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

VideoGames & Computer Entertainment™

September 1989 $2.95
Canada $3.95

Power Glove:
Get a Grip On Your Games!

Maps and Tips:
Hudson Soft's
Adventure Island, Part I
Nintendo's
Zelda II—
The Adventure of Link, Part III

Dinosaurs Come To Life On Your Screen

Bring Las Vegas To Your Living Room

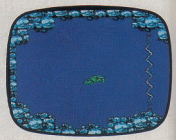
TURN YOUR HOUSE INTO A SEWER.

ULTRAGAMES™ has lifted the lid on the hottest rock 'em, sock 'em video game ever to grace the sewers, as the Teenage Mutant Ninja Turtles® track New York's nastiest to the front door of your Nintendo®.

With these dynamic dudes at your disposal, rampage from the Bronx to Broadway, slashing and smashing carnivorous robots with Katana Blades and Nunchukus. Then go cruisin' for a bruisin' in a pizza powered party wagon loaded with Anti-Foot Clan Missiles, until you capture Shredder's™ Life Support Gun and turn your rat friend Splinter™ back into the man he used to be.

So team up with the Teenage Mutant Ninja Turtles,® and prepare to shell out some punishment.

ULTRA™ GAMES



CIRCLE #102 ON READER SERVICE CARD.

ULTRAGAMES™ is a trademark of ULTRA Software Corporation.
Teenage Mutant Ninja Turtles® is a registered trademark of Mirage Studios.
© 1989 Mirage Studios, USA. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America, Inc.
© 1989 ULTRA Software Corporation, 240 Gerry Street, Wood Dale, IL 60191
312 350 1268

Magic Johnson's BASKETBALL

Basketball the way the Pros play.

Arcade action brings the realism of the big time game home to you in this direct translation of the popular coin-op arcade game, "Magic Johnson's Fastbreak Basketball."

Featuring

- Arcade-quality animated graphics and characters larger than any before seen in an IBM basketball game
- a full-court scrolling screen
- two-on-two play, WITH OFFICIALS!
- full stats – see if you can achieve Triple Doubles like Magic!
- a unique training sequence not even found in the Arcade game-Magic teaches you to make the shots

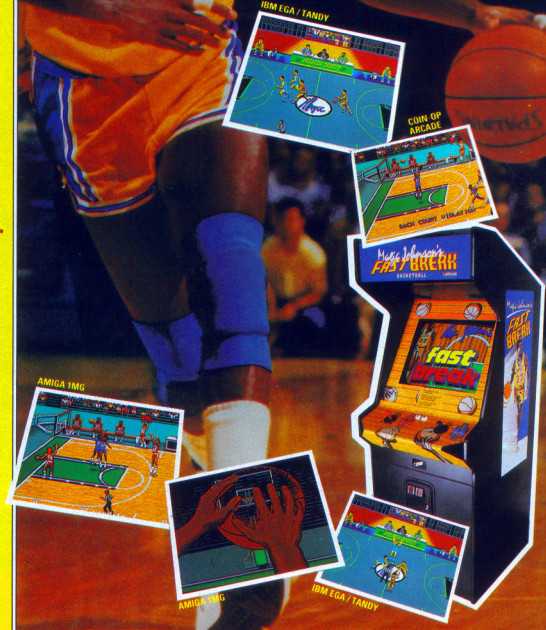
Make the "jump shot," the "alley oop," the "pick 'n roll," and of course Magic's famous fast break with a "slam dunk" finish. Dribble 'round your opponent to make the "lay up" that wins the game!

Now you've gained the honor of playing the ultimate One-on-One . . .

You against Magic Johnson.

GAME INCLUDES Magic Johnson POSTER

Available now:	IBM 5-¼"	– $39.99
	IBM 3-½"	– $39.99
Coming soon for:	Amiga (1mg)	– $49.99
	Amiga (512K)	– $39.99
	Commodore 64	– $29.99
	Apple IIGS	– $39.99



MELBOURNE HOUSE

Setting New Standards IN · COMPUTER · SOFTWARE

MELBOURNE HOUSE
711 West 17th St., Unit G9, Costa Mesa, CA 92627.
Tel. (714) 631-1001.

Melbourne House is a member of the Virgin Mastertronic Group.

CIRCLE #109 ON READER SERVICE CARD.

BOMB BLAST SUIT
Shields you from explosions.

FLASHLIGHT
Illuminates underground passages.

MINES
Set them in key locations. Up to three per screen.

INGRAM MAC-II
Semi-automatic submachine gun. Silencer optional.

GEAR UP.

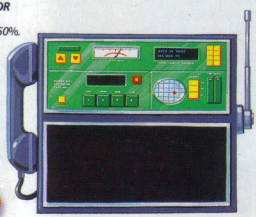
BARETTA M92F
Single-action hand gun. Silencer optional.

BODY ARMOR
Will reduce damage by 50%.

ROCKET LAUNCHER
Destroy enemy equipment from a safe distance.

ANTIDOTE
Neutralizes poisons.

GAS MASK
Only means of survival in gassed out areas.



TRANSCEIVER
This is your most valuable piece of equipment. With it, you'll receive vital information from headquarters telling you where to find essential weapons and supplies.

REMOTE CONTROL MISSILE
Guide it with your control pad.

ANTENNA
Allows you to use transceiver despite enemy jamming devices.

COMPASS
Helps you navigate through uncharted deserts.

OXYGEN TANK
Keeps you breathing underwater.

INFRARED GOGGLES
Used to detect infrared alarm sensors.

MINE DETECTOR
Discovers location of enemy mines.

IRON GLOVE
Allows you to locate hidden doors with a single punch.

PLASTIC EXPLOSIVES
For perfectly timed explosions.

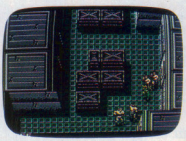
BINOCULARS
Allow you to see one screen ahead without risking your life.

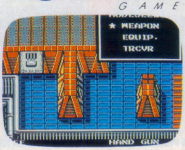
GRENADE LAUNCHER
Launch deadly grenades into strategic locations.

METAL GEAR™

Your Nintendo Entertainment System® has never seen a weapon as destructive as METAL GEAR. To help you destroy it, ULTRAGAMES has supplied the equipment. To get through the METAL GEAR maze, you'll have to supply the wits.

ULTRA™ GAMES





ULTRAGAMES™ is a trademark of Ultra Software Corporation. METAL GEAR™ is a trademark of Konami Industries Co. Ltd. Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

ULTRAGAMES 240 Gerry St., Woodale, IL 60191 (312)-595-2874

CIRCLE #103 ON READER SERVICE CARD.

C O N T E N T S

SEPTEMBER ▼ 1989

FEATURES

18 **POWER GLOVE: GET A GRIP ON YOUR GAMES**
by Andy Eddy
Mattel is ready to take video gaming a step into the future, and VG&CE has the whole story for you.

36 **ADVENTURE ISLAND STRATEGY GUIDE, PART I**
by Bissy and Andy Eddy
Master Higgins is stranded on a secluded island. We'll help you save him from death's clutches.

46 **LADY LUCK: ARE YOU AN ELECTRONIC HIGH ROLLER?**
by Arnie Katz and Joyce Worley
Video gambling lets you bring Vegas into your living room, and you can bet that we'll show you the games to choose from.

52 **ZELDA II: THE ADVENTURE OF LINK STRATEGY GUIDE, PART III**
by Clayton Walnum
After this final segment, you'll be fully prepared for your confrontation with Ganon.

60 **DINOBYTES: BRINGING BACK THE BEHEMOTHS**
by Joyce Worley
Dinosaurs have made a big comeback in computer programs. Stalk out what's available.

66 **THE MAESTRO OF MICROCOMPUTING**
by Bill Kunkel
These days, soundtracks are as important to games as the programming. Meet Russell Lieblich, one of the premier computer-tune talents.

70 **VICTORY AT SEA: A PLAYER'S GUIDE TO SEAGOING SIMULATIONS**
by Bill Kunkel and Joyce Worley
There's an ocean of software for all forms of boating battles, and we've got a rundown to help you pick your favorite.

76 **COMPUTER-GAME STRATEGIES**
by Frank Tetro
This month, our resident expert helps you play at your best in *Kings of the Beach, Pole Position II* and *Hostage.*

REVIEWS

24 **VIDEO-GAME REVIEWS**
Super Dodge Ball, Time Soldiers, Wrestlemania, Marble Madness, P.O.W., Skate or Die, Y's.

84 **COMPUTER-GAME REVIEWS**
Chomp, Thunder Blade, Rampage, Barbarian, Fire Zone, Northern Fleet, Wizardry V.

Cover: The Power Glove takes video-game controllers to a new dimension.

Art by Alan Hunter.
Photography by Ladi von Jansky.

DEPARTMENTS

Editor's Letter 6
Reader Mail 8
News Bits 12
Easter Egg Hunt 22
Inside Gaming 80
Game Doctor 82
Advertiser Index 83

VideoGames & Computer Entertainment is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

© 1989 L.F.P., Inc. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents; nothing may be reproduced in whole or in part without written permission from the publisher.

U.S. subscription: $19.95 for (12 issues). Foreign subscription: Add $10 per year. Single copy $2.95. Change of address: Six weeks advance notice, and both old and new address are needed. POSTMASTER: Send change of address to **VG&CE** Magazine, P.O. Box 16927, North Hollywood, CA 91615. Address all advertising materials to: Paula Thornton—VideoGames & Computer Entertainment Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (213) 858-7100. Nintendo is a Registered Trademark of Nintendo of America Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp.

VideoGames & Computer Entertainment

PUBLISHER
LEE H. PAPPAS

EXECUTIVE EDITOR
ANDY EDDY

ASSOCIATE EDITOR
CLAYTON WALNUM

ART DIRECTOR
STEPHEN MELIN

ASSISTANT ART DIRECTOR
TODD TALIAFERRO
LEW BRYANT

MANAGING EDITOR
DEAN BRIERLY

COMPUTER ENTERTAINMENT EDITOR
ARNIE KATZ

COMPUTER ENTERTAINMENT ASSOCIATE EDITOR
BILL KUNKEL

NEWS EDITOR
JOYCE WORLEY

COPY EDITOR
RANDOLPH HEARD

EDITORIAL ASSISTANT
PATRICIA KOURY

CHIEF TYPOGRAPHER
ALICE NICHOLS

TYPOGRAPHERS
DAVID BUCHANAN
B. MIRO JR.
QUITA SAXON

CONTRIBUTING ARTIST
JOHN BERADO

PRODUCTION ASSISTANT
STEVE HOPKINS

NATIONAL ADVERTISING MANAGER
JEFFREY EISENBERG
JE PUBLISHER'S REPRESENTATIVES
Address all inquiries to:
6855 Santa Monica Blvd., Suite 302
Los Angeles, CA 90038; (213) 467-2266
San Francisco (415) 864-3252; Chicago (312) 445-2489;
Denver (303) 595-4331; New York City (212) 724-7767

ADVERTISING PRODUCTION DIRECTOR
JANICE ROSENBLUM

SUBSCRIPTIONS
IRENE GRADSTEIN
For subscription information call (818) 760-8983.

VideoGames & Computer Entertainment
Published by L.F.P., Inc.

PRESIDENT
JIM KOHLS

VICE-PRESIDENT, SALES AND MARKETING
JIM GUSTAFSON

VICE-PRESIDENT, CLIENT RELATIONS
VINCE DELMONTE

VICE-PRESIDENT, PRODUCTION
DONNA HAHNER

CORPORATE DIRECTOR OF ADVERTISING
PAULA THORNTON

CORPORATE EDITORIAL
TIM CONAWAY

CORPORATE ART
PAMELA CARR

As I write this, I'm sitting at my dining room table in California, a week after the Summer CES in Chicago has ended. Thankfully, I've survived another four-day session filled with miles of walking, plenty of handshakes and hugs, reams of press releases to lug around and—woe is me!—parties to attend in the evenings. In the nine months since I've become editor of VG&CE, I've been lucky enough to have made many good friends in the industry. This not only makes putting the magazine together easier, but makes the shows that I attend much more fun.

I'd especially like to thank Konami, SNK, Tradewest, Mindscape and Capcom for asking me to join them at their parties and meet the people that were previously only voices on the phone. Further thanks go to all the people at NEC responsible for bringing the TurboGrafx-16 to the U.S., who withstood our frequent visits and gave us the approval to publish our TurboGrafx magazine called *TurboPlay* (which will debut this fall). Also, thanks go to the fun folks at Acclaim for letting me take up so much of their time in their post-show hospitality suite discussing the geography we have in common and just plain getting silly. Lastly, thanks to all the old and new faces who welcomed me to discuss a little business and trade jokes. I always leave these shows with great memories.

What primarily makes the Chicago show exciting, though, are the products shown there. Because this CES is the show where Christmas products are pitched to store buyers, distributors and press people, the show floor is filled with innovation and new names. For example, Atari, who seemed to be losing their place in the video-game world, introduced a revolutionary game machine. This portable, color game console—which was originally designed by Epyx and shown to us by them confidentially in January—directly attacks Nintendo's new Game Boy. We'll have a detailed report on this system and how it landed in Atari's hands in an upcoming issue.

We also had a nice discussion with Kevin Jones and Steve Witzel at Access Software regarding their inventive upgrading of the IBM PC's sound capabilities, through their software innovation called *RealSound*. Our *News Bits* section has more information, and we plan to have an article in a future issue on sound enhancements for personal computers.

What this all means to you, the faithful reader of VG&CE, is plenty of new stories to read month after month. In coming months, we'll be offering exclusive coverage on many new video-game and computer products. For example, we'll be giving you the first peeks at Acclaim's *Double Dragon II* and Sunsoft's *Batman* video games in the next few issues.

All we can say is stick with us for the best reporting on electronic entertainment. You can count on us to be there each month with what you want to see: detailed coverage, colorful pictures and artwork, in-depth reviews and news, as well as our continuing game strategies and maps. We're dedicated to you, because you took the time to choose us. We thank you for buying VG&CE.

Well, I'll get off my soapbox for another month. Just turn the page and we'll let you get back to what you came here for. Enjoy.

—Andy Eddy, Executive Editor

F40 PURSUIT simulator

AMIGA
ATARI ST
PC
C 64/128

SCREENSHOTS FROM AMIGA VERSION

TITUS

20432 CORISCO STREET,
CHATSWORTH CA 91311
818-709-3693

© 1988 TITUS. F 40 PURSUIT SIMULATOR
TITUS AND THE TITUS LOGO ARE
REGISTRED TRADEMARKS OF TITUS.

CIRCLE #103 ON READER SERVICE CARD.

SOFTWARE OR REPAIR?

Dear VG&CE:

I always buy your magazine and am always satisfied. I stopped buying other magazines because they were simply not nearly as good as VG&CE.

I noticed a letter by F. Peddle in your June issue. He said no one believed that it happened, but I do. You never know what to expect when playing a game of *S.M.B*! For example, in World 3-1, I was almost at the end of the level. I jumped on the spring and didn't spring up. Instead, I just sat there. When I tried to move, I just ran in place. I know what caused the problem and what caused [F. Peddle's] weird happening. It was simply a mess-up in the game, which sometimes occurs when playing for long amounts of time.

Thanks for the impressive magazine. Keep up the good work!

—Lee Roberts
Monroe, Louisiana

You may very well be correct in your analysis of F. Peddle's and your own NES "glitches." While there may not be a lasting bug in a program or cartridge—as this can happen to either computer or game-console owners—sometimes the software loads incorrectly, altering the way things appear on the screen. Usually powering down the hardware and restarting clears up the problem.

ON THE LEVEL

Dear VG&CE:

I was buying a cartridge for my Sega system the other day when I saw your magazine. I loved it! My highest compliments to everyone on the VG&CE staff.

The other day I was looking through my game catalog and noticed that on the cartridge *Black Belt* the score was only 400 but the game was on the fifth level, which could only mean that there is a way to select levels. I have not come across this information yet and would appreciate it very much if you would find out how to choose a level.

—Aaron Whitt
Braman, Oklahoma

Our research didn't turn up a level select for Black Belt *but we did find one for unlimited men: Push #1 to start the game, then at the red screen press and hold #1. A blank screen will appear for 30 seconds, then hold down the Reset button until Riki appears in the upper-left hand corner. That's it! Hope that helps, Aaron.*

FILLING THE LIBRARY

Dear VG&CE:

My son Matthew loves your magazine. We've been buying it for three months now and he reads/looks at it from cover to cover. Matt really likes the maps and all the new video games you have listed.

My question is this: Is there any way to order back issues of your magazine?

—S.Z.

Glad to hear that your family is getting enjoyment from VG&CE, *S.Z.*

To order back issues, simply send $4.00 for each magazine (which includes postage and handling) and a note of what month(s) you want to receive to:

VG&CE *Back Issues, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA, 90210.*

ADVERTISING A COMPLAINT

Dear VG&CE:

I have been reading your magazine for a few months now. I believe the magazine is outstanding, but I must complain about something: Your magazine has too much advertising.

Most readers read VG&CE for the great tips and maps that you give, not for the advertisements. A great magazine like VG&CE should put more video-game ratings, tips and maps in it instead of so many ads. Other than that, everything in the magazine is great.

Keep up the super work!

—Andy Hardison
Rock Hill, South Carolina

Too much advertising? That's a problem most magazine publishers would hope for, though readers (and viewers of TV programs) would like uninterrupted entertainment. Unfortunately, advertising is a major way of paying the bills—and we appreciate the help from companies who advertise in VG&CE.

We try to keep a good mix of articles and advertising. If the number of ads gets too large, we will add pages to the magazine in order to keep the readership satisfied. In the meantime, please take advantage of the information our ads contain. If you turn to page 83, you'll find a card that can be used to get free info on the products advertised.

DONATIONS ACCEPTED

Dear VG&CE:

Congratulations on a very well-organized, colorful and informative magazine.

Kudos also for your extensive coverage on the NEC PC Engine/TurboGrafx-16. Hopefully, it will be priced to com-

pete favorably with the NES, Sega and Atari game systems. All I have to do is figure out how to extend my budget to afford one.

Unfortunately, that's becoming a *big* problem. Shelling out $40-50 for a cartridge has been giving me a very guilty conscience lately.

I truly wish software piracy was not the rampant problem in this country that it is, for I'm certain Nintendo would have introduced a disk-drive system [for the NES] by now. With Sega carts even more expensive than Nintendo's (on the average), I think the "point of no return" on pricing is slowly approaching.

With the 16-bit game machines just over the horizon, I frequently wonder just how much the gaming public will be willing to pay, especially when a 16-bit machine could easily handle a one-megabyte cartridge!

At some point in the future, I hope your magazine will address the increasingly high price of video gaming.

—Brian Johnson
Hammond, IN

I agree with you, Brian—video games can be expensive, but when you look at the lasting value of some of the games that come out these days, they don't really cost that much in comparison to other forms of entertainments. Going out to dinner, a movie or an amusement park can really put a dent in the wallet, and once you're done, it's over. With video games, you can always pull a cartridge off the shelf, plug it in and play it.

If you look at games like The Legend of Zelda, Phantasy Star *or* Zork, *you are talking about hours and hours of gameplay to get all the way to the "end." (In some cases, they are programmed with multiple endings for further enjoyment.) Sure, software, computers and game consoles are getting more expensive—though the Atari 2600 cost about $150 at one time—but the complexity and realism is also increasing.*

I also agree with your assessment on piracy. As Arnie Katz noted in his Inside Gaming *column (May 1989,* VG&CE*), piracy has a large effect on the cost of software and whether companies even support machines with new releases. And it probably has had an effect on Nintendo's decision not to release a disk drive for the NES, as they have for the Famicom in Japan.*

WILL NINTENDO AND 16-BIT MIX?

Dear VG&CE:

I'd like to thank your magazine for making my decisions easier on choosing games, helpful tips, as well as keeping the gaming public informed on new products and games. I own an NES and a Commodore Amiga, which makes your publication perfect for me.

I have a question: Will Nintendo's new 16-bit system (if it is actually manufactured) have any effect on the current NES? In other words, will NES owners be able to upgrade their systems or will they have to buy a new, 16-bit machine?

Thanks for the time. Keep up the excellent work!

—Andrew Smythe
Piscataway, NJ

Thanks for the compliments, Andrew. The editors of VG&CE *are avid game players, not only on video-game consoles, but also on computers. We feel the two forms actually have common roots, so they make a natural mix in the magazine.*

With regards to your questions about the Nintendo Super Famicom, as it's being called in Japan, we don't feel that we can spend too much ink on something that isn't released yet. At the time this issue is going to press, the Super Famicom hasn't even been released in Japan, and Nintendo is making comments to the effect that it won't be bringing the new machine to America for a couple of more years. Of course, minds can change.

If you consider that the Famicom system in Japan is quite different from the NES that we have here and that Super Mario Bros. 2 *is not the same in America as it is overseas, you'll understand why we won't jump the gun on Nintendo's 16-bit plans. As soon as we have something concrete for our readers, we'll put it in* VG&CE *immediately!*

Lastly, it's up in the air as to how Nintendo will treat the loyal supporters who have bought 8-bit NES systems and associated software. My guess is that they will offer some form of compatibility, in the same way that Sega is selling their Power Base Converter to allow 8-bit SMS games to be played on the Genesis. Again, we'll let you know when we find out, but for now the 16-bit arena in America has only two players—Sega's Genesis and NEC's TurboGrafx-16.

All letters considered for publication should be addressed to VG&CE, *9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters will be edited for style, clarity and space considerations.*

STEREO
SIMULATOR

Joycard SSS SANSUI™

STEREO SIMULATOR SYSTEM

Hudson's Joycard Sansui SSS™ has Repeat Rapid-Fire function which shoots up to 15 shots/sec. and Stereo Simulator System which provides you a sensational sound shifting effects..

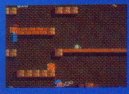
with RAPID-SHOOTER
Max 15 shots/sec.
Another Dimension in Nintendo Fun

ADVENTURE ISLAND™

Princess Leilani was kidnapped and taken to Adventure Island in the South Pacific. The island is thick with tropical forest, caves, ocean and mountains. Many dangerous demons and creatures are waiting for you. Are you up for the challenge?! Can you live through Adventure Island to save Princess Leilani?

Milon's Secret Castle

In pre-historic times, where ancient dinosaur creatures ruled, the adventures of Dino-Riki began. A courageous young man, Dino-Riki is determined to establish mankind's future in this violent age. Dino-Riki must fight his way through lotus swamps, dark caverns, deep canyons, deserts and giant dinosaur bosses.



BOMBERMAN™

Bomberman has been put to work in an underground compound at the center of the Earth. One day he learned that he can become a human by escaping from the center of the Earth and make it to the surface. He can only rely on bombs of his own production for his defense. Will Bomberman ever make it to the surface?

ADVENTURES OF DinoRiki™

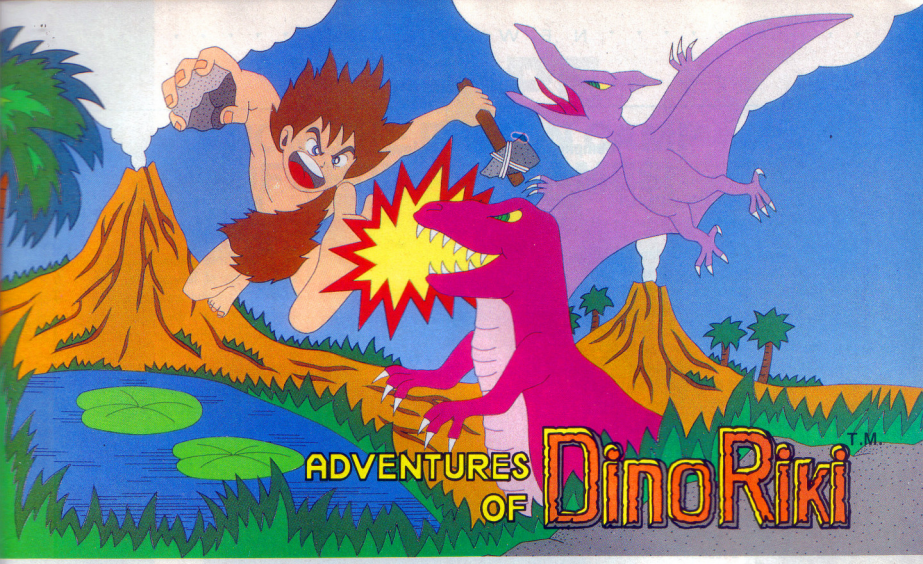
If you think you have played the hardest of all video games, try this one. Each level has a different challenge; the higher the level, the tougher the challenge! Can you beat the monsters?! How many coins can you collect?! Are you ready for the challenge of your game playing career? This is it!!!

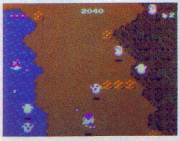
Official Nintendo Seal of Quality™

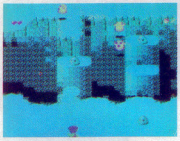
LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

HUDSON GROUP
HUDSON SOFT®
601 California Street. Suite 2004
San Francisco, CA 94108
For questions, call (415)495-HINT

Hudson Soft is a trademark of Hudson Soft Co., Ltd. HUDSON'S ADVENTURE ISLAND™, Milon's Secret Castle™, BOMBERMAN™ and Adventures of Dino-Riki™ are registered trademarks of Hudson Soft USA, Inc. JOY CARD SSS is a trademark of Hudson Soft USA, Inc. SANSUI is a trade mark of SANSUI ELECTRIC CO., LTD. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

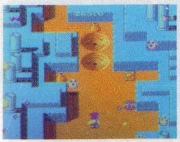


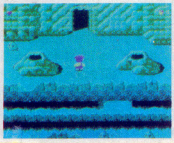


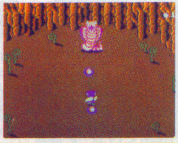


The adventures of Dino-Riki began in pre-historic times when ancient dinosaurs ruled the earth. Dino-Riki is determined to establish mankind's future in this violent age by exploring and fighting his way through deserts filled with quicksand, sinking lotus swamps, dark caverns and deep canyons. In his quest, Dino-Riki is armed with a shooting weapon that will change and progress from rocks to axes, to boomerangs and to fiery torches. There are many hidden items that will help Dino-Riki to increase his strength, extend his life, fly like an eagle and one that will change Dino-Riki to "Macho-Riki", the ancient warrior, etc... Dino-Riki will need all the ancient knowledge and items he can find before facing the dinosaur bosses: Tyrannosaurus, Pteranodon, Monster Fly and Giant Cobra.

Play with Joycard Sansui SSS™ for maximum sound effects.







Official Nintendo Seal of Quality

LICENSED BY NINTENDO FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

HUDSON GROUP

HUDSON SOFT®

601 California Street. Suite 2004
San Francisco, CA 94108
For questions, call (415)495-HINT

CIRCLE #105 ON READER SERVICE CARD.

Hudson Soft is a trademark of Hudson Soft Co., Ltd. Adventures of Dino-Riki™ are registered trademarks of Hudson Soft USA, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

Compiled by Joyce Worley

Access Breaks Sound Barrier

Access Software has boomed through the sonic barrier with a technical breakthrough in the way sound is produced on IBM PC computers. According to company spokesmen, the result is dramatically improved audio capabilities for the microprocessors. The new technology, called *RealSound*, produces realistic sound effects from software alone, without the use of additional boards, speakers or other hardware.

Steve Witzel, director of research and development for Access, explained the problem: "Getting this kind of sound out of a PC was long considered impossible. Unlike the Amiga and Mac, whose speakers offer the developer eight bits of resolution...the IBM speaker system has a resolution of one bit."

Steve explained that the Access process breaks up the one bit into time slices, which are used to manipulate the amplitude of the speaker. Speech, music or sound effects are then digitized and copied onto the floppy disk with the application software.

Access' hit golf game, *World Class Leader Board*, was the first game enhanced with the new technology. Golf-course sounds—like bird noises, the swish of the ball through the air, a clunk when the ball goes into the cup and even crowd reactions—accompany the play action. According to Access spokesmen, *RealSound* is great on most MS-DOS machines. However, machines that have built-in speakers with no outside vents produce a lower volume level.

Access contends that most software can be enhanced by *RealSound* music, narrative and sound effects. For this reason, they intend to license *RealSound* technology to other software companies for use in such applications as talking manuals, audible prompts, speaking calendars and other entertainment programs.

Stealth Fighter Updated

MicroProse released an updated version of *F-19 Stealth Fighter* that has been renamed and otherwise conformed to match the new Air Force plane. The combat flight simulator now has 3-D graphic imaging, based on the Air Force's F-117A Stealth Fighter.

According to MicroProse spokesman Bill Stealey, *F-19 Stealth Fighter* went to market around the same time that the Air Force started releasing information about the new plane. However, at that time, there were no photographs available of the top-secret military fighter, and the name of the new plane had not been established. "Now that there's more information available on the plane," explained Stealey, "we thought people interested in the Stealth Fighter would want an authentic graphic image based on the Stealth Fighter photograph released by the Air Force and on other authoritative sources."

The newly updated program has been renamed *F-117A Stealth Fighter*, and owners of the original title can upgrade their game by contacting MicroProse.

MicroProse Makes Waves

MicroProse Software announced its purchase of Telecomsoft, the entertainment software division of British Telecom, in what is believed to the biggest acquisition in the software industry in recent years. The Telecomsoft games will be marketed in the U.S. by Medalist International (a division of MicroProse) under the MicroPlay label, and in Europe by MicroProse Europe.

According to MicroProse head Bill Stealey, this addition doubles the size of MicroProse Europe, "making it the second- or third-biggest entertainment software publisher in Europe." The company also expects this will increase the growth of MicroProse U.S.A. by 40%, over and above normal growth projections.

Medalist will market six to eight products during the remainder of 1989, and from six to 12 products each year thereafter. In the U.S., titles will be available for the IBM PC, Macintosh, Amiga, Commodore 64 and Atari ST. The best-known titles from Telecomsoft, which will be published in the U.S. by Medalist International soon, are *Starglider, Carrier Command, Stunt Car, 3-D Pool* and *Savage*.

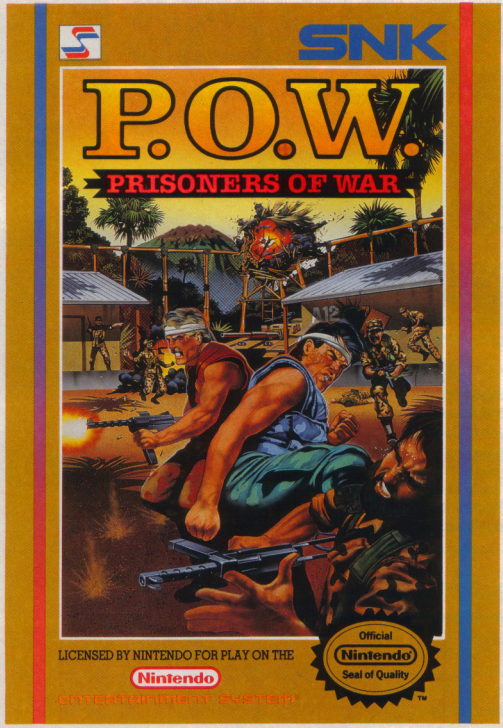
Top Software Sellers This Spring

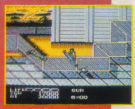
Figures courtesy of SoftKat.

1. *F-19 Stealth Fighter* by MicroProse
2. *Who Framed Roger Rabbit?* by Buena Vista
3. *Pirates* by MicroProse
4. *Leisure Suit Larry II* by Sierra On-Line
5. *Jack Nicklaus' 18 Holes of Major Championship Golf* by Accolade
6. *Police Quest II* by Sierra On Line
7. *Mean 18: Golf* by Accolade
8. *Falcon AT* by Spectrum Holobyte
9. *Grand Prix Circuit* by Accolade
10. *Pool of Radiance Advanced D&D* by Strategic Simulations

ESCAPE

FROM THE PRISON CAMP OF ORDINARY GAMES!





Surrounded . . . Captured . . . Imprisoned in an enemy war camp! You'll have to fight your way to freedom with your bare fists. But if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tilt the odds in your favor. This is the prison camp they called "escape-proof." But they've never had to reckon with this P.O.W.!

SNK

SNK Corporation of America, 246 Sobrante Way, Sunnyvale, California 94086.
Call (800) PLAY SNK.

© 1989 SNK CORP. OF AMERICA.
NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

CIRCLE #106 ON READER SERVICE CARD.

Acclaim Takes Games in Hand

Acclaim is expanding its line of Standard Play Hand-Held games by adding a new series, called Super Hand-Held video games. The new games, created by Sanyo programmers, feature increased memory, more game play and extra sound effects.

The new games each have multiple skill levels, a high-resolution LCD screen and a new case design. Auto shut-off turns the game off when the player is done and the Continue Mode resumes game play, arcade-style.

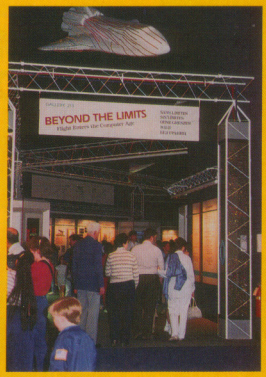
The original Standard Play Hand-Held games (*Rambo, WF Wrestlemania* and *Airwolf*) each have a 1½" ×2" LCD screen with attractively painted backdrops. The new Super Hand-Helds (*WWF Wrestlemania Challenge, Wizards & Warriors, Knight Rider, 1943* and *Rocky*) have larger screens and a direction rosette on the casing. They retail for $19.95 each and should be available this fall.

Smithsonian Goes Beyond the Limits

The Smithsonian Institute's new gallery, Beyond the Limits, opened May 12 at the National Air and Space Museum. The new gallery chronicles the use of computers in aviation and features computer-aided exhibits.

The gallery's home flight-simulator exhibit features a portion of the *P51 Mustang Flight Simulator* (Bullseye Software) on the Macintosh. Visitors to the museum can take off and land the aircraft, and the program gives advice to would-be pilots, so they can correct performances in their next flights. Beyond the Limits will be on display in the museum for an indefinite period.

The display is expected to give an enormous number of people their first exposure to computerized flight simulation, since over 10 million people go to the National Air and Space Museum each year, making it the most visited museum in the world.



EIA's Computer Count

The Electronic Industries Association's recently published 1989 Annual Review summarizes the current state of the consumer electronics field, including the home computer industry. Figures published in the 1989 Annual Review indicate dramatic growth during the past six years in sales of home computers (defined as computers retailing for under $3,000 and intended for use in the home).

Year	Sales to Dealers in Units (est.)
1983	4,800,000
1984	5,100,000
1985	4,100,000
1986	3,800,000
1987	4,000,000
1988	4,500,000

Top Coin-Ops for May 1989

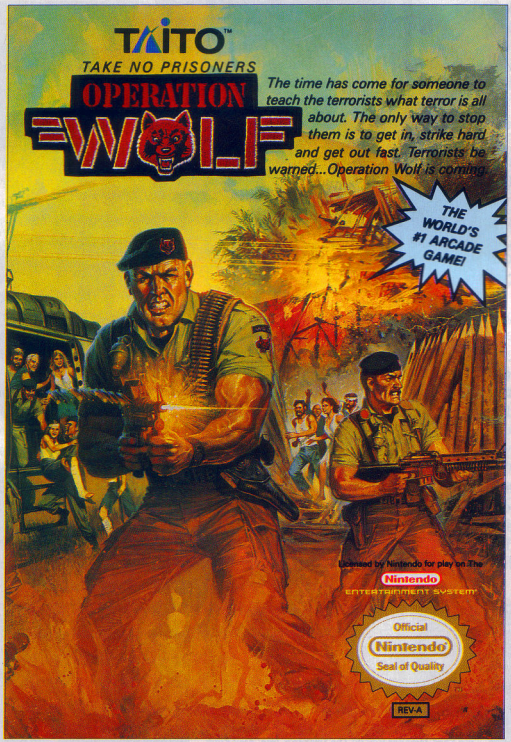
Figures provided by *RePlay* magazine, based on an earnings opinion poll of operators.

Best Upright Video Games
1. *Off Road* by Leland
2. *Hard Drivin'* by Atari
3. *Operation Thunderbolt* by Taito
4. *Narc* by Williams
5. *Cyberball* by Atari
6. *Chase H.Q.* by Taito
7. *Team Quarterback* by Leland
8. *RoboCop* by Data East
9. *Double Dragon II* by Tech/Rom
10. *Double Dragon* by Taito

Best Software
1. *Ninja Gaiden* by Tecmo
2. *Cabal* by Fabtek
3. *Capcom Bowling* by Capcom
4. *Tetris* by Atari
5. *Cobra Command* by Data East
6. *Shinobi* by Sega
7. *Superman* by Taito
8. *Championship Sprint* by Atari
9. *Roadblasters* by Atari
10. *Bubble Bobble* by Romstar

TAKE NO PRISONERS.

OPERATION WOLF® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM®



Now you can thrill to the world's best arcade game right on your Nintendo Entertainment System.® Operation Wolf® takes you on a prisoner rescue mission you'll never forget. Mind-blowing arcade quality graphics put you behind enemy lines where you must destroy the terrorists and save helpless prisoners. One play and you'll know why it's the world's number 1 arcade game. Operation Wolf® uses Nintendo Zapper® or standard controller.

For more arcade quality fun at home, grab Taito's other action packed hits for the Nintendo Entertainment System.® Renegade,™ the fast paced street-style Karate brawl. Bubble Bobble,™ the totally addictive dinosaur delight. And coming soon, Sky Shark,® the arcade's meanest, most explosive high-flying World War II air battle.

TAITO™
THE ONLY GAME IN TOWN.™

Nintendo® has evaluated the quality of these products. Licensed by Nintendo® for play on the Nintendo Entertainment System.® Nintendo,® Nintendo Zapper® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® Operation Wolf® Renegade,™ Sky Shark® Bubble Bobble™ are trademarks of Taito America Corporation. Copyright © 1989 Taito America Corporation. All rights reserved. Ad by: Qually & Company, Inc. (Chicago).

CIRCLE #111 ON READER SERVICE CARD.

Video-Game System Uses VCR, TV Graphics

View-Master/Ideal unveiled a new "programmable" video-game system that uses television and movie graphics as a backdrop for the action. In a different approach to the VCR-game sweepstakes, the system allows joystick control of graphics on the television screen.

View-Master Interactive Vision lets users play with filmed images of characters and situations on their television screen, in an entertainment system designed especially for kids, ages three to eight. The unique video-game unit plugs into the television, then uses interactive video tapes in a standard VHS VCR.

The electronic controller provided with the unit contains a joystick, for on-screen cursor control, and five color-coded response buttons.

As the videotape plays, on-screen and verbal prompts guide the user through the interactive portions. Games superimpose numbers, multiple-choice boxes and other components on top of the television graphics, which are controlled by the joystick. Gamers choose what they see and hear in a variety of settings, as they influence characters, create stories or songs, play games, follow mazes and answer questions.

View-Master Interactive Vision is packed with a 30-minute interactive videotape, titled "Let's Learn to Play Together." *Sesame Street*'s Big Bird teaches the child how to use the controller, then plays some simple games.

Other tapes for the system are also slanted toward the youngest gamers: *Magic on Sesame Street* features Telly Monster as a performing magician; *Let's Play School* stars Big Bird, Gina and Oscar, in fun with letters, numbers, songs and stories; *Oscar's Letter Party* is similarly educational, with emphasis on words and letters; and *Muppet Madness* (wacky experiments by Dr. Honeydew, with

Kermit and Gonzo) and *Muppets' Studios Presents: You're the Director* star the Muppets in entertainments for five- to eight-year-olds. Finally, Disney's *World of Games*, for ages four to eight, stars Professor Ludwig Von Drake, Mickey, Donald and Goofy. The company promises that other tapes will soon be released.

The system comes with detailed instructions for installation by an adult, but no printed docs for the games, since they are designed for pre-readers. The interaction, although limited in scope and certainly not designed for high-speed arcade aces, does introduce an interesting new approach to VCR gaming. The *View-Master Interactive Television System* sells for $120, with compatible tapes costing about $20 each.

SPA Honors Software; Soviet Program Steals the Show

The Software Publishers Association honored the best of the best at their annual black-tie dinner. The leading lights of the software business gathered in San Diego at an awards ceremony presided over by TV actor Harry Anderson, where awards were given for excellence in over 40 software categories.

In the entertainment categories, *Tetris* (Spectrum HoloByte) was the big winner. The action/strategy game created in the U.S.S.R. took the honors in three separate divisions, including Best Entertainment Program of 1988, Best Original Game Achievement and Best Action/Strategy Program. The program was also selected by members of the trade and general press to win the Critic's Choice Award, Consumer Division.

Other entertainment programs honored were:

Best Personal Productivity Program—*Quicken* (Intuit)

Best Creativity Program for a Consumer Product—*Digital Darkroom* (Silicon Beach Software)

Best Sound Achievement in a Non-Music Product—*The Three Stooges* (Cinemaware)

Best Graphics Achievement in a Non-Graphics Product—*Battle Chess* (Interplay Productions)

Best Graphics in a Graphics Product—*Adobe Illustrator 88* (Adobe Systems, Inc.)

Best Sports—*Wayne Gretzky Hockey* (Bethesda Softworks)

Best Action/Arcade—*Shufflepuck Cafe* (Broderbund)

Best Simulation Program—*F-19 Stealth Fighter* (MicroProse)

Best Adventure/Fantasy/Role-Playing Program—*King's Quest IV—The Perils of Rosella* (Sierra On-Line)

Other entertainment products were *Hometown U.S.A.* (Publishing International) honored as Best Creativity Program for an Educational Product, and *The Manhole* (Activision), which was cited for Best New Use of a Computer.

Atari Names New Leader

Atari has appointed Ronald Stringari as the new president of Atari Entertainment Electronic Division. He follows in the footsteps of Mike Katz, who resigned from the post earlier in the spring.

Stringari, 46, had previously held the position of vice president of sales and merchandising of that company. In his new role as head of Atari's Electronic Division, he will report directly to Jack Tramiel.

Captain Lou As Mario

Mario Brothers takes to the airwaves this fall, with a television series based on the popular Nintendo game character. The show, which is scheduled to appear on over 100 stations daily, will feature cartoons interspersed with live-action segments.

Captain Lou Albano, longtime WWF wrestling manager, will play the role of Mario in the live segments. In preparation for his new gig, Lou appeared in May on *Regis & Kathie Lee*, a popular morning talk show, to clean up his image and shave off his beard.

STRAP IN FOR FULL THROTTLE ACTION.

SKY SHARK® FOR YOUR NINTENDO ENTERTAINMENT SYSTEM.®

The Original Arcade Hit Is Here Now!

Get ready for the flight of your life with the awesome WW II air battle, Sky Shark.® Pilot your P-40 fighter plane over a scrolling landscape of dangerous enemy territory. Use your machine guns, bombs and pilot skills to knock out attacking tanks, anti-aircraft guns and an armada of deadly battleships and aircraft carriers. The final fight brings you face to face with a massive flying fortress.

Now this white knuckle arcade thriller from Taito® is ready to fly on your Nintendo Entertainment System.® You won't believe the five incredible levels of action.

We bring even more arcade excitement into your home with other action packed hits like Bubble Bobble,™ the addictive dinosaur romp, Operation Wolf,® the awesome prisoner rescue mission, and Renegade,™ the knock-out street-style karate brawl.

Take off for the guts and glory of taming the skies with the high flying action of Sky Shark.® Don't be left on the ground.

TAITO™
THE ONLY GAME IN TOWN.™

® Nintendo has evaluated the quality of these products. Licensed by Nintendo® for play on the Nintendo Entertainment System® Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. Taito® Sky Shark® Renegade™ Bubble Bobble™ and Operation Wolf® are trademarks of Taito America Corporation. Copyright © 1989. All rights reserved. Advertisement by: Qually & Company, Inc. (Chicago).

CIRCLE #112 ON READER SERVICE CARD.

POWER GLOVE

Get A Grip On Your Games

by Andy Eddy

Technology is flying by us at a rapid rate. We've seen men land on the moon, mobile telephones that can be put in your pocket and computers that once filled rooms being carried in briefcases. So many dreams have become realities.

Still, with electronics being miniaturized and seemingly impossible concepts turning into viable consumer products, I was skeptical about a glove that would instantly turn hand motions into on-screen movements of a video-game character. It seemed like a dream.

Another dream realized.

Mattel has licensed the technology that originated at NASA and has developed a $79.95 product for use with the Nintendo Entertainment System. In fact, they hope to create a line of software products that revolve around their Power Glove: To start, they are bringing out a game called *Bad Street Brawler* that exploits the attributes of the Glove. The game will still be playable with a standard NES controller, but certain features will only be obtainable with the Glove.

But even those working on the Power Glove project say that *Bad Street Brawler* isn't the full scope of what they envision. Before we uncover *their* soon-to-be-realized dreams, let's jump back to the beginning of the short history this product-to-be has gone through.

The Final Frontier

Thanks to NASA and the space program, many of the fantastic creations we noted at the top of this article have taken root. The Power Glove in particular began its career as the Z-Glove or Data Glove, and was intended for use as a remote method of repairing satellites in outer space. Not only would the glove position be tracked in three dimensions, but flexing of the fingers would also be passed on to the control device. This would translate to an opening and closing of a robotic hand, in addition to any twists and turns the operator's hand makes.

To make a long story short, once the implication of this innovative device rolled around in some engineers' brains, consumer applications started popping up. VPL Labs, the original developers of the Data Glove, licensed the concept to a company called AGE. AGE turned around and negotiated with Mattel to bring this technology into the living room for use with the NES.

From that point, Mattel virtually reworked the glove into a product that would be affordable to consumers, packaged in flexible plastic and Spandex-like fabric for comfort. Using invisible ultrasonics and an L-bar sensor on top of your TV or monitor, the Power Glove package determines where the glove is in relation to the sensors at a rate of 30 times per second. This sets up a control zone in front of you when you play. Furthermore, there are "flex sensors" in each finger of the glove (excluding the pinky), so bending a finger also results in control moves, just as its predecessor did.

Even with the "reinvention of the wheel" strategy, the Power Glove in its current form is an accurate device: It can discriminate four increments of finger movement and ¼-inch changes of the glove's position at a distance of five feet.

The Power Glove's strength comes from the built-in keypad they have attached to the glove. This device contains a separate microprocessor brain that handles the operation of the glove and translates the signals into something the NES console can understand. If you wish, you *can* use the controller that's on the face of the keypad—which is similar to the control pads that come with the NES. This controller is also equipped with enhancements, such as Turbo firing and slow-motion play.

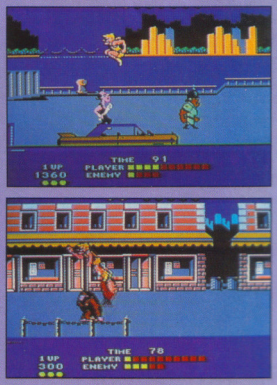
Unfortunately, you can't take the Power Glove out of the box, hook up to the NES and have it work perfectly for *every* game you play. This is a result of the varying control requirements that exist from game to game; for instance, *Super Mario Bros.* uses the NES controller differently than *Mike Tyson's Punch Out*. For this reason, "templates" must be created to handle the needs of specific games. Thankfully, the Power Glove has the capability, through the keypad, of changing what various glove moves translate into on-screen. There are 15 built-in templates in the keypad, and the manual that accompanies the glove will lead the player through the process of button pushing to change templates for specific games.

What makes the Power Glove more powerful though, is that it can be programmed to have any hand motion translate into a control command. In fact, the Power Glove can be programmed to send *strings* of commands to the NES with a single hand movement in what Mattel calls "sequenced events." For instance, instead of rapidly hitting the "A" button to get up after getting decked in *Mike Tyson's Punch Out*, if the *Punch Out* template is loaded, you can simply ball your hand in a fist with the thumb pointing downward to achieve the same result.

In a similar vein, Darin Barri, a Special Project Designer on the Power Glove project, showed me a neat little trick called "Thrash mode." For shoot-'em-up games like *Contra*, Thrash mode causes the on-screen character to continuously fire in all directions rapidly. It's almost cheating, isn't it?

Behind the Scenes

When Mattel started working on the project, one of the visionaries who undertook the dream is a man who goes by the name of Novak. His



Bad Street Brawler

career roots at Mattel are enough to make even a video-game magazine editor jealous. For example, he was involved in the engineering of the *Wheel of Fortune* electronic game, which allows a home viewer to play the same puzzles as the contestants on the show do.

He also noted his tenure as "special-effects coordinator" for the short-lived *Captain Power* television show. Certain elements of the program would interact with related toys, and Novak's role in Toronto (where the show was filmed) was to insure that everything would work properly. Nice job.

Now Novak is in charge of development of the Power Glove Gaming Series—software products that will work best with the attributes of the Power Glove. If Novak and his crew can bring their dreams to light, they will create a new dimension of game play.

The demonstration tape I saw at Mattel showed games that are truly fascinating, and Novak's elaboration on them made the prospect even more exciting to consider. Though the games are only just now being developed, mock-ups show a whole new genre of game. Here's what Mattel is planning to bring out within the next six months as part of the Power Glove Gaming Series of software (these are working titles and may change):

Manipulator—An adventure game that requires you to solve multiple puzzles to get through certain sections and discover methods for defeating particular creatures. For example, a crank device in one room may be used to open a door in another part of the building.

Glove Ball—In the style of 3-D handball, you use the Power Glove to break tiles in 25 different rooms. If you clear the tiles in a wall, you can pass through to the next room. English can be put on the ball or it may be grabbed and thrown for extra power, and enemies frequently pop up to interfere with your mission.

What makes these games so exciting is that you actually get *into* the action, manipulating your characters by waves of the glove in front of the

screen and various hand movements. It also seems to bring up the image that your television screen is a tunnel that you can reach into. *Glove Ball*, for example, lets you dip into a pool to get an errant throw back into play.

The Power Glove Gaming Series games will have one other whizbang to keep the Power Glove up to date. Aside from the game program, Power Glove Gaming Series cartridges will have an added menu selection that will pass templates for new NES games to the glove. The glove will then go into "sleep mode," a period of inactivity that gives the player 30 seconds to plug in the other game cartridge.

More Dreams Where These Came From

What does this all lead to in the future? Well, at present Mattel's hands are full with the current schedule, and Novak hints that there are quite a few other game ideas that he has kicking around in his head.

On the other hand, Howard Beech, Product Manager for the Power Glove, hopes to influence other companies to support Mattel's work by sending pre-releases of cartridges (for the purpose of making templates), if not going a step further by creating games for the glove. "We're trying to keep third-party licensees involved . . . there are people who are very interested in working with the glove."

The concept behind the Power Glove brings images of the future, dreams of full sets of clothing that will let you further physically interact with your on-screen adventures. Think about it: Running through a forest, you come upon a pack of trolls, who you quickly dispatch with a series of kicks and punches. Reaching into your pocket, you grab your map, which tells you that you are a few steps from the treasure that completes your journey.

After talking to some industry insiders about my vision, they told me there already were people working on it. Yet another dream being molded into reality. . .

THE CLIMAX OF THE UNIVERSE SERIES!

Omnitrend's

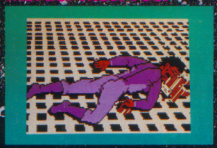
UNIVERSE 3

After 300 years of isolation, the Local Group is about to send a diplomatic mission to Earth. Your job is to ensure that it succeeds... A very difficult job when you know that there is a traitor on your ship!

Sella Bresheliah

Your commander's daughter. Brilliant and deadly.

Murder Most Foul



Is your mission doomed from the start?

Also from Omnitrend:
Universe — Can you prevent the downfall of civilization by finding the hyperspace booster?
Universe II — Risk your life on a daily basis working as a deep-cover agent for the Federated Worlds.

Elegantly Simple

Explore space with a few keystrokes or mouse clicks.

Visit Exotic Lands

If you're lucky you might leave them too!

No previous Universe experience required.

IBM EGA version shown. Other versions may vary.

How to Order:
See your retailer or call (203) 658-6917 for VISA, MasterCard, or COD orders. Or send check/money order to: Omnitrend Software, PO Box 733, West Simsbury, CT 06092. Add $4.00 shipping and handling. Allow 1-2 weeks for delivery. IBM and Amiga versions available now. Atari ST version coming soon. All versions suggested retail $49.95.

OMNITREND SOFTWARE

Universe 3 © 1989 Omnitrend Software, Inc.

CIRCLE #109 ON READER SERVICE CARD.

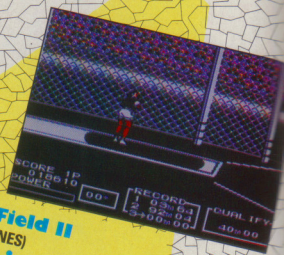
Easter Egg Hunt

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

Have you come up with the most amazing hint, one that you think every other game player will need to know? If so, simply send it to us at VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, ATTN: Easter Egg Hunt. The author of each new tip we use will receive $10. Write neatly, and be sure to include your name and address!

Here's a key to the abbreviations

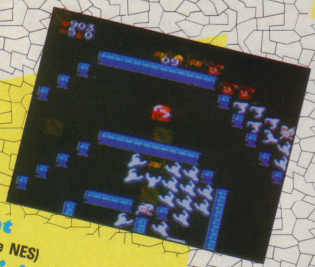
U = Up	L = Left	A = "A" button
D = Down	R = Right	B = "B" button



Track & Field II

(Konami for the NES)

If you want to get a world record in the Hammer Throw event, Jeff Homans of Valparaiso, Indiana, has a tried-and-true method: Keep your power meter at the lowest possible level, if not 0. When your character flashes, quickly press the "A" button and throw at an angle of 80°. Though the toss won't go far, the NES will record it as 92.04 meters! That's a good one, Jeff.

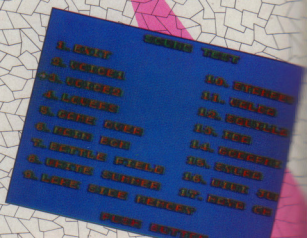


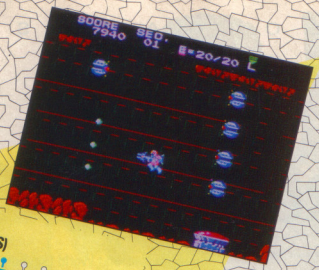
Gauntlet

(Tengen for the NES)

Walter Hucal of Iselin, New Jersey, has told us how to lessen the effect of annoying stun tiles. If you get stuck on a tile, simply push Start to pause, then Start again to resume. After that, you'll be free to move.

In fact, we understand that this process works for other games as well. On some level bosses that require multiple hits from your weapon, if you fire then pause the game while the enemy is being damaged, when you resume the normal effect will be increased. For example, try this on *Blaster Master*. Thanks, Walter.





Section Z

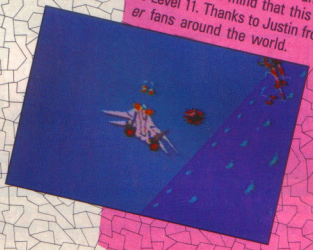
(Capcom for the NES)

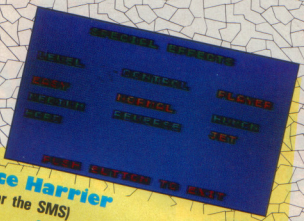
Matt Berry in St. Charles, Illinois, gives us a piece of advice about the Megasmasher. If you come across a Megasmasher when you already have one, you should select the first one and then pick up the second. Thanks to Matt, you'll have a powerful three-way Megasmasher.

After Burner

(Sega for the SMS)

Andover, Minnesota's Justin Berge tells us that you will be immune to enemy missiles if you hold D and L or D and R during the game. Keep in mind that this only works up to Level 11. Thanks to Justin from *After Burner* fans around the world.

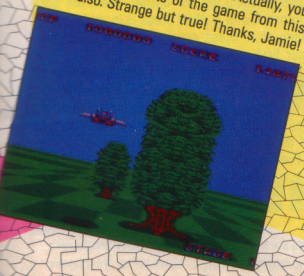


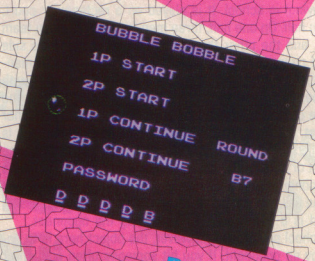


Space Harrier

(Sega for the SMS)

Brooklyn Park, Montana's Jamie Mohr says that you can enter the sound-test screen by moving your controller R, L, D then U. Also, if you enter the numbers 7-4-3-7-4-8-1 (hitting the #1 button after each), your on-screen character will change to a jet! Actually, you can vary other parts of the game from this menu also. Strange but true! Thanks, Jamie!

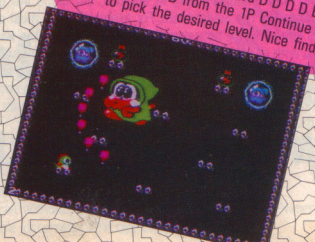




Bubble Bobble

(Taito for the NES)

Berick Partridge of Washington, Iowa, has given us a way to choose where you want to start in the first world of this wild game. If you use the password D D D D B, you can use A or B from the 1P Continue selection to pick the desired level. Nice find, Berick.



Reviews

Super Dodge Ball

CSG Imagesoft

For the Nintendo Entertainment System ($39.95)

Just when you thought there was no other sport that could be brought to the Nintendo, along comes *Super Dodge Ball*, a well-animated, fast-action contest that allows you to play against the machine or a friend. This game takes awhile to get the hang of, but is great fun, especially when played against another person.

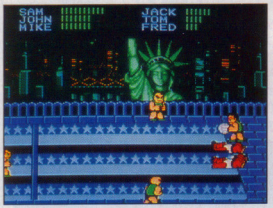
Super Dodge Ball is a new version of the game we all played (or are still playing) in school. It is played on a rectangular court, which is split in half. On one half, three men from the six-man team are positioned, and the other three men line the opponent's side of the court. Of course, the other team is set up in a similar manner. The object is to hit one of the opponents within the court with the ball. The ball can be thrown by one of the three men in the court, or by one of their teammates around the outside of the other half of the court. The focus can shift if one of your teammates is hit and the ball comes to rest within your reach (i.e., inside one half of the court or outside the other half). The ball can also change hands if an opponent manages to catch it. As on the playing field, you can pass the ball to a teammate or take the shot yourself. Passing the ball around is a good tactic for confusing the opponent.

Unlike the school playground, however, the object here is to essentially destroy an opponent. If you hit someone often enough or hard enough, they are removed from the playing field via a small angel who rises to the top of the screen. Each team member is rated for energy, throwing power, throwing technique, ball break (amount of curve on the ball), agility, catch technique and damage capacity. The damage capacity is the total defensive power and represents the level of damage that can be received before you begin to lose energy. When energy has dropped to zero, you are out of the game.

Of course, team members vary in abilities, but some are quite powerful, especially the Soviet team. For example, while most players possess energy levels between 30 and 40 (except for the wimpy Indian team, with energies about 16!), the Soviets all have energies over 50, and one (Boris) has an energy level of 60. By the way, the names of the members of the international teams are quite consistent, ranging from Wang, Hsieh and Li of China to Boris, Ivan and Igor from the USSR.

Super Dodge Ball has three modes—World Cup, Versus and Bean Ball. Bean Ball is just for practice, while Versus lets you play against someone else, and World Cup puts you in charge of the U.S. team. You must play the All-stars, and, if you win, move on to play other teams from around the world. When you first select a team, the players are assigned to their positions. You have the option to vary their positions to maximize their strengths. For example, it is more important for a player inside the court to be a strong catcher than it is for a player outside the court.

This game is difficult to master, due to its large number of possible moves. Both buttons and the joystick are used to execute plays, and some are quite complicated. Control shifts automatically between the players, and your players can walk, run, jump, catch, pass and duck. As an example, you can execute a running throw by pressing the joystick twice and pressing the "B" button. There are also jumping interceptions (press A and B, then press B in midair). You will need to get the hang of all these moves before you will see anything except for your first opponents.



Familiar landmarks dot every location where you compete in CSG Imagesoft's *Super Dodge Ball*.

***Super Dodge Ball*'s Bean Ball free-for-all is a rough-and-tumble game in a spacious playground.**

As if all this wasn't enough to worry about, there are the "special" throws. Many of the players have these special throws, which show up periodically. The throws range from the mundane to some pretty outrageous ones, like the Warp (disappears in midair, only to reappear in front of the opponent), the Psycho (breaks up into multiple balls) and the Breaker (changes direction suddenly). These throws are very difficult to defend against, but don't show up very often.

SECRET VIDEO GAME
TRICKS, CODES & STRATEGIES

A Videocassette on Nintendo* Compatible Games

LOADED WITH SECRET PASSWORDS, WINNING STRATEGIES, AND AMAZING TRICKS FOR YOUR FAVORITE GAMES INCLUDING:

DOUBLE DRAGON
CONTRA
BLASTER MASTER
RAMBO
SIMON'S QUEST
LIFE FORCE
METAL GEAR
IRON TANK...

$19.95

Available at finer retail outlets.

22 GAMES

CIRCLE #141 ON READER SERVICE CARD.

Registered trademark of Nintendo America Inc. Neither this tape nor its packaging are authorized, sponsored, licensed or approved by Nintendo* of America Inc. or Nintendo* Japan, and these companies are not in any way responsible for content of the tape or the packaging.

The animation of the players are quite well-done. When a player is hit, he flies through the air and may tumble in a heap when he lands on the pavement. Facial expressions are properly dazed, and the sequence of the winning team jumping up and down while the losing team sobs is very nice. Unfortunately, the graphics are poor—they flicker, and players tend to disappear behind portions of the court. This is also a difficult and frustrating game because you can't play any of the other teams unless you defeat the first team; and you must always start from the beginning, defeating the same teams over and over again.

If you are into sports games, you may like this one, but be prepared to defeat the All-stars over and over and over. . . .

—David Plotkin

CSG Imagesoft, 9200 Sunset Boulevard, Suite 820 Los Angeles, CA 90069; (213) 858-3777.

Time Soldiers

Sega

For the Sega Master System ($39.95)

Once upon a time, a powerful galactic conqueror, Gylend, attacked the earth and set up a stronghold. A group of seven Earth Command Troopers were sent to infiltrate the stronghold and discover whatever secrets they could. Unfortunately, five of the seven Troopers were captured by Gylend, changed into red energy balls and scattered throughout time. Now the two remaining Troopers, Yohan and Ben, must travel through time, confronting the many obstacles that block them from their friends' rescue.

It all sounds familiar, doesn't it? I'm willing to bet that if you read all the video-game scenarios written, you'd find that 90% of them require the player to rescue a princess or a friend or some other important person. Of course, that doesn't matter much. The scenarios are, in most cases, extra baggage—especially in the case of a shoot-'em-up. There's been many great games—I can name *Super Mario Bros.* and *The Adventure of Link* right off the top of my head—that also use this tired scenario. They succeed, anyway.

Unfortunately, not only does *Time Soldiers* from Sega offer the same worn-out scenario, it offers a fairly mediocre game as well. This a boring contest, whose only saving grace is its gorgeous graphics—they really are terrific.

Since *Time Soldiers* is a one- or two-player shoot-'em-up (in the two-player mode, the players work cooperatively), one would think that it would at least be a fast-action game, but that's not so. This one won't get your blood pumping.

Worse, Yohan's and Ben's weapons fire off center from their shoulders. Aiming is frustrating at best and almost impossible when the action picks up a little. Someone should tell game designers that people don't like off-center weapons. They are pointless and infuriating.

As I mentioned previously, you, as Yohan or Ben, must travel through time to rescue the captured Troopers. Basically, you fight your way through to a time tunnel, which will transport you to the next time zone. In order to get the time tunnel to appear, you have to fight and defeat a "Middle Boss." When you arrive at the time zone in which a prisoner (transformed into an energy ball) is being held, you must, after doing away with the Middle Boss, face the "Big Boss."

Each time zone is actually made up of three sublevels. When a time tunnel appears, you may choose to enter it and move on to the next time zone, or move past it to the next sublevel. This, combined with the fact that the game can begin at the first sublevel of any of several different time zones, gives the game an unfocussed feel. After playing the game for several hours, I still wasn't exactly sure what the point was.

And that's about it. You wander through each level trying to shoot creatures with a gun that's almost impossible to aim, gathering up additional weapons dropped by your vanquished enemies. Infrequently, you'll be awarded a Speed-Up, Power-Up or a Warp, which will allow you to move faster, give you automatic weapons, or bring you instantly to the Big Boss, respectively. Even the sound effects are boring. In fact, when you get hit by an enemy's fire, there's no sound at all. Your on-screen character simply blinks.

Yohan and Ben must voyage through time to many lands and battle various foes in Sega's *Time Soldiers* for the SMS.

One or two players can compete in *Time Soldiers*, an expansive shoot-'em-up contest.

All the time I played this game, I felt I was missing something. Finally I decided it wasn't me at all. *Time Soldiers* is simply a loser.

—Clayton Walnum

Sega of America, Inc., 573 Forbes Boulevard S. San Francisco, CA 94080; (800) USA-SEGA outside CA, (415) 742-9300 in CA.

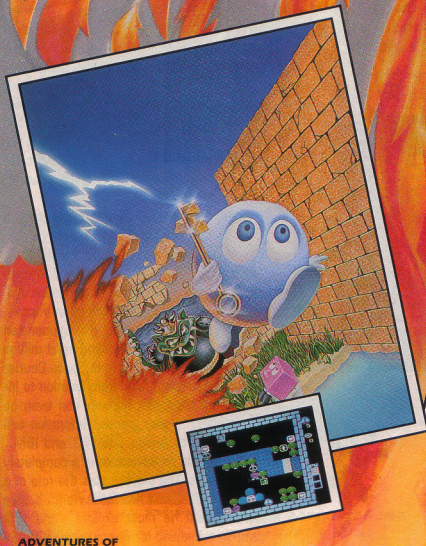
Wrestlemania

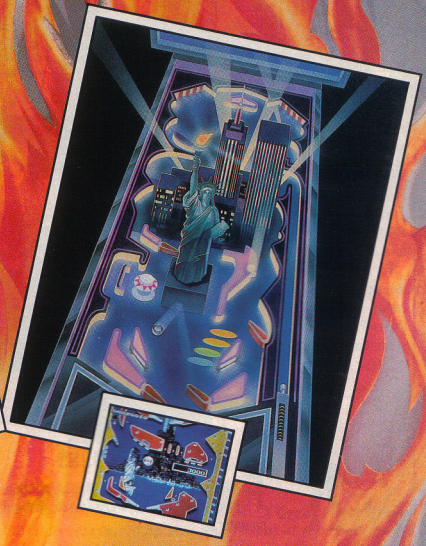
Acclaim

For the Nintendo Entertainment System ($44.99)

I'm sure you've seen a professional wrestling match, those spectacles where some of the craziest things happen—and I'm not talking about the wrestling. For the past couple of years, professional wrestling hasn't fared well as a video game in the arcade or on home-computer and video-game systems. And it hasn't been entirely the fault of the software. On the contrary, Absolute Entertainment's versions of pro wrestling for the Atari 2600 and 7800 are well-designed and playable as is Konami's coin-op *The Main Event*.

HAL America Brings You 2 Hot New Games!





ADVENTURES OF LOLO™

Challenge Your Wits With LOLO: *The excitement sizzles with this one. Can you help LOLO save the princess LALA from the Great Devil? You must guide LOLO through a series of 50 different mazes filled with evil spirits. Each maze offers an ingenious triple challenge: dodge the evil guardians, move the maze objects in correct sequence, and solve the lethal puzzle by collecting the power objects. A game the whole family can enjoy, LOLO, from HAL America, is designed to improve your thinking skills.*

ROLLERBALL®

Challenge Your Skill With ROLLERBALL: *Fire up for the ultimate pinball challenge. Four vertical scrolling screens extend ROLLERBALL's play area, and your fun. You can have multiple balls on all four screens. It's hot! Can you keep your ball in play long enough to reach the highest score? Play against the game, or one on one with friends on the second screen, hockey version. You'll become a pinball wizard! It's the perfect family game (parents will love it because there's lots of fun, but no violence).*

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

HAL™

HAL AMERICA INC.

The Funatic™ Specialists

THIS SEAL IS YOUR ASSURANCE THAT Nintendo HAS EVALUATED AND APPROVED THE QUALITY OF THIS PRODUCT

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

HAL is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are Trademarks of Nintendo of America Inc. © 1989 HAL AMERICA INC.

CIRCLE #107 ON READER SERVICE CARD.

The problem lies in the fact that actual pro wrestling is more of a show than a sport. Now, regardless of whether or not you believe pro wrestling is fake, you have to admit that *watching* the zaniness being played out on the mat is probably more fun than a moving video version of a wrestler on a game screen. With baseball, football or other sports, you *dream* about taking part in the action as you watch. Pro wrestling, on the other hand, is something to be visually enjoyed—much like a circus stunt show or movie. Few people in the audience want to actually participate.

Acclaim's *Wrestlemania* is the latest Nintendo pro-wrestling game (and certainly not the last). But it's the first to license the names and wrestling personalities of the famous World Wrestling Federation. You can take on the role of any one of six WWF stars: Hulk Hogan, Andre the Giant, Bam Bam Bigelow, Randy Savage, the Honky Tonk Man or Ted DiBiase. Colorful, digitized pictures of all six of these wrestlers with their stats are provided during character selection. Though the information shown is not pertinent, they *are* indeed pretty to look at. Most of *Wrestlemania*, you'll find, is like this—there are lots of nice things to see.

The object is to pin your opponent (human or computer-controlled) down on the mat for three counts. The winner of the game is the one who wins the most bouts. You select your computer adversary's character, and it can even be your own wrestler. Thus, Hulk Hogan can battle with Hulk Hogan. Both standard and tournament play are offered: Standard utilizes the wrestler of your choice while tournament pits you against all the wrestlers. Finally, up to six "wrestlemaniacs" can play, competing against each other for the coveted WWF belt.

The first indication of problems with *Wrestlemania* is the extreme number of moves that must be memorized in order to play well. Besides the standard drop-kick, body-slam and pinning maneuvers found in many wrestling video games, there are headbutts, elbow smashes, swipes, cartwheels and more. And the controls you press to make your wrestler initiate one move while he's facing his opponent are different when he's facing away. What's more, each of the six wrestlers has his own special maneuvers, meaning there are *even more* control sequences to memorize. And that's not all; different moves are performed when your wrestler is in a different mode—running or punching. The instruction manual is thick, most of it dedicated to pages and pages of charts listing offensive and defensive moves with their appropriate controls. At times, memorizing formulas in a college chemistry textbook seems to be much easier than wrestling with your brain while playing *Wrestlemania*.

Another thing wrong is the mysterious absence of the fanatical audience. The arena is set in a nebulous, black void, giving the feel of WWF professional wrestling set in *The Outer Limits*. What's pro wrestling without the hysterical crowds booing at their favorite villians and cheering their hero? Booor-ing. Like a bad sitcom without the laugh tracks, that's what.

I don't want to knock Acclaim's *Wrestlemania*. In fact, I'll tell you right off that it is *the* best pro-wrestling game there is on the NES—for now. There are problems, of course, but most of these are because of the many features Acclaim's programmers crammed into the cartridge to make their version of professional wrestling the best. Lots of detail and effort was put into *Wrestlemania* and it obviously shows. However, all their work might have been futile. It's like translating tic-tac-toe into a video game. No matter how fancy the graphics and music are, it's still plain ol' tic-tac-toe. *Wrestlemania* is just that—lots of shiny bells and whistles added to an old game we've seen done over and over again to no avail.

—Howard H. Wen

Acclaim, 189 South Street
Oyster Bay, NY 11771; (516) 922-2400.

Acclaim's *Wrestlemania* takes popular wrestlers, such as Randy Savage and Honky Tonk Man, and turns control over to you.

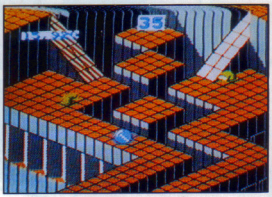
Marble Madness

Milton Bradley

For the Nintendo Entertainment System ($44.95)

Recently (or maybe not so recently), video games have come under fire for their generally violent themes. Although it's true that most of today's video games contain much punching, slicing and blasting, people who are offended by this violence do have a recourse. There are, though they are in the minority, several nonviolent games, including such diversions as *Pac-Man*.

Strangely enough, these nonviolent games have proven to be popular with all game players, not just with the gentler folk. Why? Originality. Violent games tend to be derivative, each a copy of the previous one, while the nonviolent games are almost always unique.



Each level of *Marble Madness* requires different strategies over a variety of obstacles and paths.

Their creators have striven to develop something different and yet still fun. And with *Marble Madness*, they've succeeded.

In *Marble Madness* you guide a marble through a three-dimensional maze, trying to get to the goal in the least amount of time. When a maze is completed, you are awarded points based on your performance. To spice up the challenge, two people may play concurrently, both racing for first place. The only hint of violence in the game is a player's ability to knock his opponent's marble from the board.

You guide the marble using the control pad, with the "A" button providing "turbo charge" (extra speed) when needed. Because of the pseudo threedimensional display, it takes a little getting used to the control mechanism. To help you more quickly overcome this

2 More Hot New Games From HAL America

AIR FORTRESS™ ***A Great Adventure Game:***

Stand by for launch. Your mission is to save the planet Farmel from the evil ***Air Fortress.*** *And you're in for a hot time. You have to fly between defense structures, fight off defense forces, pick up bombs and energy cells to help you—and that's before you go in! Can you knock out the central nuclear power source of each complex before you run out of energy? Great! But the game's not over yet. Get ready as the fortress generates its second set of eight, tougher defense complexes. You'll use all your skill before you save the planet Farmel in* ***Air Fortress*** *from HAL America.*

VEGAS DREAM™ ***A Great Party Game:***

Wondering what to do with your friends at your next party? Why not go to Vegas? ***Vegas Dream.*** *Play Black Jack, Roulette, Slot Machines, Keno, and when you select the "Vegas Dream" option extend your fun and meet panhandlers, con artists, accidents of fate and maybe the person of your dreams. Play with up to four friends at a time, and the game remembers your scores if you want to continue later. No matter what your game, odds are you'll love this exciting casino adventure from HAL America.*

CIRCLE #108 ON READER SERVICE CARD.

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

HAL™

HAL AMERICA INC.™

The Funatic Specialists

Official Nintendo Seal of Quality™

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

HAI is a trademark of HAL America Inc. Nintendo® and Nintendo Entertainment Systems® are Trademarks of Nintendo of America Inc.

© 1989 HAL AMERICA INC.

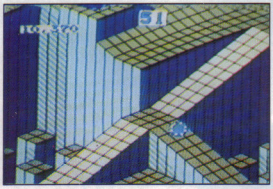
difficulty, the pad's directional relationship to the screen can be set up in two ways: You may use the control in its normal position or you may use it rotated 45°. Which setup you pick is purely a matter of taste.

The marbles are delicate creations, and those that drop too far will shatter. Luckily, you have an unlimited number of them. Still, a smashed marble means wasted time, so it's best to be careful. Time is important; you must get to the goal before your clock runs out. If you don't make it, your game will be over. On the positive side, any time left over after reaching the goal will count toward bonus time for the next round.

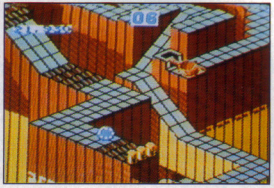
Because the screen does not allow a split display in a two-player game, the two marbles must remain close to each other. To handle this problem, if one player gets too far ahead of another, the lagging marble is moved forward and sustains a time penalty. Although this is a clever method for keeping the marbles together, the time penalty doesn't seem high enough. Sometimes, in order to get past a particularly difficult obstacle, it is an advantage to lag behind and force the game to move you forward.

Speaking of obstacles, there are, of course, many to overcome. These include pools of acid, Marble Munchers and vacuum cleaners. The mazes act as obstacles as well, since they can be traversed in a number of ways. If you can find and use a short cut (short cuts are generally treacherous), you'll be awarded extra points.

Magic wands, hidden throughout the mazes, add precious seconds to your timer. It seems, though, that the wands are random events; that is, their locations defy memorization. A square that contains a wand in one game won't in the next. Another problem with the wands is that when a player in a two-player game discovers one, both players are awarded the extra time.



Milton Bradley has turned the arcade classic *Marble Madness* into a great NES game.



***Marble Madness* allows head-to-head dueling between two players, with each vying to be the first across the finish line.**

All in all, *Marble Madness* is an original and playable game. You'll need a high frustration tolerance to get used to the controls, but once you get the hang of it, you'll find it hard to stay away. This is a true original.

—Clayton Walnum

Milton Bradley Company, 443 Shaker Road East Longmeadow, MA 01028; (413) 525-6411.

P.O.W.

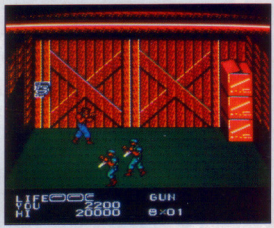
SNK Corporation of America

For the Nintendo Entertainment System ($44.95)

P.O.W. is a side-view, horizontally scrolling combat game with four challenging levels, each far more difficult than the one before. The player takes on the role of Bart (his code name), captain of the Army Special Forces Unit "M." Bart allows himself to be captured intentionally, apparently the only prisoner of war in the entire game. The enemy is GOON (Government of Offensive Network), a treacherous lot, bent on destroying the world economy. The challenge is to demolish GOON from within.

The game begins inside GOON's "escape-proof" camp. An explosion blasts away the end of Bart's cell as the violent battle begins.

If you defeat the enemy troops guarding the huts that line your path, you'll get a reward that enhances your battle skills.



In the role of Bart, the player punches, kicks, slashes and blasts his way past soldiers of various combat skills. He begins with only his feet, fists and combat wits. Knives (good for one kill each) and machine guns (for up to ten kills) can be acquired by obliterating certain enemies. The player acquires "power-up" items by entering huts, armored personnel carriers and other rooms to do battle with one to three dangerous foes. If Bart is still standing in the end, he may receive a bulletproof vest, brass knuckles or extended "life force."

At the bottom of the screen the player's vitality is represented with a "life" bar. As the player receives hits, this bar recedes, and when it disappears completely, one of three lives is spent. As you find with many of these combat games, securing additional life force fully expands the current life bar, but does not accrue an additional life; they are awarded every 30,000 points.

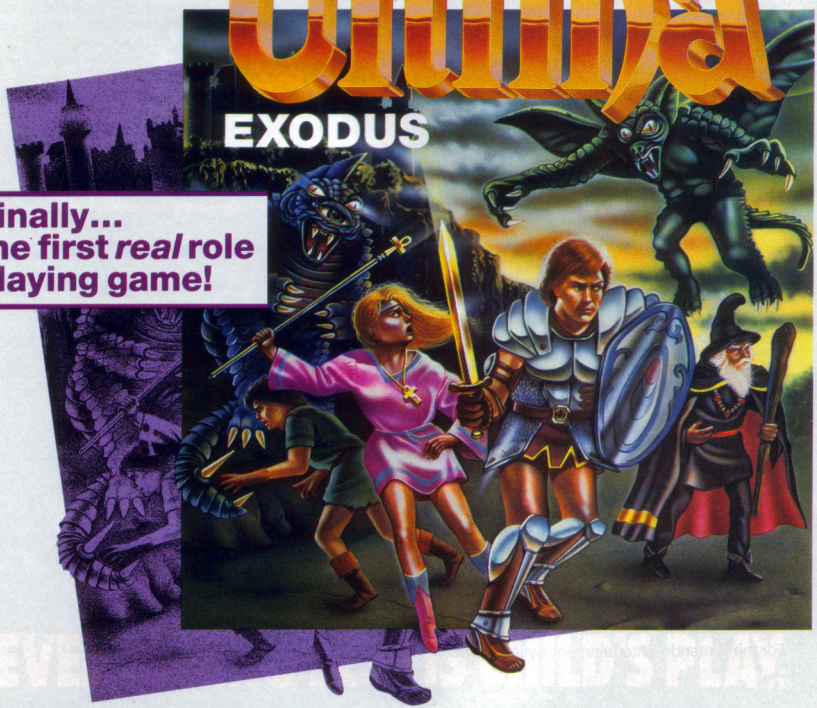
In Bart's travels, he must fight past GOON foot soldiers, commandoes and green berets, and later frogmen, bike soldiers and a behemoth named Angel, among others. All of these foes are amply equipped with knives, machine guns or hand grenades. The green berets are especially difficult to outwit, as they may jump and twirl in the air to attack from behind quite unexpectedly.

The scenery changes from section to section also. In the first level, for example, the player fights across the junglelike prison yard, through tattered buildings, up ladders and across a platform, to meet the first "boss," an assault chopper. When you finish a level, there is no time for a breather; the action is constant. If you make it to the end of the game—provided the controller isn't completely pulverized by this time—a battle with the "mystery boss," the GOON leader, ensues. (The documentation explicitly mentions four levels,

VIDEO GAMES GROW UP

Ultima®

EXODUS



Finally... the first *real* role playing game!

You paddled your last Pong...you packed up your Pac-Man...you mastered Mario Bros. Now you're ready for the ultimate challenge! Ultima, the popular PC role playing game, is available for NES players who want to move up to a *grown up* game.

Put together your team of four characters and set out on your quest to conquer the evil Exodus. Fight your way across treacherous terrain with your wits, weapons and skills to save you from the dangers that lay in your path. It's role playing fantasy at its best!

- **Choose your team from a variety of fantasy characters.**
- **5 year lithium battery saves scores and play positions.**
- **Animated graphics and full sound effects add to your excitement.**
- **Over 100 hours of game time.**

GET THE HINT!

The Ultima Hint Book

Get the tips and tricks that can help you complete your quest in this 64 page handbook of Ultima's secrets. Only $8 wherever you buy video games.

To order by credit card, call toll-free (800) 422-9001 Ext. 576.

Licensed by Nintendo for play on the Nintendo Entertainment System®.

Official Nintendo Seal of Quality

Ultima® is a registered trademark of Richard Garriott, and is licensed by FCI for play on the Nintendo Entertainment System.® Nintendo and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. FCI is a trademark of Fujisankei Communications International, Inc.

Fujisankei Communications International, Inc. 150 East 52 Street, New York, NY 10022
Tel. (800) 255-1431 In NY State (212) 753-8100 Phone Counseling Hotline (312) 968-0425

FCI
Not Just Kid Stuff

CIRCLE #113 ON READER SERVICE CARD.

but implies a fifth. Hey, I'm still working on the third!)

The graphics and sound effects are fairly well done. Any time the player faces more than one opponent, though, the flicker of the fighting characters is very bad. As far as gameplay goes, there is no time limit to the game, but the longer it takes the player to complete an area, the more likely he will lose a life. Staying alive is further complicated when you enter a structure: The view is from outside the building, and from that perspective it's hard to get Bart in a proper fighting position.

Lastly, *P.O.W.* has a "continue" feature, but it's limited to the start of each level. If the player is only a few short steps from completing a level and then loses his last life, continuing will force replay of the entire round from scratch.

SNK's *P.O.W.* tests your combat skills, as you try to gather weapons and make your way out of the jungle unscathed.

P.O.W. is an addicting, though frustrating, fast-action fighting game. It feels and plays much like a "formula game," as if Mario has gotten lost on the set of *Rambo First Blood, Part XXI*. But this formula is still selling a lot of NES games, and *P.O.W.* provides a good combination of adventure and action.

—Matthew J. W. Ratcliff

SNK Corporation of America, 246 Sobrante Way Sunnyvale, CA 94086; (408) 736-8844, (800) PLAY-SNK.

Skate or Die

Ultra

For the Nintendo Entertainment System ($34.99)

By now, virtually every computerist is familiar with Electronic Arts' *Skate or Die*. This unique game, released way back in 1986 for the Commodore 64, has since then become a computer classic. And not only that, after all these years of being translated onto almost every computer system there is, *Skate or Die* is still considered to be a hit even by today's standards. Now, Ultra has brought this computer-entertainment favorite to NES players.

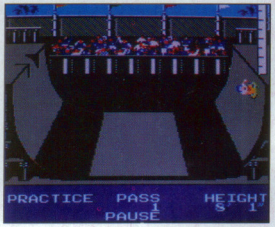
Skate or Die consists of five skateboarding events; the first two are ramp challenges. In one, you must move your skateboarder back and forth on a U-shaped ramp to perform stunts like hand plants and midair flips. The more tricks and stunts you do on this event—and the wilder they are—the more points you're awarded. On the other ramp challenge, you must build up enough momentum so that your skateboarder can fly up the right side of the ramp. The higher he soars, the higher your total score will be.

The next two events are downhill races. The first is a solo run through a city park littered with obstacles, ramps and tunnels. The goal is to make it to the finish line in the shortest time possible. Bonus points are earned for riding your skateboarder up the ramps and through the tunnels. The second course is a head-to-head race against either a friend or the computer. It's a mad dash to the finish as you move your skateboarder through a back alley. To gain a lead, kicking and punching your opponent off his or her board is allowed. But don't get too carried away or you'll run into a garbage dumpster, fall in an open manhole or, if you accidentally skate through one, get diced up by a chain-link fence.

The fifth screen is the most demanding and competitive—the pool joust. You and another player skate up and down the inside of a drained swimming pool. One of you starts out with a bopper stick, and that person tries to knock the other off his or her board, while the "bopperless" skateboarder tries to avoid being whacked. If, after three attempts, you fail to "de-board" your opponent, he or she gets to have a hand at swinging the bopper. Three computerized opponents are available to choose from should you not have a friend to joust against. A word of caution, though: Watch out for Bionic Lester. His advice to all potential challengers is the title of the game—"skate or die!"

You can practice the skateboarding courses individually or together, one at a time, in a tournament. Once you feel you're ready, sign your name up at the skate shop and compete in all events or just the one of your choice. In *Skate or Die*, a lot of flexibility in game selection is available to the player.

Ultra has faithfully reproduced *Skate or Die* from the computers to the NES. All the screens and features from the Electronic Arts original are here (with the exception of the skateboard color/design selection menu).



Ultra's *Skate or Die* contains five different skateboarding contests, such as the High Jump.

***Skate or Die*'s Pool Joust, where you try to knock your enemy skater off his board, is one of the wildest head-to-head contests you'll ever see.**

EVERYTHING ELSE IS CHILD'S PLAY.

The Power Glove.™ You plug it in like any joystick. But the similarity stops there. Because now you don't just guide the action. You are the action.

3-D sensors track the position of your hand, giving you free-flowing, instant response. It's a complete connection. Intense. And powerful.

Plus, the Power Glove has a unique programmable keypad that gives you amazing new ways to play almost every Nintendo® game. All your joystick games become different. More exciting. And with games specifically designed for the Power Glove, you'll be blown into another dimension.

So look for the Power Glove when it hits stores this Fall. Once you put it on, everything else becomes child's play.

MATTEL POWER GLOVE™

Nintendo ENTERTAINMENT SYSTEM®

Official Nintendo Seal of Quality

© Mattel, Inc. 1989. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo, Inc., used under license. Manufactured under license from Abrams/Gentile Entertainment, Inc. **Lightning bolts not included.**

CIRCLE #114 ON READER SERVICE CARD.

One fault is apparent: Your skateboarder's response to your controls is somewhat sluggish and unresponsive at times. But this might not be fair since I'm making a direct comparision to the computer version. The controls are indeed workable once you get used to them.

Despite some minor flaws, Ultra's rendition of *Skate or Die* for the NES stands on its own—and is just as great as the computer original. No other skateboarding game for the NES compares to this classic. There's an old saying, "once a classic, always a classic." Ultra's *Skate or Die* makes an old saying like this sound new.

—Howard H. Wen

Ultra, 240 Gerry Street
Wood Dale, IL 60191; (312) 350-1268.

Y's: The Vanished Omens

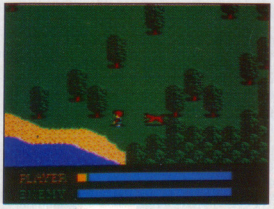
Sega

For the Sega Master System ($59.99)

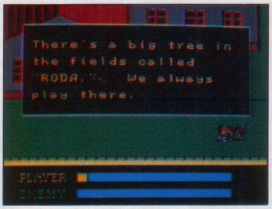
Washed ashore in the one-time kingdom of Y's, now called Esteria, Aron Christian finds a land fallen on hard times. Its people, once prosperous, now offer meager but willing generosity. To make things worse, an evil sorcerer seeks a way to bring even greater darkness down upon this hapless land.

As Aron, a swordsman of skill and daring, you can change the course of history by finding the six lost books of Y's and unleashing the power of the quiescent goddesses. To do so you'll have to explore the land above, the mines below and a temple full of secrets. And that's just the beginning. Once you have completed those tasks, you'll have to enter the deadly Tower of The Doomed, from which there is no escape short of complete success. In the Tower, the last of the books awaits.

Aron is extremely simple to control. You use the control pad to move him in the four major directions. Press Button 1 to manipulate certain objects (a process rarely undertaken) and press Button 2 to open a selection of commands in a window on the screen. You can choose to load or save one of five saved games from this window—this cartridge contains a battery save, the most convenient kind. Also, you can check Aron's status or use the Equipment command to select what weapons and other objects to wield. Finally, you can read a book of Y's, if you have one and have learned how to read it.



As Aron Christian, you wander the countryside in search of weapons and treasure to complete your journey, defeat Dark Dekt and save Esteria.



Encounters with characters may bring up a conversation box with hints to help Aron succeed in his trek.

Entering open buildings gives Aron the opportunity to buy goods, get advice and be healed.

This is a fine fantasy role-playing game. The story unfolds as you acquire clues, but the puzzles are usually pretty easy to solve. Mapping, though not absolutely mandatory, is helpful, especially in the Temple and in the Tower of The Doomed, which is a vast maze of floors and rooms.

Aron interacts with people in two ways: talk or fight. If a person is friendly, a window opens and the person tells Aron something. This may be something important or a fairly uninteresting clue. Most people continue to harp on the same subject over and over. However, some key figures will provide new information as Aron completes various quests.

But fighting is what Aron was born and bred for. He does it automatically when confronted with an enemy. All you have to do is maneuver Aron so that his sword touches an enemy and Aron does his damage. However, you have to be careful: Come too close and the enemy may get in a few licks, too. The skill of this game is in moving Aron around an enemy to touch without being hit. It is fairly easy in theory, but not always in execution.

There are lots of objects in the game that can help Aron. For instance, you'll find several rings to perform special purposes. One adds power to Aron's blows while another shields him. Still another slows down his enemies. There are also objects like the mirror that can freeze enemies in place and a mask that shows hidden doors. There's a lot of gathering and discarding of equipment throughout the game, as you change the ring or other objects you wear. Usually you use the best sword, armor and shield that your money can buy, but other equipment is used according to the situation.

As in many RPGs, money is hard to come by early in the game and becomes meaningless toward the end. However, you will start out killing creatures and enemies to gain cash at first. Fortunately, the world is full of unfriendlies of various strengths.

Y's: The Vanished Omens is fun to play. It's compelling and just challenging enough to keep your interest, without being so hard that you lose heart. I particularly enjoyed the final encounter with Dark Dekt—the evil sorceror who is at the bottom of the whole plot. This final challenge was very imaginative and difficult. I won't spoil the secret for you, however. You'll just have to get there on your own.

—Samuel Raider

Sega of America, 573 Forbes Blvd.
So. San Francisco, CA 94080; (800) USA-SEGA

Are You Quick Enough For Mappy-Land?

Mappy, the popular arcade character is back!

Finally, you can take Mappy, the arcade smash-hit, home for play on your Nintendo System.® Introducing Mappy-Land,™ the game where Mappy the policeman takes you on four adventures through eight different stages.

Fight your way past enemy Mukies. Search for secret entrances and exits.

Learn to use fancy weapons. Win big bonus points. But you'll have to be lightning quick to master this action-packed adventure!

Don't miss these other adventures from Taxan.®

Taxan is a ® of Taxan USA Corporation. Nintendo and Nintendo Entertainment Systems are ® of Nintendo of America, Inc. Star Soldier is a ™ and licensed from Hudson Soft. Mystery Quest is a ™ and licensed from Carry Lab. Fist of the North Star is a ™ and copyrighted by Bronson Tetsuo Hara/Shueisha Fuji TV. Toei Animation. Mappy-Land is a ™ of and copyright protected by Namco Ltd.

LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

TAXAN
Consumer Division

CIRCLE #115 ON READER SERVICE CARD.

Adventure Island

Strategy Guide, Part I

by Bissy and Andy Eddy

Face it—Master Higgins has his hands full. His strength is diminishing and there's a gang of creatures lying in wait for him. One mistake and Higgins will end up as a meal for some jungle-dwelling beast.

It's your role to guide Higgins, not only through the trouble of enemy attacks, but also to gather all the hidden fruit and weapons that he can find. Eating fruit keeps his strength high, and the weapons will keep him alive. Of course, running and well-timed jumps don't hurt either!

Creature List

In his travels, Higgins runs into a whole series of animals, each requiring a specific method of handling. Here's a list for your assistance:

Sneil—The Sneil is generally harmless and just gets in Higgins' way. If you sit in front of one, he slowly creeps towards you, but don't wait too long—or your power will drop notch by notch, until you die. Shooting a Sneil is the best way to rid yourself of him, but you can jump over him if you have to.

Red Oct— This form of octopus has quite a bit of jumping ability: it bounces up and down on the water's surface. Again, shooting or jumping over it will put it behind you.

Blue Oct—Much the same as a Red Oct, although the Blue Oct differs in that it needs to be shot twice before it dies. The first hit on it turns it into a Red Oct. Simple, right?

Pooter—This little piggie may be going to market, but he's going to hassle Higgins first. Pooter simply cruises from right to left, and one shot will send the little piggie home.

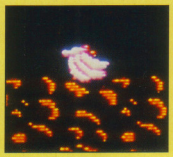
Kello—There are two varieties of frogs that Higgins comes across: a green one and a brown one; only the brown one is a big concern, though. The green Kello simply sits in place, but the brown one will start jumping towards you if you come too close. Simply fire at him from a distance, but remember it takes two shots to clear him off the island.

Not having shooting power is another story. You'll have to time your movement with his leaps in order to get away from him. Believe me, it gets worse with two or more in a row!

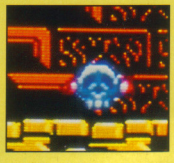
Cavas—Here we have an annoying crowlike bird that will fly toward the left side of the screen, dipping and climbing as he goes. Shooting it is preferable, but timing his flight for a careful leap may be your only choice, especially late in the game.

Cobra—This snake sits on the ground to block Higgins' path. In some cases—when you have shooting power particularly—it will spit lethal venom at him. You should leap over the venom and dispatch the snake with an axe or fireball shot. If you don't have shooting power, you can leap over him.

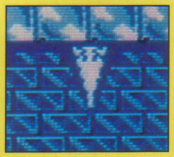
Waler—The Waler is a long fish that's quite annoying to Higgins, but if you leap high when it hits a peak in its jump, you'll be fine.



Basser—A Basser bat hangs out on the ceiling until Higgins gets too close, then he drops down to Higgins' level and tries to scrape him off the surface of Adventure Island. Punch his ticket with a shot, or leap over him, but be careful: Bassers usually travel in groups.

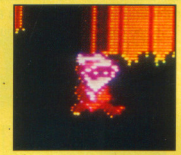


Skeleton—This skull has a ring of fire around it, but poses little threat to Higgins, unless there are other creatures attacking at the same time. By the time you reach Skeletons, you'll find them easy prey.



Ice—What can you say about Ice, other than it's slippery? On Adventure Island, Ice lives in the form of icicles that drop just as you pass beneath them. This wouldn't be difficult except for the poor traction Higgins gets in the ice caves. Trying to stop, often slides him in the path of a falling icicle. If Higgins is on a rise, he can sometimes shoot Ice off the ceiling.

Zigmo—The Zigmo spider varies in its difficulty. Some simply hang from a string in Higgins' way; others slide up and down, which makes them much more of a hindrance. They aren't that hard to shoot or jump over, but waiting for them to get into the correct position wastes valuable power points. Try to clear them out fast.



Coyote—These are the only creatures that go from left to right. If you see a red flower on the ground, be prepared—when it passes off the screen, the coyote will appear at a quick run. It takes two shots to dispatch; the first shot will turn it blue and freeze it in its tracks for a split second.

There are four other creatures that we will pass in the first four levels of *Adventure Island*—the Area Bosses—but they only differ in the shape of their heads. Each one tosses fireballs towards you at intervals, but there's plenty of time to strike him in the head. If you stay close to him, his fireballs will fly over you. You have to put multiple hits into his head (which turns red, to signal a successful hit) to get rid of him and complete the level.

Hint: If you pause the game just after you knock the Boss' head off, you'll get a preview of what the next boss will look like.

General Hints

As veteran players of *Adventure Island* know, there are loads of hidden features in the game. The instruction booklet does very little to prepare you for what lies ahead. With that in mind, we've compiled a list of hints and discoveries—some obvious, some not—that may help you get further into the contest with more success and more points:

•A free Higgins is awarded at 50,000 and 100,000 points.

•The skateboard moves constantly forward. This means that you risk missing eggs that are hidden in your path or may end up slipping by a bonus level. (Bonus levels, you ask? We'll get to them in a second.)

To get rid of a skateboard, either hit a creature, rock or fire with it. You'll also get rid of whatever you hit in the process.

After you get firepower over your basic axe, it will let you shoot everything except campfires. Fires can only be destroyed by skateboards or when you are invincible with the Honeygirl.

•Don't waste your time getting every piece of fruit. If you backtrack to grab one, it will either disappear, you'll lose power notches or both. Keep moving forward.

A good example of this is an ice area. If you can, you should move through the falling ice and carefully time leaps over steps. In certain icicle locations, as in areas with small platforms to leap to, you'll have to move slowly and let ice drop in front of you.

•Though it doesn't say so in the booklet, there are two different milk bottles: white and red. Both fill Higgins' power bar to the maximum, but the red one also extends it. This makes his overall strength last longer and also gives him the opportunity for a bigger bonus at the end of a round.

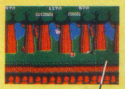
•Our July issue's *Easter Eggs* column has a hint for continuing the game from where you last were during a session. Look for the egg containing the bee at the end of Area 1-1, just before the G sign.

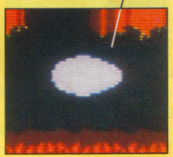
•Be careful not to stumble on small rocks. Each trip costs you two power points. The only exception to this is when a rock contains a hidden pot.

Speaking of pots, it's a big boost to your score to get one every chance you get. They are worth 1,000 points when you touch one, and also double your round bonus when you complete a section.

•When you get a coyote, if you get him with a second shot while he is on the right side of you, you'll get a flag worth 1,000 points—though it's hard to do.

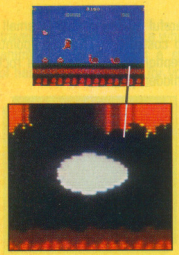
AREA 1



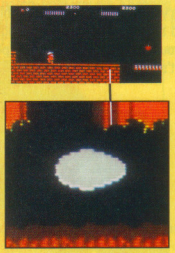


In Area 1, Round 1, Section 2: This is a hidden egg that contains firepower. If you are riding the skateboard, hitting the bird will usually reveal the egg.

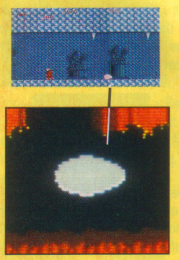
In Area 1, Round 1, Section 3: Here is the location of the first bonus level, between the fourth and fifth totem pole. Dodge the Cobra's venom (shoot him if you can) and then stand here and wait for the platform to appear. The bonus level gives you the chance to build up your power line with lots of fruit. Use the "B" button to speed up your running to hit each spring. Don't worry if you don't get all the way through—leaving the bonus level at any point simply drops you back in the game, just before the Section 4 sign.



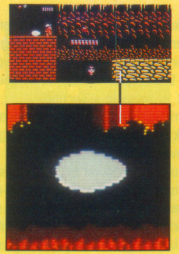
In Area 1, Round 1, Section 4: At the end of the platform, there is a hidden egg. If you have firepower, this egg will contain a red milk bottle.



In Area 1, Round 3, Section 2: The hidden egg shown contains a key. If you miss this key, the next platform will drop; if you get the key, this platform will fly up, bringing you to a bonus level.



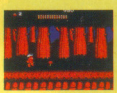
In Area 1, Round 3, Section 3: The egg that's visible is an eggplant. Don't get this, as it will sap your strength. There's a hidden egg just before it, though, directly under the icicle. After the ice drops, jump where it fell and get the egg, which will contain a ring (provided you have firepower).



In Area 1, Round 3, Section 4: Don't try for the pot right away. If you do, and jump to the floor on the right, you'll get clobbered by a boulder. Instead, bypass the pot, let the boulder go by you or shoot it, and then time it carefully to get the pot—if you are daring.

There is a hidden egg, also, that is on the lip of the floor.

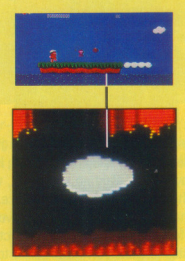
In Area 1, Round 4: Just before Section 2, there is a visible egg. If you shoot it or jump on it, it reveals a flower. If you kick it, on the other hand, it will instead bring up a white milk bottle.



In Area 1, Round 4: This is the first appearance of the Coyote. Our Creature List explained how to defeat him.

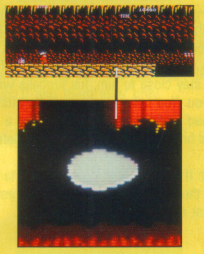
This is the first Area Boss.

AREA 2



In Area 2, Round 1: On the third small island after the Section 3 sign, there is a hidden egg. This egg contains a ring, if you have firepower.

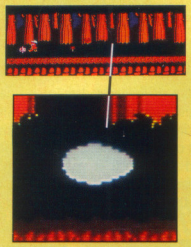
In Area 2, Round 1, Section 4: Just after a cloud platform falls out, there is a ladder of moving platforms. After getting the white bottle—it's not a milk bottle, but it does add to your power line—quickly jump up from platform to platform. When you top out, continue your journey to the right.



In Area 2, Round 3, Section 2: The hidden egg shown contains a key. If you take the key, the third platform will go up to a bonus level. Missing the key will drop this platform when you hit it.

In Area 2, Round 3, Section 4: Here you'll find two frogs in a row that are likely to hold up your progress for a while. If you jump off the platform and land too close to the frogs, the first one will fatally attack you. The best strategy is to land on the lip of the floor, then jump to where the first frog was sitting. The two of you will cross each other in midair, and you will land safely behind him. He can then be shot from the back.

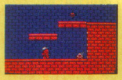
The second frog is a green one and won't attack you, so once the first one is out of the way, the second one can be taken out.

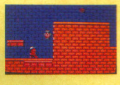


In Area 2, Round 4: Just after the Section 3 sign, right after the red flower—watch out for the Coyote—there is a hidden egg that usually contains an extra Higgins.

This is the second Area Boss.

AREA 3





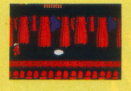
In Area 3, Round 1, Section 1: There are two moving platforms here that take you to a raised step. If you have firepower, be careful not to shoot the rock at the wall, as it contains a hidden pot. Simply run into the rock, and the pot will appear with no harm to Higgins. Jump for the pot and go on your merry way.

In Area 3, Round 1, Section 2: After the pair of bothersome frogs, drop down two more steps to a long flat area. This is yet another bonus round.

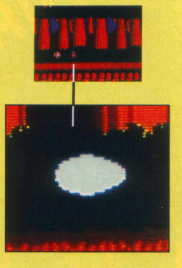
In Area 3, Round 2, Section 2: If you don't have firepower and try to leap over this small rock, either the snake's venom or the boulder that follows it will get you. The best solution is to wait at the small rock until the boulder comes towards you. Jump over it and then all you have to take on is the Cobra.

In Area 3, Round 2, Section 3: After you start going downhill, there is a frog facing the other way. If you have axe power, he is easily killed because the axes drop towards the ground and hit him. If, on the other hand, you have firepower, leap just past him and get him to spring over your head, then jump behind him and shoot him. If you have no shooting power, leap over him and outrun him to the right.

In Area 3, Round 4, Section 2: You'll come across three frogs in a row, just after a campfire. If you have shooting power, you can clear all three, one at a time. If you don't have shooting power, carefully timed jumps are needed. Again, you should try to jump precisely where the frog is sitting. Before you get there, he will start his leap and cross you in midair.



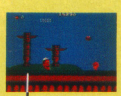
In Area 3, Round 4, Section 2: The egg after the springboard and two rocks has an eggplant in it. Avoid it!

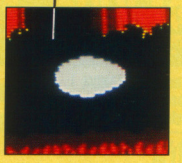


In Area 3, Round 4: Right after the Section 3 sign, there is a hidden egg that usually contains a red milk bottle. Other times it will hold a ring.

This is the third Area Boss.

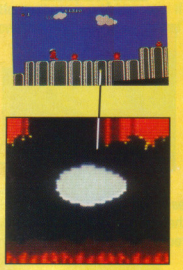
AREA 4





In Area 4, Round 1, Section 3: At the fourth totem pole, there is a hidden egg.

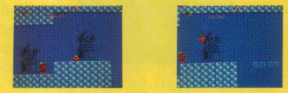
In Area 4, Round 1, Section 4: The third rock contains a pot.



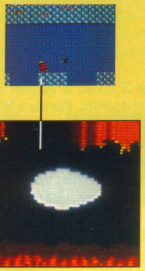
In Area 4, Round 2, Section 2: Between the two campfires, there is a hidden egg. If you have firepower, the egg contains a red milk bottle.

This area of the game has a lot of steps with rocks or campfires right near the edge. The layout will slow your progress and sap your strength, but, most importantly, test your jumping precision. You'll need to land just at the edge of the step, in front of the obstacle in your way.

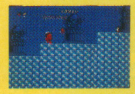
In Area 4, Round 3, Section 2: After the two fires, the next floor will have a visible egg. If you have firepower, it will have a white milk bottle in it; this is extremely helpful in getting you through the remainder of the level.



In Area 4, Round 3, Section 3: After you clear a string of Skeletons, the rock shown holds a pot. It's best to jump over the rock and hit it from the right side; otherwise you may end up sliding off into the gap between the floors.

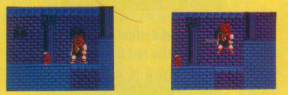


In Area 4, Round 3, Section 4: The third small tower will give you some trouble. When you land on it, you'll start sliding towards the gap, but stop Higgins' slide and place him on the far-left ice block. Avoid the bird, by shooting or jumping, and you'll also find a hidden egg right under you. This egg contains a key that will bring the bonus level at the next movable platform, just before a campfire.



In Area 4, Round 3, Section 4: Following the hanging spider, you'll see a frog waiting for you at the right. You can jump up and shoot him, if you have shooting power. If not, move Higgins right against the wall, and the frog will leap over you.

In Area 4, Round 4: When you get this Honeygirl, run as fast as you can. At the end of your invisibility, there are a few extremely difficult creatures waiting for you—one Coyote and three Kello. If you don't run them down and don't have shooting power, this is one of the hardest areas to get past.



This is the fourth Area Boss. We've also given you a hint of the next boss you'll face.

We hope Part I of our *Adventure Island* Strategy Guide is helpful to you. Even if you've gotten through the game, the hints and tips we've provided may have made playing it more fun, and encouraged you to dig a little deeper into what this game has to offer.

We'll be back next month with Part II. Don't miss it!

YOU DON'T READ RIP?

WHAT'S WRONG WITH YOU?!

Everyone knows that RIP is the greatest rock magazine in the world. Where else can you find 94 pages of insightful articles and interviews and full-color photos of your favorite rock gods like Guns N' Roses, Metallica, Bon Jovi, Anthrax, Ozzy Osbourne and Def Leppard? Not to mention record and video reviews, outrageous contests, skateboard news and an advice column by Ted Nugent's mom! Don't be fooled by pale imitations. This is the real thing! Subscribe now, and you can save over $16 off the cover price. That's like getting six issues free! Get with the program, dudes and dudettes. Subscribe today. RIP: totally metal, totally cool!

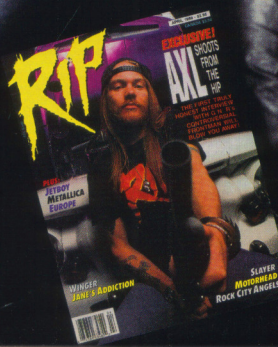


Photo by Gene Kirkland

1 YEAR – 12 ISSUES – ONLY 18.95!
SAVE OVER $16 OFF THE COVER PRICE!

☐ 12 Issues. . . $18.95—SAVE $16!
☐ 24 Issues. . . $35.95—SAVE $34!

MONEY BACK on all unused portions of subscriptions if not completely satisfied!

☐ Payment Enclosed Charge my ☐ VISA ☐ MC RIP Magazine

_____ Exp _____
Signature _____
Name _____
Address _____
City _____ State _____ Zip _____

Foreign—Add $7 per order. Offer expires November 29, 1989 CJVAR
Make check payable to: LFP, Inc., P.O. Box 16598, North Hollywood, CA 91615.
Your first issue will arrive in 6 to 8 weeks—WATCH FOR IT!

To Order Sega's 16 Bit Genesis System Call 1-800-TOY-CLUB

★ *Are You Tired Of Playing The Same Old NINTENDO® Games Or Buy One You Didn't Like?*
★ *Tired Of Your Local Toy Store Always Sold Out Of Your Favorite Games?*
★ *Tired Of Just Paying Too Much For Games & Accessories?*

THEN JOIN THE ULTIMATE GAME CLUB & SAVE UP TO 20% OFF EVERY NINTENDO® GAME & ACCESSORY!

We Buy, Sell & Trade New & Used NINTENDO® Games, Sega & Atari. As A Member You Are Entitled To The Following:

1. We sell new & used Nintendo games at the **lowest prices** possible!
2. **We buy** your **used Nintendo games** at the highest price possible!
3. We provide prompt efficient service with a **100% satisfaction guarantee!**
4. We test & clean all used games for **maximum efficiency!**
5. We provide the **largest stock** of any other mail order firm!
6. If we do not have the game you want in stock, we'll reserve it for you & ship it to you as soon as we get it. **We'll even reserve new titles before they're available!**
7. For every 10 friends you get to join the club **we'll give you a Nintendo game of your choice Free! That's right FREE!**
8. We offer **Discount Prices** on practically everything PLUS **monthly specials** on top of that!
9. We have a toll free hotline for all new memberships & orders **1-800-TOY-CLUB** (1-800-869-2582) 9 AM-9PM EST! For people in CT or Canada and any questions you may have dial **1- 203-388-6366!**
10. **We accept MC, Visa, check or money order!**
11. We'll also give you a **free Club Membership Diploma & subscription** to our quarterly **Newsletter, Hot Catalog** plus details on up & coming games.
12. You get all this for the low cost of $10! So Hurry! **Membership is limited!**

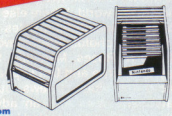
The First 500 Members Get A Free Prize With Membership Worth Up To $100!

TO JOIN OR ORDER ANYTHING IN THIS AD DIAL 1-800-TOY-CLUB

Or Send Check or Money Order To: ULTIMATE GAME CLUB, 1491 Boston Post Rd., Old Saybrook, CT 06475

HERE'S JUST SOME OF THE ITEMS YOU CAN BUY NOW!

How to Win at Nintendo
Over 40 games reviewed in detail with secret codes unavailable in any other magazine. Supply is limited!
List Price 3.95
Club Price 2.95



Suncom Docking Bay 10™
List Price 16.99
Club Price 14.99

Nintendo T-Shirts & Sweatshirts
Zelda II, Super Mario II, Nintendo Logo, Super Mario Club & other designs. Youth sizes 6-16 Adult sizes S-M-L
Tees List Price 8.99
Sweats 19.99
Club Price 7.99

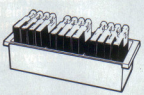
Nintendo Baseball Caps

	List Price	Club Price
Mesh	4.99	3.99
Cotton	5.99	4.99
Corduroy	6.99	5.99

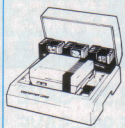
Suncom Docking Bay 20™
Holds 20 Nintendo games
List Price 25.49
Club Price 22.99

Curtis Game Caddy
List Price 5.99
Club Price 4.99

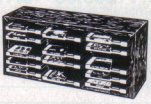
Super Extendo Cables
6' extension for controllers & light gun
List Price 9.99
Club Price 8.99



Nintendo Cartridge Organizer
List Price 5.99
Club Price 4.99
Also holds 18 Sega cartridges

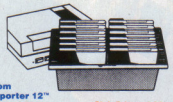


Nintendo Entertainment Center
Holds control deck, zapper, 2 controllers, 12 game cartridges. Also holds complete Sega System
List Price 27.99
Club Price 22.99



Nintendo Cartridge Cabinet
List Price 14.99
Club Price 10.99

Z-Bag Official Nintendo Carry Case
List Price 29.99
Club Price 24.99



Suncom Transporter 12™
List Price 6.99
Club Price 4.99

Aladin Plastic Nintendo Lunch Kit & Thermos
List Price 9.99
Club Price 8.99

Nintendo Rain Slicker
3 designs & assorted colors
List Price 14.99
Club Price 11.99

Suncom Mother Ship™ Control Enhancer
For use with Nintendo Entertainment System™ Turns Standard Controller into Joystick
List Price 13.99
Club Price 12.99

Kraft Deluxe Starmaster Joystick
List Price 14.99
Club Price 12.99

Beeshu Jazz Stick
List Price 29.99
Club Price 25.99
(see list next page for more Beeshu joysticks)

Happ Competitive Pro Joystick #500N
List Price 14.99
Club Price 12.99

Suncom Transporter 4
List Price 6.99
Club Price 4.99

NINTENDO ACCESSORIES

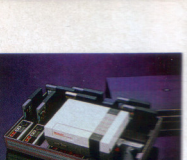
	LIST PRICE	CLUB PRICE
Bandai Super Controller	6.99	5.99
Bandai Mega Controller	59.99	54.99
Camerica Gift Pax (2 Freedom Sticks)	129.99	119.99
Camerica Freedom Pad	39.99	34.99
Camerica Freedom Stick	69.99	62.99
Camerica Supersonic Joystick	59.99	54.99
Camerica Video Blaster	29.99	25.99
Eclectic's Pro Play Home Arcade	249.99	229.99
Doc's Fix A Game (cleans all video game cartridges)	9.99	8.99
Nintendo Beach Towels; Mario's Party, Mario's Beach, Mario & Luigi, Mario & Zelda	19.99	16.99
Nintendo Slumberbag	36.99	32.99
Nintendo Underwear	3/6.99	3/5.99
Nintendo Suspenders	6.99	5.99
Nintendo Belts	4.99	3.99
LJN Roll & Rocker	59.99	49.99
Tara Deluxe Game Pack 15 Game Carrycase	11.99	9.99

WE ALSO CARRY A WIDE SELECTION OF SEGA & ATARI GAMES & ACCESSORIES. CALL FOR DETAILS TO GET OUR FREE CATALOG!
IF YOU DON'T SEE WHAT YOU WANT, THERE'S MORE ON THE NEXT PAGE. IF YOU DON'T SEE IT THERE CALL US & WE'LL GET IT FOR YOU!

Broderbund's U-Force
Quantity limited-order yours today!
List Price 89.99 — Club Price 79.99

LJN's Roll N Rocker
Quantity limited-order yours today!
List Price 49.99 — Club Price 39.99

LEGO Video Game Carry Case
Holds complete Nintendo, Sega or Atari system!
List Price 27.99 — Club Price 23.99



Hartzel Video Game Organizer
Holds complete Nintendo, Sega, or Atari system!
List Price 27.99 — Club Price 23.99

Hasbro Nintendo Trophies
6 Different styles each for Zelda Punchout & Super Mario. Collect all 18 characters!
Buy 1 List 6.99 — Club Price 5.99
Buy 6 of a Character — 4.99 each
Buy all 18 at — 3.99 each
List Price 9.99 — Club Price 8.99

Happ Competition Pro Joysticks

Model #	Clickwise	List Price	Club Price
300N	for Atari	10.99	9.99
300XS	for Sega	12.99	10.99
5000	for Atari	17.99	16.99
5000S	for Sega	19.99	17.99
5000N	for Nintendo	24.99	22.99
1000	for Atari	6.99	5.99

List Price 9.99 — Club Price 8.99

Eclectic's Pro Play Home Arcade
You just need a 19" TV plus your Nintendo, Sega or Atari system & you have your own home coin arcade! Just like the real thing!
List Price 249.99 — Club Price 229.99

Nintendo 60m Video Tape #3
Learn secret passwords, tricks & strategies found nowhere else on 22 of the most popular new games! Call for game list.
List Price 19.99 — Club Price 17.99

Nintendo 60m Video Tape #4
Learn all the secrets & strategies to win stage by stage of 10 of the hottest new games available! Call for game list.
List Price 19.99 — Club Price 8.99

	WE BUY IN TRADE	WE SELL USED	WE SELL NEW
10 Yard Fight	10.00	19.99	29.99
1942	10.00	21.99	33.99
1943	12.50	24.99	35.99
3-D World Runner	10.00	22.99	34.99
Adventure of Dino-Riki	*	*	*
Adventure Island	12.50	28.99	39.99
Adventures in Disneyland	15.00	34.99	44.99
Adventures of Bayou Billy	20.00	34.99	44.99
Adventures of Link	17.50	34.99	42.99
Adventures of Lolo	*	*	*
Adventures of Tom Sawyer	*	*	*
Air Fortress	*	*	*
Airhawk	*	*	*
Airwolf	17.50	34.99	44.99
Alpha Mission	10.00	24.99	34.99
Amagon	*	*	*
Anticipation	12.50	29.99	42.99
Arkanoid	12.50	29.99	42.99
Athena	10.00	24.99	35.99
Athletic World	15.00	29.99	39.99
Bad Dudes	17.50	34.99	44.99
Ballon Fight	10.00	19.99	29.99
Bandai Golf	*	*	*
Baseball	10.00	19.99	29.99
Baseball Stars	*	*	*
Bases Loaded	20.00	35.99	45.99
Batman	*	*	*
Bionic Commando	15.00	32.99	42.99
Black Bass II	*	*	*
Blades of Steel	15.00	28.99	39.99
Blaster Master	15.00	34.99	44.99
Bomberman	15.00	29.99	39.99
Break Thru	12.50	27.99	39.99
Bubble Bobble	12.50	26.99	37.99
Bump 'N Jump	12.50	24.99	34.99
Burgertime	10.00	19.99	29.99
California Games	15.00	32.99	42.99
California Raisins	15.00	34.99	44.99
Castlevania	12.50	26.99	37.99
Cat Runner	*	*	*
Challenge Pebble Beach	12.50	28.99	39.99
Chester Field	12.50	26.99	37.99
Chubby Cherub	10.00	19.99	29.99
City Connection	12.50	24.95	34.95
Clash at Demonhead	*	*	*
Clu Clu land	10.00	19.99	29.99
Cobra Command	15.00	34.99	44.99
Cobra Triangle	18.00	32.99	42.99
Commando	10.00	19.99	29.99
Contra	12.50	26.99	37.99
Dance Aerobics	10.00	22.99	39.99
Deadly Towers	15.00	29.99	35.99
Defender II	12.50	26.99	35.99
Defender of the Crown	20.00	35.99	49.99
Desert Commander	20.00	34.99	44.99
Donkey Kong	10.00	22.99	34.99
Donkey Kong Classics	10.00	22.99	34.99
Donkey Kong 3	10.00	22.99	34.99
Donkey Kong Jr.	10.00	22.99	34.99
Donkey Kong Jr. Math	10.00	22.99	34.99
Double Dragon	20.00	35.99	44.99
Double Dribble	12.50	24.99	38.99
Dragon Power	12.50	25.99	38.99
Dragon Warrior	15.00	29.99	39.99
Dr. Chaos	15.00	29.99	42.99
Dr. Jekyll & Mr. Hyde	15.00	29.99	42.99
Duck Hunt	5.00	12.99	29.99
Duck Tales	15.00	29.99	44.99
Elevator Action	10.00	19.99	29.99
Empire City 1931	*	*	*
Excitebike	10.00	19.99	29.99
Fasanadu	*	*	*
Fester's Quest	15.00	32.99	42.99
Fighting Golf	15.00	29.99	39.99
Fist of The North Star	17.50	34.99	44.99
Flying Dragon	*	*	*
Flying Dragon II	*	*	*
Freedom Force	12.50	25.99	37.99
Friday The 13th	17.50	34.99	44.99
Galaga	12.50	26.99	38.99
Gauntlet	17.50	35.99	45.99
Ghostbusters	15.00	27.99	37.99
Ghost 'N Goblins	10.00	22.99	36.99
Goal	17.50	35.99	45.99
Godzilla	*	*	*
Golf	10.00	19.99	29.99
Golgo 13	15.00	32.99	44.99
Goonies I	10.00	22.99	36.99
Goonies II	12.50	28.95	38.99
Gotcha	10.00	25.99	39.99
Gradius	10.00	19.99	29.99
Guerilla War	17.50	34.99	44.99
Gumshoe	10.00	19.99	29.99
Gun Smoke	10.00	25.99	35.99
Gyromite	10.00	19.99	29.99
Gyruss	15.00	26.99	36.99
Heavy Barrel	*	*	*
Hollywood Squares	15.00	32.99	42.99
Hogan's Alley	10.00	19.99	29.99
Hoops	17.50	34.99	44.99
Hudson's Adventure Island	12.50	28.99	39.99
Hydlide	*	*	*
Ice Climber	10.00	19.99	29.99
Ice Hockey	12.50	26.99	36.99
Ikari Warriors	12.50	27.99	37.99
Ikari Warriors II	12.50	29.99	39.99
Indiana Jones and The Temple of Doom	15.00	34.99	44.99
Infiltrator	*	*	*
Ironsword	17.50	39.99	49.99
Iron Tank	12.50	29.99	39.99
Jackal	12.50	28.99	38.99
Jaws	10.00	24.99	38.99
Jeopardy	12.50	28.99	38.99
Jeopardy Jr.	10.00	24.99	38.99
John Elways Quarterback	17.50	35.99	44.99
Jordon vs. Bird: One-On-One	*	*	*
Joust	10.00	22.99	32.99
Jump Burger	*	*	*
Karate Champ	10.00	19.99	29.99
Karate Kid	12.50	26.99	39.99
Karnov	12.50	28.99	39.99
Kid Icarus	10.00	23.99	33.99
Kid Kool	*	*	*
Kid Niki	10.00	23.99	39.99
Knight Rider	17.50	34.99	44.99
Kung Fu	10.00	19.99	29.99
Kung Fu Heroes	17.50	34.99	44.99
Legacy of the Wizard	17.50	34.99	44.99
Legend of Kage	10.00	25.99	35.99
Legend of Zelda	10.00	24.99	38.99
Legendary Wings	12.50	26.99	36.99
Life Force	12.50	27.99	37.99
Lode Runner	10.00	22.99	32.99
Lunar Pool	10.00	25.99	34.99
Mach Rider	10.00	19.99	29.99
Magmax	15.00	29.99	39.99
Magic Johnson's Fast Break	*	*	*
Magic of Shahrazad	*	*	*
Major League Baseball	12.50	27.99	39.99
Mappyland	17.50	34.99	44.99
Marble Madness	15.00	32.99	42.99
Mario Bros.	10.00	22.99	29.99
Marvels X-Men	*	*	*
Mask Rider	15.00	34.99	44.99
Megaman	10.00	22.99	34.99
Megaman II	17.50	34.99	44.99
Metal Gear	12.50	29.99	42.99
Metroid	10.00	22.99	34.99
Mickey Mousecapade	10.00	22.99	34.99
Mig Hunter	*	*	*
Mighty Bomb Jack	10.00	22.99	34.99
Mike Tyson's Punch Out!!	10.00	24.99	34.99
Millipede	12.50	24.99	34.99
Milon's Secret Castle	15.00	32.99	42.99
Monster Party	15.00	34.99	44.99
Muscle	10.00	19.99	29.99
Mystery Quest	15.00	32.99	42.99
NFL Football	17.50	34.99	44.99
Nightmare on Elm St.	17.50	34.99	44.99
Ninja Gaiden	20.00	36.99	44.99
Ninja Kid	10.00	22.99	32.99
Ninja Taro	*	*	*
Nobunaga's Ambition	*	*	*
Operation Wolf	17.50	34.99	42.99
Othello	12.50	29.99	39.99
Pacman	12.50	27.99	37.99
Paperboy	15.00	32.99	42.99
Pebble Beach	15.00	32.99	42.99
Pinball	10.00	19.99	29.99
Pinbot	*	*	*
Platoon	15.00	34.99	44.99
Popeye	10.00	19.99	29.99
POW	17.50	34.99	44.99
Predator	*	*	*
Price is Right	*	*	*
Pro-Am Racing	12.50	26.99	36.99
Pro Basketball	*	*	*
Pro Wrestling	10.00	22.99	34.99
Punch Out	10.00	24.99	34.99
Q'bert	15.00	27.99	35.99
Qix	*	*	*
Racket Attack	15.00	34.99	44.99
Rad Racer	12.00	25.99	34.99
Rad on Bungling Bay	10.00	22.99	32.99
Rambo	12.50	25.99	39.99
Rampage	15.00	32.99	42.99
RBI Baseball	15.00	32.99	42.99
RC Pro Am	12.50	26.99	36.99
Renegade	12.50	26.99	36.99
Rescue Rangers	*	*	*
Ring King	10.00	22.99	36.99
Road Runner	*	*	*
Robo Cop	17.50	34.99	44.99
Robo Warrior	15.00	27.99	37.99
Rollerball	17.50	34.99	44.99
Rush 'N' Attack	10.00	22.99	32.99
Ryger	12.50	26.99	36.99
Section Z	10.00	24.99	34.99
Seicross	10.00	22.99	36.99
Sesame St. ABC	10.00	24.99	34.99
Sesame St. 123	10.00	24.99	34.99
720 Degrees	*	*	*
Side Pocket	10.00	24.99	39.99
Silent Service	*	*	*
Silkworm	*	*	*
Simon's Quest	17.50	34.99	42.99
Shooting Gallery	*	*	*
Skate or Die	15.00	28.99	38.99
Sky Shark	*	*	*
Skykid	10.00	22.99	32.99
Slalom	10.00	22.99	32.99
Soccer	10.00	22.99	32.99
Solomon's Key	10.00	22.99	32.99
Speed Rumblers	10.00	22.99	32.99
Spelunker	10.00	22.99	32.99
Spy Hunter	10.00	24.99	36.99
Spy vs. Spy I	12.50	24.99	34.99
Spy vs. Spy II	15.00	34.99	44.99
Spoon	10.00	22.99	32.99
Stack-Up	10.00	19.99	29.99
Stadium Events	10.00	19.99	29.99
Star Force	10.00	22.99	36.99
Star Soldier	15.00	27.99	37.99
Star Trek V	17.50	34.99	44.99
Star Voyager	10.00	24.99	37.99
Starship Hector	*	*	*
Stealth Eagle	15.00	34.99	44.99
Street Cop	17.50	34.99	42.99
Stinger	10.00	22.99	32.99
Strider	17.50	34.99	44.99
Super Dodge Ball	17.50	34.99	42.99
Super Hang-On	*	*	*
Super Mario Bros.	5.00	16.99	29.99
Super Mario Bros 2	20.00	35.99	44.99
Super Pitfall	10.00	22.99	32.99
Super Rescue	*	*	*
Super Sushi Pinball	*	*	*
Super Team Games	12.50	27.99	37.99
Superman	15.00	32.99	42.99
Taboo	15.00	32.99	42.99
Tag Team Wrestling	10.00	22.99	32.99
Tecmo Baseball	17.50	34.99	44.99
Tecmo Bowl	17.50	34.99	44.99
Teenage Mutant Ninja Turtles	17.50	34.99	44.99
Tennis	10.00	19.99	29.99
Terminator	*	*	*
Terra Cresta	15.00	29.99	39.99
Tetris	17.50	32.99	42.99
The Battle Fields of Napoleon	*	*	*
The Guardian Legend	17.50	32.99	42.99
The Legend of Kage	10.00	22.99	32.99
The Legend of Zelda	10.00	24.99	38.99
The Legacy of The Wizard	17.50	34.99	44.99
Three Stooges	*	*	*
Thunder Blade	12.50	26.99	36.99
Thundercade	*	*	*
Tiger Heli	10.00	22.99	37.99
To The Earth	*	*	*
Tombs and Treasure	10.00	24.99	39.99
Town and Country Surf Design	10.00	24.99	37.99
Track and Field I	10.00	22.99	32.99
Track and Field II	15.00	32.99	42.99
Trick Shooting	*	*	*
Trojan	10.00	22.99	32.99
Ultima	15.00	34.99	49.99
Urban Champion	10.00	19.99	29.99
Vegas Dream	*	*	*
Volley Ball	10.00	19.99	29.99
Wheel of Fortune	17.50	34.99	42.99
Wheel of Fortune, Jr.	15.00	32.99	42.99
Who Framed Roger Rabbit?	17.50	34.99	44.99
Wild Gunman	10.00	19.99	29.99
Willow	*	*	*
Winter Games	10.00	22.99	36.99
Wizards & Warriors	12.50	26.99	39.99
World Class Track Meet	12.50	24.99	36.99
World Games	15.00	32.99	42.99
World Runner (3-D)	10.00	22.99	32.99
Wrecking Crew	10.00	19.99	29.99
Wrestlemania	17.50	34.99	44.99
Xenophobe	15.00	34.99	44.99
Xevious	15.00	28.99	37.99
Zanac	10.00	22.99	36.99
Zelda II-The Adventures of Link	17.50	34.99	42.99

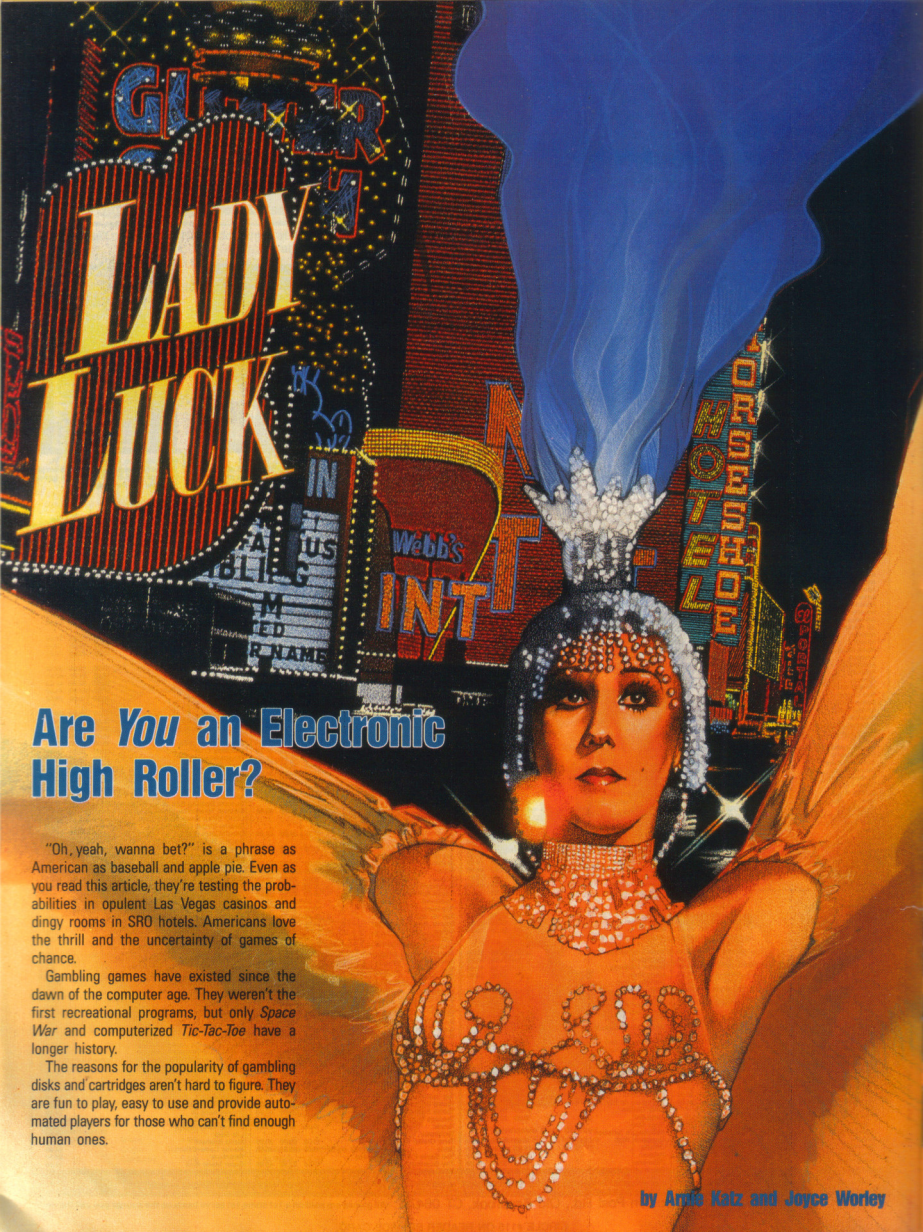
Accessories				
Suncom Docking Bay (holds 10 games) Storage Case			16.99	14.99
Suncom Transporter (holds 12 games) Carry Case			6.99	5.99
LEGO Video Game Carry Case			27.99	23.99
Beeshu Zinger Controller			14.99	12.99
Beeshu Jazz Stick			25.99	23.99
Beeshu Ultimate Superstick			39.99	36.99
Beeshu Zoomer Steering Wheel			49.99	45.99
Beeshu Wireless Ultimate Superstick			59.99	55.99
Beeshu Zipper Controller			15.99	14.99
Acclaim Wireless Remote Control			55.99	49.99
Alpha Video Game Carry Case - Blue or Red			13.99	11.99
Alpha Video Game Organizer			4.99	4.59
Alpha Clear Nintendo Case			.99	.99
Harizell Nintendo Game Holder			27.99	23.99
Nintendo T-Shirts (assorted colors & designs)			8.99	7.99
Nintendo Mike Tyson's Punchout! Hat			5.99	4.99
Nintendo Logo Patch			4.99	3.99
Super Mario & Legend of Zelda Hat			5.99	4.99
Super Mario & Legend of Zelda Patch			4.99	3.99
Nintendo Pins (assorted characters & designs)			3.99	2.99
Nintendo Keychain			3.99	3.49
World Mania & Zelda Mug			4.99	3.99
Mario & Luigi Plastic Bank			3.99	4.99
Suncom Transporter 4 Vinyl Carry Bag (Holds 4 games)			3.99	3.49
Suncom Docking Bay 20 Storage Case (Holds 20 games)			25.49	22.99
Curtis Game Caddy (Holds 10 games)			5.99	5.99
Curtis Super Extendo Cables			9.99	8.99
Nintendo Lunch Kit & Thermos			9.99	8.99
Nintendo Video Game Stickers (10 per set)			1.99	1.99
Nintendo Sticker Album			6.99	5.99
NuNa Game Pak Carry Case (Holds 10 games)			8.99	8.99
Nintendo Rain Slicker			14.99	11.99
Competition Pro Joystick #5000N By HAP			24.99	22.99
Kraft Deluxe Starmaster Joystick			14.99	12.99
Call us if you are looking for other accessories not on this list.				
Nintendo Hand Held Games				
Bandai Pinball			29.99	
Bomb Sweeper			29.99	
Boxing			29.99	
Donkey Kong			29.99	
Donkey Kong II			29.99	
Donkey Kong Jr.			29.99	
Donkey Kong Classic			30.99	
Donkey Kong Hockey			30.99	
Life Boat			29.99	
Mario Brothers			29.99	
Marios Cement Factory			24.99	
Parachute			24.99	
Super Mario Bros.			24.99	
Call us if you are looking for other games that are not on this list.				

*This is a new title and may not be available when you read this ad. Please call for availability & pricing. If it is not available, we can reserve it for you till it is available. All orders must include $3.50 postage & handling.

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

ULTIMATE GAME CLUB, 1491 Boston Post Rd., Old Saybrook, CT 06475. **All games are sold on a 1st come 1st serve basis so the sooner you call the bet***

CIRCLE #116 ON READER SERVICE CARD.



Are *You* an Electronic High Roller?

"Oh, yeah, wanna bet?" is a phrase as American as baseball and apple pie. Even as you read this article, they're testing the probabilities in opulent Las Vegas casinos and dingy rooms in SRO hotels. Americans love the thrill and the uncertainty of games of chance.

Gambling games have existed since the dawn of the computer age. They weren't the first recreational programs, but only *Space War* and computerized *Tic-Tac-Toe* have a longer history.

The reasons for the popularity of gambling disks and cartridges aren't hard to figure. They are fun to play, easy to use and provide automated players for those who can't find enough human ones.

by Arnie Katz and Joyce Worley

Besides, if the typical electronic gamer likes one thing even more than taking a chance, it's doing so without any real danger. That's what the video and computer games discussed in this article deliver. When the compu-card sharp or video slot machine empties your on-screen wallet, clicking the system's "off" switch instantly restores the family bank balance. Gambling games offer plenty of action with no "morning after" recriminations.

The Electronic Casino

The glitz and glamour of Atlantic City's Trump Castle is the inspiration for *The Ultimate Gambling Simulation* (Capstone for the Amiga). This outstanding package includes five different contests, all staged according to the rules of the famous New Jersey establishment.

The prospective gambling starts with a $10,000 bankroll. This account can be saved from session to session, in case time runs out before the computerist can break the bank—or vice versa.

The games include Blackjack, Craps, Roulette, Keno, Video Poker and Slot Machines. All are beautiful, especially Roulette and Slot Machines. Typical of this program's painstaking approach to the subject is that the Slot Machine game features a row of nine one-armed bandits. There are several different types of slots, just like the ones which await the world's coins at the real Trump Castle.

A few rough spots mar the luster of *The Ultimate Gambling Simulation*. There are no on-screen prompts to lead players through the various games, and it is impossible to switch from one slot machine to another without first leaving that area of the Casino and returning to the Main Menu.

The sound track, too, is a disappointment. The clink of coins, and the whistles, sirens and bells that announce big slot pay-offs are largely missing, and they would have heightened the casino illusion.

***Vegas Gambler* places all the excitement of a roulette table in one compact screen.**

A little more glitter would have helped, but *The Ultimate Gambling Simulation* is still a treat for the disciples of Dame Fortune. It's not quite as exciting as a real visit to Trump Castle, but it eliminates that long bus ride home after an unsuccessful assault on the gaming mecca.

Another appealing anthology of betting contests is *Vegas Gambler* (California Dreams for Apple IIGS, Atari ST, Commodore 64 and IBM PC). It offers four of the most popular attractions of the Las Vegas gambling strip: Slot Machine, Blackjack, Poker, and Roulette.

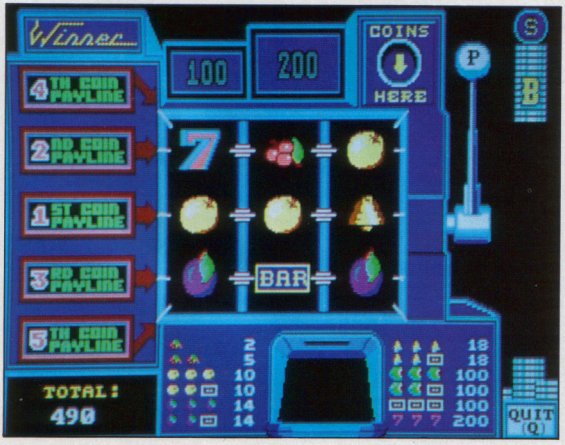
Sound and graphics are excellent, though still not as flashy as real Vegas gaming palaces. The designers did not "frame" the games with scene-setting introductions and reward screens. Once the chips hit the electronic table, however, the artwork, music and sound effects really put the player in the proper mood.

***Omni-Play Horse Racing* does a great job of animating the horse race.**

Vegas Dream (HAL America for Nintendo) is the undisputed choice for video gamers who want electronic betting action. This casino cartridge includes four games: Blackjack, Roulette, Slot Machine, and Keno.

One to four participants can try their luck at any of the four contests. Players can stick with one or jump from game to game through a controller-activated menu. The system remembers the money accounting, so Nintendo owners can stage a tournament of chance if they like.

The artwork and animation aren't as spectacular as the leading computer casinos, but *Vegas Dream* is certainly attractive and colorful. The dealers and croupier occasionally talk to the players during the course of the game, which adds a welcome note of realism.



***Vegas Gambler* has nice artwork and sound effects to keep the player in the gaming mood.**

It's in the Cards

Not content with existing gambling card games, Joker Games has created *Aussie Joker Poker* (Mindscape for Amiga and Commodore 64). This newcomer from Down Under is a variant of one of America's favorite forms of gambling. It pares the original contest to its essential, embellishes the design with some handy bookkeeping routines, and introduces new strategic, luck and betting elements. Up to 90 wagerers can enjoy this offshoot of Five-Card Showdown Poker.

Each participant plays a series of poker hands of predetermined length and tries to score the largest number of points for the session. The program awards points based on the poker value of the hand, modified by the value assigned to each of the four suits.

The play-routine is simple enough for a preteener to learn in a single practice hand. The game deals a hand of five cards to the player who can stand pat, replace one to five cards with a new draw or demand a whole new deal.

If the player draws cards, the resulting hand must be worth more than the previous one or it earns no points. The player can continue to draw groups of cards to accumulate the highest possible point total, but the score for the hand falls to zero if each new step isn't an improvement.

At any time, a participant can press the space bar to cash in the hand for its current point value. The program adds the score to the player's running total. After a short pause, a new hand of five cards appears and the process begins again.

An unusual feature of *Aussie Joker Poker* is that the gambling portion of the game is protected by password. It does not even appear on the menu when not in use. This feature makes the game especially suitable for those adults who enjoy a little harmless betting, but who don't want to expose their kids to gambling.

The graphics are mediocre, and the program is not especially technically sophisticated. The game within that program, however, is highly entertaining and an excellent vehicle for multi-player wagering.

Pasteboard partisans are likely to find much of interest in the forthcoming *Hoyle's Book of Cards* (Sierra for Apple IIGS, Amiga, Atari ST and MS-DOS). Up to four participants will be able to play games like Cribbage and Hearts with animated cards modeled on original Hoyle designs.

Roll dem Bones

Every gamester has his or her favorite contest. Some are so attached to one particular form of gambling that they would rather not bet than try any other game. Those who feel that way about dice should be delighted with *Vegas Craps* (California Dreams for Apple IIGS, Atari ST, Commodore 64 and IBM PC).

Vegas Gambler by California Dreams puts Slots, Blackjack, Poker and Roulette at your fingertips; IBM version shown.

Joker Games' *Aussie Joker Poker*, shown here on the Amiga, takes the age-old card game and makes it easy for the video gambler to take part in.

Like the same publisher's *Vegas Gambler*, this craps simulation has fine audiovisual effects and permits the home gamer to try all the options and betting strategies that have fascinated dice-shooters for generations. The program's well-done tutorial acquaints novice bettors with the rules of the games before the start of actual competition.

Equine Paradise

Omni-Play Horse Racing (SportTime for Amiga and IBM PC) is more than a gambling game. It is a colorful, multi-faceted simulation of American thoroughbred racing. Ed Ringler's latest gives one to four players a stable of 128 precisely rated horses, a choice of jockeys and the ability to create a racing program suited to individual taste.

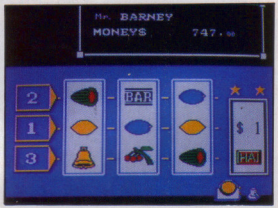
The paramutual betting system is superb. Prospective punters can put their money on Triples and Exactas as well as the usual Win, Place and Show.

Handicappers don't have to bet just on hunches. The bettors can analyze the jockeys, read the Morning Line odds, check every horse's last ten finishes or even get a tip from a supposedly knowledgeable tout.

Most of the older horse-race programs offered little besides the chance to put a hypothetical two bucks on a nag's nose. When the horses leave the paddock, *Omni-Play Horse Racing* leaves all previous racing simulations in the dust. The horses are beautifully animated and watching a big race in *Omni-Play Horse Racing* is almost as exciting as seeing it on television or at the track.

(continued on page 64)

SportTime's *Omni-Play Horse Racing* will let you use add-on modules, such as Fantasy Betting and Historical Racing.

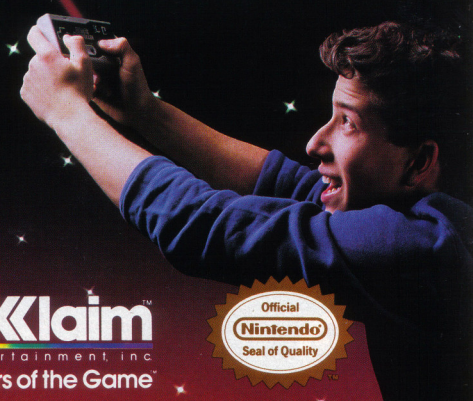


***Vegas Dream* for the NES shows that computers aren't the only place to get a good casino simulation.**

***Joker Poker* is filled with frills, including a password feature to keep the gambling aspects out of young hands.**

GET THE POWER TO MOVE with the ACCLAIM REMOTE!

Acclaim's Wireless Remote Controller gives you the power to really get into the action of your favorite Nintendo® games. With no wires to tie you down, you can roll and tumble through your greatest adventures. It's accurate from up to 30 feet away and features a Rapid-Fire mode that gives you a shot at super high scores. It even looks and feels like the Nintendo® controller you already know. And the Acclaim Remote carries the Nintendo® Quality Assurance Seal. Now nothing gets between you and the action!



Acclaim™ entertainment, inc
Masters of the Game™

Official Nintendo Seal of Quality

Acclaim,™ Masters of the Game ™ and Wireless-Infrared Remote Controller ™ are trademarks of Acclaim Entertainment, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #122 ON READER SERVICE CARD.

It's as simple as black & white, but it can blow your mind...

Othello®

A Minute to Learn...A Lifetime to Master

It's a never-ending challenge, whether you pit your wits against the computer or a friend. In a split second one move can win the game. Your opponent traps your discs and flips them to his side. Unless you beat him to it. The advantage shifts from Black to White and back before you can say Othello. With four skill levels to boggle your mind, no matter which you play, you'll flip!

Look for Othello for your Nintendo Entertainment System®

Official Nintendo Seal of Quality

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

Acclaim™ entertainment, inc.
Masters of the Game™

Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc. Othello® is a registered trademark. Licensed by Anjar Co. © 1976, 1988 Anjar Co. All rights reserved. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #123 ON READER SERVICE CARD.

It takes more than guts to command Airwolf.™

AIRWOLF™

Licensed by Nintendo for play on the
Nintendo
ENTERTAINMENT SYSTEM®

Deep within enemy territory your fellow countrymen are imprisoned. Only one man would dare attempt to save them. You, Stringfellow Hawke commander of Airwolf the Mach I jetcopter. Your heat-seeking missles and superpowered machine guns are fired up. But can you evade the enemy? Headquarters knows you have the firepower and skill. You say you've got the guts... now prove it!

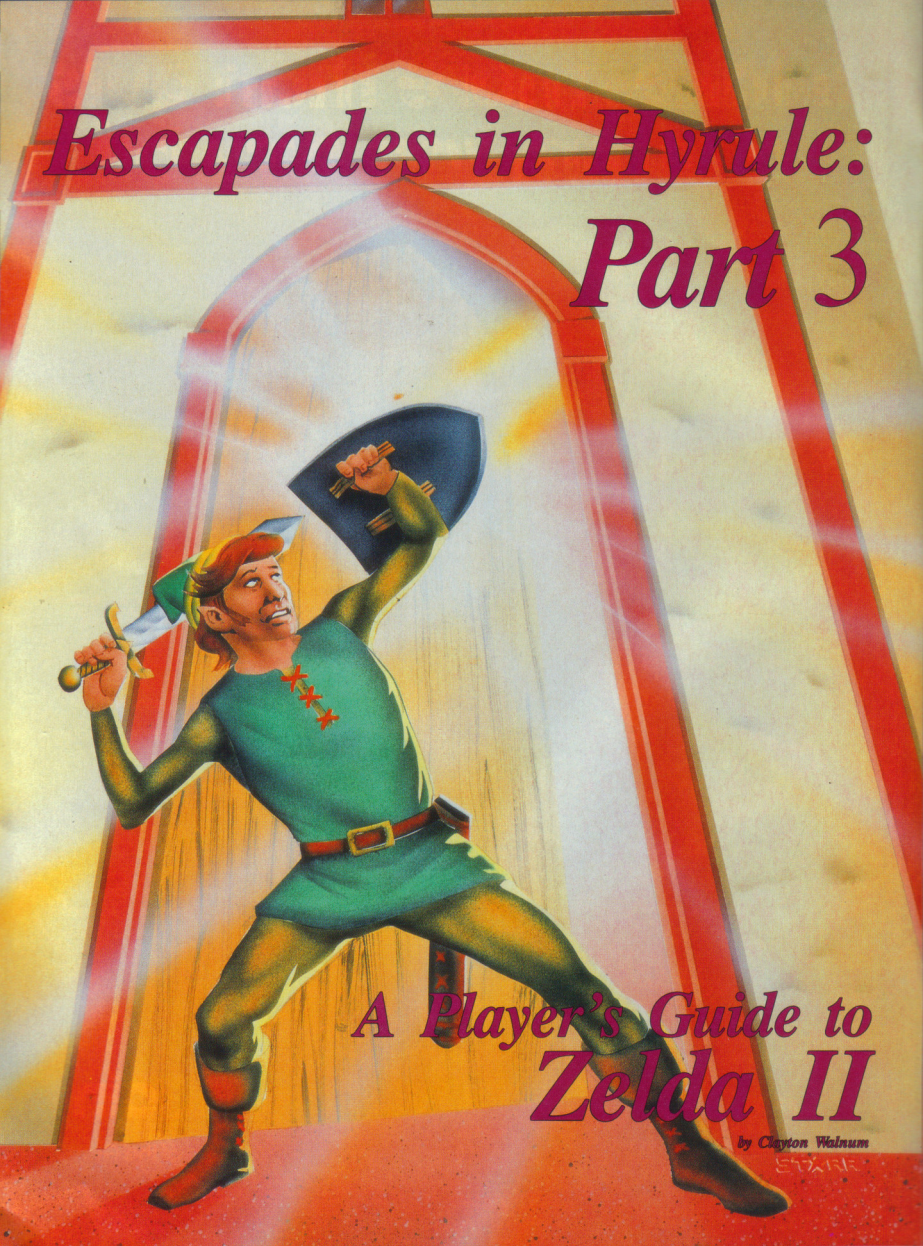
Official Nintendo Seal of Quality

Acclaim™
entertainment, inc.
Masters of the Game™

Acclaim™ and Masters of the Game™ are trademarks of Acclaim Entertainment, Inc.
Airwolf™ is a trademark of and licensed by Universal City Studios, Inc. © 1984 Universal City Studios, Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. © 1989 Acclaim Entertainment, Inc.

CIRCLE #124 ON READER SERVICE CARD.

Escapades in Hyrule: Part 3



A Player's Guide to Zelda II

by Clayton Walnum

WARNING: In order to provide a helpful and comprehensive player's guide, this article covers Zelda II: The Adventure of Link *in great detail. Because they are not likely to remember many of the hints presented here, people who are using this article as a review to help them decide whether to buy this game, may look over the information here with little risk.*

However, if you are currently playing Zelda II, *we advise you not to read this entire guide right away. Prematurely reading too much of this article could adversely affect your gaming experience, because you may read secrets that would be more fun to discover for yourself during actual game play.*

The Final Journey

Here we are, finally ready for the concluding battles of this huge game. But even though we've got only two more palaces (three, if you count the Grand Palace) to cover, there's still a lot to be done before Link is victorious in his quest.

The last two palaces are gigantic and will present you with many new creatures and challenges, so it has never been more important that your character be as strong as possible. In fact, until your Magic abilities are as high as they can get, you won't be able to get much past the entrance of the Sixth Palace. This is because the Sixth Palace requires that you have the Magic Key. And to get the Magic Key, you must first have found all the Magic Containers.

But let's take a look at the Fifth Palace, first.

The Fifth Palace

The Fifth Palace is located on a tiny island in far-east Hyrule. To get there, you need the Magic Boots (they'll let you walk on water). With the Boots, walk east from Nabooru Town, across the ocean, onto the island and into the palace.

The Fifth Palace contains many of the same types of rooms that you've seen in previous palaces, but now there is a greater number of creatures. You'll have to make your way across some tricky areas, while battling for your life. For this reason, it's imperative that you know how to defeat each type of enemy. However, from this point on, your best bet is to avoid a battle whenever possible. The number of experience points you get for killing a creature is not worth the risk of injuring Link. For the rest of Link's adventure the key word is "run."

As usual, you should swing your sword at every statue you find. Some of them will contain valuable Red Magic Bottles. Some of them, of course, will instead contain Ironknuckles, so always be prepared for a battle.

As was the case in the earlier palaces, there are rooms where you can find an unlimited supply of easy-to-kill monsters. This gives you a chance to get enough Blue Magic Bottles (and occasionally a red one) to refill your magical abilities.

In the lowest level of the Fifth Palace, you'll find the Magic Flute. This mysterious instrument will allow you to get past the River Demon south of Nabooru Town. In the territories of Hyrule beyond the River Demon, you'll find both the Sixth Palace and the Grand Palace.

Of special note in the Fifth Palace is the fake wall located in one of the lower-level rooms. With a running and jumping start, Link can walk right through this wall. In fact, he *must* walk through it in order to get the Magic Flute, as well as to visit many of the palace's other rooms.

The Hidden Town of New Kasuto

If you've already visited Old Kasuto Town (located just west of Three Eye Rock), you know that all the people who lived there have fled. What you may not know is that they have built a new town, hidden deep within a forest.

Here's how to find it: There's a cave to the north of Three Eye Rock. If you battle your way through it, you'll find yourself on the outskirts of a small forest on the far-eastern shore of Hyrule. The town of New Kasuto is hidden in this forest, but to find it you must use your axe (by pressing the "A" button) to chop down the trees. This is a tough and frustrating job. Sometimes your axe will clear an area and other times it won't. To make matters worse, you'll be attacked constantly by the creatures that dwell in the forest. Be persistent, though; sooner or later you'll come across New Kasuto.

Before you search for New Kasuto, you must be sure you have found all the Magic Containers. (If you've found them all, your Magic Meter will be eight segments long). If you've missed any of them, some important people in New Kasuto won't be cooperative. To get all the Magic Containers, be sure you have explored every square inch of Hyrule and checked out every cave. Once you've completed that task, you'll probably find that you're still missing one container.

That last container is well hidden. Remember the tunnel south of Death Mountain, the one that contained the Hammer? Next to that tunnel is a large boulder. If you strike that boulder with the Hammer, you'll discover yet another tunnel, wherein you will find a Magic Container.

Once you have found all your Magic Containers, go to New Kasuto, where you'll get your Spell. Then go all the way to the east of the town and cast the Spell. You'll call forth a hidden building inside of which you'll find the Magic Key.

As a side note, I should mention that there's also one Heart Container that's difficult to locate. If you find that your Life Meter is only seven segments long, and you've searched everywhere, you've probably missed the Heart Container in the ocean. Take the same route you took to get to the Fifth Palace, walking on the water with your Magic Boots. Check every possible direction you can walk. There's a side path that'll lead you to the final Heart Container.

The Sixth Palace

How many of you have tried in vain to locate the Sixth Palace? I see a lot of hands raised. Yep, the Sixth Palace is well hidden. It is, in fact, invisible. To make it visible, stand in the center of Three Eye Rock, facing south, and play the Magic Flute.

At the entrance to the Sixth Palace, there's a red statue. If you strike the statue with your sword, you'll find that it sometimes contains a red Ironknuckle, and sometimes contains a Red Magic Bottle—it's purely random. Still, this statue offers valuable help in your exploration of the desert surrounding Three Eye Rock.

Here's what to do: Call up the Sixth Palace by playing the flute. Enter the palace and hit the red statue with your sword. If an Ironknuckle pops out, run out of the palace entrance. You'll find yourself back at Three Eye Rock. Before any creatures can attack, get yourself back into position and play the flute again.

Keep doing this until you get a Red Magic Bottle. This trick will allow you to keep your magical abilities at their highest level while you explore the desert. Whenever you get low on Magic, just go back to Three Eye Rock and get another Red Magic Bottle.

In the Sixth Palace, you won't find any keys. All the gates will open with the Magic Key you got in New Kasuto. You will, however, find the Cross here. The Cross will allow you to see the invisible creatures that attack in the graveyards, in Old Kasuto, and in the caverns leading to the Grand Palace. Without the Cross, you won't last long in these areas.

The Grand Palace

In the Grand Palace you'll meet up with the Final Guardian. To get there, you must battle

your way through the graveyard south of the River Demon, and then make your way through the hot-mud swamps. In these swamps, you'll wander through many caverns and be attacked by dangerous creatures while balanced precariously over lava pits. Use your Spell to transform the Moas into a less dangerous form the instant you enter one of these caverns. If you don't do this, they will almost certainly bump you into a lava pit.

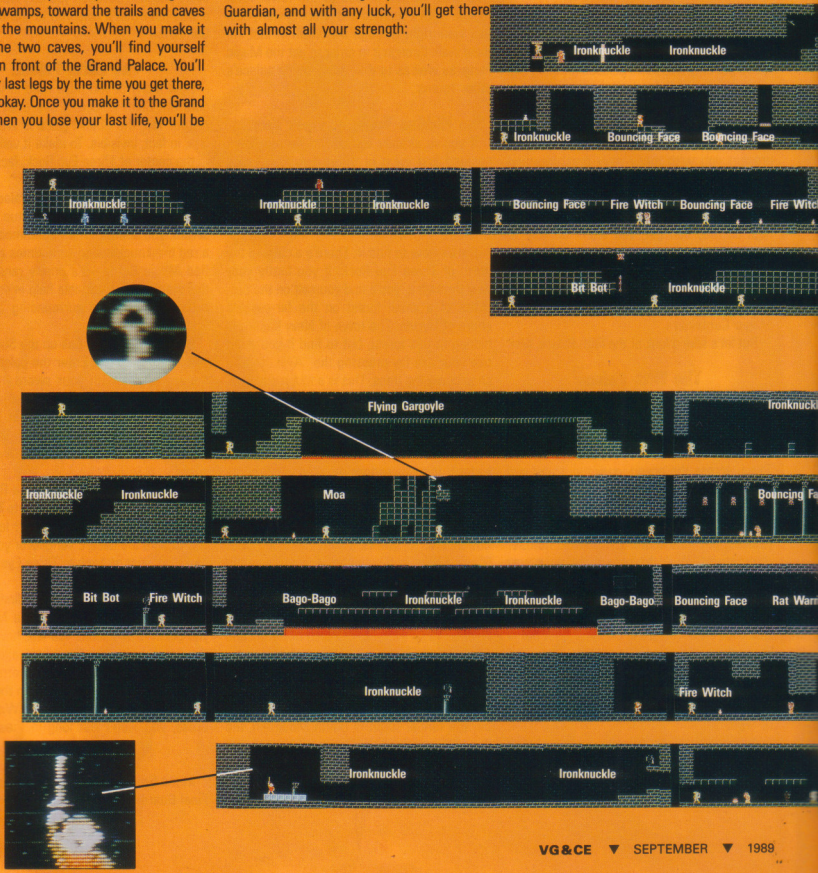
By the way, east of the entrance to the hot-mud swamps there's sometimes a Red Magic Bottle. Obtaining this bottle will give you a much better chance of making it to the Grand Palace. It's a tough trek.

You must make your way west through the hot-mud swamps, toward the trails and caves located in the mountains. When you make it through the two caves, you'll find yourself standing in front of the Grand Palace. You'll be on your last legs by the time you get there, but that's okay. Once you make it to the Grand Palace, when you lose your last life, you'll be able to continue from the entrance to the palace. Unfortunately, you can't save your position at the Grand Palace. If you turn off your machine, you'll have to fight your way through the hot-mud swamps yet again.

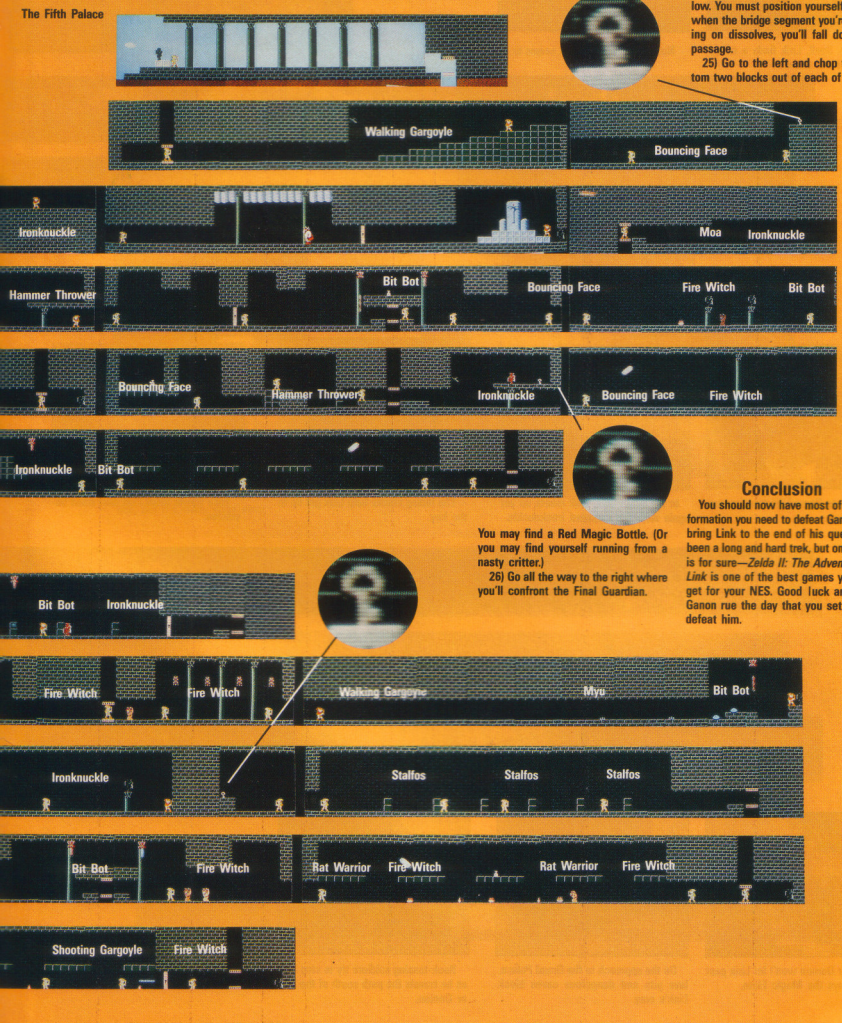
The Grand Palace is huge, but you don't need to visit all the rooms. There are no keys and no gates. Your only task is to find the most direct route to the Final Guardian. I should also mention that the Grand Palace is almost impossible to map because the rooms don't fit together in a logical way.

You should try to find your own way through the Grand Palace without our help; that's half the fun. But if you give up, here are directions that'll get you to the Final Guardian, and with any luck, you'll get there with almost all your strength:

1) From the palace entrance, take the elevator down.
2) Go left as far as you can.
3) Take the elevator down.
4) Go right as far as you can.
5) Take the elevator down.
6) Go right as far as you can.
7) Take the elevator down one level. You'll find yourself in an elevator shaft with no visible exit (except to continue down).
8) The wall on your left has a secret entrance. Keep moving the elevator down little by little until you find it. Then walk through the wall to the secret room. The statue in this room may have a Red Magic Bottle. Strike the statue with your sword. (You'll need to use your High Jump.)



9) Take the elevator all the way down.
10) Go right as far as you can.
11) Take the elevator down.
12) Go right as far as you can.
13) Take the elevator down.
14) Go right as far as you can.
15) Take the elevator down.
16) You'll be in another elevator shaft with a fake wall. You may find another Red Magic Bottle in the statue in the secret room.
17) Take the elevator all the way down.
18) Go to the right. You'll find a Fairy that'll restore your life.
19) Go all the way to the left and you'll find a 1 Up.
20) Go back to the elevator and take it down.
21) Go left until you find a row of blocks on the floor.
22) Use your Downward Thrust to cut through the eleventh block from the right. You'll fall through a secret passage.
23) Go right.
24) You'll end up crossing a dissolving bridge. About halfway across the bridge, there'll be a narrow passage below. You must position yourself so that when the bridge segment you're standing on dissolves, you'll fall down the passage.
25) Go to the left and chop the bottom two blocks out of each of the Ts.

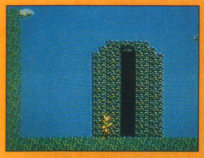


You may find a Red Magic Bottle. (Or you may find yourself running from a nasty critter.)

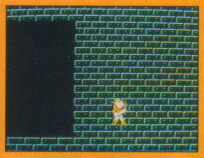
26) Go all the way to the right where you'll confront the Final Guardian.

Conclusion

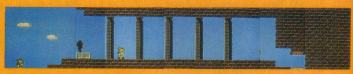
You should now have most of the information you need to defeat Ganon and bring Link to the end of his quest. It's been a long and hard trek, but one thing is for sure—*Zelda II: The Adventure of Link* is one of the best games you can get for your NES. Good luck and may Ganon rue the day that you set out to defeat him.

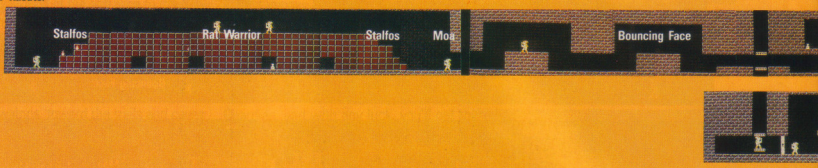


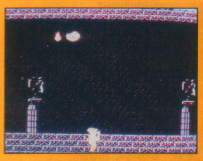
Using his Spell, Link finds a secret building in New Kasuto.



Not every wall is what it seems to be.

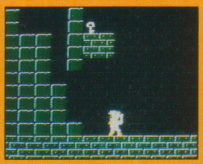




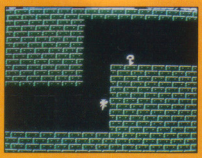


Some palace floors hide treacherous traps.

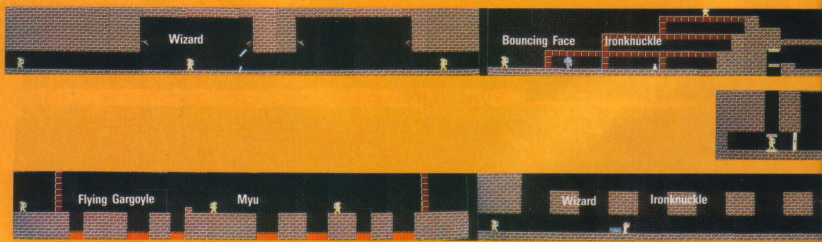
In his final quest, Link meets up yet again with the mounted Ironknuckle.

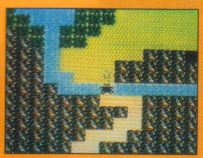


The falling blocks help Link get up to the key.

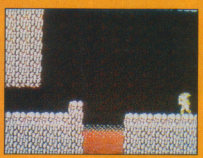


Fairy Power helps Link past some obstacles.





The River Demon won't let Link past until he plays the Magic Flute.

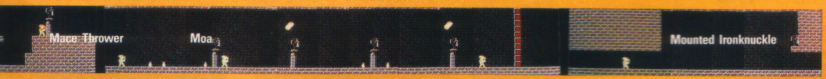


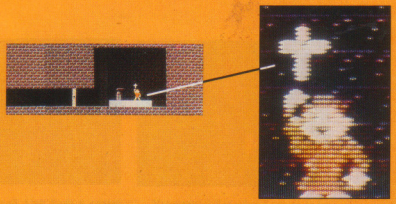
On the approach to the Grand Palace, lava pits and dangerous caves block Link's way.

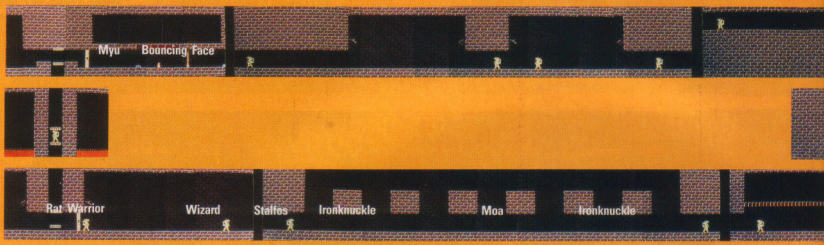
Rock-tossing soldiers try to stop Link as he travels the path south of the River Demon.

How to Defeat Gooma

Gooma swings his chain hammer in a predictable pattern. You have to learn the timing so that you can dart in, strike Gooma with your sword, and then move back out of the way before he releases the hammer at you. It takes a little practice, but it's really quite easy.





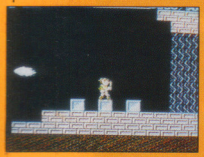


You'll find a super Magic fill-up here.

Hint: "East of Triple Eye Rock at Seashore"

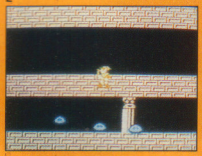
Get your Magic restored here.

1



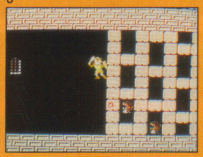
At the entrance to the grand palace.

2



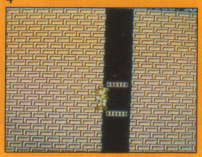
Link is surprised by a false floor.

3



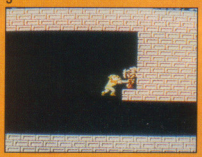
Link uses High Jump and his sword to chop away at blocks high above his enemies.

4



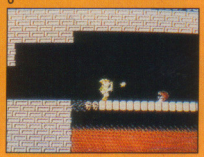
Some elevator shafts contain secret rooms beyond false walls.

5



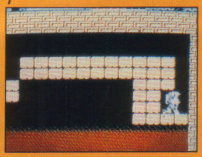
Red Magic Bottles are sometimes hidden in statues.

6



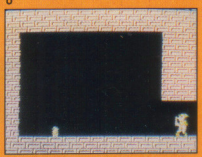
Crossing a dissolving bridge while under attack can sometimes be dangerous.

7



A Fairy restores Link's life meter.

8

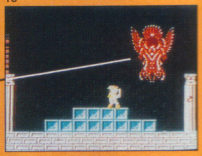


The Grand Palace contains a 1 Up that increases the chances of Link's success.

How to Defeat Barba

Barba is not as frightening as he looks. The best way to handle him is to stand in one place and wait for him to come up near you. As he rises, hit him in the face with your sword. When he opens his mouth, jump. His fiery breath will pass harmlessly below you. Then, on his way down, hit him again with your sword. When Barba doesn't rise close enough to you to hit, just leap up out of the way of his fire. Once you get the timing, you'll be amazed at how easy Barba is to beat.

15



When the Final Guardian appears...

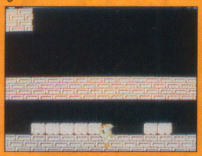
16

Link must use his Thunder spell (which you'll find in Old Kasuto)...

Get your Life restored here.

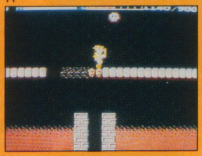
Casting a Spell here will reveal a secret building, within which you'll find the Magic Key.

9



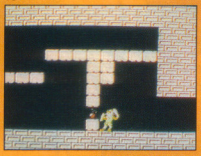
A secret trap door leads to the bottom levels of the Grand Palace.

11



To get even deeper into the Grand Palace, Link must walk halfway across this dissolving bridge...

13

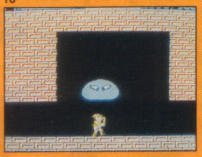


Some of the T's bottom blocks may contain Red Magic Bottles...

17

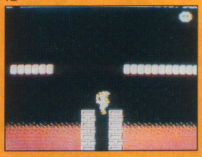
...to reveal its face.

10



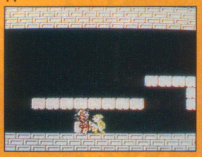
A Giant Bit-Bot falls from the ceiling.

12



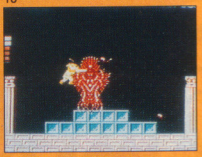
...and then fall exactly into the narrow passageway below.

14



...or they may contain danger.

18



Then he must attack the Final Guardian with his sword, striking it on the face. It'll be a tough battle!

DINO-
BYTES
by Joyce Worley
BERADO

The earth shook with their footfalls. The air steamed with their serpentine breath. They ruled the world before man was even born; they graced the planet with a thunder and storm as nature's testimonial to size and power. Then they were gone. And the only way in which their history overlaps the history of man is through our undying interest in these dead phenomena, the monsters we never knew.

Dinosaurs are always in style. We like to marvel at their differences and wonder at their passing. In the past five years, the interest in the big beasts increased to a national passion that filled specialty stores, fueled a library of books and populated novelty stores with furry replicas for yuppie children to cuddle in their cribs. Computer-software designers are not deaf to the clarion bellow of the behemoths. No fewer than six dinosaur exploratories are available for the dino-hunting computerist, and wonder of wonders, there's not a dino-dog among them!

The creators of Mindscape's *Dinosaur Dig* consulted with a fossile reptile specialist to verify the accuracy of the information.

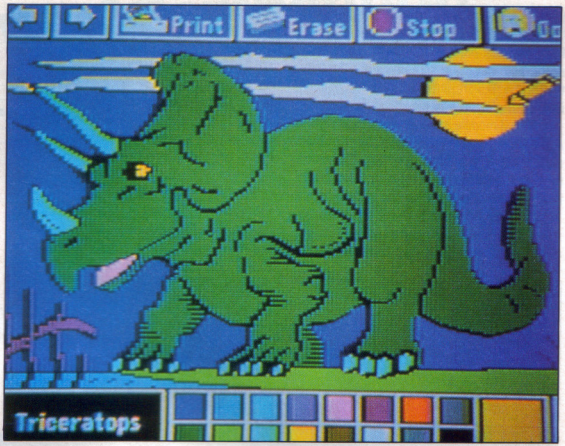
Just the Facts

Dinosaur Dig (Mindscape for Apple, C-64 and IBM PC) was designed by Neosoft, Inc. for CBS Software in 1984 as a basic study guide for grammar school students. Mindscape inherited the program when they took over the CBS line of educational software. It's technologically a little dated, compared with the 16-bit, graphically superior programs developed more recently; but it's still a dandy, easy to use, with a great deal of attention paid to the quality of information it presents. (Nicholas Hotton III, Ph.D., fossil reptile specialist at the Smithsonian, consulted with Neosoft to make sure the facts are accurate.)

The program comes with a sturdy overlay that assigns one key to each of the 32 species included in the data bank. Five simple games, accessible from the keyboard overlay, explore the data bank's information.

"Dino Discovery" presents information about each reptile, including its name, meaning and pronunciation of the name, size (length and weight), time period when it lived, where in the world its remains were found and its diet. The other four games are typical teaching fare: "Dino Dig" presents one fact at a time, in the form of clues, until the player identifies the dinosaur; "Dino Flash" shows a picture of a reptile, and each wrong guess displays a picture of the dinosaur incorrectly selected, for the gamer to compare; "Fact or Fable" displays the pictures and names of pairs of dinos and the gamer must determine if they lived in the same period; and "Who's Biggest?" displays three dinosaur pictures, leaving the gamer to select the beast that weighs most.

The games aren't much fun, yet the program itself is an interesting primary for any youngster who wants to know more about the giant life forms that used to dominate this planet. The Neosoft keyboard makes it easy to use the program with little or no parental guidance, and eliminates all typing chores.



The *Dinosaurs are Forever* module to the *Electronic Crayon Deluxe* program is an on-screen coloring book that teaches.

A Day In The Life...

Designasaurus (Britannica Software for Apple, C-64 and IBM PC), created by DesignWare, is a triple-treat activity program. The most exciting game on the disk is "Walk-A-Dinosaur." The user chooses a Brontosaurus, Stegosaurus (both plant-eaters) or a Tyrannosaurus Rex (eats the other two species), then attempts to walk their beast through the Jurassic Plains, Precambrian Swamps and the Utah Plains.

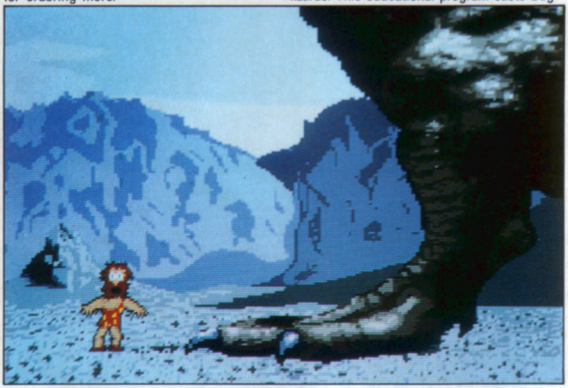
These hostile environments are actually carefully designed ecosystems, each with a different mixture of carnivores, herbivores, tall and short vegetation. On-screen graphs track these elements and the strength of the cursored-creature (measured in calories). Using keyboard or joystick control, the player marches his mobile through the vegetation, pausing to feed on whatever looks appetizing. This is not a simple challenge. The dino collects calories by eating, and expends them in moving. Herbivores are chased constantly by the carnivores. On the other hand, carnivores must maintain a high energy level to chase their prey. Both require a careful eye on the ecosystem gauges, since eating too much in any one spot upsets the balance of nature.

"Build-A-Dinosaur" is an old saw with a

AEC's *Return of the Dinosaur* requires the player to unearth clues, so the dinosaurs that stalk your home town can be returned to their correct era.

new blade. Gamers construct dino-monsters by combining head, neck, tail and body drawn from the data bank of real parts. Each body section is shown on screen with a description of the real creature. The pieces combine into child-pleasing, bizarre skeletal fossils.

The final module in *Designasaurus* is "Print-A-Dinosaur." Twelve dinos are pictured in their natural habitats, ready for printing. These can be bound together to form a booklet, made into posters (the Apple version provides for 17″ by 22″ size), or turned into a transfer for a T-shirt. The program comes with a couple of sheets of transfer paper and information for ordering more.



Dinosaurs are Forever pictures are great for young artists, and can be reproduced as hard-copy on a color printer.

Coloring the Creatures' Features

Dinosaurs Are Forever (Polarware for Apple, C-64 and IBM PC) is part of the *Electric Crayon Deluxe* set for children ages three and up. This straightforward activity requires only a little parental supervision to get the young artists started. The computer coloring book contains 26 pictures (22 on the Commodore) and the dino-doodlers have a variety of options when it comes time to print out their art:

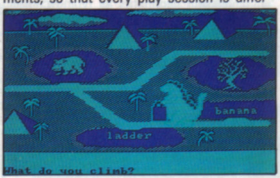
- The scene can be printed plain, which produces a black-and-white line drawing suitable for crayon-coloring.
- The picture can be used to adorn a calendar, as the program has calendar-generating capability.
- It can be printed with a description; information is included about each dinosaur, how it evolved, its size and diet.
- The picture can be printed with a message.
- The picture can be printed sideways, with no text, or on a banner. This option lets you type in a banner message of up to 36 characters, then adds it to the illustration.

Of course, the best thing to play with in this electronic coloring book is color. The built-in paintbox has 16 hues, plus provision for mixing to produce many more shades. If the artist uses a color printer, the finished art can be printed out in rainbow hues.

Tyrannosaurus Tutor

Bagasaurus, created by The Electric Company (Hi Tech Expressions for Apple, C-64 and IBM PC) capitalizes on children's love of large lizards. This educational program casts Baggy the Friendly Dinosaur as an on-screen tutor to provide practice in reading and vocabulary. The activity toy has nothing at all to do with the big biters, but Baggy is a cute and friendly companion through the trip.

The program features 13 background scenes, 100 questions, 70 images and 300 dictionary words, in addition to 50 stories on disk. The computer randomly mixes these elements, so that every play session is different. A question is shown at the bottom of each screenful of images, and the solutions are found in the picture. The child must move Baggy to the correct response to enter the answer.



Bagasaurus by Hi Tech Expressions gives the young computerist a chance to improve reading skills while testing dinosaur knowledge.

All the game components are put together at the end of the play session into a silly story. It's just the thing to provide reading practice for kids ages six to nine, even though its relationship to dinosaurs is very tangential.

Five different board setups can be used in Digi-Tek's *DinoWars*, and one or two players can compete.

Dino Adventures

Return of the Dinosaur (AEC for Apple and IBM PC) uses their dino-data in a unique and creative way to produce an engaging adventure for ages ten and over. It seems a crack in time is allowing dinosaurs to enter your home town. Each beast must be located, identified and returned to its proper time and place.

The adventure uses time-honored gaming techniques. The player's home town covers four screens: Main Street, the city park, the museum and the rural area outside of town. Each of these districts has numerous locations, like the Police Station, Bus Station, market, etc. The player must walk an on-screen protagonist through the town environs, seeking clues for the location and identity of the monsters. When the creature is properly identified, the player must find the Time Transporter and take the dinosaur back to its proper place.

The data bank contains information on 70 different dinos, including name, its pronunciation, the period, place(s) where the remains were found, English name, size, weight, measurements, locomotion, diet and other notes of interest. The data bank can be manipulated and re-ordered, and a note-taking system lets the gamer make lists and keep track of the clues. It's quite challenging for any age, and the attractive concept couples with nice graphics to make it entertaining.

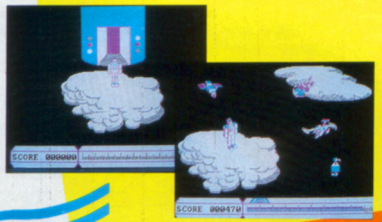
Big Battlers

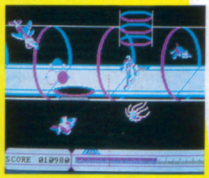
DinoWars, currently in development by Digi-

The Law of Competition Insures The Survival of the Fittest!

Cyber Cop takes 3-D Vidgame software to new heights in this exciting, fast-paced, arcade action adventure. You are the Law and the Rebels are ready for you. Will you survive? Find out now, at your local software retailer or order direct from PSI.

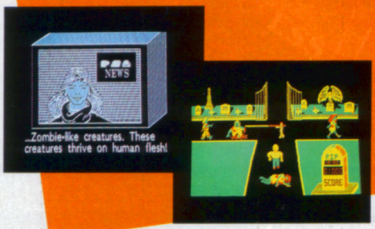
***Multi-level Play Action—Challenges Novices & Experts Alike!**





Zombies: Undead or Alive! gives new meaning to horror. It's the first 3-D Horror Vidgame! The realism is astonishingly frightening. The action is increasingly fast-paced and gory. Only the fittest will survive. Can you? Find out now at your local software retailer or order direct from PSI.

***Multiple Random Events—No Two Games are Alike!**



For IBM PC/XT/AT & Compatibles, Commodore 64/128; Apple 2+/E/C on Diskette. 128K Minimum required. EGA/CGA color card required. 3-D glasses are not necessary.

CALL: (914) 623-2245

RETAILERS: Inquire about direct to you orders and dealer discounts.

INDIVIDUALS: Indicate computer version desired, enclose check or M.O. payable to PSI, Inc., for $29.95 plus $2.50 postage and handling.

PSI®

PSI, Inc.
2 North Highview Avenue
Nanuet, NY 10954

PSI is a Registered Trademark of Pedersen Systems, Inc. ©1989 PSI, Inc.

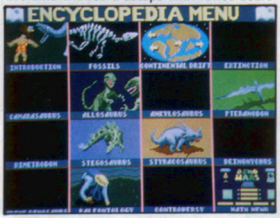
See Us at the Chicago Electronics Show, Booth No. 6447

CIRCLE #120 ON READER SERVICE CARD.

tek Software for release before Christmas (Amiga, Atari ST and IBM PC), combines a strategic board game with arcade-style action. Eight of the best known dinos—each with its own skill level, attack strategy, strengths and weaknesses—can be pitted in interactive fights. Each has 50 frames of art in memory to make the action sequences highly detailed.

When two titans clash, the scene switches to a close-up view of the fight. This is akin in style to a karate or boxing match, but that's where the similarity ends. The behemoths are featured in oversized graphics, each standing ⅔ the size of the screen. The stirring animation is enhanced by exciting sound effects.

The board game can be played alone as a strategic battle, if desired, and the game offers five different board setups with varied board



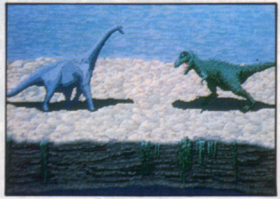
DigiTek's *DinoWars* not only has a section of the game for battling, but also contains an instructional dinosaur encyclopedia.

graphics. The action section is also a standalone game which can be played by two joystickers or against the computer.

The third portion of the program is a large encyclopedia about the prehistoric era. This data bank contains extensive graphics and animation sequences which thoroughly illustrate the subjects discussed. For example, the section on fossilization permits the player to choose a beast, see its body decay to skeletal remains, then witness the fossilization actually take place, in a sped-up display that explains the process better than words ever could.

Searching for Similarities

These six programs share certain common traits. All present information about the big beasts arranged in data-bank form, then wrap an entertainment around it. These range in complexity from the simple teaching tools in the Mindscape program, to toddler treats like the tutoring tyrannosaurus and the coloring book activity toy, all the way to simulations of the dino-environments where the beasts stomped through life, modern-day adventures and even high-skill strategy and arcade action. As entertainments, they couldn't be more



When a battle takes place in *DinoWars*, the animated action fills the screen, and is accented by stunning sound effects.

different, but as educational tools, they share the limelight. The two pre-school programs are a bit light on the data. The coloring book's information is slimmed down for young learners, and the tutoring dino game isn't even about dinosaurs. The other four have data banks of varying size, but all present the user with a fine opportunity to learn many facts about Earth's long-lost legacy, the extinct creatures that dominated our planet for more time than man can even imagine. As a secondary educational benefit, they provide practice in use of data-banked information. Each is, in its own way, a jewel.

Dinosaurs may never really return, but they're here now for the lucky computerist who loads one of these into his drive.

Lady Luck *(continued from page 48)*

Modular construction allows SportTime to expand the original game with add-on disks. SportTime plans to produce modules for Stable Owners, Fantasy Betting, Prediction Analysis, Historical Racing and Jockey Competition. *Omni-Play Horse Racing* is the best simulation of the "Sport of Kings" ever produced for the home computer.

Daily Double Horse Racing (Artworx for most computer systems) is a fine choice for bettors on a budget. W. LaCroix's design is a marvelous evocation of the racetrack experience for both first-time plungers and hard-nosed handicappers.

Much of the information the player needs to wager intelligently is presented offline, in a mini-newspaper styled to resemble a traditional "racing form." It offers complete data on the 180 available thoroughbreds and the 12 jockeys who ride them. What's on the screen looks very good, though, especially for a product in this price range.

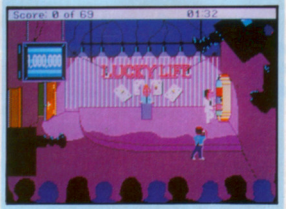
The Final Tally

Although this article focuses only on the newest gambling games, there are many, many others available in a range of prices. In particular, the world appears forever safe from a shortage of poker and blackjack disks. Getting too deep into real-life gambling is playing with dynamite, these pleasant programs can generate evenings of social fun for computerists of all ages.

Games Within Games

There are a surprising number of computer games which include gambling contests within their overall structure. The earliest examples were text-only products, which led into a long list of adventures that incorporate such diversions.

Leisure Suit Larry (Sierra for most computer systems) is the direct descendant of this game category. It shares many plot features with the earlier text-only products, including the chance for the girl-chasing Larry to fatten his wallet at the local casino. *Auto Duel* (Origin Systems for most computers), *Legend of Blacksilver* (Epyx), *Deja Vu II: Lost in Las Vegas* (Icom Simulations for Macintosh) and *Zork Zero* (Infocom for most computers) all provide gambling games which allow the player-character to pile up needed legal tender in a hurry.



Sierra's *Leisure Suit Larry* series of games not only has a great sense of humor, but also provides some gaming features.

Honors for the most unusual gambling-game-within-a-game go to Cliff Johnson's rambunctious *Fool's Errand* (Miles Computing). One of the most interesting puzzles is a card game presented without rules. The player must first figure out the hierarchy of hands, then win against an experienced robot foe. The card game itself is quite challenging, a distant relative of trick-taking games like Hearts, but with tarot-style pictures instead of the customary suits and royals.

—A.K. and J.W.

Blow Away YOUR COMPETITION

Zoomer™

Now, get behind the wheel or in the cockpit, 2 auto-fires, slow motion.

Licensed by Nintendo for play with Nintendo ENTERTAINMENT SYSTEM

Zinger®

Dual auto-fire, left and right hand play.

ULTIMATE™ superstick

Micro-switch control, dual auto-fire, slow-motion, left and right hand play, 4 LED lights.

Licensed by Nintendo for play with Nintendo ENTERTAINMENT SYSTEM

JAZZ STICK™

Micro-switch control, 2 auto-fires, 2 LED lights.

Licensed by Nintendo for play with Nintendo ENTERTAINMENT SYSTEM

JOYSTICKS BY Beeshu™

Available In Better Video Game Stores Across America!

HOT STUFF®

Auto-fire, left and right hand play.

WIRELESS

REMOTE ULTIMATE™ superstick

All the features of our standard Ultimate plus 2 players and NO WIRES!!

Licensed by Nintendo for play with Nintendo ENTERTAINMENT SYSTEM

Player's Seal of Approval

The U.S. National Video Game Team has endorsed this product in recognition of its superior play value.

Joysticks are available for Entertainment Systems by Nintendo of America, Sega of America, Atari Corporation, and Commodore Business Machines.

For Ultimate Arcade Excitement at Home, look for Video Game Accessories by

Beeshu™ Inc.

VIPER™

Micro-switch control, 2 auto-fires.

Send $2.00 for your Catalog to: 101 Wilton Ave., Dept.2
Middlesex, N.J. 08846 • (201) 968-6868

CIRCLE #132 ON READER SERVICE CARD.

Nintendo is a registered trademark of Nintendo of America Inc.

© 1988

The
MAESTRO
Of
MICROCOMPUTING
An Interview
With Russell Lieblich
by Bill Kunkel

Merian C. Cooper's 1933 film masterpiece, *King Kong*, is remembered for many things: spectacular sets and special effects, a memorable cast and a leading "man" possessed of genuine cinematic staying power. Modern film buffs have largely forgotten, however, that the movie classic offered audio as well as visual breakthroughs to its Depression-era audience.

King Kong was the first motion picture to feature a musical score or soundtrack especially written to accompany the moving images. The soundtrack underscored the movie's visual and emotional content, and forever after enriched the cinematic experience by introducing an additional dimension to the art of filmmaking. *Kong*'s spellbinding orchestrations, by the legendary Max Steiner, pioneered a new form of artistic expression, a mixture of sight and sound that still miraculously transports moviegoers to a lost island in the South Pacific where dinosaurs hold sway and a 50-foot gorilla is the most eligible bachelor.

Despite the fact that, in most cases, real life is not accompanied by music, empirical evidence shows that its presence in films enhances our ability to accept as reality two-dimensional images projected on a screen. Steiner's work on *Kong* proved that audiences find it easier to believe that a tiny puppet is actually a 50-foot-tall monster when his appearance is augmented by the appropriate music.

Meet Mr. Lieblich

This principle also holds true in the realm of electronic entertainment. Our very own version of Max Steiner is a New York hipster currently living in Lotusland; a musician's musician named Russell Lieblich, who has been making music on a variety of microcomputers since the early '80s.

After obtaining a bachelor's degree in music and physics from the State University of New York at Albany, and a master's degree in music from the University of California, San Diego, Russell put his talents to use at Mattel Toys. There he created music and sound effects for the Intellivision games. He has also worked in the film industry scoring low-budget films and he spent two years writing music for Saturday-morning cartoon kingpins, Hanna-Barbera.

Lieblich moved to Activision in 1982 and remains there to this day, producing the sound effects on games such as *Pete Rose Pennant Fever, Take Down, Shanghai, Last Ninja 2, Rampage* and *Stealth A.T.F.*, the latter a video game on the Nintendo Entertainment System. Russell composed the music for the innovative *Portal* and developed both music and sound effects for *Aliens: The Computer Game* and *GBA Championship Basketball: Two-on-Two*. He even served briefly as a game designer, conceiving and executing the trippy *Webwarp* and co-designing *Master of the Lamps*. Both featured extensive use of sound and music.

Then and Now

But perhaps the best use of Lieblich's talents arrived with Activision's decision to publish the first CD-ROM (Compact-Disc Read-Only Memory) entertainment program, *The Manhole*. Not exactly a game in the traditional sense, *The Manhole* is an interactive adventure with the orientation being exploration rather than specific goals. As the game begins, a manhole appears on screen. Clicking on the manhole causes a beanstalk to grow. Climbing the beanstalk takes the user to a mysterious castle; descending into the manhole reveals a sunken ship. Both the castle and ship are chock full of fascinating situations and characters, but without the puzzles which are the backbones of adventure games.

Use of the CD-ROM technology provides creators with more than 55 megabytes of information on a single compact disc, or the equivalent of approximately 68 floppy disks. Moreover, for the first time, an entire soundtrack could be digitized. Lieblich and Ed Bogas, a well-known Bay Area composer, blended such diverse genres as jazz, funk, classical and rock to provide characters and locations with signature themes recorded by top musicians and transferred directly to CD.

Russell has seen it all, from the most primitive beeps and boops to the sophisticated recordings heard on *The Manhole*, and he has a unique perspective on the audio end of electronic entertainment.

"The process of writing music for games really hasn't changed that much for me," he attests. "I come from a film background, and when I'm writing a score, I'm trying to capture the mood. That hasn't changed. I'm a schooled musician, man, and it's really a similar mentality whether it's a game or a film. What *has* changed are the tools. Years ago, it took much more technical wherewithal to translate the musical idea to the computer medium. Now, well, you could go out and hire John Williams to write and record the score, then tape and digitize it. Back [in the early '80s], you *had* to program 6502s, whereas today, you don't. That's the major change."

In the early '80s, the idea of a musical score which ran throughout the course of a game was frowned upon for several reasons. For one thing, the limited memory capabilities of eight-bit computers could hardly afford to be diverted into music when it was all the computer could do to animate sprites against a scrolling background. For another, it was not possible to offer both music *and* sound effects. These difficulties are disappearing due to the vastly expanded memory capacity and enhanced features on today's micros.

"[Simultaneous sound effects and music] is no problem," Russell says. "We just use more than one channel: one for music and one for sound effects. We can also use flags to give characters and situations their own themes. What's *not* so easy is that games do not occur in fixed time frames. Let's say you have music scored for a chase scene. Now in a film, that chase scene will always take the same amount of time. But what happens in a game when the chase ends but the music isn't over yet? Sure, you can be creative in your use of dissolves,

but you can't do that fancy stuff."

Into the Manhole

Speaking of fancy stuff brought the subject back around to *The Manhole*. Acknowledging that the Macintosh/*Hypercard*/CD-ROM configuration necessary to run the game limits it to a "very small installed base," Lieblich nonetheless jumped at the opportunity because, after all, "it was a chance to do something interesting." With his usual frankness, Russell reported: "*Manhole* was a first step, an opportunity to get our feet wet. It's basically a fairy tale, but my personal preference is for science fiction."

Much of the behind-the-scenes details were made available in a series of "Music Composition Notes" written by Russell to explain the accomplishment the score represents:

"The technical restraints are an eight-bit resolution with a 22K maximum sampling rate. This is, of course, a limitation due to the hardware configuration of the Macintosh, not CD-ROM. What this all reduces to in terms of storage is a 504-megabyte storage capacity and a 22K sampling rate with approximately 6.5 hours of space to work with. Clearly enough for Wagner or Mahler.

"It became quite clear that this was to be a real production. In view of the fact there was little or no animation, no plot-dialog or timed sequences that needed precise click-track writing, the spotlight fell on the music to accentuate and enhance the feel of certain characters and images. The music was clearly foreground and meant to be melodic as opposed to underscore. This was new to all of us, and since my background was in cartoons and low-budget films, I was elated to have the opportunity to let loose compositionally and not concern myself with being in the background.

"The creative process worked like this: Write something classical about two minutes for the title song, something funky for the dragon and so on—matching the feeling of the music with the mood and personality of the characters and settings.

"The first step was to produce a sequenced simulation with samplers, which would give the developers and in-house technical team an idea of the themes. It is impossible to convey the true feel or sound of the music this way, but it worked better than using a solo piano. Once the initial 15 ideas were accepted, it was very much a traditional arranging and producing gig. Scoring string parts, arranging horn lines and so on. Prior to my samplers, I asked Ed Bogas to write some cues. He penned the main Rabbit theme as well as all the other cues which sound unmistakably Hollywood. At this point it was entirely a session gig—get the players, record, mix. Within a week I had a 15-ips [15-inches-per-second, a recording-industry standard] master Dolby-A-encoded tape.

"As it turned out this was not enough music. What do you do when you need eleven more cuts and have no more money in the budget? Find every synth in the neighborhood with a MIDI cord and do the best you can. Once again [we had to] sketch out the tune, but now the fun begins. This is one of the things we techno-dweebs live for; put it all together and record in-vitro. It's a challenge to make the most in such cases and that, too, is an aesthetic all its own.

"We had everything from a professional chamber orchestra recorded at 24-track to an MT-32 direct to cassette. This was the production of the music. The sound effects were done quite differently, however. They were exclusively digitized with *Mac Recorder* at varying sampling rates and saved as resources to be used in a *HyperCard* stack. The sound effects were derived from synths, CD libraries, voice, water wire strings and more."

Brave New Worlds

So where is it all headed?, we wondered. Judging by the incredible progress audio has made in this decade, can we look forward to another such quantum leap in the '90s?

"Computers in the future will *all* feature high-end digitized audio. Whether it's CD-ROM or CD-I, or even dedicated video-game systems, whatever the format, when we reach the point where you have top-quality digital audio—40 KHz sampling—we're approaching the limit, musically. There simply is no higher quality than that. Right now, let's face it, the sound capabilities *far* exceed the graphic capabilities in today's software."

Russell's current passion is the Roland MT-32 [Roland's high-quality sound board for MS-DOS computers]. "The MT-32 is the most exciting [recent] change in producing music; I'm spending all my time working with it, becoming a wizard," he reports with traditional modesty.

Lieblich's Fave Raves

So what does the microcomputer maestro listen to when he gets home and pops on the CD? Typically, his tastes are eclectic. "I listen to all different kinds; I listen to a lot of classical music, but the largest percentage is probably Motown stuff. I go through phases. Right now, I'm really into *Jesus Christ Superstar*.

"I have a substantial collection of 45s, but each year I buy fewer and fewer. I know I sound like an old man, but how many tunes do you hear today that you can whistle? This is the era of new sounds. You hear new drum sounds but you don't hear *tunes*. I'm from New York; I grew up listening to the Rascals and the Four Seasons. But you don't hear *songs* anymore. You just hear grooves."

In closing, here's how Russell summed up his experience working on *Manhole*: "With *The Manhole* CD-ROM we are on the threshold of new entertainment technologies. What this means for composers is another avenue of work, and lots of it. With such massive storage capacities and ever-increasing processor power, it's only a matter of time before there is high-end interactive animation and video graphics coupled with CD sound quality. There seems to be an ever-growing need for sound designers and composers. And, if the budget permits, the prophecy is more and more electronic tracks. Keep those studios happening."

NO MORE SILENT MOVIES...

Mean STREETS with Real Sound PREMIERES September 1989.

An interactive detective movie for your PC.

Mean Streets™ features *Real Sound*. The revolutionary technology that allows MS-DOS computers to play high quality digitized sound effects, music, and speech without hardware.

Mean Streets™ also features breathtaking 256 color VGA graphics. These new innovations lift Mean Streets to a stunning level of realism never before available on any PC.

A Reel Life® presentation.

*Reel Life

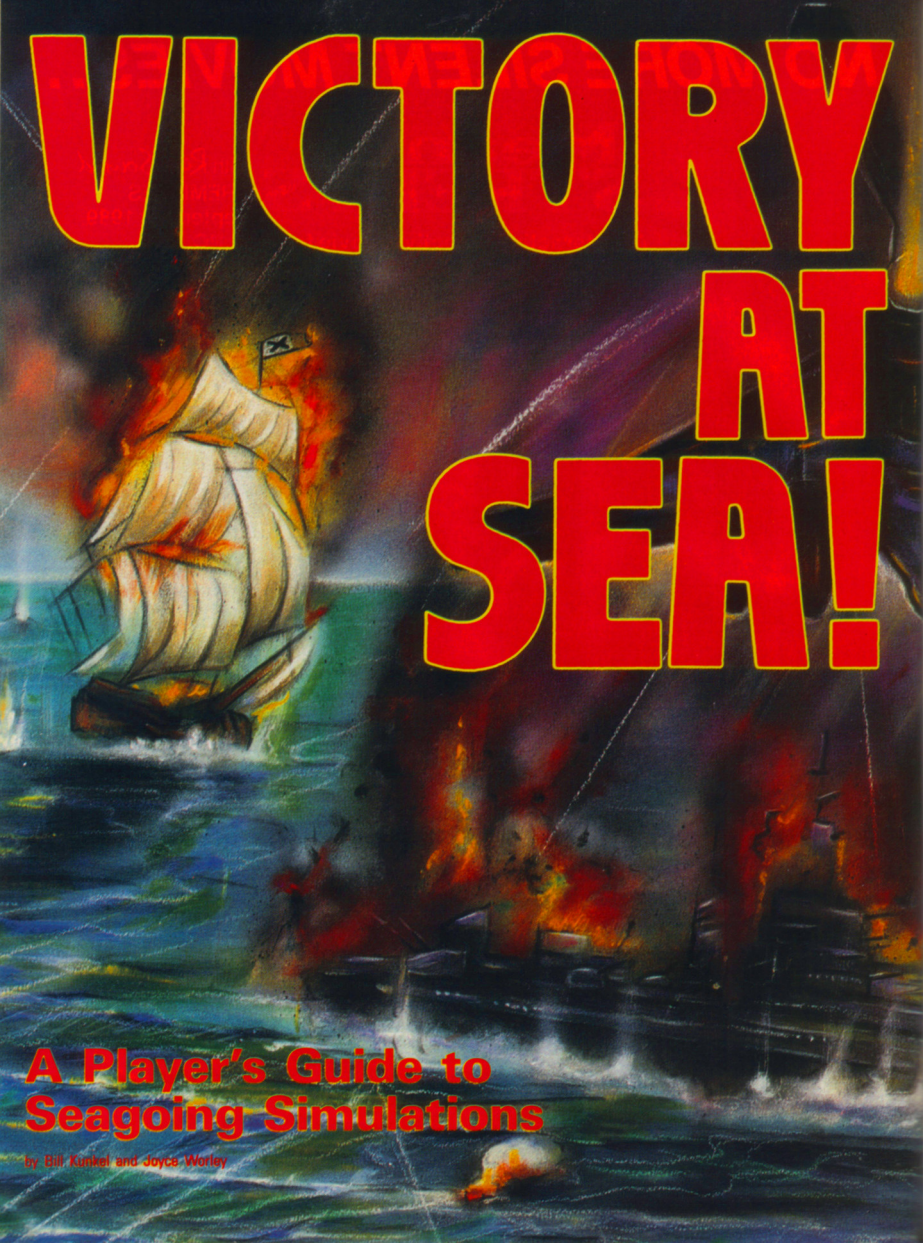
Have you ever imagined being part of a real motion picture? With *Reel Life* interactive movies, you can do just that...

Reel Life is our term for stunning, digitized VGA graphics and animation combined with Real Sound. Characters are truly interactive and life-like. They move, talk and respond to all your questions.

Real Graphics + Real Sound = Reel Life !!!

ACCESS SOFTWARE INCORPORATED
545 WEST 500 SOUTH, BOUNTIFUL, UTAH 84010
(801) 298-9077 1-800-824-2549

CIRCLE #122 ON READER SERVICE CARD.


VICTORY AT SEA!
A Player's Guide to Seagoing Simulations
by Bill Kinkel and Joyce Worley

According to Darwin, life on this planet began in the oceans. And ever since the human race first crawled from the primordial sludge and grew legs, we've been making arrangements to return on a regular basis. From the dawn of civilization, people have built machines to interact with the seas. Galleys, schooners, sailboats, submarines, ocean liners, battleships, bathyspheres and scuba equipment are just some of the more ingenious inventions that have become commonplace in humanity's millennia-long relationship with the ocean.

Modern technology even makes it possible to explore the seven seas without ever leaving the comfort of one's workstation. A natural subject for computer translation, seagoing simulations have sailed onto the software scene with all flags flying. Today's gamer can move through history, then take command of anything from a single ship to an entire fleet. He can command a state-of-the-art submarine in a tense, cold war scenario or search the Atlantic for the wreck of the Titanic.

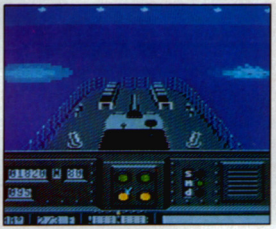
What follows is a look at what's available for contemporary sailors, from submarine and battleship simulations to fleet command, sea exploration and even one-man action adventures.

Sea Battles

Almost from the first moment that men built wooden ships, they sailed them into battle. Augustus' triumph at Actium; Britain's defeat of the Spanish Armada; the Monitor facing off against the Merrimac; and the sinking of the Bismark—these are just a handful of the historical highlights of maritime warfare. And always, at the raging eye of the storm, stands the noble commander. He scans the horizon with steely eyes, directing the flow of battle through sheer force of will.

Armchair naval commanders can experience the vicarious thrill of combat through games like Distinctive Software's *Power at Sea* (Accolade)—and they don't even have to go down with their ship should things go awry. The setting for *Power at Sea* is the Battle of Leyte Gulf in the Philippines, October 23-27, 1944. The player is charged with commanding the invasion and liberation of Leyte, Japan's last line of defense against the surging Allies. The Japanese, backs to the wall, unleashed a new weapon at Leyte Gulf: the Kamikaze, or "Divine Wind," suicide planes armed with 550-lb. bombs, piloted by men prepared to surrender their own lives in order to better guide the aircraft into designated targets.

The player commands an Iowa-class battleship, an Intrepid-class aircraft carrier and a General John Pope-class troop/cargo ship. Troops, fighters, bombers and fuel are allocated before the start of play. The player then



You'll find yourself in the heat of World War II battle in Medalist's *Destroyer Escort*.

assumes his position on the bridge of the battleship, where he accesses Communications, Navigation, Damage Control and Weapons functions.

Once the player gives the order for "battle stations," the viewpoint shifts to a series of deckside scenes. Massive deck guns rock the entire ship as the player commands a bombardment of the beaches, softening up the defenders for the imminent invasion. Anti-aircraft guns pump furiously as the player strives to take out the incessant and lethal kamikaze.

A successful scenario involves seizing and controlling a quartet of heavily guarded Japanese bases for 96 hours while defending the fleet from enemy air assault.

A more classical approach to naval warfare is offered in the Murry Brothers' *The Ancient Art of War at Sea* (Broderbund). Inspired by the Murry's earlier hit, *The Ancient Art of War* (Broderbund), this sequel uses a similar game system to allow the player to command naval forces against a variety of historical opponents. Players can test their nautical combat skills against Thor Foote, a reckless Viking (circa 871); the Duke of Merdina Sidonia (1588); Marten Tromp (1639); Blackbeard (1718); John Paul Jones (1779); or Lord Admiral Nelson (1805) in any of eleven classic scenarios, or generate their own using a construction feature. Although the scenarios range from Viking battles to the battle of the Bismark in WW II, all vessels are cannon-bearing sailing warships, circa the 18th and 19th centuries.

Ancient Art of War at Sea players command an entire fleet of ships while aiming individual cannons and even leading hand-to-hand combat when boarding occurs.

Users who prefer a more contemporary approach to the concept of strategic naval command will want to check out *Navcom6* (Cosmi). This game is based on the idea that the 6th Fleet has just gone to battle stations status after trouble erupts in the Persian Gulf. The player is in command of the state-of-the-art Weapons Control Center aboard a U.S. Navy warship. Using animated maps, radar scopes, onboard and remote video-camera transmissions, and sophisticated damage control and communications displays, the player guides this amazing ship as it alternately serves as escort, mine sweeper and battleship throughout a realistic encounter with the Ayatollah's armed forces.

A new game release promises to further explore the strategic possibilities of naval warfare. Lucasfilms' *Strike Fleet, The Naval Task Force Simulator* (Electronic Arts) puts the player in charge of a fleet containing up to 16 ships and four helicopters on jaunts to all the current political hot spots.

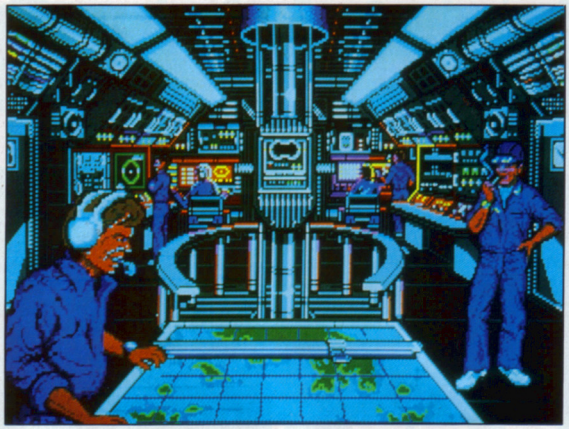
What makes *Strike Fleet* so "striking" is its innovative approach to the concept of fleet command. Players can literally take control of the bridge of any ship or the cockpit of any helicopter, flitting from ship to ship in an effort to stave off everything from patrol boats and submarines to massive battle cruisers. The full force of modern weaponry is available to the player at the flick of a joystick, from Phalanx auto-cannons and 76mm guns to Tomahawk cruise and Exocet-guided missiles. *Strike Fleet* offers 12 missions including a recreation of the Falkland Islands conflict, escort missions through the Persian Gulf and a showdown with the Soviets in the Atlantic.

Perhaps the most ambitious naval combat contest ever produced is Larry Bond's *Harpoon* (Three-Sixty Software). Bond, co-author of *The Hunt for Red October* and *Red Storm Rising*, and a NATO wargames referee and naval analyst, took full advantage of his extensive knowledge of NATO and Soviet weaponry

and technology to create a simulation that pushes the software envelope to previously unseen levels of realism.

Harpoon makes available complete specs on over 100 NATO and Soviet weapons systems (ships, aircraft and submarines) in menu-accessable, side-by-side displays. The player is privy to every detail, down to radar, sonar and missiles. The ten game scenarios are presented as modular "Battlesets" which can even be scrambled or replayed from the same starting position. Each Battleset is set in a different geographic hot spot. The MS-DOS version supports EGA capabilities and all versions feature digitized reproductions of the various weapons and technology.

On a more symbolic level, another game that pits fleet against fleet is Epyx' excellent update of the classic board game, *Battleship*. Players position their ships around a grid, then take shots at sectors on an identical grid representing the position of the enemy fleet. What makes this version so interesting, however, is the fact that we actually get to see the bombardments and watch as ship after ship sinks beneath the waves.



Electronic Arts' *688 Attack Sub* lets you, as the submarine's captain, delegate chores to your crew to accomplish your mission.

One Player, One Ship

Players who prefer the intimacy of command over a single ship, rather than guiding an entire fleet, have an even wider selection of software from which to choose.

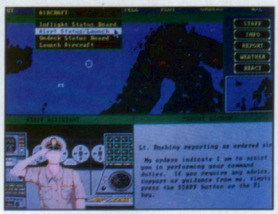
Destroyer (Epyx) and Medalist's *Destroyer Escort* (MicroProse) both put the player in command of that most versatile of WW II warships, the aptly named Destroyer. In the Epyx entry, the players serves as a one-man crew on board a fully armed Fletcher Class U.S. Naval Destroyer, moving among the many outposts controlling everything from the 40mm "ack-ack" guns and damage control to sonar, radar and torpedo launchers. Each station has its own playscreen with excellent action graphics of the combat. *Destroyer* has seven scenarios that test to the max both the player and the many features of this most versatile warship

Destroyer Escort blends arcade-type combat with naval strategy as the player selects a convoy route. The gamer must then safely escort a supply convoy through the treacherous waters of the WW II North Atlantic. Once again, the Destroyer shows off its flexibility in fending off attacks by surface ships, submarines and aircraft.

Though less visually impressive than a destroyer, the Patrol Hydrofoil Missile Craft Simulation in Lucasfilms' evokation of the *PHM Pegasus* (Electronic Arts) makes up for its smaller size with speed and modern technology. The game first assigns the player to hydrofoil training, then offers eight scenarios, several which are extremely dramatic. In the Terrorist Attack scenario, for example, a commando group has attacked a seaside resort, slaughtering dozens of vacationers and leaving hundreds wounded. According to witnesses, the terrorists fled the scene in anywhere from seven to ten types of vessels. It's up to the player to track down, intercept and sink those ships.

The basic game screen features a control console, visual display and a binocular close-up view of any ship on the screen. The Pegasus also receives information from a search helicopter, represented by a map screen. But the real appeal of *PHM Pegasus* is speed, as a hydrofoil can travel at speeds up to 50 knots.

Speed is also the primary appeal in *Off Shore Warrior* (Titus), a wild speedboat shoot-out set in a science-fiction future. The Earth is now ruled by alien pacifists who, over a period of generations, have bred out all our aggression and love of violence. Ah, but you can't keep a good species down and pretty soon the Offshore Warrior movement developed. Offshore Warrior is actually the unlikely name of a future sport in which a group of competing warriors pilot speedboats around one of Earth's great lakes, most of which have been outfitted with grandstands and hot dog vendors by now. Each warrior is armed with two missiles and only one warrior leaves alive.



Three-Sixty's *Harpoon* is perhaps the most ambitious naval simulation ever created.

Submarine Warfare

Undoubtedly, the most popular form of seagoing software has been the submarine simulation. *Gato* (Spectrum Holobyte), *Silent Service* (MicroProse), *Red Storm Rising* (MicroProse), *The Hunt for Red October* (DataSoft), *Up Periscope* (Action Soft) and *688 Attack Sub* (Electronic Arts) all take us beneath the waves to simulate the experience

Nothing like a well-delivered flying kick to stop these bald-headed brutes!

No pain, no dame! Better get a grip on your chako-sticks or you won't get your girl!

THERE'S MORE THAN ONE WAY TO TRIM A MOHAWK.

Those scuzzy guttersnipes have resurfaced. This time they're wreaking havoc on your home turf and they've kidnapped your woman. There's no telling *what* they might do! Even the cops have copped out. It will be up to you to save her!

As Vigilante, you must take the power into your own hands—and stop these maniacal mohawks—before it's too late.

Only you can defeat the skinheads, deliver justice, and rescue your babe. Use your fists, your feet, or nail 'em with your numchucks, because these punks only fight one way—dirty!

NOW AVAILABLE ON YOUR HOME TURF—
FOR THE IBM®PC AND COMPATIBLES, COMMODORE 64®, AMIGA®, AND ATARI ST.®

DATA EAST

DATA EAST, 1850 Little Orchard Street, San Jose, CA 95125, (408) 286-7074 © and TM 1988 IREM Corp. Mfd. under license by Data East USA, Inc.

CIRCLE #123 ON READER SERVICE CARD.

Lucasfilms' *Strike Fleet, The Naval Task Force Simulator* lets you captain any of the 16 ships or four helicopters in one of 12 battles.

that first grabbed the public imagination in movies like *Run Silent, Run Deep.*

Gato has the distinction of being the first major sub-simulator, but it has largely been eclipsed by more recent simulations. Its graphics are somewhat crude by current standards though the player interface is well designed and the various missions are easy to access.

The breakthrough product was *Silent Service*, the quintessential World War II-era submarine simulator in which the player accesses the undersea ship's various functions by manipulating an on-screen surrogate to the appropriate station, including weapons, radar, mapping and damage control. Realistic graphics, a solid choice of mission scenarios and user-friendly play mechanics helped establish *Silent Service* as the forerunner of an important new genre.

The next major piece of U-boat software was Digital Illusions' *Sub Battle Simulator*, a highly detailed program offering users 24 American and 36 German WW II missions, with the option of doing battle in either the Atlantic or Pacific. Mission types include Seek and Destroy, Rendezvous, Lifeguarding and Patrol in any of three modes: target practice vs. an enemy convoy; single mission; or wartime command over the course of the entire war.

By this time, the market for WW II sub simulators was fairly crowded, so designers moved onto games featuring modern submarines.

The Super Subs

The first two games inspired by state-of-the-art submarine warfare were both based on books co-authored by Tom Clancy and Larry Bond. Grand Slam Enterprises' *The Hunt for Red October* is the weaker of the two. The book deals with the efforts of the commander of the Soviet super-sub, *Red October*, to defect to the West, submarine and all. The game casts the player as the Russian commander, Captain First Rank Marko Ramius, who must navigate his submarine through the Reykjanes Ridge into the Atlantic for a rendezvous with the U.S. Navy. The Soviets, needless to say, are not enamored of this idea and send the Soviet Red Banner fleet in hot pursuit. Meanwhile, the *Red October* crew has no idea that their commander is defecting and the Navy plans to help the player execute his plan by simulating the destruction of the Soviet submarine.

If all this sounds a little plot-heavy, it is. Moreover, there are some serious design weaknesses and while the graphics are acceptable on the Atari ST and Amiga versions, the CGA-only mode on the MS-DOS version is far below current standards.

The old board game *Battleship* comes to computer screens, thanks to Epyx.

The second Clancy/Bond novel, *Red Storm Rising*, made the jump to computer software more successfully. The design by Sid Meier, with Arnold Hendrick, is a superb simulation of modern submarine warfare. When war breaks out in the Atlantic between NATO and the Warsaw Pact, the player is in command of a nuclear attack submarine in the right place at the right time.

Red Storm Rising offers players eleven scenarios, from 1984 to 1996. A timeline provides a perfect difficulty factor in that the further one goes into the future, the greater the Soviet threat. There are also five different U.S. subs for the player to command against 36 different kinds of Soviet surface ships, submarines and helicopters.

The newest addition to the submarine sweepstakes is John W. Ratcliff's *688 Attack Sub*, in which players command an American Los Angeles or Soviet Alfa-class submarine through several challenging scenarios. *688 Attack Sub* is distinguished by its extraordinary graphics—it supports VGA and MCGA as well as EGA and CGA on MS-DOS computers—and the way in which the player must interact with the crew. For the first time in any submarine simulation, the crew is an integral part of the game's dynamic, in that delegating duties is crucial to a successful strategy.

Exploration and Adventure

The last two games in our survey offer users something unique in the way of seagoing simulations. Codesmiths, Inc.'s *Search for the Titanic* (Capstone) is a detailed recreation of undersea exploration using trappings and a play style that should seem pleasantly familiar to fans of role-playing games. The user starts out as an oceanographer and must build up a reputation by seeking and exploring other sunken ships before working up to the fabled Titanic. Expeditions involve everything from obtaining funds and hiring a crew to plotting a course and diving for wrecks.

Reviewed for authenticity by the staff of the Woods Hole Oceanographic Institution (the American group that discovered and photographed the Titanic), *Search for the Titanic* is an impressive piece of work that shows an amazing attention to detail. The game even includes digitized versions of actual photos taken by the Woods Hole group.

Finally, if you've had enough of these wimped-out simulations you just might be ready for Paul Norman's *Navy SEAL* (Cosmi). SEALs (Sea-Air-Land Commandos) are the elite of the elite forces, the ultimate one-man armies, trained in every possible survival and combat skill from BUD (Basic Underwater Demolition) to HALO (High-Altitude Low-Opening) parachuting. Navy SEAL simulates both the training and the actual missions in a series of action-strategy sequences, including a nighttime parachute jump into the sea, prepatory to some underwater demolition.

The SEALs call themselves "the toughest men alive" and after enduring this simulation of their brutal regimen, you certainly wouldn't want to disagree in their presence.

The Eternal Sea

For many years video and computer gamers believed that programs set in or on the water were all wet or at least hard to sell. The evidence of the past few years would seem to tell us otherwise. Seagoing games, especially naval simulations, have never been more popular and the sky—or perhaps the sea—would seem to be the only limit.

CIRCLE #124 ON READER SERVICE CARD. →

BANDAI

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM

"EXCELLENT!"

SHOOTING RANGE

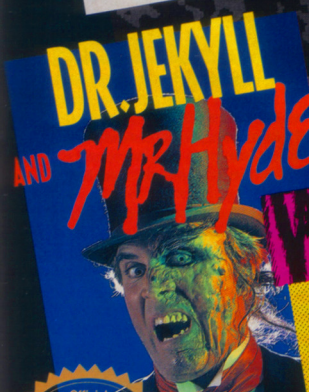
BANDAI

GOLF

Challenge Pebble Beach

MONSTER PARTY

DR. JEKYLL AND MR. HYDE



WILD BOYS

STREET COP

Official Nintendo Seal of Quality

BANDAI GOLF: CHALLENGE PEBBLE BEACH: TM & © 1988 Bandai America Inc.
DR. JEKYLL AND MR. HYDE: TM Bandai © 1988 Taito Company LTD.
MONSTER PARTY: TM & © 1989 Bandai America Inc.
SHOOTING RANGE: TM & © 1989 Bandai America Inc.
STREET COP: TM & © 1987 Bandai America Inc.
WILD BOYS: TM & © 1989 Bandai America Inc.
NINTENDO and NINTENDO ENTERTAINMENT SYSTEM are Trademarks of Nintendo of America Inc.

Distributed by Bandai America Inc. 12951 E. 166th St., Cerritos, CA 90701 (213) 926-0947

Victory Over The Kings of the Beach

Electronic Arts

Version: IBM PC

EA's volleyball simulation lets the player choose a volleyball pro and control him through an international tour in an effort to be crowned "King of the Beach." The player must first master the basic moves of the game by warming up in the three practice arenas. When he/she feels ready, it's off to a match or two before heading to the big tournament.

Offense

The first move to master is the "bump." This move is particularly useful in getting the ball out of the backfield. It should be employed primarily when the player must hit a ball in the back half of the court. Bump the ball forward by hitting the button when the ball falls to net level. This will toss the ball forward to your teammate, who will usually set it up for the spike.

Another time to use the bump is when the opponents are gathered near the net waiting to block a spike. If it looks like they are set to block, it may be better to surprise them and bump it up right over their heads.

The next move to get down is the set. This move is used mostly to set up a teammate for the spike. If the ball is coming down in the first half of the court or if Stoklos bumps it forward, use the set and Stoklos will usually take care of the rest. The best sets should be executed when the ball falls to just above head level. This sends it up high enough for a teammate to deliver a killer spike.

The last big offensive move is the spike. Great care should be used when attempting this move. The first thing to consider is the defense. If the other team is playing close to the net when Stoklos sets the ball, consider bumping it over them instead of spiking. If the spike looks too good to pass up, remember to jump as the ball *begins* to fall from its peak. Waiting any longer will result in either a clean miss or a bad spike which can be easily blocked by the other team.

Knowing precisely when to spike results from getting to know the opposition. If they play back a lot, then by all means, spike away. It's when a team plays the net that one must be choosy about spiking. At the net, a lousy spike will often be batted right back.

A Word on Serves

The serve can be a key offensive tactic. Learning to jump serve efficiently can lead to a couple of aces in a clutch game. This serve, the most powerful of the three, is the most difficult to return. Unfortunately, it is also the hardest to master. The best way to serve this type of volley is to throw the ball up and jump *before* the ball hits its peak and begins to fall. This is tricky because it's different than jumping for a spike. If the player waits until the ball begins its descent, they will miss completely and lose the serve.

Defense

The secret to defense is cooperation. Play with your teammate, not against him. If the computer is Stoklos, he will tend to play the net and go for the blocks—don't interfere. Instead, play back and guard against a missed block or a batted-back spike. Smith is the faster man and is therefore better suited to play in the backfield.

If more net play is desired, switch to being Stoklos and the computer will play back more. Now, blocking becomes important. The key to blocking is to be at the top of the jump when the opponent spikes. To do this best, watch the ball and hit the button right when it hits the peak, a split second before a spike jump would be made. If all goes well, Stoklos will jump as the opponent does and slam the ball right back in his face. With practice a player can determine when it "feels" best to jump for a block.

On both offense and defense it is important to always keep an eye on the ball's shadow. If a ball is lobbed over, it may be very difficult to see where it will fall by watching the ball itself. Instead, follow the shadow and try to be where the shadow and ball are converging.

Lastly, if a ball is close to the line and the ref makes a bad call, don't be afraid to have it out with him. I've seen a few key game calls reversed by the guy with the biggest mouth.

—Frank Tetro

Ruling the Roads with Pole Position

Mindscape

Versions: Commodore 64, IBM PC

Pole Position was one of the biggest action auto-race game hits ever to hit the home computer. Now *Pole Position II*, the sequel to the arcade-smash *Pole Position*, offers the player a whole new road-race experience, with four different courses to master. The test track and the Fuji course included on the new disk come from the original game. However, Suzuka and Seaside are brand new, and they're quite a challenge.

The Racer

The car is the first thing experienced *Pole Position* players notice in *Pole Position II*; it responds a bit differently than the vehicle in the original game. Players will have to develop new driving techniques to compensate for the changes. Apparently, the tires used on the '89 formula race cars aren't as good as in the past. As a result, the car will not hold the track as well as it used to. This must be compensated for when steering into any sort of turn.

Try to begin a turn a bit earlier than in the past. If the car is traveling faster than 135 mph, the car *will* skid, no matter how well the turn was executed. If it looks like the $75,000 car is headed for a billboard, immediately downshift while keeping the auto in a full-turn position. Once the danger is past, quickly accelerate and slowly straighten out the wheels.

After trying all the tracks, it's clear that the test track and Fuji can be completed by even average drivers with little or no braking. But the Suzuka and Seaside courses require a slightly lighter foot. Attempting to floor it through these two tracks inevitably leads to a wrecked Formula and a damaged pride.

A Crash

When this disaster occurs—and it will—there are a few things to think about besides throwing the joystick against the nearest wall. The game will lock out any keyboard or stick input while the car explodes, until it is repositioned on the track. This usually means that the shift will be locked in the high position when game play restarts. To compensate for this dilemma, hold the button down while the car is being repositioned. This way, the second the car is placed on the track, it will shift to low gear. This makes it possible for the driver to begin accelerating in the least amount of time.

While the car is losing time after a crash, the other contestants in the race are still flying by at 270 mph. These racers have no qualms about ramming the Formula from behind, resulting in another fiery wreck. To avoid this, keep the car in the center of the track while it is speeding up. The other cars won't be able to hit the Formula here because they appear only from the sides of the track.

Pole Position II is a bit harder to master than the original game, but it should keep drivers spinning around the track for a long time.

—Frank Tetro

MOVING?

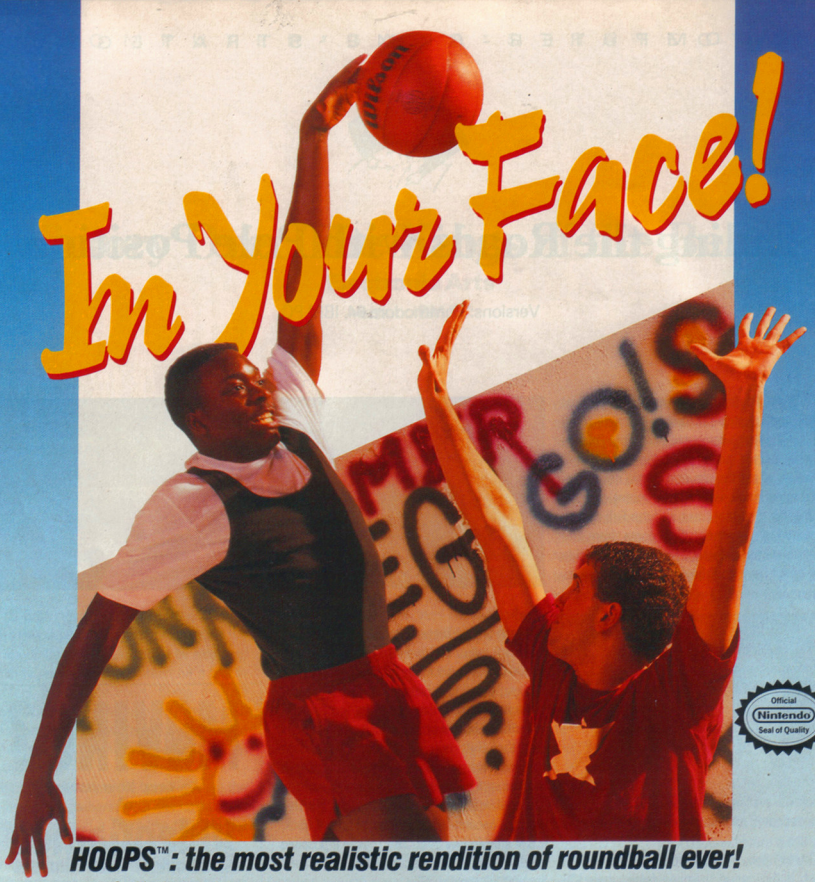
To Keep Your Issues of

VideoGames & Computer Entertainment

Coming Regularly, Don't Forget to Send a Change of Address to:

Video Games & Computer Entertainment
P.O. Box 16927
N. Hollywood, CA 91615
818-760-8983

In Your Face!



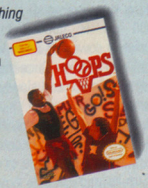
Official Nintendo Seal of Quality

HOOPS™: the most realistic rendition of roundball ever!

On this playground, basketball is very serious business. A half court battle of fast hands and moves, monster dunks and defense. Featuring 8 different players shakin' and bakin' and showcasing their own individual styles.

You can team up with another player against the computer. Or play one-on-one or two-on-two, against the computer or another player. And you've got all the moves: steals, blocks, lightning passes and monster slams.

In fact, you control just about *everything* in this incredible new title from Jaleco.™ What "Bases Loaded™" is to baseball, "HOOPS™" is to basketball: sports action at its very best!



JALECO™

NEW FROM THE JALECO LIBRARY OF SPORTS AND ACTION GAMES! FOR THE NINTENDO ENTERTAINMENT SYSTEM®

For game tips and information on new releases, fill out this coupon and return to: Jaleco News/5617 W. Howard St./Niles, IL 60648.

NAME

ADDRESS

CITY

STATE

AGE

ZIP

VGC

HOOPS,™ Bases Loaded,™ Racket Attack,™ GOAL!,™ RoboWarrior™ and Jaleco™ are trademarks of Jaleco USA Inc. Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc. ©1989 Jaleco USA Inc.

To Rescue A Hostage

Mindscape

Versions: Amiga, Apple IIGS, Atari ST, Commodore 64, IBM PC, Macintosh

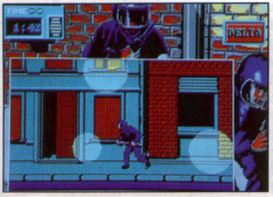
Attention all special forces personnel. Urgent hostage situation. Prepare for immediate action . . .

So begins Mindscape's *Hostage*, a multi-part action game in which the player must rescue four hostages held captive by a gang of ruthless terrorists. The game contains three stages, each requiring a different strategy.

Stage One

During the first stage, the player must guide the team's three marksmen to specially designated points on the game map, avoiding the roving terrorist spotlights. In this stage it is important to take note of the searchlight pattern. Since the pattern does not change, it can be memorized to help you determine the proper moves to make while avoiding being spotted. For instance, if a searchlight travels straight towards the gunner at waist level, use a duck-and-roll technique to maneuver under it. If they are traveling across the floor there are two options: Either wait until they head upwards, which they usually do at the end of the pattern, then simply run under them; or jump into an open window, if there's one available, as the light approaches, then jump back out when the light passes.

If a light cannot be totally avoided, which is the case with a couple of them, run through it using a fall-and-roll maneuver. This will get the man through quicker, with a much lower chance of being hit by enemy gunfire. Team members can take a couple of shots before dying, so don't panic if an on-screen counterpart gets hit once during this maneuver.



Stage Two

Once the snipers are positioned, the player must control the three-man direct-intervention team and safely move them into the building. The men rappel down the side of the building and must be maneuvered carefully as they can fall or be shot from an embassy window.

The trick is to survey the windows with a sniper before sending the team down. It is best to pick a third-story window as an entry port as there always seems to be fewer terrorists hanging around up there; this lowers the chance of a surprise attack. Have the marksmen check the appropriate window for at least five seconds before sending a man down. If all is clear, crawl down slowly.

The key to rappeling is to drop down in small jumps of no more than half a body length. Stop when the man is directly above the desired window, then jump once more and bring the man down directly in front of the window. If done correctly, the man will break the glass and enter the building safely.

The instruction manual suggests that the player bring all three men inside and says the player "must successfully maneuver the three throughout the building" in order to win. Here I must disagree. A better move is to rappel the men down and control them one at a time through the embassy. This allows the player to concentrate more on the one man and avoid jumping between team members when they get in trouble. Having all three in there at once is not only frustrating, it's downright dangerous.

Stage Three

The real fun begins once a team member successfully gains entrance to the embassy. The player must now traverse the three-story building, killing any terrorists he spots, in the effort to rescue the hostages.

Once inside, survey the area using the map. If any terrorists are nearby, immediately turn in the appropriate direction and fire the instant they appear. Even a one-second delay will be enough to give the terrorist a chance to attack.

If a terrorist is in a room and against the wall, it is best not to try to enter, turn and fire. The time it takes to turn the man could prove fatal. Instead, switch control to the sniper positioned outside the room housing the terrorist; bring the sight to the window and fire if the terrorist is in range. If he isn't, fire anyway! This usually scares him and he'll run past the window. When he does, blast him.

Another thing to ascertain is whether a hostage is moving, because hostages don't move by themselves. If one is stirring, there is a terrorist hiding behind him. Quickly aim the gun over the hostage's right shoulder and wait until the enemy shows his ugly face. Fire away, but be careful not to blow away the poor hostage.

There are two ways to win at *Hostage*. Either place all the hostages in the safety room on the third floor or blow away all the terrorists. The key to a successful game is to use the snipers whenever possible. If the snipers aren't utilized properly, you're likely to get someone inadvertently killed. If that happens you can bet the press won't hesitate to badmouth the entire operation.

—Frank Tetro

THE ADVENTURE REVOLUTION

by Arnie Katz

Writer, editor, lecturer and game designer Arnie Katz knows the field from every perspective. Each month, his column gives readers an inside look at the world of video and computer gaming.

I heard the news today, oh, boy... Mediagenic, the company we called "Activision" in happier days, is shutting its East Coast Infocom subsidiary. A few employees of the text-adventure specialist may migrate to Mediagenic's Silicon Valley headquarters, but the company is finished as an independent entity.

The rise and fall of Infocom is illuminating on at least two levels: It's a case history of a publisher's attempt to stay on top of the fast-changing software field, and a microcosm of the cyclical nature of the computer adventure category.

The Right Idea

The saga of Infocom is, first and foremost, the story of *Zork*. Mark Blank and Dave Leibling were not the first to write a text quest program, but they brought literacy and depth to the fledgling genre.

Most notable computer and video games embody a breakthrough in concept or execution. Only the true classics, like *Zork*, make strides in both areas. The opening third of the chronicle of *The Underground Empire* is a bold departure from every adventure game that preceded it.

Although there are many novel twists and embellishments, the plot of *Zork* would hardly raise an eyebrow among fans of fantasy literature. For an adventure game, however, the multi-pathed story, numerous encounters, and personable nonplayer characters offered players something utterly new.

Previous titles, from *Adventure* and *Colossal Cave* for mainframe machines to the extensive Scott Adams line for the Apple II family of home systems, were minimalist productions. Denied the powerful creative tools of sound and graphics, they emphasized puzzle solving to the exclusion of everything else.

The conceptual difference between *Zork* and earlier adventures is that it presents a whole imaginary world ripe for exploration, not just a string of semi-abstract puzzles. The gamer's warrior character can "win" *Zork* by satisfying the victory conditions, but there are many encounters which have little or no connection to the central theme.

This nonlinear construction greatly extends the playability of *Zork*. A puzzle dungeon is so much mylar-coated plastic after the consumer unravels its one or two dozen conundrums. On the other hand, *Zork* can hold the player's interest with "search and destroy" missions long after the evil wizard has been vanquished.

Infocom's technical coup was the development of the *Zork* parser. This is the portion of an adventure program that interprets the player's typed commands and frames suitable replies. The user interface introduced by Infocom gave game authors much more scope to concoct intriguing situations and memorable characters.

Mainframe adventures introduced a two-word, noun-plus-verb format for order entry. Home-computer quests emulated this pattern more because of the hardware limitations than any lack of imagination.

Verb-noun interaction works, but not very well. This type of parser severely restricts the puzzles. It is virtually impossible for a player to put an object inside something else, use one object to operate another, take something usable out of a container or construct a device out of component parts.

Zork changed adventuring ground rules forever. The ability to enter complete sentences, including objects for verbs and adjectives to modify nouns, significantly raised the level of interaction. The *Zork* parser's large vocabulary proved to be a big plus, too, since it made it a lot easier for the gamer to find the right words to make the program respond.

Infocom rode the *Zork* system to the top of Software Mountain, and for several years, almost every adventure Infocom issued became a bestseller.

The company built a hardcore following for its brand of text quests. Its audience loved the game-system so much that the specific story was largely irrelevant. Humorous science fiction, suspense and sword-slinging fantasy all found the same enthusiastic market.

Infocom developed a philosophy to explain its success. Pictures restrict imagination, went the rationale, because they are specific. Infocom adventures were "theater of the mind," like radio drama.

Infocom committed its corporate soul to its "no pictures" concept. Unfortunately, owners of computers took no similar vow of austerity. As micros gained the ability to present detailed color graphics and quality sound, rival publishers offered the public adventures which delivered a multi-faceted play-experience. Times and tastes changed, but Infocom kept pushing its prose epics.

Hitchhiker's Guide to the Galaxy turned out to be Infocom's last title to draw wide critical praise. The quirky humor of Douglas Adams propelled *Hitchhiker* to gold disk sales, but subsequent releases never seemed to reach that high-water mark. *Leather Goddesses of Phobos* was a triumph of marketing and packaging, but the game itself did nothing to dispel Infocom's musty image.

Sales were falling when Mediagenic annexed the company. Unfortunately, Infocom's ingrained image has frustrated efforts to broaden its product line. After several years of playing to a loyal but shrinking audience, Infocom has discovered, to its horror, that it was hard to induce those who had grown tired of its text games to give recent wares a fresh look.

The Battle of Ideas

Infocom is hardly the only software publisher to strike it rich on a single good idea and then milk it to death. For some reason, it is the rule rather than the exception in the

adventure field.

The first brainstorm belonged to Scott Adams, rightly dubbed "the father of the microcomputer adventure." It's easy for today's sophisticated gamers to razz his verb-noun interface puzzle dungeons, but they were quite innovative in 1981. Unfortunately, Adventure International stuck with the simple construction, flat characters, terse writing and linear plots.

The team of Ken and Roberta Williams conceived the illustrated adventure in 1982. They blended large illustrations with a parser about halfway between Adams and Infocom in complexity. Overshadowing its streamlined interface, however, was Roberta Williams' delightful storytelling sense. Sierra On-Line's illustrated adventures were easily the best-written of their era.

After the first few games came stagnation. The publisher turned to the gigantism of *Time Zone*. This five-disk odyssey had five times the same old game-play, which turned out to be about ten times as much illustrated adventure as most gamers wanted.

England's Magnetic Scrolls took advantage of the increased memory and graphics capabilities of 16-bit computers to produce the *Pawn* (Rainbird). This adventure features lengthy text passages, a superb parser and ornate color illustrations on pull-down menus. For the first time, a text-driven game allowed complex thoughts like, "plant the plant in the planter."

The novelty wore off. The games, including *Guild of Thieves* and *Jinxster*, kept coming, but the line's flaws became irritatingly obvious. There weren't enough pictures, the plots lacked originality, and the writing went rapidly downhill.

Icom Simulations restored intellectual content and visual intensity to the adventure category in *Deja Vu* (Mindscape for most computer systems). The first-person perspective and point-and-click control scheme made this detective story the most exciting adventure to hit the home-computer field.

But later games like *Uninvited* and *Shadowgate* proved less inspiring. The inability to converse with nonplayer characters became a severe handicap. Locations in the games are always deserted. Worlds in which every store is closed, and all the parties end just before the character arrives don't nail the player to the computer in rapt fascination.

Are "high concept" publishers doomed to repeat the roller-coaster cycle? Look no further than the bucolic California town of Coarsegold for an example of a company that rode a big idea as far as it would go—and then came up with another great idea!

When the illustrated adventure's day passed, Sierra threw its creative resources into the development of a new adventure-game interface. The "*Kings Quest* system," upgraded in 1988, is now tops among computer adventurers. It combines joystick movement with a lively parser to allow for a wide range of actions. The art and sound in titles in *Space Quest III*, *Police Quest* and *Kings Quest IV* is on par with animated films.

At the risk of distressing the fine folks at Sierra, the *Kings Quest* system, too, is nearing the end of its road. The modified side perspective, primitive conversation system and slow text entry are problems which minor improvements and patches can't disguise.

What Happens Next?

The safest prediction is that another adventure-game publisher will bring forth yet another great idea within the next 12 months. In fact, that super concept may already be out there, in rudimentary form.

The icon- and menu-based communications system of games like Chris Crawford's *Trust and Betrayal* (Mindscape for most systems) could be the breakthrough that raises adventures to a higher plateau of mass popularity.

The computer adventure story has only just begun, and there's no reason to fear that the wellspring of great notions will run dry.

CIRCLE #126 ON READER SERVICE CARD.

The Straight Scoop from the Programmable Practitioner

by The Game Doctor

The incredible deluge of queries continues! Please accept my apologies, but right now we just don't have the time or resources to send individual responses to queries. So, at least for the present, you'll have to wait for your puzzler to be printed here in the pages of VG&CE.

Now, on with the show!

Q: We have the Atari 600XL system; do they sell any of those anymore? Do they still sell software? Where? Why aren't Atari graphics as good as the Nintendo?
—Samson Sealdom
San Marcos, Texas

A: The Atari XL series computers have been pretty much phased out as a result of advancing technology. There are still dealers, however, who trade in software for it, though most of them are mail order. I'd recommend checking out one of the system magazines and checking the ads there.

As to why the graphics are inferior to the Nintendo, there are several reasons, but the bottom line is that the Atari computer was basically designed using technology from the late '70s, whereas the NES was built in the mid-'80s. Five years is a long time when it comes to computer technology. Also, remember the XL computers were designed to be just that—computers—whereas the NES is a game machine with technology heavily geared toward sound and graphics.

Q: Could you possibly send me a listing of all video-game systems, even those that failed to stay on the market? I am doing a term paper on video games and, in my research, have gotten several ideas from your column.

A: That's quite a task you set for this poor old sawbones, Billy Joe. But I'll give it a shot, just as long as you let me slide on the early "Pong" type systems—there were, after all, as many as 76 companies producing these barely distinguishable systems in the early '70s.

Okay, listing all *programmable* video-game systems, more or less in the order they were released: Magnavox Odyssey, Fairchild Channel F, Bally Home Arcade, Atari VCS (2600), Magnavox Odyssey2, Arcadia 2001, Mattel Intellivision, ColecoVision, Atari 5200, Intellivision2, Atari 7800, Nintendo Entertainment System (NES), Sega Master System, Intellivision3. Of course, lately, we've added the TurboGrafx-16, Genesis, Game Boy and Atari's Portable Entertainment System to our list. Then there was the never-quite-released Magnavox Odyssey3.

A special Game Doctor prize to the first person who can tell me what system(s) I left out.

Q: I heard that Nintendo was going to stop making *Double Dragon*. Is this true? Does Nintendo control Silicon Valley? I also wanted to know if the Atari 7800 is the predecessor of the 2600.
—Alvin Binion
Birmingham, Alabama

A: First, Nintendo doesn't publish *Double Dragon* for the NES—Tradewest does (while Arcadia and Tradewest publish the home-computer version).

Second, does Nintendo "control" Silicon Valley? Well, they certainly have influence, being one of the big players in the electronic-gaming industry, but I would hardly say they control it. Nintendo certainly holds dominion over its approved third-party publishers, however, to an almost frightening degree. The company has also sold approximately ten times as many systems as its nearest competitor, which does tend to enhance one's position in the marketplace. Certainly, no one company has ever dominated the U.S. video-game market to the extent that Nintendo currently does.

Finally, no, the 2600 is the predecessor of the 7800. The Atari VCS (2600) has been around since 1978 and was the first programmable video-game system Atari produced. The 7800 came along years later.

And that about wraps things up for this month. Remember to send those questions to: **THE GAME DOCTOR**, P.O. Box 020541, Brooklyn, New York 11202-0012.

Advertiser Index

Advertiser	Page #	Reader Service Card
Access Software	69	122
Acclaim	49-51	117, 118, 119
Bandai	75	124
Beeshu	65	121
Cape Cod Connection	91	131
Culture Brain	96	136
Data East	73, BC	123, 140
Doc's Hytech	81	126
FCI	31	113
HAL America	27, 29	111, 112
Hudson Soft	10, 11	105
International Software Club	94	133
Jaleco	78	—
Konami	IFC, 4	101, 103
Mastertronic	3	102
Mattel	33	114
MicroProse	85, 89	127, 130
MPI Home Video	25	110
Mr. Cartridge	87	—
NEC	97	113
New England Services	44, 45	116
Ocean Isle Software	87	129
Omnitrend	21	109
Paper Mayhem	87	128
Pedersen	63	120
Play It Again	93	132
SNK	13	106
Studio Video	95	135
Taito	15-17	107, 108
Taxan	35	115
Tengen	98-IBC	139
Titus	7	104
Tri-Coast	94	134
Video Replay	97	138

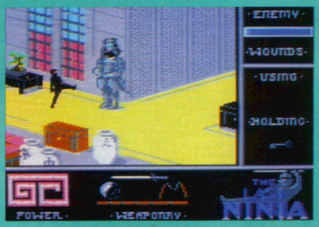
INTRODUCING

VideoGames & Computer Entertainment™

12 ALL COLOR ISSUES ONLY $19.95

Save over $15 off the cover price!

- GAME REVIEWS
- ARCADE ACTION
- STRATEGY GUIDES



- TECHNICAL REPORTS
- COMPUTER SOFTWARE

VideoGames & Computer Entertainment
P.O. BOX 16927, N. HOLLYWOOD, CA 91615

☐ **Yes!** Sign me up for 12 issues for only $19.95—I'll save over $15!

☐ Payment Enclosed — Charge My ☐ VISA ☐ MC

#_____ EXP_____

SIGNATURE_____

NAME_____

ADDRESS_____

CITY_____ STATE_____ ZIP_____

Your first issue will arrive in 6 to 8 weeks.
WATCH FOR IT!
Offer expires October 15, 1989

Money back on unused subscriptions if not satisfied!
Foreign—add $7 for postage.

CJUAA

Reviews

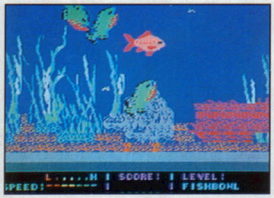
Chomp!

Cosmi

Versions: Commodore 64 ($24.95), IBM PC ($29.95)

No matter how long you've been playing computer games, you have never played anything like Robert T. Bonifacio's *Chomp!*, a compelling little program whose offbeat concept is its primary strength.

Imagine a game where the player is cast as a pet-shop goldfish with a yen for freedom. Spying an open window overlooking a river at the far end of the pet store, the goldfish conceives a fantastic plan: Eat and grow strong, then leap from aquarium tank to aquarium tank, from one shelf to the next, slowly and inexorably working its way to that open window and the river beyond.



Cosmi's *Chomp* lands you in a fishbowl as an adventurous goldfish who longs to escape to the river.

Game players love fresh game concepts, and that's what they get in Cosmi's *Chomp*.

Each of the shelves full of aquarium tanks is actually an aquatic difficulty level. The scenarios have names like "Amazon Rivers" (full of deadly piranha), "Arctic Seas" (where the water is much too cold for a tropical fish to survive long) and "Swamp" (where even the aquatic plants are dangerous). The gritty goldfish must dodge deadly sea creatures and anemones, avoid periodic sweeps from a net manipulated by a pet-shop monkey with a taste for tropical fishies and elude the cat's paw. All the while, the player/goldfish has to greedily consume every particle of protein in its current environment.

Much as an army moves on its stomach, so does the player's surrogate goldfish. The fearless fin gobbles up flake food, brine shrimp, fellow fishies and a rarely appearing bonus waterbug (yummy!) in order to swell its little body. When the goldfish grows sufficiently to make the jump to the tank to its left or right, the bottom of the screen flashes. An inadequate leap results in the little fishie sliding unceremoniously into the toilet, where it is flushed to freedom, the hard way.

The graphics, on both the Commodore 64 and IBM PC versions are quite attractive. The varieties and colors of aquatic life are accurately represented in a convincing series of artificial environments. A little music would have been welcome, but the silence is compatible with the undersea world. Additionally, the excellent documentation not only explains the game in welcome detail, but contains illustrations of several types of fish.

In a world that already contains dozens upon dozens of martial arts games, flight simulators and statistical sports contests, it's good to know that there is now at least one entertainment in which players can help guide a bold goldfish in his quest for freedom. *Chomp!* is a cute contest that should be especially appealling to younger computerists.

—Bill Kunkel

Cosmi, 431 N. Figueroa
Wilmington, CA 90744; (213) 835-9687

Thunder Blade

Sega

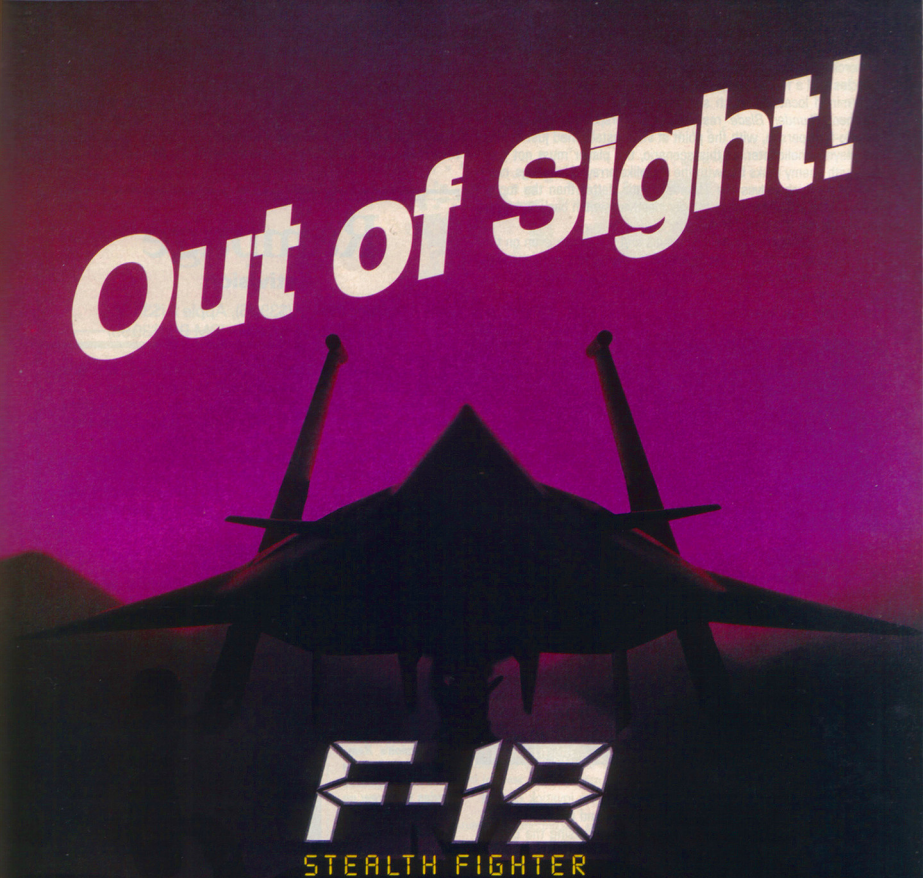
Versions: Amiga ($49.95), Atari ST ($49.95), Commodore 64 ($34.95), IBM PC ($39.95)

Thunder Blade is an arcade shoot-'em-up featuring multiple scenarios and alternating viewpoints. The user pilots a combat helicopter (the kind seen in films like *Blue Thunder* and the TV show *Air Wolf*) on a wild run through hostile territory, firing a machine gun and launching missiles while the ground and air fill with death-dealing enemies.

Thunder Blade is no combat simulator, however. It is to a helicopter simulator like *Gunship* (MicroProse), as *Pole Position* (Atari) is to *Test Drive* (Accolade). That is, *Thunder Blade* is not concerned with the detailed reproduction of helicopter flight; instead it focuses on the use of the Thunder Blade's offensive might.

As the game begins, the player's copter is parked on a helipad at the bottom of the playscreen. The enemy politely holds its fire until the chopper lifts off, at which point all hell breaks loose. This

Out of Sight!



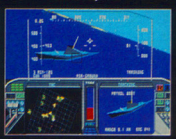
F-19
STEALTH FIGHTER

F-19 STEALTH FIGHTER will turn your PC into the hottest new flying machine on today's electronic battlefront. The graphics are that vivid ... the animation that smooth ... and the feeling of flight that convincing. It's out of sight!

But F-19 is no joy ride. Dramatic game play challenges you with a lifetime of action. Fight your way through hundreds of missions packed into the real-world regions of Libya, the Persian Gulf, the North Cape and Central Europe.

Combat will dazzle you as never before. In heart-stopping dogfights, use TrakCam to lock onto enemy MiGs. Or engage TactiVue for an outside perspective that *always* keeps you and your target in sight.

To be literally out of sight, learn the secrets of stealth flying — maintaining a low electromagnetic profile to evade enemy radar and mastering the tactics that only a stealth pilot dares to try.



MICRO PROSE™
SIMULATION • SOFTWARE

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

For IBM-PC/XT/AT/PS2/TANDY/compatibles. Supports VGA, MCGA, EGA, CGA and Hercules graphics.
Can't find F-19? Call (301) 771-1151, weekdays 8am to 5pm EST, and order by MC/VISA, or mail check/money order for $69.95 for IBM-PC/Tandy (specify disk size). U.S. funds only. MD residents add 5% sales tax. Free shipping in U.S.; $5.00 international. Allow 1-3 weeks for U.S. delivery.

For immediate information on this and other MicroProse products, join our mailing list by writing to: MicroProse Software, Department 115, 180 Lakefront Drive, Hunt Valley, MD 21030

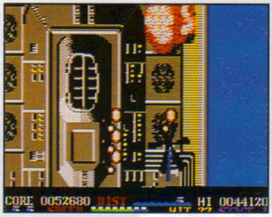
CIRCLE #127 ON READER SERVICE CARD.

initial scenario employs an overhead viewpoint with smooth vertical scrolling on all versions. The player then battles an array of ground vehicles and a few helicopters as it makes its way north to a predetermined location, which signals the end of the first round.

When *Thunder Blade* resumes, the perspective changes to pseudo-first person, with the point of view established just behind the player's helicopter. In this scenario, the player must not only deal with enemy tanks but with the mazelike array of buildings, contact with which leaves the Thunder Blade flatter than the top of Grace Jones' hair. Thereafter, the perspectives switch back and forth, depending on the play level.

The game features excellent graphics and animation, even on the C-64 version. On the ST and, especially, the Amiga versions, the visuals are downright spectacular. The overhead scenarios offer a breathtaking illusion of altitude while the pseudo-first-person contests move at roller-coaster speed.

An arcade-quality chopper battle is what you'll get on the Amiga version of *Thunder Blade*.



All the action of the arcade classic comes to your computer in *Thunder Blade* by Mindscape.

Thunder Blade's problems are all related to its joystick control system. The joystick dictates ascent, descent and left-right movement when the action button is *not* pressed. Pressing the button while pushing the joystick forward causes the craft to accelerate. Pulling back on the stick with the button pressed causes the aircraft to slow down. The problem with this system is that the user can't help but issue confusing commands, since pushing the action button while not moving the joystick causes the helicopter to either fire the machine gun or launch a missile. Since the user is forced to fire almost continuously, an attempt to steer the ship left or right is likely to initiate unwanted commands.

Alternately, the player can use a combination of joystick and keyboard commands. These are pretty unrealistic, however, since simultaneous joystick/keyboard manipulation is impractical for species with only two hands. Most players require two hands for the joystick alone, one of which acts as an anchor and controls the action button while the dominant hand guides the stick.

The coin-op version of *Thunder Blade* boasted dual joysticks, thereby eliminating the kind of infelicities that mar the home versions. Alas, this option was not available to the computer programmers. While they clearly struggled to overcome these weaknesses, there is no getting past the fact that *Thunder Blade* is an action game whose action is constantly being tangled in more commands than a single-button joystick can cleanly issue.

—Bill Kunkel

Mindscape, 3444 Dundee Rd.
Northbrook, IL 60062; (312) 480-7667

Rampage

Activision

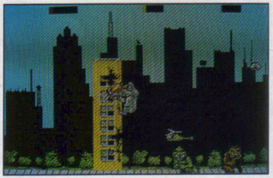
Versions: Amiga ($39.95), Apple II ($34.95), Commodore 64 ($34.95), IBM PC ($39.95)

Kill! Murder! Pulverize! Those are sweet words to fans of lurid Japanese (and American) monster movies. In this home edition of the hit Bally Midway coin-op machine, players can follow in the outsized claw steps of famous cinematic creatures like a giant ape, huge lizard or jumbo man-wolf.

Up to three players, hardware limitations permitting, can pick monsters and cooperate or compete to destroy 147 different towns and cities. Considering the number of enraged human defenders who seek to thwart the intended devastation, pooling talents may prove the wiser strategy.

As one of the more inventive game concepts to come down the pike, *Rampage* caught the attention of many arcade players.

Activision's *Rampage* will remind you of the sci-fi Japanese movies you grew up with.



Tough day at work? Imagine that building you're ripping down is your office.

Each monster is guided with a different control system. Players have a choice of using either of the joysticks, two different key-

Readers: The advertiser information card located between pages 82 and 83 will put you in touch with the advertisers of this magazine directly, and free of charge. All you need to do is circle the numbers on the card that correspond to the products you want more information about . . . it's that simple. It would also help us if you would take the time to answer the questions on the card. Thanks for your cooperation.

WANTED - WE BUY

- **NINTENDO**
- **SEGA**
- **ATARI 2600**

To receive buying list of over 500 titles
Send (3) three 25¢ stamps to:
Refundable if you sell us your cartridges
MR. CARTRIDGE ™
44-16 23rd Street
Long Island City, N.Y. 11101
HIGHE$T PRICE$ PAID

PAPER MAYHEM
"The Informative PBM Magazine"

Having a hard time getting enough players together for your favorite role playing or boardgame? Eliminate this problem by joining the world of play-by-mail gaming.

Subscribe to PAPER MAYHEM and discover the world of play-by-mail (PBM) gaming. Virtually every facet of PBM gaming is covered by PAPER MAYHEM: Fantasy, science fiction, historical, and sports. Each bimonthly issue brings you the latest on various PBM games in the forms of reviews and articles.

Also in PAPER MAYHEM, you learn about what the PBM companies are doing by reading our Gameline section. Plus, in our PBM Activity Corner section, you can see what is happening in the current PBM games that are running.

PAPER MAYHEM has been publishing news about the PBM games and companies since 1983. We have improved and expanded to keep up with this ever popular activity of PBM gaming.

So why delay and miss out on all the fun? Read PAPER MAYHEM and take advantage of PBM gaming.

SEND SUBSCRIPTIONS TO: PAPER MAYHEM (DEPT VE)
1518 Adams St., Ottawa, Il. 61350-4764
SUBSCRIPTIONS: 1 year $20.25
2 years $35.10

Sample Copy $4.50

NEUROBICS™
THE ULTIMATE CHALLENGE
VOL. 1, NO. 1 IN A SERIES

GIVE YOUR BRAIN A WORKOUT!

Neurobics is... "AEROBICS FOR YOUR MIND!" Each game is a mental exercise that can improve your short-term memory, focus your concentration and increase your problem solving skills.

Go Ahead — Take the Challenge.
Neurobics features six game puzzles, each with over 25 levels of play.

Get Sharp. As your skill and playing levels increase, you will actually be improving your mental dexterity.

Have Fun. Neurobics is not all work. The games change every time you play; and with the different levels of play, Neurobics is fun for the whole family to use.

Get your neurons moving with Neurobic exercises!

OCEAN ISLE

"I am genuinely impressed by Ocean Isle's new software program. Neurobics represents a new category of entertainment/educational software that provides exercise for the brain."
—Dr. Joyce Brothers

Dealer Inquiries Welcome.

For Information, Phone:
(305) 743-4546

Ocean Isle Software, 697 Copa D'Oro, Marathon, FL 33050

board modes or customizing their own keystroke input system.

The participants choose their monsters and control systems with the keyboard from the Option Screen prior to the actual start of the game. A special news page then describes the start of the monsters' attack on the next city.

The destruction takes place on a nonscrolling screen that depicts cities, monsters and defenders in excellent side-perspective animation. A player may move his or her creature left and right along the city's single street and climb up the sides of buildings. Once the ape, lizard or wolf has inched up the structure, the punch/chomp button can either knock a gaping hole in a wall or allow the creature to grab people and objects through the windows.

The player must be selectively greedy to amass a high score for leveling cities. Snatching objects like toast, turkeys, hamburgers and water jugs increases the monster's energy. Poison, cactus, candles, toasters and television sets (when they are turned on) are some of the things that drain energy.

Soldiers, sharpshooters firing from windows, helicopters and vehicles provide the main opposition. The computer-controlled defenders attempt to keep the disaster within bounds and try to kill the menace.

The marauders start with awesome power, but getting hit by thrown dynamite, a hail of machine gun bullets or a fellow rampager drains energy quickly. If the level falls far enough, the monster reverts to its puny human form. Life expectancy can be measured in seconds when that happens.

On the other hand, the monsters earn lots of points for eliminating foes. Thus the defenders represent both a danger and an opportunity. The gamer must keep dodging attacks while putting the monster in position to exact a heavy toll in casualties.

Punching a hole in a building is only worth 50 to 250 points, but it adds up. Each structure can take a tremendous pounding before it falls to rubble, so this form of destruction really makes those scores climb. Picking up money, flowers, a safe or a light bulb earns as much as 1,000 points, making them the most valuable bonus objects in *Rampage*.

Monarch Development has brought the Bally quarter-snatcher home with a faithful translation. The Amiga edition should especially please those who enjoyed *Rampage* in the arcades, and the MS-DOS edition is also a fine translation. *Rampage* for the Apple II suffers because of the crude graphics, but it is still above average for the machine.

Rampage isn't very subtle, but it's a monstrous good time when you've in the mood for a little mindless aggression.

—Arnie Katz

Mediagenic, 3885 Bohannon Dr.
Menlo Park, CA 94025; (415) 329-0500

Barbarian

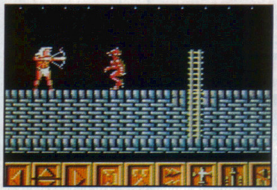
Psygnosis/Melbourne House

Versions: Amiga ($39.95), Apple IIGS ($39.95), Atari ST ($39.95), IBM PC ($39.99), Commodore 64 ($29.99)

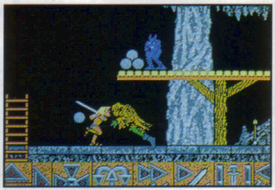
Hegor the Barbarian struts confidently through the stony halls of the underground kingdom of Durgan in search of the evil Necron, who, with the dragon Vulcuran, destroyed his village and his family. Sword in hand, he battles demonic sentries and other horrific creatures until he finds Necron's magic bow, and then he has a choice of either weapon. In his spare time he collects arrows.

Psygnosis, the Liverpool-based software house, created a mighty warrior in Hegor, but designer David Lawson never intended native intelligence to be the barbarian's strong suit. In fact, the burly hero tends to crash into walls and fall off ledges without swift guidance. Joystick or mouse control are options, but the keyboard is rightly recommended for accuracy.

Except for scoring, *Barbarian* is strongly based on arcade and video-game traditions. It contains a sequence of graphically extraordinary screens, each usually containing at least one problem to be overcome. Some traps are simple and obvious; others are ingenious, requiring several replays to learn their secrets.



Hegor slashes his way through Durgon in *Barbarian* by Melbourne House; Commodore 64 version shown.



***Barbarian* has an easy-to-use command-icon control panel which makes Hegor's movements through the adventure a snap.**

This leads to the first complaint about this game. Hegor has four lives per game. After these are expended, no matter how far he has struggled through the extensive labyrinth, he must start all over from the beginning. There are no game saves and no real shortcuts. This is fairly enraging the first 100 or so times it happens, but some stoics probably become philosophical about it, eventually.

The graphic treatments created by Garvan Corbett are worthy of the fantasy story written by Chris Wright, and include some animated elements. The IBM PC version supports CGA, EGA, VGA, MCGA, Hercules and Tandy 1000 graphics. Even the CGA-graphic screens are above standard, and the Tandy 1000 version actually uses its 16-color 320 x 200 graphics capacity.

Although the gamer can select game speeds from one (fastest) to four, there is little discernable difference between them. On the other hand, Hegor is noticeably more sprightly when he does not share a screen with another character. His encounters with the dragon are taken in truly bionic slow motion.

The bottom of every screen contains a row of icons that govern Hegor's movements: right, left, up, down, stop, jump, run, attack, defend or flee. A second row of icons, toggled by space bar (or the second button of the mouse) allow Hegor to pick up, use (select) or drop one of the three primary tools he uses through the course of the game: sword, bow or shield. He can also pick up arrows. A cursor, controlled by the arrow keys, joystick or mouse, activates the various icons or tells Hegor to move one way or another. All actions can also be accomplished, and somewhat more efficiently,

MARVEL COMICS®

The AMAZING SPIDER-MAN™ and CAPTAIN AMERICA®

in DR. DOOM'S REVENGE!™

AMIGA

IBM

IBM

C64/128

The evil genius Dr. Doom has stolen a U.S. nuclear missile, and threatens to detonate it over New York City if his demands aren't met. The lives of five million innocent people rest on Doctor Doom's two arch-enemies: Spider-Man and Captain America. But this time Doom has created an army of robotic guards, and assembled the most formidable group of Super Villains ever, including Electro, Machete and The Hobgoblin to carry out his sinister plans.

You play the part of both Spider-Man and Captain America, invading Dr. Doom's fortress to save New York from Armageddon. You'll see authentic-looking comic book pages "tear open" for actual combat scenes, where you'll use Spidey's wall-crawling and web-slinging powers — or Cap's amazing shield — to defeat Doom's emissaries. Should you survive all this, you'll then face the evil Doctor Doom himself, an armored madman obsessed with revenge.

- **An actual Marvel comic book destined to become a collector's item, only available in the game package, sets the stage for Spidey and Cap's mission!**
- **Varying levels of difficulty keep the game constantly challenging!**
- **State-of-the-art, full-screen comic book pages drawn in brilliant colors, with over 30 challenging arcade-style sequences!**
- **Endless hours of fun for comic book and adventure lovers of all ages!**

NEW FROM

MEDALIST INTERNATIONAL

A marketing division of MicroProse Software Inc.

180 LAKEFRONT DRIVE • HUNT VALLEY • MD 21030

CIRCLE #130 ON READER SERVICE CARD.

PARAGON SOFTWARE

Can't find SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE? Call (301) 771-1151 weekdays 8am to 5pm EST and order by MC/VISA; or mail check or money order for $44.95 for IBM/PC and compatibles versions plus $2.50 for shipping and handling (U.S. funds only). MD residents add 5% sales tax. $5.00 for international order. Allow 1-3 weeks for U.S. delivery. Coming soon for C64/128. Price may vary by machine type.

Copyright © 1989 by Marvel Entertainment Group, Inc. All Rights Reserved. Marvel, Spider-Man, Captain America, Dr. Doom and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with their permission. The AMAZING SPIDER-MAN AND CAPTAIN AMERICA IN DR. DOOM'S REVENGE is produced under license from the Marvel Entertainment Group, Inc.

For immediate information on this and other Medalist products, join our mailing list by writing to: Medalist International, Department 515, 180 Lakefront Drive, Hunt Valley, MD 21030

with one of the function keys. Keyboard templates are supplied for either side or top-row F-key sets. Next to the second icon row is a timer—which, in a sense, is the score—and up to three small Barbarian figures, representing Hegor's lives.

When the wheel of karma has turned enough times and Hegor finally reaches and destroys Necron, his work is still not done. At this point, the timer reverses direction and he must flee the depths of the underworld before it reaches zero, when the entire kingdom of Durgan blows up. It's not a lot easier to get out than it was to get in. All screens are repopulated with beasties, and traps are mostly still in operation, but no one resupplies the arrows. When Hegor loses his final life, this message appears: "You have failed in your quest and your life is forfeit." This sober announcement is followed by the percentage of the game completed and the time register.

A booklet and icon cribsheet with instructions come with the disk, in addition to the templates. The booklet tells the tale of Hegor's background and how he came to this adventure. It also adroitly offers a clue or two to success therein, but beware of overconfidence!

—Ross Chamberlain

Apple IIGS, Commodore 64 and IBM versions:
Melbourne House, 711 West 17th St.
#G9, Costa Mesa, CA 92627; (714) 631-1001

Amiga and Atari ST versions:
Psygnosis, P.O. Box 483
Addison, IL 60101; (800) 669-4912

Fire Zone

PSS

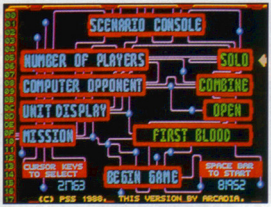
Versions: Amiga ($34.95), Atari ST ($34.95), Commodore 64 ($24.95), IBM PC ($34.95)

Four major power blocks took over global domination after the bipolar power system fell during the late 20th century. One hundred and fifty years have passed and mankind is still as violent as ever. Spurred on by advancements in beam weaponry, defensive energy shields and antigravity engines, ground units once more reign supreme. From the speedy grav tank to the gigantic leviathan, these weapons of war serve as pawns when each block attempts to gain total domination of the Earth. *Fire Zone* covers this era and is one of three games in PSS's Wargamers Series. Each title pits the forces of the Pacific Combine against those of the European League in one of their many battles.

The main screen is dominated by a subsection of the game map. Although the entire map is a 21″×22″ hexagonal grid, only a 10″×7″ hexagonal area can be viewed at any one time. When the cursor is moved off one of the edges, the viewing window scrolls to reveal a new area with the cursor at its center.

The map shows an overhead perspective and each cell in the map contains an image of its terrain. Though the different varieties for each cell are limited, sufficient variety couples with crisp, clear colors to make the maps very attractive. The units drawn inside square boxes are reminiscent of the cardboard counters familiar to all board wargamers. The top-right corner of the screen shows which of the game's three modes is active and the top-left corner gives information about the unit or terrain at the current cursor location. Additional feedback is provided by the white hexagon drawn around the cursor's current location.

The program starts on the Game Settings screen, and play commences once these are adjusted to the desired values. Before the game, in between turns and after the game, a futuristic-looking chart displays the current strength of each side and the game settings. Each turn begins with one side moving all of its units.



Fire Zone **offers the player versatility by providing a scenario-generation utility, a feature that enhances the value of the package.**

Computer-battle fans will enjoy PSS's *Fire Zone*, a futuristic entry in their Wargamers Series.

Each unit is moved individually, one hexagon at a time. Because of this individual control, each movement phase requires some time to complete, especially with the higher unit density of some of the scenarios. One major missing feature is the ability to cycle through units. This burdens the player with the need for a visual scan of the map to insure that all pieces have been moved before proceeding to combat.

Following each movement phase is a mutual combat phase. Since all fire is sequential, some units can be eliminated or reduced in strength, adding great uncertainty to game play. This unpredictability can stop even the most powerful offense dead in its tracks. Though it adds a measure of uncertainty found in real warfare; simultaneous fire would have been a much better approach.

Play continues, with each side alternating movement for a maximum of 50 turns, but most games end much earlier when all units for one side have been eliminated. With the destructiveness of warfare in this era, it is common for many units to be rapidly destroyed during the battle, with only a few units remaining to claim the victory.

The computer fills in as commander for either side, and while a skillful human can play better, it does provide a ready opponent. Demo games (computer vs. computer) are also useful for the new player to learn some of the details of game play.

The mouse will control many game functions, but the keyboard works better. Very few options are actually available and the entire game can be played quite conveniently solely using the keypad and the space bar.

Though it provides a bit of background detail and much of the information needed for playing the game, the rule book has many gaping holes. Insufficient information on the movement costs of different terrain types and hard data on the different unit types greatly increase the amount of trial-and-error learning required of the new player.

CAPE COD CONNECTION
MAIL ORDER SOFTWARE

Specializing in courteous service, we can help you navigate through the seas of entertainment and education software.

NINTENDO SPECIALS

Wico Shooter	
Light Gun	$18
Acclaim Wireless	
Controller	$38
Milton's Secret Castle	$40

We carry all formats! (IBM, Commodore, Amiga, Mac, Apple, ST). If you don't see the title listed give us a call. New titles are denoted by asterisks!

1-800-328-WARE

TOP SELLERS:

1-800-328-WARE

FLIGHT

Activision	PRICE
F-14 Tom Cat (C)	$27.00*
Broderbund	
Jet Fighter: Adv (I)	$33.00
Electronic Arts	
Chuck Yeager 2.0 (I)	$33.00*
F-18 Interceptor (Am)	$32.00
Harrier Str M II (MAC)	$32.00*
Tomahawk (GS)	$27.00
Microprose	
F-19 Stealth (C)	$28.00
F-19 (I & I 3.5)	$44.00
Gunship (C)	$26.00
Gunship (Am,I)	$32.00*
Spectrum Holobyte	
Falcon (I,Am,ST)	$32.00
Falcon (MAC)	$37.00
Sub-Logic	
Jet (MAC)	$37.00
Three-Sixty	
Thud Ridge (I)	$27.00

SIMULATION

Access	PRICE
Heavy Metal (I)	$30.00
Accolade	
Steel Thunder (C)	$20.00
Broderbund	
Ancient Art War (I)	$30.00
Sim City (C)	$21.00
Sim City (MAC, Am)	$32.00*
Capstone	
Search for Titanic (I)	$27.00*
Datasoft	
Hunt for Red Oct (Ap)	$28.00*
Electronic Arts	
688 Attack Sub (I 5)	$34.00*
Abrams Battle Tank (I5)	$28.00*
Empire (I)	$33.00
Modem Wars (C)	$25.00
Modem Wars (I)	$29.00
Life & Death (I)	$33.00*
Lucustilm	
Battlehawks 42 (I,Am,St)	$33.00*
Microplay	
Destroyer Escort (C)	$27.00*
Microprose	
Red Storm Rising (I)	$34.00*
Silent Service (Am,GS)	$27.00
Airborne Ranger (C)	$26.00
Mindscape	
Balance Power 90 (GS)	$33.00*
Rainbird	
Univ Mil Sim (I,Am,MAC)	$33.00
Spectrum Holobyte	
PT 109 (I)	$27.00
SSI	
Battles Napoleon (A,C)	$34.00*
Overrun (A)	$33.00*
Typhoon of Steel (A,C)	$34.00

ARCADE

Activision	PRICE
Zak McKracken (Am,I)	$30.00
Last Ninja (GS)	$27.00
Box Office	
Jaws (I)	$21.00*
Broderbund	
Star Wars (I,Am)	$27.00*
Shuffle Puck Cafe (MAC)	$27.00*
Capcom	
Bionic Commando (Am)	$27.00
Data East	
Guerilla Wars (C)	$21.50*
Bad Dudes (A)	$25.00*
Bad Dudes (I)	$27.00*
Guerilla War (I)	$27.00
Platoon (Am)	$30.00
Victory Road (A)	$25.00
Ikari Warriors (I)	$27.00
Electronic Arts	
Project Firestart (C)	$22.00*
Double Dragon (I,Am)	$27.00*
Epyx	
Skate Wars (Am)	$33.00*
Space Racer (Am)	$21.00
Mindroll (C)	$27.00*
Image Tech	
Kikugi (Am)	$27.00*
Infocom	
Battletech (I,Am)	$33.00
Komani	
Jackal (I)	$24.00
Mastertronics	
Barbarian (I)	$27.00*
Str Fighting Man (I,C)	$12.00*
Mediagenic	
Rampage (A,C)	$24.00
Metalist	
Dr. Doom's Revenge (I)	$29.00*
Master Ninja (I)	$16.50*
Microdeal	
Fright Night (Am)	$27.00*
Mindscape	
Action Fighter (Am)	$27.00*
Hostage (Am,ST)	$31.00*
Combat Course (Am)	$27.00*
Combat Course (I,C)	$23.00
Space Harrier (Am)	$32.00*
Indiana Jones (I)	$27.00*
Road Runner (I)	$28.00*
Outrun (A,I)	$27.00
Willow (I)	$27.00
Sierra	
Silpheed (I,GS)	$23.50*
Spotlight	
Speed Ball (I,Am)	$27.00*
Taito	
Arkanoid (MAC)	$32.00*
Operation Wolf (Am)	$27.00
Titus	
F-40 Pursuit (I,Am)	$30.00*
Galactic Conq (Am,I)	$30.00*

SCIENCE FICTION

Electronic Arts	PRICE
Sentinel Worlds (I)	$34.00
Mindscape	
Alien Syndrome (Am,ST)	$27.00*
Alien Syndrome (C)	$21.00
Colony (MAC,I)	$32.00*
Captain Blood (I)	$26.00
Captain Blood (Am,GS)	$32.00
Visions Aftermath (I)	$27.00
Rainbird	
Starglider II (Am)	$30.00
Sierra	
Space Quest III (I)	$38.00*
Space Quest II (Am)	$32.00
SSG	
Reach for Stars 3 (A)	$29.00

SPORTS

Accolade	PRICE
Fast Break (Am)	$29.00
Grand Prix (I)	$27.00
Test Drive II (I,Am)	$30.00*
TKO (C)	$20.00
Nicklaus Golf (I)	$32.00
Serve and Volley (GS,I)	$27.00
Rack'em (I)	$27.00*
Artworx	
Daily Double Horse R (MAC)	$21.00*
Bethesda	
Gretzky Hockey (Am)	$33.00*
Grid Iron Football (Am)	$21.00*
Cinemaware	
TV Sports Footb (Am)	$33.00
Electronic Arts	
Jordan vs Bird (I)	$28.00
Kings of the Beach (I)	$28.00*
Weaver Baseball 1.5 (I)	$27.00*
Weaver Baseball (Am)	$34.00
Zany Golf (I,Am,GS)	$27.00
Skate or Die (GS,I)	$27.00
Ferrari Formula I (Am)	$34.00
Madden Football (A)	$33.00*
Epyx	
Sp News Baseball (I,A)	$27.00
Games: Summer Ed (C)	$27.00
Games: Summer Ed (A)	$32.00
Games: Summer Ed (I)	$32.00
Gamestar	
Rose Baseball (I)	$29.00
Mastertronic	
Calif. Pro Golf (I)	$12.00*
Elway Quarterback (A)	$21.00*
Magic Johnson Baskb (I)	$27.00*
Ten Speed (C)	$7.50
Slam Dunk (C)	$7.50
Microdeal	
Int'l Soccer (Am)	$27.00*
Microleague Sports	
Micro League Baseb (A)	$27.00
Micro League BB II (I, ST)	CALL*
Team Disk 1988 (I,A,C)	$16.00

ADVENTURE

Activision	PRICE
Manhole (MAC)	$32.00*
Faery Tale Ad (I)	SOON
Prophecy I (I)	$24.00*
Baudville	
Dream Zone (I)	$33.00*
Broderbund	
Tangled Tales (A)	$21.00*
Cinemaware	
Lords Rising Sun (Am)	$32.00*
Rocket Ranger (I,Am)	$32.00
King Chicago (Am,MAC)	$18.00
SDI (Am,MAC)	$18.00
Datasoft	
Sorcerer Lord (I)	$24.00
Lancelot (I,MAC)	$27.00*
Discovery	
Sword of Sodan (Am)	$32.00
Electronic Arts	
Demon Stalkers (I)	$24.00*
Fools Errand (MAC)	$33.00*
Magic Candle (A,I)	$33.50*
Wasteland (I,Ap)	$34.00
Bards Tale 3 (A)	$33.00
Epyx	
Omnicron Conspiracy (I)	$33.00*
FTL	
Dungeon Master (Am,GS)	$27.00
Dungeon Master (ST)	$27.00
Infocom	
Journey (Am,MAC)	$32.00*
Quarterstaff (MAC)	$32.00*
Shogun (Am)	$32.00*
Shogun (MAC)	$38.00*
Zork Zero (Am,MAC)	$38.00*
Interplay	
Neuromancer (Ap,GS)	$32.00
Mastertronic	
Trilogy (C,I)	$11.00*
War Middle Earth (Am,I)	$33.00*
War Middle Earth (GS)	$33.00*
Microprose	
Guardians Infinity (I)	$30.00
Twilights Ransom (Am)	$21.00
Pirates (GS)	$28.00
Pirates (MAC)	$38.00
Pirates (I)	$30.00
Mindscape	
Gauntlet (GS)	$29.00
New World	
Might & Magic 2 (Ap,I)	$33.00*
Might & Magic (I,A)	$33.00
Omnitrend	
Paladin (MAC)	$27.00
Origin	
Times Lore (I,A,C)	$27.00
Ultima IV (Am,ST)	$38.00
Ultima V (A,C,I)	$38.00
Ultima Trilogy (A,C,I)	$38.00*
Ready Soft	
Dragon's Lair (Am)	$39.00*
Sierra	
Police Quest 2 (I)	$33.00
Kings Quest IV (I,GS,A,Am)	$33.00
Manhunter NY (I)	$33.00
Leisure S Larry II (I)	$33.00
Spotlight	
Death Bringer (Am,ST)	$27.00*
SSI	
Pool Radiance (A,I,C)	$34.00*
Hillsfar (C)	$28.00*
Hillsfar (I)	$34.00*
Three-Sixty	
Warlock (MAC)	$30.00*

NINTENDO

Adventure Island
Bionic Commando
Bomber Man
California Games
Challenge Pebble Beach
Contra
Deadly Towers
Donkey Kong Classics
Double Dribble
Elway Quarterback
Excitabike
Fighting Golf
Galaga
Gauntlet
Golf
Gologa 13
Gotcha
Gunsmoke
Gyruss
Ice Hockey
Ikari Warriors
Iron Tank
Jackal
Joust
Karate Kid
Kung Fu Hero's
Legendary Wings
Life Force
Link
Mad Max
Major League BB
Marble Madness
Metal Gear
Mickey Mousecapade
Millipede
Ninja Gaiden
Operation Wolf
Othello
Pacman
Platoon
Pro Am Racing
Q Bert
RBI Baseball
Racket Attack
Rambo
Renegade
Robo Warrior
Roll & Rocker
Section Z
Selcross
Techmo Baseball
Techmo Bowl
Track & Field II
Simons Quest
Star Force

We also buy and sell used Nintendo cartridges. Check availability.

CALL US TOLL-FREE 1-800-328-WARE 9273 (All States)

Open 9-8 EST Monday-Friday • 9-5 Saturday • Drawer 588 • 21 Pleasant View Avenue • Falmouth, MA 02541

We accept credit card orders (MasterCard/VISA), personal checks (Allow two weeks to clear), or money orders.

Handling and Shipping: Software within U.S. add $3.00. AK, HI, PR and Canada add $7.00. **Hardware** within U.S., AK, HI, PR and Canada, add 6% of cost or $15.00 minimum for Printer, Disk Drive, Monitor, and Computer. Other hardware add 3% to cost or $10.00 minimum. We do not ship hardware to foreign countries. MA residents add 5% sales tax. Prices subject to change. Same day shipping depending upon availability.

Ask about our frequent buyer program! Software guaranteed!

CIRCLE #131 ON READER SERVICE CARD.

The package includes a game-generation program that allows for the creation of new scenarios and the editing of old ones. Both terrain and units can be modified, and nearly any type of encounter can be recreated, from a dashing raid to a massive slugfest. Its interface is mainly keyboard-based and works acceptably, but does not fully exploit many of the features available in a windowing environment. Much time must be invested to get the scenario to a playable state.

Fire Zone evokes mixed feelings. The limited interface, the burden of controlling each unit individually and the vagaries of the combat system all combine to hinder the game's potential value. On the other hand, given the current paucity of wargames for the Atari ST and Amiga, there is definitely a niche for *Fire Zone*. Reservations aside, it has enough play value that it can be recommended to any wargame fan.

—R. Bradley Andrews

Software Toolworks, 13557 Ventura Blvd. Sherman Oaks, CA 91423; (818) 907-6789

Northern Fleet:

Simulations Canada

Versions: Amiga ($60), Apple ($60), Atari ST ($60), IBM PC ($60)

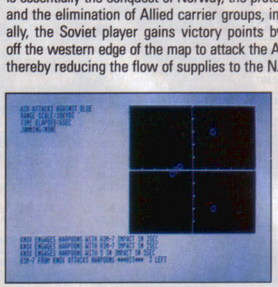
It's 1996 and the sleeping Soviet Bear has come out of hibernation. Simulations Canada's latest entry in their series on modern naval combat thrusts players into the critical battle for control of NATO's northern flank. As the Theatre Commander for either side, players make operational and strategic decisions to be executed by their subordinates. Each subordinate is rated for reliability at following orders and for initiative at capitalizing on unforeseen opportunities.

Players command a broad variety of units, including carrier and land-based air assets and all of the major aquatic combatants in service during the period—submarines, special forces, mine warfare, airborne and amphibious assault groups. Missions and destinations are assigned to units based on intelligence reports received and in keeping with the current level of conflict. Players recommend a level of conflict to their superiors, ranging from rising tensions to operational nuclear warfare, at the beginning of each turn. Additional victory points reward players who delay or avoid escalation, but situations do occur frequently to force the issue. Very few games end without a negotiated settlement and with an exchange of ICBMs; however, don't be surprised if some tactical nuclear weapons are used at sea.

As an operational-level commander, the player does not retain direct control over individual ship movement, target selection, weapons employment and aircraft operations. This may irk gamers who desire control over every detail of every unit under their command, but it provides a realistic simulation of operational-level decision making. In addition, the game can grant full-strike intelligence (i.e., knowing the results of every attack) or limited intelligence (results not fully known until the game ends). The first option should be used by new players; it makes combat reports more exciting and allows gamers to get a better feel for the flow of events. After some practice, the latter system is infinitely more realistic and suspenseful.

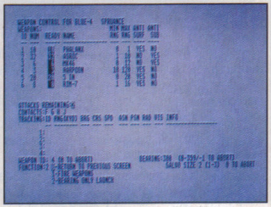
The game eschews graphics. A text message delivers the information a fleet commander would receive at his headquarters several thousand miles from the area of operations. A laminated map and grease markers are provided to plot friendly and enemy locations.

NATO's mission is to halt a Soviet advance into Norway without suffering severe losses to its carriers and other forces. Secondary objectives include destruction of Soviet forces and, whenever possible, Soviet Ballistic Missile submarines (SSSNs), to reduce the chance of a Soviet nuclear strike. As the Soviet player, the mission is essentially the conquest of Norway, the protection of Soviet SSSNs and the elimination of Allied carrier groups, in that order. Additionally, the Soviet player gains victory points by exiting submarines off the western edge of the map to attack the Atlantic shipping lanes, thereby reducing the flow of supplies to the NATO forces in Europe.



The attack screen gives you a rundown of how you are faring against the opposition's forces.

Simulations Canada's *Northern Fleet* tests your military-strategy skills, as you try to defeat the enemy with weapons *and* brainpower.



The documentation provides several strategies for each side, and I have a few other hints to enhance those approaches. Both players must always detach damaged vessels that have speeds significantly lower than the maximum; they endanger the rest of the group by slowing its advance or retreat. Once war commences, Soviet reconnaissance flights no longer identify individual ships or unit compositions; they only show the sectors where enemy units are sighted. Consequently, NATO should send two or three individual units into the Norwegian Sea, well ahead of the carrier groups, in the hope that Soviet air bases on the Kola Peninsula will commit large numbers of bombers on the decoy. These bombers can be attacked by Norwegian fighter aircraft en route to their targets. Soviet commanders should attempt to neutralize the NATO submarine targeting system in Iceland with their special forces, as this significantly increases Soviet submarine survivability and chances of successfully engaging Allied carrier groups.

TANGO submarines should be used almost exclusively to protect SSBN positions in the Barents Sea. Also, as many submarines as possible should be sent to the Atlantic during the period of rising tensions, to obtain maximum victory points before they can be attacked.

Overall, *Northern Fleet* far surpasses earlier games in the series, both in terms of realism and playability. The game provides excite-

AS SEEN ON CHANNEL 7 EYEWITNESS NEWS. AS SEEN IN THE NEW YORK TIMES, BILLBOARD MAGAZINE AND ELECTRONIC GAMES MAGAZINE

NINTENDO FEVER . . . CATCH IT HERE !

AT PLAY IT AGAIN we have been buying and selling used Video Game Cartridges by mail order since 1982 (originally as Forest Hills Used Video Game Cartridges Inc.) We know that usually in 30 days or less you become too good at or bored with an individual game. You can sell us those Nintendo, Sega and Atari 2600 cartridges you don't play anymore. We will send you payment within 48 hours of receipt of your cartridges. We offer a one year limited warranty on our used Nintendo and Sega cartridges. We also sell accessories for all three game systems. We will ship your order within 30 days. (40 days if you order a **Bold Faced** title). If we are unable to completely fill your order we will refund your money and send you a 10% discount coupon good for 1 year on all the products we sell. If you love to play video games then you'll love us. For complete current price list-check list for over 500 titles, send (3) Three 25¢ stamps to: PLAY IT AGAIN, P.O. Box 6718 Dept. List, Flushing, N.Y. 11365. For lifetime club membership which includes, FREE PLAY IT AGAIN T-SHIRT, 12 bi-monthly pricelists, 5% discount on all purchases. We pay members 10% above the quoted prices when they sell cartridges, unadvertised specials for members only. Send $30.00 to: Dept. ESN. State T-Shirt size S, M, L, XL.

Your may order any Nintendo title **NEW** for $15.00 above the we sell used price. MFG warranty only.

	WE SELL USED	WE BUY
10 YARD FIGHT	$19.95	$8.00
1942	19.95	8.00
1943	22.95	10.00
ADVENTURE ISLAND	24.95	12.00
ADVENTURES OF LINK	33.95	20.00
ADV. OF BAYOU BILLY	28.95	15.00
ADVENTURES OF LOLO	33.95	20.00
ALPHA MISSION	19.95	8.00
AIGINA'S PROPHECY	28.95	15.00
AIR FORTRESS	28.95	15.00
AIRWOLF	28.95	15.00
AMAGON	28.95	15.00
ANTICIPATION	24.95	12.00
ARKANOID W/CONTROLS	24.95	12.00
ATHENA	22.95	10.00
BAD DUDES	28.95	15.00
BAD STREET BRAWLER	28.95	15.00
BALLOON FIGHT	19.95	8.00
BATTLEFIELD NAPOLEAN	28.95	15.00
BASES LOADED	38.95	25.00
BASEBALL	19.95	8.00
BIONIC COMMANDOS	24.95	12.00
BLACK TIGER	28.95	15.00
BLADES OF STEEL	24.95	12.00
BLASTER MASTER	24.95	12.00
BOMBER MAN	28.95	15.00
BUBBLE BOBBLE	24.95	12.00
BUMP N'JUMP	28.95	15.00
BURGERTIME	19.95	8.00
BREAKTHRU	24.95	12.00
CALIFORNIA GAMES	28.95	15.00
CARACRESTA	28.95	15.00
CASTLEVANIA	24.95	12.00
CHESTER FIELD	24.95	12.00
CHUBBY CHERUB	19.95	8.00
CITY CONNECTION	24.95	12.00
CLU CLAND	19.95	8.00
COBRA COMMAND	28.95	15.00
COMMANDO	19.95	8.00
COMTRA	24.95	12.00
CYCLE SHOOTING	28.95	15.00
DEADLY TOWERS	28.95	15.00
DEFENDER OF CROWN	33.95	20.00
DEFENDER II	28.95	15.00
DR. CHAOS	28.95	15.00
DR. JEKYLL & MR. HYDE	28.95	15.00
DONKEY KONG	19.95	8.00
DONKEY KONG CLASSICS	19.95	8.00
DONKEY KONG 3	19.95	8.00
DONKEY KONG JR.	19.95	8.00
DONKEY KING JR. MATH	19.95	8.00
DOUBLE DRAGON	33.95	20.00
DOUBLE DRIBBLE	24.95	12.00
DRAGON NINJA	28.95	15.00
DRAGON POWER	24.95	12.00
DRAGON WARRIOR	24.95	12.00
ELEVATOR ACTION	19.95	8.00
ELWAY'S QUARTERBACK	33.95	20.00
EMPIRE	28.95	15.00
EXCITE BIKE	19.95	8.00
FIGHTING GOLF	28.95	15.00
FIST OF NORTH STAR	28.95	15.00
FLYING DRAGON I	28.95	15.00
FREEDOM FORCE	24.95	12.00
FRIDAY THE 13TH	28.95	15.00
GALAGA	24.95	12.00
GAUNTLET	33.95	20.00
GHOSTBUSTERS	28.95	15.00
GHOSTS 'N GOBLINS	19.95	8.00
GOLF	19.95	8.00
GOLGO 13	24.95	12.00
GOONIES II	22.95	10.00
GOTCHA	24.95	12.00
GRADIUS	19.95	12.00
GRAND PRIX	28.95	15.00
GUERILLA WARS	28.95	15.00
GUMSHOE	19.95	8.00
GUNSMOKE	24.95	12.00
GYRUSS	28.95	15.00
HOLLYWOOD SQUARES	28.95	15.00
HEAVY BARREL	28.95	15.00
HECTOR VECTOR	28.95	15.00
HULK HOGAN	33.95	20.00
ICE CLIMBER	19.95	8.00
ICE HOCKEY	24.95	12.00
IKARI WARRIORS	24.95	12.00
IKARI WARRIORS II	24.95	12.00
INDIANA JONES	28.95	15.00
IRON TANK	24.95	12.00
JACKAL	28.95	15.00
JEOPARDY JR.	33.95	20.00
JEOPARDY	28.95	15.00
JAWS	22.95	10.00
JOUST	22.95	10.00
KARATE CHAMP	19.95	8.00
KARATE KA	24.95	12.00
KARNOV	24.95	12.00
KID KOOL	28.95	15.00
KID ICARUS	19.95	8.00
KID NIKI	22.95	10.00
KUNG FU	19.95	8.00
KUNG FU II	28.95	15.00
LEGACY OF WIZARD	24.95	12.00
LEGEND OF KAGE	19.95	8.00
LEGEND OF ZELDA	22.95	10.00
LEGENDARY WINGS	24.95	12.00
LIFE FORCE	24.95	12.00
LODE RUNNER	19.95	8.00
LUNAR POOL	19.95	8.00
MACH RIDER	19.95	8.00
MAGMAX	28.95	15.00
MAGIC OF SHAHRAZAD	28.95	15.00
MAJOR LG. BASEBALL	24.95	12.00
MARBLE MADNESS	28.95	15.00
MARIO BROS.	19.95	8.00
MARVEL'S XMEN	28.95	15.00
MEGAMAN	19.95	8.00
METAL GEAR	24.95	12.00
METROID	19.95	8.00
MICKEY MOUSECAPADE	24.95	12.00
MIGHTY BOMB JACK	19.95	8.00
MILLIPEDE	24.95	12.00
MILON'S SECRET CASTLE	28.95	15.00
MISSION XX	28.95	15.00
MUSCLE	19.95	8.00
★ NINTENDO GAME SYS.	54.95	35.00
NAT'L FOOTBALL LEG.	28.95	15.00
NIGHTMARE ON ELM ST	33.95	20.00
NINJA TARO	28.95	15.00
NINJA KID	19.95	8.00
OPERATION WOLF	28.95	15.00
OTHELLO	28.95	15.00
PACMAN	24.95	12.00
PAPERBOY	28.95	15.00
PASSWORD	28.95	15.00
PEBBLE BEACH	22.95	10.00
PINBALL	19.95	8.00
PLATOON	28.95	15.00
POPEYE	19.95	8.00
PREDATOR	28.95	15.00
PRICE IS RIGHT	33.95	20.00
PRO-AM RACING	24.95	12.00
PRO WRESTLING	19.95	8.00
PUNCH OUT	24.95	12.00
QBERT	33.95	20.00
RBI BASEBALL	28.95	15.00
RACKET ATTACK	28.95	15.00
RAID RACER (3-D)	24.95	12.00
RAID ON BUNGLING BAY	19.95	8.00
RAMBO	24.95	12.00
RAMPAGE	28.95	15.00
RENEGADE	28.95	15.00
RETURN DONKEY KONG	33.95	20.00
RING KING	24.95	12.00
ROBOCOP	33.95	20.00
ROAD RUNNER	28.95	15.00
ROBO WARRIOR	28.95	15.00
ROGER RABBIT	33.95	20.00
ROLLERBALL	28.95	15.00
RUSH 'N ATTACK	19.95	8.00
RYGAR	24.95	12.00
SECTION Z	22.95	10.00
SEICROSS	28.95	15.00
SESAME ST. ABC	22.95	10.00
SESAME ST. 123	22.95	10.00
SIDE POCKET	22.95	10.00
SIMON'S QUEST	33.95	20.00
SKATE OR DIE	28.95	15.00
SKY SHARK	28.95	15.00
SKYKID	19.95	8.00
SLALOM	19.95	8.00
SOCCER	19.95	8.00
SOLOMON'S KEY	19.95	8.00
SPEED RUMBLERS	19.95	8.00
SPELUNKER	19.95	8.00
SPY HUNTER	19.95	8.00
SPY VS. SPY 1	24.95	12.00
SQOON	19.95	8.00
STAR FORCE	22.95	10.00
STAR FORCE II	28.95	15.00
STAR SOLDIER	28.95	15.00
STAR VOYAGER	19.95	8.00
STINGER	22.95	10.00
STREET FIGHTER	28.95	15.00
SUPER DODGE BALL	28.95	15.00
SUPER MARIO BROS.	16.95	5.00
SUPER MARIO BROS. 2	33.95	20.00
SUPERMAN	28.95	15.00
SUPER PITFALL	19.95	8.00
SUPER STAR FORCE	28.95	15.00
SUPER XEVIOUS	28.95	15.00
T&C SURF DESIGN	24.95	12.00
TAG TEAM WRESTLING	19.95	8.00
TECMO BASEBALL	33.95	20.00
TECMO BOWL	28.95	15.00
TEENAGE MUTANT NINJA	33.95	20.00
TENNIS	19.95	8.00
TERMINATOR	28.95	15.00
TERRA CRESTA	28.95	15.00
TETRIS	28.95	15.00
THUNDER BLADE	24.95	12.00
TIGER-HELI	22.95	10.00
TITAN WARRIOR	28.95	15.00
TOP GUN	22.95	10.00
TOUCHDOWN	28.95	15.00
TOUCHDOWN FEVER	28.95	15.00
TRACK AND FIELD	19.95	8.00
TRACK AND FIELD II	28.95	15.00
TROJAN	19.95	8.00
URBAN CHAMPION	19.95	8.00
ULTIMA	24.95	12.00
U.S. GOLF	28.95	15.00
VEGAS DREAM	28.95	15.00
VOLLEY BALL	19.95	8.00
WHEEL OF FORTUNE	33.95	20.00
WILD GUNMAN	19.95	8.00
WIZ & LIZ	28.95	15.00
WINTER GAMES	22.95	10.00
WIZARDS & WARRIORS	24.95	12.00
WORLD GAMES	24.95	12.00
WORLD RUNNER (3-D)	24.95	12.00
WRECKING CREW	19.95	8.00
WRESTLEMANIA	33.95	20.00
YEAH YEAH BEEBISS I	33.95	20.00
XENOPHOBE	28.95	15.00
XENOUS	28.95	15.00
ZANAC	19.95	8.00
ZETA GUNDAM	28.95	15.00
ZOMBIE MASTER	28.95	15.00

PLEASE LIST ALTERNATES

★ MUST INCLUDE (2) CONTROLLERS, POWER SUPPLY AND INSTRUCTION BOOKLET. SUPER MARIO BROS. CARTRIDGE SUBTRACT $5.00 WITHOUT CARTRIDGE.

ORDERING INSTRUCTIONS: All orders & Memberships of PLAY IT AGAIN to P.O. Box 6718, Flushing N.Y. 11365. **MINIMUM ORDER:** $10.00 **PLEASE PRINT CLEARLY** U.S. funds only **NO FOREIGN ORDERS** in Canada write to: Microplay Video Games, 200 Bank St., Ottawa, ONT. K2P 1W8. Add 3.50 for shipping and handling on each order. $8.50 for Alaska, Hawaii, and Puerto Rico. We will not ship to P.O. Box #; street address only. We do not accept credit cards, New York residents must add appropriate sales tax. Personal checks will delay shipment up to three weeks. All U.S. shipping is by United Parcel Service. If you order **three or more** nintendo cartridges in one order and list alternates for each we will pay the shipping (U.S. only) **We reserve the right to refuse any order.** Any used nintendo cartridges are sold with a one year limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence. **Bold Face cartridges coming soon.**

SHIPPING INSTRUCTIONS: Send to PLAY IT AGAIN Dept. 1B 67-25 186 Lane, Flushing, NY 11365. **Please Print Clearly.** Wrap cartridges securely. If you send (5) five or more Nintendo cartridges at one time we will add $2.00 to the total amount due. Please ship by U.P.S. We will deduct $1.00 for each missing instruction booklet, 50¢ for missing slipcase for Nintendo cartridges and $2.00 for missing 3-D glasses. $3.00 will be deducted for any cartridge we have to ship back to you. If your package is not received by Sept. 30, 1989, we will pay you using price list #13 effective Oct. 1, 1989. We pay $1.00 for broken Nintendo cartridges.

We are not related to or endorse by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors. All items subject to availability. © PLAY IT AGAIN 1989 All Rights Reserved.

ment throughout, while educating players on some of the most important decisions that military strategists face daily. This is highly recommended for wargamers on either side of the iron curtain.

—H. E. Dille

Simulations Canada, P. O. Box 452
Bridgewater, NS, Canada B4V 2X6

Wizardry V

Sir-Tech

Versions: Apple II ($49.95), IBM ($49.95)

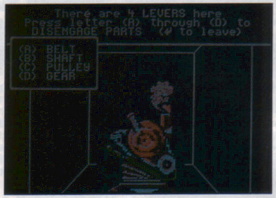
Wizardry V—Heart of the Maelstrom (HOTM) leaps from the shelf as the latest offering in the popular series. Designers Dave W. Bradley and Andrew Greenberg stick close to the formula seen in previous versions of *Wizardry*. While this game is accessible to first-time players, it does present new features for seasoned players.

The plot is fairly standard. The renegade Sorn has unleashed a magic vortex that threatens to engulf the world, and the Gatekeeper, the arch-mage who's supposed to prevent such unpleasantness, is her prisoner. The game begins in the castle. From there the player can go to the Training Grounds (to create characters), Gilgamesh's tavern (to round up a party), the Temple of Cant (to raise characters killed in action), Boltac's Trading Post (to buy and sell equipment) or the Adventurer's Inn (to heal up and promote levels).

The menu-driven commands march the game along smartly. As opportunities arise (in training, camp or combat) new menus pop up to list the player options available. Most menus can be turned off after they're read, to give an unobstructed view of the screen.

Although prior *Wizardry* experience is not required, a player can bring characters in from *Wizardry I* through *III*. But this importation of skilled adventurers is at a steep price: They lose all items, gold, experience points and spells which were acquired in the previous scenarios.

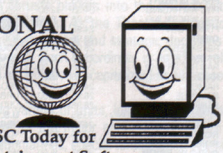
Wizardry veterans will find that even small activities are now much harder. To provide some assistance, the walls are periodically deco-



Sir-Tech's *Wizardry V* will not only please players of the *Wizardry* series, but also gives new players a chance to join in on the fun.

You never know who or what your path will cross with in Sir-Tech's *Wizardry*.

INTERNATIONAL SOFTWARE CLUB



Join ISC Today for
Popular Entertainment Software
at
20% - 30% below retail

FREE! Software with 1st order!
FREE! Buyer catalog with monthly specials!
FREE! Monthly newsletter with contests and prizes!
FREE! First Year Membership!

Simply mail the coupon to begin your membership. Please include $2.00 for postage and handling.

Name: Address:
City: State: Zip:
Mail Coupon To:
ISC, 1278 Main Street, Suite 106, Watertown, Ct. 06795

CIRCLE #133 ON READER SERVICE CARD.

Nintendo®

LARGE SELECTION!!
GREAT PRICES!!

★ WE BUY USED GAMES ★

TRI-COAST INTERNATIONAL, INC.
1020 Pico Boulevard
Santa Monica, CA 90405

TRI-COAST INTERNATIONAL

VISA For information call: 213-452-1181 MasterCard
Order Hotline: 800-888-7797

CIRCLE #134 ON READER SERVICE CARD.

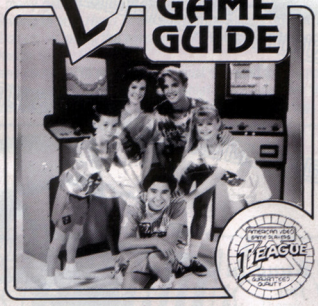
NINTENDO* PLAYERS GET HIGHER SCORES .....

VIDEO GAME GUIDE

AMERICAN VIDEO GAME PLAYERS LEAGUE

Presents:

VIDEO GAME GUIDE



GET GREAT SCORES ON THESE

NINTENDO* GAMES

• LEGENDARY WINGS	• SECRET CASTLE
• ADVENTURES OF LOLO	• RAMPAGE
• BIONIC COMMANDO	• GOLGO 13
• COBRA COMMAND	• BOMBERMAN
• ADVENTURE ISLAND	• JOUST

Only $9.99 suggested retail

Join our "All Star" Team and they will help you learn how to achieve new heights and get more points. This video features ten of the hottest games made today.

ENDORSED BY THE

AMERICAN VIDEO GAME PLAYERS LEAGUE GUARANTEED QUALITY

STUDIO VIDEO PRODUCTIONS

VHS

©1989 Studio Video Productions

Approx. running time: 40 mins.

Not rated (General)

*Nintendo is a registered trademark of Nintendo of America, Inc.

*TM CAPCOM USA Inc., TM Hal America Inc., TM Data East USA Inc., TM Hudson Co LTD, TM VIC TOKAI, INC.

CIRCLE #135 ON READER SERVICE CARD.

CULTURE BRAIN™ and KUNG-FU HEROES™ are trademarks of CULTURE BRAIN U.S.A. INC.
TM and © 1988 CULTURE BRAIN U.S.A. INC. All right reserved.

KUNG-FU HEROES

Official Nintendo Seal of Quality

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

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

INTRODUCING COMICAL KUNG-FU ACTION GAME FOR DUAL PLAY. ENJOY TOGETHER!!

This is a comical Kung-fu action game that's lots of fun. You can play this game with your parents, friends or neighbors.

●GUNMAN'S CASTLE
The gunmen from the demon circle use powerful fire bazookas! Even the mighty Kung-fu player will be tested in opposing the firearms.

●DEMON CATS' CASTLE
The demon cats clan comes to attack! If you get shot by the Medusa Beam, you may be paralyzed and become stone.

Oh, no! The Princess Min-Min and all the treasures have been taken by the evil enemies. Two Kung-fu experts, Jacky and Lee volunteer to save the Princess. Defeat the enemies with the best of your Kung-fu skills and bring peace to the Land.

CULTURE BRAIN™

CULTURE BRAIN USA. INC
15315 N.E. 90TH
REDMOND WASHINGTON 98052
Tel. (206)-882-2339
Fax (206)-882-2320

CIRCLE #136 ON READER SERVICE CARD.

rated with clues that can be decoded.

Sadly, graphics are substandard in the latest incarnation of this venerable game system. Monsters literally pop up in the center of blank rooms which are minimally drawn with a few straight lines. Also disappointing in this new game is the increased difficulty in routing the party through the encounters. Mapping is now a major challenge, as levels no longer fit neatly on a 20 x 20 grid map.

But many of the new features add dimension to the playing experience. Pools may hide treasure, and can magically kill or cure; therefore, swimming ability has become a vital skill instead of just a helpful accessory. New spells and monsters have been added, and these enrich the gaming experience. For example, multiple groups can be in the dungeon simultaneously (even launching rescue parties). Combat is also livelier, because there are more options now, with long-range weapons and ambushes providing more fire power to the party.

The biggest challenges are the noncombat encounters. The dungeon is densely populated with nonplayer characters (NPCs). Although computer games have a long way to go to produce truly interactive NPCs, the entities in *HOTM* are colorful and complex. The Duck of Sparks, the Laughing Kettle and the Loon will keep a player so amused that it's hard to get frustrated by attempts to interact with them. Completing the game requires gaining items and information from these denizens, but brute force won't work. Players must use charm, bribery or theft to get what they need, and the wrong approach can spell disaster! The NPCs will remember the encounter and act accordingly if you meet them again.

Unlike many games where a player must follow a narrow path from beginning to end, *Heart of the Maelstrom* allows greater freedom of choices, including the possibility of more than one successful conclusion.

The game comes with an 86-page manual designed for the novice player. A four-page, "quick-start" pamphlet is included for those who've played previous versions, briefly pointing out changes and the new features.

The IBM version comes with three disks and the Apple has five. The disks are not copy-protected; a "magic word" must be entered once to play. Alas, the game will not run off a hard drive. Though saving the game mid-session is easier than ever before, this hardly encourages playing a "quick round of *Wizardry*." Hopefully, there will be a hard-disk option for future games in the series.

The attention given to design, plotting and detail prove that a game doesn't need whiz-bang graphics and sound to be a hit. For a person starting out in computer role-playing games, this is a good way to cut one's teeth. Yet *Wizardry—Heart of the Maelstrom* will please even grizzled veterans.

—Alan Roberts

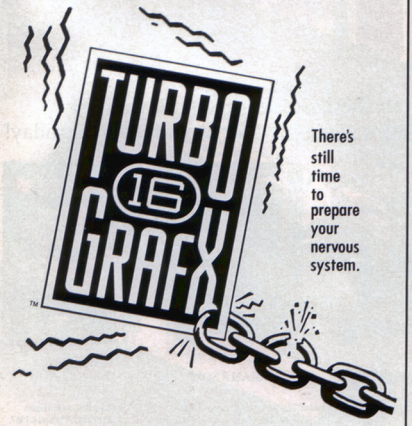
Sir-Tech, 6 Main Street
Ogdensburg, NY 13669; (315) 393-6633

Modem owners! VG&CE can be reached online with comments and hints. We'd be happy to hear from you. Electronic Mail can be sent to us on the following systems:

CompuServe: 70007,3554
GEnie: VIDGAME
DELPHI: ANALOG2
MCI Mail: VIDGAMES

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VideoGames & Computer Entertainment Magazine sent you!

CompuServe: 1-800-848-8990
GEnie: 1-800-638-9636
DELPHI: 1-800-544-4005
MCI Mail: 1-800-444-6245



CIRCLE #137 ON READER SERVICE CARD.

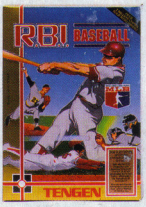
CIRCLE #138 ON READER SERVICE CARD.

WHEN YOU THINK OF GREAT HITS...THINK

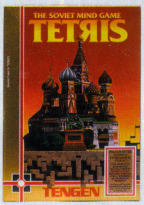
TENGEN

Now manufacturing and shipping the best arcade hits for play on the Nintendo Entertainment System®. Get Tengen games at your favorite retailer today!

AVAILABLE NOW!

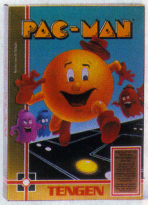


AVAILABLE NOW!



IT'S HERE!

COMING THIS SUMMER!



AVAILABLE NOW!

Tengen's products are designed and manufactured by Tengen. They are not designed, manufactured, sponsored, or endorsed by Nintendo.®

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

CIRCLE #142 ON READER SERVICE CARD.

GAUNTLET: ® and ©1985, Atari Games Corp. R.B.I. BASEBALL: TM and ©1987, Atari Games Corp; ©1986, 1987, Namco. PAC-MAN: ® and ©1980, 1984 Namco, Ltd. TETRIS: TM and ©1987, AcademySoft Elorg. All Rights Reserved. Tetris licensed to Andromeda Software Ltd.; and sub-licensed to MIRRORSOFT LTD and Sphere, Inc. ©1988 Tengen Inc. All Rights Reserved. Original concept, design and program by Alexey Pazhitnov and Vadim Gerasimov, respectively. SUPER SPRINT: ® and ©1986, Atari Games Corporation.
Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

Nintendo
ENTERTAINMENT SYSTEM
THE SOVIET MIND GAME
TETRIS
TENGEN
SUPER SPRINT
PAC-MAN

BAD DUDES MAKES DOUBLE DRAGON PALE BY COMPARISON

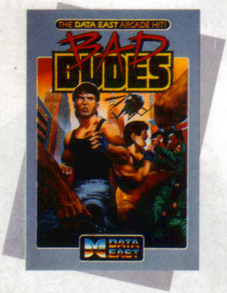
Ask anyone who's played them both in the arcade. Bad Dudes is clearly the game of choice. It's no contest.

BAD DUDES has better graphics. Better action. Better playability. From the arcade to the Nintendo to computer formats, you can count on a better game with BAD DUDES. And we're even available on more systems than they are.

The joystick play is incredible—fast, smooth and responsive. And the game play and graphics of the home versions are amazingly true to the arcade original.

Check it out for yourself. The martial arts excitement of BAD DUDES makes Double Dragon play like a dinosaur. One soon to be extinct.

BAD DUDES. From Data East. Now available on Commodore, IBM, Tandy, Amiga, Atari ST and Apple II personal computers and the Nintendo Entertainment System.



© 1988 DATA EAST USA, INC.

IBM is a registered trademark of International Business Machines, Inc.; Amiga and Commodore are registered trademarks of Commodore Business Machines, Inc.; Apple is a registered trademark of Apple Computers, Inc.; Atari ST is a registered trademark of Atari Corporation; Nintendo and the Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc.

Double Dragon Computer versions: © 1988 Mastertronic International, Inc. Licensed from Technos Japan. Double Dragon is a joint publication of Arcadia and Tradewest.

Double Dragon Nintendo: © 1988 and TM Tradewest, Inc. licensed from Technos, Japan.

Double Dragon Arcade: © 1987 TAITO AMERICAN CORPORATION

DATA EAST

1850 Little Orchard Drive, San Jose, CA 95112 (408) 286-7074

CIRCLE #140 ON READER SERVICE CARD.