awakened in the night by a phone call. The caller is the masked man's

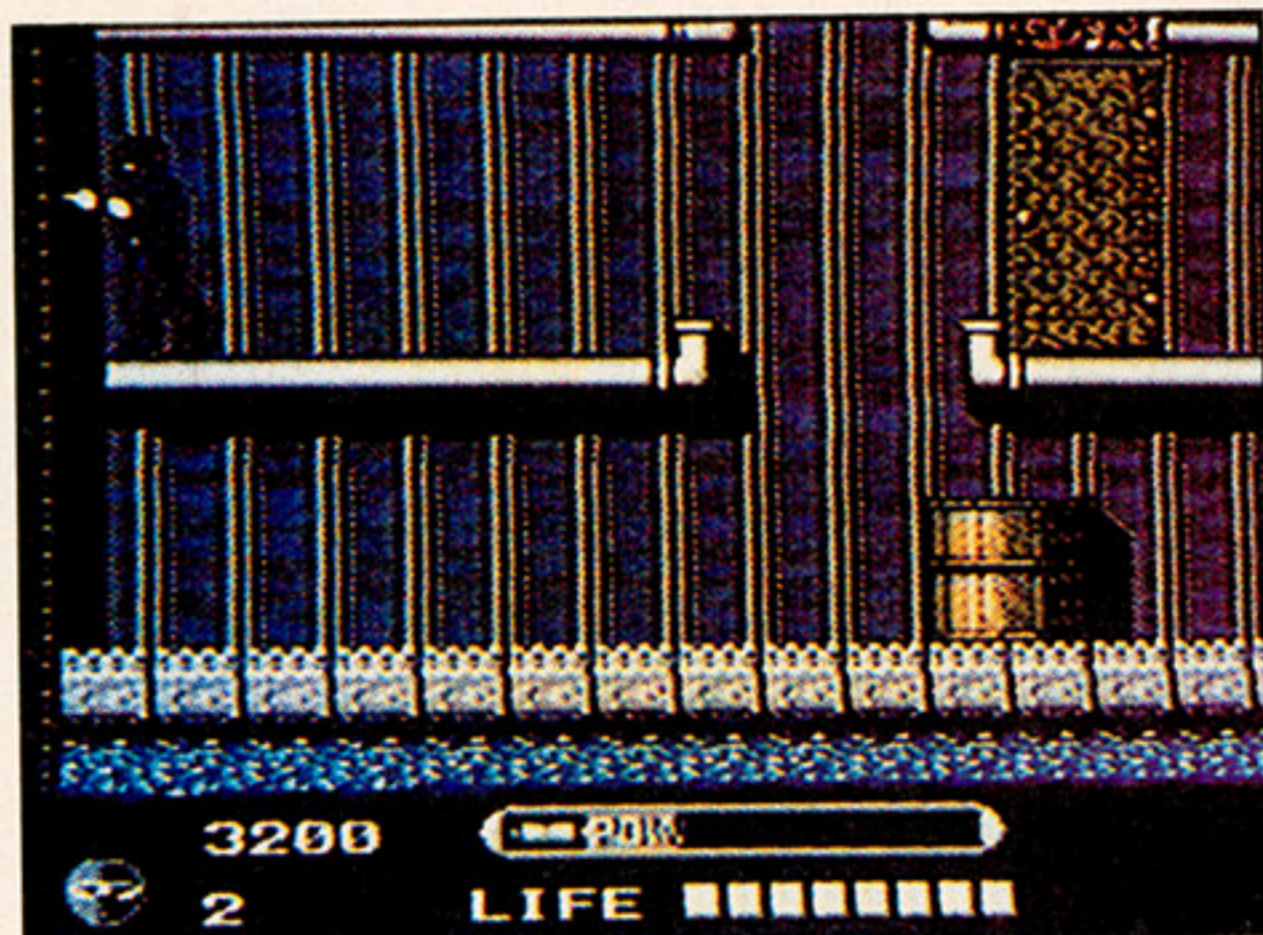


Throughout the game, you'll find letters like this one. They contain hints that help you get to the bottom of these dastardly kidnappings.

former teacher, and one of the missing kids is the teacher's young student.

Finally, the mysterious masked man responds. "Looks like I'd better get to the bottom of this," he says. The Black Manta — a great ninja crime fighter — moves quietly into the night.

Taito's *Wrath of the Black Manta* manages to roll two popular Nintendo game themes into one. Not only is this a ninja game, but it's also an anti-drug game. Unlike many games that seem to



Sometimes you can expose hidden doors by firing into walls. Anything can be inside, and chances are you'll need whatever you find.

bring nothing fresh to the ninja plot, however, *Wrath* is full of new twists and features.

As the Black Manta soon learns, what seems to be a New York problem is actually the work of an international drug syndicate, DRAT (Drug Runners And Terrorists). The Manta's search for DRAT's head honcho takes you through five exciting levels, from

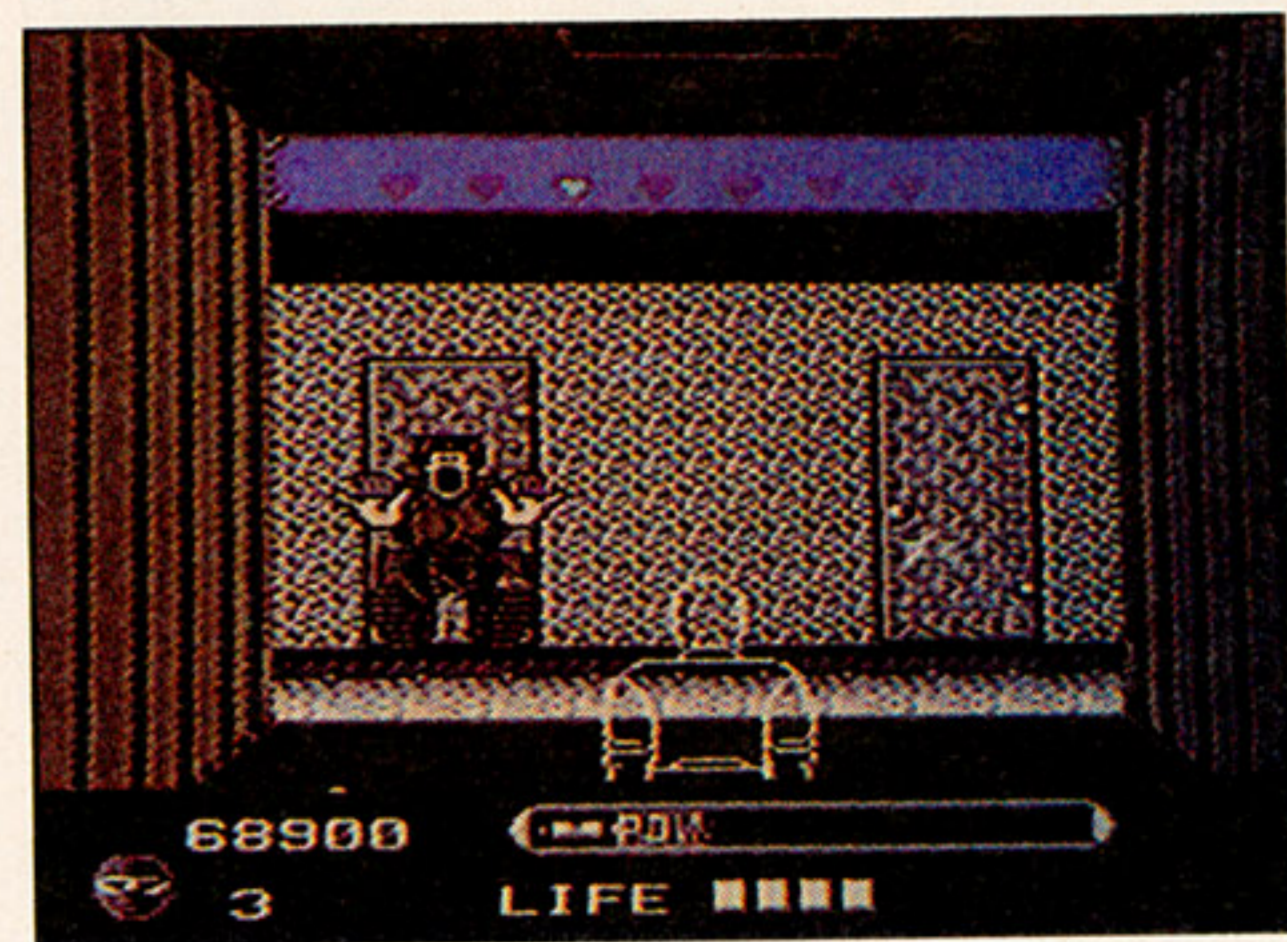
New York to Tokyo to Rio de Janeiro. Each setting is distinctive and chock-full of clues, hidden rooms, and bonus lives and powers. These features help to break up what otherwise would be the monotony of nonstop fighting.

Another nice feature is the Manta's mastery of the Ninpo Arts, magical ninja fighting techniques that prove invaluable to his mission. You always have at least four of these magical arts at your command, and you can earn others by completing levels. The Ninpo Arts include some truly amazing abilities. For instance, the Art of the Spider allows the Manta to travel underground, and the Art of the Shadow conjures up a second Manta fighter.

Even if you think you've seen enough ninja fighting games, give *Wrath of the Black Manta* a try. It has good graphics, an entertaining storyline, and plenty of action.

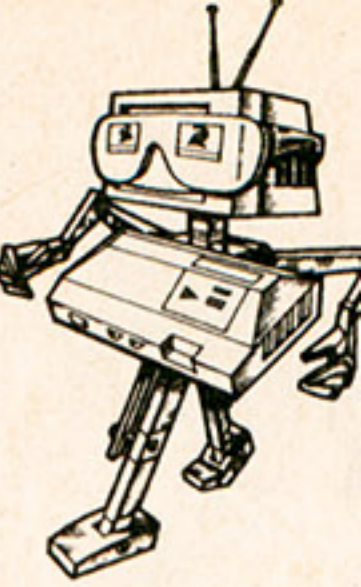
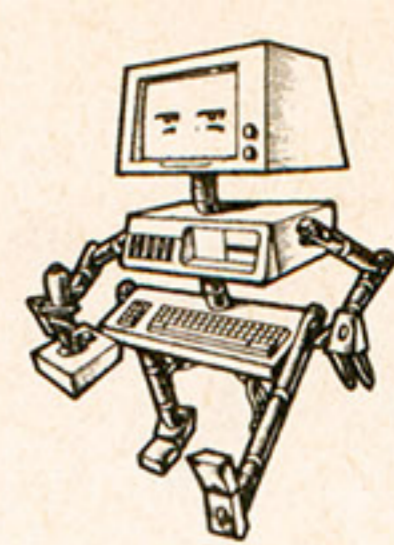
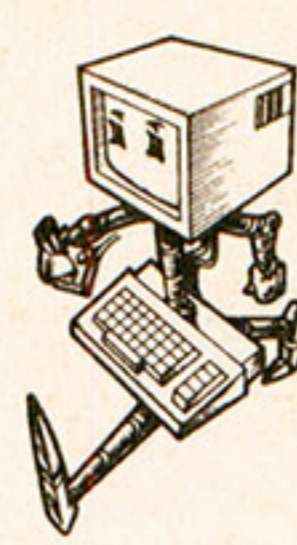
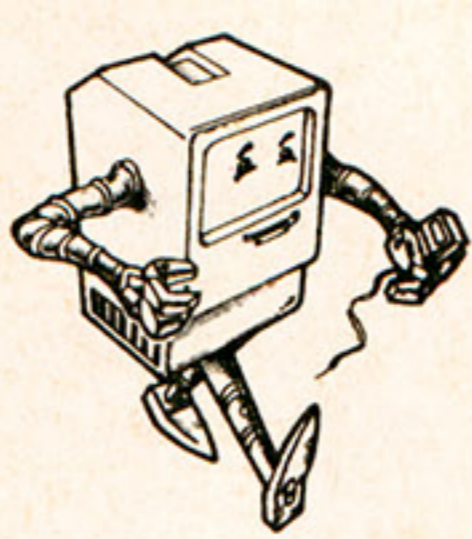
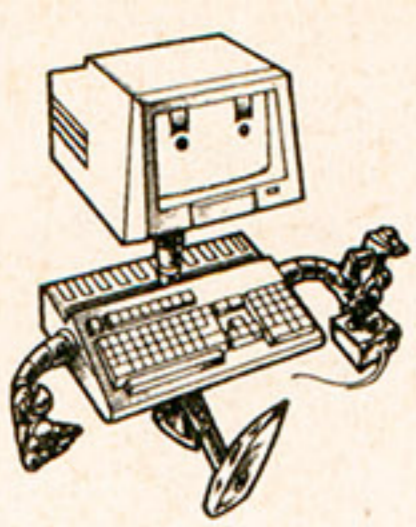
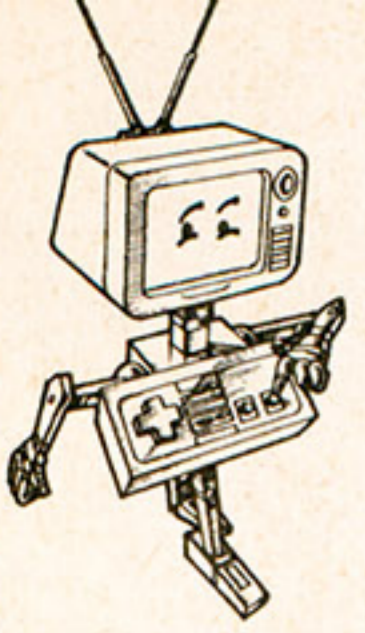
And don't forget those kidnapped kids. If you don't come to their rescue, who will?

GP



On the final level, the game takes on an entirely new look. While facing the doors of an elevator (the Manta is transparent and outlined in white), you must catch the bad guys by surprise.

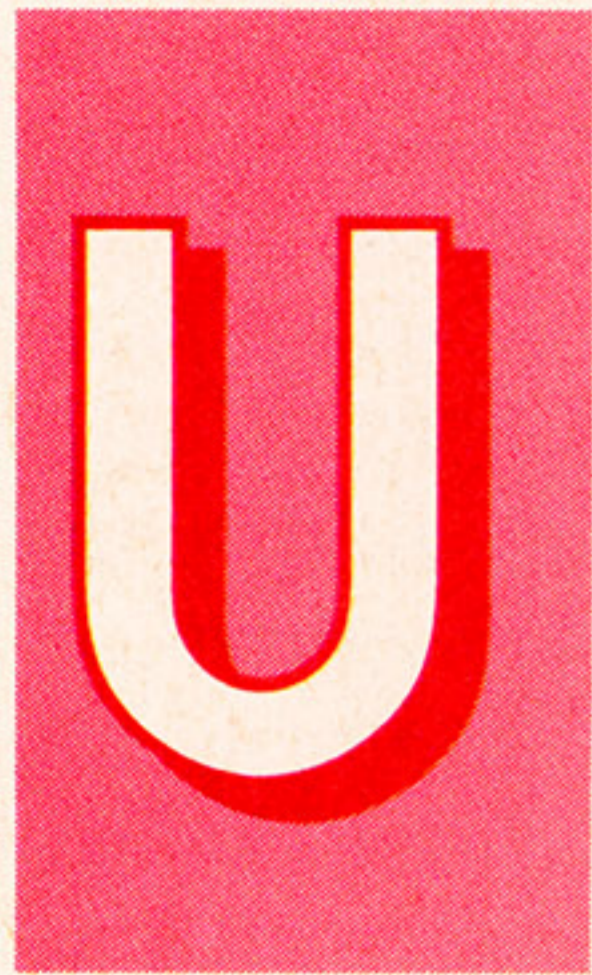




# GAME BOY REVIEWS

## BOXXLE

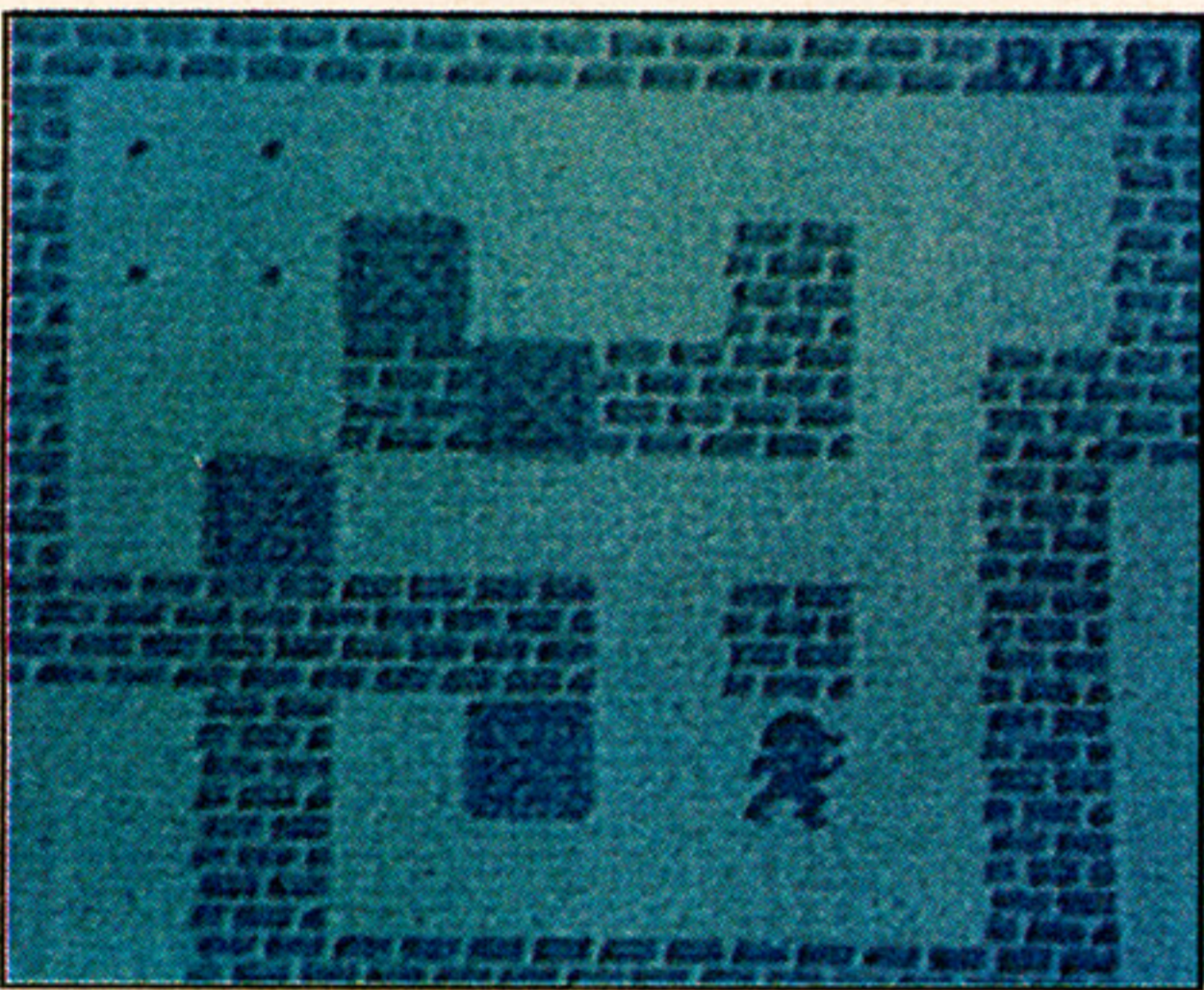
Tom R. Halfhill



Until *Tetris* came along, puzzle games had almost gone out of style in favor of flashy action games and lengthy quest adventures. But *Tetris* proved

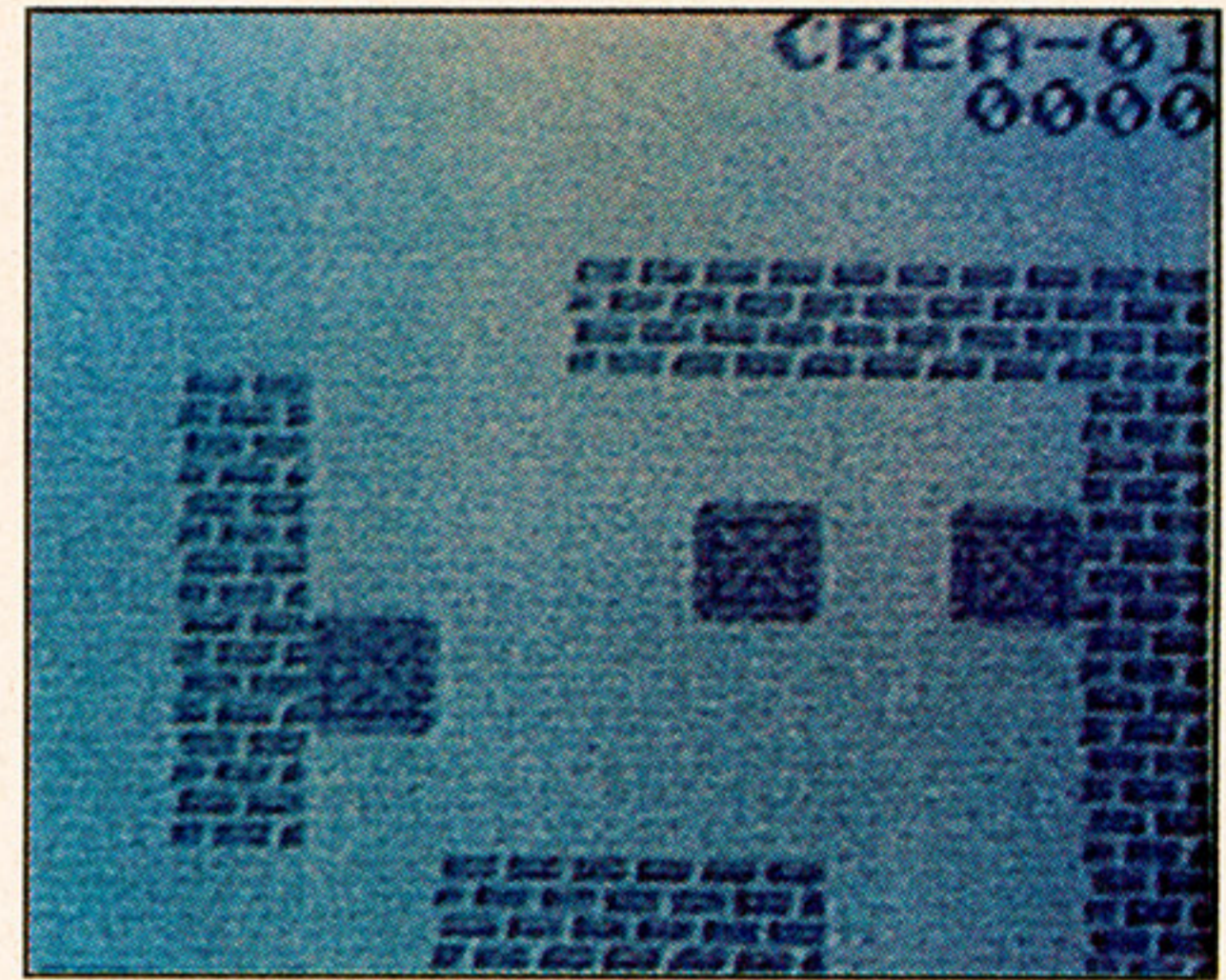
that a puzzle game with a relatively simple concept could still become a hit — if the concept were both challenging and interesting.

*Boxxle*, like *Tetris*, is based on a simple concept. Each screen consists of an oddly shaped storage room in which a few heavy crates are scattered about. Your job is to move the crates to predetermined positions marked with small dots.



The object is simple: Push the crates onto the dots. But it's not as easy as it looks.

To rearrange the crates, you control a tireless warehouse worker named Willy. Although Willy can push the boxes in any direction, he can't pull or lift them. These restrictions are crucial to the game's strategy, because they limit the ways you can maneuver the boxes. If you push a crate against a wall, for example, you can't move it away from the wall



*Boxxle* lets you create three custom rooms. But unless you plan ahead, you may create an arrangement that's impossible to solve.

level. From there, you can flip through all the rooms on the level and choose one you haven't solved.

There's no doubt that *Boxxle* is challenging. Some rooms seem impossible to solve, yet there's always a logical solution.

What's less certain, however, is whether *Boxxle* will hold your interest for long. It has 108 screens, and the only variations are the number and arrangement of the crates and the shape of the rooms. After several screens, the game can quickly become repetitive.

Although *Boxxle* lets you design up to three rooms of your own, in practice this feature doesn't add much variety. For one thing, the custom rooms are unconnected with the rest of the game. And since it's very easy to create a room that's impossible to complete, you need to solve the puzzle mentally before you can even start to solve it with Willy.

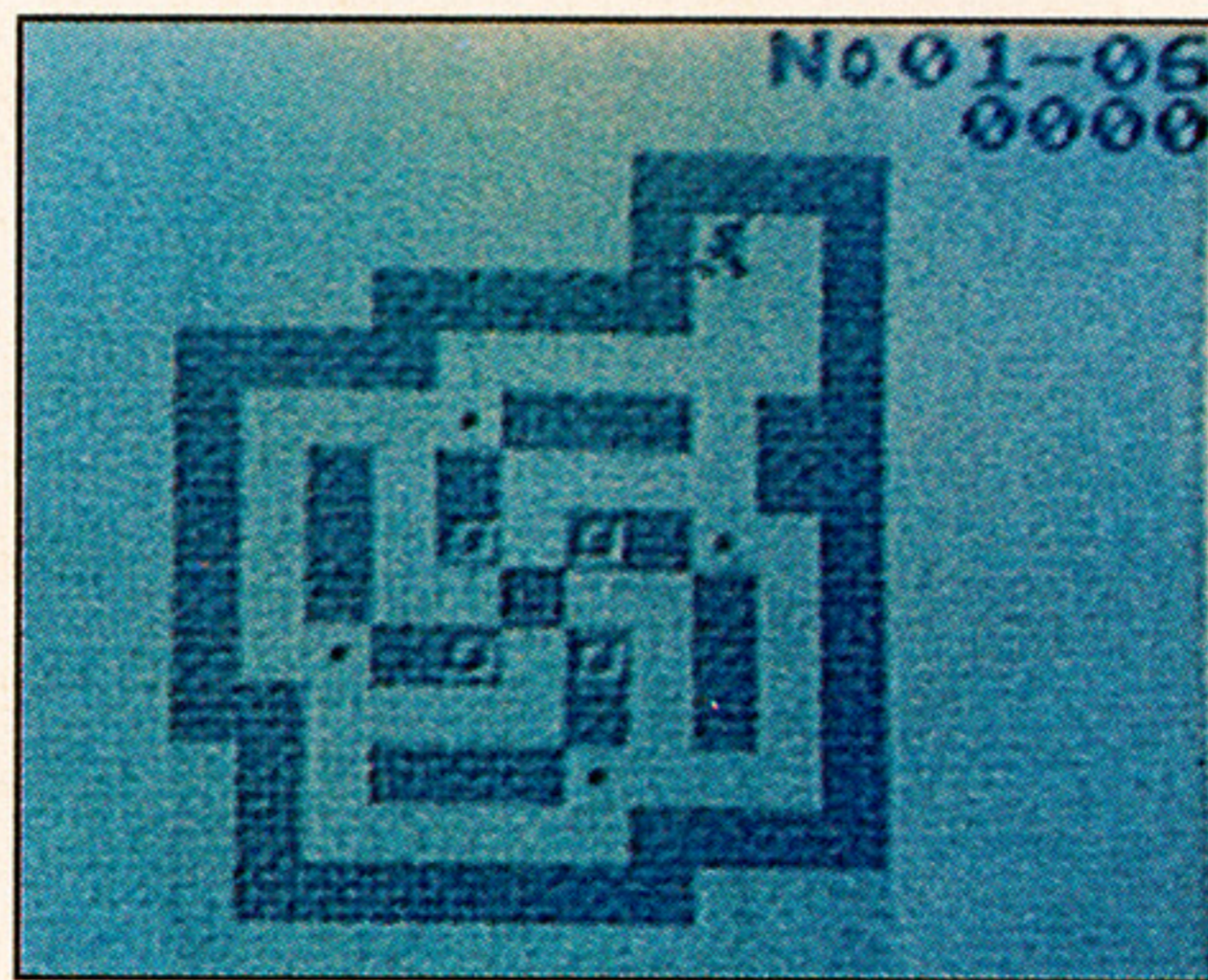
With a little more variety, *Boxxle* could be a fine game, but many players may conclude that it needs something more.

Version reviewed: Game Boy. FCI, 150 East 52nd Street, New York, NY 10022.

later, because you can neither pull the crate nor get behind it to push.

As a result, solving each room in *Boxxle* requires careful planning or plenty of trial and error (usually both).

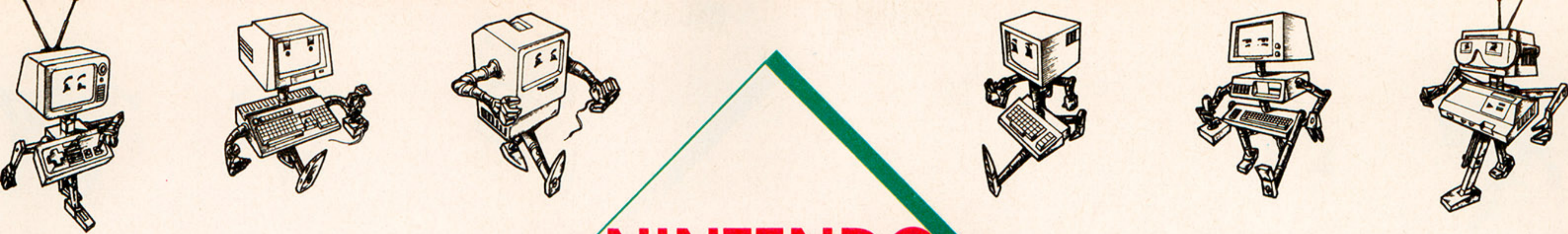
When you finish a room, you get a password so you can resume the game later. Instead of taking you back to the last room you finished, the password always returns you to the first room on that



Some rooms have smaller crates and walls arranged in more complex patterns. These rooms are difficult to see on the small Game Boy screen.

GP





# NINTENDO REVIEWS

## NIGHTMARE ON ELM STREET

Gary Meredith

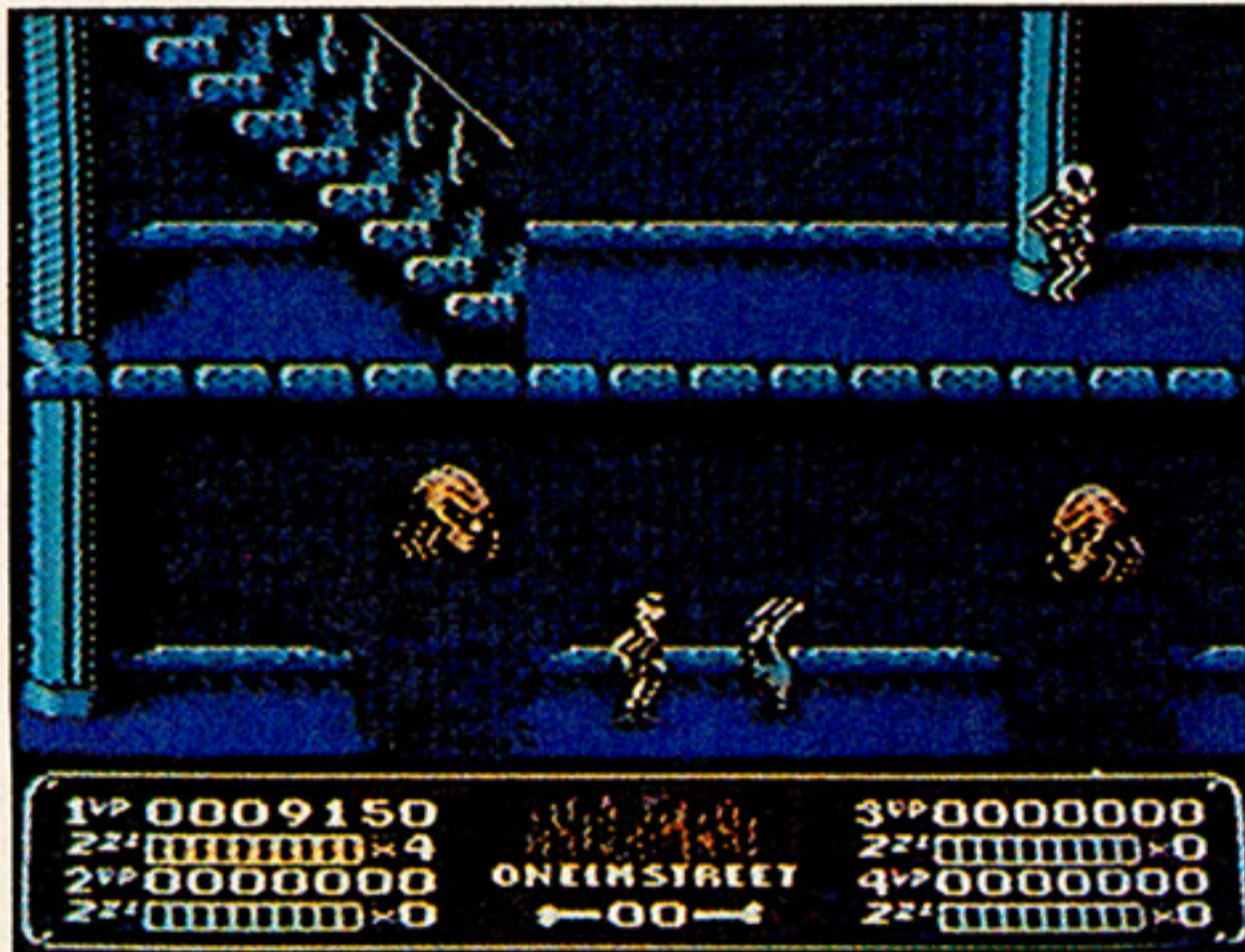
Version reviewed: Nintendo. LJM Toys, 1200 Wall Street West, Lyndhurst, NJ 07071.

L

ock your doors! (As if it would do any good.) The famed, frightening phalanges of Freddy Krueger are slashing their way through yet another flock of unsuspecting vic-

tims — teenagers, as usual — and *you* are the only one who can finally stop this madman.

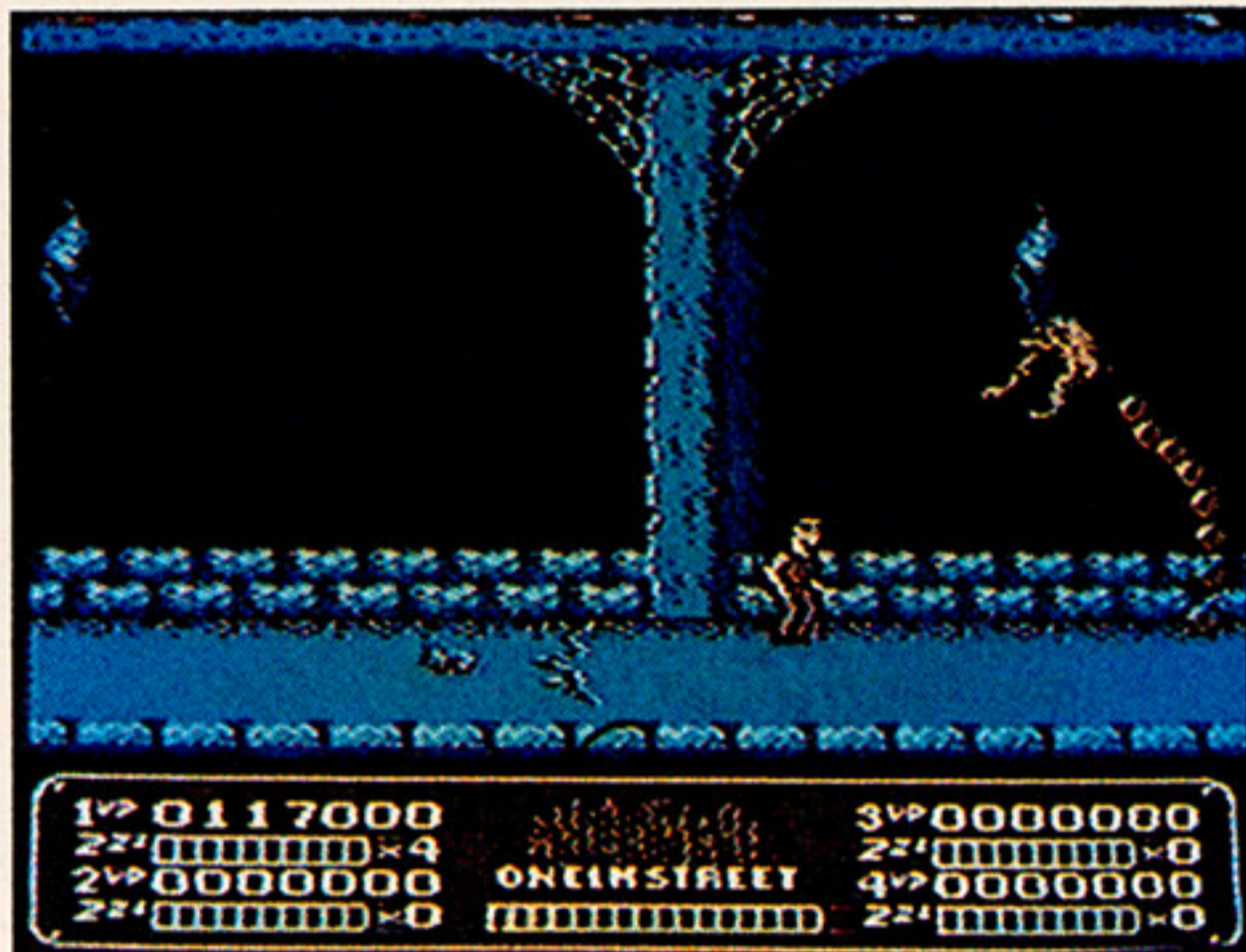
Legend has it that Freddy can be overcome, but only if his bones are gathered together and incinerated. So how tough can that be?



When is a choice no choice at all? When you've got to choose between taking on that giant claw or those evil-looking spider-skulls.

Tough enough. The bones have been scattered throughout the Elm Street neighborhood. You (and up to three other players) can search any of the houses on Elm Street, including an old run-down place that you suspect could be the abode of Freddy himself.

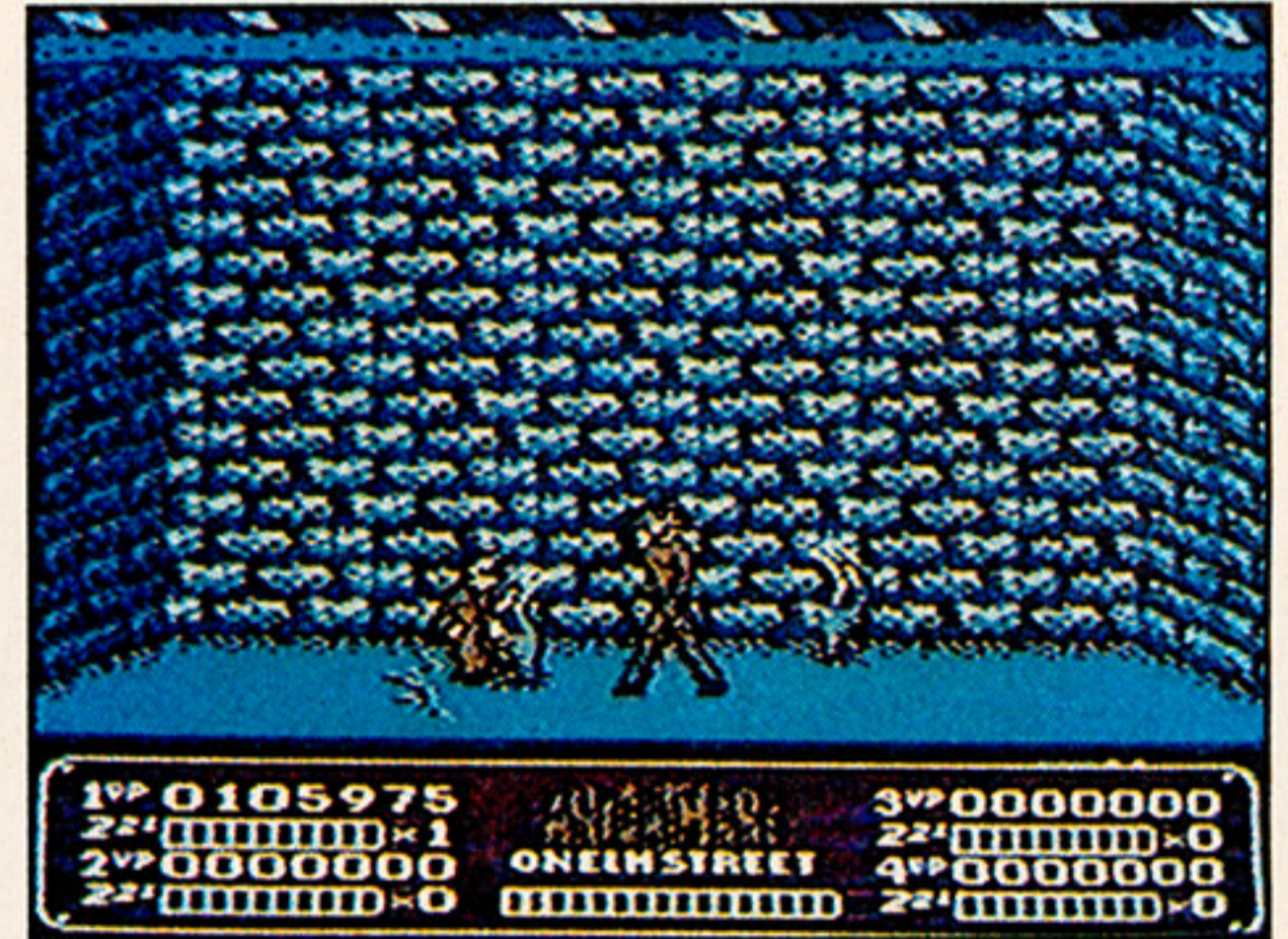
One problem you'll run into right away is the considerable number of ghouls, ghosts, and monsters you encounter on the streets and in the houses. You can't



It'll take quick reflexes and fancy jumps to stay away from the guy with the industrial-strength tongue.

turn around without bumping into a bogle, a shambler, or even a hellhound. You can either fight these creatures or (better yet) dodge and jump over them. Sometimes, unfortunately, you have to fight, so it's a good idea to pick up the icons for various shadow warriors, which will give you special powers and abilities.

There's also another consideration: the amount of sleep you've had. Everything takes place after midnight, so naturally you're going to be a bit sleepy. You need to avoid falling asleep for as long as possible, because if you do happen to doze off, Freddy will be waiting to pounce on you in your dreams. To stay awake and alert, take advantage of the coffee and the jam boxes you find.

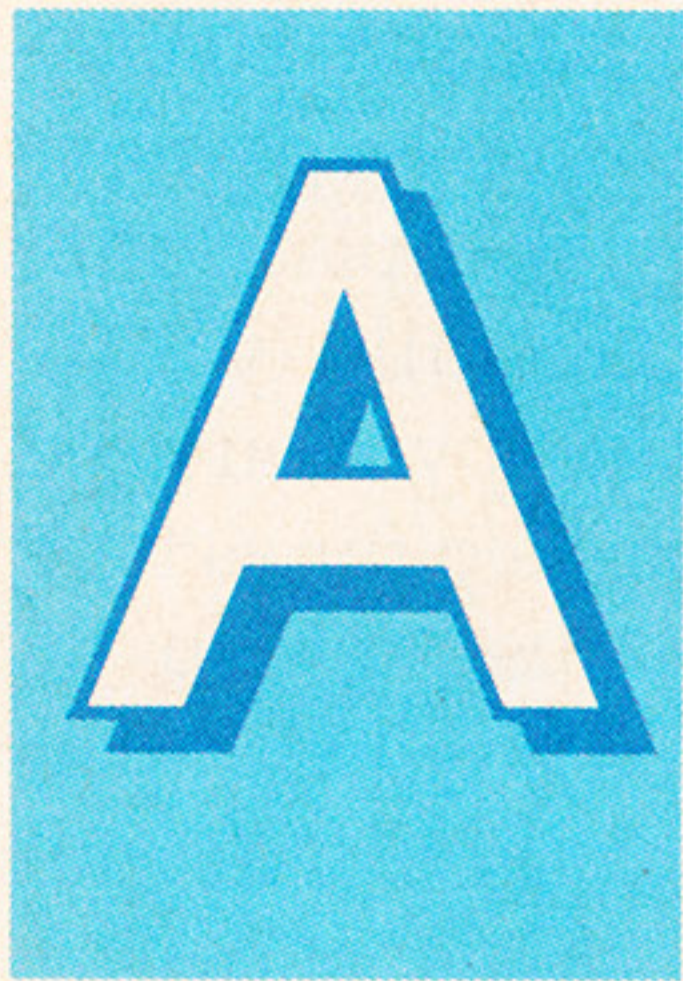
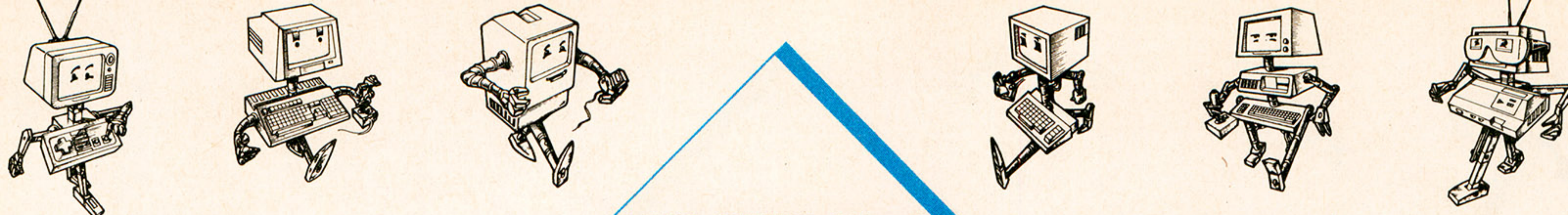


It's time for "Fandango with Freddy." Note that while the walls may have ears, the floors in the battle chamber seem to be the prime location for claws.

*Nightmare on Elm Street* will keep you busy with its hordes of monsters, and, of course, Mr. Krueger himself. Control of your character is smooth and positive. With its attractive special effects — such as the segue to the nightmare sequences — this game is as much fun to look at as it is to play.

GP





ctivision's *Archon* combines the strategic planning of chess with the action of a rapid-fire arcade-style game. The result is a unique

game that may well appeal to teenagers and adults more than to younger Nintendo fans.

*Archon* first appeared back in 1983 as a popular game for the Commodore 64 computer. But it's a natural for Nintendo, and the look and feel of this translation is faithful to the excellent original.

Two forces — the light and the dark — compete for total victory over the landscape of a chessboard. Each piece can move a certain number of squares, and one piece can attack another by moving onto its square. But this is where the similarities to chess come to an end. For when two pieces go into combat, the board turns into an action battlefield.

The light forces are led by the Wizard, who can cast powerful



The Wizard summons a powerful air elemental to attack an opponent.



## ARCHON

Selby Bateman

Version reviewed: Nintendo. Activision, 3885 Bohannon Drive, Menlo Park, CA 94025.



When one piece attacks another, the board changes into a battlefield on which the two enemies fight it out.

spells and hurl fireballs. The dark forces are directed by the Sorceress, also a spellcaster, who throws shattering lightning bolts. Both leaders can call upon spells to heal weakened creatures, teleport pieces to different squares, summon elemental monsters to wreak havoc on the board, and revive allies or imprison enemies.

The board is also populated by a wild conglomeration of nightmare creatures, including golems,

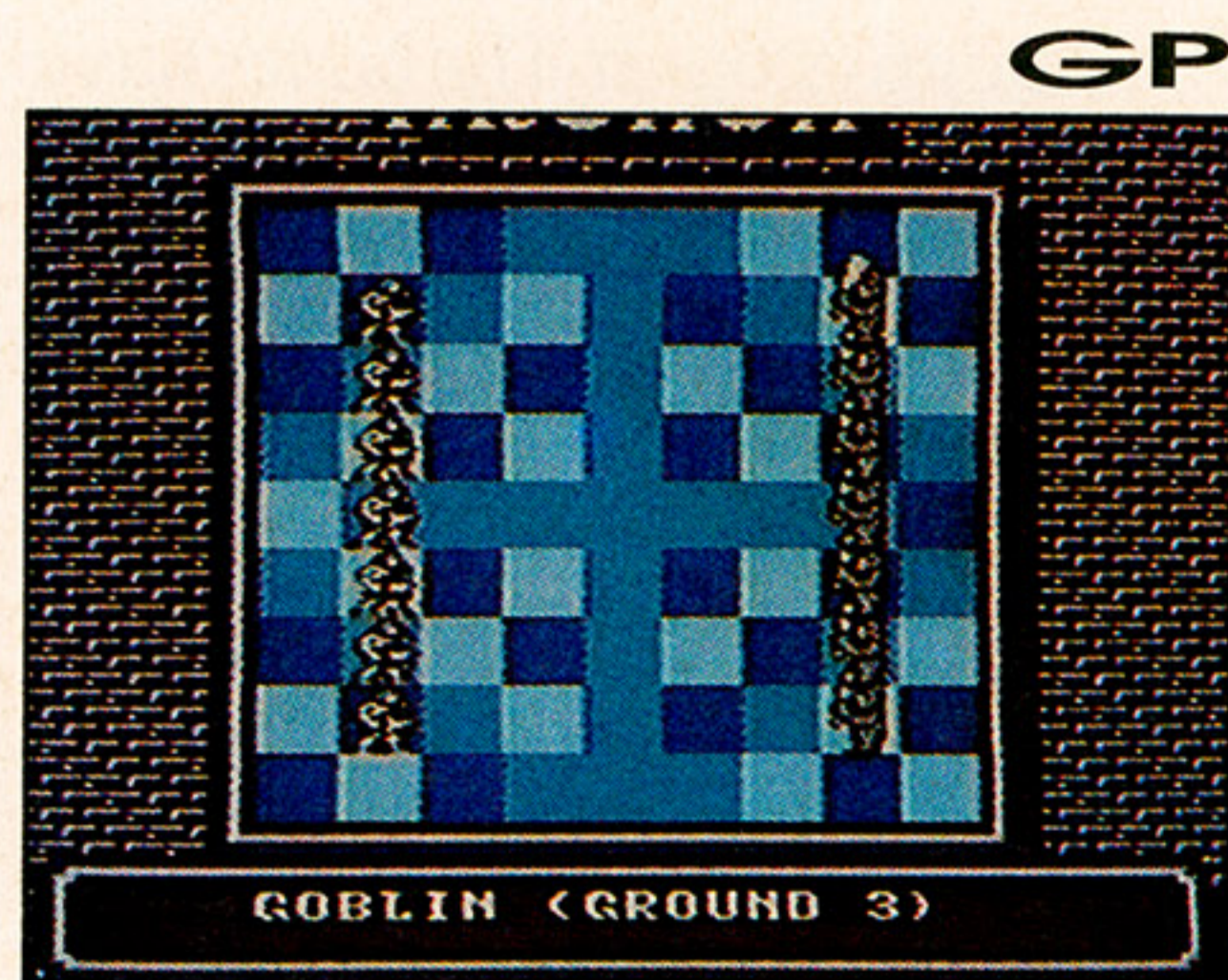


The Revive spell can give new life to a losing position. But use it wisely.

archers, unicorns, basilisks, trolls, banshees, and others. Each has its own special movements and weapons. Some have weak weapons, but move quickly. Others possess powerful weapons, but recharge their energies slowly. Several variations insure that every battle is different.

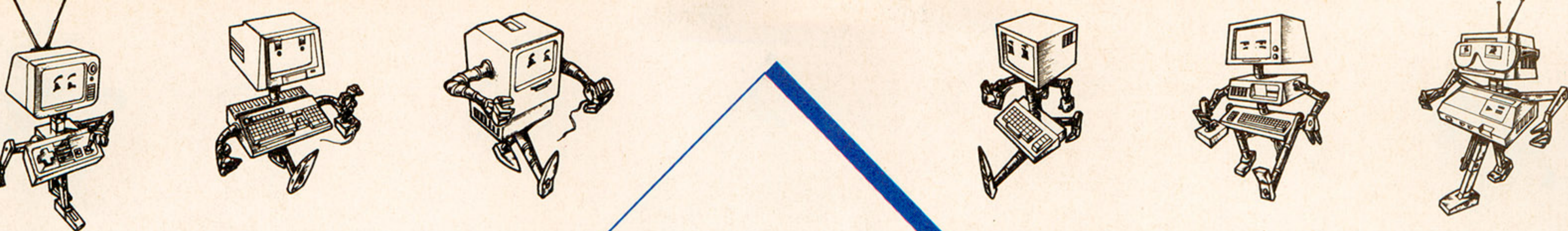
As the game proceeds, the colors of the board alternately grow lighter and darker. Light cycles strengthen the light forces; dark cycles favor the dark forces.

There's a good mixture of strategy *and* action in *Archon*, making it a nice addition to any well-rounded Nintendo library.



Watch the board as it cycles from light to dark to light. These cycles affect the power of your pieces.





# SEGA

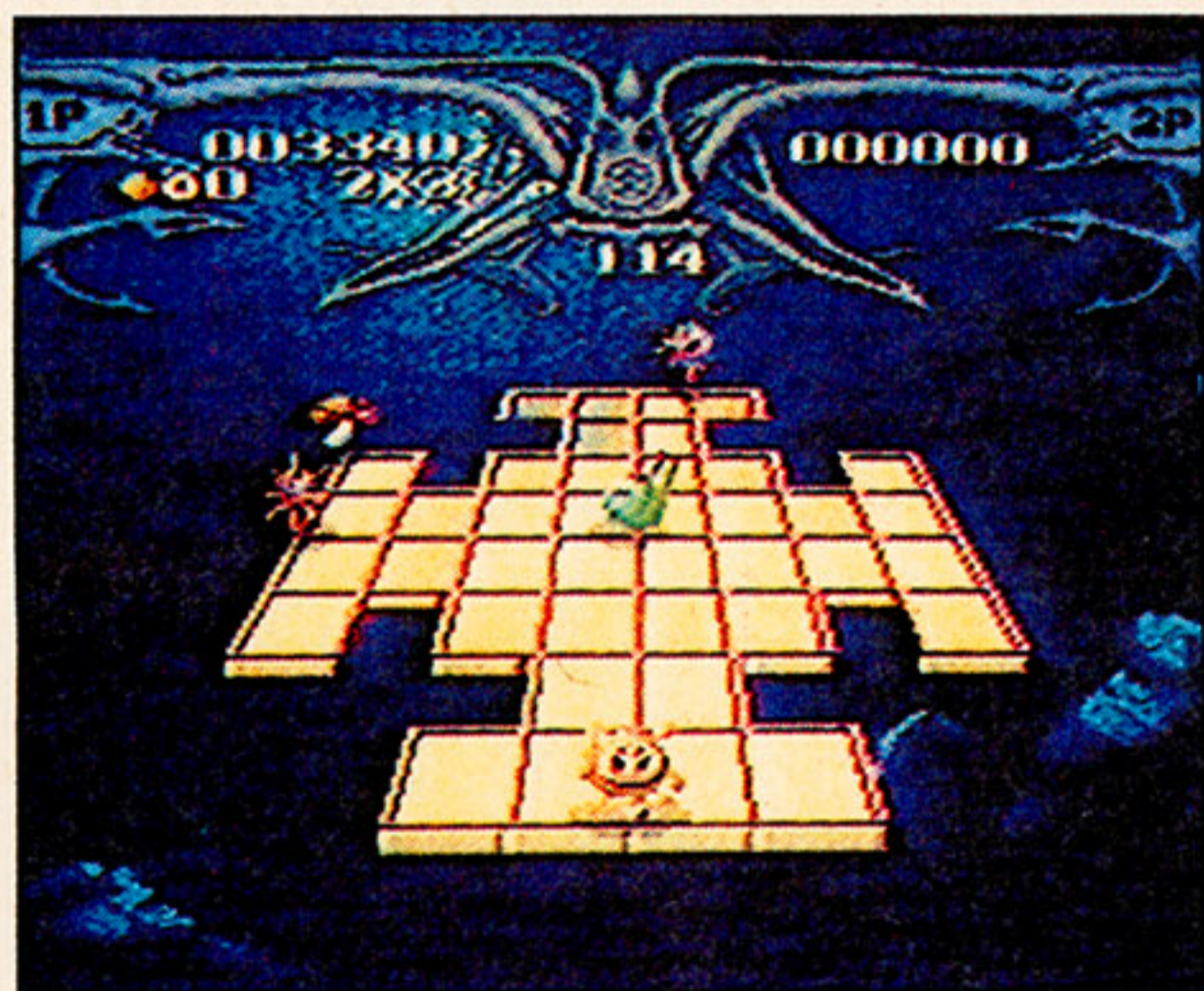
## REVIEWS



The first thing you might notice about *Zoom!* is that it resembles a cross between two arcade classics, *Pac-Man* and *Q\*bert*. But

when you start playing, you'll soon discover that it's an entertaining and original variation of the basic maze chase.

*Zoom!* is also a departure in style for the Genesis. With the exception of the sports games and *Alex Kidd*, all of the Genesis titles released to date are rather heavy games with ominous, hard-edged



The first platform in the game isn't inhabited by very many enemies.

graphics and lots of fighting and shooting. But *Zoom!* follows in the pastel footsteps of *PacMan* and *Q\*bert*. It's warm and cute, enlivened with brisk background music and low-volume violence.

Don't get the idea, however, that *Zoom!* is a simplified game for small children. It's fairly difficult and will challenge the skills of most game players.

All of the screens in *Zoom!* look basically the same: a 3-D view of a

unopposed. Each platform is patrolled by hostile creatures whose touch costs you a life. Your main defense is agility, but you can also jump over your enemies or repel them with rubber balls.

You can also grab Goodies. These little bonus items appear for

## ZOOM!

Tom R. Halfhill

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

platform suspended in space. The layout of the platform varies, but it's always divided into a grid of colored squares. Your character is Mr. Smart — a round, yellow creature who runs around on the grid lines, leaving a colored trail behind him. When the trail encloses one of the squares, the square starts flashing. To advance to the next round, you have to make all of the squares flash.

Naturally, your efforts are not



A clever way to evade your pursuers on platforms like this is to leap over one of the gaps.



Some platforms have sections that can only be reached by jumping.

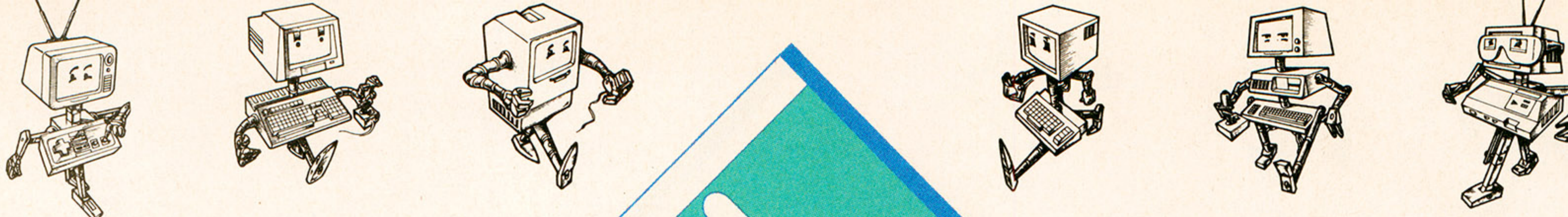
a few seconds, then disappear if you don't reach them in time. Depending on which Goodie you grab, you can slow down or freeze your enemies, make yourself temporarily invulnerable, speed yourself up, or get extra points.

*Zoom!* continues with this theme for six stages, with six platforms per stage. Some players may find this repetitive and boring, while others will absorb themselves in the slightly different challenge of each platform. To add some spice, there's a two-player mode, but otherwise the game changes little from round to round.

Still, we found *Zoom!* a welcome break from the dark, slash-and-shoot mood of many other games.

GP

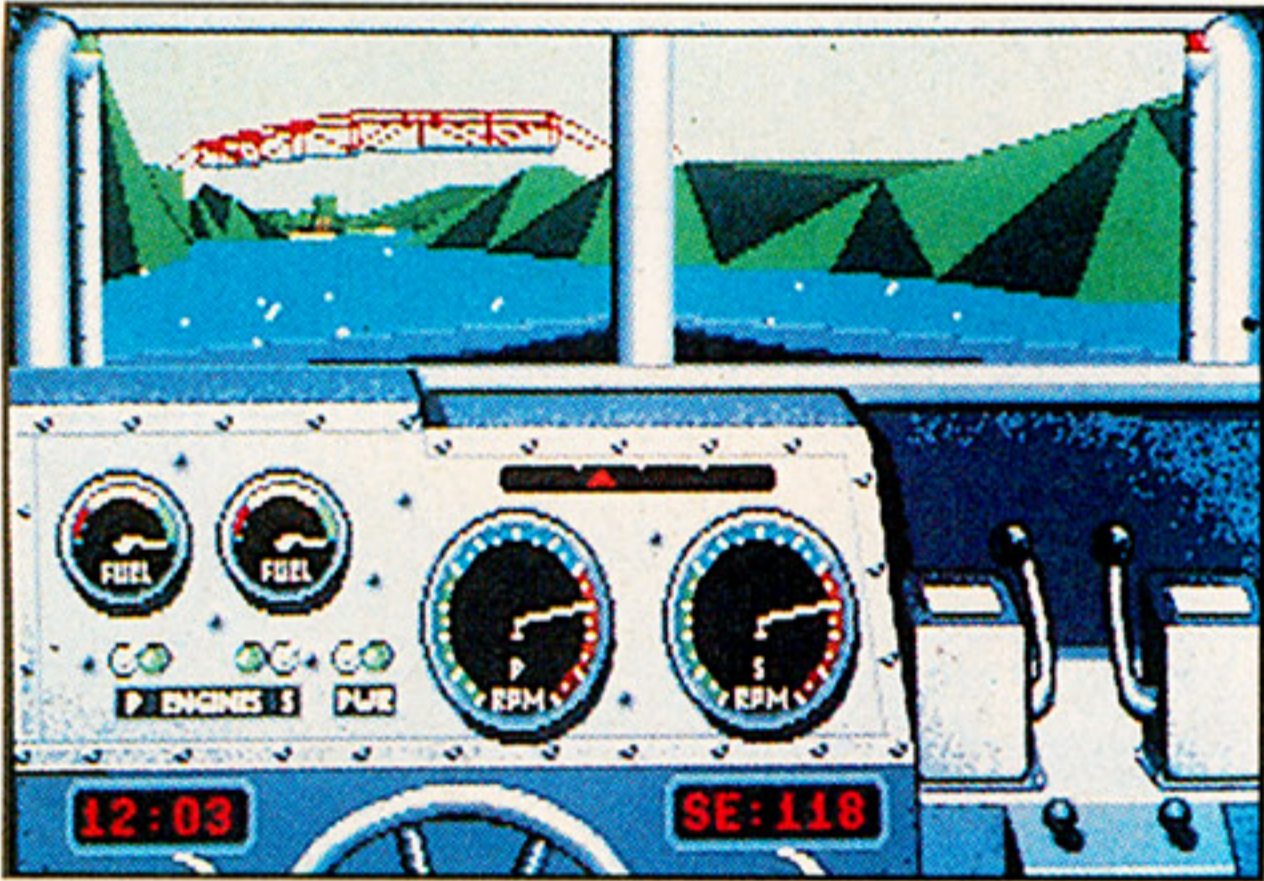




# H

aving scored a success in 1988 with his award-winning tank simulation, *Steel Thunder*, game designer Tom Loughry went in search of a naval

subject. The more he researched, the less interested he became in designing a game around modern high-tech warships — vessels that fight at long ranges against foes who are only blips on a radar screen. Loughry was after some-



The scrolling river scenery is varied and well modeled, but if you start daydreaming over the landscape, you'll be in for a rude awakening.

thing with more dramatic immediacy, more "visceral impact."

He found just the right subject when he turned to the U.S. Navy's PBRs (Patrol Boat, River) — small, fast, powerfully armed gunboats designed to blast the enemy at close range. In *Gunboat*, Loughry's excellent new simulation, you can almost smell the diesel oil, river water, and cordite fumes.

The game begins in Vietnam with a series of interdiction and search-and-destroy missions along the labyrinthine waterways of the Mekong River delta. Later



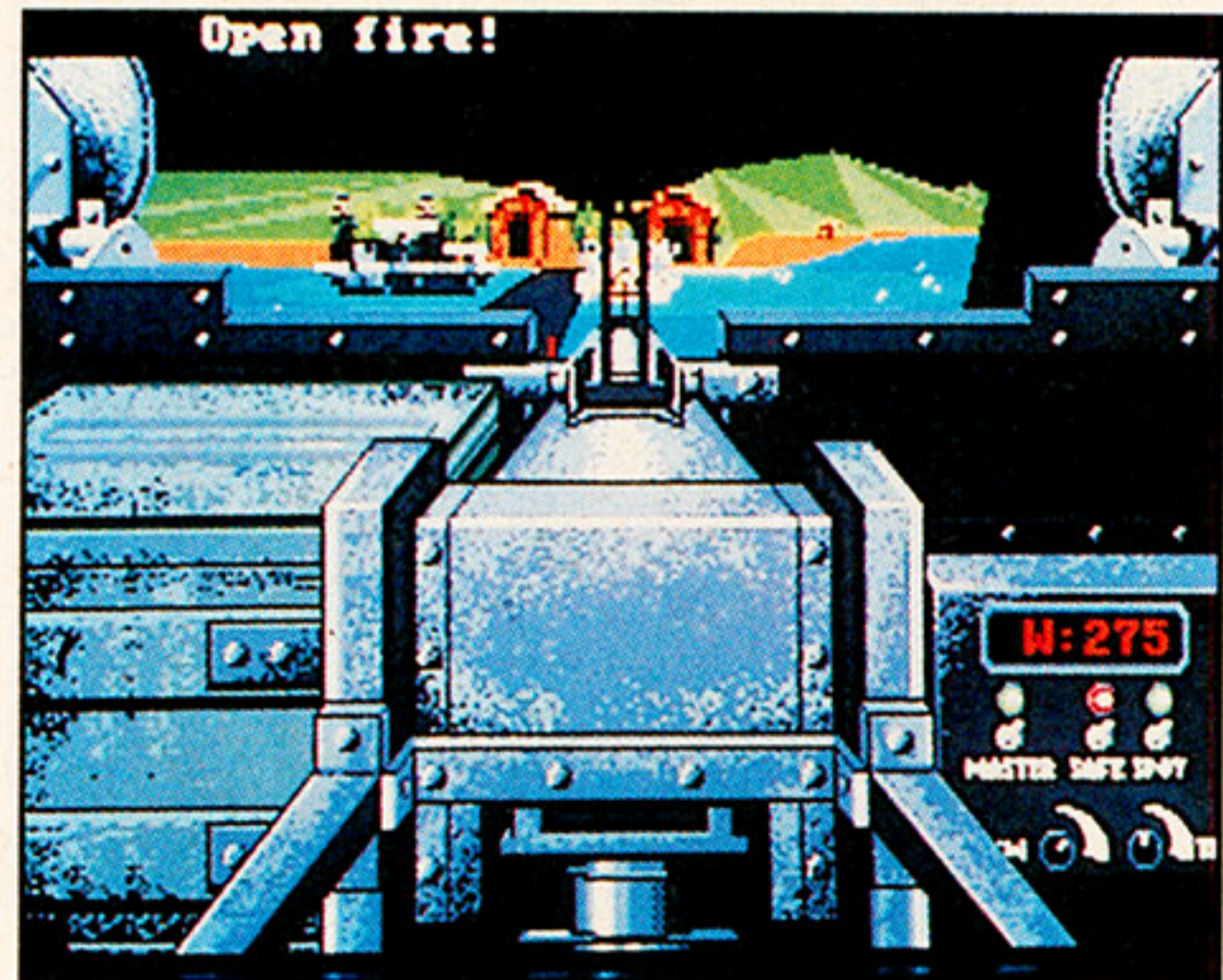
## GUNBOAT

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, VGA, and Tandy 16-color graphics; joystick optional. Other versions planned. Accolade, 550 South Winchester Blvd., Suite 200, San Jose, CA 95128.

scenarios (accessible only after you've earned a promotion) take place in Panama and Colombia.

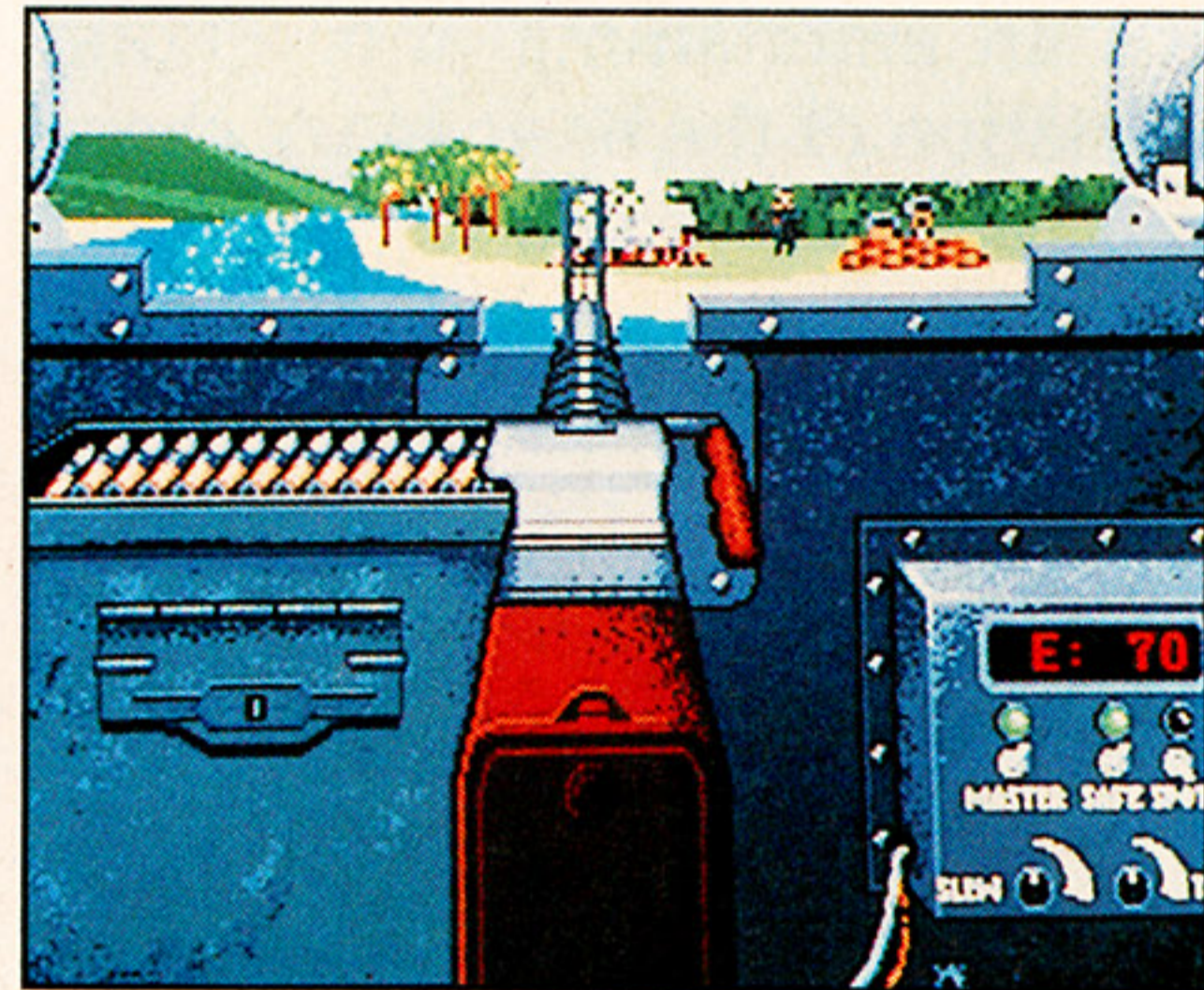
Movie buffs who enjoyed *Apocalypse Now!* will be gratified to learn that *Gunboat* generates that same what's-around-the-next-bend tension as you navigate deeper into hostile territory. Ambushes are sudden, violent, close-range affairs in which the



Use your rapid-fire grenade discharger to knock out enemy sampans and shore installations.

enemy is likely to pelt you not only with machine-gun fire, but also with mortar rounds and rockets. On a PBR, where there's no place to take cover and only a few thin sheets of armor, the only way to win is to shoot first and shoot better.

As in *Steel Thunder*, Accolade puts the player right behind the



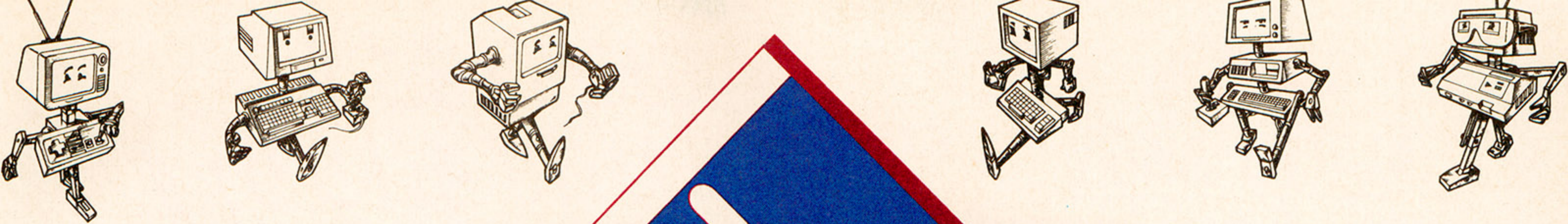
The stern-mounted M-60 machine gun discourages attacks from the rear.

guns. Combat scenes have a vivid, cinematic quality. Bullet hits, splashes from near-misses, explosions from mortar shells, secondary blasts from targeted ammo dumps — all are realistic. However, the absence of tracer effects (particularly at night) is lamentable and mysterious.

Although there's a certain general sameness to many of the missions, the specific details are varied enough to provide continuing challenges and excitement. *Gunboat* is a first-class shoot-em-up.

GP





**F**

or armchair Napoleons, one of the most enjoyable forms of world conquest is *Risk*, Parker Brothers' easy-to-play yet fascinating board

game that lets you roll dice to rule the world. Now there's a computer version that includes everything the board game has to offer—and then some.

Up to six people can play *Risk*. The playing field is the entire world, divided into six continents containing 42 territories. The object is to deploy your armies across the board so you can eventually conquer the world. During each move, a player gets new armies, places them on the map, attacks other armies, and fortifies positions.

In the board game, players earn additional armies based on the number of territories they occupy and the number and arrangement of cards issued after each turn. Battles are decided by throws of



## RISK

Selby Bateman

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, Tandy, or Hercules monochrome graphics. Also available for the Amiga, Atari ST, and Apple Macintosh. Leisure Genius (division of Virgin Mastertronic), 18001 Cowan, Suite A, Irvine, CA 92714.

the dice. In the computer version, the program "rolls the dice" and handles similar mechanical details.

To make the game more exciting, you can play with a combination of human players and computer-controlled opponents. And one of the best new features of the

computer version is that you can play alone simply by indicating how many different computer opponents you want to compete against.

There are several different board game versions of *Risk*, including long and short forms of the United States and the United Kingdom. These variations revolve around how armies are placed, territories are selected, cards are used, and the game is won. All these variations are included in the computer version of *Risk*. You can also design custom games by mixing and matching rules from the different versions.

If you have a PC compatible with CGA or Tandy graphics, you'll see only part of the world map on-screen at once. To see more, you have to scroll the screen. Only if you have a PC with EGA or Hercules-compatible monochrome graphics can you see the complete world map at a glance.

GP



This EGA screen shows the world that's yours to conquer — if you've got what it takes to be a conqueror.



CGA and Tandy graphics screens display only one section of the world map at a time.



*Risk* offers a variety of options, even allowing you to design custom games.





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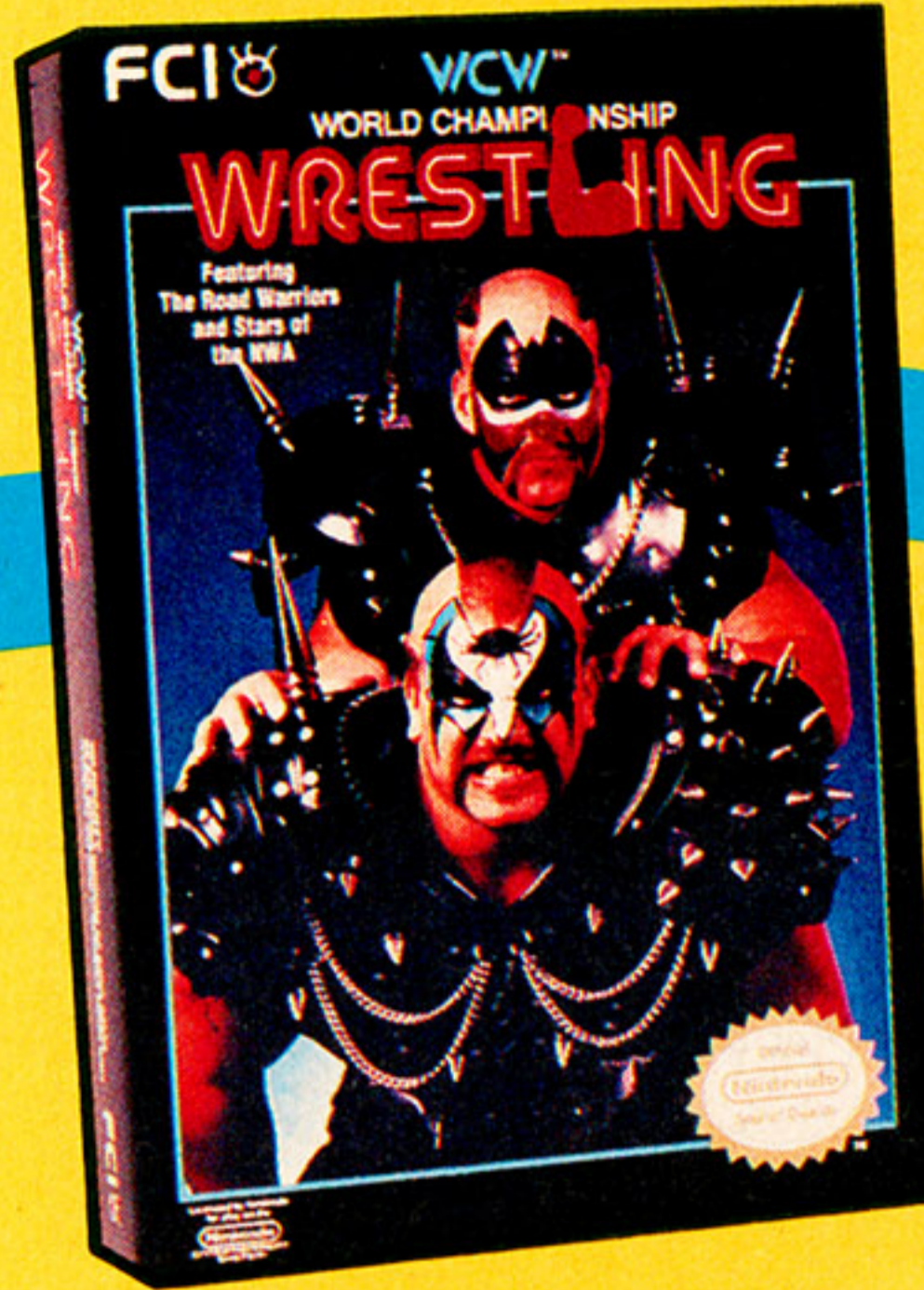
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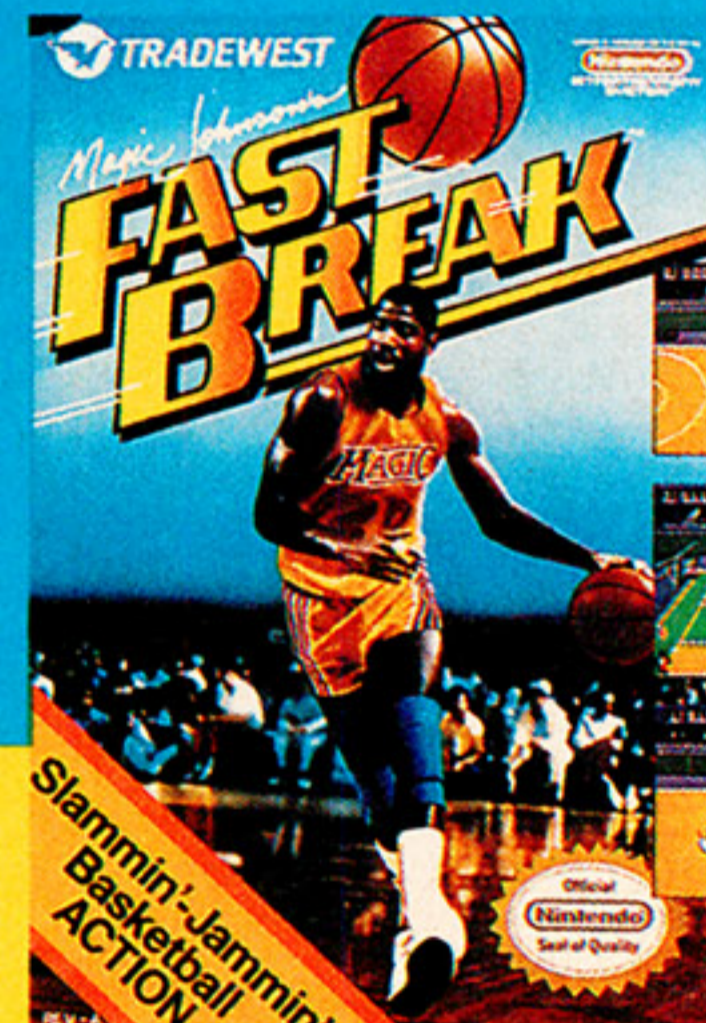
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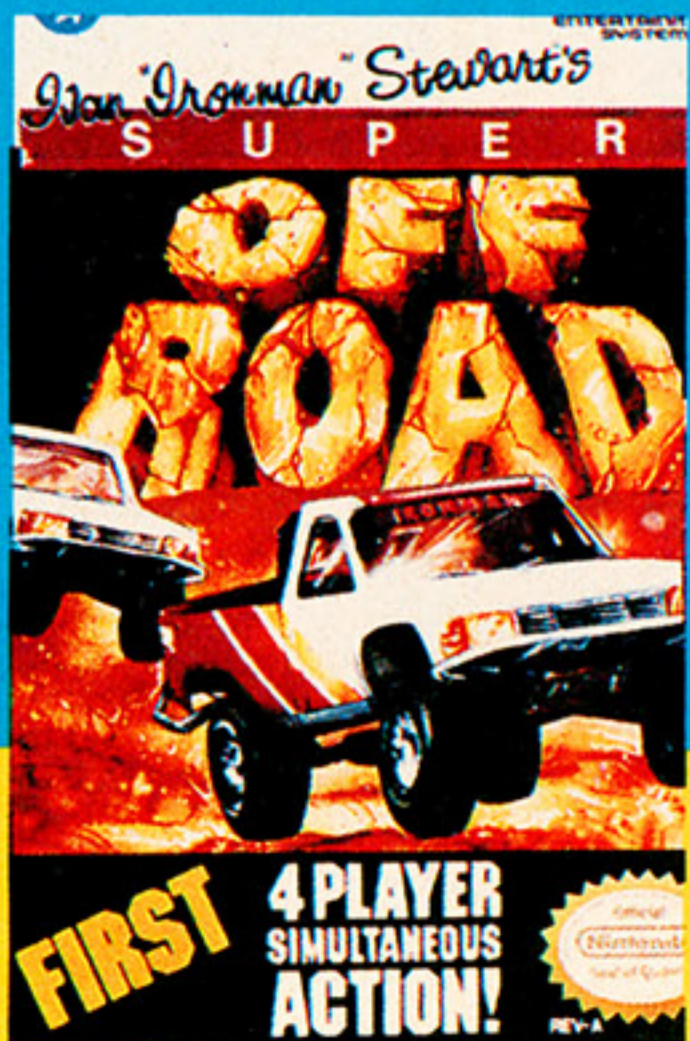
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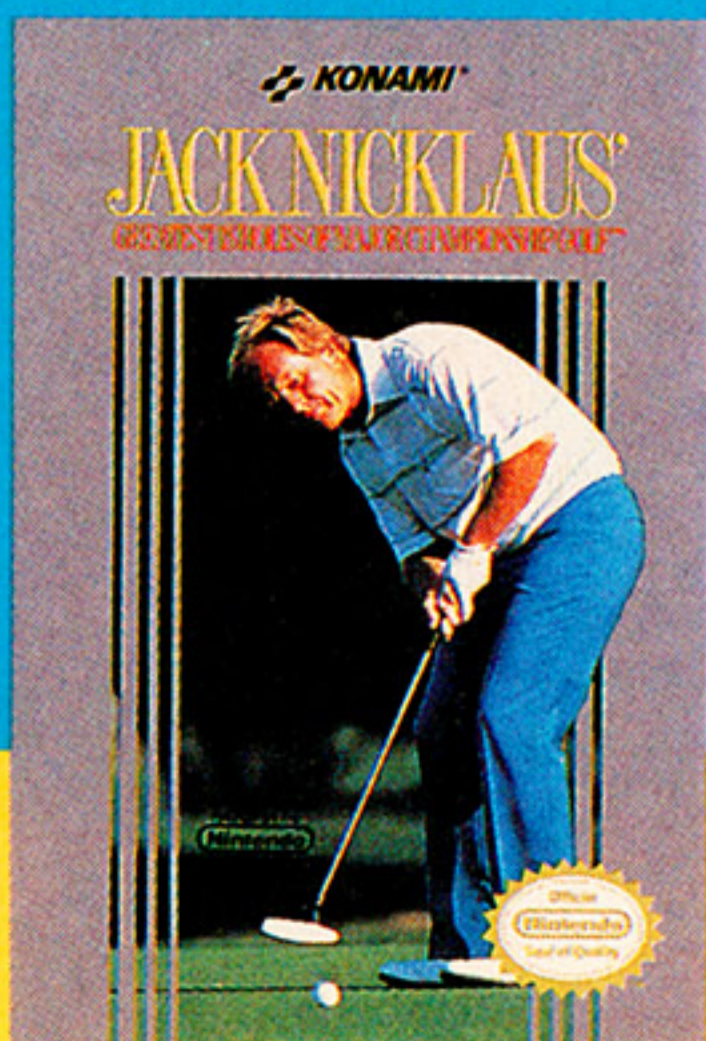
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## A N D P R E V I E W S

### JOE MONTANA JOINS THE SEGA TEAM

San Francisco 49ers quarterback Joe Montana has teamed up with Sega to create what they hope will be the ultimate football videogame. In a deal said to be the largest celebrity videogame contract ever signed, Montana will promote and help design the new Genesis game. Tentatively titled *Joe Montana Football*, the game is expected to be released by the end of the year.

Although Montana considered other game systems, he says he chose the Genesis because of its technical superiority. "Genesis has the advanced graphics and power to accurately create the real look, moves, and excitement of professional football," Montana said.

In other Genesis news, independent software company Treco says that its first Genesis title, *Atomic Robo-Kid*, will be available soon. In addition to this action game, Treco is planning a new role-playing adventure for the Genesis.

Sega is close to releasing three new products for the Genesis: the Arcade Power Stick, an optional joystick controller that replaces the standard control pad; *Super Monaco Grand Prix*, a car-racing game with exceptional graphics; and *Cyberball*, a futuristic version of football with robot players and an exploding ball. *Game Player's* is now previewing all three of these products and will have a report in the next issue.

Color Dreams, one of the few companies manufacturing nonlicensed cartridges for the Nintendo system, is working on its first games for the Sega Genesis. At least two titles are expected to be announced in June: *Storm Lord* and *Hellraiser*. Color Dreams says it may also translate some Amiga computer games for the Genesis.

Joe Montana will soon star in a new football game for the Sega Genesis. Montana says he's a videogame fan and that his favorite Genesis title (so far!) is *Arnold Palmer Golf*.





## A N D P R E V I E W S

### KUNG-FU HEROES TOURNAMENT

From now until August 31, Culture Brain is sponsoring a tournament for its Nintendo game *Kung-Fu Heroes*. The first prize is \$10,000, and all finalists get a free trip to Los Angeles and Disneyland.

To enter, you must find a second person to form a two-player team, then play *Kung-Fu Heroes* in the two-player mode, trying for the highest possible score. Send a photograph of your high-score screen — along with the names, addresses, birth dates, and telephone numbers of both team members — to Culture Brain, Champions Tournament Dept., 15315 NE 90th Street, Redmond, WA 98052.

Screen photos must be received by August 31. The photos must be readable and show the scores clearly. Altered photos will be disqualified.

The tournament is divided into two categories. In the family category, one or both players must be 12 or under as of March 31, 1990. In the general category, both players must be 13 or older.

The four highest-scoring teams in each category will advance to the finals in Los Angeles. Culture Brain will pay for the airfare and one-night accommodations, as well as a trip to Disneyland. Four prizes will be awarded in each category: \$10,000 for first place, \$3,000 for second place, and \$1,000 each for third and fourth places.

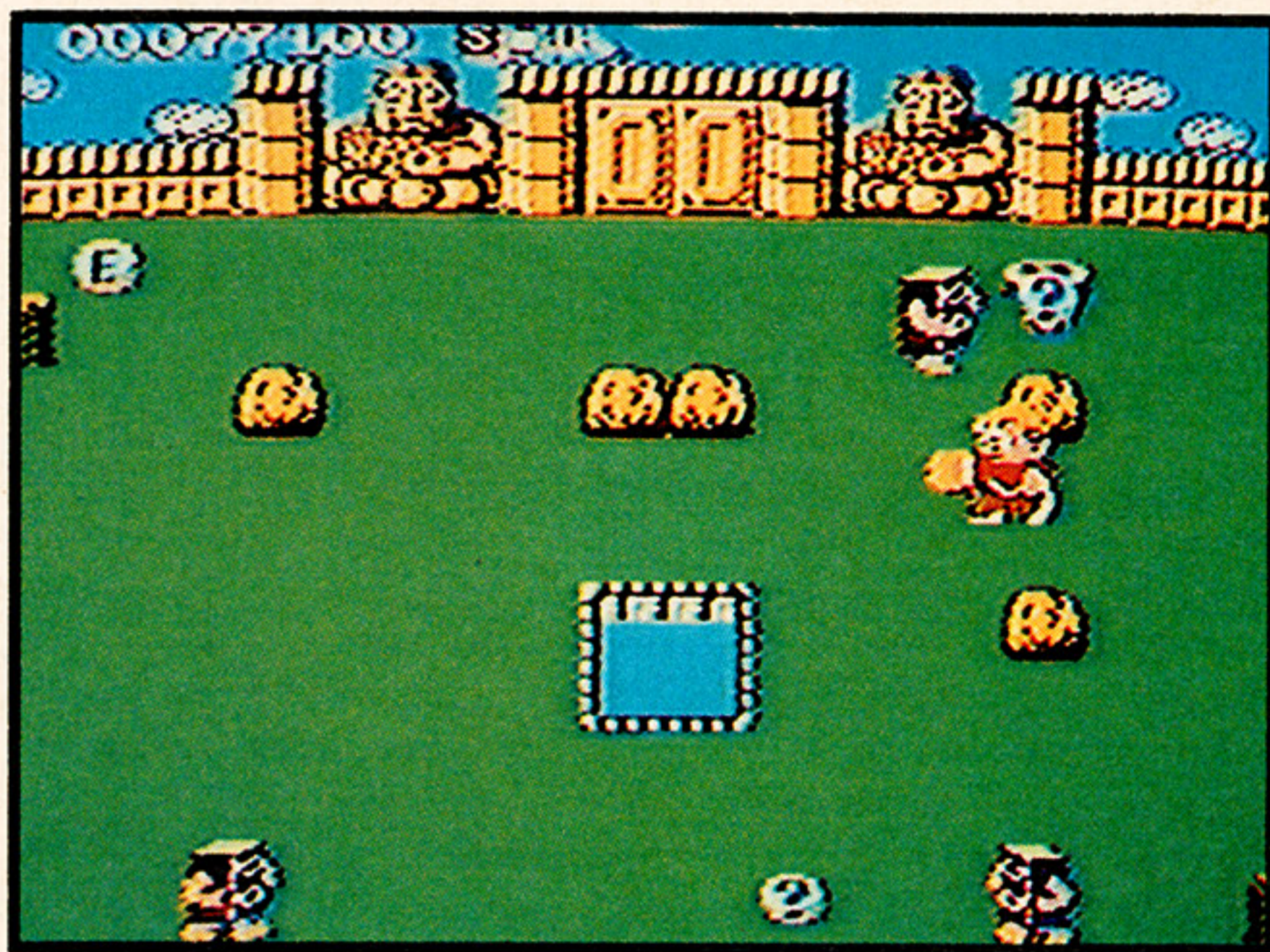
Culture Brain and *Game Player's* will supply a few hints each month to help players get higher scores. Watch for the tips in each issue of *Game Player's*.

This month's tips:

\* When attacked by a Spear Man, use a kick and flip over him just as he hurls his spear. You'll gain extra points for dodging the spear at the last moment.

\* If you stay in one scene for very long, the Will O' Wisp will appear. You can't hurt him with punches or kicks, but he'll disappear if you jump over him three times.

\* Jumping from the top of a rock will help against many enemies. Attack with a moonsault kick.



If you're one of the top-scoring players in Culture Brain's *Kung-Fu Heroes* contest, you'll fly to Los Angeles for the finals and your chance at the \$10,000 first prize.

### MANAGE THE ENVIRONMENT IN BALANCE OF THE PLANET

Capitalizing on the growing interest in environmental issues, Accolade has released a new computer game that lets you manage economic growth while dealing with environmental problems. *Balance of the Planet* was created by veteran game designer Chris Crawford, best known as the author of *Balance of Power*.

*Balance of the Planet* is placed in the 21st century. As the High Commissioner of the Environment, you have the power to levy taxes and grant subsidies. You can assume different political biases, ranging from industrialist to conservationist, which directly influence the outcome of the game. More than 150 screens of background information help you analyze the ever-changing situations and make decisions that affect the environment, the economy, and the health of your citizens.

*Balance of the Planet* is available for IBM, Tandy, and PC-compatible computers as well as the Macintosh.



## A N D P R E V I E W S

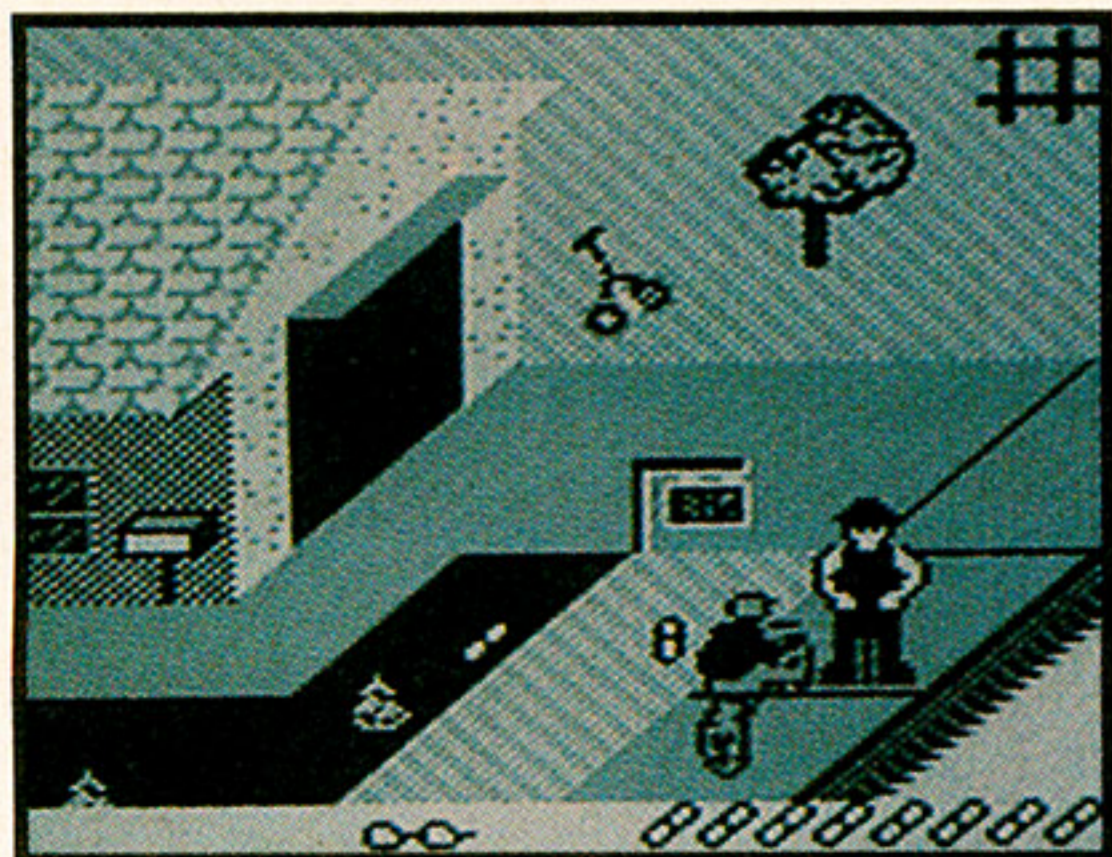
### FLOOD OF GAME BOY TITLES

As expected, the trickle of Nintendo Game Boy titles released since Christmas is rapidly turning into a torrent. More than 20 new games have arrived at *Game Player's* in recent weeks, and although many are unfinished prototypes, final versions of most of them should be ready by summer. At least 30 additional titles are on the way, too.

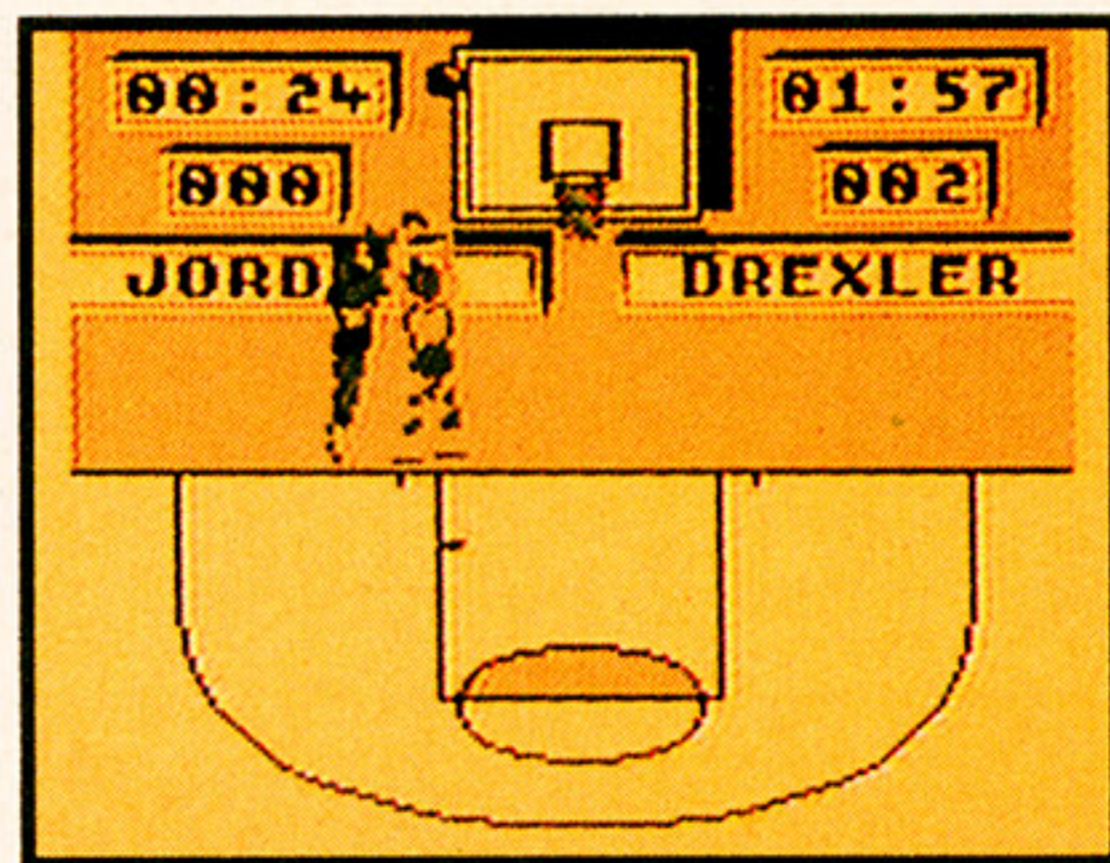
Probably the two biggest games we've seen are Tradewest's *Double Dragon* and Sunsoft's *Batman*. For a preview of *Double Dragon*, see the "Game Boy Players" column on page 26; we'll have a report on *Batman* next issue.

Here's a partial list of other Game Boy titles to watch for:

*Cat Trap* and *Worm*, from Asmik; *Chessmaster* from Hi-Tech Expressions; *Days of Thunder*, *Gauntlet II*, and *Paperboy* from Mindscape; *Dead Heat Scramble* from Electro Brain; *Dexterity* from SNK; *Final Fantasy Legend* from Square Soft; *Flippull* from Taito; *Pipe Dream* and *Hatris* from Bulletproof; *Heiankyo Alien* from Meldac; *Hyper Lode Runner* from Bandai America; *Jeopardy* and *Wheel of Fortune* from Gametek; *Malibu Beach Volleyball* and *Heavyweight Championship Boxing* from Mediagenic; *Monster Master* from SOFEL; *Nemesis* and *Skate or Die* from Ultra; *NFL Football* from Konami; *Penguin Wars* from Nexoft; *Power Mission* from NTVIC; *QBillions* from Seta USA; *Rolan's Curse* from American Sammy; *Soccer Mania* from CSG Imagesoft; *Space Invaders* from Taito; *World Bowling* from Romstar; *Wizards & Warriors X* and *WWF Superstars* from Acclaim; *NBA All-Star Challenge* from LJN; *GB Solomon's Club* and *Head-On* from Tecmo; *Snoopy* from Kemco-Seika; *Cosmo Tank* from Atlus/Asuka; and *Serpent* from Taxan.



Mindscape's *Paperboy* was a major hit on the Nintendo Entertainment System and is due soon for the Game Boy.



*NBA All-Star Challenge* from LJN turns your Game Boy into a portable slam-dunk machine.

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This list of 100 recently reviewed video and computer games is updated each month. The ☆ symbol indicates games added in this issue.

**KEY TO VERSIONS:** **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **PC** (IBM, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II/II+/IIc/IIe); **IIGS** (Apple IIGS); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE game system and 8-bit computers); **Lynx** (Atari Lynx); **ST** (Atari ST). *The first version listed in each entry was the version reviewed.*

**A Boy and His Blob** casts you in the role of a small boy who's befriended by a friendly alien named Blobert. Blob enlists your aid in defeating an evil king on his native planet, Blobolonia. Good graphics and a sense of humor make this game a winner. Absolute Entertainment, for NES.

**ABC Monday Night Football** lets you compete against the computer or a friend and play your way through an entire season. Choose from more than 40 offensive plays and 12 defensive formations. Numerous options, custom play making, and crisp graphics and sound make it one of the best sports simulations available. Data East, for PC.

**Adventures of Bayou Billy** combines martial arts action, fast driving, and shooting. As Billy, you start your adventure down in the bayous of Louisiana. Your girlfriend Annabelle has been kidnapped by Gordon, the Gangster King

of Bourbon Street, and now it's pay-back time. This game keeps you busy, but humorous touches keep you laughing as well. Konami, for NES.

**Adventures of Dino-Riki** is a humorous tale about a young lad who tries to liberate prehistoric Earth from a race of dinosaur-like monsters. You start the game armed with just a few pitiful stones, but soon move up to axes, torches, and boomerangs. Nonstop action and challenging dino bosses keep the game fun and exciting. Hudson Soft, for NES.

**Adventures of Lolo 2** is just as ingenious, challenging, and enjoyable as the first Lolo adventure. In fact, there are even more characters, options, and puzzles. As Prince Lolo, you must again rescue the kidnapped Princess Lala. Very young players may need help with some of the puzzles, though. Hal America, for NES.

**Alex Kidd in the Enchanted Castle** is the fourth adventure in the Alex Kidd series, and the first for the Genesis. This time Alex is in search of his father, missing for many years. The game's childlike world is much gentler than those found in many other video-games. But don't be fooled

— *Alex Kidd* is both complex and challenging. Sega, for Genesis.

**Arnold Palmer Golf** is an excellent simulation that's loaded with more options than a luxury sedan. Yet it's easy to learn and very enjoyable. You can choose from three courses, 17 clubs, and a variety of stances. Everything from the wind to the type of turf affects your shots. You can play a match with one or two golfers, or a whole tournament. Sega, for Genesis.

**Astyanax** is an ax-swinging action game in which a 16-year-old hero must rescue a kidnapped princess on a distant planet. But the well-worn storyline is redeemed by stylishly vivid graphics and challenging obstacles. Jaleco, for NES.

**Bandit Kings of Ancient China** is a strategy game based on power politics in the 12th century. As a warlord, you must successfully manage your home province, raise an army, and then colonize and conquer surrounding provinces before taking on the Imperial Minister. A wonderfully entertaining (and educational) exercise. Koei, for PC.

**Baseball Simulator 1.000** is an outstanding simulation of a difficult-to-translate sport. Unlike some competitors, it exaggerates no single aspect of baseball — both the glove and the bat are important. Interesting options include a mode in which the players become superhuman athletes. Culture Brain, for NES.

**Bases Loaded II: Second Season** brings several new features to the popular original, including player biorhythms that simulate the slumps and hot streaks of real players. You can also substitute players, shuffle your lineup, and put in pinch hitters. Passwords let you save your progress during the 130-game season that leads to the pennant. Jaleco, for NES.

**Batman: The Video Game** successfully captures the dark, ominous look of last summer's hit movie. As the Caped Crusader, you must stop the Joker from unleashing a horrible nerve gas on the innocent citizens of Gotham City. Exceptional graphics, animation, and lively action make this game a winner. Sunsoft, for NES; Data East, for Amiga, 64, ST.

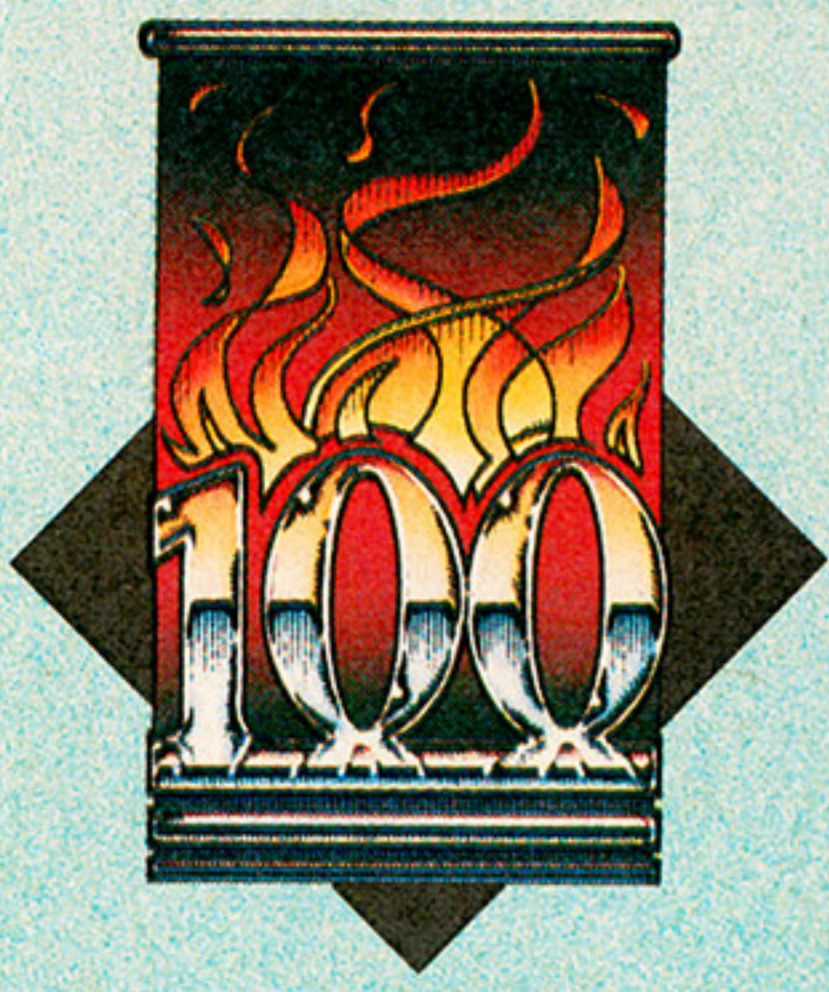
☆ **Battles of Napoleon** puts you in command of the French or Allied armies at Borodino, Quatre Bras, Auerstadt, and Waterloo. A randomizing option and a construction set let you create unlimited numbers of new battles. Although this complex game is not easily mastered, it's one of the finest tactical war games ever published. SSI, for PC, 64, Apple II.

**Bionic Commando** drops you behind enemy lines to rescue Super-Joe, an ace combat soldier. Using a map of 19 areas, players must save Joe and thwart an evil plan to take over the world. Fast action, great graphics, and variety — this game has it all. Capcom, for NES.



## THE HOT 100





☆ **Blood Money** is an extraordinary action game with dazzling graphics and breathtaking animation — among the best we've ever seen in a shoot-em-up. Surprisingly, the PC version is nearly as good as the original Amiga version. But it's a difficult game, and it takes an exceptional player to fully experience its splendid graphics. Psygnosis, for PC, Amiga, ST.

**Boomer's Adventure in Asmik World** combines the strategy of a maze adventure with the action of an arcade game. As Boomer, a young warrior, you must progress through a series of mazes on your way to defeat the evil Lord Zoozoon. A great addition to any game collection. Asmik, for Game Boy.

**Castlequest** is an adventure game that emphasizes ingenuity, not action. You must make your way through a 100-room castle to rescue a kidnapped princess. Numerous obstacles, hazards, and puzzles block your path, but objects found throughout the rooms can be of help — if you can figure out how to use them. *Castlequest* is fascinating, but also frustrating, due to the lack of a save-game feature. Nexoft, for NES.

**Castlevania II: Simon's Quest** returns you to a Nintendo version of Transylvania in search of Dracula's scattered (and well-guarded) remains. Guide your whip-wielding hero through lakes of fire, dank stone villages, and vast haunted mansions. A big, elaborate quest game with good graphics and plenty of challenges. Konami, for NES.

**The Chessmaster**, the first chess game for Nintendo, was adapted from one of the best and most popular chess

programs available for personal computers. Numerous options support all the fine points of chess, and there's even a teaching mode for neophytes. Hi-Tech Expressions, for NES; released as *Chessmaster 2000* and *Chessmaster 2100* by The Software Toolworks, for PC, Mac, 64, Apple II, IIGS, Amiga, ST, XE.

☆ **Clue** is a well-done adaptation of the classic board game that adds extra suspects, weapons, and rooms. The computer-controlled players let you enjoy a game by yourself or with a small number of friends. Oddly, though, an accusation can result in *three* cards being shown instead of *one* as in the board game, making it easier to narrow down the possibilities. Leisure Genius, for PC, Amiga.

**Cobra Triangle** is like a demolition derby for boats. You race through a series of courses in your speedboat, avoiding such dangers as whirlpools, sea monsters, gun turrets, and fellow racers. The action is very fast and realistically simulates the feel of a boat in water. But you'd better like a challenge, because this game is no cakewalk. Nintendo, for NES.

☆ **Code Name: Viper** sends you on a mission to infiltrate a Central American drug lord's stronghold and rescue kidnapped U.S. citizens. You face a never-ending stream of enemy soldiers and other obstacles. *Viper* can join *Commando*, *Bionic Commando*, and *Strider* as one of the best military shoot-em-ups available for Nintendo. Capcom, for NES.

**The Colonel's Bequest** attempts to duplicate those "dark night in a mysterious old house" stage thrillers. As Laura Bow, a young busybody, you must stop a maniacal killer who's knocking off the heirs to a family fortune. Not a bad game, but it won't pose much of a challenge for true mystery fans. Sierra, for PC, ST.

**Cosmic Osmo** is the delightful sequel to *The Manhole*, a unique cartoonlike game of

unstructured exploration. You don't have to kill any enemies, pursue any quests, or destroy any planets. Instead, you freely move about a topsy-turvy universe of odd places and objects, interacting with the graphically detailed environment. It's so nonviolent that your spaceship shoots Q-Tips. Activision, for Mac.

☆ **Cratermaze** is a *Pac-Man*-style maze chase that has enough new features and twists to become a pleasant and original game in its own right. Advanced players will probably find it too easy, but its bouncy music, cute graphics, and easy game play make it an entertaining pastime for beginning and younger players. NEC, for NEC.

**Curse of the Azure Bonds**, the sequel to *Pool of Radiance*, is an Advanced D&D adventure. It's a solid fantasy role-playing game that's definitely not for wimps. You begin with level 5 characters, and you have several new categories of monsters to overcome. In fact, combat is the heart and soul of this game. Recommended for experienced adventurers. SSI, for 64, PC, Apple II.

**Cybernoid** puts you into an experimental spacefighter armed with powerful weaponry. Your mission: to dislodge the alien Zoggians from the storage asteroids which contain the solar system's wealth. A difficult game with great graphics and exciting action. Acclaim, for NES.

☆ **Deja Vu II: Lost in Las Vegas** is a graphics adventure that puts you back into the shoes of ex-boxer Ace Harding as he awakens in a Las Vegas hotel room. In a short time, you've got to come up with \$112,000 to pay off a ruthless mobster. Despite occasional clumsiness and screen clutter, the game is generally easy to play, and the puzzles are usually logical and interesting. ICOM Simulations, for PC, Mac, Amiga, ST, IIGS.

**Double Dragon II: The Revenge** is the long-awaited sequel to one of the best-

selling Nintendo games ever. Billy and Jimmy Lee reprise their starring roles, this time to rescue their friend Marian, who has been kidnapped by the evil Shadow Boss. A major improvement over the original *Double Dragon* is a two-player mode, just like the arcade version. Acclaim, for NES.

**Dragon Warrior** is a fantasy role-playing epic that demands almost no dexterity at all. Instead, this game requires patience, strategic thinking, and map-making skills as you embark on a quest to free the terrorized land of Alefgard from the evil Dragonlord. It lacks certain details found in similar computer games, but is among the more sophisticated Nintendo examples of this genre. Nintendo, for NES.

**DuckTales** delightfully captures the spirit of Walt Disney cartoons. You guide Scrooge McDuck (with cameo appearances by other Disney characters) throughout the world on a quest for five legendary lost treasures. The amusing graphics are vintage Disney, there's no gruesome violence, and the skill level is challenging without being too difficult. Capcom, for NES.

**Dungeon Explorer** is a straightforward fantasy adventure that requires you to find clues, collect objects, fight enemies, cast spells, and accomplish a quest for your king. Although it's not original and is rather combat-intensive, it's otherwise well executed, fun, and addictive. And with a TurboTap, up to five people can play at once. NEC, for NEC.

**Electrocop** is arguably the best game available for the Atari Lynx. You play a robotic policeman who must rescue the President's kidnapped daughter from the Criminal Brain, an evil robot. An engrossing combination of action and strategy that's spiced with a subtle sense of humor. Atari, for Lynx.

☆ **Evert & Lendl in Top Players' Tennis** offers an impressive variety of options for one or two players. You can employ lobs, spins, volleys, smashes,





and even drop shots. After each match you get power points that increase your player's skills. But the game has some flaws, such as wacky timing and a lack of precision. Asmik, for NES.

**The Fool's Errand** is a collection of 80 puzzles (20 different types) loosely bound together with a story about a fool's search for wisdom. At their worst, the puzzles are easy, but well rendered. At their best, they'll have you glued to your screen for hours. Miles Computing, for PC, Mac.

☆ **Gauntlet: The Third Encounter** is a dynamite adaptation of the arcade *Gauntlet* and *Gauntlet II*. An action-adventure with heavy emphasis on the action, it sends you on a quest through 40 mazes filled with monsters. Innovative features and outstanding graphics make it the equal of any full-size videogame. But it needs a save-game or password feature. Atari, for Lynx.

**Genghis Khan** may be the finest historical role-playing game on the market. Great fun to play, it also teaches profound lessons about the realities of power. Become one of four 13th-century monarchs and try to rule the world. You get all the power, but also all the problems. Koei, for NES, PC.

**Godzilla: Monster of Monsters** isn't the scourge of Tokyo in this interesting game, but rather the hero of mankind. As Godzilla (or Mothra, his mothlike colleague), you must defend Earth by defeating a variety of invading space monsters. Though the action sometimes drags a bit, Godzilla fans probably won't mind, and the graphics are exceptional. Toho, for NES.

**Golden Axe** is a strong adaptation of Sega's hit arcade game, with virtually identical graphics and game play. Your goal is revenge against the evil Death Adder, who has killed a loved one. First, however, you must fight droves of lesser enemies. You can choose from three different characters, each with

unique fighting abilities, and there's a two-player mode as well. Sega, for Genesis.

**Hardball II** preserves the original *Hardball's* strong points and adds numerous improvements: new views, new teams, a custom team editor, league play, your choice of ballparks, more realistic base running, and overall better game play. Coupled with exceptional graphics, all this makes *Hardball II* one of the most enjoyable baseball games available. Accolade, for PC.

**Harpoon** is the definitive simulation of modern warfare at sea. It includes detailed information on more than 100 NATO and Soviet surface ships, submarines, planes, and weapons systems. Yet the menu-driven play system is surprisingly easy to use. Be forewarned, though, that *Harpoon* is a complex simulation which cannot be mastered overnight. Three-Sixty, for PC.

**Indianapolis 500: The Simulation** is filled with the sights, sounds, and sensations of a day at the races. The wide range of options for setting up your car is a strong point. Fine-tune your car in qualifying rounds, then hit the track against 32 opponents. Very realistic graphics. Electronic Arts, for PC.

**IronSword: Wizards & Warriors II** is a superior sequel that picks up where the original story left off. The sinister sorcerer Malkil has returned and is spreading evil from atop IceFire Mountain. As the brave knight Kuros of Elrond, you must fight your way to the mountain and defeat Malkil. The graphics are dazzling, and the diverse challenges are the game's strong point. Acclaim, for NES.

**It Came From the Desert** is based on the 1954 sci-fi movie *Them!*, in which giant ants (mutated by atomic testing) attack a small Western town and infest the sewers of Los Angeles. As a geologist, you have 15 days to discover the ants, convince everyone else you're not crazy, and organize resistance. The graphics are spectacular, the soundtrack evocative, and every 1950s horror-flick cliché delightfully re-created. Cinemaware, for Amiga; due soon for PC, NEC.

**Joan of Arc: Siege & the Sword** is a historical strategy game that casts you as Charles VII, the king who struggled to unite France with help from Joan of Arc. Although the occasional action sequences add little to the game, the focus is on diplomacy, intrigue, and battlefield strategy. Broderbund, for PC, Amiga.

**King's Quest IV: The Perils of Rosella** is a remarkable addition to the *King's Quest* series. The story has King Graham's daughter on a quest of her own to save the king's life. Wonderful graphics combine with fairy tale and mythological allusions to provide dozens of hours of game play. Sierra On-Line, for PC, Apple II, IIGS, Mac, ST.

☆ **Knights of Legend** is a vast fantasy role-playing game that's full of detail, yet easy to play. The richly colorful graphics look like VGA instead of EGA. But a few illogical quirks stack the odds against you, making it difficult for novices to get beyond the early levels. Veteran role players may overlook these idiosyncracies. Origin, for PC, 64, Apple II.

☆ **Kwirk: The Chilled Tomato** is one of the best games yet released for the Game Boy. As a walking tomato, you have to find your missing girlfriend by moving through a series of mazelike rooms. Each room challenges your puzzle-solving abilities. Intriguingly different from most Game Boy titles. Acclaim, for Game Boy.

**The Legendary Axe** is an arcade-style game similar to

Sega's *Golden Axe*. As Gogan, an axe-wielding warrior, you must fight your way toward a showdown with the evil Jagu, who has killed your friend. Lifelike animation and vivid backgrounds greatly enhance the action. NEC, for NEC.

**M1 Tank Platoon** differs from other tank simulations by letting you control entire units within a total battlefield environment. On top of that, this immense program offers more than 100 possible commands, an extraordinarily flexible playing system, smooth animation, and handsome graphics. *M1* is an outstanding product in a crowded field. MicroProse, for PC, Amiga, 64.

**Magic Johnson Basketball** is a fast-action, full-court, two-on-two simulation. One player can challenge computer opponents at varying skill levels, or two players can compete against each other. The horizontally scrolling screen offers a side view of the court with excellent graphics and animation. But the action is often delayed by disk accesses, especially if you're using floppies. Melbourne House, for Amiga, PC, 64, IIGS.

**The Manhole** was the first *HyperCard* game for the Macintosh and is now available in color for PCs. It's very much an *Alice in Wonderland* adventure in which you visit strange locations and meet even stranger creatures. There isn't a plot, you don't have to fight anybody, and you're not forced to move in any particular direction—just explore. Activision, for PC, Mac.

**Manhunter 2: San Francisco**, the sequel to *Manhunter: New York*, continues the story of the mysterious alien Orbs who want to enslave humanity and lay waste to Earth. This time they're experimenting with a genetic fusion of humans and rodents. Although at times frustratingly difficult and gory, *Manhunter 2* is a fascinating arcade-adventure game that will keep you spellbound. Sierra, for PC, Amiga, Mac, ST, IIGS.



**Mean Streets** is a futuristic detective thriller that casts you as Tex Murphy, a hard-boiled private eye who's investigating the mysterious death of a famous scientist. In the process, you encounter numerous suspects, informants, and colorful characters. Interesting puzzles, a good sense of humor, and attractive graphics (particularly in VGA). Access, for PC and 64.

**Mega Man II** is a sequel that surpasses the original. As Mega Man, you must defeat a mad scientist's eight powerful androids to thwart his diabolical plot to rule the world. The all-new androids are challenging opponents, and the game's other characters are cartoonlike creatures with destructive tendencies. Even the graphics are better this time around. Capcom, for NES.

**Microsoft Flight Simulator 4.0** offers more scenery, better graphics, self-starting random weather patterns, and the ability to design your own aircraft. With 118 airports, full instrumentation, astounding views of familiar cities, and unsurpassed realism, version 4.0 upholds the strong reputation of its best-selling predecessors. Microsoft, for PC.

**Mike Tyson's Punch-Out** is one of the most popular Nintendo games ever sold. You battle your way up the ranks of boxing contenders until you get a chance to fight the champ himself. As Little Mac, you can throw jabs, uppercuts, and body shots. Nintendo, for NES.

☆ **Military Madness** is the first strategic war game for the TurboGrafx-16 and the best yet released for any videogame system. Although it's not a historical simulation — your infantry, tanks, and aircraft battle on the moon — it's a true hexagon-based war game that includes all the important elements. Complex, but easy to learn. NEC, for NEC.

**Monster Lair** is the second NEC title released on compact disc. A straightforward action game, it pits you

against a series of inventive monsters. It's fast, colorful, and even more fun with two players (TurboTap required). But like NEC's first CD title, *Fighting Street*, its superb stereo soundtrack is the only feature that really makes the most of the CD format. NEC, for NEC.

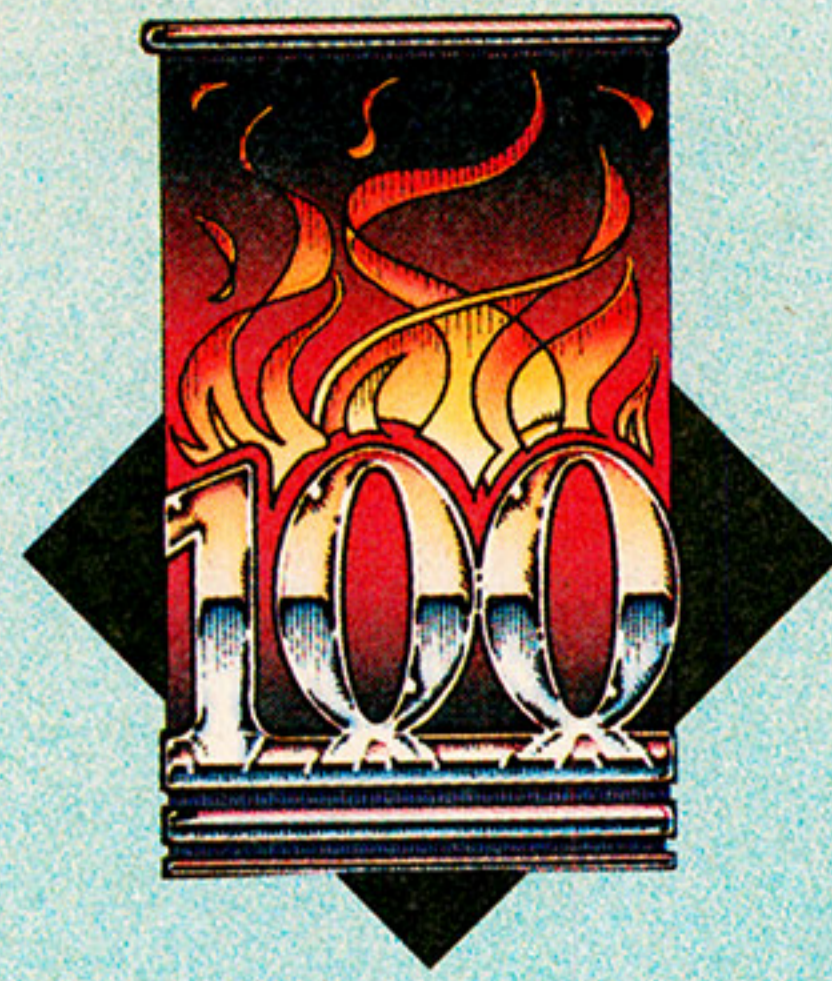
**Nobunaga's Ambition** is an impressive historical simulation. It places you in 16th-century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. More than a war game, it forces you to deal with diplomacy, economics, and other factors. It has also survived the transition from PC to Nintendo particularly well. Koei, for PC, NES.

**Omni-Play Horse Racing** emphasizes the handicapping and betting over the actual racing. In fact, you can skip the race altogether and go straight to the results. A wealth of statistics on both the horses and the jockeys, plus numerous betting options, make this the most detailed horse racing game available. SportTime/Broderbund, for Amiga, PC, 64.

**Phantasy Star II** is a role-playing adventure that delivers all the fun and challenge of the original *Phantasy Star* for the Sega Master System, plus the added depth and complexity that 16-bit technology can offer. Gorgeous graphics, a compelling story, and a very welcome save-game feature nominate *Phantasy Star II* as possibly the best title yet available for the Genesis. Sega, for Genesis.

**Pipe Dream** is an appealing strategy game that offers an interesting combination of logical challenges and fast, nonviolent action. The object is to build the longest possible network of pipes before a liquid called *flooz* reaches the end of the pipeline. Big scores require long, complex networks. Lucasfilm, for PC, 64, Mac, Amiga, ST.

**Populous**, to put it bluntly, lets you play God. As either a good or bad deity, you control the development of your chosen people on the world



below. By flattening out the mountainous terrain, you make their farms more productive and thereby increase their population. The ultimate goal is to conquer the other god's chosen ones. An excellent and highly original strategy game for one or two players. Electronic Arts, for PC, Amiga, ST.

**Pro Tennis Tour** is the most realistic tennis game you'll find. After honing your skills in practice mode, you can compete against computer opponents in four world-class tournaments. Excellent graphics, realistic animation, outstanding (though hard to master) joystick controls, and numerous options set this game apart from all challengers. Ubi Soft/Electronic Arts, for Amiga, PC, ST.

**Rambo III** works better as a videogame than as a movie, because Rambo's impossible exploits and unlimited-fire weapons seem more cartoonlike than real. If you want an accurate military simulation, forget *Rambo III*. But if you want an uncomplicated shoot-em-up with nonstop action, *Rambo III* is just what the Italian Stallion ordered. Sega, for Genesis; Taito, for PC, Amiga, ST, 64.

☆ **Remote Control** is based on the TV game show that originated on MTV. Knowing the answers to the most trivial trivia is what makes you a winner in this game. With its irreverent sense of humor, bizarre question categories, and outlandish characters, *Remote Control* is a wild satire of mainstream network game shows. Hi-Tech Expressions, for NES.

**Rescue: The Embassy Mission** puts you in charge of an elite

commando unit which must recapture an embassy held by terrorists. The trick is to plan and carry out your assault without harming the innocent hostages. Crisp graphics, realistic animation, and exciting action make *Rescue* a first-class translation of the computer game, but the violence gets gory at times. Kemco-Seika, for NES; released as *Hostage* by Mindscape, for PC, Amiga, ST.

**Revenge of Shinobi** brings outstanding 16-bit graphics to an otherwise ordinary martial arts adventure. As Shinobi, an enraged ninja warrior, you must fight your way through a world filled with enemies. It's a typical ninja-on-the-warpath story, but the scrolling scenery and multilayered backgrounds pack a visual punch that must be seen to be believed. Sega, for Genesis.

☆ **River City Ransom** is an all-out martial arts slugfest with a sense of humor. You play either Alex, or, with a partner, Ryan, as you fight your way through the drug lords who have taken over River City High. The humor and cartoonish graphics are a welcome relief from games that take themselves a little too seriously. American Technos, for NES.

**Robocop** is based on the hit movie in which a severely wounded cop is rebuilt as a nearly invincible cyborg. His mission: to rid Detroit of bad guys. As Robocop, you do battle with the nasties and gradually uncover a terrible secret about your past. This is one of those games that works better on Nintendo than on computers. Data East, for NES, PC, Amiga, ST, 64.

**Rocket Ranger** makes you the hero of a 1940s science fiction serial. The Nazis will win World War II unless you can rescue a scientist. But don't worry! You've been sent a jet pack from the future. Terrific graphics, great game. Cinemaware, for PC, Amiga, 64, ST, IIGS; Kemco-Seika, for NES.

**Romance of the Three Kingdoms** is a masterful exercise



in Far Eastern political intrigue. Set in second-century China, it casts you as a warlord struggling for power against rival warlords after the fall of a dynasty. One to eight people can play, and the emphasis is definitely on thought and strategy. Koei, for NES, PC, Amiga.

**Shadow of the Beast** is an astounding action game with the best multilevel scrolling graphics ever seen in a computer game. As you move past alien landscapes both above and below the surface, the scrolling foregrounds and backgrounds lend an eerie three-dimensional feel. With more than 350 screens and 132 unique monsters, *Shadow* is the game by which others will be measured for some time to come. Psygnosis, for Amiga.

**Shadowgate** is a monstrous brain-twister that surpasses the computer version with better graphics and easier controls. You play a warrior-king who is sent to explore a great castle and prevent the warlock lord from unleashing the ultimate evil. The castle is a maze of passages, secret rooms, and lethal traps. A fantastic game, but not recommended for those with a low tolerance for frustration. Kemco-Seika, for NES; Mindscape, for PC, Mac, Amiga, ST, IIGS.

**Shanghai** allows you to play the ancient game of Mah Jongg without having to round up other people, although you can play with one or more friends if you want. It's simple to match the stacked tiles and remove them from the board, but winning is not that easy. Engaging, strategic, and habit-forming. Activision, for PC, Amiga, Apple II, IIGS, Mac, 64, ST, Sega; Hal America, for Game Boy.

☆ **Shinobi** is a straightforward martial arts action game with fine graphics, nonstop action, and game play that won't frustrate novices. As you battle to rescue kidnapped children from renegade ninjas, the game gradually grows more difficult, presenting a challenge for all players.

Tengen, for NES; Sega, for Sega.

**Silent Service**, based on a computer hit, is the first realistic naval war game for Nintendo. Take control of a World War II submarine in the Pacific and begin stalking some convoys. The combination of action and strategy is both entertaining and educational, though the controls are sometimes a bit awkward. Ultra, for NES; MicroProse, for PC, 64, Amiga, ST, II, IIGS.

**Sim City** is an outstanding and original strategy game in which you manage the development of a simulated city. As "years" pass, you must deal with such problems as taxes, zoning, crime, housing, transportation, city services, commercial development, and growing population. Setbacks include natural disasters, nuclear accidents, and even monster attacks. A true standout. Maxis, for PC, Amiga, 64, Mac.

☆ **Snoopy** is actually six games in one, a collection of sporting events patterned after the Olympics. In each event, Snoopy competes against either his brother Spike or his previous best performance. This nonthreatening and nonviolent introduction to videogames is recommended for all beginning players. Kemco-Seika, for NES.

**Space Quest III: The Pirates of Pestulon** reunites you with space custodian Roger Wilco. Roger's mission is to rescue the Two Guys from Andromeda, a pair of game designers *extraordinaire*, who have been kidnapped by Elmo and his fellow pirates. Great fun, outstanding graphics. Sierra On-Line, for PC, Amiga, Mac, IIGS.

**Starflight 2** is much like its predecessor, with a few refinements. There are some new aliens to encounter, and now you can view them in VGA graphics. There aren't as many planets to visit, but there's a lot more to see on the ones that do exist. Whether or not you've played *Starflight*, *Starflight 2* is an enjoyable adventure that's richer in detail than many

other games. Electronic Arts, for PC.

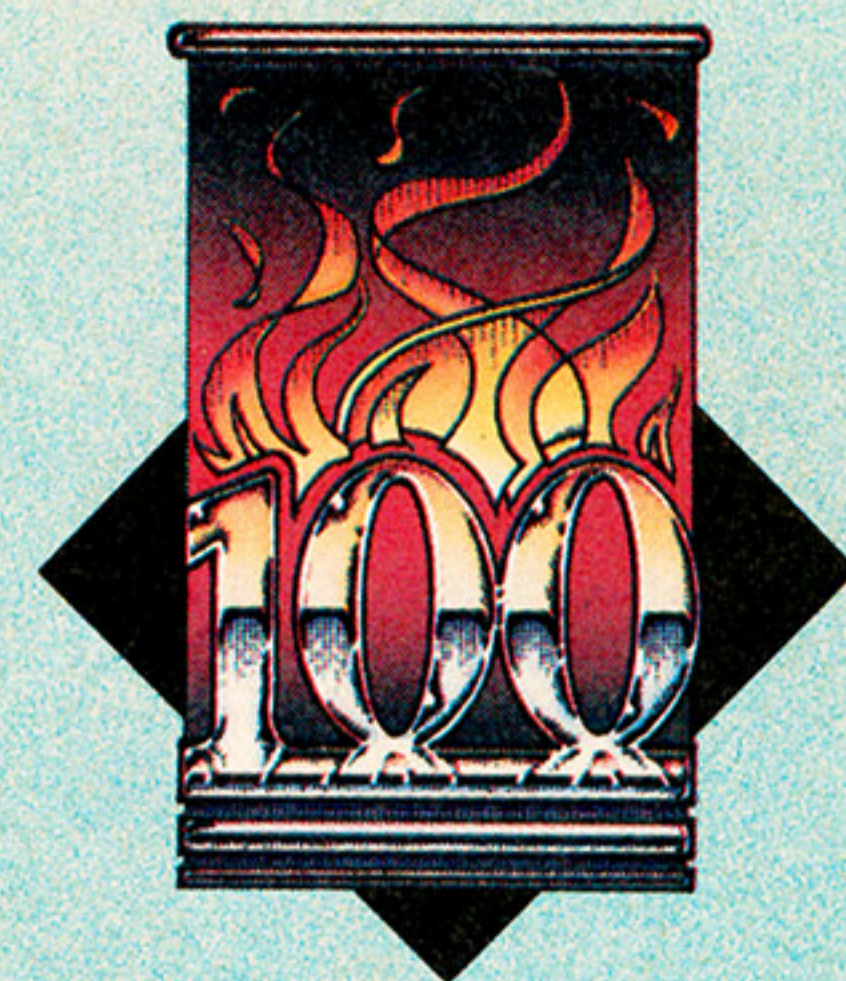
**Stealth ATF** is a jet-fighter shoot-em-up that puts you in the cockpit of a top-secret stealth plane. Armed with rapid-fire guns and guided missiles, you embark on a series of missions against enemy targets. The graphics are only fair, but the flying controls are smoother and less frustrating than those in some similar games. Activision, for NES.

**Strider** combines action with a scavenger hunt. As Hiryu, the youngest and best member of a commando group known as the Striders, you must rescue your best friend Kain, who has been kidnapped and brain-washed. To locate the enemy base, you must find five keys and six information disks hidden throughout the world. *Strider* is exciting, enjoyable, and original. Capcom, for NES.

☆ **Super Mario Bros. 3** is the latest and most eagerly awaited chapter in the adventures of Mario and Luigi. Once again you must rescue Princess Toadstool from the clutches of the evil Bowser and free the Mushroom Kingdom from domination. Elaborate worlds, pipes, warp zones, and power-ups justify the unprecedented popularity of this massive game among Nintendo fans. Nintendo, for NES.

**Sword of Aragon** makes you the leader of a small army in a fallen empire. Your father, the duke, was killed by orcs, and you must wage a military campaign against the demonic hordes who now rule the land. *Aragon* combines fantasy role playing with war gaming to create a breakthrough adventure that's strong, fresh, and compelling. SSI, for PC, 64, Amiga.

**Tecmo Bowl** offers a rowdy, colorful, action-packed football simulation for Nintendo. Teams in the game mirror strengths and weaknesses of real-life NFL teams, giving ample scope for coaching strategy. Definitely for adults as well as kids. Tecmo for NES.



**Teenage Mutant Ninja Turtles** is based on the popular comic book characters and TV show. You control four genetically altered turtles who live on pizza, are martial arts experts, and have their own unique skills. When their human friend April is kidnapped, you must guide the turtles to her rescue. Unlike most spin-offs of TV shows and movies, this is a first-class (though difficult) game. Ultra, for NES, PC, 64, Amiga.

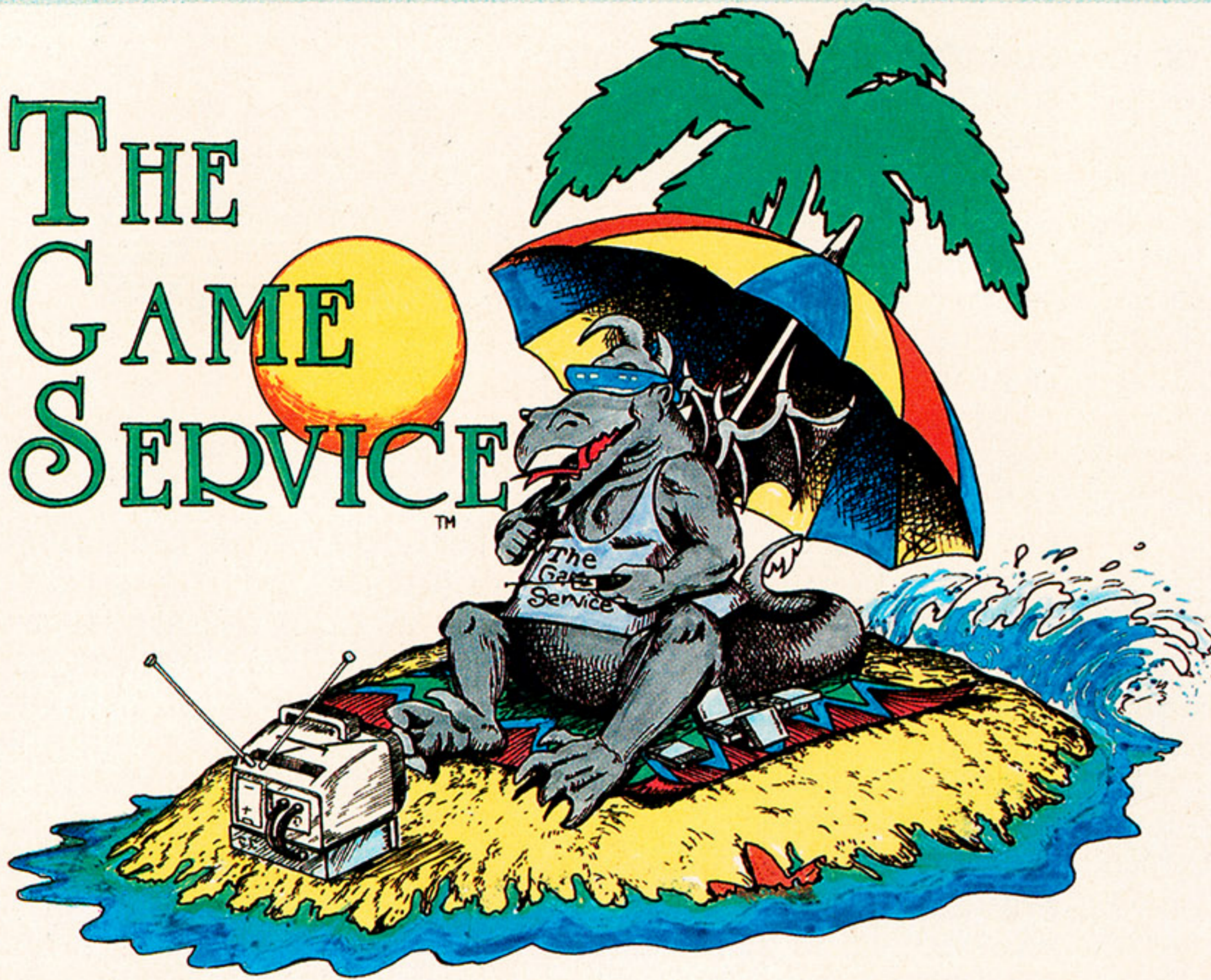
**Tetris**, a game developed in the Soviet Union, is extremely habit-forming. Place the seven shapes of falling blocks into horizontal rows. When you finish one row, it falls from the screen and the next blocks start falling faster. Simple to learn, but always challenging. Equally good in all formats. Spectrum Holobyte, for PC, Amiga, Apple II, IIGS, Mac, 64, ST; Nintendo, for NES, Game Boy; Tengen, for NES.

**Their Finest Hour: The Battle of Britain** is a lavish historical simulation of Nazi Germany's attempt to bomb Great Britain into submission during World War II. You can fly any of the major German or British aircraft and restage single missions or whole campaigns. Top-notch animation and careful attention to detail create an uncanny illusion of reality. Lucasfilm, for PC, Amiga, ST.

**The Three Stooges** are more than willing to assist Ma as Mr. Fleecem, a no-good banker, attempts to evict her (and Mary, Leona, and Cynthia, her three beautiful daughters). To raise funds, the Stooges take a variety of odd jobs, similar to some of their finest shows. Lotsa *nyucks*.



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Cinemaware, for PC, Apple II, 64; Activision, for NES.

**Top Gun — The Second Mission** has been improved over the original *Top Gun* with better graphics, more realistic flight control (you can now roll the F-14), and a fighter school that lets you compete against other hot-shot pilots for the coveted title of Top Gun. When you're ready for combat action, there's plenty of that, too. Konami, for NES.

☆ **Ultima VI: The False Prophet** is the latest and best installment in a decade-old series of fantasy role-playing games. Once again, you journey to Britannia to battle the forces of evil and black magic. If you've never played an *Ultima* game before, a new graphics-oriented user interface and a fresh approach make this sequel a good place to start. Origin, for PC.

**Vindicators** is a faithful translation of the popular arcade game. It has similar graphics and game play, and even a two-player option. Armed with a futuristic tank, your goal is to fight your way through a series of hostile space stations. Although it's not the fastest action game around, a few elements of strategy add a dash of challenge to the fun. Tengen, for NES, 64, Amiga, ST.

**Wayne Gretzky Hockey** is one of the most realistic sports simulations ever designed for personal computers. It successfully captures the fast-paced feel of NHL hockey as you control either the 1972 Montreal Canadiens or the Boston Bruins. A game as good as its namesake. Bethesda Softworks, for PC, Amiga, 64, Mac, ST.

**Where in Time Is Carmen Sandiego?** is the latest entry in the popular *Carmen Sandiego* series — except this sequel requires you to pursue the villainous Ms. Sandiego through *time* as well as through various countries. A wonderful game and an even better educational tool, *Where in Time?* is a thought-provoking diversion for both youngsters and adults. Broderbund, for PC.

**Wonder Boy III: The Dragon's Trap** is an excellent sequel to the earlier *Wonder Boy* adventures. The dying MEKA dragon turns you into Lizard-Man, and you spend the rest of the game trying to restore your original form. *Wonder Boy III* is more flexible and sophisticated than its predecessors, allowing you to find your own path to victory. Sega, for Sega.

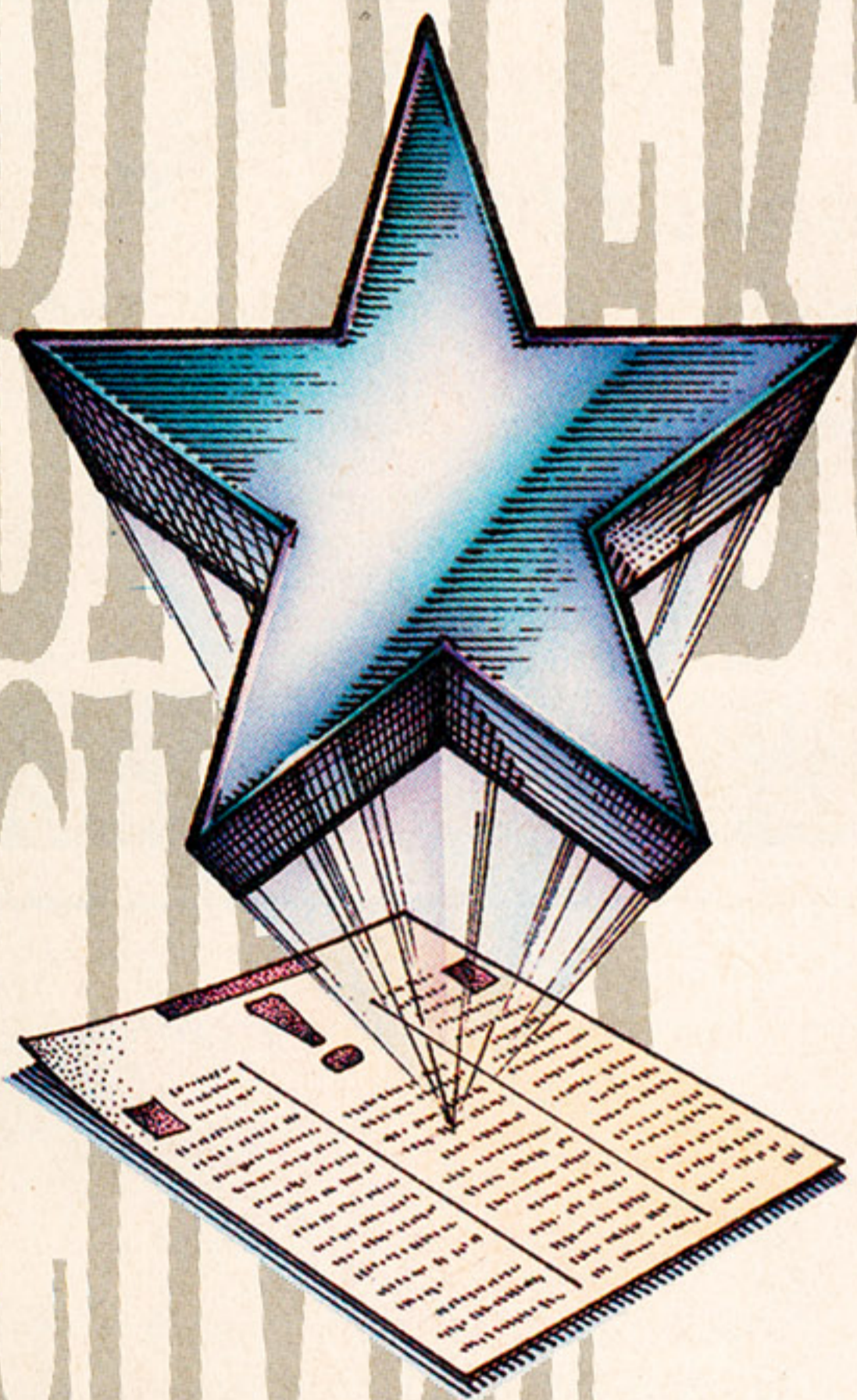
**World Class Baseball** is one of the best baseball games for any videogame system or computer. Although it's not a statistics-based game that simulates actual players, it is extremely playable, complex enough to be interesting, and easy enough to be quickly learned by anyone who knows baseball. NEC, for NEC.

**World Court Tennis** is a fast-moving simulation that boasts a strong variety of options. With a TurboTap, you can play singles or doubles against the computer or other players, with as many as four people pairing off for doubles matches. It even has a built-in quest game. NEC, for NEC.

**Zelda II: The Adventure of Link** is the sequel to the super Nintendo hit, *The Legend of Zelda*. You'll be amazed at the depth and challenge of this immense, rich adventure game. As Link, you must once again fight the powers of darkness in the land of Hyrule. Roam from the North Castle to Death Mountain...and beyond. Nintendo, for NES.



# CHART- BUSTERS



Some of the most popular computer and videogames, sampled from several current bestseller lists.

## READERS' POLL:

Here's your chance to let other video-game players know your favorite games! Send us a card or letter listing your top Nintendo, Sega, Genesis, or NEC TurboGrafx-16 titles. Address it to Readers' Poll, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.

## BABBAGE'S TOP TEN

(Provided by the Babbage's chain of software stores.)

1. *Champions of Krynn* (SSI)
2. *Where in Time Is Carmen Sandiego?* (Broderbund)
3. *Where in the World Is Carmen Sandiego?* (Broderbund)
4. *Flight Simulator 4.0* (Microsoft)
5. *Populous* (Electronic Arts)
6. *Starflight 2* (Electronic Arts)
7. *Where in the USA Is Carmen Sandiego?* (Broderbund)
8. *Leisure Suit Larry III* (Sierra)
9. *Sim City* (Maxis)
10. *The Colonel's Bequest* (Sierra)

## SPA AWARDS

At its annual awards ceremony this spring, the Software Publishers Association (SPA) announced the winners of the 1989 SPA Excellence in Software Awards. The awards recognize achievements in everything from business software to computer games.

**BEST FANTASY ROLE PLAYING/ADVENTURE PROGRAM**  
*Space Quest III: The Pirates of Pestulon* (Sierra)

**BEST SPORTS PROGRAM**  
*Hardball II* (Accolade)

**BEST SIMULATION PROGRAM**  
*Sim City* (Maxis)

**BEST STRATEGY PROGRAM**  
*Populous* (Electronic Arts)

**BEST ACTION/ARCADE PROGRAM**  
*Welltris* (Spectrum HoloByte)

**BEST ENTERTAINMENT PROGRAM**  
*Sim City* (Maxis)

## SPA PLATINUM

(Computer games with more than 250,000 copies sold, as certified by the Software Publishers Association; includes only participating member companies. Listed alphabetically.)

*Jeopardy* (ShareData)  
*Karate Champ* (Data East)  
*Wheel of Fortune* (ShareData)  
*Where in the USA Is Carmen Sandiego?* (Broderbund)  
*Where in the World Is Carmen Sandiego?* (Broderbund)



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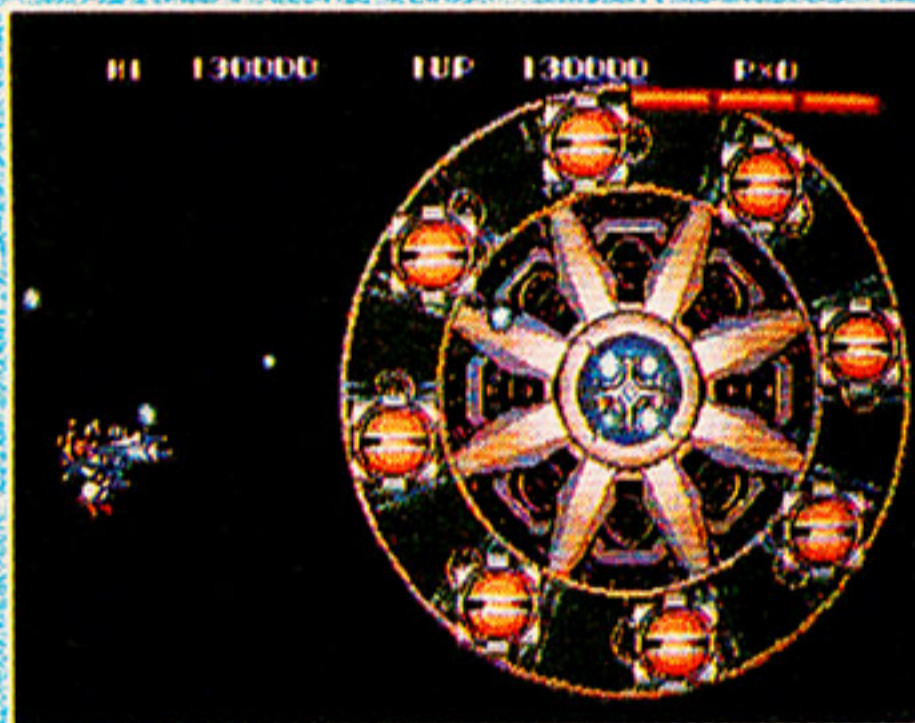
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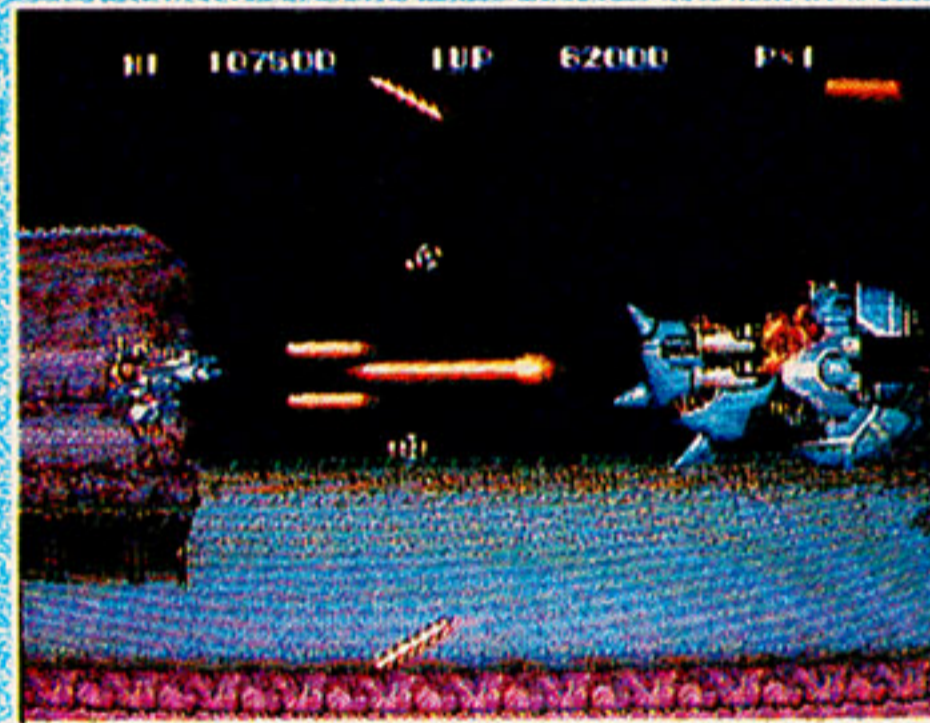


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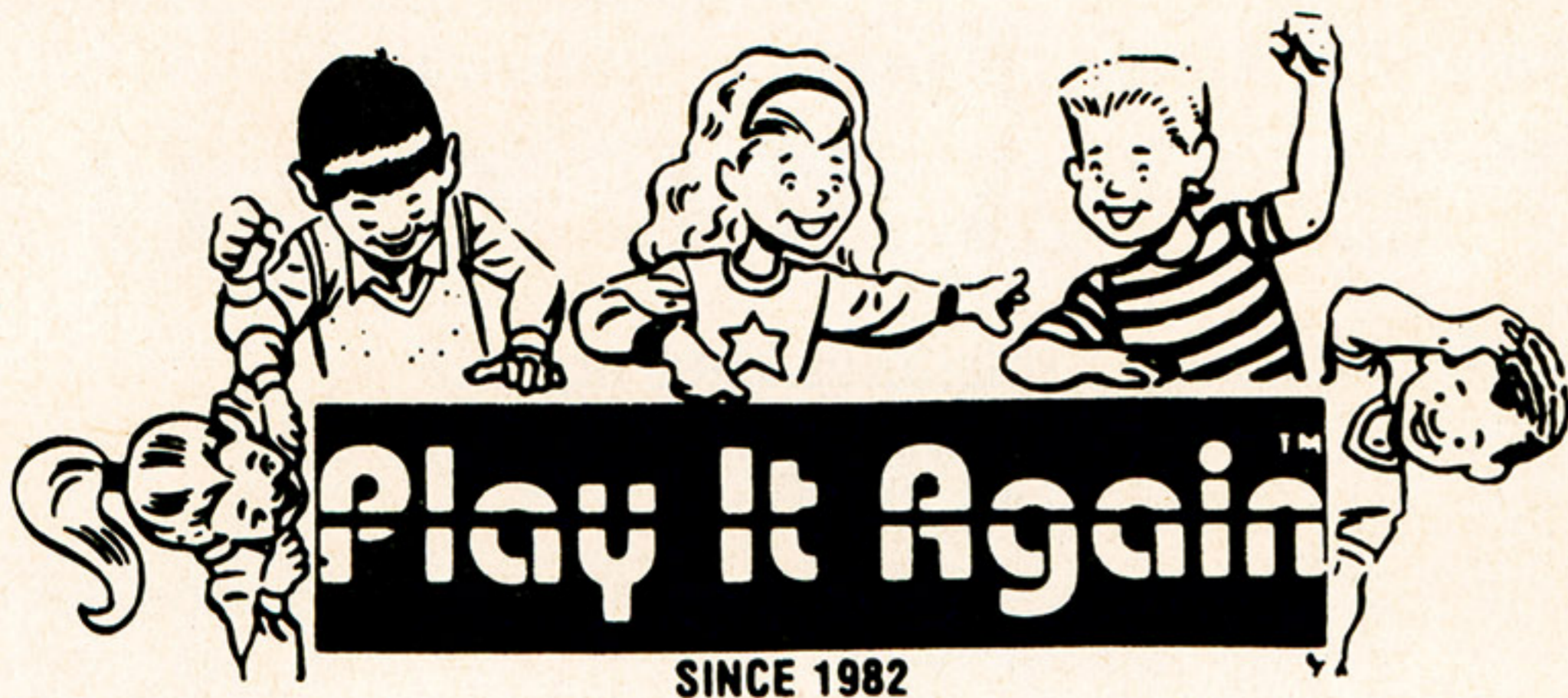
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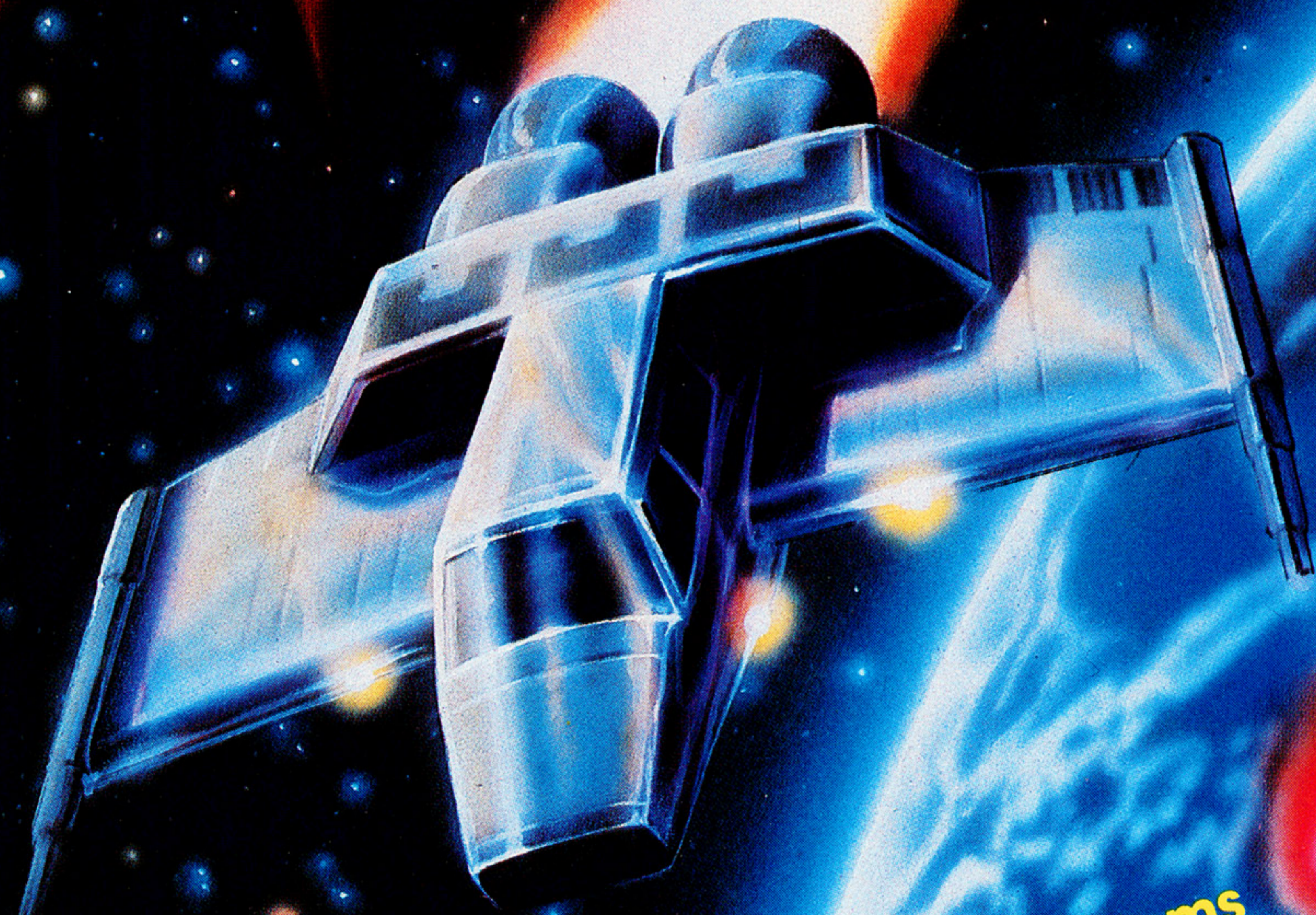
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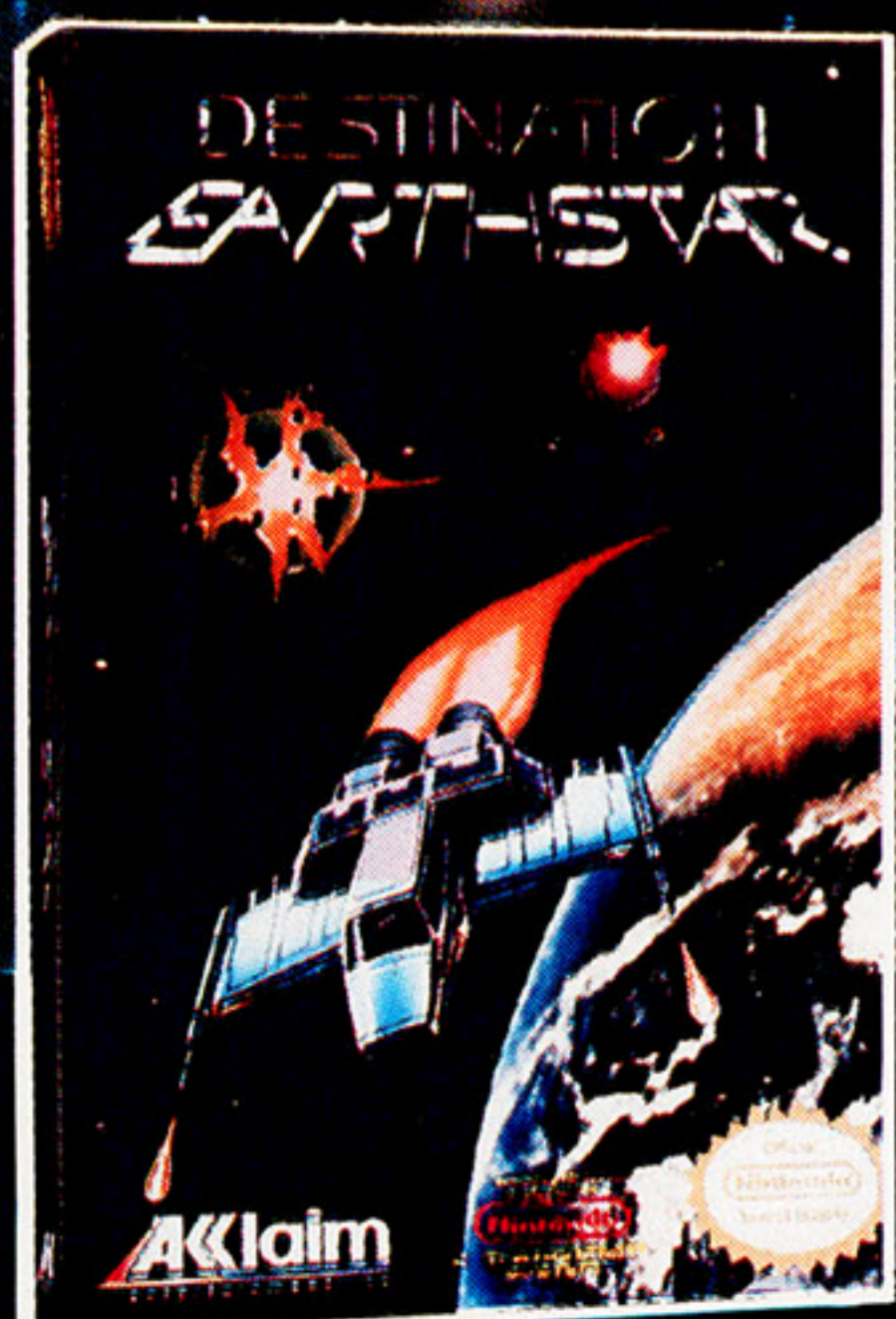


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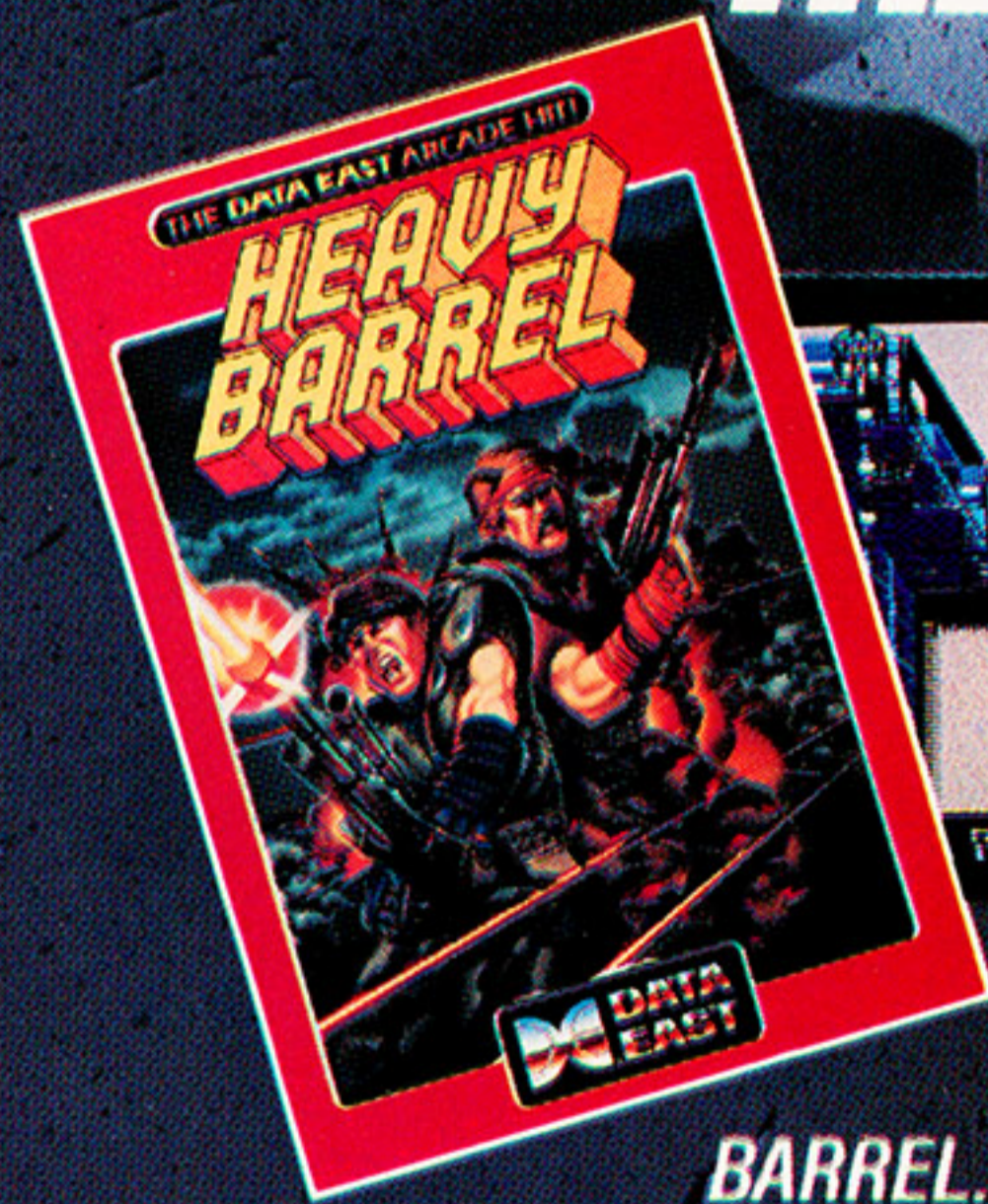
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