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GAME

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# Players

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

Display Until November 28, 1989

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NINJA TURTLES  
THREE STOOGES  
NOBUNAGA'S  
AMBITION  
BAYOU BILLY  
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November 1989



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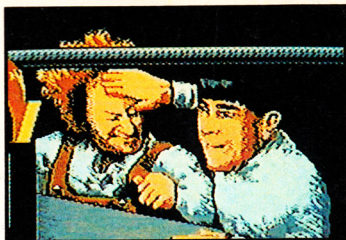


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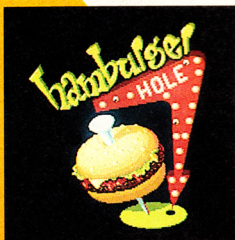
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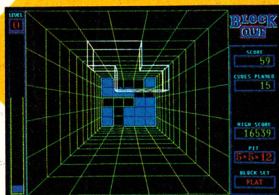
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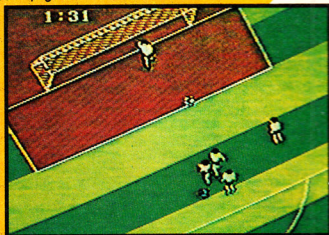
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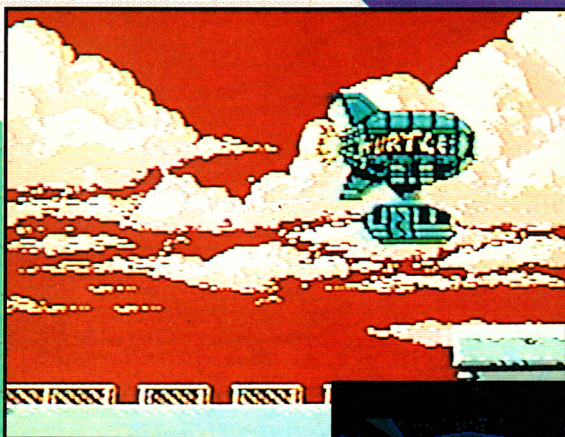
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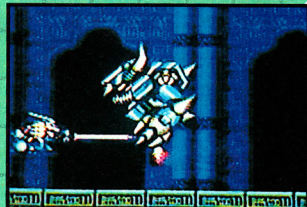
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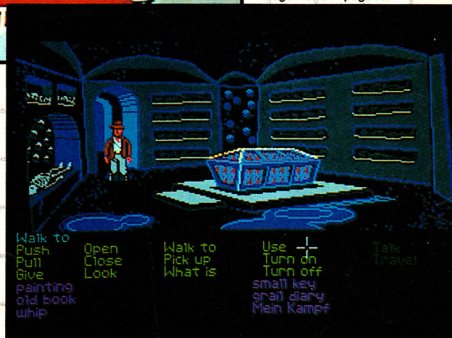
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# The EDITORS VIEW

The 1989 holiday season is shaping up as a bonanza for game players. An avalanche of hardware and software like this hasn't been seen since the first videogame craze of the early 1980s.

Consider the latest developments in home videogames. Last year, people had five different game systems to choose from: the Nintendo Entertainment System; the Sega Master System; and Atari's 2600, 7800, and XE systems. For the vast majority of shoppers, though, the choices boiled down to these five: Nintendo, Nintendo, Nintendo, Nintendo, and Nintendo.

This year, Nintendo still rules supreme. But two serious challengers have appeared: the Sega Genesis and the NEC TurboGrafx-16. Both rely on 16-bit computer technology to deliver superior graphics, animation, and sound. Although neither system is expected to dethrone Nintendo anytime soon, the whole industry is watching closely to see if the challengers can at least gain a foothold in Nintendo's territory.

As you know, we've been reporting on these new systems in the last several issues of *Game Player's*. Their advantages are obvious, even from the still photos of game screens you can see in the magazine. But after ten years of covering the personal computer and videogame industries, we know only too well that superior hardware doesn't necessarily translate into superior sales. Many other factors play a part. This past decade is littered with dead computers and videogame systems that had promising futures, but failed to catch on for one reason or another.

Things aren't too different today. The Sega Master System has always boasted better graphics than the Nintendo Entertainment System. But Nintendo has most of the best games, and that's what counts.

That's why it is likely that the unfolding war between Nintendo, Sega, and NEC will be won on the battlefield of software, not hardware. All three companies will be fighting each other fiercely for the best game titles.

In this battle, Nintendo starts off in the best strategic position, thanks to past victories. Sega probably has a slight advantage over NEC, because Sega at least has an arcade subsidiary from which to draw hit games. All three companies are seeking allies among the computer software publishers which haven't yet entered the home videogame market. Sega and NEC hope to attract more of these publishers, because their better hardware can do more justice to sophisticated computer games.

Unfortunately, due to exclusive contracts and licensing agreements, the exciting videogame market now taking shape won't be like today's computer game market, in which the same titles are available on many different systems. For example, if you want to play a hit computer game such as *Tetris*, it doesn't matter whether you have an IBM PC compatible, Tandy, Amiga, Commodore 64, Macintosh, Apple II, or Atari ST — there's a version available for your computer. But home videogames are usually available for only *one* game system. Want to play *Zelda III*? You'll have to buy a Nintendo. Want to play *Altered Beast*? You'll have to buy a Sega.

This influences players to choose between the competing videogame systems by first deciding which games they want to play — a strategy that will undoubtedly work in favor of Nintendo.

Theoretically, everyone benefits in the long run from increased competition. In the short run, though, the really dedicated gamers might have to own two or three different systems to enjoy *all* of the great games on the way. Others will most likely settle on just one game system, and try not to miss what they're missing.

In *Game Player's*, we'll cover all of the competing game systems and top game titles, so your decisions will be a little easier.

Tom R. Halfhill  
Editor-in-Chief,  
*Game Player's*

GP



# 双截龍

## DOUBLE DRAGON

### *The Revenge*™

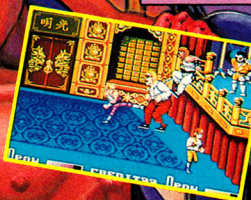
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Featuring more weapons and more powerful moves, with more new missions such as the Underwater City, the Garden of Death, and the infamous Trap Room!

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**Games**

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November 1989

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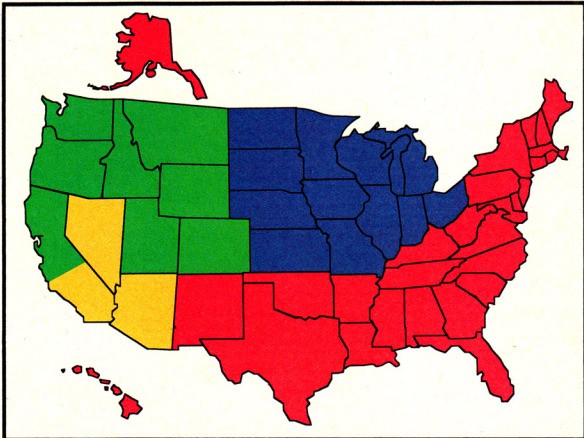
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*There's havoc in the factory as you blast away the invaders.*



*The Bronze Dragon is a formidable foe. You never know when it will strike!*

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## Another Warp In Super Mario

I am a 13-year-old Nintendo addict and am offering a tip to fellow players. In *Super Mario Bros. 2*, don't go right into world 6-3. Instead, go to the left and sink into the quicksand. When you're almost under, push left and hold down the jump button. When you see the door, enter it, and you'll be at the end of 6-3.

Don St. Germain  
British Columbia, Canada

*Thanks, Don! We thought we knew all the warps in Super Mario Bros. 2, but this is the first time we've heard of that one.*

## Poisonous Gas In Sega's Ys

I have a question about Sega's *Ys*, the *Vanished Omens*. I am able to get Aaron into a little room with an old man. He keeps saying something about the columns or pillars along this passage. One is evidently hollow and might be an exit. But there aren't any pillars that I can see. And Aaron loses his strength and dies before the end of the passage.

Aaron has four books and only needs two more. He also has



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

a hammer. I have tried everything I can think of to get Aaron through the passage, but nothing works. Even if you try to go back out the way you came in, the game stalls and keeps repeating the same two scenes over and over again. Help!

Robby Dungan  
Oregon

*After talking to the old man, go downstairs and back to the tenth floor. If you take the stairs on the right, you'll reach a ledge with pillars. Now go five pillars to the right and use your hammer. The fifth pillar will break up, and the poisonous room won't hurt Aaron.*

## Finding The Rapid-Fire Weapon In *Bionic Commando*

In *Bionic Commando*, can you tell me where the rapid-fire weapon is? Also, how can you clear the big spaceship at the end of level 12?

Mike Legleiter  
Kansas

*The rapid-fire gun is in neutral area 18. You need to remember that Destroyer 3 has the gun you're looking for. If you don't answer "no" to the imposters, the gun you get will be a fake.*

*To destroy the spaceship Albattros, you have to shoot its orange generator. Swing up on the girders and shoot at the glowing orange ball until it shoots at you. Then jump down and climb back up again. Keep climbing and firing until the ship is destroyed. Be patient — this takes some time.*

## Beating The Grim Reaper

No matter what I do, no matter how hard I try, I cannot beat the Grim Reaper in *Castlevania*. Do you have any tips, or better yet, tricks, for finishing the game?

Craig James  
Florida

*continued on page 10*



# BAD TO THE BONE

*These are the streets. And there are no rules when you do battle here.*

*STREETFIGHTER is strictly survival of the fittest against 8 of the baddest dudes from around the world. Watch out for flying scissor kicks, lethal Ninja weapons, and other evil tricks. Block their attacks while you counter with jabs and roundhouse kicks. Don't drop your guard cause these guys aren't just b-b-b-bad. They're "Bad to the Bone."*

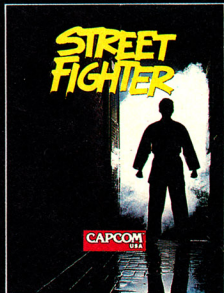
*So see your favorite software retailer or call Capcom U.S.A. 408-727-1665. You don't want to keep these guys waiting!*



*Try a roundhouse kick against an English street tough.*



*Dodge the lethal Ninja weapons of Geki.*



**CAPCOM®**  
USA

continued from page 8

Stand on the platform at the far left and keep throwing boomerangs. (Be sure you're using the triple shot so you can toss three boomerangs at once.) That's all it takes.

## Stuck On Phantasy Star

I am completely stuck on the Sega game *Phantasy Star*. I can't find the Laconian armor or the Laconian shield anywhere. I have everything listed in the instruction booklet except these. I would appreciate it if you could tell me where and how I can get these items.

Ryan Graham  
Utah

The Laconian armor is on Dezoris in the Guaron morgue. You'll know it's a morgue because you'll be repeatedly attacked by zombies. You have to go across a pit trap to find it.

The Laconian shield is on a small island in the middle of a pond on Motavia. Use the land rover and search all over the island. However, it won't be there unless you talk with someone in the town that is surrounded by poison gas.

## Sailing Away In Ultima

Do you know how to get the ship in FCI's *Ultima* for Nintendo?

I also want to share a tip about Sunsoft's *Blaster Master*. There



is an easier way to defeat the bosses in areas 2, 4, 6, and 7. When you hit one of the bosses with a grenade, pause the game. (Make sure the boss is blinking.) After about 15 seconds on pause, the boss will die.

Danny Gibbs  
Ohio

Before you can take over the pirate ship in *Ultima*, you have to defeat the pirates. Then you can sail away to fight snakes and sea monsters.

Thanks for the *Blaster Master* hint. That game hasn't lost any of its popularity since it was first released.

## Tracking Down Transportation

I've had *Phantasy Star* for about three weeks and have gotten to the point where I can't go any farther without the land rover and the hovercraft. Can you tell me where these two items are?

Daniel T. Hilliard  
California

Go to the town of Casba on Motavia. There you'll find the land rover, and you'll talk to a man about the hovercraft. Then go back to the scrapyard where you found Hapsby, the robot, and search the first house on Alis's left for the hovercraft.

## Where Is Link's Hammer?

In *Zelda II: The Adventure of Link*, where is the hammer, and how do I get it?

Josh Oswald  
Ohio

Just beyond Saria you enter Death Mountain. Follow these directions: Go right through five different caves, ignoring the elevator in the third cave. Then go down through three caves. Now go to your left, and you'll see a hole in the middle of a clearing. Enter the hole, go right, and down an elevator. On the ground floor, you'll find the hammer to the right, and a magic potion on the left.

Now, back outside the hole, use the hammer to break the rock on your left. If you go inside, you can find a magic container which will increase your magic powers by one more block.

GP



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In fact Freedom Stick could mean a lot more freedom for everyone.



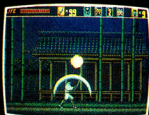


# YOUR WORLD WILL NEVER

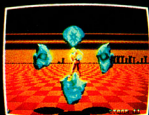
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# WORLD BE THE SAME.



**Unretouched Photo**  
**Altered Beast**, the Sega  
 arcade hit, comes with  
 the Genesis system,  
 TeleGenesis™ Modem,  
 Power Base Converter™  
 and other games sold  
 separately.

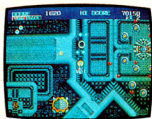
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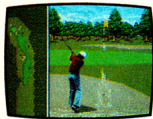
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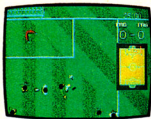
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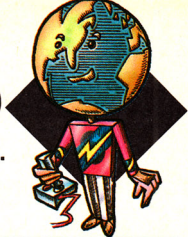
**Soccer**





# PLAYERS

## WORLD



### FACE TO FACE ...WITH CAPTAIN LOU ALBANO

Jason R. Rich

Imagine a big, mean, ex-wrestler fighting with his four children and six young grandchildren for his turn to play *Super Mario Bros.* on their Nintendo system. Now imagine the same ex-wrestler dressed up as Mario and starring in a new TV series called the *Super Mario Bros. Super Show*. Impossible?

Not for Captain Lou Albano, a former wrestler with the World Wrestling Federation (WWF). Captain Lou says he often finds himself competing with his own kids and grandkids for a chance to play on the family's Nintendo machine. And Captain Lou is indeed the star of the new *Super Mario Bros. Super Show*. Unlike his former life as a big, bad, ugly wrestler, Albano is friendly, funny, and totally outrageous in his new role as Mario.

"In addition to a colorful set and celebrity guests, the show uses all of the music and sound effects from the Nintendo games," he says. "You don't have to know



Ex-wrestler Captain Lou Albano, starring as Mario in the new *Super Mario Bros. Super Show*, chats with guest star Vanna White.

how to play the game to enjoy the show. However, all the characters are the same. As Mario, I am a plumber in Brooklyn. Like the Nintendo game, the show follows the adventures of Mario and Luigi."

Captain Lou likes playing Mario on his family's Nintendo system, too — when he gets a chance. "I play the Nintendo game. However, I'm not too good at it. My grandchildren are better than I am. The games are confusing. I guess I'm uncoordinated, but I still have fun playing them."

The rap version of the opening theme song from the *Super Mario Bros. Super Show* will premiere as a music video on MTV. For the closing theme, Captain Lou has invented the official Mario dance. "You begin with your feet together," he instructs. "First, put your right foot forward and your left hand forward. Then walk like Mario on the videogame. Move



In this restaurant scene from the show, Captain Lou and guest star Elvira ("Mistress of the Dark") are served by their waiter, Luigi.



Captain Lou enjoys playing *Super Mario Bros.*, but admits that his children and grandchildren are better than he is.

your head back and forth, and after six steps, you jump and walk the other way."

After 35 years of rough action in the wrestling ring and numerous guest appearances in movies and TV shows, Captain Lou says he's happy to star as the little videogame character. "I don't consider myself an actor. I think of myself as a short, fat, Italian guy playing a bunch of different personalities."

GP



## Arcade adventure at its finest...

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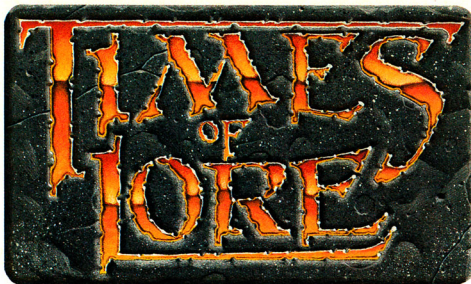
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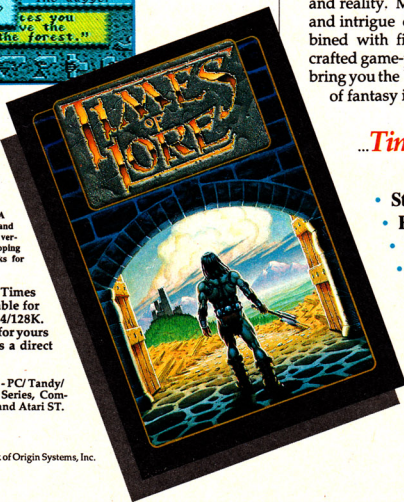


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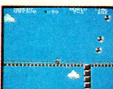
# THE VIDEO OR COMPUTER GAME PLAYER!

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## NINTENDO GAME of the MONTH SUPER MARIO

The editors and game players



Here you must time your runs to keep from being killed by the cheep-cheeps.



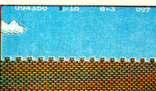
Wait for them to fly up, then run under them.

Millions of Nintendo players now own Super Mario. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

Throughout this game your timing is very important. Jumping and leaping are critical skills in the level-up worlds. You just have to work your way through, learning when to jump and when to wait.

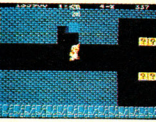


They're rough in the water worlds, too, but not as aggressive as the Bloobers (jellyfish). Use the A button to swim up. The water worlds are much easier if you're fiery Mario.

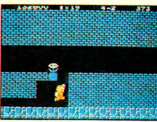


Uh oh... it's the Hammer Brothers. These guys are bad! It's best to be fiery Mario whenever you have to get past them.

All through the game you'll find hidden coin boxes, fire plants, magic mushrooms, and more. These samples show you what you're looking for.



Coin Box.



Fire Plant.



Magic Mushroom.

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GAME PLAYERS

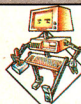
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APRIL/MAY 1989

DON'T MISS A SINGLE ISSUE OF THE HOTTEST NEW MAGAZINE IN VIDEO AND COMPUTER GAMES!

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**A** Right, I admit it. I got excited about the return of baseball. I followed the weekly during spring training. I made a two-page color sheet about tickets, hoping that someone they're on sale for 70 percent off. And I want the season opener and home opener as if it was the seventh game of the World Series.



## PC PLAYERS

### Take Me Out To The Videogame

Neil Randall

One more confusion. When spring training begins, I find myself searching for my computer baseball games. I play *Amateur Baseball* while watching a game on TV. I look to *GameStar's* *Pro Baseball* from when I want to test my skills at building a franchise. Meanwhile, with the sports pages in front of me, I hold up *Electronic Arts' Earl Weaver Baseball*, change some statistics, and play the game my favorite team will be playing that week.

Why do I have these baseball simulations? Because each has its own particular focus. *Amateur* is purely an action game, with an emphasis on the classic confrontation between pitcher and batter. *Pro Baseball* from EA is a franchise-building game in which you have ten seasons to assemble a

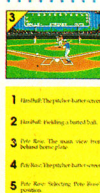
championship team. *Earl Weaver Baseball* focuses on managing the individual game; all of its many features are designed with that in mind.

#### Hardball

In *Hardball*, the screen you see most often shows your pitcher either left-handed or right-handed (preparing to throw in the plate). It's the classic viewpoint of *Amateur Baseball*, as seen from somewhere in left-center field.

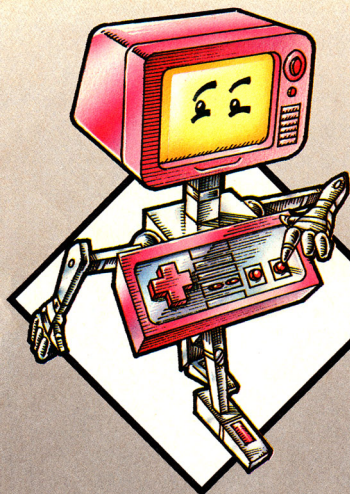
The screen at the bottom of the *Hardball* screen shows your stats. Using the keyboard, joystick, or mouse, you select the pitch you wish to throw. If you're batting, you choose to swing, duck, or swing away.

Once the defensive player has selected the pitch, and the offensive player the batting option, the menu changes. Now the pitcher chooses a location for the pitch, while the batter selects whether he will swing, duck, or swing away. When you're batting against a human opponent, the catcher's glove moves as a signal to where the pitch might be going. When playing against the computer, you're at a distinct disadvantage — the glove does not



1. *Hardball*: The pitcher's view of the game.
2. *Hardball*: Pitching in *Hardball*.
3. *Earl Weaver Baseball*: The main view from behind home plate.
4. *Earl Weaver Baseball*: The main view from behind home plate.
5. *Earl Weaver Baseball*: The main view from behind home plate.



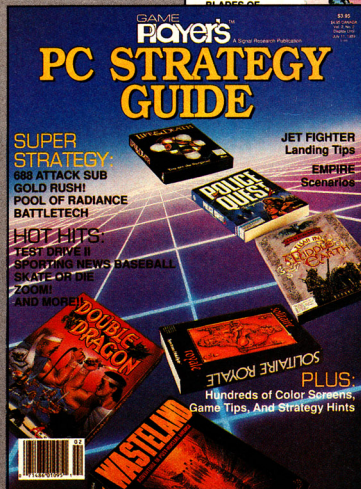
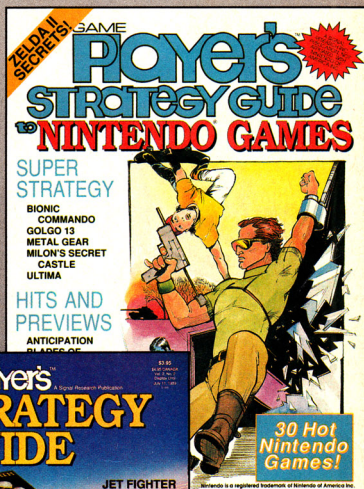


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# AND THE GAME PLAYER'S GUIDES TO PC AND NINTENDO GAMES!



In the days before Christmas, people hunting for Nintendo cartridges to stuff into the stockings of their loved ones must find empty racks. Every new game seemed to be in short supply.

But since January there has been a consistent stream of new releases. Even *Super Mario Bros. 2* and *Double Dragon* are now available.



## NINTENDO NEWS

New Titles  
Perk Up  
Nintendo Library

Leslie Mitchell

able. And it seems the new releases have more personality than games of the past — which all too often seemed interchangeable like clones of each other. Certainly *Angry Birds*, *Battle Bots*, and *Galaxi* 12 are not imitations of games that have come before.

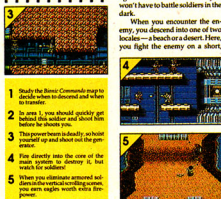
**Bionic Commando**  
Neither is *Bionic Commando*, Capcom's new adventure. Okay, our hero is single-handedly battling hordes of heavily armed soldiers, trying to rescue Super Joe, and attempting to destroy the Imperial Army's arsenal at the same time. And yes, he's armed with a gun that gets more powerful throughout the game until it becomes a "hyper blaster."

Still, the *Bionic Commando*

does not run, jump, and karate chop his way through enemy lines. Instead, he has a special grappling mechanism called a "homic arm." When he reaches a chasm, or when he needs to reach a high ledge, he just shoots a wire (remember *Splinterman*?) which is immediately anchored. Then he can either jump across the chasm or raise himself to the ledge.

The game begins on a map of 19 areas. The helicopter which drops the *Bionic Commando* can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy. Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same pattern. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas. A flam gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

When you encounter the enemy, you descend into one of two battles — a head-on or a desert. Here, you fight the enemy on a short,



- 1 Study the *Bionic Commando* map to find out where to go and what to do.
- 2 The helicopter can drop you to any of the 19 areas. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy.
- 3 The game begins in a map of 19 areas. The helicopter which drops the *Bionic Commando* can travel to any of the zones. Watch out for enemy trucks, however, because when you run into one, you automatically descend and battle the enemy.
- 4 Areas 1 through 12 are each different, with dangerous missions to complete. Areas 13-19 are "neutral zones." They contain masses of enemies to defeat, but always in the same pattern. You'll pick up vital supplies in the neutral zones that you'll need to complete other areas.
- 5 A flam gun in zone 13, for example, lights the tunnel in area 4 so you won't have to battle soldiers in the dark.

GAME PLAYERS

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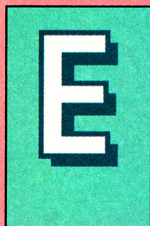


# PLAYERS

## WORLD



### NEC TURBOGRAFX-16 WINNING STRATEGIES FOR KEITH COURAGE



Every NEC TurboGrafx-16 videogame machine comes with one free game card: *Keith Courage in Alpha Zones*. Translated into English from the original Japanese, *Keith Courage* is an action game similar to such current Nintendo titles as *Strider* and *Bionic Commando*, but with noticeably better graphics.

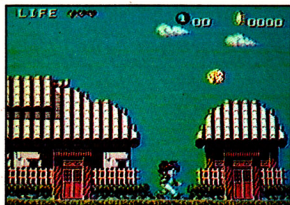
The plot is simple: As Keith Courage, a member of N.I.C.E. (Nations of International Citizens for Earth), your mission is to restore peace to the world after an alien invasion. The aliens are occupying a seven-layer world beneath the Earth's surface. To dislodge them, you must conquer each layer in order. These layers include the Rock Zone, Reverse Zone, Fire Zone, Toxic Zone, Glacier Zone, Magic Zone, and Robo Zone.

Each zone is divided into two parts. In part 1, your primary weapon is a sword, and you can buy more powerful swords in each zone. In part 2, you put on the Nova Suit, which makes you halfman, halfrobot and gives you the power you'll need to defeat the boss guarding the end of each zone.

In part 1 of each zone, always enter every building you see. The people you meet inside can heal your wounds, give you advice, and sell you bolt bombs and swords.

You have unlimited continues in *Keith Courage*, but each continue costs you half of everything you own (including gold pieces and bolt bombs). Therefore, the trick to accumulating enough gold pieces to buy more powerful swords is to avoid continues.

*Keith Courage* is a challenging game with impressive graphics that gives us a glimpse at the promising potential of the TurboGrafx-16.



Part 1 of the Rock Zone is just an introductory stage that lets you meet some characters you'll be seeing later. Be sure to enter every doorway.



In part 2 of the Rock Zone, you'll encounter your first gun-headed Titan Guard. Never pass up a chance to kill a Titan Guard, because he'll leave behind hearts for extra life energy.

*continued on page 22*



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## THE ARSENAL!

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LIFE VEST



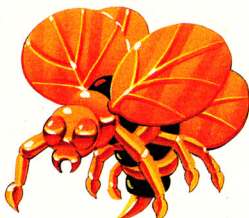
CANDLE



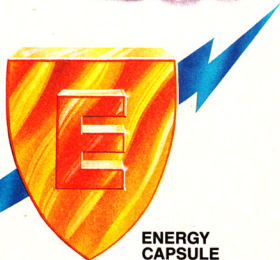
HYPER MISSILE



SUPER BOMB



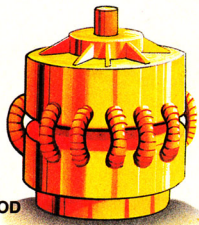
MAGICAL BEE



ENERGY CAPSULE

## THE POWERS!

When collected, six powers step up the effect of the weapons. Here are two of these powers.



LIFE POD

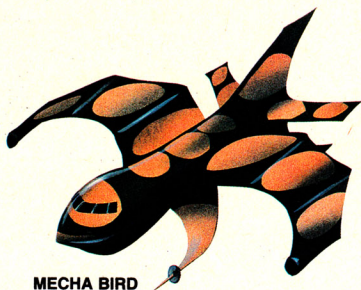


## THE ENEMIES!

RoboWarrior has to eliminate as many enemies as he can throughout the game. Here are some of the 14.



**WISP**



**MECHA BIRD**



**WANE**

## THE LORDS!

RoboWarrior's 27 stages include 7 Lords of Evil. Some of these are:



**GLOBULA,  
LORD OF AMOEBAS**



**LIAN,  
LORD OF AIR**

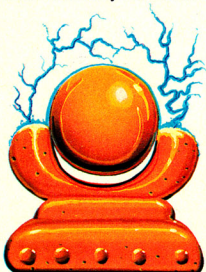
## ROOM OF IDOLS!

RoboWarrior must find the secret way into the Room of Idols. Beneath some idols are hidden valuable objects necessary to continue the game.

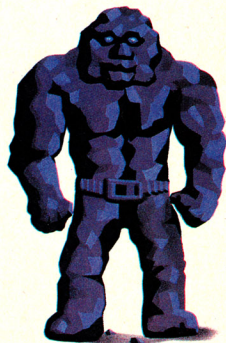


## THE CHALICE!

In certain stages the Chalice appears, and unlocks the power of the key. Its magical powers help RoboWarrior toward his goal, so he must watch for the Chalice and carry it forward.



**THE CHALICE**



**GHOLEM, LORD OF STONE**

## THE KEY!

At the end of every game stage is the Key, necessary to exit to the next stage.





# PLAYERS

## WORLD



These two bosses of the Rock Zone are easy to defeat. Wait for them to land, then stab them as soon as they touch down.



Stitch, the Reverse Zone boss, tries to skewer you like shish-kabob with his chainlike arm. But he's not really very dangerous. Just move in close and keep stabbing.

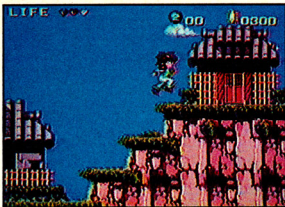


When you come to the first two pits in part 2 of the Fire Zone, jump far to the right instead of dropping straight down. You'll land on a platform and avoid a lot of trouble that awaits below.



To defeat Baron Chairman, the Fire Zone boss, jump straight at him and stab with your long Thunder Sword.

Enter this hut in part 1 of the Toxic Zone to buy the Laser Sword. It costs 1200 gold pieces, though, so you'd better stab plenty of cats before going shopping.



In part 1 of the Reverse Zone, enter this hut to buy the Brave Sword for 300 gold pieces.



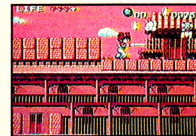
Watch out for Dr. Sting in part 2 of the Reverse Zone. To avoid the syringes he drops, wait until they start falling, then dodge out of the way.



To get by these falling rocks, time your jumps so you'll land on the platforms just after each platform appears.



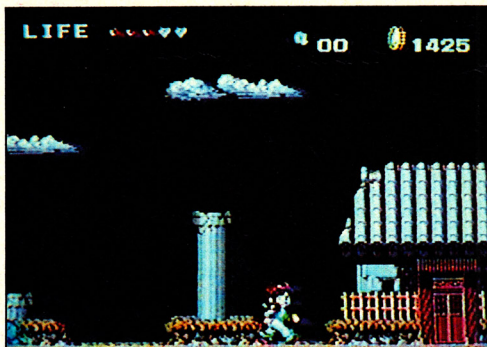
When the cats start dropping on you in part 1 of the Fire Zone, stand on the leftmost edge of each step. That way, the cat will only bump you backward one step instead of knocking you completely off the building.



Stand here and keep stabbing the cats that attack you. Collect the gold coins they leave behind, then enter this doorway to buy the Thunder Sword.



There's no easy way to cross this lake of lava. Just hop across it, even though you'll lose some life energy.



continued on page 26



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# PLAYERS

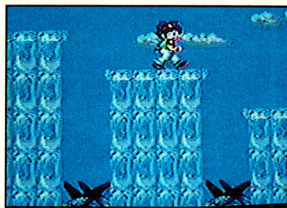
## WORLD



Recognize this character? He's the Rock Zone boss, back for a rematch. Hit him a few times to knock him out of the way, but don't waste time killing him.



To defeat Mr. Roboto, the Toxic Zone boss, move as far left as possible and squat at the edge of the screen. When he approaches, jump up and stab him. When he pauses in mid-air for a moment, run beneath him, move as far right as possible, and repeat the whole maneuver. Keep doing this until he's killed.



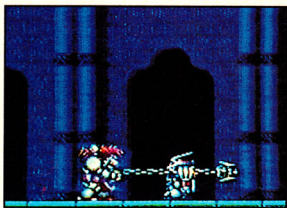
Don't lose your footing on the slippery ice in the Glacier Zone. You'll slide right into the spike-filled pits.



At the beginning of part 2 in the Glacier Zone, keep dropping straight down into the pit instead of jumping to the platforms toward the right.



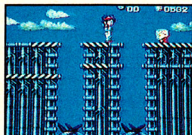
Remember Baron Chairman from the Fire Zone and Stitch from the Reverse Zone? Both bosses guard the end of the Glacier Zone. Defeat them as you did before, fighting them one at a time.



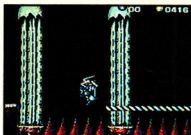
The Alpha Sword, the most powerful weapon of all, is available in the Magic Zone and the following Robo Zone.



Dongoro is the boss of the Magic Zone. While dodging the lion's heads he throws at you, move in close and strike at his feet. It helps to have the Alpha Sword.



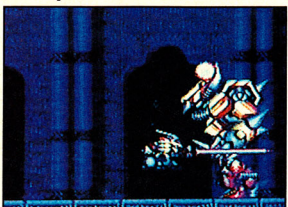
In part 1 of the Robo Zone, don't try to run on these moving platforms—they'll only carry you backward into the pits. Instead, jump to the part that isn't moving.



In part 2 of the Robo Zone, these platforms move *very* fast. Jump on and off them immediately to avoid being thrown onto the spikes.



Here's how to defeat Titan Warrior, the ultimate boss of the game. When jumping into his lair, keep moving to the right all the way down. If you do this correctly, you'll land at Titan Warrior's feet and he'll be paralyzed. Then all you have to do is keep slashing the upper part of his body with your Alpha Sword.



Victory! After defeating Titan Warrior, you stand triumphant at the top of the mountain, having restored peace on Earth.



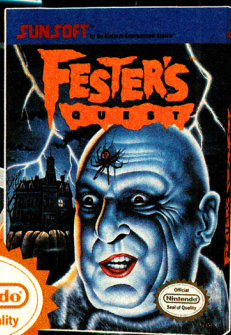
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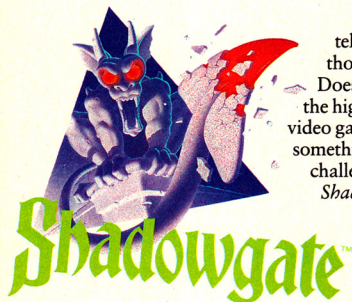
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LEA



# INTRODUCING TWO NINTENDO® GAMES FOR THE GROWN-UP IN ALL OF US.

Being treated like a little kid can be a real drag. Grown-ups always telling you what to do. What to think. Like you haven't one intelligent thought of your own. Okay. So you have a few more years to grow. Doesn't mean your only interest is zapping aliens all day, running up the highest score. Sure, there was a time when you enjoyed playing simple video games designed for children. But you're older now. Smarter. You want something more. Something like a challenge. A grown-up challenge. A challenge that tests your mind, not just your wrist. Well, check out *Shadowgate*™ and *Desert Commander*™ by Kemco Seika.



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*Desert Commander* is the ultimate war strategy game. With all deployment options, and infantry, artillery, and aircraft firepower completely variable, *Desert Commander* takes the best from tactics-oriented board games and couples it with the speed and versatility of a computer.

To begin, you and your opponent determine the firepower of each army component. Both sides carefully establish their

offensive and defensive positions — then, boom, bang, pow! But remember, to win, your strategies should be brilliant; your tactics flawless.

## Leave the Kid Stuff Behind.

If you're ready to leave the kid stuff to your little brother and get into something more interesting, more challenging, get into Kemco Seika's *Shadowgate* and *Desert Commander*.

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Sure. It can be pretty embarrassing. Everyone else is finally asleep. You quietly slip out of bed, tip-toe into the family room and gently insert the awaiting cartridge. When just as you're about to zap your zillionth alien onto another astral plane—flash!—the lights go on . . . You're busted. Caught red-handed and red-faced, playing yet another juvenile, one-dimensional video game.

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*Shadowgate* is the most engaging, object-oriented, interactive graphic adventure you've ever seen on a Nintendo Entertainment System.®

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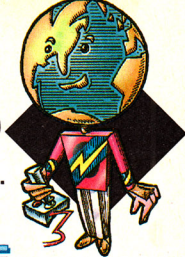




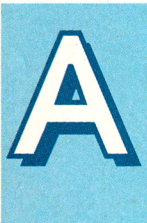
# PLAYERS

## WORLD

### SEGA GENESIS: THE FIRST FIVE



Tom R. Halfhill



nyone who doubts that there's a big difference between the new 16-bit video-game systems and the older 8-bit machines should take a

look at the first five titles released for the Sega Genesis. Without exception, the graphics and sound effects go far beyond anything ever seen on the Sega Master System, Nintendo Entertainment System, or Atari 7800.

In fact, the Genesis videogames put most computer games to shame. To match the Genesis, you'd need a Commodore Amiga or an IBM compatible personal computer with an 80286 chip and EGA graphics card — and even then the Genesis would be hard to beat.

Last month we covered *Altered Beast*, the cartridge that comes with every Genesis. This month, let's take a look at the other five titles initially available: *Space Harrier II*, *Tommy Lasorda Baseball*, *Thunder Force II*, *Super Thunder Blade*, and *Last Battle*.

#### *Space Harrier II*

This is the sequel to *Space Harrier*, a popular Sega arcade game that later showed up on the Sega Master System and various personal computers (including the Amiga).



This is Rock-face, one of the 12 stage bosses in *Space Harrier II*. When you encounter him in stage 11, he splits into four pieces and attacks you from all sides.

Although the original *Space Harrier* isn't available for the Genesis, you won't miss it. *Space Harrier II* is an exceptional sequel with truly dazzling graphics and animation. It's even better than the Amiga version!

The basic story is the same: You're a flying soldier armed with a laser rifle who's trying to save FantasyLand from a horde of horrible creatures. *Space Harrier II* has the same scrolling checkerboard landscape and 3-D perspective as *Space Harrier*, but the animation is much smoother and the graphics



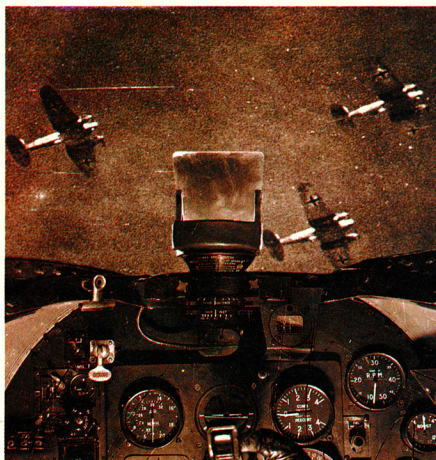
These Evil Starfish in *Space Harrier II* are extremely hazardous, because they keep you from dodging around the screen.

are more detailed. The boss creatures you face at the end of each stage are particularly impressive.

Although *Space Harrier II* has about half a dozen fewer stages than *Space Harrier* on the Master System and is somewhat easier to play, we found it much more enjoyable. It also has vastly improved sound effects and voice synthesis.

continued page 34





# THE BATTLE OF BRITAIN. UP CLOSE AND PERSONAL.

One pilot described a World War II dogfight "like being on the inside of a beehive." And that's just what it feels like to play *Their Finest Hour: The Battle of Britain*™.

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breathe easier tomorrow. Who knows—you might even change history. And if you don't like the odds, *Their Finest Hour* lets you change sides.

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GAMES

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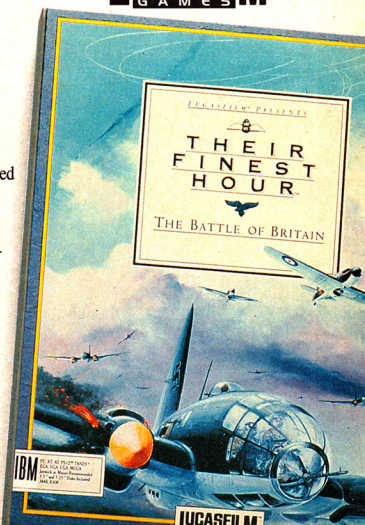
Take on the Luftwaffe in a tough little RAF Hurricane or fabled Spitfire. Or test your skills at the controls of the Spitfire's nemesis, the formidable Messerschmitt 109.

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# FOR KIDS!



# PLAYERS

## WORLD

### Tommy Lasorda Baseball

This exceptional game is comparable to the baseball simulations available for personal computers. You can play against the Genesis or another person (if you have the optional second controller), and the emphasis is on strategy rather than action. Although some arcade games are required (particularly when pitching or batting), this is definitely a game for baseball fans, not action addicts.

As the manager, you begin by selecting the team you want to control. You can decide the batting order, the outfielder positions, and your starting pitcher. During the game, you can substitute pinch hitters, pinch runners, and relief pitchers. To help you determine your field strategy, the game provides useful statistics on the players — including batting averages, earned-run averages, and even the player's running speed.



The pitcher-batter screen in *Tommy Lasorda Baseball* looks almost like a scene from a televised baseball game.

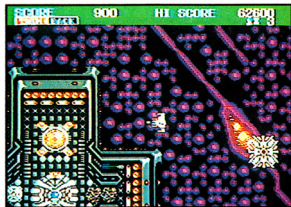
*Tommy Lasorda Baseball* provides several different perspectives of the field for batting, fielding, and base running. You can do almost anything that's possible in



When a batter hits the ball, the screen switches to an overhead view. A small window in the lower right corner shows the whole diamond.



Hover directly in front of this tank in *Thunder Force II* and keep shooting at its barrel.



On the overhead-view screens, in *Thunder Force II*, your mission is to destroy all of the ground bases.

real baseball: throw curve balls, bunt, and even steal bases. The outcome of each play is called by an umpire using voice synthesis.

Because of its complexity, *Tommy Lasorda Baseball* might be difficult to learn for very young players. But it's a great simulation for more mature gamers and avid baseball fans.

### Thunder Force II

This is an arcade-style shoot-em-up in the vein of *Gradius*, *R-Type*, and *Life Force*. You control a powerful space jet, and your mission is to protect the peaceful planet Nebula against an invasion by the Lone Star System. Led by Reficul, the Emperor of Lone, the invasion fleet poses a formidable threat to you and your vessel. Your ultimate goal is to penetrate and defeat Reficul's mother ship, the *Plealos*.

The graphics and animation in *Thunder Force II* are strictly arcade quality. As you fly across the screen, different parts of the detailed backgrounds scroll by at different speeds to create a convincing illusion of depth. Vast numbers of objects move across the screen simultaneously without a hint of flicker or choppy motion. And the stereo sound effects and voice synthesis add a further dimension to the game.

One standout feature of *Thunder Force II* is the wide variety of weapons you can use. You can get missiles that turbo-fire in several directions at once, and "smart" missiles that follow your opponents wherever they go!

### Super Thunder Blade

This is another straightforward action game — the sequel to *Thunder Blade* for the arcades and the Sega Master System. But *Super Thunder Blade* has considerably

*continued on page 36*



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# PLAYERS

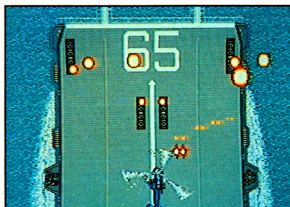
## WORLD

improved graphics and animation, especially when compared to the Master System version.

The underlying story is that



In *Super Thunder Blade*, the trick to defeating bosses like this Maneater Sub-Commander Tank is to never stop moving.



Here's an overhead view of the Seaminer Commander, a renegade aircraft carrier in *Super Thunder Blade*.

you're piloting a helicopter gunship on a dangerous mission against renegade troops. The renegades have unleashed their land, sea, and air forces in a plot to dominate the free world, and you're the first line of defense.

Armed with a Gatling gun and an unlimited supply of AATM missiles, you embark on a shootfest against large numbers of enemy targets. You'll encounter Soviet-made helicopter gunships and MIG jets, huge battle tanks, aircraft carriers, missile cruisers, attack submarines, and — ultimately — a top-secret military space shuttle.

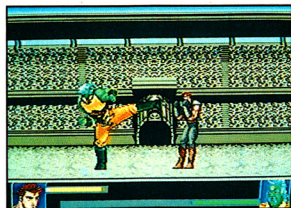
*Super Thunder Blade* emphasizes arcade-style combat, not flight simulation. Although you can fly your helicopter up, down, left, and right, the main idea is to blast as many enemies as possible before they blast you.

## Last Battle

To complete its initial lineup, Sega didn't want to ignore the popular martial-arts category. *Last Battle* is one of the best martial-arts games we've seen.

The first thing you notice about *Last Battle* is that the on-screen characters are *huge* — much larger than the tiny figures seen in similar games on 8-bit systems. The multicolored backgrounds are more detailed, and they scroll by at different rates for a 3-D effect.

The story revolves around three tyrants — Gromm, Gross,



*Last Battle*: If Aarzak can beat this gladiator in Hulk's Area, he'll win some valuable experience points.

and Garokk — who have kidnapped the beautiful woman Alyssa. As the hero Aarzak, your mission is to free Alyssa and liberate your homeland from the evil trio. To do this, you must follow their trail to the Ultimate Savage Land.

As with most martial-arts games, the trick to winning *Last*

*Battle* is to fully master your controller. By pressing the directional pad and buttons in different ways, you can throw a wide variety of punches and kicks. Younger players might find these combinations a difficult hurdle.

It's tempting to compare *Last Battle* with the two martial-arts games we've seen so far for the



Always talk to the people you meet in *Last Battle*. They can give you useful information and increased powers.

NEC TurboGrafx-16 — *Vigilante* and *Fighting Street*. In concept, *Last Battle* is similar to *Vigilante*, because it features simultaneous attacks by multiple enemies. In general, we feel that *Last Battle* is superior. But *Last Battle* meets its match with *Fighting Street*, the first NEC game released on compact disc. Although *Fighting Street* features one-on-one combat instead of multiple opponents, it ranks with *Last Battle* as two of the best martial-arts games now available for home videogame systems.

GP



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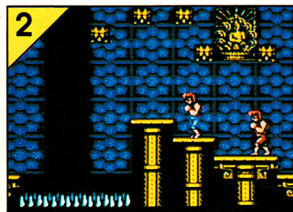
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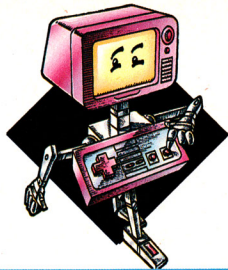
The holiday season is looming, and sure to be at the top of every traveling Nintendo player's wish list is the Game Boy portable game machine. Reviewers and gamers alike are responding enthusiastically to the hand-held system, praising the smoothness of its animation, the detail of its graphics, and the often startling quality of its stereo sound



(especially when heard through the earphones).

And what makes a better stocking stuffer than any of the new Game Boy cards released by Nintendo? *Super MarioLand* — covered in our last issue — seems to push the hand-held format to its limits. But at least four of the other new titles also fit the Game Boy as comfortably as a favorite pair of sneakers.

*Tennis*, for example, works beautifully on the Game Boy, due in part to the scale and form of the real game. Our game testers found that by using various button-and-pad combinations, the animated players could do virtually anything a real tennis player does, from an artful lob to a blistering forehand smash. The animation



## NINTENDO NEWS

### NEW TITLES FOR NES, GAME BOY

William R. Trotter

— especially the bouncing ball's shadow — is outstanding.

Almost as much fun is the Game Boy version of *Baseball*. The Game Boy's tiny LCD screen cannot, of course, display the entire

1 It should be a Game Boy holiday season, as plenty of hot new titles begin appearing in this format.

2 *Double Dragon II* has a two-player mode which enables you to team up with a friend.

3 Terrible punch lines and moldy old jokes are an integral part of *Who Framed Roger Rabbit?*

4 Benny the Cab drives just as wildly in the *Roger Rabbit* video-game as he did in the movie. He'll bump cars off the road if they get in his way.

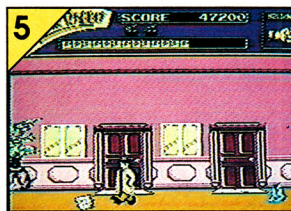
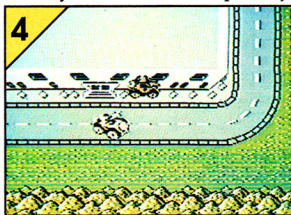
5 You have to collect pieces of the Gag King's will in order to win *Roger Rabbit*. The first piece is found in Toontown.

playing field, but it does encompass the necessary areas quite comfortably. And the small game card somehow packs in every option and sophisticated feature



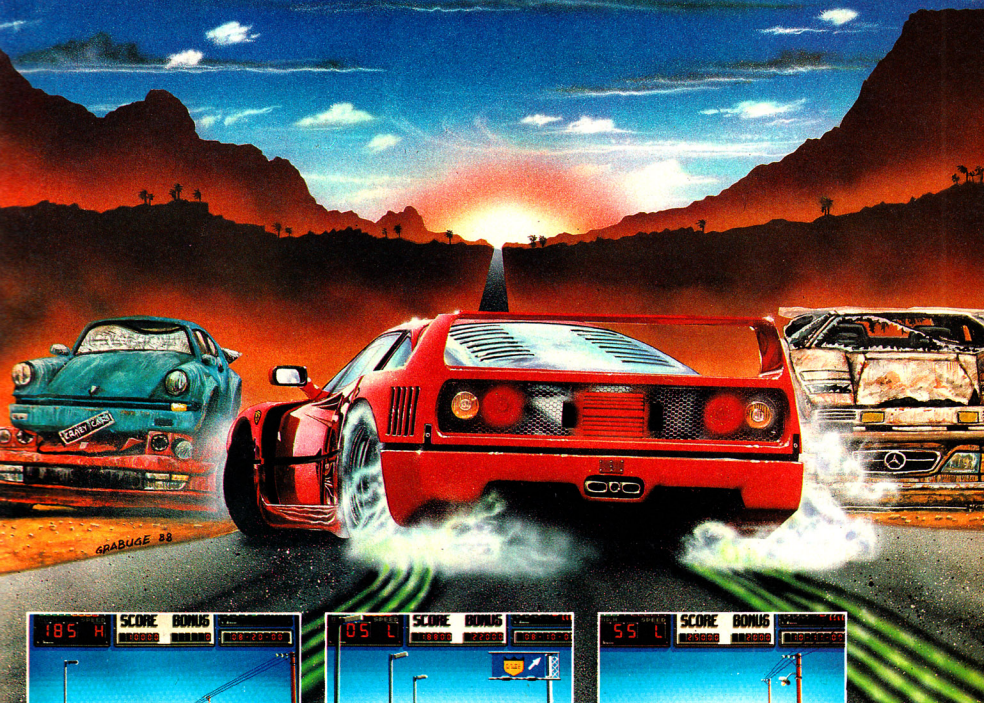
found in the best full-sized Nintendo baseball simulations. In the single-player mode, it was almost too easy to beat the computer, but the two-player video link mode really shows off the game's full potential.

Slightly less impressive graphically, but still quite enjoyable, is *Alleyway*. This is yet another variation of the classic *Breakout* game that was popular in arcades about a decade ago. Once again, you break through various formations of blocks by swatting a bouncing ball with a horizontally moving paddle. However, *Alleyway* is more difficult to play than the original *Breakout*, largely because the bouncing ball is harder to see on the tiny LCD screen — especially





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# NINTENDO NEWS

when the ball is moving fast. Although *Alleyway* is not quite as complex as the newer *Arkanoid* games, it does have 32 progressively harder levels. By swatting the ball with different parts of the paddle and by moving the paddle at the moment of impact, you can achieve remarkable control over the ball, steering it to virtually any part of the screen.

And then, of course, there's that famous Russian brain-teaser, *Tetris*. Nintendo made a good choice when it decided to include a copy of *Tetris* with every Game Boy. The simple, abstract shapes come across sharply on the LCD screen, making it an ideal game for a hand-held system. As computer gamers have discovered, *Tetris* is a fascinating and highly addictive solitaire diversion. The Game Boy *Tetris* excels in single-player mode, but is also intriguing in two-player mode when you hook a pair of Game Boys together with the video link cable. And the bouncy "Perestroika's Greatest Hits" soundtrack is delightful.

## This Year's Monster?

"It's going to be a monster hit!" That's what everyone is saying about *Double Dragon II: The Revenge* from Acclaim Software. That advance verdict is based not only on the phenomenal popularity of the original *Double Dragon*, but also on the number of coins dropped into the arcade version of the sequel.



1 Eddie Valiant sometimes uses ungentlemanly methods to question suspects in *Roger Rabbit*. He gets better answers that way.

2 You'll have to visit the Ink n' Paint Club to talk to Jessica.

3 In *Fester's Quest*, Uncle Fester observes an alien invasion. Time to mobilize the whole Addams family!



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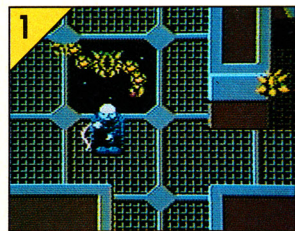
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*Double Dragon II* again features the popular twin brothers, Billy and Jimmy Lee, who set out to avenge the disappearance of Billy's girlfriend. She's been kidnapped, of course, by the evil Shadow Boss.

One feature that sets this sequel apart from most other Nintendo games is its arcade-style two-player mode. This permits true team combat against the Shadow



Boss (if you last long enough to reach him).

Acclaim promises that *Double Dragon II* will also have some exciting new martial arts maneuvers, a number of interesting supporting characters, and a wide variety of backgrounds and scenes in which to do battle.

*Double Dragon II* should be in the stores by the time the holiday rush cranks up. If you're hot for this game, you'd better reserve a copy early.

## Spin-Offs (And Spin-Offs Of Spin-Offs) Dept.

By and large, games that are spin-offs of popular movies and TV shows haven't ranked among the

# NINTENDO NEWS



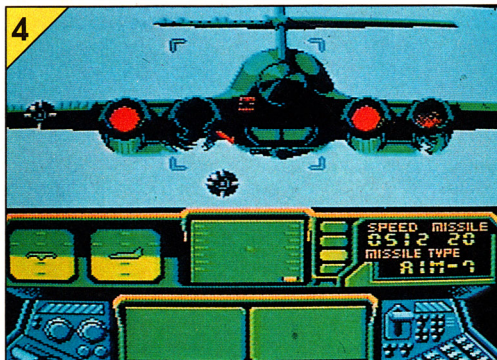
1 Fester has to fight a scorpion that looks like it wandered off the screens of *Blaster Master*.

2 In *Fester's Quest*, you'll not only need the usual sets of keys, weapons, and so forth, but also such things as light bulbs for exploring underground chambers.

3 Uncle Fester finds the neighborhood infested with monsters — who are neither friends nor relatives.

4 Highlights of *Top Gun II* include better graphics, new missions, and even more exciting action.

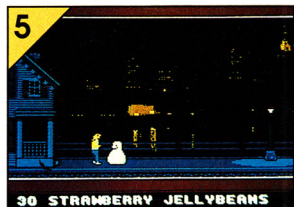
5 *A Boy and His Blob* is the first Nintendo game from Absolute Entertainment.



best Nintendo titles. (We all have our list of favorite dogs.) Games are *not* movies or shows, and the qualities that make a subject suitable for one format may work against it in another. We suspect, too, that sometimes a mediocre game may be released in the hope that the movie connection (however tenuous it may be) will be enough to sell it, regardless of its quality.

Some of the latest spin-off titles we've seen, however, look good. In the case of *Who Framed Roger Rabbit?* (LJN), the videogame has beaten the videocassette into the stores. It brings to life all of the great characters from the movie and follows the original plot fairly closely. When it departs from its source, it does so in the interests of being a good game. We especially liked the idea of being able to save Roger from the weasels by guessing the punch line to Roger's dreadful jokes.

Fans of *The Addams Family TV* series (still going strong in syndi-





NEC

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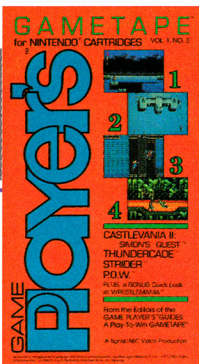
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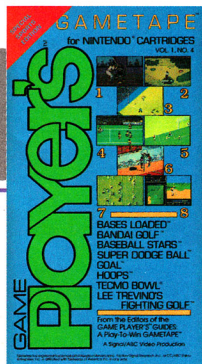
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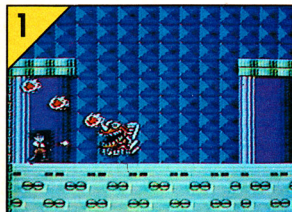
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# NINTENDO NEWS

cation more than a decade after it went out of production) should get a kick out of *Fester's Quest* (Sunsoft). In the Nintendo version, the creepiest family in suburbia gets to save Earth from an alien invasion.



Throttle jockeys as well as couch potatoes can rejoice this season, for *Top Gun — The Second Mission* (Konami) has come in for a landing. Like a real F-14, this simulated jet fighter takes a little practice to fly, but once you're strapped in, you'll experience nonstop action against enemy jets and ships. Our resident war gamers consider this sequel a highly challenging game, with noticeably better graphics than the original.

## Blobs And Other Creatures

It's hard not to like a game entitled *A Boy and His Blob*. The game tells of a jellybean-gobbling alien from



the planet Blobolonia who comes to Earth seeking a champion to save his home world. Every time the alien eats a jellybean, he changes shape — and the shape depends on the flavor of the jellybean he's devoured.

*A Boy and His Blob* is the first Nintendo title from Absolute Entertainment, a company known for its Atari 2600 and 7800 videogames. *A Boy and His Blob* is also the first Nintendo game designed by David Crane, a programmer whose track record of successes has earned him the nickname "the Steven Spielberg of videogames."

When the game begins, the boy and the blob join forces to explore a maze of underground caverns, looking for the means to save Blobolonia. In the latter part of the game, the boy journeys to Blobolonia, battles the evil king who is threatening the planet, and saves the day in fine style. *A Boy and His Blob* attracted considerable attention at last summer's Consumer Electronics Show, not only due to its designer pedigree, but also because of its wittiness and over-

all appeal. We think it has the potential to become a big hit.

Quest adventures keep coming, and they keep getting more complex and sophisticated. Could this eventually spell the end of monster-bashing arcade-style

games? Not likely — there's still plenty of demand for straightforward action games. Still, we'll probably continue to see more and more games intended for older teenagers and adults.

Some of the creatures you fight in Vic Tokai's *Clash at Demonhead* are pretty bizarre, even by Nintendo standards. There's Mush, for instance, who breaks off pieces of himself to throw as bombs; Gazh, a monster who is also part motorcycle; and Tom Gucyot, a living skeleton. You take the role of Bang (who thinks up these names, anyway?), a member of a gang known as the Tigers. Your

- 1 Kill this dragon in *Clash at Demonhead* by shooting at its eyes. Make sure you have plenty of energy, though.
- 2 In *Clash at Demonhead*, an elaborate map screen helps you keep track of where you are.
- 3 If you fall into a pit in *Clash at Demonhead*, you get thrown into another world. You can return to the map screen by exiting to the left or right.



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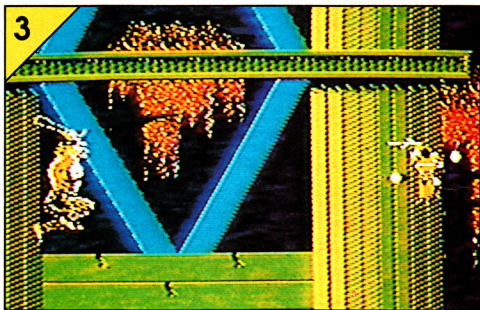
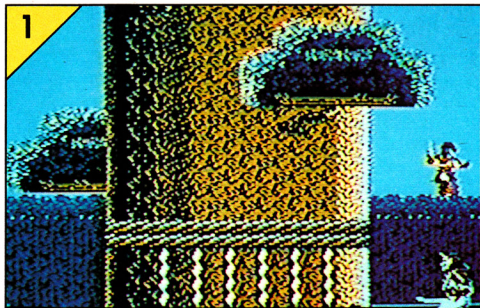
# NINTENDO NEWS

task is to rescue a nuclear scientist from an evil gang that's trying to construct a doomsday bomb. To succeed, you must rescue a hermit who can teach you such useful skills as teleporting and energizing.

Taito's new quest adventure, *Demon Sword*, features weapons that are more outlandish than its monsters: wave beams, magic darts, arrow beams, fire spheres, and sheet lightning, to name a few. Find the missing pieces of the most powerful weapon — the magical demon sword — in the three worlds, each of which is divided into two parts. In the first part, the Bamboo Forest, you'll undergo the training necessary to become a Demon Warrior.

These titles — and many others — offer plenty of evidence that Nintendo videogames are continuing to develop and evolve, giving us more variety and playability for our money. With the abundance of great new games and the Game Boy system, this holiday season promises to be even hotter than last year...and we all remember how *that* was!

GP



1

In *Demon Sword*, be careful not to land on this opponent's head — he's tough enough to defeat as it is.

2

There's a powerful boss within this shrine in *Demon Sword*, but if you can destroy him, you'll earn an equally powerful item.

3

*Demon Sword* has exotic weaponry as well as the usual assortment of weird enemies.



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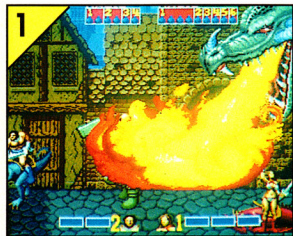
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**C**hoose, warrior! Choose the human form you will use to wreak vengeance upon the unspeakable Death Adder. Will you be the Axe Battler — a barbarian who uses the earth magic? Perhaps you'd prefer to be Tyriss Flare — a warrior woman whose magic is that of fire. Or will you be Gilius Thunderhead — an Elven Viking with the magic power of lightning?

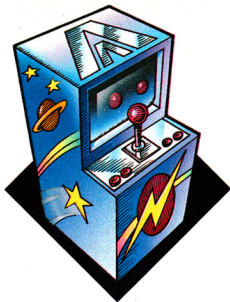


Choose and enter the world of Sega's *Golden Axe*.

Actually, it doesn't much matter which character you play. Apparently, Death Adder has smoked one or more members of each character's family, so all three have an "axe to grind." On top of this, your best friend, Alex, tells you that Death Adder has captured both the king and the princess. "Avenge me!" Alex implores with his dying breath. (Talk about a bad day.)

So, your mission in *Golden Axe* is clear: You must chop, hack, and slash your way through hordes of evil enemy creatures, defeat Death Adder, and live to tell the tale. It's all much easier if you can find a friend to play along with you. *Golden Axe* allows two people to play at once, and teamwork helps you overcome the sometimes overwhelming odds.

The game controls are simple. The joystick determines your direction, and three buttons tell your character to jump, attack, or use magic. As you pursue your quest, you'll encounter some really nasty



# ARCADE ACTION

## Golden Axe

Scott Wolf

**1** Bad breath can be fatal in *Golden Axe*. Our hero, riding the small dragon at left, narrowly escapes the giant dragon's flames.

**2** Two people can play *Golden Axe* simultaneously. In this game, the heroes are Axe Battler (center) and Tyriss Flare (right).

**3** Gilius Thunderhead, a Viking, is one of the good guys in this game. Even with his golden axe, he's got his hands full with the red knight.

**4** While Gilius is zapped by a lightning bolt on the left, a deadly enemy stalks Tyriss Flare, the female hero on the right.



beasties — thugs, giants, skeletons, and fellow barbarians, to name just a few. Some must be killed several times before they'll stay dead, because they have the annoying habit of getting back up and coming after you again. Once you succeed in defeating an opponent, you can lift him above your head and throw



him to the ground, in true pro-wrestling style. You'll know when an enemy is truly dead because he turns to stone.

After you've defeated all the bad guys in the immediate vicinity, a golden sword and the word "GO!" appear on the screen, accompanied by a war cry. You've cleared the area and it's time to move on.

Occasionally, as you approach a village, panicky citizens will run by. When you reach the town, you'll see why. Death Adder's minions are torturing innocent people for fun and pleasure. Annoyed by your sudden approach, they'll turn their attention to you.

Sometimes your opponents arrive by riding on the backs of dopey lizards or small dragons. When you knock the riders off, the creatures squat down, allowing you to climb on. This gives you additional powers. Pressing the



# ARCADE ACTION

attack button now makes the lizard swing its tail in lethal swipes, or makes the dragon breathe fire. Watch out, though, because the dismounted riders will try to knock you off and remount.



Between stages in *Golden Axe*, you get to see a map that details your progress and tells you where to find more trouble. Following this is a bonus stage that gives you the opportunity to increase your powers. In this stage, you fall asleep beside a roaring campfire, and your trusty steed promptly runs off. Next, a little thief enters your camp. If you wake up and start kicking him, he'll drop food items or magic potions. Pick them up and advance to the next hot spot.

The magic potions are nothing short of spectacular. The earth, fire, and lightning spells each call upon different forces of nature, but they all achieve the same effect — the simultaneous destruction of all enemies within sight. Think of each spell as a Dark Ages smart bomb.

The sneaky thieves also appear at other stages of the game. No matter when they appear,



however, the method of dealing with them remains the same — kick 'em and take their stuff.

All this ruckus takes place on a nice, big, 26-inch monitor. The characters in *Golden Axe* are large, and are seen from the side at an angle somewhat above eye level. The landscape changes as it scrolls, and the bad guys *usually* come at you in twos — unlike some other horizontally scrolling games, in which the enemies come at you from both sides in swarms that cannot be measured (or destroyed) with present technology.



*Golden Axe* has a very sturdy joystick, a necessity in a game of this type. And by pushing the attack and jump buttons simultaneously, you can attack an enemy who is sneaking up behind you. This maneuver unleashes either an elegant sword stroke or a bonk on the enemy's head with the hilt of your axe.

Finally, there's the always-welcome option of continuing from where you lost your last life by inserting another coin. After trying *Golden Axe*, you'll want to keep playing.

GP



1 Sometimes your only recourse is to use your magic. Axe Battler (center) summons help from the heavens.

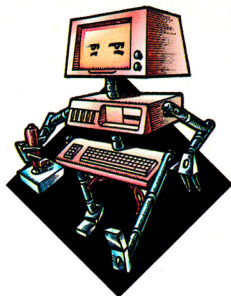
2 When you fall asleep at your campfire, a sneaky little thief tries to steal you blind. If you kick him, he drops useful items.

3 The odd-looking creature that Axe Battler is using as a horse in this scene is just one of the strange animals you can mount to gain mobility.

4 Gilius Thunderhead and Tyrus Flare had better win this fight, or they might end up like the earlier victims seen hanging from the ceiling.



**T**hanks to falling prices and the proliferation of EGA, MCGA, and VGA video boards, PC compatibles are now capable of displaying much better graphics than the limited four-color CGA screens of years past. Software publishers have been waiting a long time for these newer video boards to become popular, and they're now work-



## PC PLAYERS

### THE TREND TOWARD BETTER GRAPHICS

Neil Randall

was a bit different. Like Strategic Simulations, Inc. (SSI)—a California-based software publisher with which it is sometimes confused—

SSG concentrates on strategic war games, particularly the kind derived from board games such as *D-Day*, *Panzerblitz*, and *Napoleon at Waterloo*. The board games consist of a battlefield map divided into a grid of hexagons. Armies are represented by small cardboard markers which are moved around the map from hexagon to hexagon.

Since war gamers were among the first players of computer games, SSG decided to retain the format of hexagons and square markers when it adapted these board games to computers. Unfortunately, the games lost a lot in the translation, mainly because of poor graphics. Looking at a full-color, 3 x 2-foot map spread out on a table was appealing; squinting at a tiny part of that map on a low-resolution computer screen was not.

Furthermore, important details were lost. A lot can be going on within each hexagon of a war



ing hard to build more attractive graphics into their games. The two most recent companies to upgrade their graphics are Infocom (a division of Mediagenic) and Strategic Studies Group (an Australian firm whose products are distributed in the U.S. by Electronic Arts).

Until recently, both companies downplayed graphics. Infocom, of course, is famous for its text-only "interactive fiction" games, such as the *Zork* series and *Wishbringer*. Infocom had maintained that graphics were unnecessary because our imaginations could conjure up images that computers couldn't possibly match. After all, books are capable of creating pictures in our minds, and Infocom promoted its text games as interactive novels.

SSG's approach to graphics

**1** *Decisive Battles of the American Civil War: The town of Gettysburg, July 1, 1863. Note the easily identifiable roads, woods, ridges, and fields.*

**2** Gettysburg again, this time on day 2 of the scenario. Confederate forces have captured the city.

**3** The little-known battle of Gaines Mill. Confederate forces at the top left look toward the imposing breastworks and swamps.

**4** The battle of Stones River begins with the battlefield already well populated. Fighting starts immediately in this scenario.



game. One, two, or even three markers might be there, along with information about terrain, sighting, and so forth. The four predetermined colors available with CGA graphics limited things significantly, as did the difficulty of





representing more than one feature within a hex. Finally, the grand scale of the battle was lost, because the computer could show only a small number of hexagons at one time.

That's why SSG's new *Decisive Battles of the American Civil War* (Volume 2) is so exciting. It's now



a good computer war game with strong computer graphics. Yes, hexagons and square markers still play a major role, but the hexagons are hidden and the markers look good. More importantly, the maps are colorful and attractive. War gamers tend to be fans of nice maps, so this point is vital.

The improved graphics make *Decisive Battles* the first really playable hexagon-style war game available on a personal computer. The difference between *Decisive Battles* and earlier games is impressive. I always thought these games were hard to play because of the amount



of detail that must be remembered. But *Decisive Battles* makes it clear that the unpalatable maps might well have been the problem.

It helps a great deal, however, that the rest of *Decisive Battles* is also very well designed. The game covers the middle period of the

# PC PLAYERS

Civil War, from mid-1862 through November 1863. Two scenarios cover the major battles of Chickamauga and Gettysburg, and the lesser battles of Gaines Mills, Stones River, and Chattanooga are simulated as well.

In *Decisive Battles*, you assume the role of either the Union or Confederate commander in these confrontations. Unlike many war games, though, *Decisive Battles* does not require you to issue commands to each and every unit on the map. Instead, you set objectives for your subordinate commanders, who then attempt to

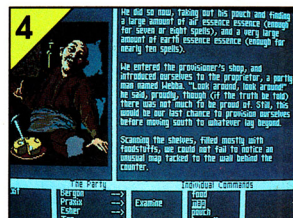


carry out your orders — more or less. This is the Civil War, remember, not Vietnam. Elaborate communications equipment simply didn't exist in those days, and the most carefully planned orders were often delayed, lost, garbled, misinterpreted, or ignored altogether.

The manual is 48 pages long, but only four of those pages are needed to play the game. The short tutorial leads you through the opening stages of the first day of Gettysburg, allowing you to make

an increasing number of decisions as the battle goes on. After this, you'll be able to play through the rest of that scenario, then switch among the scenarios with ease. As you do, you'll inevitably try out the various options and learn the game's subtleties.

Once you've played through all of the available scenarios, you'll probably want more. You have two choices: either design your own, or subscribe to *Run 5* magazine.



The game includes a program called Warplan, which lets you alter existing scenarios or design your own from scratch. And *Run 5* includes scenario information for all SSG games. You can either use Warplan to type them in, or buy a disk that contains the finished versions.

## Journey

Infocom, too, is taking advantage of the much-improved graphics hardware found in more of today's

1 The heavily wooded battlefield of Chickamauga. Slow advance and fierce defense mark this battle.

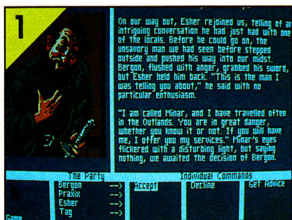
2 Chattanooga, Tennessee, next to the wide Tennessee River. Breastworks and redoubts guard the entrance to the city.

3 *Journey*: As the game begins, both the text and the graphics set the stage for the story.

4 Inside the Provisioner's Shop, you'll notice a map tacked to the wall. The provisioner claims it's useless.



PC compatibles. *Journey* is Infocom's second major venture beyond its signature text games. The first was *BattleTech*, a long, complex, science-fiction role-playing game, certainly an impressive debut. *Journey*, a fantasy game, is much less complex, and is more strongly tied to Infocom's text-adventure tradition. In fact, it's simply an illustrated text adventure with a menu-based user interface.



Although the differences might seem cosmetic, the menus significantly change the way this type of game is played. In the old Infocom text adventures, you typed instructions which the program would interpret and execute (assuming it could figure out what you were talking about). Typing in the sen-

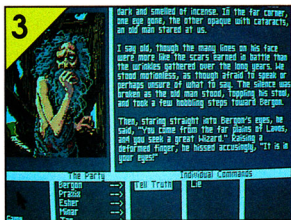


tence-length commands was a frustrating experience for some people, but it also meant that your choices were practically unlimited. Since you could type virtually anything, you had to analyze the situation and determine what was the appropriate thing to type. With menus, however, your choices are limited to what's on the list and are often completely obvious. The

# PC PLAYERS

Scout command, for example, appears on the menus only some of the time. When it does show up, it's usually appropriate to choose it.

Frustration thus disappears. With it, however, goes some of the puzzle-oriented charm of the old Infocom games. But experienced players must realize that *Journey*



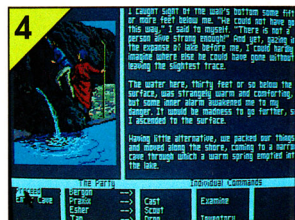
represents a completely new kind of game, and that in some ways it's not a game at all.

Like Activision's *Portal*, released a couple of years ago, *Journey* is more like a novel than a text

- 1 This scruffy-looking fellow, Minar, wants to join your party. It's up to you to decide whether he'll be an asset or a liability.
- 2 Minar does prove his worth as a scout. From a ridge, he spots a column of smoke that seems to be coming from a hearth or a campfire.
- 3 This poor wretch may be suffering from old age, battle fatigue, and cataracts, but he's still capable of offering some perceptive insights.
- 4 It's a good thing you're a good swimmer—after plunging into this lake, you discover a hidden entrance to a cave.

adventure. Yes, you make choices, but if you make the wrong choices, you'll find out fairly quickly. Your goal is not to decipher puzzles, but rather to find out how the story ends. In other words, it's quite like reading a novel.

The enjoyment derives from the story rather than the game. And *Journey* boasts some of the best interactive fiction writing ever. Most of the text consists of well-written narration, something rarely seen in text adventures.



The illustrations are another source of enjoyment. The MCGA version of *Journey* offers several extremely attractive pictures, each accompanied by descriptive prose. The next step in this genre will be to integrate the graphics with the game play (somewhat like Mindscape's *Deja Vu* series), but for now these well-executed illustrations are strong additions.

The story itself is fairly straightforward. You must journey outward from your home town, trying to find out why the world has changed. Quickly, you discover that an evil being is responsible for the problems, and you have to collect three precious stones to save the world. One belongs to the nymphs, another to the dwarfs, a third to — why not find out for yourself?

One of the more pleasant (and helpful) features of *Journey* is the stories narrated by various characters. As your quest proceeds, you will often notice a menu option which allows you to hear another



# PC PLAYERS

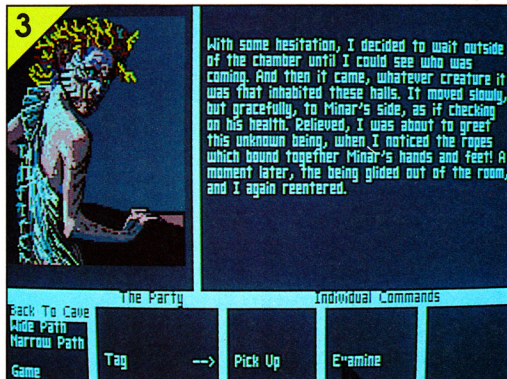


story. Select it, and one of the characters will explain something you've just discovered, usually in the form of a tale. This is the kind of thing that happened to the hobbits in *The Lord of the Rings* — something fantasy buffs have sorely missed in interactive fiction.

All of this emphasis on the story has its price, however. If you



judge the worth of an adventure game by how long it takes to finish, you may conclude that *Journey* is lacking. Thanks to its menu system and helpful hints, the game can be completed in a single week-end. With *Zork* or *A Hitchhiker's Guide to the Galaxy*, it could take hours just to get through the first three or four obstacles. Those games burned a large number of



1 Inside the cave, you must cast a glow spell to find your way through the darkness.

2 At this stage of the game, the map finally seems to come in handy — or does it? Nobody else seems to think so.

3 Hiding is the better part of valor when this frightening creature shows its face.

4 Astrix, the Wizard! But don't get too anxious — your quest isn't over yet.

brain cells. *Journey*, by contrast, is much less mentally demanding.

But we think *Journey's* tradeoff is successful. Furthermore, it points toward a possible future of this genre. If interactive fiction is to be worth our attention, it must incor-

porate the same qualities that keep people reading novels. In other words, it may evolve into a storytelling medium rather than a gaming medium. *Journey* is an important step in that direction.

GP



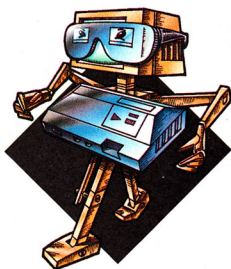
**W**onder Boy III: The Dragon's Trap is the eagerly awaited sequel to the two earlier Wonder Boy adventures. Wonder Boy III doesn't just begin where the previous game left off — it even lets you replay the ending of Wonder Boy II!

You'll recall that Wonder Boy II ended with a climactic battle against the mighty MEKA dragon. If you succeeded in defeating the



dragon, victory was yours. If you were never able to beat him, now's your chance for revenge. At the very beginning of Wonder Boy III, you again face the MEKA dragon. This time, though, it's much easier to win. (Indeed, it's almost impossible to lose.)

But even in defeat, the MEKA dragon has the last word. With his final fiery breath, he places a curse



## SEGA MASTERS

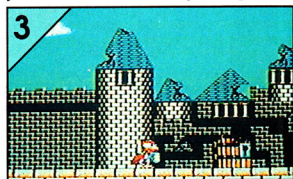
### WONDER- BOY III: THE DRAGON'S TRAP

Tom R. Halfhill

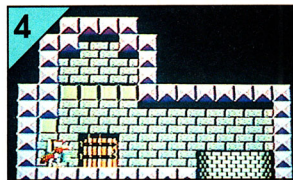
on you—a terrible curse that transforms you into Lizard-Man, a tiny dragon yourself.

Your goal in Wonder Boy III is to free yourself of this curse by finding the magical Salamander

Cross. It has been hidden by the Vampire Dragon somewhere in Monster Land, so your quest takes you to many strange places where you must battle many dangerous



monsters. To win the game, you must defeat five boss dragons, including the Vampire Dragon.



After defeating each dragon, you'll change into a different creature with different powers—similar to the hero in another Sega hit, *Altered Beast*. As in that game, the key to winning Wonder Boy III is to take advantage of your transformations. There are certain places you can go and certain enemies you can defeat only by changing into a different creature.

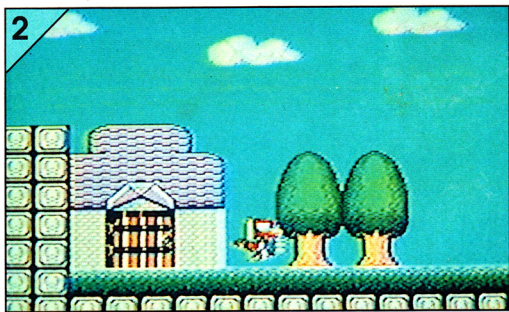
One important trick to winning Wonder Boy III is to gain control over your transformations. Rather than killing a boss dragon when-

**1** Hidden between high walls, this shop is accessible only by air. You can reach it by transforming into Hawk-Man.

**2** After emptying the treasure chest inside this building, go back and get a new password. When you enter the password and return here, the treasure chest will be full again. Repeat this trick to collect lots of money.

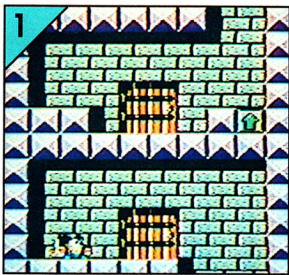
**3** Near the end of the game, you can find the legendary sword and armor inside the castle. But to buy the legendary shield, you must enter an invisible door to a secret shop. Stand in the well at the right and press up.

**4** After entering the first door to the left of the password room, you'll find yourself here. If you press up, an invisible warp door will appear at this spot. It leads to the Mummy Dragon.



# SEGA MASTERS

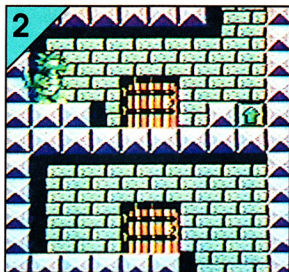
ever you need to change into a certain creature, it's better to find one of the special transformation rooms scattered throughout *Monster Land*. Within these rooms, you can change yourself into any creature at will — assuming that once, at least, you've defeated the boss dragon which gives you the power



to turn into that creature.

Unlike many other videogames, *Wonder Boy III* is an unstructured adventure that doesn't force you to follow a certain path to victory. The game isn't divided into clear-cut worlds or stages. In *Altered Beast*, for example, you must transform into different creatures in a predetermined order. This isn't so in *Wonder Boy III*. You're also free to buy important weapons and items whenever you can afford them.

You can take advantage of this free-form structure if you know how. Hidden throughout *Wonder Boy III* are secret warp doors that let you bypass all of the lesser monsters in an area and go straight to the room occupied by a boss



**1** To find the next warp door, enter the first door to the left of the first transformation room. Stand on this spot and press up. This warp door leads to the Daimyo Dragon.

**2** Another warp door can be found by entering the first upper-story door to the left of the first transformation room. Stand here and press up; you'll warp directly to Captain Dragon.

**3** Jump up to this spot directly above the place where you found the last warp door. When you stand here and press up, another warp door appears, and you'll find your way to the Dragon Zombie. (Hint: The final warp door is nearby.)



dragon. The warp doors are very hard to find, however — they're invisible, and they aren't described in the game instructions.

To find and enter a warp door, you must have at least 99 charm stones (the maximum number you can carry). Before entering a warp door, be sure you're wearing the right armor and carrying the right weapon, because you can't access the weapons screen after passing through a warp. When you're ready, stand at the secret location of the warp door and press upward on the directional pad. The door will suddenly appear, and you'll instantly pass through and enter a room that leads to a boss dragon. But watch out — once you enter, there's no escape from this room unless you kill the dragon!

*Wonder Boy III* is a much more flexible game than its two predecessors. For instance, try experimenting with different suits of armor. You'll discover that some armor gives you more charm stones, additional strength, or a better chance of getting gold from enemies. All of this makes it easier to obtain certain items you need.

GP



There's a mixed bag of news about Atari's eagerly awaited hand-held video-game machine. It will debut with a new name, more games, and a higher price; it probably won't appear in stores until mid to late October; and it may not be available in large quantities until the summer of 1990.

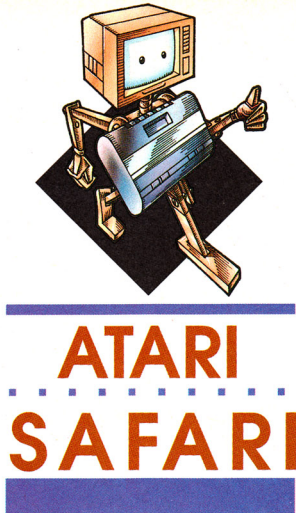
First, the new name. When Atari announced the full-color portable at an industry trade show back in June (see "Atari Safari," August/September issue), it was called the Atari Portable Color Entertainment System. Since that label was a bit unwieldy, most people continued referring to it as the "Handy," the nickname by which it was known at Epyx (where the machine was actually developed).

For some reason, Atari didn't like this name. So they came up with a new one: the Lynx. This is a reference to the special cables which can link as many as eight of the battery-powered machines together for multiplayer games.

But with the shorter name also comes a higher price. Atari now says the Lynx will retail for \$169.99, not \$149.99 as first announced.

Why the increase? By far the most expensive component of the Lynx is the very feature that sets it apart from all other hand-held game machines — its color liquid-crystal display screen. The 3.5-inch LCD, capable of displaying 4,096 colors, is both costly and difficult to produce, and Atari is forced to rely on Far Eastern suppliers. "There are only four or five sources who make that LCD," explains an Atari spokesman.

The color LCD is also partly to blame for the anticipated shortage of Lynxes that will probably last until mid-1990. Although the portables are manufactured in an automated factory in Japan, Atari doubts it can produce more than



## ATARI SAFARI COLOR PORTABLE GETS NEW NAME, HIGHER PRICE Tom R. Halfhill



1 Atari's answer to the Game Boy is due in stores soon.

100,000 units this year.

Fortunately for American game players, however, that limited production won't have to be shared with other markets. Unlike Nintendo's Game Boy, which appeared in Japan before the U.S.,

initial shipments of the Lynx are going exclusively to America. Atari says Japan and Europe won't get the Lynx until late 1990. (One exception: As a test, Atari plans to sell about 2000 units this Christmas at an airport in The Netherlands that's an important stop for international travelers.)

Unfortunately for Atari, the limited quantities and higher price will work to the advantage of Nintendo, which began selling its Game Boy in the U.S. in late August. Priced at \$89.95, the Game Boy costs only about half as much as the Lynx.

The Game Boy is also expected to have an advantage in the number of game cards available, although Atari is working hard to change that. In August, Atari sponsored a conference for software developers interested in producing games for the Lynx, and more than 100 people showed up.

Ron Stringari, president of Atari's Entertainment Products Division, says independent game developers are attracted to the Lynx's color graphics, stereo sound, and advanced animation capabilities. "Atari is not interested

in offering prehistoric systems with a flat, black-and-white display and stick-figure graphics," he said. "And developers are ready to move forward with us."

GP

Although Americans like to believe they're always at the forefront of everything, it's often not true — especially in the case of Amiga software. Less than a third of the one-million-plus Amiga computers that have been sold are found in the U.S.; most are in Europe. That's why, in some respects, the European market for

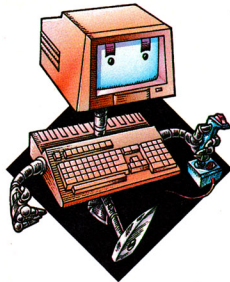


Amiga software is more important than the U.S. market.

In particular, Europe gets many more games than the U.S., and gets them sooner. While many of them are poor by U.S. standards, the best of them stand up to anything being done over here. Fortunately, some U.S. companies are finally beginning to import the cream of the crop.

A good example is *Ikari Warriors*. This popular Data East arcade game was adapted for the Amiga by a British company, Elite, and has been available in the U.K. for quite some time. Recently, Elite decided to bring the game to America.

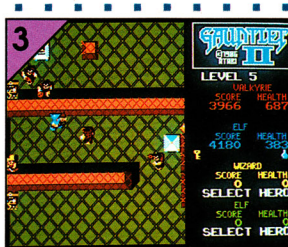
*Ikari Warriors* is an excellent two-player action game in which



## AMIGA PLAYERS

### THE IMPORTS ARE COMING

Sheldon Leemon



1 *Gauntlet II* is a European import that recently was officially released in the U.S. by Mindscape.

2 Choose your own character — wizard, warrior, valkyrie, or elf. Special items, potions, and magic also play an important part.

3 Up to four people can play *Gauntlet II* simultaneously. Here, an elf and a valkyrie team up on a quest.

4 This valkyrie seems mighty popular with the ghost population of level 6. She'd probably be better off running instead of fighting.

you try to escape from enemy territory by shooting your way out with guns, grenades, tanks, and anything else that falls to hand. The Amiga version faithfully recreates the arcade graphics. You have an overhead view of the action, and the screen scrolls beneath you as you move forward. *Ikari Warriors* is particularly fun in the two-player mode. Both warriors appear on the screen simultaneously, and the doubled firepower makes it easier to advance.

Another European hit that recently appeared in the U.S. (thanks to Mindscape) is *Gauntlet II*, the sequel to the sword-and-sorcery arcade game. Both *Gauntlet* and *Gauntlet II* have been available in Europe for some time, but until now we've had to be satisfied with a pair of *Gauntlet* clones, *Garrison* and *Garrison II* from Rain-bow Arts.

In *Gauntlet II*, you begin by choosing a character from a selection of four basic types (warrior, valkyrie, elf, or wizard). Each type has its own characteristics — such as strength, speed, or magical ability — that make it better suited for

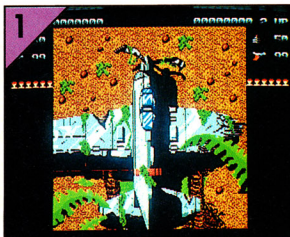


surviving certain kinds of traps.

The game is played within mazes that scroll in all directions. These mazes contain treasure chests, amulets, potions, keys, and food. But most of all, they contain a variety of monsters you must fight. As in the arcade version, you'll get further if there's more than one player in the maze at the same time. Up to four people can



# AMIGA PLAYERS



play, even if some are latecomers to a game that's already underway. Players 3 and 4 must use a special joystick adapter that plugs into the printer port. (The only other game I've seen in the U.S. that uses such an adapter is Microdeal's *Leathernecks*, an *Ikari Warriors*-type game.) Playing *Gauntlet II* with more than one person takes some cooperation, however, since everyone has to move in order to scroll the screen. The heated discussions that result can add up to a raucous good time.

Some of the established Amiga software companies in the U.S. have created new labels especially for imported European games. Cinemaware, for instance, has recently imported several titles



under its Spotlight label, and Gold Disk has started Hard Wired Software for its European games. An arcade shoot-em-up called *Denaris* is the first Hard Wired title. This game is very similar to Discovery Software's *Hybris* and Psygnosis' *Menace*. It has great graphics, with dozens of animated enemies flying in formation across the screen. It lacks some of the sophistication of games like Psygnosis' *Blood Money*, though. The screen only scrolls from left to right, and you can face in only one direction to shoot. In



the two-player mode the players alternate turns, instead of both appearing on-screen at once. Although it's an excellent space shoot-out, *Denaris* lacks the added extra touches that would make it truly exceptional.

The American versions of European games are bound to confuse some people, because some U.S. distributors already import the European versions of the same games. Since the European versions have been out longer, they're often far less expensive than their U.S. equivalents. For example, the U.S. versions of Elite's *Ikari Warriors* and *Speed Buggy* retail for \$40 apiece, while the European versions have been sold as part of a seven-game package for a total price of \$70.

Even though you can save money by purchasing the European versions, it can be risky. Many are designed for the taller European video screens, so the top and bottom may be cut off when displayed on U.S. monitors. Also, due to hardware differences, some European games won't run on U.S. systems at all. Most importantly, it's difficult to get support from foreign companies. If your disk goes bad, you may have to send abroad for a replacement.

**1** *Ikari Warriors* is another European import widely available in the U.S. The game starts after you crash-land this plane in a jungle.

**2** Your goal is to fight your way out of the jungle. Unfortunately, it is filled with enemy soldiers and pill-boxes.

**3** This player has captured a tank (right) and is heading toward a much-needed can of gasoline.

**4** Just like the arcade version, *Ikari Warriors* for the Amiga allows two people to play at once. It's a good way to double your firepower.

GP

**C**urse of the Azure Bonds is the sequel to *Pool of Radiance*, and is the second in the continuing series of Advanced Dungeons and Dragons adventures from Strategic Simulations, Inc. The *Adventurer's Journal* included with *Curse of the Azure Bonds* even gives



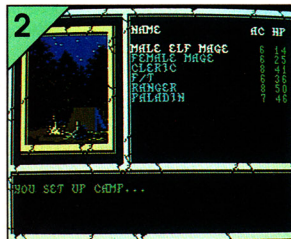
## COMMODORE PLAYERS

### DUNGEONS, DRAGONS, AND DESTROYERS

Neil Randall



a blow-by-blow description of the earlier adventure, and is of considerable help to those who never managed to complete it. As you'll



soon discover, the new adventure takes place to the southwest of the Moonsea area, down toward the town of Tilverton. D&D players familiar with the *Forgotten Realms* campaign will recognize the place instantly.

The first thing to notice about



**1** *Curse of the Azure Bonds*: Your characters wake up to find mysterious symbols on their arms.

**2** Always start by setting up camp and saving the game. This is the time to memorize magic spells.

**3** To memorize a spell, highlight it with the cursor and press Return.

**4** As soon as you leave the room in which you begin the adventure, the innkeeper provides you with vital information.

**5** Visiting the Sage Filani is a good idea. She'll have something to say about the symbols on your arm.

*Curse of the Azure Bonds* is that it isn't for wimps. You begin the adventure with level-5 characters and enough money to equip them reasonably well. Furthermore, *Curse* adds two new character classes to the *Pool of Radiance* system. Paladins and rangers are now available, and both are designed

to help you through the game. As if that weren't enough, your characters can advance to become high priests, lords, wizards, and master thieves, and magic users can call upon two dozen new upper-level spells.

Why all this new help? First, *Curse* includes several new categories of monsters — everything from salamanders to manticores and margoyles. Second, you'll find yourself almost immediately thrown into difficult battle in this game, deep inside the thieves' guild. Simply trying to find your way out of that guild and through the sewers requires battle after battle after battle. You're going to need all the strength you can muster.

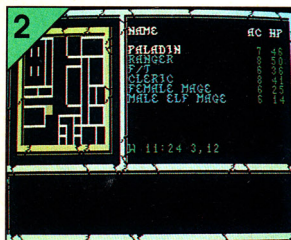
Battle, in fact, is the heart and soul of this game. Unlike such fantasy games as *Wizardry* and *Bard's Tale*, you don't just select combat options and then read the results on the screen. *Curse* provides a full tactical combat system with which you control the movement and combat actions of each member of the party. Movement becomes extremely important,





because flanking maneuvers can critically affect the outcome, and spells and weapons have limited ranges.

Like the original Advanced Dungeons and Dragons game, *Curse of the Azure Bonds* is full of combat. If you enjoy fighting monsters and finding treasure,



*Curse* is definitely for you. On the other hand, if you quickly tire of combat in role-playing games, you should bypass *Curse*. There is so much combat (and the combat requires so much time) that you'll probably find this game very frustrating to play.

Even if you're an experienced adventurer, count on spending many hours with *Curse*. It comes on three double-sided disks, and it keeps your 1541 drive working overtime. SSI has included a drive-accelerator program and has designed the game to minimize the time you spend waiting for battles to begin, but *Curse* is still a slow-paced game.

Getting started is easier for experienced players, who can begin by creating new characters or transferring existing ones from

## COMMODORE PLAYERS

*Pool of Radiance* or *Hillsfar* (the other AD&D release from SSI). New players are better off loading the saved game from disk 3 and beginning with a preselected set of characters.

You start the adventure at an inn, with no possessions or memory of what has gone before. The first thing to do — before you even leave your room — is to use the joystick to select Encamp from the menu. Then, in the camp menu, select Save to put the game on your save disk (get one ready beforehand). Next, push the joystick up or down to select your magics,



1 The Quick Start card offers good advice for outfitting your party.

2 Don't hesitate to use the area map, especially when working your way through the sewers.

3 Inside the tavern, you can order a drink or beat up the bartender.

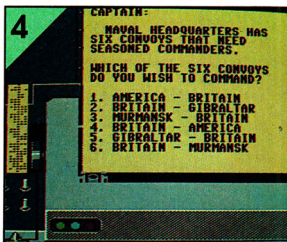
4 *Destroyer Escort*: You start by choosing from six possible missions, listed in order of difficulty.

clerics, and paladins (your magic users). Then push the joystick sideways to the Magic command.

Here, you want to memorize spells. Select the spell you want —

they're all described in the manual — and choose Memorize from the bottom menu. Useful spells at this stage include *sleep*, the *magic missile*, and the *fireball* for mages; and *hold person*, *cure light wounds*, and *prayer* for clerics. Return to the Encamp menu and select Rest, then choose Rest again to let your characters memorize the spells.

Afterward, it's off to the armory to buy some equipment. Don't over-spend — you'll find



weapons galore on defeated enemies — but make sure you give your characters worthwhile equipment to fight with. Finally, encamp and save once again (do this often), then head off to find adventure. At this early stage, though, don't get into any stupid fights. Bar brawls, for instance, can be deadly.

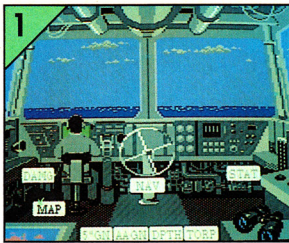
Mapping is not necessary in *Curse of the Azure Bonds*. From the main menu, you can select the Area command at almost any time, and this gives you an overview of the region you're in (an extremely useful feature).

If a thief offers to bail you out of trouble, say yes, but be ready for a great many battles afterward.

### Destroyer Escort

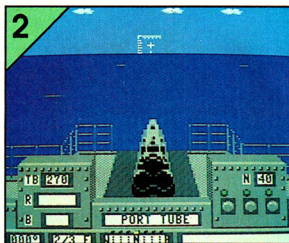
Throughout its history, MicroProse Software has concentrated on realistic, complex military simulations such as *F-15 Strike Eagle* and *F-19 Stealth Fighter*. Recognizing that

# COMMODORE PLAYERS



some players don't want that level of complexity, MicroProse is now releasing easier-to-play, less time-consuming games under the Microplay label. *Destroyer Escort* is one of these new titles.

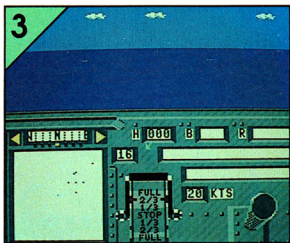
Your task here is to escort supply and troop ships from port



to port during World War II. There are six possible routes and three levels of difficulty. The easiest mission is to escort a supply ship from the U.S. to Great Britain with below-average enemy resistance. Much more difficult is escorting a convoy from Britain to Murmansk with above-average resistance. Don't start this game too optimistically. Take it slowly at first, gradually increasing the challenge once you learn how to destroy enemy ships, subs, and aircraft.

After selecting the mission, you'll see yourself on the bridge of your destroyer. This is the main station, from which you move to others. From the bridge you can examine the strategic map, select weapons, and keep track of damage.

To get started on your mis-

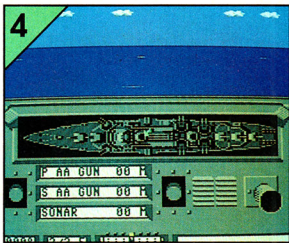


sion, use the joystick to move the arrow cursor to the Map icon and press the fire button. Then push the joystick in the direction you want your convoy to go (toward Britain, for example). As long as nobody attacks you, your ships keep heading in that direction. As soon as you encounter enemy resistance, however, your progress halts and you have to respond.

When this happens, press Return to go back to the bridge. You'll hear the ship's gong sounding the alarm for battle stations. Move the arrow to the weapon icons, and keep listening to the gong. When the sound stops, you know you've selected the right weapon to deal with the threat.

But knowing which weapon to use is far different from using it

correctly. You have torpedoes, depth charges, a five-inch gun, and an anti-aircraft gun at your disposal, but each requires different tactics. The screen shows you the enemy's location, and you



must use the joystick to aim the weapon at your moving target. The problem is that your ship is also moving, so hitting a target is very difficult.

Fortunately, the game offers two helpful features. The first is a three-page discussion of weapon-handling in the manual. The second is a practice mode. The Technical Supplement included in the box explains how to provoke automatic enemy attacks so you can then practice what the manual preaches.

From that point, you're on your own. Give yourself a fair bit of time to master *Destroyer Escort* — it's not a shoot-em-up arcade game. After you become a combat veteran, who knows? You might even be cited for wartime heroism.

GP

- 1 From the main bridge screen, you can switch to any of the other stations.
- 2 The game helps you select the appropriate battle station.
- 3 You have full control over your ship from this navigation screen.
- 4 The damage-control station displays the status of your ship.



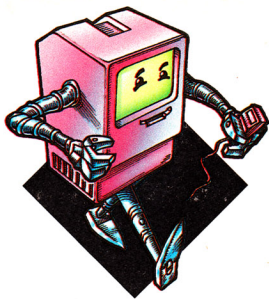
**W**hat at first may appear simple in life often turns out, on closer inspection, to be more complex. That's the way it is with certain games that have stood the test of time. Whether you're playing chess or mahjongg, poker or bridge, there's often more going on than initially meets the eye.

Now, Epyx has released *Ishido* — *The Way of Stones*, a delightfully deceptive game that is both simple and complex. It's actually a very ancient game that translates well to the computer age.

You start with a "pouch" containing 72 stones. Each stone bears one of six symbols (a star, triangle, square, heart, diamond, or circle) and one of six background patterns. Therefore, you have two sets of 36 possible arrangements of patterns and symbols.

To play, you randomly pull one stone at a time from the pouch, then place it next to another stone that matches by pattern or symbol. *What could be simpler?*

When you place a stone next to two stones, however, it must match one stone by pattern and the other by symbol. When you place a stone next to *three* stones, it must match two stones by one attribute (pattern or symbol) and one stone by the other attribute. The most difficult placement is a four-way match



## MAC PLAYERS

### ISHIDO — THE WAY OF STONES

Selby Bateman

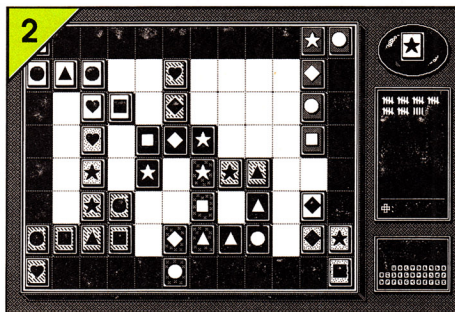
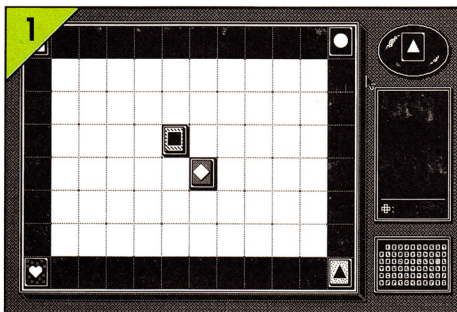
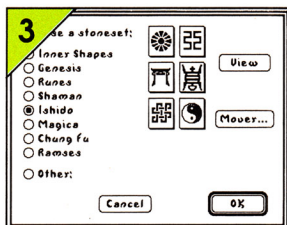
- 1 On this opening screen, the first stone to be placed is shown in the upper right corner of the board.
- 2 As more stones are placed, the board grows crowded and the possible matches become more difficult and more important.
- 3 You can choose from a variety of stone sets, or create your own.

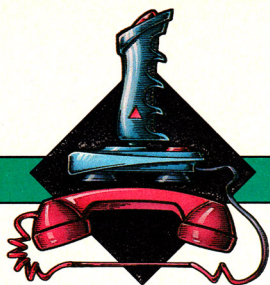
— placing a stone in the center of four stones, two of which must match by pattern and two by symbol. Simplicity quickly gives way to a subtle complexity.

Reflecting the ancient legacy of *Ishido* is the Oracle of the Stones, a reading of the future based on the Chinese *I-Ching*. A version of this oracle is built into the game. At the start of *Ishido*, ask the Oracle a question. When (or if) you get a four-way match, the Oracle of the Stones will answer your question based on the identities and locations of the five stones in the four-way match.

*Ishido* is an exceptionally well-designed game. You can create your own stone symbols, patterns, and backgrounds. There are solitaire, tournament, cooperative, and challenge options for game play, and there are plenty of hints and help features. *Ishido* is a captivating strategy game that will keep you intrigued and challenged for a long time.

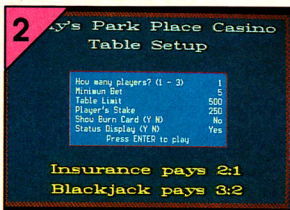
GP





In the Academy Award-winning movie *Rainman*, Dustin Hoffman plays an autistic savant with a talent for numbers. Tom Cruise plays his yupster brother, a high roller who has squandered all of his money. In a pivotal scene, Hoffman rescues his brother from financial ruin at the blackjack tables of Las Vegas by "card counting" — a mathematics-based playing system that, when properly executed, actually turns the odds of the card game 21 in the player's favor.

Card counting was popularized in the 1960s by Edward Thorpe, a researcher at IBM, who explained his system in a book entitled *Beat the Dealer*. The publicity it attracted irritated both the Las Vegas casinos and his bosses. Thorpe was eventually asked to leave IBM and was unceremoniously ushered out of any casino where he attempted to play.



# CHEAP THRILLS

## BLACKJACK! AND GRAVATTACK

Arlan R. Levitan

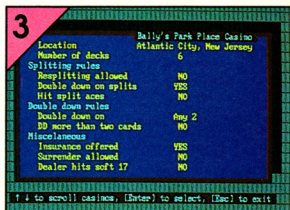
Thorpe's system is so complicated that few players have ever successfully applied it. In the late 1970s, however, several simplified versions of the system were popularized, and they changed the face of casino blackjack forever. Today,

**1** *Blackjack!*'s main menu lets you choose from four different casinos (three of them real), plus other options.

**2** After you pick a casino, you can select additional options.

**3** This screen lets you modify the house rules for any of the casinos.

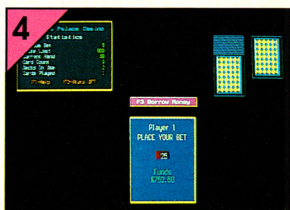
**4** We started with \$1000 and have already lost nearly \$250. If you're in danger of running dry, pressing F3 allows you to obtain a loan.



casinos almost universally use multiple decks of cards to make card counting more difficult, and they routinely ask obvious card counters to leave.

If you've ever wanted to try your hand at card counting in the privacy of your own home, take a look at *Blackjack!*, a PC shareware program by Donald Granger, from Glencoe Computing. *Blackjack!* can be downloaded from many bulletin board systems and information services, and is also distributed on some collections of public domain/shareware disks (such as those from PC-SIG). It runs on any IBM, Tandy, or compatible computer equipped with an EGA, VGA, or Hercules video card.

*Blackjack!* isn't just another tired game of 21. In addition to simulating blackjack as played at real casinos in Las Vegas, Reno, and Atlantic City, *Blackjack!* teaches





# CHEAP THRILLS

strategy and presents a simplified version of Thorpe's card-counting system. After you've mastered the basics of playing 21, you can test your skill (or luck) under the different rules by three big-name casinos.

Unlike some computer versions of 21, *Blackjack!* simulates almost all of the betting options used by major gaming halls, including double down, splitting pairs, insurance, and surrendering hands in mid-play. In addition, you can modify most of the house rules to suit your individual taste and style.

Almost all other blackjack simulations we've tried have lacked depth of play. *Blackjack!* is an exception. It provides an interesting framework that both piqued and held our interest. The color graphics aren't the flashiest we've seen in a computerized card game, but they're nicely done and add to the overall polished feel of the program. The keyboard-based user interface isn't cumbersome, and the numerous tutorial and help screens make it easier for novice "fish" to become experienced "sharks." The instruction file included with the game is excellent. It gives a detailed explanation of the program's operation and a concise tutorial on the fundamentals of blackjack.

Those who manage to profit at the tables as a result of honing their gaming skills with *Blackjack!* — or those who simply enjoy play-

ing the game as an entertaining diversion — are encouraged by the programmer to make a \$25 donation. Write him at 1100 Highway C, Glencoe, Missouri, 63038-1404.

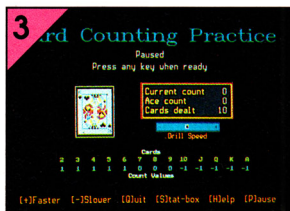
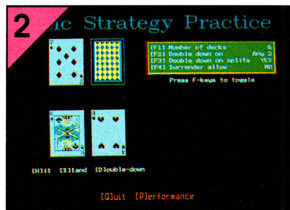
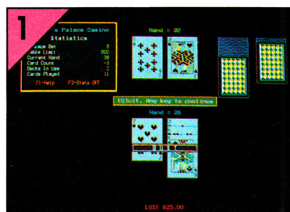
## GravAttack For Amiga

Twenty years may have passed since man first set foot upon the moon, but computer hobbyists are still writing variants of the classic *Lunar Lander* game for today's personal computers.

The basic premise of the genre is that you're piloting a spaceship with a limited amount of fuel, and you must maneuver the fragile vehicle over treacherous terrain to a designated landing site — without creating a brand-new crater to be named in your memory.

Scott Peterson's *GravAttack* for the Amiga is an interesting *Lunar Lander* spin-off that is deceptively simple and highly addictive. Instead of landing your ship on a precariously located plateau, you must maneuver the little craft to pick up six floating keys. Each key bounces and hovers in a different spot, usually near a dangerous crag or wall that will crush your ship's hull on contact. If you manage to collect all six keys without running out of ships or fuel, you advance to a higher level that has six more keys and different obstacles.

What sets *GravAttack* apart from most *Lunar Lander*-type games is its wide variety of screens. Although *GravAttack* starts on level 1 with a fairly standard (though



unusually colorful) moonscape, it quickly shifts to more fanciful screens filled with mazelike walls and abstract shapes. On each level, the screen scrolls horizontally as you move left or right, so there's more territory than there appears



**1** As in real blackjack, the odds are in favor of the house.

**2** To help you minimize your losses, *Blackjack!* has a special mode that lets you practice your basic strategy.

**3** If you want to turn the odds to your favor, *Blackjack!* can even teach you a simplified card-counting system.

**4** *GravAttack* makes fine use of the Amiga's superior graphics and stereo sound.

# CHEAP THRILLS



your ship occasionally comes under hostile fire from strategically located gun emplacements. But don't fret — you can activate your shields (for a penalty in fuel) and shoot back, too.

*GravAttack* makes minimal use of the Amiga's mouse; you'll need it only to select options when the game starts. During play, you use the keyboard to control ship rotation, thrust, shields, and missiles.

Our copy of *GravAttack* is dated 1987 and is version number 0.95, indicating that the author did not consider the program to be completely finished at that time. We did run into a few minor glitches: Sometimes a floating key temporarily drifts into an inaccessible area; occasionally some screen garbage appears; the quit option locks up the computer; and Guru Meditation messages weren't uncommon when playing the game on an Amiga 500 with Workbench 1.3. We've got a hunch that a later version exists somewhere, and probably rectifies the bugs we encountered.

to be at first glance.

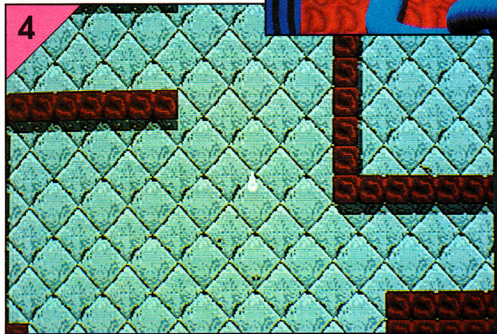
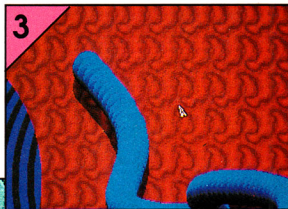
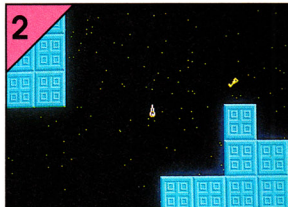
In all, there are 17 levels in this imaginative game. What's more, the rules sometimes change from level to level. For instance, levels 1 and 2 are gravity environments (like other *Lunar Lander* games), so your ship is constantly pulled toward the bottom of the screen unless you counteract the gravity with frequent blasts from your retrorockets. But just when you're beginning to acquire the "feel" of struggling against this force, level 3 throws you a curve—it's a *weightless* environment, like outer space. Frequent use of your retrorockets here will only propel you into an obstacle or the ceiling. The next level confuses your reflexes again by switching back to a gravity environment.

There are a few other unusual features as well. To begin with, your ship is more steerable than the LEM-type craft depicted in most *Lunar Lander* games. You can rotate it in any direction, then move forward by firing your rockets. (On the weightless levels, in fact, your ship works exactly like the spacecraft in another old favorite — *Asteroids*.) Yet another twist is that

Despite its flaws, we found *GravAttack* worth more than a few sessions at the helm. The program's excellent playability, good graphics, and great stereo sound kept us coming back for more.

The author requests a shareware contribution of \$10 plus a self-addressed, stamped envelope. In return, he promises to send a list of secret bonuses available on each level. Write him at 4616 Ipswich Street, Boulder, CO 80301.

GP

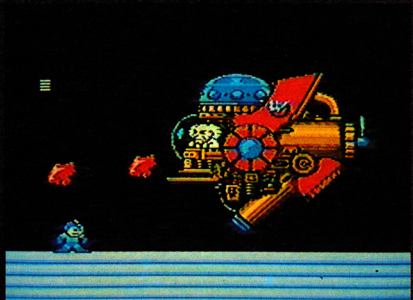
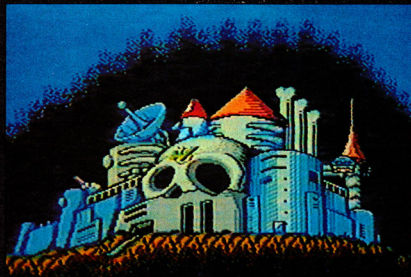


- 1 These strange walls in level 2 may look harmless, but they're just as treacherous as the mountains in level 1.
- 2 Level 1 is a brightly colored "moonscape." Your ship is hovering at the center of the screen, and a key floats nearby.
- 3 Level 3 is a bizarre, weightless world filled with abstract shapes and weird colors. Watch out for the hostile gun emplacements.
- 4 Level 4 is a mazelike world that's especially difficult to navigate because of its gravitational force.



# NINTENDO GAME of the MONTH

## MEGA MAN II



**D**o your friends have to pry the controller from your petrified grip? Do you find yourself muttering "Just one more stage!" when you are called to dinner? When you finally go to bed, do you lie awake wondering which weapon to use against HeatMan?

If you answered yes to any of these questions, you may be the latest gamer to suffer from Mega Mania — a fever that's quickly becoming a national epidemic. But don't panic. The game doctors at *Game Player's* have brewed up the following concoction of tips, hints, and inside info to help you conquer *Mega Man II* and return to a normal life.

The goal in *Mega Man II* is to stop the evil Dr. Wily from taking over the world. But before fighting the mad scientist, you must first destroy all eight of his deadly androids. Each time you destroy an android, you gain a new weapon you can use to fight the others. The key to *Mega Man II* is not just defeating the androids, but defeating them in the right order so you can make the most of their powerful weapons. Finally, at the end of the game, you use the weapons to attack Skull Castle — Dr. Wily's hideout — and confront the evil scientist himself.



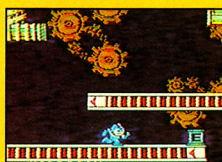
# MEGA MAN II



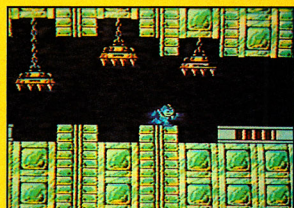
**Super Strategy Hint:** Even though MetalMan is a difficult foe to conquer, we recommend going after him first. Once you capture his metal blades, Dr. Wily doesn't stand a chance.



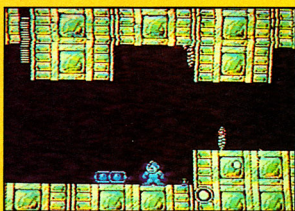
**MetalMan.**



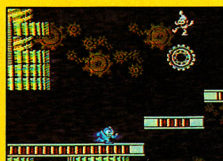
One of the first things you get should be this energy tank, located at the end of the first conveyor belt.



Unless you like headaches, stay out from under these metal mashers. Wait for them to rise to the top of the screen before making a break for it.



If you zap the cones, they'll leave you energy and power-up units. Yellow items boost your life energy, and blue balls power your weapons.



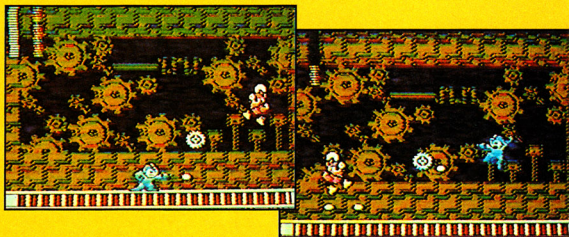
Mega Man II has an amazing variety of colorful enemies. Here's an elf riding a giant cog. Quickly blast the wheel, then its rider.



To obliterate this obstacle, leap up and fire at its face.



You'll need a running start to make this jump. Skip the energy tank unless you already have Item 2, the jet sled.



**Super Strategy Hint:** When fighting one of Dr. Wily's androids, try using your first man to get a feel for the robot's patterns and plan of attack.





After defeating MetalMan, Mega Man inherits the robot's metal blades—the most destructive and versatile weapon in the whole game. These metal wheels can be fired in eight directions, but use very little energy.



The floors on this level are a bit slippery. Approach the ledges with caution.



This nook at the lower right is an ideal place for attacking the two-legged metal monster. The wall projecting downward should help you keep him at bay.



## NINTENDO GAME of the MONTH

# MEGA MAN II



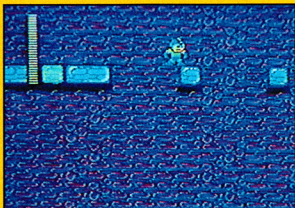
FlashMan.



To reach this extra life, Mega Man needs Item 1, obtained by defeating HeatMan.



Choose the right-hand channel at the lower left to avoid some unnecessary combat.



Super Strategy Hint: To get another life, skip across the screen on these stone blocks. It's also a good way to avoid enemy robots below.



FlashMan should be an easy win. Just maintain a safe distance while using Mega Man's regular shots, and you'll be OK.

This victory earns you FlashMan's Time Stopper, which freezes all movement on the screen for a brief time. When you use the weapon, however, it can't be turned off until all of its power runs down.



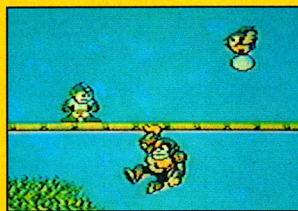
Defeating FlashMan also wins you Item 3, which helps you climb walls. It can take you even higher than Item 1.



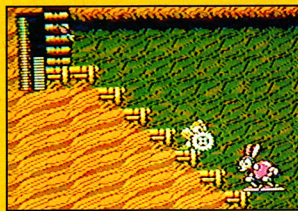
# MEGA MAN II



**WoodMan.**



These gorillas love to play with Mega Man, so keep your distance. Fire as soon as they swing up onto the bridge. And shoot the Flying Fish before they release their eggs.



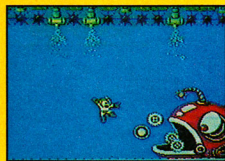
Since you can fire your metal blades in eight directions, use them to do away with the rabid Robo-Rabbit.



After beating WoodMan, you get his Leaf Shield. It doubles as a protective force-field and a dangerous weapon.



**BubbleMan.**



When leaping in water, be sure to avoid the dangerous spikes above you. To defeat this fish, fire directly at the lantern extending from his head.



Hop quickly — these steps begin disintegrating as soon as they appear.



Simply dash under the bats — they aren't worth fighting. The Robo-Rabbits, however, require some effort. If you unleash a few metal blades, you should soon be on your way.



Stay on the left side of the screen and wait for WoodMan to fire his Leaf Shield. When he does, jump out of its way and fire a wave of metal blades.



Spend a little time hunting lobsters to reap energy and power-up items.



Your main worry when dueling BubbleMan is the metal spikes at the top of the screen. Avoid them when leaping away from BubbleMan's Bubble Lead.

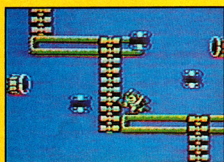


# MEGA MAN II

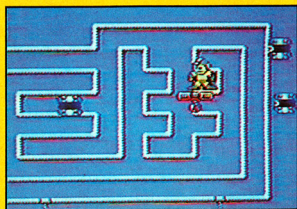


BubbleMan's demise adds his Bubble Lead to your ever-expanding arsenal.

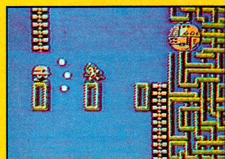
## CrashMan.



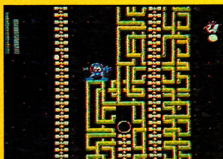
Make sure to eliminate the enemy above you with a vertical shot of metal blades. Otherwise he'll knock you off the ladder.



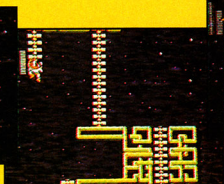
Agility and a heavy dose of metal blades should insure a safe trip around the conveyor belt.



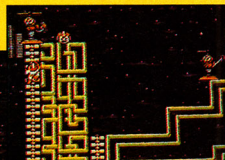
Jump to the far left of the middle step. Now, when you get bumped, you won't fall off.



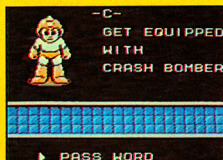
Super Strategy Hint: Again, blast the Flying Fish before they drop their eggs. If one does release an egg, hold your directional pad forward to help minimize your descent.



It's worth your time to take a little detour and gain another life. It's available at the very top of CrashMan's vast structure.



For the clash with CrashMan, use either Mega Man or AirMan. As Mega Man, stay centered on the screen and leap upward as CrashMan approaches. While in mid-air, stonewall him with a barrage of shots.



The Crash Bombs you get for beating CrashMan can be thrown at walls and barriers to clear the way. They can also be used as weapons against Dr. Wily's warriors.



Super Strategy Hint: It's best to defeat AirMan before trying HeatMan. You'll need AirMan's jet sleds just to reach HeatMan.





Here's an exercise in strategic jumping. Leap onto the Air Tikki as soon as it begins lowering its horns. As soon as you land on the platform, turn and zap the Lump before he bumps you off.



Next, hijack a series of Thunder Chariots by eliminating their pilots, the Lightning Lords. Hop from chariot to chariot until it's possible to leap to the next ledge.



## MEGA MAN II

**Super Strategy Hint:** Stand between these two columns and use WoodMan's Leaf Shield. The worms that fly into the shield will give you extra lives and power-ups.



Accurate fire will eliminate this Fan Fiend, who literally tries to blow you away.



After only two hits from WoodMan's Leaf Shield, AirMan will become the latest chapter in Mega Man's story of success.



The Air Shooter is capable of launching triads of miniature tornadoes. With this weapon, the weather forecast for Dr. Willy doesn't look too good.



By beating AirMan, you also earn Item 2, the jet sled.



**QuickMan.**



When the QuickMan stage starts, you have a chance to get an extra life. Use Item 3 to go right to it.



The Hotheads should pose no serious problem. Simply blast them away as soon as they appear on the screen.



# NINTENDO GAME of the MONTH



Super Strategy Hint: Use FlashMan's Time Stopper to freeze the death rays and avoid being smashed to smithereens.



Refuel here so the deep freeze won't thaw too quickly.



The Air Shooter is the weapon of choice against QuickMan.



Your reward for beating QuickMan is the use of his boomerangs.



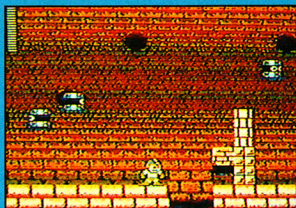
HeatMan.



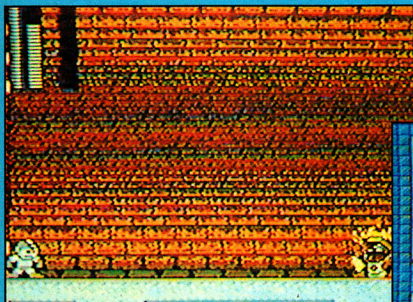
Your best move in this first section of HeatMan's hot haven is a mad dash. Just keep moving and keep blasting whatever dares to step in your path.



Super Strategy Hint: Listen to the sound to determine when to jump. The rising tones indicate when the blocks will appear and disappear.



There are two ways to get past this wall. Either use Crash Bombs or attempt a series of carefully timed jumps.



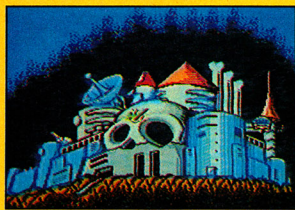
Super Strategy Hint: When HeatMan lights up, it means he's about to head your way. Be ready. The weapon he fears most is Bubble Lead.



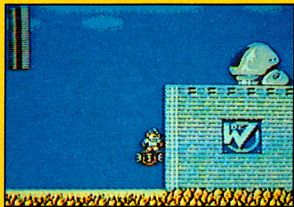
By defeating HeatMan, you get his Atomic Fire, which can produce three sizes of fireballs. The size is determined by how long you press the fire button. You also get Item 1.



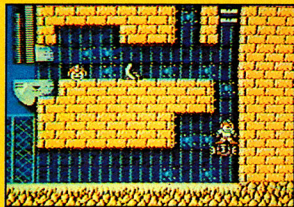
# MEGA MAN II



Only after eliminating each of Dr. Wily's eight androids can you launch your assault on Skull Castle. You'll need all of your weapons and experience to take the castle and thwart Wily's plans to rule the world.



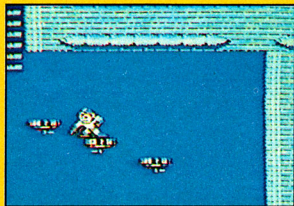
Inside Skull Castle, use Item 3 to get atop the roof of the building.



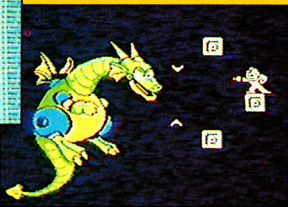
Use Item 3 again to recover an extra life.

## Super Strategy

Hint: At this important spot, the trick is to use the levitation platforms.



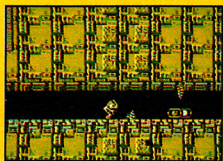
Blast away these Prop-Tops to get the power units. You need enough power to replenish each of your weapons.



To eliminate this animated dragon, leap to avoid his fireballs while tossing Quick-Man's boomerangs.



The left-hand ladder leads to more trouble than you probably want to deal with this late in the game. Use a jet sled to reach the ladder on the right instead.



Here's another cone zone where you can stock up on energy supplies.



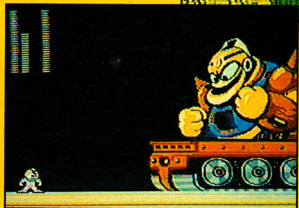
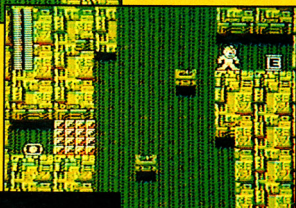
You can use Item 3 here to take you higher. For the next few screens, watch out for metal mashers.



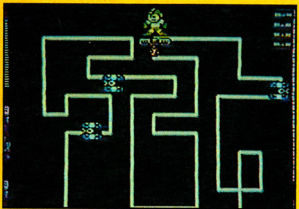
# MEGA MAN II



It's worth the extra time to throw Crash Bombs at the walls and clear a path to the power sources.



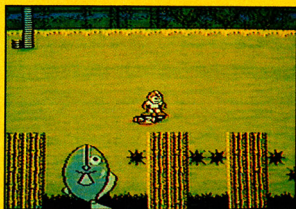
The bigger they are, the harder they fall. This monstrous Guts-Dozer is no match for QuickMan's boomerangs. Fire them right into his mouth.



As MetalMan, it's an easy jump to the ladder at the lower-left corner of the screen.



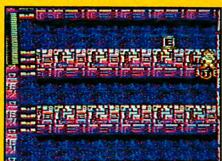
For this unique challenge, watch the walls and be ready to dodge the projectiles.



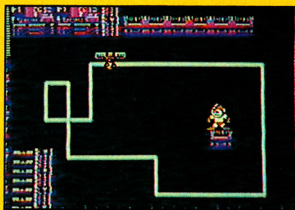
Use the jet sled here, but beware of attacking aquatic life.



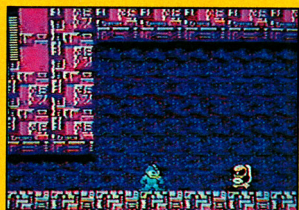
In this section, stay in the air as much as possible to avoid the invisible holes in the floor.



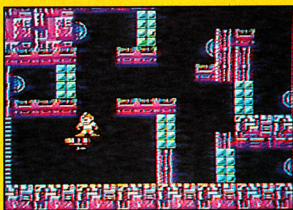
To get to the energy tank use either Item 3 or Item 1



Use the moving platform to get to this step, then use a jet sled to scoot left to the ladder.



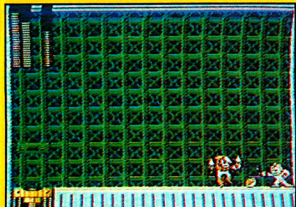




Carry enough Crash Bombs to destroy the guns behind these walls.



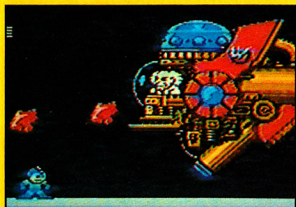
You've now reached an important point in Mega Man's quest to stop the sinister Dr. Wily. These teleports take you back to each of the eight androids you've already defeated. It seems they all want a rematch.



Have you heard the old saying, "Fight fire with fire"? In this case, try fighting metal with metal.



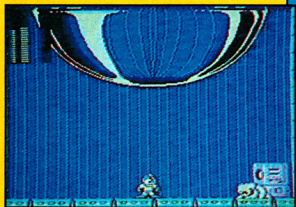
When you face the androids this time around, you have an impressive array of weapons to choose from. The androids should be nothing more than a nuisance on your way toward confronting Dr. Wily.



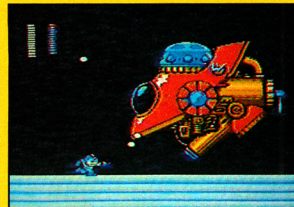
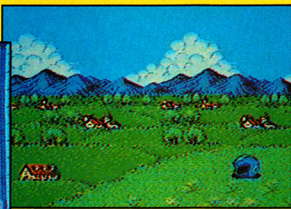
A few shots from Mega Man's blaster reveal that the pilot is actually Dr. Wily himself! Or is it?



Is Dr. Wily really behind all this evil? Is he really an alien from another planet? Blast him with Bubble Lead to find out.



Aha! It seems the alien was merely a holographic illusion created by the mad doctor. His well of tricks has finally run dry. And the village can thank you for restoring peace and justice!



After spoiling the androids' comeback, you must do battle with the pilot of this metal monster.



GP

**MEGA MAN II**



# COMPUTER GAME

of the  
MONTH

## INDIANA JONES and the LAST CRUSADE

Yes! And I have the Cross of Coronado!!



Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; VGA, EGA, MCGA, CGA, or Tandy 16-color graphics; mouse and joystick optional, but mouse recommended; AdLib sound card optional. Also available for the Amiga and Atari ST. LucasFilm (distributed by Electronic Arts), P.O. Box 2009, San Rafael, CA 94912.



Indy has a boxing medal in his office, but you still might want to brush up his skills with a lesson from the coach. Stay in the ring until you're comfortable with the fighting controls.



Our hero's office is full of artifacts from earlier adventures. Look around, but don't take anything with you except the Grail diary. It's hidden beneath the paperwork on his desk.



Walter Donovan practically kidnaps Indy from the college. Donovan has a business proposition — which has already resulted in the disappearance of Indy's father.



When you arrive at Henry's house, you'll find it ransacked. There are a couple of items you can take with you — but only one that's essential.



There's an ancient inscription: VII VI IV.



In Venice, use the Grail diary whenever you're stumped. In the library, for instance, you need to match the stained-glass window with a sketch in the diary to find the entrance to the catacombs.

COMPUTER GAME

of the  
MONTH

# INDIANA JONES and the LAST CRUSADE

Note the particular care taken in drawing the shield, the areas above it, and the angels.

The cryptic message below seems to have something to do with Roman numerals and stone pillars.



"If ye would enter,  
follow the second  
on the right."

Indiana Jones, archeologist and adventurer, sets off on the mission of a lifetime — to find the legendary Holy Grail. But for once, relics aren't in the forefront of Indy's mind. His father has disappeared on the same quest, and Indy fears he has fallen into dangerous hands. Word is out that the Nazis also want the Grail. It seems Hitler has his eye on immortality.

When you reach Venice, find the entrance to the catacombs. It's not necessary to map them. There's usually only one path that doesn't quickly lead to a dead end. Check the diary often, and use the following items to help you find the knight's tomb: a red cordon, a wine bottle, a pool of water, a hook, and (of course) your whip.



It looks like these guys weren't able to complete their journey, but one of them has something you should take on yours. Enter "Pick up arm."

Here's an example of a medieval combination lock. Check the diary to figure out how to rearrange the statues so you can open the door.



It's a good thing Indy isn't tone deaf. If you push the skulls in a certain order, the door will open. The diary holds the musical key, but you must be able to read it correctly.

At last — The knight's tomb! His shield tells you where to search for the Grail. But first you must rescue Henry, who is closely guarded by Nazis at Brunwald's castle.



The shield is the second marker Donovan spoke of!

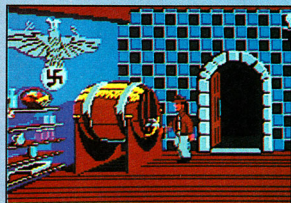


INDIANA JONES  
and the  
LAST CRUSADE

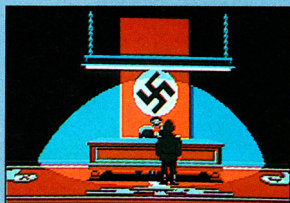
It's a dark and stormy night when Indy and Elsa arrive at Brunwald's castle. Elsa speaks the line that people always say before they reveal they're really Nazi spies: "I'll wait in the car."



It's easy to pump this drunken soldier for information. Find out the names of some of the officers in the castle, but don't leave without getting the soldier's beer stein.



Use your first stein of beer to dampen the hot coals in the fireplace. *Always* keep the stein full. It comes in handy for short-circuiting electrical equipment and getting soldiers intoxicated.



Offer your painting to the soldier by the art room. He'll take it to Colonel Vogel, then put it in the safe. Gain access to the safe to find out whether the Holy Grail is glowing.

Nazi guards lurk in the hallways and rooms of the castle. Since Indy doesn't like to scrape his knuckles, you're given a choice of things to say in each situation. It's possible to talk your way past every guard except Biff. Trying getting him into such a condition that only one blow will knock him out.

You'll wear two disguises in addition to your IndyWear. But make sure you never pass a guard wearing anything except the clothes in which he originally saw you. The wrong disguise will blow your cover.



You must put the alarm out of commission before you can rescue Henry. The drunken soldier told you how educated this guard is, so offer him the copy of *Mein Kampf* you found in the Venetian library.



Why is this *Mona Lisa* smiling? Perhaps she's hiding something. You can't get into the safe until you steal the combination from Colonel Vogel's files. Hope you like German shepherds.

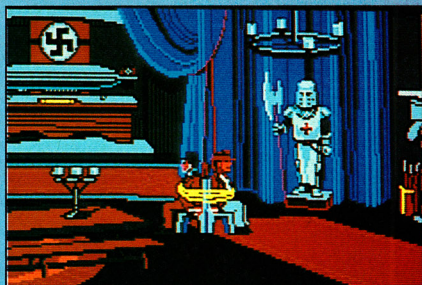


Biff, the Nazi guard, likes ale. Lots of ale. One beer stein won't do anything but make him angry. Perhaps you should find a larger vessel to give him.





Perhaps you should have let Henry lead the way. Nazis toting machine guns are waiting down the hall for you. There's no way to avoid them.



Here's a good place to save the game. You can maneuver the chair underneath the ax to cut the ropes, but sometimes the blade will chop Indy and Henry in half instead.

## COMPUTER GAME

of the  
MONTH

# INDIANA JONES and the LAST CRUSADE



OK, you could be law abiding and *buy* your zeppelin tickets, but where's the thrill? Instead, use Henry and Indiana as a team to steal the tickets from this unsuspecting tourist.

After you rescue Henry and are caught by the Nazis, the game can go two ways. If you give up the Grail diary, you must go to Berlin to find it again. While you're there, hand Adolf Hitler the pass you stole from Vogel's office. He'll autograph it, and you can get by all of the border guards.

On the other hand, if you give the Germans the fake diary you picked up at Henry's house, you can go straight to the airport from Brunwald's castle. But you'll have to talk or fight your way past the four border



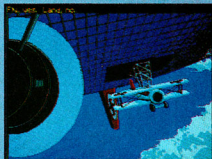
Bypass the two airplanes and board the zeppelin. Although the airplanes look tempting, their engines won't start. Find the plane on the zeppelin instead.



Here's the hardest part of the game. The girders inside the zeppelin form a bewildering maze overrun by guards. To find the plane, work your way up and to the right.



There's no talking to these guards, so use your first-aid kit before entering the zeppelin. Stay light on your feet and wait for your power bar to increase before you punch!



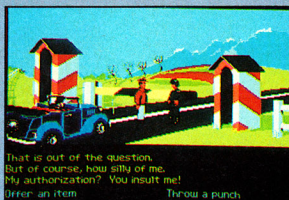
Luckily, Henry found his own way to the plane. You're safe now — or at least until the enemy fighter planes show up, or until you realize you have no idea how to land this thing.





Walk to  
Push  
Pull  
Open  
Close  
Look  
Pick up  
What is  
Use  
Turn on  
Turn off  
Small key  
Whip

A bumpy landing, but everyone's safe — even the goats and ducks. Steal a car to drive out of Germany. The diplomat's car is unfortunately out of gas, so you have to use the other vehicle.



That is out of the question.  
But of course, how silly of me.  
My authorization? You insult me!  
I'll see an item  
Throw a punch

Talk your way past the border guards. You can bribe the first one with 50 marks, but that won't leave you enough for the money-hungry guard who follows. Save your money and use intimidation to get by the first guard.



You reach the temple at last, only to find Donovan and Elsa are one step ahead of you. You may not want to help them, but with Henry shot and dying, what choice do you have?

COMPUTER GAME  
of the  
MONTH

# INDIANA JONES and the LAST CRUSADE

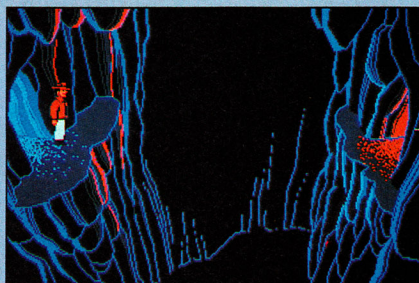


The word of God: "Only in the footsteps of God will he proceed."

## THE THREE TRIALS



The breath of God: "Only the penitent man will pass."



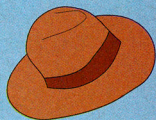
The path of God: "Only in the leap from the lion's head will he prove his worth."



I am the last of three brothers who swore an oath to find the grail and guard it.



Inside the knight's chambers, you must choose the correct Grail. There are two clues to follow — the inscription in the catacombs and the painting in the safe.



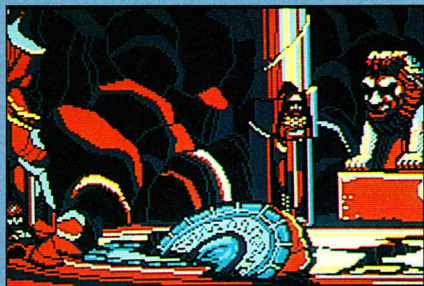
## COMPUTER GAME

of the  
MONTH

# INDIANA JONES and the LAST CRUSADE



Oops! Indy chose...poorly.



When you choose the correct Grail, you can heal Henry's wounds. Elsa, unfortunately, disobeys the knight and takes the Grail beyond the seal. Bye-bye, Elsa.



Can Indy reach the Grail? And if he does, will he return it to the knight, or try to keep it for himself? Only you can decide.





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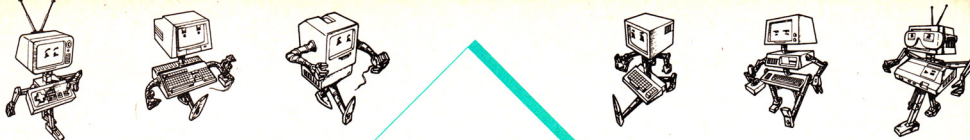
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intendo games make a quantum leap toward maturity and adult appeal with the release of this epic historical simulation.

When Koei first imported *Nobunaga's Ambition* from Japan as a computer game, there was skepticism that Americans would be interested in a leisurely, thoughtful, and remarkably subtle game based on the politics of feudal 16th-century Japan. But the game's depth and richness quickly attracted attention, and a bestseller was born.

1569	Summer	Fief	4	Iwasaki
Kesai				
Home	fief			
Gold	38	1Move		
Debt	0	2War		
Town	46	3Fax		
Rice	52	4Send		
Output	41	5Dom		
Dams	38	6Pact		
Leis	38	7Grow		
Wealth	58	8Merry		
Men	35	9Trade		
Morale	67	10Hire		
Luck	77	11Skill		
Char	64	12View		
Arm	91			
Turn	42	Fief	33	Control

The main display shows the condition of your fiefdom and the commands you may issue.

The game takes its title from the life and achievements of Oda Nobunaga (1534-1582), a ruthless and brilliant *daimyo* (lord). Nobunaga's ambition was to unify the 50 individual fiefdoms of Japan into one powerful nation.

You can play *Nobunaga's Ambition* by yourself or with as many as seven other people. Each player chooses a fiefdom to rule, and each season issues one command from

NINTENDO

REVIEWS

## NOBUNAGA'S AMBITION

William R. Trotter

Version reviewed: Nintendo. Also available for IBM, Tandy, and compatibles. Koei, One Bay Plaza, Suite 540, 1350 Bayshore Highway, Burlingame, CA 94010.

a list of 21 possibilities. The commands carry out actions related to the economy, diplomacy, or war.

The goal of the game is to emerge as the most powerful *daimyo* — the *shogun*, ruler of all Japan. A complete game may take ten turns or a hundred. Your character may die young or found a dynasty that rules for a century.

When you are invaded, or invade another fiefdom yourself, the game enters a tactical mode. You wage war on landscapes complete with castles, villages, and cloud-topped mountains.

Koei has managed the transformation from PC to Nintendo beautifully. The graphics are slightly more stylized, but retain their beauty and vividness. The game play remains as silken and as seductive as ever, and the ex-



Training, morale, and good equipment can compensate for sheer numbers on the field of battle.

quisite balance between political, economic, and military factors seems untouched.

The instruction manual for this challenging strategy game is a model of clarity and brevity. For a



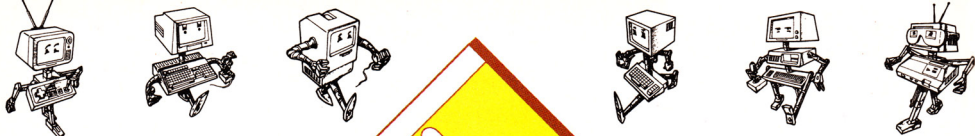
The B button calls up a stylized map of Japan, useful for planning long-range strategy and diplomatic moves.

game that has so many options, *Nobunaga's Ambition* is almost ridiculously easy to learn. There is nothing in either the manual or the game itself that should stop a precocious youngster from diving in and having a wonderful time.

With this Nintendo edition of a great computer game, Koei has set a high standard for the whole industry.

GP



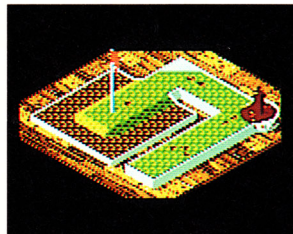


## ZANY GOLF

Sheldon Leemon

Version reviewed: Amiga; 512K minimum memory; Kickstart 1.2 or 1.3. Also available for IBM, Tandy, and compatibles; the Apple IIGS; and Atari ST. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

Most computer sports games strive for total realism. But when the sport is miniature golf, fantasy—not reality—is the prime ingredient. Miniature golf courses try to create a fantasy world of elaborate, multi-level trick holes. Al-



Before teeing off, you get an overall view of the hole, plus some brief instructions.

though they largely succeed, they're still constrained by little details like the law of gravity.

*Zany Golf*, on the other hand, uses the power of the computer to create an imaginative world in which all sorts of fantastic new holes are possible. How about a hole that moves as you try to putt? Or a hole that's hidden behind a giant bouncing hamburger? Or a hole surrounded by large fans that blow your ball off target? All of these and more can be found in *Zany Golf*.

The game simulates a nine-hole miniature golf course and accommodates one to four players. Each fairway and green is several times larger than the screen, so the display automatically scrolls to fol-

low the ball when you release the mouse button, the harder the stroke.

Unlike conventional golf, in which you try to complete all the holes in the fewest number of strokes, *Zany Golf* adheres to arcade rules. You have only a certain number of strokes to play, and when you use them up, your game is over. At the beginning of each hole, a number of strokes equal to



By wiggling the mouse, you can activate these fans and blow the ball in the right direction.

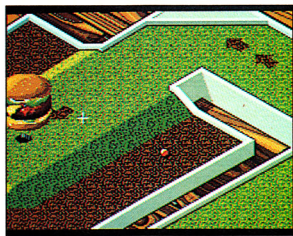
low the ball. You can also scroll the display manually by moving a pointer to any edge of the screen.

The same pointer allows you to control your strokes. To aim the ball, you click on it, then drag the mouse in the opposite direction in which you want the ball to travel. The further the pointer is from the

the par is added to your total number of remaining strokes. Therefore, if you make a hole under par, the unused strokes are carried over to the next hole. If you bogey a hole, however, the term "sudden death" takes on new meaning.

Fortunately, you can win more strokes during a game by collecting bonuses. For instance, there's a fairy you can hit for extra strokes, and a timer that rewards you with strokes if you play quickly. You might even find the tenth "mystery" hole if you're lucky.

With its beautifully animated graphics and toe-tapping musical score, *Zany Golf* is a unique and entertaining sports game.



Our ball is in the sand trap (center), and the bouncing hamburger is guarding the hole.

GP





**T**he packaging describes *Echelon* as a "3-D space flight simulator" — and it's a darn good one. But this remarkable game is much more than

that. While it's splendid fun to master the C-104 star fighter and take it for joyrides over the vast, mysterious planet of Isis, that's only the first level of the game.

Isis, it turns out, was once the home of an impressive ancient civilization, now represented only by colossal ruins and scattered, enigmatic artifacts. Your primary task is to explore the unmapped regions of Isis, chart newly discovered ruins, and retrieve artifacts for close inspection. While amass-



## ECHELON

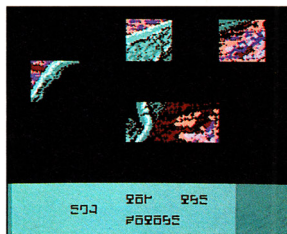
William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, Tandy 16-color, or Hercules monochrome graphics; joystick optional. Access Software, 545 West 500 South, Bountiful, UT 84010.

Typical of *Echelon's* thoughtful features is the option that lets you select the amount of combat you want: none, light, or heavy. Until you become really comfortable flying the C-104, you can explore Isis and fill in the blank spaces on your map without any interfer-



When you become a good enough pilot, you can select the combat option and start dogfighting with space pirates.



Piece together the pirates' maps by analyzing the artifacts you've teleported from the planet surface.

ence. Later, when you feel ready for some action, you can add just the right amount of combat to season the game to your personal taste.

The graphics in *Echelon* are outstanding, but the real surprise is how good the game sounds. The annoying beeps we've come to expect from PC games have been replaced with remarkably lifelike music, sound effects, and even human speech. The secret is that *Echelon* uses RealSound, a new technique that works entirely in software — no special sound board is required. Within the unavoidable limitations of the tiny speakers found in PC compatibles, RealSound does an amazing job. The talking data bank in your C-104 fighter is a delightful extra that definitely adds to the fun.

*Echelon* is a thoroughly engrossing game as well as a splendid (and easy-to-learn) space flight simulator. With its depth of play and numerous special features, it's a winner.

GP



Maneuvering your C-104 over the surface of Isis is easily done with either the keyboard or a joystick.

ing this data, you begin to uncover clues not only to the ancient hieroglyphic writing, but also to the location of a secret base of menacing space pirates. Periodically, the pirates emerge from nowhere to launch raids against the International Space Federation.





# NINTENDO

## REVIEWS

### THE THREE STOOGES

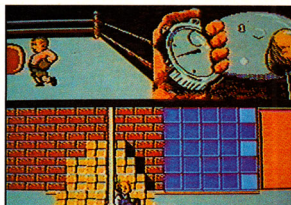
Leslie Mizell

Version reviewed: Nintendo. Activision/Mediasoft, 3885 Bohannon Drive, Menlo Park, CA 94025. Also available for PC, Tandy, and compatibles; Amiga; Commodore 64; Atari ST; and Apple IIGS. Cinemaware, 4165 Thousand Oaks Blvd., Westlake Village, CA 91362.

test, but the oysters have a different idea. Their catering job turns into a giant pie-throwing contest.

They become hospital interns, but turn the corridors into a midget race car track. And when they put Curly into the boxing ring with Killer Kilduff — betting on Curly's ability to become an unbeatable maniac when he hears "Pop Goes the Weasel!" — Larry accidentally breaks the violin on which they were planning to play the tune. There are lots of other ways to earn (and lose) money as well.

The Nintendo version's graphics aren't as strong as the computer version's, but they're not bad. A couple of animated se-



If Larry can't get to the radio store and back within six rounds, Curly's a knockout.

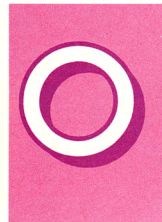
quences have been cut, but most gamers who have played both versions will be pleased with the translation. And it's still a game you can play over and over, since the sequence of events will rarely be the same.

Although *The Three Stooges* includes moments from the Stooges' finest shows — including *Dutiful But Dumb*, *Hoi Polloi*, *Men in Black*, and *Punch Drunk* — it seems doubtful that many young Nintendo fans are very familiar with the comedy trio. The success of the game will probably depend on word of mouth from the lucky players who first buy it.

GP



As waiters, the Stooges try to serve their patrons with pie — and you can guess what happens next.



occasionally you see a computer game that seems destined for Nintendo. *The Three Stooges* was a great PC game, but

some movements were nearly impossible to master. The Nintendo version includes some difficult moves, too, but at least you don't have to throw down your controller to reach for the keyboard in the middle of the game.

As *The Three Stooges* begins, it seems that Mr. Fleecem, the no-good banker of Stoogeville, is threatening to evict Ma from the orphanage she runs. She has only



Playing hospital interns is easy — just follow the doctor to the operating room.

30 days to pay off the note to Fleecem. Enter our heroes, Larry, Curly, and Moe. They have big hearts — if empty heads — and volunteer to raise the money.

To earn money to pay off the note, the Stooges take a string of odd jobs. But you can bet something always goes wrong. Curly enters an oyster-stew-eating con-





S

ubtitled "Gates to Another World," *Might and Magic II* continues the story of the world of Cron that began in the original *Might and Magic*.

Like its predecessor, *M&M II* follows the fantasy role-playing concept started with *Wizardry* and carried through the *Bard's Tale* series.

*M&M II* has an overall plot, but its numerous subplots may prove even more interesting. As you gain strength and visit new places, you discover many difficult tasks to complete on your way to solving the larger quest. These tasks range from defeating monsters to rescuing helpless charac-



A great deal of activity takes place outside the towns in this game. Be sure to use your mapping skills out here, too.

ters, and they increase in difficulty as your characters progress. To improve themselves, your characters must fight and defeat monsters, thereby winning both experience points and treasure.

*M&M II* excels in the amount of information it displays on the screen. At the top left is a first-

## REVIEWS

# MIGHT AND MAGIC II

Neil Randall

Version reviewed: IBM, Tandy, and compatibles; 256K minimum memory with CGA or Hercules graphics cards; 384K minimum memory with EGA, VGA, MCGA, or Tandy 16-color graphics. (MCGA screens shown.) Also available for the Commodore 64, Apple II (128K minimum memory), Macintosh, and Amiga. New World Computing, P.O. Box 2068, Van Nuys, CA 91404.

person view of the area straight ahead, and below is some vital information about the members of the party. In the middle of the



You can often find clues by visiting specific rooms. The location refers to the map included in the package.

screen are two small boxes with additional information. To the right is a summary of magic and light, and, if you request it, a list of player commands.

Another strength of *M&M II* is its automatic mapping. As soon as one of your characters acquires the cartographer skill — which is available for next to nothing near the beginning of the adventure — you no longer have to worry about laboriously drawing maps on



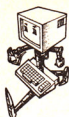
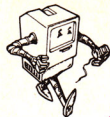
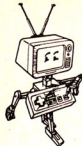
This hypno beetle is as dangerous as it is ugly. Don't hesitate to run if you're not strong enough to survive a fight.

paper. Just press M, and the screen shows where you are and where you've been. Even experienced role-players will appreciate this feature.

In fact, *M&M II* has virtually everything needed for a first-rate fantasy game: strong graphics, a well-designed player interface, lengthy playing time, and numerous options. If you don't like fantasy role-playing games, you should avoid *M&M II*, because it's a near-perfect example of its genre. But if you liked such games as *Bard's Tale*, *Wizardry*, *Phantasia*, et al, *M&M II* is highly recommended.

GP



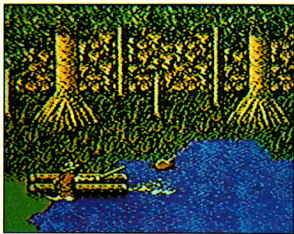


# B

ad guys better not mess with Bayou Billy! Most times, he's not someone you'd even want to cross, but his girl, Annabelle, has just been kid-

napped, and Billy is fit to be tied. Things are about to get mighty uncomfortable for Gordon, the Gangster King of Bourbon Street, and his gang of thugs.

*The Adventures of Bayou Billy* combines martial-arts action, shooting, and fast driving. As Billy, you start your adventure down in the bayous of Louisiana. From there you travel to Dixie Swamp, where your aim with the light gun is tested. Gator Alley sets the scene for hand-to-hand (and sometimes hand-to-claw) combat with Gordon's henchmen and a few hungry alligators. Then you must fight your way to New Orleans in your four-wheel drive "doom buggy." Other cars and airplanes try to keep you from confronting Gordon at his plantation. But even if you reach New Orleans, your troubles won't be over. Gordon



If you use your ugly stick on a pesky gator, he might give up his raw meat.

## NINTENDO REVIEWS

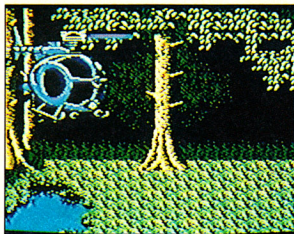
### THE ADVENTURES OF BAYOU BILLY

Gary Meredith

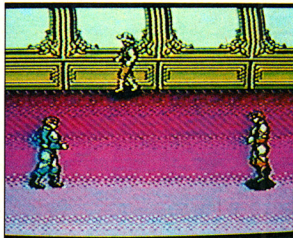
Version reviewed: Nintendo; light gun optional but recommended. Konami, 815 Mittel Drive, Wood Dale, IL 60191.

and his thugs go all-out to keep you from freeing Annabelle.

Throughout the game, Billy must take advantage of the help and extra weapons he finds. Weapons include the Ugly Stick (effective against most enemies), the Foot Long Blade, the Whipper Snapper, and the Magnum Pistol. Defeated



Down in the bayou, Spanish moss isn't the only thing in the trees.



You're inside the mansion, but Gordon's boys aren't letting up just yet.

opponents conveniently drop the weapons, but Billy can carry only one at a time — except for the pistol, which he can keep as long as he has bullets.

Other important items include the Star, which can wipe out all opponents on the screen at once. Raw meat (dropped by the henchmen or the alligators) and first-aid boxes will replenish Billy's life energy. A bulletproof vest offers welcome protection, an hourglass sustains Billy's supply of bullets, and gasoline cans scattered along the road will award bonus time.

*The Adventures of Bayou Billy* keeps you busy as you battle your way to Bourbon Street. And, with its good humor, it keeps you laughing as well. After all, a game with characters named Toulouse L'Attack, Jacques Killstow, and Schwartz N. Eiger isn't exactly playing it straight.

GP





SI, well known for its simulations of famous wars and battles, has released *Storm Across Europe*. This highly playable game is vast in scope. Commemorating the recent

50th anniversary of the start of World War II, it covers the entire European theater and more: west to Great Britain, east to Stalingrad, north to Norway, and south to Cairo. Each turn represents one month, so the game can last for up to 70 turns, covering the period from September 1939 to May 1945.

One, two, or three people can play *Storm Across Europe*. As the supreme military commander of your nation, you have control over your army, navy, and air force. The game requires a human player to take charge of the German forces, but the Allied and Soviet forces can be assigned to other people or the computer. Ideally, all three



The operational map shows the areas controlled by each player. Gray represents Germany, brown the Allies.



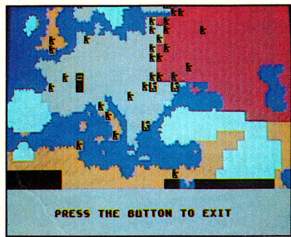
## STORM ACROSS EUROPE

Neil Randall

Version reviewed: Commodore 64. Scheduled for release in late 1989 or early 1990 for the Amiga and IBM, Tandy, and compatibles. SSI (distributed by Electronic Arts), 675 Almanor Avenue, Sunnyvale, CA 94086.

forces are commanded by real people, but the computer plays a good game.

Different scenarios allow you to start the war at different times. A full game starts in the fall of 1939, but other possibilities include the spring of 1940 and the sum-

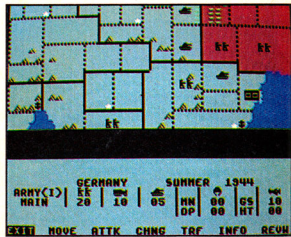


The strategic map shows all of Europe, with areas under the players' control and the locations of armies and forts.

mers of 1941 through 1944. If you're interested in reenacting the fall of France, for example, you can start the game in the spring of 1940. To replay the German invasion of the Soviet Union, try the summer of 1941. To re-create D-Day, start with the summer of 1944.

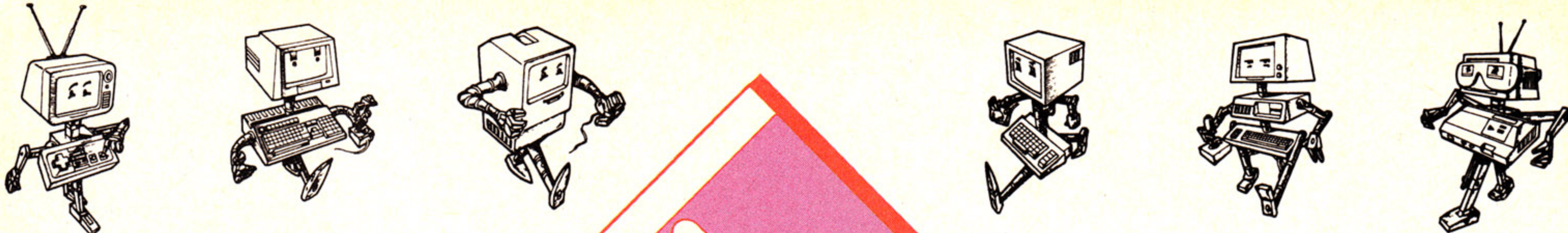
Maneuvering armies is simply a matter of moving the joystick to the army, pressing the button, and selecting the option you want. You can attack neighboring areas, transfer troops, or move to a new location. You can assign air forces to strategic bombing or ground-support missions, and your navies can intercept convoys, transfer troops, and patrol the seas. Everything in this game is easily controlled.

War gamers have been hoping for a game like this ever since board games made the transition to personal computers. *Storm Across Europe* is easy to play, extremely educational, and a true mental challenge. Teach it to a couple of friends, and you'll enjoy an evening of exciting history.



Army I, on the northwest coast of the Black Sea, awaits your command. You can maneuver, attack, transfer troops, and carry out other operations.





# A

fter countless games of *Tetris*, I had a wicked thought: What if those maddening little blocks that relentlessly fall

from the top of the screen were *three-dimensional*? Would the game be even more fascinating to play, or merely impossible?

Now there's an answer. Recently, a few 3-D variations of *Tetris* began appearing (none from Spectrum Holobyte, the U.S. company that popularized *Tetris* after importing it from the Soviet Union). So far, the best of these second-generation *Tetris* derivatives is *Blockout*, from California Dreams. *Blockout* not only captures the spirit and fascination of *Tetris*, it also proves that one-upmanship is an even more sincere form of flattery than imitation.

*Tetris* fans will recognize the basic concept of *Blockout* immediately: Blocks of various shapes begin falling from the top of the screen, and your job is to rotate and steer them into position at the

## REVIEWS

### BLOCKOUT

Tom R. Halfhill

Version reviewed: IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, Tandy 16-color, or Hercules graphics; free 3.5-inch disk offered. Also available for the Macintosh and Amiga. California Dreams/LDW, 780 Montague Expressway, Suite 403, San Jose, CA 95131.

bottom of the screen. Each time you complete a layer without leaving any gaps, that layer disappears, and you get points. The remaining layers collapse downward, and the game continues. As the blocks fall faster and faster, however, they eventually overwhelm you.

*Blockout* successfully extends this concept by transforming the

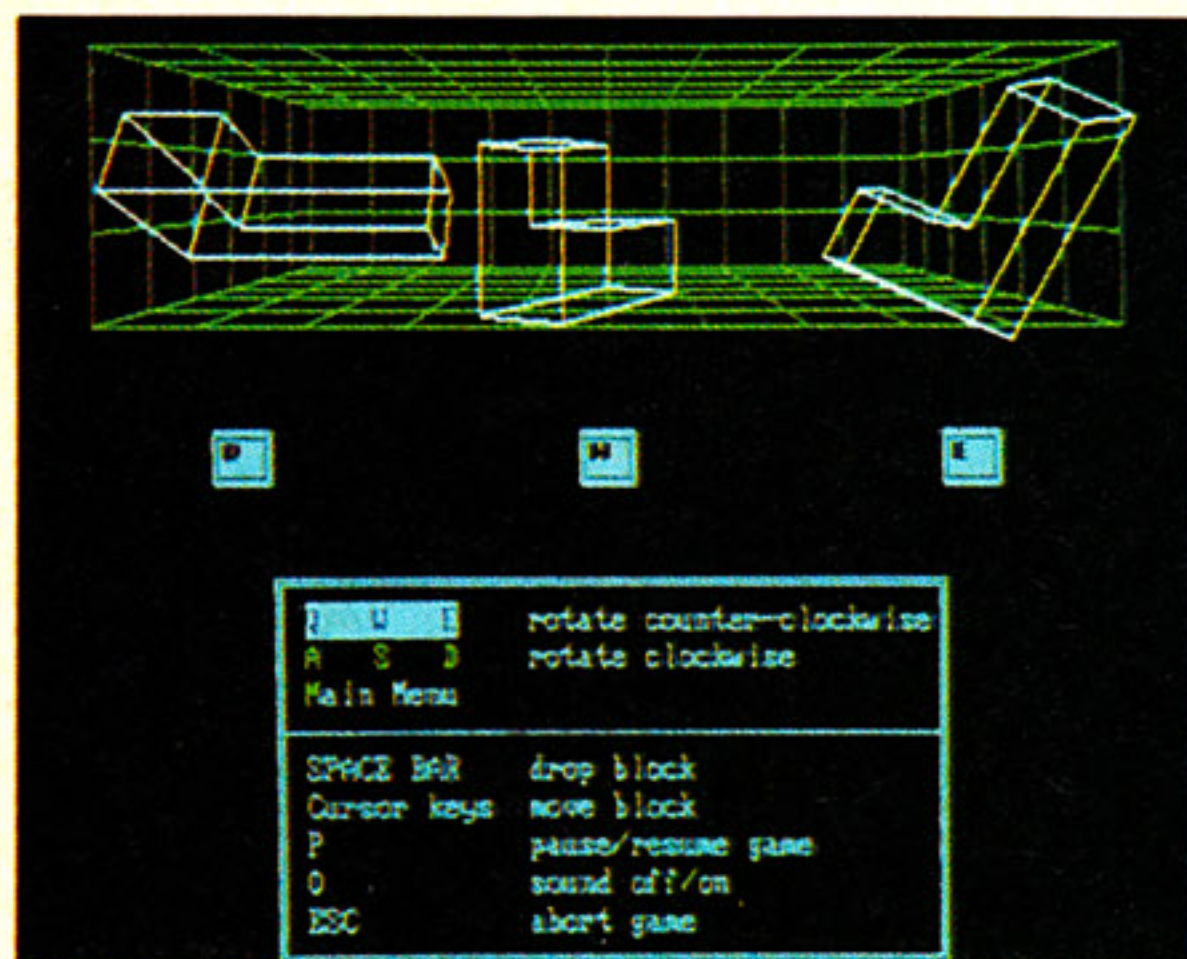
two-dimensional screen of *Tetris* into a three-dimensional pit. Now, instead of merely steering the blocks left or right, you can steer them in *four* directions (left, right, forward, and backward).

But there's more. In *Tetris*, the blocks can be rotated in two different directions — clockwise or counterclockwise. In *Blockout*, the blocks can be rotated in *six* different directions — clockwise or counterclockwise around all three axes.

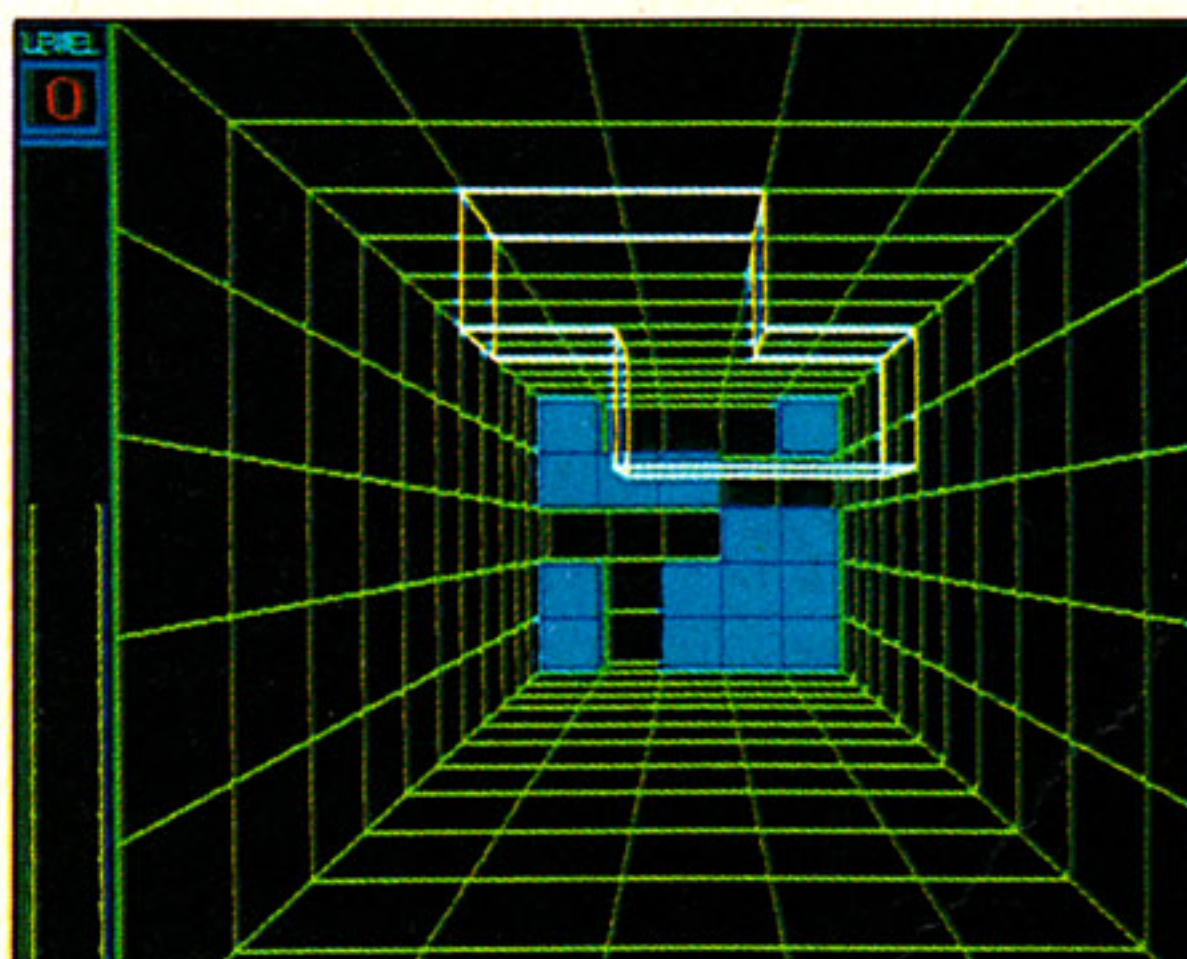
This simple twist results in a quantum leap in complexity. As each wire-frame block begins to fall, you've got to instantly solve a spatial problem that strains every available brain cell.

*Blockout* is a well-conceived, well-executed puzzle game. You can adjust the size of the pit, the rate of rotation, the speed of descent, and choose from three sets of block shapes. The game is logically thought-out, and the 3-D animation is almost instantaneous. If you liked *Tetris*, you'll find that *Blockout* adds a whole new dimension to an old favorite.

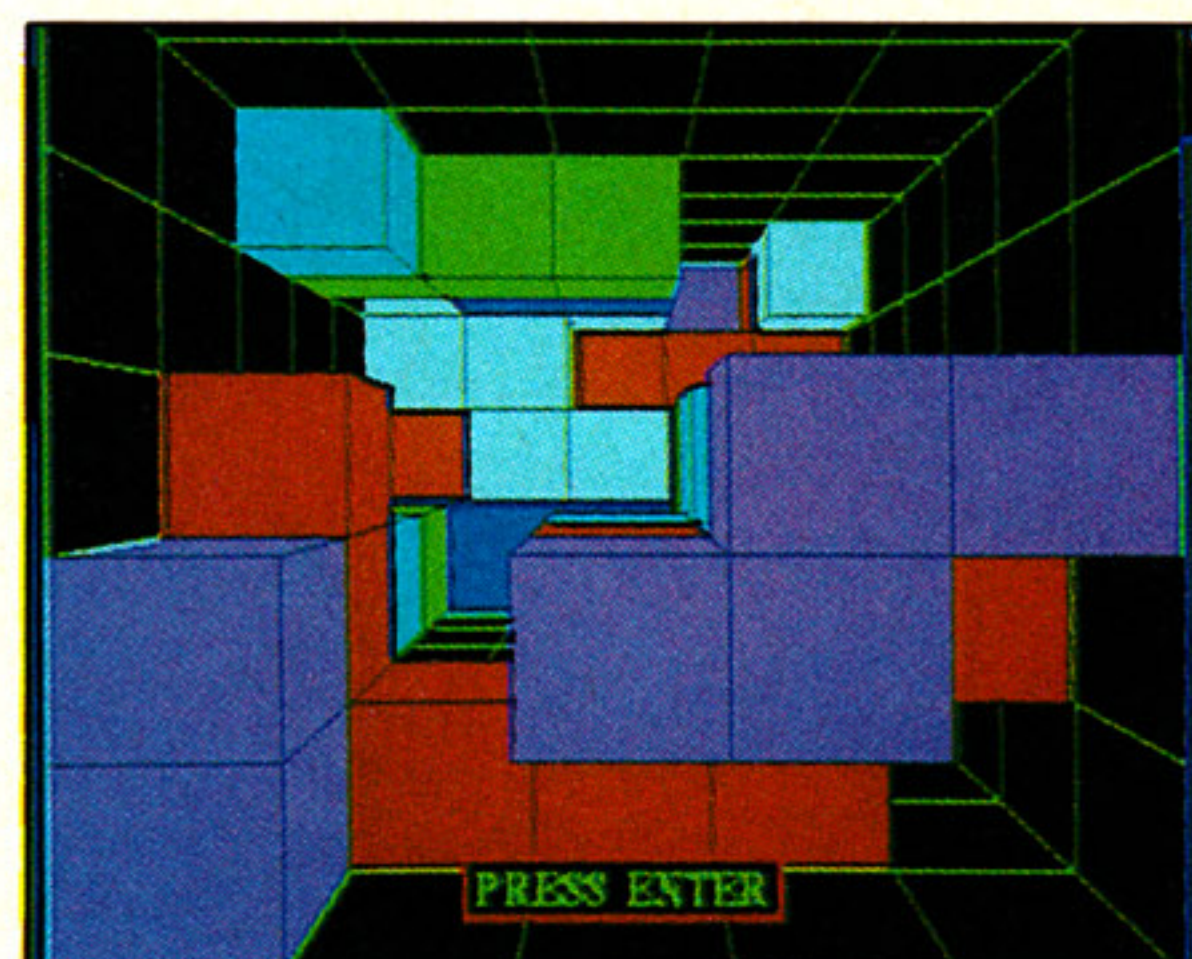
GP



This help screen shows that *Blockout* is a very tricky puzzle game, indeed.

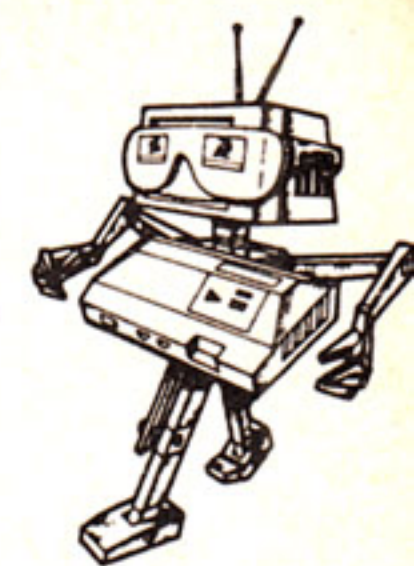
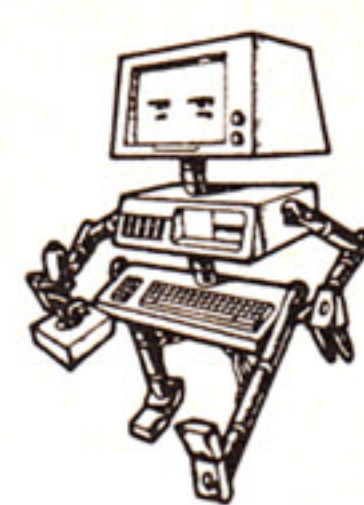
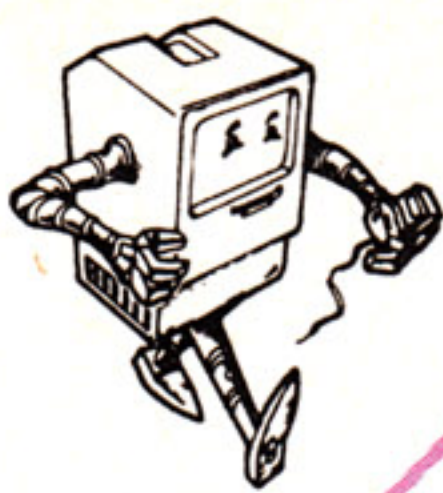
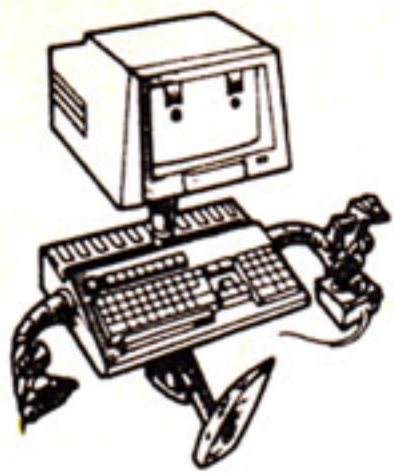
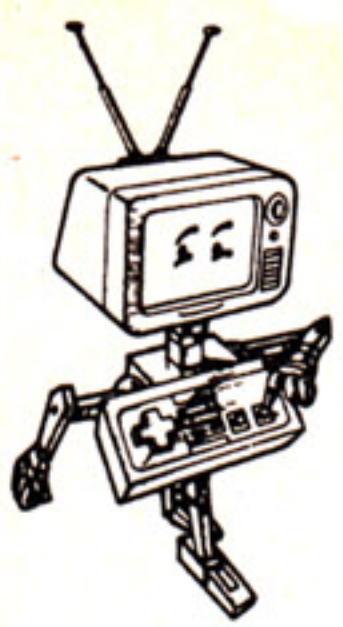


When the game starts, the blocks begin falling into the pit very slowly, and there's plenty of room to maneuver.



Pretty soon the blocks start falling faster, and only a geometric genius can keep them from stacking up to the ceiling.





# NINTENDO

# NINTENDO

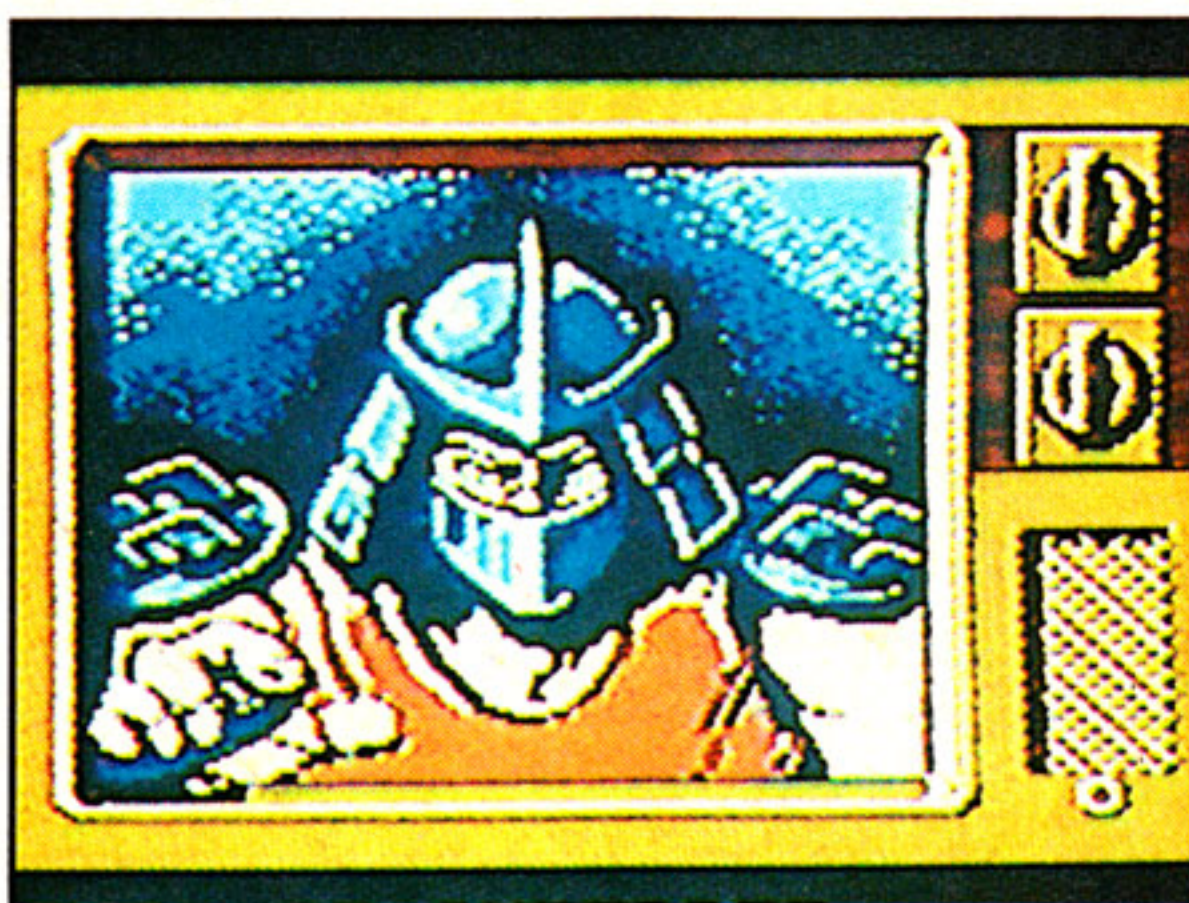
## REVIEWS

## TEENAGE MUTANT NINJA TURTLES

William R. Trotter

Version reviewed: Nintendo. Soon to be released for IBM, Tandy, and compatibles; Commodore 64; and Amiga. Ultra, 240 Gerry Street, Wood Dale, IL 60191.

worst enemy, Shredder. They must rescue April as soon as possible, before Shredder brainwashes her into joining his evil Ninjitsu Clan. In addition, they must locate Shredder's Life Transformer Gun so they can transform their mentor, Splinter, from a rodent back

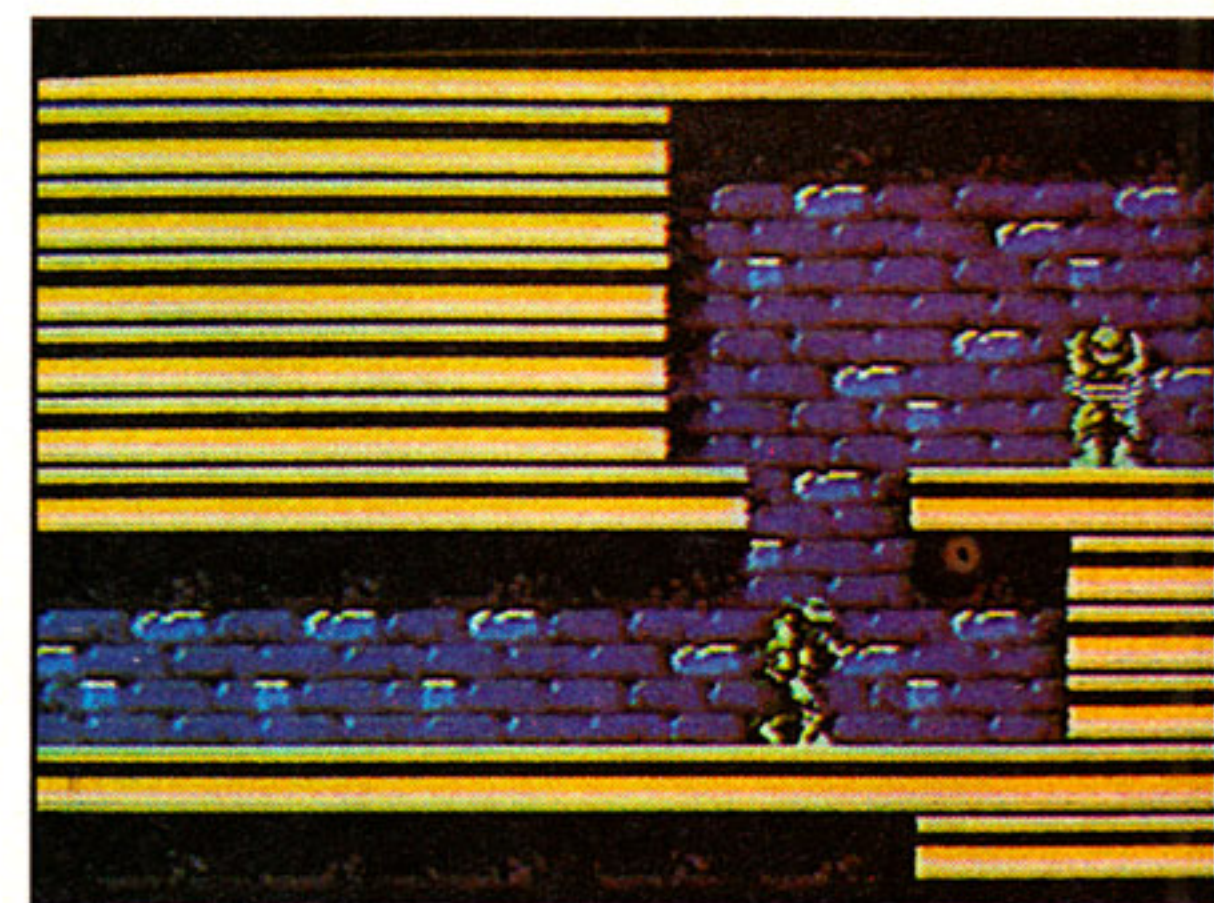


Between each level, there's an animated sequence that advances the story.

into a human being.

From this elaborate beginning, *Teenage Mutant Ninja Turtles* forges ahead with nonstop action. The game progresses through the streets and sewers of New York City, and eventually leads the Turtles to a showdown at John F. Kennedy International Airport.

You have control over all four Turtles, but not all at once. Throughout the game, you must transfer control from Turtle to Turtle, depending on the situation and what special skills are needed to succeed.



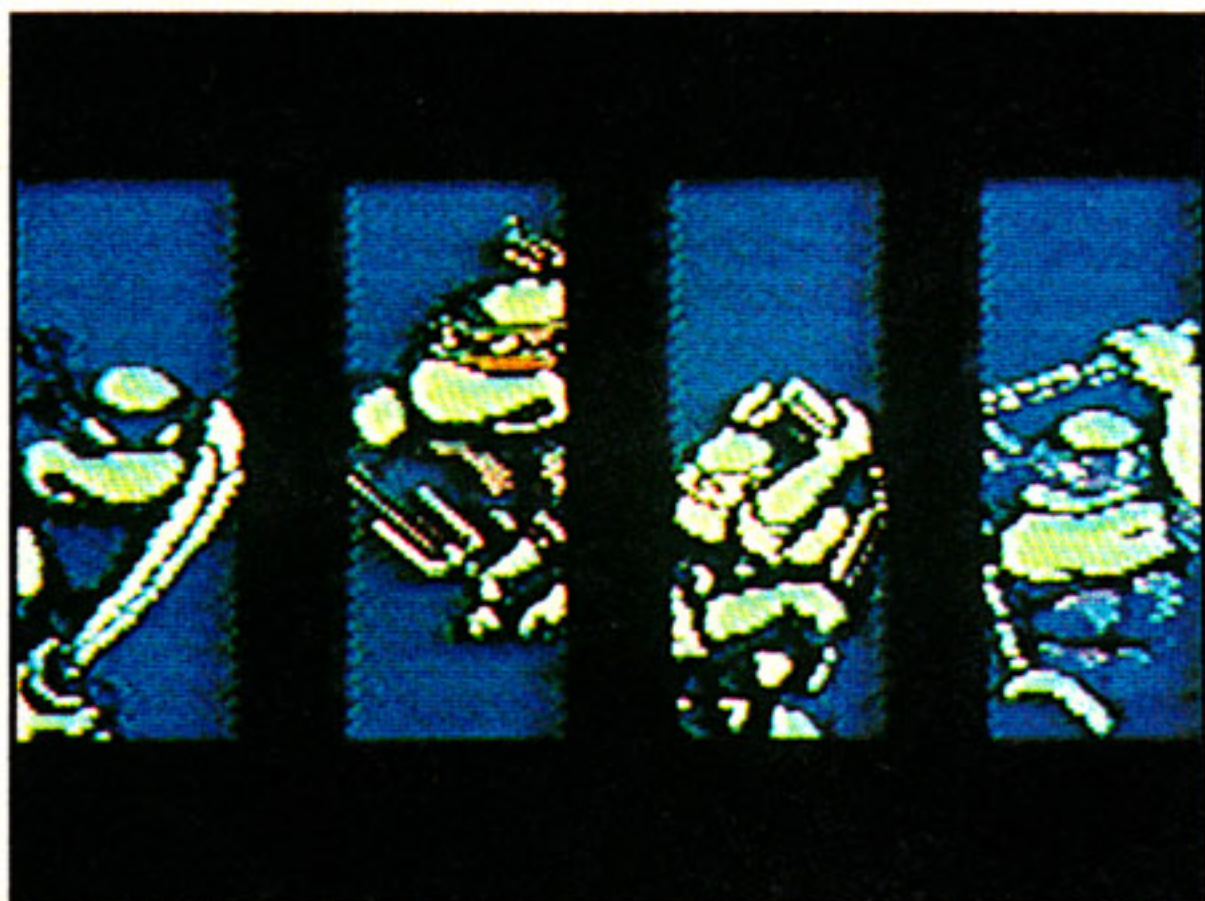
If your Turtle runs out of energy, he's captured. So keep each Turtle well fed with pizza slices.

*Teenage Mutant Ninja Turtles* is a great game, but a hard one. There is no password feature, so when you run out of lives, you have to start over at the beginning. (Yes, there are a couple of continue options — but selecting them causes you to lose all accumulated powers and bonuses, so you might as well start over.) The crisp, sometimes rather witty graphics add to the game's appeal.

If difficult games don't daunt you, and if you really like the Turtles, you'll probably love *Teenage Mutant Ninja Turtles*.

GP

Probably everyone in America under age 12 is familiar with the Teenage Mutant Ninja Turtles. In case you're not, they are a quartet of genetically altered turtles, each named after an Italian Renaissance artist. The Turtles live on pizza, love to party, and are martial-arts experts. In the four years since they first appeared in a cheaply printed black-and-white comic book, these heroes in the half-shell have become a major industry. You can buy Teenage Mutant Ninja Turtles t-shirts and toy figures, and they've even got their own syndicated cartoon show.

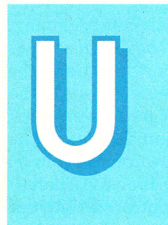
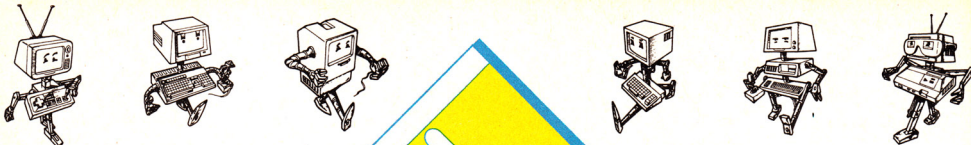


When fighting through the sewers, let Donatello take the lead — he's the strongest.

Nintendo spin-offs of other popular TV shows and movies generally haven't ranked among the best Nintendo titles. *Teenage Mutant Ninja Turtles*, however, is good news for Nintendo fans: It's a first-class game.

As play begins, the Turtles have just learned that their human friend April has been kidnapped. She's now in the clutches of their





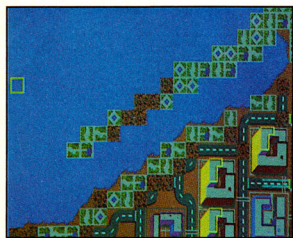
urban planning not your idea of a fun way to relax? Think again.

*Sim City* is a computer simulation of city planning that's every bit

as fascinating as it is challenging and educational. First released for the Macintosh, Amiga, and Commodore 64 computers, *Sim City* is now available in an excellent version for the PC.

The folks at Maxis Software have managed to take a very complex subject and turn it into a game that is flexible, richly detailed, easy to use, and humorous. At the same time, *Sim City* is so well researched that it's already being used in classrooms throughout North America as an introduction to city planning.

As the ultimate planner, you decide every aspect of the development of your urban area. Where will the residential, commercial,



Catastrophes *will* happen! Whether it's an earthquake or a nuclear power plant meltdown, you must respond efficiently to save your Sims.



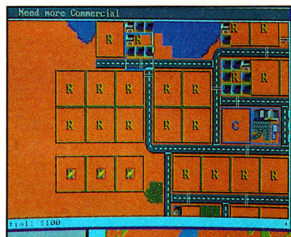
## SIM CITY

Selby Bateman

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory (640K for EGA or VGA graphics); CGA, EGA, VGA, Tandy 16-color, or Hercules graphics; joystick or mouse optional; printer optional. Also available for the Amiga, Commodore 64, and Macintosh.

and industrial areas be located? Where should the roads be placed? What can you do to control crime, reduce taxes, maintain city service ices, and build police stations and parks?

The real key to *Sim City*'s excellence is that you can do all that and much more in an environ-



You must balance residential, commercial, and industrial needs to make your *Sim City* a success, and that includes planning a road system that gets people where they want to go.

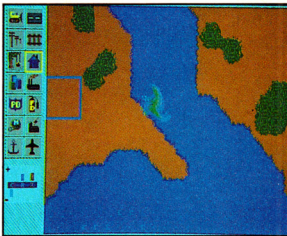
ment that combines great graphics with an easy-to-use set of tools. Thanks to menus and a variety of maps, graphs, and reports, you always have all the information you need to keep up to date.

You can start with a small town and build from scratch. Or you can begin with San Francisco just before the 1906 earthquake and fire; or Boston, just prior to a nuclear power plant meltdown; or Tokyo, just as Godzilla wades ashore.

Whatever scenario you choose, your town or city will begin to fill up with Sims (simulated people) who build houses, commute to work on the roads, complain about high taxes, demand fire stations and sports arenas, and generally behave just like real urban dwellers. If you do a good job, the Sims will give you a high approval rating. If you falter in your efforts, they'll leave your city in droves.

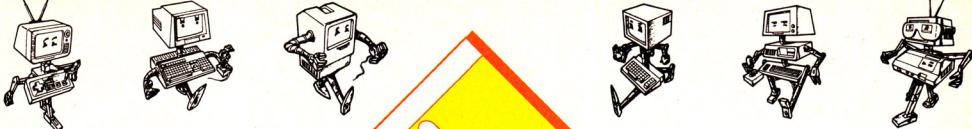
*Sim City* is certainly one of the most innovative, challenging, and just plain fun simulations yet developed for personal computers.

GP



Uh-oh—looks like Godzilla has arrived to bring you the latest urban renewal challenge. Get ready to roll up your sleeves and start rebuilding.





## RED LIGHTNING

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory; CGA or EGA graphics. Also available for the Commodore Amiga and Atari ST. Strategic Simulations, Inc., 675 Almanor Avenue, Sunnyvale, CA, 94086.

**R**ed Lightning is a throwback to the heyday of traditional board games, when several World War III simulations were available. These war games were huge affairs with enormous maps, hundreds of tiny unit counters, and instruction manuals that required an entire afternoon to read. Although *Red Lightning* puts the map, unit markers, and complex statistics on the computer, the manual remains unchanged. It's written in an opaque, lecturing, jargon-laden style that obscures as much as it enlightens. Unfortunately, this

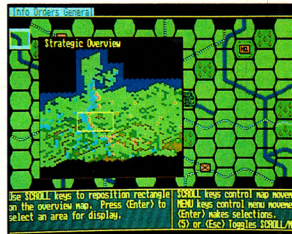
it merely factors them into the overall situation. Therefore, taking control of these details adds little to the game but an extra layer of chores.

Another problem is that when the game *does* show the results of combat, the statistics are bizarre and all but incomprehensible. Rather than simply listing the number of casualties and the amount of lost equipment, the game displays arcane ratios that are extremely difficult to interpret. Without individually examining every friendly hexagon on the battlefield map, you cannot get a report of your own casualties, and you can't get even a ballpark estimate of those suffered by the en-



to the squadron level — assigning different targets to different types of aircraft, and rotating units to preserve their efficiency.

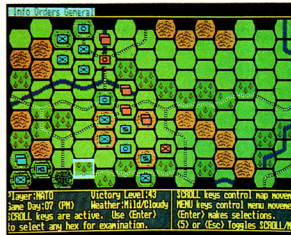
You can also launch special forces attacks (two per turn) against targets deep behind enemy lines. For some reason, however, the game does not show you the results of these actions. Instead,



You can use the overview map to view different parts of the battlefield.

ponderous air hangs over the campaigns as well.

Obviously designed for the experienced war gamer (and preferably someone with board-gaming background), *Red Lightning* incorporates a staggering amount of detail. In fact, it simulates every single tank, gun, and aircraft in the arsenals of both NATO and the Warsaw Pact. Depending on your mood, and the amount of time you have, you can control things down



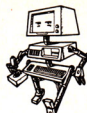
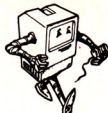
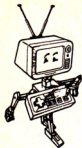
The NATO commander cannot afford to trade space for time, except at the very beginning of a campaign.

emy. Needless to say, this makes it hard to plan strategy, especially counterattacks.

In fairness, *Red Lightning* might be more appreciated by players who love to wallow in vast amounts of data. The designers certainly did their homework, and the graphics are beautiful. But ultimately *Red Lightning* suffocates from its own sense of expertise, and quickly mires you in tedium.

GP





# NINTENDO REVIEWS

## GOAL!

Gary Meredith

Version reviewed: Nintendo. Jaleco, 5617 W. Howard Street, Niles, IL 60648.

in a three-round competition, and a goal-shooting match that pits you against a goalie and two other defenders.

Each player in *Goal!* is rated in dribbling, speed, shooting, ball-keeping, kicking power, tackling, and marking (covering a player defensively). Goalies are also rated by their jumping, catching, and blocking abilities.

*Goal!* is easy to play, but the specialized techniques of soccer may take time to master. Hook-sliding to steal the ball is espe-



The goal-shooting competition is more difficult than you might think. These defenders are really quick on the ball.

cially difficult because the timing must be exact. You must learn to weave while dribbling the ball, and know when to pass. On offense, you can only control the player with the ball, but on defense, you can transfer your control among the players by pressing the B button.

The referees will usually call a violation — but only if they see it. Just as in a real game, though, they won't catch everything. Other realistic touches include cheering crowds and halftime entertainment.

*Goal!*'s screen can be confusing. Only part of the playing field is displayed at a time, so knowing where to pass can be a problem.



This opponent always overdoes the celebration after scoring a goal. Do you think the official would overlook a trip right about now?

Also, some teams have uniforms with colors so similar that you may find yourself passing to an opponent.

If you're looking for an enjoyable way to experience a sport that is only now becoming a fixture in the U.S., *Goal!* just might be your ticket to the fun.

GP

# W

ith only seconds to play, there seems to be no hope for the Americans. The score is tied, but you need to win this match—the

Spanish team is half a game ahead in the standings. A long defensive kick clears the ball to a midfielder, who sees you breaking free down the right sideline. Deftly, you angle toward the goal with the ball, then pass to the center forward, who floats a lob right back to you. Two defenders are coming up, so your only chance is to head the ball. You carefully time your jump — and it's in the net! The World Cup goes

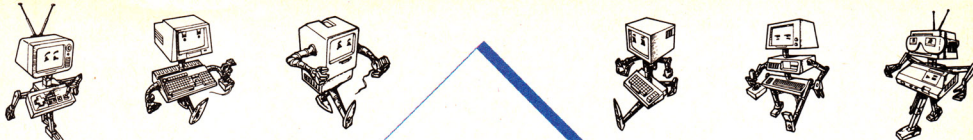


None of the zones is easy, but the competition is a lot tougher when you have to face the Russian team.

to the U.S. for the first time in history!

Well, maybe not yet. But *Goal!* will give you a taste of what winning the World Cup in soccer is all about. Play against the computer, or compete with a friend. In the World Cup tournament, you play as one of 16 international teams. There's also a professional tournament with eight American teams





# NINTENDO8

## REVIEWS

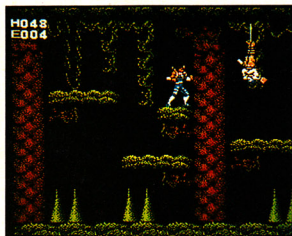
### STRIDER

Leslie Mizell

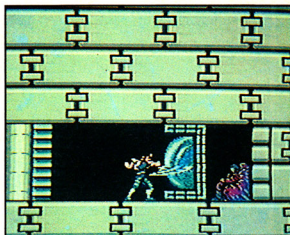
Version reviewed: Nintendo.  
Capcom, 3303 Scott Blvd., Santa  
Clara, CA 95094.

Now the fun starts. Beginning in the Striders' Asian headquarters, Kazakh, Hiryu must find six information disks and five keys scattered throughout the world. Each time he finds a disk or key, he can either travel to a new location or enter a new section of an area to which he already has access. His mission takes him to Egypt, Japan, China, Africa, Los Angeles, Australia, and finally to the enemy base, Red Dragon.

Hiryu's skills increase as he



In Africa, don't let these headhunters hit you with their poison darts.

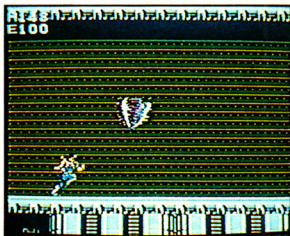


Keep whacking at the plastic bubble that protects Faceas Clay. It will soon break.

finds the disks and keys. Though he brandishes a sword at the beginning of his mission, by the end of the game he's able to slide under low ledges, throw plasma arrows, and use three different kinds of special boots.

*Strider* isn't a particularly difficult game. You don't have to map any dungeons or alien worlds. On the other hand, there aren't any shortcuts to higher levels, either. Instead, *Strider* is an enjoyable, exciting game that combines adventure with a scavenger hunt. And since both facets of the game are strong, it should have wide appeal.

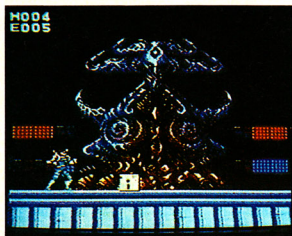
GP



One blow sends this enemy into an uncontrollable spin. To defeat him, simply hit him while he's spinning.

**S**trider is an action-adventure game taken one step further than usual. Although you must kill off dozens of enemies and fulfill a quest — common fare — Capcom has nevertheless succeeded in making the game original.

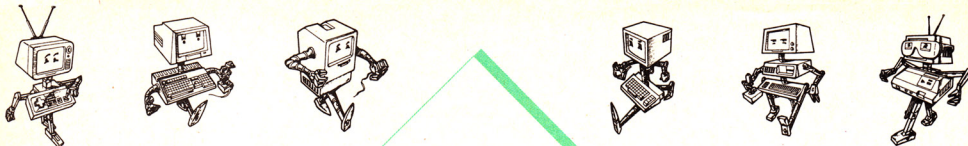
For example, the plot of the game isn't just an excuse for the action; it actually matters. It revolves around a group of highly skilled commandos known as Striders who specialize in prevent-



Once you're rid of the flying disk, destroy the demon tree by stabbing its black center.

ing terrorist acts, even if it means murder. Hiryu, the youngest and best of the Striders, recently retired from the group. But he is called back into service when his best friend, Kain, is kidnapped and brainwashed by the enemy's ZAIN mind-control machine. His orders are to kill Kain, but Hiryu just wants to get his friend out of enemy hands.





# NINTENDO

## REVIEWS

### DESERT COMMANDER

William R. Trotter

Version reviewed: Nintendo.  
Kemco-Seika, 20,000 Mariner Avenue,  
Suite 100, Torrance, CA 90503.

When your armies make contact, you fight it out. There are two ways to win: You can wipe out the enemy, or capture his headquarters. Even when you're badly outnumbered, a flank attack or rapid thrust with your fastest tanks can still salvage a victory.

During combat, the screen divides in half and shows a car-

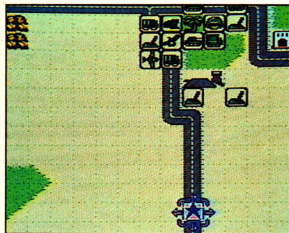
toonlike representation of the battle. Afterward, losses are displayed. *Desert Commander* could be significantly improved if these screens contained more realism and movement.

The game suffers from other drawbacks as well. Friendly units cannot pass through one another, which greatly hampers your maneuverability. The combat is sequential (one side fires, then the other replies), so whoever shoots first has an unreal advantage — unsupported infantry can massacre tanks! You can get away with other absurd tactics, too, such as attacking bombers with supply trucks. And the combat statistics on the final screen are so mysteriously worded that they're practically incomprehensible.

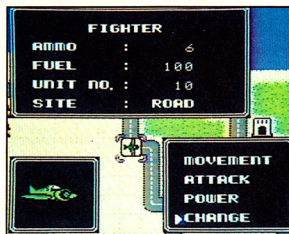
On the other hand, the importance of supply and the effect of terrain on movement are nicely simulated.

In short: *Desert Commander* could be much better, but it's still entertaining, and it's a welcome gesture toward more realistic war games for the Nintendo system.

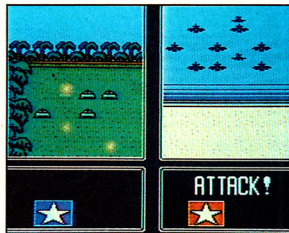
GP



Units can move much faster on roads than across the landscape.



Fighters can wreak havoc on enemy bomber formations, but do only slight damage to ground units.



Combat is resolved on animated split screens — but it's not very realistic.



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

### TWO NEW TITLES FOR GAME BOY

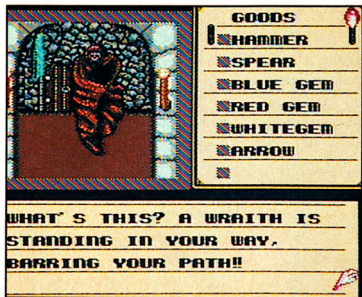
Nintendo's Game Boy has been in the stores only a couple of months, but software developers already are rushing to release new games. HAL America is no exception, recently announcing two new games for the hand-held system.

*Shanghai* is a modern version of an ancient Chinese board game, mahjongg. Using either traditional mahjongg tiles with Chinese characters or English alphabet tiles, players can employ strategies

developed over the past 2500 years. Five levels of difficulty make *Shanghai* a challenge for players of all ages.

In *Revenge of the 'Gators*, the game of pinball travels to the swamps of the Everglades. Hungry alligators can make a quick meal of your ball, often sending it to an entirely different screen. One or two people can play, and there are several variations on the basic game.

### SHADOWGATE FOR NINTENDO



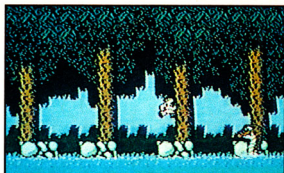
The wraith is just one of your problems in *Shadowgate*.

*Shadowgate*, a popular computer game, is now being released for the Nintendo system by Kemco-Seika. As the last of the warrior kings, you must challenge the evil Warlock Lord in the deadly Castle

*Shadowgate*. You must explore the castle, collect items and magical spells, solve mind-twisting puzzles, and somehow prevent the Warlock Lord from unleashing the awesome Behemoth.

### MONSTER PARTY FOR NINTENDO

You'll have a swinging time with Bandai's *Monster Party* for Nintendo. As the game begins, you



*Monster Party* has a sharp sense of humor.

travel to a strange planet with Bert, a winged alien. Your trusty baseball bat, and your ability to fuse with Bert and become a superhero, enable you to battle the enemy bosses. Through eight levels of play, you must fight man-eating plants, a samurai, the Grim Reaper, and even a giant fried shrimp, in order to complete your mission.

A major part of *Monster Party* is its humor. But don't laugh too much, or even Bert and your bat won't be able to save you. *Monster Party* also features a password feature for saving games, in case your fights against fried shrimp make you hungry enough to stop for a snack.

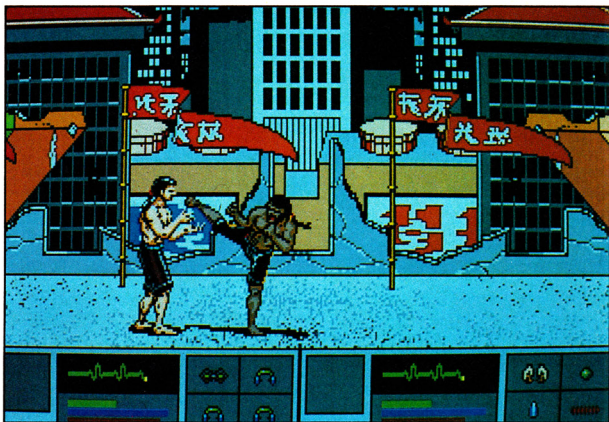


## AND PREVIEW S

### THE MANHOLE AND FATMAN FOR PC

Activision's fall lineup is diverse, to say the least. Two examples are *Tongue of the Fatman* and *The Manhole*, both for IBM, Tandy, and compatible computers.

*Tongue of the Fatman* is an arcade-style martial-arts competition, with a few bizarre twists and characters that set it apart from the typical fighting game. You'll have to fight creatures with some rather unique abilities, but you can pick up a few tricks of your own with a trip to Dr. Cadaver's shop. You can earn money by betting on fights, and the ultimate goal is to face the infamous Mondu-the-Fat.

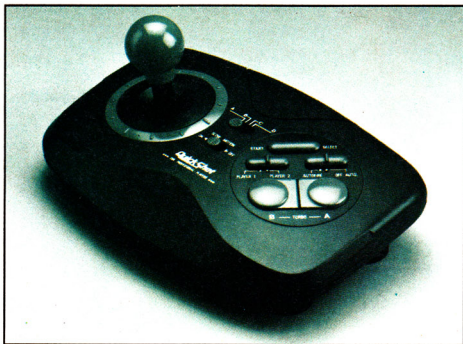


Get all the practice you can before facing Mondu-the-Fat.

*The Manhole*, previously released for the Macintosh, takes you on a journey through a land of imaginative creatures and settings. You can talk with other charac-

ters, solve puzzles, or just pass the time of day, if that's how you feel. There's no winning or losing with *The Manhole*.

### ARCADE-QUALITY JOYSTICK CONTROLLER FOR NINTENDO, SEGA, AND COMPUTERS



Bondwell's new QS-128 Deluxe Professional Joystick is aimed at true videogame connoisseurs. It has all the extra features that serious players have come to expect, including auto-fire, turbo, a dual-player option, two fire buttons, and slow motion. It adds a ball-type stick and high-quality mechanical construction for more positive control.

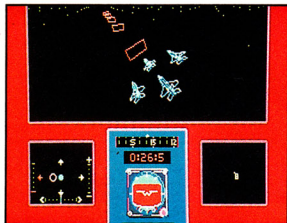
The Quickshot QS-128 is available for the Nintendo Entertainment System, Sega Master System, Atari and Commodore computers, and PC compatibles.

The Quickshot QS-128 is for discerning gamers.



## THE BLUE ANGELS FOR PC AND AMIGA

The Blue Angels — the U.S. Navy's flight demonstration team — only recently acquired their new F/A-18 Hornets, but you can climb into the cockpit right away



Learn aerobatics  
with *The Blue Angels*.

with Accolade's *The Blue Angels*. The game lets you try your hand at practice flights and air shows, and shows you the action from several different perspectives. In addition to the standard cockpit view, you can watch your flights from a chase plane, a hot-air balloon, or the grandstands. You can fly as any one of the four Angels through all of their most famous maneuvers, from the Knife Edge to wingtip-to-wingtip formation rolls. There are even Stop Time and Real Time practice modes, and a free-flight option.

## TRICKIER THAN A RIDDLING SPHINX

*Eye of Horus*, a new computer game from FanFare (Britannica Software's entertainment line), takes you back to ancient Egypt for arcade action and a touch of mythology. As Horus, the son of gods Osiris and Isis, you'll travel through burial chamber mazes searching for the scattered parts of your father's body. You must reassemble the pieces to gain the strength you'll need to defeat your evil uncle Set, who scattered the parts.

*Eye of Horus* is being released for IBM, Tandy, and compatible computers, plus the Amiga, Atari ST, and Commodore 64.

## High Rollers Wanted.



Wanted: Sporting players willing to take a chance with **Vegas Gambler™**. Should be comfortable with winning large sums of money. Great opportunities to practice and learn Blackjack, Slots, Roulette, and Video Poker. Must enjoy visually stunning simulation of casino games that can be played on their home computer. Interested applicants should contact their local dealer or call **California Dreams™** at (408) 435-1445.



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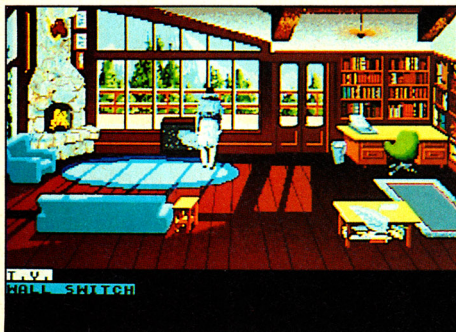
Club Backgammon • Vegas Gambler • Vegas Craps • Mancala • Triango  
Available for Commodore 64/128™, Apple II/GS™, MS-DOS®, and Atari®  
ST computers.

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## AND PREVIEWS

### MEAN STREETS FOR PC



Searching rooms can yield valuable clues, and a little entertainment.

If you're a fan of murder mystery films, you'll be interested in *Mean Streets*, a new game for PCs from Access Software. A cross between a movie and a game, *Mean Streets* puts you in the middle of the action as a private investigator in the

21st century. The outstanding VGA graphics and sound effects (made with a new process called RealSound) create a unique game environment. Players can question suspects, search rooms, fly around in an air car, and engage in deadly



The interactive nature of *Mean Streets*, and its superb graphics, involve you in the action.

gun battles.

*Mean Streets* runs on any IBM, Tandy, or compatible computer with EGA or CGA graphics, but Access recommends using an AT-class 80286 or 80386 computer with VGA or MCGA graphics.

## THE BRITISH ARE COMING!

Elite, one of Europe's leading computer game publishers, is now entering the U.S. market with a number of new games for the Amiga. *Aquablast* and *Thundercats* are two of its first releases.

In *Aquablast*, you control a high-speed jet boat armed with missiles and machine guns. Your mission is to locate and destroy the sources of a deadly toxin that's poisoning the Earth.

*Thundercats*, adapted from the popular TV cartoon show, involves you in a search for the Eye of Thundera, as well as the rescue of the other Thundercats.

Elite will also be releasing *Speed Buggy*, *Wanderer 3D*, *Ikari Warriors*, and *Beyond the Ice Palace* for the Amiga.

## WAR GAMES FROM DOWN UNDER

Computer Software Service is now importing Panther Games products from Australia. The first offering will be an award-winning military simulation, *Fire-Brigade*. Because of *Fire-Brigade*'s advanced features, the U.S. Army has already expressed interest in developing an advanced version as a ground warfare simulator. *Fire-Brigade* even allows two players to compete with each other over telephone lines by using modems. Panther is also working on a series of games based on the *Fire-Brigade* system, with the next title expected to be *Fulda Gap*.

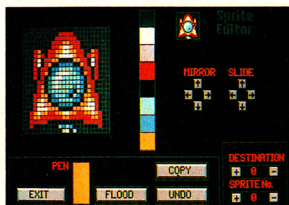
*Fire-Brigade* will be available for IBM, Tandy, and compatible computers, as well as the Macintosh, Apple IIGS, Amiga, and Atari ST.



# DESIGN YOUR OWN SHOOT-EM-UPS FOR AMIGA AND 64

Tired of run-of-the-mill shoot-em-up games? Now you can design your own with *Shoot 'Em Up* from Advantage (an Accolade label).

If you have an Amiga or Commodore 64, *Shoot 'Em Up* lets you create your own arcade-style action games almost from scratch — but without learning a programming language. *Shoot 'Em Up* includes a sprite editor for



*Shoot 'Em Up*'s Sprite Editor lets you design animated shapes for your own games.

designing shapes, an object editor for linking series of shapes into animated sequences, a sound editor that can use digitized sounds stored on disk, and additional editors that allow you to determine everything from an object's speed to its number of lives. You can even design backgrounds that scroll in response to an object's movement.

A built-in test mode lets you try the game with unlimited lives to see how it works. When you're done, *Shoot 'Em Up* lets you make copies of the game for other people — they don't need to own *Shoot 'Em Up* to play.

*Shoot 'Em Up* includes three sample games that were created with the package in order to demonstrate its capabilities. Modifying these games is a good way to get started with the program.

GP



## WATCH OUT FOR FALLING BLOCKS



**Be Careful!** You will be buried alive by the addictive 3-D challenge of **BLOCKOUT™**.

As the 3-D blocks appear, flip, rotate and maneuver them into

position as they fall into the playing pit. Fit them together to complete layers, and you'll steadily clear your way out. But, make one false move, and you'll be buried in blocks.

Plus, with more and more complex sets of blocks, faster and faster action and hundreds and hundreds of pits, there's a version of **BLOCKOUT** for every player.

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

KEY TO VERSIONS: **PC** (IBM PC/XT/AT, PS/2, Tandy, and compatibles); **AT** (IBM AT and compatibles only); **64** (Commodore 64/128); **Amiga** (Commodore Amiga); **Mac** (Apple Macintosh); **Apple II** (Apple II//II+//IIc//Ile); **IIGS** (Apple IIGS); **ST** (Atari ST); **NES** (Nintendo Entertainment System); **Game Boy** (Nintendo Game Boy); **Sega** (Sega Master System); **Genesis** (Sega Genesis); **NEC** (NEC TurboGrafx-16); **7800** (Atari 7800); **2600** (Atari VCS 2600); **XE** (Atari XE videogame system and 8-bit computers). *The first version listed in each entry was the version reviewed.*

**Adventures of Lolo** is a puzzle-solving game that rewards logic and patience. Princess Lala has been kidnapped, and it's up to Prince Lolo to save her. He can do this by clearing a seemingly endless number of rooms in the Great Devil's castle. It's an enjoyable mind-bender for both adults and children. Hal America, for NES.

**Air Fortress** isn't revolutionary, but it is one of the most playable zap-the-aliens games available for Nintendo. Your mission is to shoot your way through a series of alien space forts invading your planet. Each fort is a maze of corridors and elevators guarded by hostile aliens and robots, and you must locate the main reactor and destroy it before escaping. The graphics are genuinely imaginative, and the game is neither too easy nor too hard. Hal America, for NES.

✱ **Altered Beast** is an action

game that makes you the monster. Summoned from the grave by Zeus to rescue his daughter Athena, you're a mighty warrior who can transform into various kinds of fearsome beasts. *Altered Beast* comes with every Sega Genesis and is far superior to the earlier version for the Sega Master System. It rivals the arcade version with outstanding graphics, numerous screens, fast action, and stereo sound. Sega, for Genesis, Sega.

**Amagon** is a mild-mannered explorer checking out a mysterious island. But when danger lurks, he can transform into Megagon, a George of the Jungle lookalike. Each level offers a new scenario with deadly foes to vanquish. American Sammy, for NES.

**The Ancient Art of War at Sea** realistically simulates the tactics of the age of sail. It lets you wage campaigns against Nelson, Blackbeard, John Paul Jones, and other great captains, or make up your own customized scenarios and maps. A different sort of war game, rather charming. The PC version has newly updated EGA graphics. Broadband, for PC, Apple II, IIGS, Mac.

✱ **Archipelagos** is an unusual

puzzle game from the U.K. Your goal is to conquer randomly shaped landmasses by absorbing stones and destroying obelisks. Sometimes you must build land bridges to connect isolated islands, and typical obstacles include deadly trees, a creature who turns land into sand, and eggs that release poisoned blood. A fascinating and addictive game of strategy and action. Logotron/Britannica, for PC, Amiga, ST.

✱ **Baal** upholds the Psynopsis reputation for graphically outstanding action games with fast and smooth animation. As the captain of the Time Warriors, an elite commando squad, you must retrieve the apocalyptic War Machine from the evil Baal. This involves running, jumping, somersaulting, climbing ladders, leaping over bombs and mines, and (of course) shooting enemies. Psynopsis, for 64, PC, Amiga, ST.

✱ **Bad Dudes** is an uncomplicated kill-everything-that-moves game, with a nominal plot that involves rescuing a kidnapped president. The Nintendo version is a worthy adaptation of the arcade hit, but lacks a simultaneous two-player option. Overall, a simple and satisfying action game. Data East,

for NES, PC, 64, Amiga, ST, Apple II.

**Batman, The Caped Crusader** has much in common with the summer's hit movie — it looks fantastic and is fun at first, but eventually falls just short of greatness. The problem is that *Batman* is a cross between a martial-arts arcade game and a computer puzzle, and the sheer number of enemies you must defeat can become overwhelming. The player interface is well-designed, however, and the graphics create a good comic-book "feel." Data East, for 64, Amiga, ST, Apple II.

**Battle Chess** takes the combat-metaphor aspect of chess and brings it alive with clever, colorful animation and operatic sound effects. We wonder why nobody thought of this years ago. Aside from the novelty, great though it is, this is also a first-rate chess program. Interplay (distributed by Electronic Arts), for Amiga, Apple IIGS, PC.

✱ **Battles of Napoleon** is an intense strategy game that lets you relive the bloody campaigns of the Napoleonic Wars. Like traditional board-based war games, it has a hexagonal grid map, individual unit markers, complex rules, and lots of minutiae. The learning curve is steep, but the reward is historically accurate and fascinating game play.SSI/Electronic Arts, for 64, Apple II.

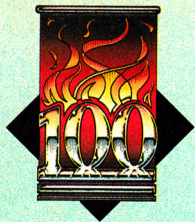
**Bionic Commando** drops you behind enemy lines to rescue Super-Joe, an ace combat soldier. Using a map of 19 areas, players must save Joe and thwart an evil plan to take over the world. Fast action, great graphics, and variety — this game has it all. Capcom, for NES.

**Blades of Steel** is an ice hockey game that sizzles! Choose an NHL franchise and make a run for the Stanley Cup. If you push too hard, a brawl will ensue. Its playability and good graphics make this game a crowd favorite. Konami, for NES.



## THE HOT 100





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

**Chessmaster 2100** is an impressive, feature-laden sequel to the excellent computer chess program, **Chessmaster 2000**. The chess-playing logic has been improved, and the stunning screen graphics, sound effects, and depth of play should impress novices and experts alike. The Software Toolworks, for PC, Apple II, IIGS, 64, Mac, and Amiga.

☆ **Chuck Yeager's Advanced Flight Trainer 2.0** emphasizes flight training, not combat or real-world scenery. The program, manual, and audio cassette (with Yeager's voice) help you through take-offs, aerobatics, and landings. You can pick from 18 different aircraft (biplanes to space shuttles), compete in air races, and fly with the Thunderbirds and Blue Angels. An excellent way to earn your electronic wings. Electronic Arts, for PC.

☆ **Cosmic Osmo** is the delightful sequel to *The Manhole*, a unique cartoonlike game of unstructured exploration. You don't have to kill any enemies, pursue any quests, or destroy any planets. Instead, you freely move about a topsy-turvy universe of odd places and objects, interacting with the graphically detailed environment in almost any way imaginable. It's so nonviolent that your spaceship shoots Q-Tips. Activision, for Mac.

**Cyborg Hunter** brings to the Sega system a first-rate action maze game in which you guide a bounty hunter against the evil warlord Vipron and his equally evil cyborg minions. The graphics are excellent, the game play exciting, and the action non-stop. Activision, for Sega.

**Defender of the Crown** is a graphically rich action and strategy game based on civil war in historical England. You have been chosen to lead a group of gallant Saxon knights against the Normans. The ultimate goal is the crown of England. Win, and you gain land, fortune, and your fair maiden. Amiga and PC EGA users, especially, will enjoy the many visual effects. Cinemaware, for Amiga, NES, Apple IIGS, Mac, PC, 64, ST.

**Double Dragon** is one of the finest games available for those who like their action fast and their enemies relentless. Billy grew up as a streetwise martial arts expert. His girlfriend is abducted by the toughest gang in the city. You'll need all 11 methods of attack, plus the odd weapon, to rescue her. Tradewest, for NES; Arcadia, for Amiga, PC; Activision, for Atari 2600, 7800, Sega.

☆ **Dr. Chaos** is a two-phase game that first requires you to explore a mazelike mansion in search of a missing invention. After finding it, you must fight your way back through the mansion to assemble pieces of a laser weapon. The first phase demands careful mapping; the second resembles a standard Nintendo shoot-em-up. If you like large, intricate puzzles, you'll find *Dr. Chaos* a most elaborate and clever game. FCI, for NES.

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

**Empire** is an award-winning game of global conquest in which you command armies, fleets, and aerial armadas against a very tough computer opponent. Easy to play, yet ever challenging. It's quite

addictive and has earned a deserved reputation as a classic. Interstel, for PC, Amiga, Apple II, IIGS, Mac, 64, ST.

**F-19 Stealth Fighter** is an exceptionally high-quality simulation of air combat in the Air Force's top secret plane. You fly from carriers or land bases on combat and reconnaissance missions in Libya, the Persian Gulf, the North Cape, and Central Europe. You control virtually everything in this detail-rich, high-tech craft. MicroProse, for PC.

☆ **Fighting Street** is the first title released on compact disc for the NEC TurboGrafx-16 and special TurboGrafx-CD player. It's a martial-arts action game similar to such Nintendo hits as *Double Dragon* and *Ninja Gaiden*, but with obviously superior graphics and sound. Except for its stereo soundtrack, however, it doesn't seem to make the most of the CD's vast potential. It may take awhile for game designers to catch up with this advanced technology. Capcom, for NES.

**Friday the 13th** brings Jason and his hockey mask into your own home. As a counselor at Crystal Lake, you have to keep the children safe — at all costs. Pretty violent, and you have to like a game in which one of the characters is the head of Jason's mother. LJN, for NES.

**Gauntlet** is one of the few role-playing games for Nintendo. As one of four adventurers you'll trek through 100 rooms, battling enemies and looking for treasure. A game equally fun for one player or two players in cooperation or competition. Helpful password feature. Tengen, for NES; Mindscape, for Amiga, Apple II, IIGS, Mac, PC, 64, ST.

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

**Blaster Master** takes you through eight levels of narrow passageways as you try to find and destroy the Plutonium Boss. In your armored vehicle, you struggle against many kinds of radioactive mutants. Most of them can be killed with your car's weapons systems, but to conquer some you must leave the car and fight on foot. Sunsoft, for NES.

**Blood Money** for the Amiga may well be the best shoot-em-up computer game ever written. The lengthy introduction — with its stunning asteroid sequence and digitized stereo soundtrack — is not to be missed. Fortunately, the rest of the game lives up to these theatrics. The graphics are extremely detailed, the animation is sometimes startling (watch for the jellyfish in the undersea world), and the difficulty level is arcade-class. There's even a simultaneous two-player option. Psygnosis, for Amiga, ST, 64.

**Bubble Bobble** follows two dinosaurs, Bub and Bob, as they search through hundreds of different rooms for some kidnapped friends. Fun for children and adults, with whimsical graphics. Taito, for NES, Apple II, Amiga.

☆ **Capone** is a simple shooting game in which you're the cop and the targets include every gangster in Chicago. They blaze away at you from sidewalks, alleys, windows, and warehouses, and you have to shoot them before they shoot you. Excellent graphics, though a fast PC is recommended for smooth animation. A light gun or mouse also helps. The lack of a continue feature may frustrate some players. Actionware, for PC.



problems. Startlingly beautiful graphics. Koei, for PC, NES.

☆ **Hidden Agenda** is an intriguing strategy game that makes you the new presidente of Chimerica, a fictional Latin American country whose old government was recently overthrown. Your position is insecure, yet you must balance many conflicting forces and pressures while rebuilding the economy and trying to keep the peace. Revealing, educational, and fun. Springboard, for PC, Mac.

**Hostage** jumps right off the front page of today's newspapers. Terrorists have attacked an embassy and captured hostages. You lead a six-man commando squad to rescue the hostages and kill the terrorists. A training mission helps acquaint new players with the game. It's a realistic depiction of a familiar contemporary nightmare. Mindscape, for PC, Amiga, ST.

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

☆ **Jack Nicklaus' Greatest 18 Holes of Major Championship Golf** isn't a flashy or spectacular game, but it is a consistent and professional simulation of pro golf. One to four people can play on three different courses, including a fantasy course of Nicklaus' 18 favorite holes. You can even challenge nine different computer opponents, including Jack himself. Accolade, for Amiga, PC, 64, IIGS.

☆ **Jigsaw!** is actually a puzzle program, not a game. Graphics screens are scrambled into 8, 15, 40, or 60 pieces for you to reassemble. The smaller puzzles are great for kids, and the larger ones are harder than they seem —



unlike cardboard jigsaws, all pieces are the same size and shape. You can load your own graphics screens, too. Clever, nonviolent family entertainment. Britannica Software, for PC, Amiga, IIGS, Mac.

**John Elway's Quarterback** has been a popular football game in the arcades, and the new home versions generally offer flexibility of play with a wide range of strategies. Tradewest for NES; Melbourne House, for PC, Apple II, IIGS, 64.

**Jordan Versus Bird: One On One** is the sequel to one of the most popular athletic simulations of all time: *Larry Bird and Dr. J Go One-On-One*, which has sold over 400,000 copies. The new game offers everything the earlier program had, plus some extras. There are three games here: Bird vs. Jordan; an Air Jordan slam dunk contest; and a three-point shootout. Electronic Arts, for PC, 64.

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

**Kings of the Beach: Professional Beach Volleyball** is the volleyball equivalent of *Jordan Vs. Bird: One On One* in style, design, and overall excellence. Try to master the six-pack slammer, the dig, and the Kong block as you play on beach courts around the world. Electronic Arts, for PC.

**Lee Trevino's Fighting Golf** is a thorough and challenging simulation. The control pad becomes a sensitive substitute for a club as you work your way through sand, wind, and the other hazards of 18 holes. Choose your golfer from a menu of four very different players. SNK, for NES.

**Life & Death** transforms the operating room into an entertaining and educational videogame. As both diagnostician and surgeon, you are responsible for the fate of your patients — for better or for worse. The graphics can be rather explicit, so the squeamish should beware. The Software Toolworks, for PC, Mac, IIGS, Amiga, ST.

**The Magic Candle** is a traditional fantasy role-playing game that breaks no new ground, but nevertheless is a beautiful addition to the genre. You lead a band of adventurers in search of a magic spell that will contain the evil demon Dreaux, who was imprisoned ages ago and is now escaping. There's lots of exploring, a reasonable amount of combat, and a command structure that is both logical and flexible. Mindcraft, for PC, 64, Apple II.

**Manhunter, New York** is a slightly twisted role-playing game in which the player works for a race of sinister alien overlords. An intriguing blend of quest-adventure and arcade gamelets, laced with black humor and a dash of Orwellian satire. Great EGA graphics. Sierra On-Line, for PC, Apple II, IIGS, Mac, ST.

**Mappyland** is an upbeat, innocuous adventure that avoids the mass extermination and high-tech destruction found in many Nintendo games. The central character is a mouse named Mappy, who is pursued by kittens as he tries to collect cheese, Christmas trees, and other items for his fiancée, Mapico. *Mappyland's* playful action, bright graphics, and likeable characters should appeal to gamers of all ages. Taxan USA, for NES.

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

**Metal Gear** out-Rambo Rambo. One of the most fearfully challenging of the many super-warrior/secret-mission games for Nintendo. It takes place in an elaborate maze-like setting and has plenty of room for strategy as well as stamina. Ultra/Konami, for NES, Amiga, 64.

**Metroid** is a very popular Nintendo game in which you guide space hunter Samus through the maze-world of the planet Zebes. Excellent, fast-paced game play. Nintendo of America, for NES.

**Microsoft Flight Simulator** is the "game" that first made entertainment software a best-seller on IBM-compatible computers. It's really more of a true simulation than a game, since you don't score points, fight enemies, or embark on a quest. Just sit back in your Cessna and fly. PC version 3.0 offers improved graphics, especially with EGA or VGA. Microsoft, for PC, Mac; SubLogic, for ST, Amiga, 64, Apple II, XE.

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

**Montezuma's Revenge** features Panama Joe, an intrepid explorer, searching for treasure in Central America. The action begins when he stumbles into the ancient tomb of Montezuma, an engrossing maze of corridors, chambers, and horrors. Parker Brothers, for Sega.

**NFL Challenge** emphasizes



field strategy, not arcade action. When the ball is snapped, the players are represented by chalkboard-style X's and O's — simple graphics which may disappoint some gamers. But the real strength of this game is what happens *before* the ball is snapped. It takes you beneath the rough-and-tumble surface of pro football to reveal the nuances and subtleties of coaching and play-calling. XOR, for PC, Mac.

**Ninja Gaiden** promises to become one of the most popular Nintendo games of 1989. *Ninja Gaiden* is a member of a highly trained secret police force. He can confront any evil with only his sword and Shuriken to protect him. During six rounds he meets numerous enemy attacks in 20 areas of play. Fast and furious action. Tecmo, for NES.

**Nobunaga's Ambition** is a particularly impressive historical simulation. It places you in 16th-century Japan as a powerful *daimyo* (lord) attempting to unify warring fiefdoms. An excellent strategy game. Immensely popular in Japan as well as the U.S. Koei, for PC, NES.

☆ **The Omnicron Conspiracy** is essentially a role-playing detective game with a sci-fi twist. Your mission is to find a missing secret agent, but along the way you stumble upon a conspiracy involving Stardust, a new drug. Strong points include humor, good graphics, a clever first-person user interface, plenty of opportunity for exploration, and a cyberpunk atmosphere. Epyx, for PC.

**Othello** is a classic board game that combines the strategy of chess with the simplicity of checkers. It's played on a 64-square board and the object is to capture your opponent's pieces between your own. You can play another person or the computer. Four difficulty levels make it challenging for anyone. Acclaim, for NES.

☆ **P.O.W.** is a straightforward shoot-out from the makers of *Guerrilla War*. Deep inside

enemy territory, you must fight your way to the would-be perpetrators of a global economic collapse. The limited range of combat moves makes the game easy to play for novices, yet it's still challenging enough for video veterans. You'd better bring a rapid-fire controller, though. SNK, for NES.

**Paperboy** was adapted from the popular arcade hit, and although the graphics suffer a bit in the Nintendo version, the playability survives. You play a bicycling paperboy who must deliver the daily news to your customers, break the windows of non-subscribers, and avoid such hazards as yapping dogs and skateboarders. Some players find *Paperboy* rather limited and repetitious, however, so if you didn't like the arcade game, the home version probably won't change your opinion. Mindscape, for NES, PC, 64, Amiga, Apple II, IIGS, ST.

**Platoon** recreates the deadliness and dangers of jungle combat. You must pass through a complex jungle maze, a hideous tunnel, and a bunker — while avoiding trip wires, hidden mines, ambushes, trapdoors, and enemy snipers who pop up everywhere. Don't waste ammo; it's not unlimited. Sunsoft, for NES; Data East, for Amiga, Apple II, PC, 64, ST.

☆ **Populous**, to put it bluntly, lets you play God. As either a good or bad deity, you control the development of your chosen people on the world below. By flattening out the mountainous terrain, you make their farms more productive, and thereby increase their population. The ultimate goal is to conquer the other god's chosen ones. An excellent and highly original strategy game for one or two players. Electronic Arts, for Amiga, ST.

**Presumed Guilty!** requires you to unravel an intricate international plot of mystery and intrigue — before you get framed for a crime you didn't commit. If you like spy novels and mysteries, this spine-tickler will keep you on the



edge of your seat. Cosmi, for PC, 64.

☆ **Qix** is an interesting revival of an arcade hit from the early 1980s. By manipulating a drawing tool, you must carve off sections of the screen while avoiding fatal collisions with the Qix, a weird thing that resembles a flock of flying knitting needles. Recommended for those who missed it the first time around. Taito, for 64, PC, Amiga, Apple II, IIGS, and ST.

**Rastan**, adapted from the Sega arcade game, puts you in the combat boots of a successful mercenary who's trying to rescue a king's kidnapped daughter. The colorful action takes you through jungles, castles, and enemy headquarters. The graphics are good and keep getting better, but be prepared for a difficult game. Sega, for Sega.

**Reach for the Stars, 3rd Edition** is an expanded update of the classic conquer-the-galaxy strategy program from the game designers at Strategic Studies Group. It uses SSG's charts-and-menus system, and there's a wealth of playing options. SSG (distributed by Electronic Arts), for PC, Amiga, Apple II, IIGS, Mac, 64.

☆ **Red Storm Rising**, based on Tom Clancy's bestselling novel, is a highly realistic yet quite playable simulation of naval warfare as waged by modern nuclear submarines. You can pick from a variety of U.S. subs and weapons before embarking on several different missions against Warsaw Pact forces. Rich in detail and options, the game takes a while to learn, but soon immerses you in the action of

World War III. Microprose, for PC and 64.

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

**Rollerball** is good old-fashioned pinball, adapted for the modern video screen. Play the silver ball on a huge, four-screen-high pinball machine with flippers and many other classic features. Hal America, for NES.

**Romance of the Three Kingdoms** offers you the modestly challenging job of unifying medieval China. It's no Sunday stroll. Start as a provincial warlord and end up as emperor. A classy, sophisticated game that conveys a rich sense of historical texture and teaches fascinating lessons about the realities of political power. Koei, for PC.

**Search for the Titanic** is a unique simulation that casts you in the role of an oceanographer — an unlikely subject for a computer game, it would seem, but highly original. Your goal is to finance and organize an expedition to find the famous S.S. *Titanic*, sunk by an iceberg in 1912. You'll learn a lot about deep-sea exploration and have fun along the way. This game isn't for everyone, but it gets high marks for playability and authenticity. Capstone (InterCorp), for PC, 64, Apple II.

**Serve and Volley** is a fast tennis simulation that requires quick thinking and even quicker reactions. Ball placement, timing, and form will mean the difference between winning and losing. Options include three difficulty levels; a practice session; three surfaces; choice of strengths; and various serves and returns. Accolade, for PC, IIGS, 64.

**Shadowgate** is an excellent graphics adventure, with a fascinating interactive environment and ingenious



puzzles to unravel. Very challenging and well designed. Mindscape, for PC, Amiga, Apple II, Mac, 64, ST; Kemco-Seika, for NES.

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

**Silpheed** is the Americanized version of the sequel to *Thexder*, which was a hit both here and in its native Japan. Unpretentious and refreshing, *Silpheed* is an unabashed space shoot-em-up with great graphics. You're in control of a futuristic fighter that's a cross between an F-14 and the *Millennium Falcon*, and there are plenty of aliens to zap. The IBM version is notable as one of the few really good shoot-em-ups available for PCs. Sierra On-Line, for PC, Amiga, ST, Mac, IIGS.

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

**Skate or Die** brings home the excitement of "cement surfing." There are radical moves and raunchy settings galore, including a distinctly punk atmosphere. Graphics are good for NES, extra-nice in the PC EGA version. Ultra, for NES; Electronic Arts, for PC, IIGS, 64.

**Solitaire Royale** will gradually absorb all your spare time as you're any kind of card fan. Eight different games for

adults and three for children. The good news is that you don't have to shuffle or set up tableaux; the bad news is that you can't cheat. Spectrum Holobyte, for PC, Amiga, Apple II, IIGS, Mac.

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

☆ **StarGoose** is an arcade-style space shoot-em-up that sends you on a mission to a hostile planet. Zooming over the heavily defended surface in your fighter ship, you have to blast the alien installations before they blast you. Good action, but strictly for fans of kill-or-be-killed games. Logotron/Spinaker, for PC, 64, Amiga, ST.

**Steel Thunder** is a tank combat simulator that doesn't allow the complexity of simulation to obscure the fun. You can choose from four different tanks and armored vehicles, and participate in 24 realistic combat scenarios. The graphics are highly detailed — no wire-frame polygons here. It's the next best thing to starting in your own private war movie. Accolade, for PC, 64.

**Super Mario Bros. 2** is a super sequel to the earlier *Mario Bros.* adventures. Various playing the roles of Mario, Luigi, Princess Toadstool, or Toad, you embark on a quest to free the land of Subcon from an evil spell. Great graphics, whimsical characters, and amusing animation deservedly make this game a hit. Nintendo, for NES.

**Tecmo Baseball** is well-thought-out, offering room for strategy and a setup that enables you to play a single game or an entire season. Animation is crisp and reasonably lifelike, especially the pitching. A must for hard-core

baseball fans. Tecmo, for NES.

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

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

**The Three Stooges** are more than willing to assist Ma as Mr. Fleecem, a no-good banker, attempts to evict her (and Mary, Leona, and Cynthia, her three beautiful daughters). To raise funds, the Stooges take a variety of odd jobs, similar to some of their finest shows, such as *Hoi Polloi* and *Punch Drunks*. Lotsa nyucks. Cinemaware, for PC, Apple II, 64; Activision, for NES.

**Thundercade** has so-so graphics and isn't particularly original — you're a hero who must singlehandedly save the world from doom — but it makes up for this with exciting game play. As the driver of a special combat motorcycle, you infiltrate enemy territory in an effort to thwart a gang of atomic terrorists. The action is swift, and *Thundercade* stands out as one of the few Nintendo games with a simultaneous two-player option. American Sammy, for NES.

**Time Soldiers**, adapted from the arcade hit, is a challenging, complex game in which you fight enemies in the past, present, and future. This game exercises your brain as well as your reflexes. A friend can play along with you in a cooperative mode. Sega, for Sega.



**Track and Field II** recalls last fall's Olympic fever. Play 15 games of skill, stamina, and savvy. Challenge an opponent or the computer in pole vaulting, archery, gymnastics, fencing, swimming, and many other exciting contests. Choose any sport you want, do well, and listen to the cheering crowds. Konami, for NES.

**The Train** lets you save art treasures from the Nazis, with the help of the French Resistance. It has an intriguing premise, is well thought-out, and has lots of room for strategy mixed with plenty of action. Based on the splendid John Frankenheimer film of same name. Accolade, for 64, PC.

**Ultima V** is the latest in a deservedly popular series of fantasy role-playing games. Its alternate-universe, Tolkienian world is much better thought-out and internally consistent than is usual in this crowded genre. Charming tapestry-like graphics and smooth playability make this a winner. Origin Systems, for PC.

**Universal Military Simulator** offers armchair generals the chance to re-fight actual battles as you think they should have been fought. You can also design your own maps and armies to stage battles in the past or the future. Additional scenario disks are released from time to time, making this a powerful program indeed. Rainbird, for PC, Amiga, Mac, 64, ST.

**Wayne Gretzky Hockey** is one of the most realistic sports simulations ever designed for personal computers. It successfully captures the fast-paced feel of NHL hockey as



you control either the 1972 Montreal Canadiens or the Boston Bruins. A game as good as its namesake. Bethesda Softworks, for Amiga, PC, 64, Mac, ST.

**Where in Europe Is Carmen Sandiego?** Is a learning tool that actually provides hours of fun as well. You'll be surprised at how much geography you'll learn and how much fun you'll have while scouring Europe for a band of art thieves. Broderbund, for PC, Apple II, IIGS, 64.

**Wizardry V: Heart of the Maelstrom** is the latest entry in the acclaimed *Wizardry* fantasy role-playing adventure series. Beginners and experienced players alike will find plenty to enjoy in this game. Sir-Tech, for PC, Apple II, 64.

**Wizards and Warriors** takes place in the deadly forest of Elrand, home to the evil wizard Malkil. Guide the warrior Kuros through seven levels of adventure as he tries to free the princess from Malkil's Castle IronSpire. Use the magic sword to battle monsters, killer insects, and the undead (among others). Acclaim, for NES.

**World Class Leaderboard** is world-class golf, played on actual championship courses. It features exceptional graphics and a "kids" level which allows parents and children to play the same game on two different levels of difficulty. One of the best of its type. Access, for PC, Amiga, 64.

☆ **Wrestlemania** is mainly for wrestling fans. If you like the idea of portraying pro wrestlers such as Hulk Hogan, Andre the Giant, or Bam Bam Bigelow, you'll probably love *Wrestlemania*. It offers colorful characters and solid ring action. Unless you're playing a friend, however, the game can get a bit tedious. Acclaim, for NES.

**Zak McKracken and the Alien Mindbenders** allows you to become a top journalist for the *National Inquisitor*. Journey to Egypt, the Bermuda Triangle, Mars, and other exotic locales in your attempt to stop aliens from turning the population into idiots via the telephone company. Lots of puzzles and fun. Lucasfilm, for PC, Apple II, 64.

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

**Zoom!** pits your little Zoomer against a mass of nasty aliens and black holes. Race around different mazes, painting the grids. When you finish one maze, you'll blast off to one of the other 49. There's also a cooperative/competition mode for two players. It moves almost too fast on AT compatibles. Discovery, for PC, Amiga, 64.

GP

# GAMER'S HALL OF FAME

Have you ever made it all the way to the end of a difficult game, or racked up a higher score than anyone you know?

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If you're an expert game player, let us know! Send us a photo of yourself, a picture of your best game screen, and some information about yourself. Don't forget to include a telephone number and an address where we can reach you. (Important: If you're under 18, be sure to add a signature from a parent or guardian giving permission for us to print your full name and picture.)

Send to: Gamer's Hall of Fame, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429.



Robbie Carroll

Robbie Carroll, 10, of Tampa, Florida, says his favorite Nintendo game is *Top Gun*. With a best score (so far) of 50,000 points, he may be hearing from the U.S. Navy pretty soon. Among Robbie's other favorite Nintendo games are *Rampage*, *Double Dragon*, and *Golf*. He spends the rest of his free time swimming, playing soccer, and collecting baseball cards. At school, Robbie enjoys math, geography, science, and spelling. His ambition is to someday be a comedian.

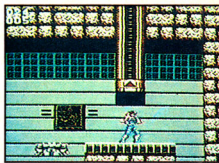


Jerry Suggs

Jerry Suggs, 16, of Thomasville, North Carolina, is a big fan of Sega Master System, Nintendo, and Sega Genesis games. His favorite is *Phantasy Star* for the Sega Master System, although he's looking forward to *Phantasy Star II* for the Genesis. Jerry's favorite Nintendo games include *Strider*, *Dragon Warrior*, and *Mega Man II*. When he's not playing videogames, Jerry likes to play guitar. In school, he counts data processing and computer applications among his favorite subjects.



*Double Dragon* is another of Robbie's favorites.



Jerry enjoys the action in *Strider*.



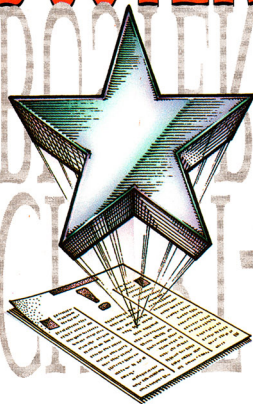
Robbie is especially proficient at the dizzying aerobatics and pinpoint shooting of *Top Gun*.

GP

GAME PLAYER'S



# CHART- BUSTERS



## READERS' POLL: VIDEOGAME FAVORITES

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

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

## SPA PLATINUM

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

**California Games** Epyx  
**Chuck Yeager's Advanced Flight Trainer** Electronic Arts  
**Dr. J and Larry Bird Go One On One** Electronic Arts  
**F-15 Strike Eagle** MicroProse  
**Gunship** MicroProse  
**Hardball** Accolade  
**Hitchhiker's Guide to the Galaxy** Infocom  
**Karate Champ** Data East  
**Karnov** Data East  
**Lode Runner** Broderbund  
**Pinball Construction Set** Electronic Arts  
**Ring King** Data East  
**Silent Service** MicroProse  
**Skyfox** Electronic Arts  
**Summer Games I** Epyx  
**Test Drive** Accolade  
**Where in the World is Carmen Sandiego?** Broderbund  
**Winter Games** Epyx  
**ZORK I** Infocom

## BABBAGE'S TOP TEN

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

1. **Curse of the Azure Bonds** (SSI)
2. **The Duel: Test Drive II** (Accolade)
3. **Pool of Radiance** (SSI)
4. **Where in the World is Carmen Sandiego?** (Broderbund)
5. **Heroes of the Lance** (SSI)
6. **Jack Nicklaus' Greatest 18 Holes of Major Championship Golf** (Accolade)
7. **King's Quest IV: The Perils of Rosella** (Sierra On-Line)
8. **Where in the USA is Carmen Sandiego?** (Broderbund)
9. **Batman** (Data East)
10. **688 AttackSub** (Electronic Arts)

## SOFTWARE ETC.

(Provided by the Software Etc. chain of stores.)

1. **Curse of the Azure Bonds** (SSI)
2. **Indiana Jones and the Last Crusade** (LucasFilm)
3. **F-15 II** (MicroProse)
4. **Manhunter: San Francisco** (Sierra On-Line)
5. **Flight Simulator** (Microsoft)
6. **Red Storm Rising** (MicroProse)
7. **688 Attack Sub** (Electronic Arts)
8. **Where in the World is Carmen Sandiego?** (Broderbund)
9. **Where in Time is Carmen Sandiego?** (Broderbund)
10. **Vette!** (Spectrum Holobyte)
11. **The Duel: Test Drive II** (Accolade)



# MARKETPLACE



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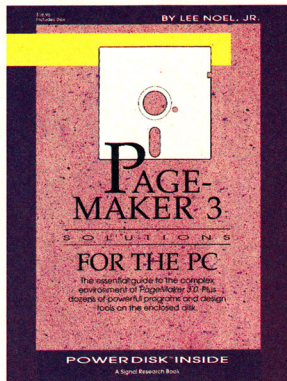
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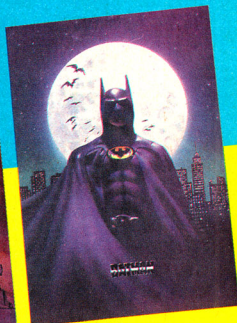
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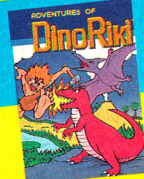
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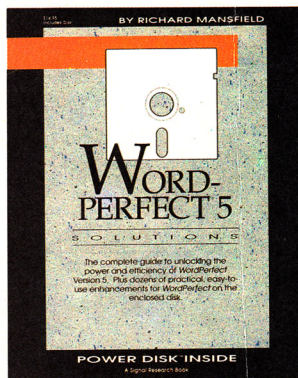


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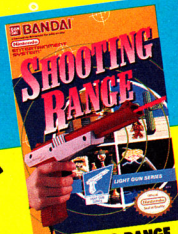
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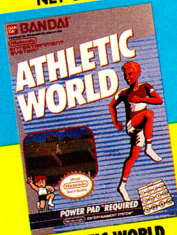
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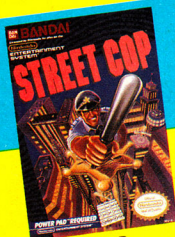
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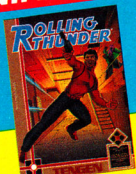
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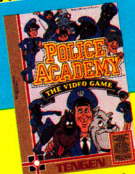
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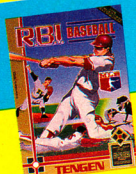
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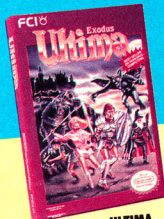






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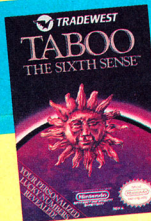


EVIL BORALUS HAS KILLED THE KING AND CAST A MAGIC SPELL TO  
TURN PRINCESS ANNI INTO 3 FAIRIES & LET LOOSE A HORDE  
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KNIGHT, JIM, YOU SEARCH THROUGH THE LABYRINTH TO FIND  
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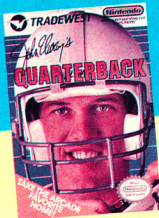


A LONG TIME AGO, THERE LIVED A LOVELY PRINCESS, MARGARITA A FIENDISH LORD, RULER OF THE GROKEN CASTLE VOWED TO MAKE HER HIS QUEEN — HE SENT HIS GHOULISH SLAVES TO CAPTURE HER & SHE WAS IMPRISONED IN ONE OF THE HUNDRED ROOMS. PRINCE RAFAEL HAS VOWED TO SAVE HER! TRAVEL THROUGH 100 ROOMS... ONLY ONE PATH LEADS TO PRINCESS MARGARITA.

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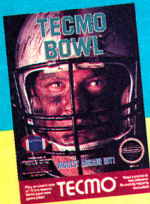
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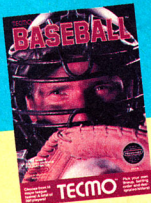
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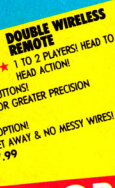
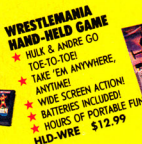
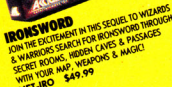
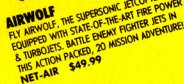
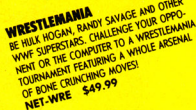
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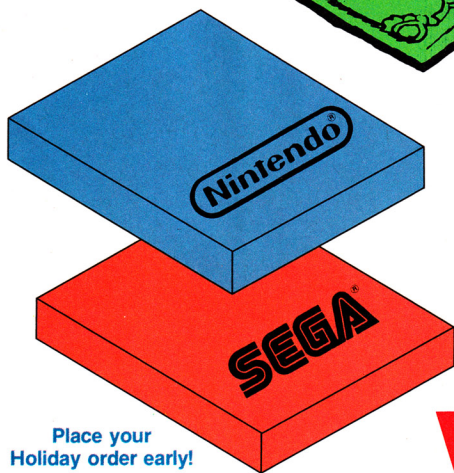
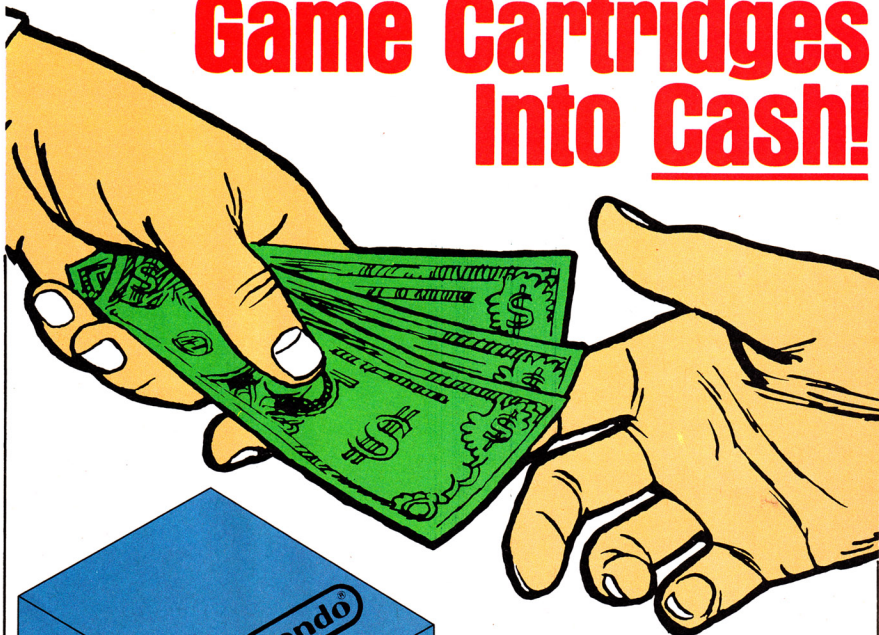
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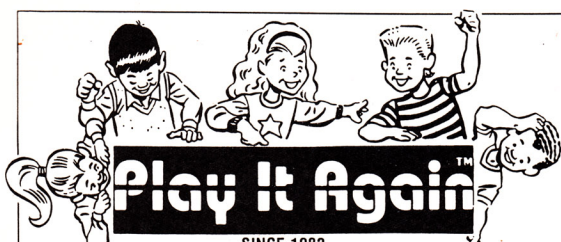
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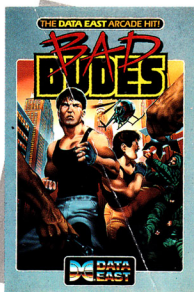
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