

THE SIMPSONS FOR NINTENDO!8

HEAVY BARREL ALIEN SYNDROME WIZARDS & WARRIORS X SUPER GLOVEBALL BALANCE OF THE PLANET **BLOODY WOLF AIR DIVER DRAGON WARS**

PLUS: **BATMAN** FOR GAME BOYIM









SHANGHAIM

The game that took over 2500 years to develop—and at least that long to master! A seemingly endless number of variations of the playing board, each with five increasingly difficult stages to unravel. Play the original version, using Mah Jongg tiles, or the updated version using the alphabet. We can teach you how to play the game—the only thing we can't teach you is how to quit!



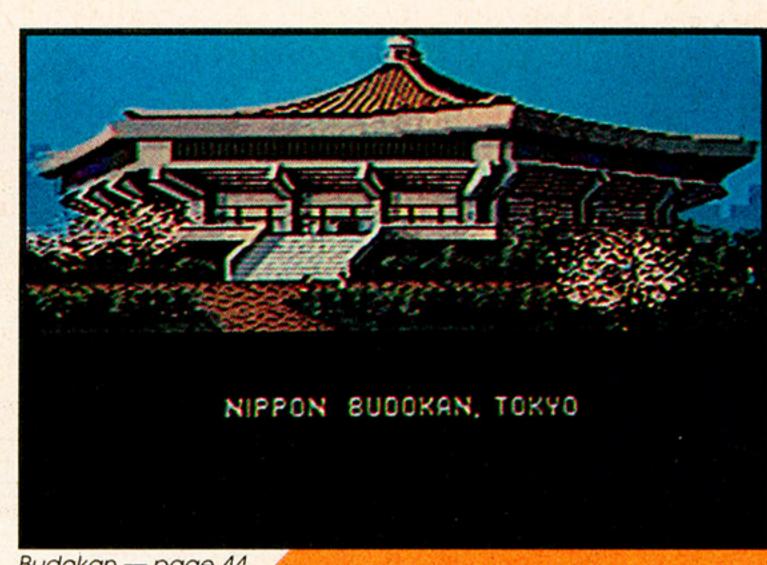
The Funatic Specialists.

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

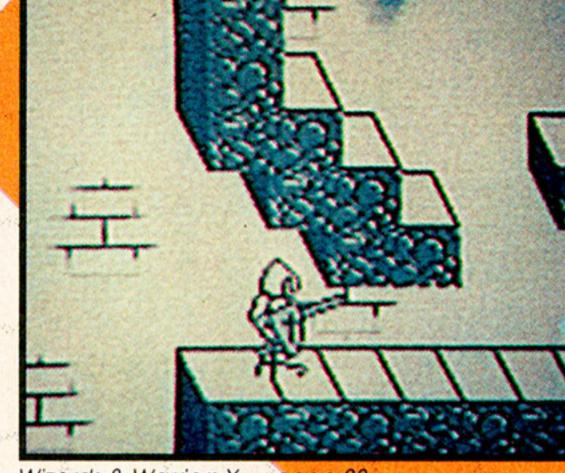
Revenge of 'Gator M

'Gators galore! Eight scrolling screens—secret entrances to bonus areas—hungry 'gators that unexpectedly swallow your ball and move it to a new screen—all in a package you can slip into a pocket and take with you anywhere. You'd need a pinball machine the size of the Everglades to hold all this excitement, but Hal America and Game Boy make it portable.

Nintendo'



Budokan — page 44.



Wizards & Warriors X — page 83.

- The Editor's View
- The Tip Sheet 10
- Player's World 14
- **Nintendo News** 16
- Game Boy Players 24
- 32 Arcade Action
- PC Players 38
- Sega Players 44
- Amiga Players 52
- **Turbo Players** 54
- 57 Atari Safari
- Nintendo Game of the Month: 58 Crystalis
- Sega Genesis Game of the Month: 64 Ghostbusters
- 69 Computer Game of the Month: Balance of the Planet





YOUR MISSION IS TO RESCUE THE PRESIDENT, WHO HAS BEEN KIDNAPPED BY THE ENEMY.

60!

Bloody Wolf - page 76.

74-86 Game Reviews:

> Little League Baseball **Bloody Wolf** Super Glove Ball Air Diver Alien Syndrome Second Front Jack Nicklaus Golf Wizards & Warriors X Heavy Barrel Escape From Hell Prince of Persia

- Game News & Previews 87
- Chartbusters 91

GETTHE GAME TITLE THAT BRINGS BATMAN INTO YOUR LIVING ROOM.



If the stark reality and explosive action of the movie BATMAN left you screaming for more, this is the moment you've been waiting for! It's a trek from the streets of GOTHAM CITY™ to the darkest depths of the city underworld, brought to life with graphic magic. Get BATMAN today at your favorite dealer now.

THE EHOLDER!

Sunsoft* is a registered trademark of Sun Corporation of America. TM & © DC Comics Inc. 1989. Nintendo* and Nintendo Entertainment System* are registered trademarks of Nintendo of America, Inc. © 1989 Sun Corporation of America.

Hot News for Hot Shots!

City

Nintendo

Seal of Quality

Get the inside track on Sunsoft games in the FREE Sunsoft Game Time News.

Name	Age
Address	

State

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198

LEA

Zip

The DITORS LDIEN

What may be the most exciting accessory ever offered to videogame players is about to hit the stores this summer. It's called the Game Genie, and it could revolutionize game playing on the Nintendo Entertainment System.

The Game Genie isn't a new game or a joystick or a pair of 3D glasses. Instead, it's an unassuming little device that attaches to any NES game cartridge and then plugs into the cartridge slot on your NES console. What happens after that seems like pure magic: It allows you to *change the way your games work*.

Would you like to have an infinite number of lives so you can play all the way to the end of *Super Mario Bros. 3*? Would you like to give Mario the gift of flight in *Super Mario Bros. 2*? Or how about giving *yourself* the power to skip to any level, no matter how advanced, in virtually any Nintendo game?

According to its inventors, the Game Genie lets you do all these things and more simply by entering a few brief codes. They also say it works with every Nintendo game ever released, and should work with all Nintendo games released in the future.

Although the claims made for the Game Genie may seem almost too good to be true, *Game Player's* columnist Neil Randall visited one of the companies behind the device as this issue was going to press. Neil reports that the Game Genie appears to live up to the claims being made for it. *Game Player's* will have a detailed, hands-on report in the next issue.

The Game Genie raises some interesting possibilities. You'll finally get to see the highest levels and endings for all of the games you couldn't finish. Old games you've grown tired of can be made fresh and new, simply by changing the rules. Games with features that annoy you can be modified to work differently.

Invented by a British company called Code Masters, the Game Genie will be marketed in the U.S. and Japan by Galoob Toys (a major U.S. toy manufacturer), and in Canada and elsewhere by Camerica (a game company based in Ontario). It's scheduled to reach stores in the U.S. and Canada by mid-summer, although at first it will probably be available only in small quantities. Larger shipments should reach the stores this fall. It will cost about as much as a game cartridge — around \$50. The price includes a 150-page booklet filled with codes for modifying dozens of existing Nintendo games. You can also discover your own codes by experimenting with different combinations of letters and numbers, and then observing the effect on game play.

The Game Genie isn't the only interesting invention that's coming from Code Masters, Galoob, and Camerica. Neil has also seen a working prototype of a device that will let you play compact disc games on a Nintendo machine or computer using any audio CD player — rather than a more expensive CD-ROM drive like the \$399 player available for the NEC TurboGrafx-16. Since audio CD players are widely available for under \$100, and since the interface device that hooks it up to your machine is expected to sell for about \$50, this could be the price breakthrough that finally brings CD games into the average home.

Because a single CD can store as much data as thousands of ordinary game cartridges, while simultaneously playing high-fidelity sound, designers could create games that go far beyond anything we've ever seen. Also, CDs cost only a fraction as much to manufacture as game cartridges, so prices could drop.

When we said in our March issue that the 1990s were shaping up to be a thrilling decade in home entertainment, we weren't kidding. Stay tuned to *Game Player's* for detailed reports on what's to come.

Tom R. Halfhill Editor-in-Chief

GP



Published under license from FIRST STAR SOFTWARE INC., FIRST STAR SOFTWARE INC., BOULDER DASH, the audio visual program entitled BOULDER DASH as well as the name and likeness of ROCKFORD are registered trademarks of FIRST STAR SOFTWARE INC., and are used with permission. BOULDER DASH was created by Peter Liepa with Chris Grey. Audio visual material copyright 1984, 1990. All rights reserved. Licensed in conjunction with JP International.



Game Player's: The Leading Magazine of Video and Computer Entertainment

July 1990

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

Richard T. Mansfield, Editorial Director
R. Selby Bateman,
Game Player's Editorial Director
Tom R. Halfhill, Game Player's Editor-In-Chief
Noreen Lovoi, West Coast Editor
William R. Trotter, Senior Writer
Leslie Mizell, Assistant Managing Editor
Gary M. Meredith, Assistant Editor
Matthew A. Firme, Assistant Editor
Cynthia Y. Krueger, Copy Editor

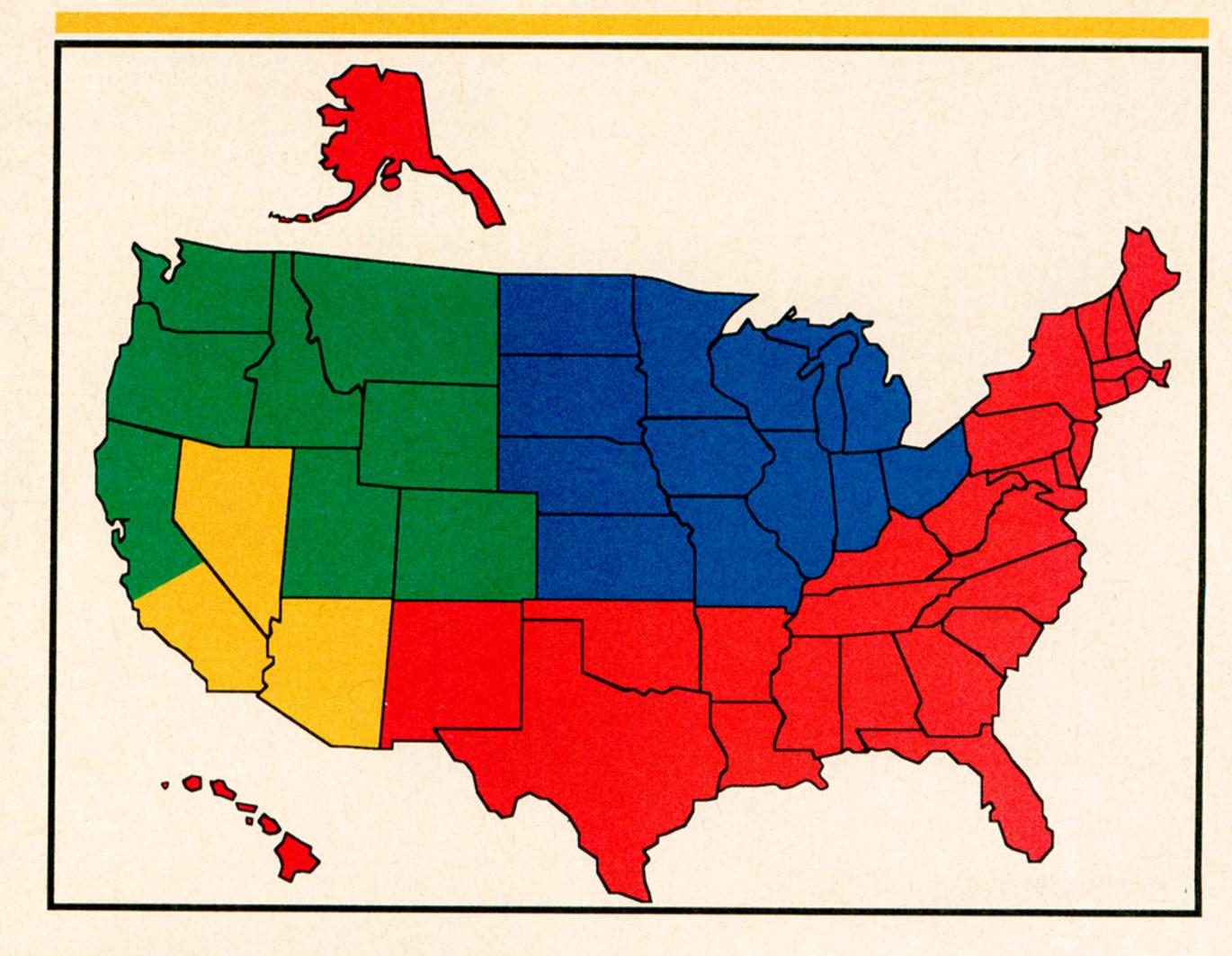
Irma Swain, Production Director Edwin C. Malstrom, Art Director Laura C. Morris, Graphic Artist Kelly E. Pinter, Graphic Artist Jan Sebastian, Graphic Artist

James A. Casella, Publisher
Tom Valentino, Vice President, Finance
Andrew Eisenberg,
Vice President, Advertising Sales
Dominic Mustello,
Vice President, Circulation
Cindy Stump, Circulation Manager
John G. McMahon, Dealer Sales Manager
Pamela Lambert, Dealer/Customer Service &
Production Coordinator

Signal Research, Inc., publishes Game Player's (tm): The Leading Magazine of Video and Computer Entertainment; the Game Player's Guides (tm) to Nintendo and PC computer games; Game Player's Game Tapes (tm), a series of tutorial videotapes about selected games; Game Player's Sports for Kids; and operates the Game Player's Pro-Tip Hotline, a telephone service offering hints and tips for selected Nintendo games. Subscriptions to Game Player's: One year (12 issues) U.S., \$26.50. Subscriptions to the Game Player's Guides to Nintendo games: One year (6 issues) U.S., \$18.95. Subscriptions to the Game Player's PC Guides: One year (6 issues) U.S., \$14.95. Canada: Add \$1 per issue. Outside U.S. and Canada, add \$2 per issue. Corporate, editorial, production, and customer service offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located at 23-00 Route 208, Fair Lawn, NJ 07410, (201) 703-9500; FAX (201) 703-9509. Dealer orders and inquiries should be directed to Dealer Sales at (919) 299-9902.

The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, *Game Player's*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300 A-E South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

Game Player's: The Leading Magazine of Video and Computer Entertainment (ISSN-1042-3133) is published monthly by Signal Research, Inc., P.O. Box 29364, Greensboro, NC 27429, USA. Application to mail second class postage pending at Greensboro, NC, and additional mailing offices. Newsstand distribution is handled by the Curtis Circulation Company. Subscriptions: 12 issues US: \$26.50. CANADA: Add \$1 per issue (\$38.50 total). For subscription customer service or overseas rates, call 1-800-222-9631.



ADVERTISING SALES TERRITORIES:

National Advertising Sales: Andrew Eisenberg Signal Research, Inc. 23-00 Route 208 Fair Lawn, NJ 07410 (201) 703-9500	Regional Advertising Representatives: Milt Gerber John Zimmerman Gerber/Kamikow 60 Revere Drive, Suite 915 North Brook, IL 60062 (708) 291-8900	Southern California, Arizona, Nevada: Ed Winchell Ed Winchell Co. 22700 South Crenshaw Blvd. Suite 215 Torrance, CA 90505-3050 (213) 530-4693	Northwest: Kathi L. O'Neil 500 Airport Blvd. Burlingame, CA 94010 (415) 579-0258

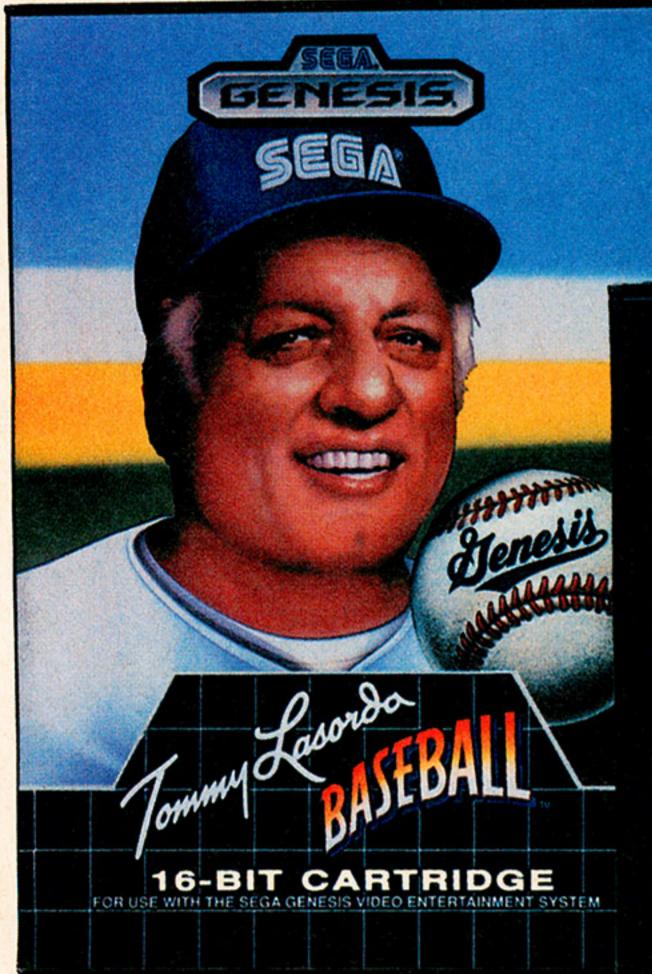
Please send all advertising materials to Pamela Lambert, Production Coordinator, Game Player's, 300 A-E South Westgate Drive, Greensboro, NC 27407.

Marketplace Advertising: Bonnie Black Signal Research, Inc. 23-00 Route 208, Fair Lawn, NJ 07410, (201) 703-9500

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President.

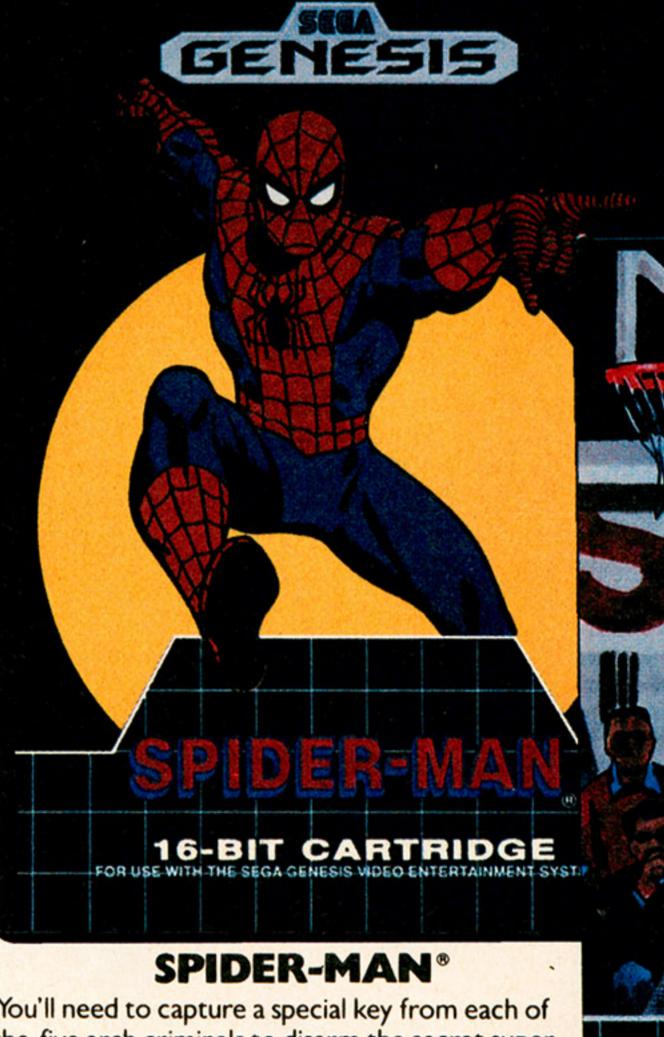
Entire contents copyright 1990, Signal Research, Inc. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Player's Guide* and *Game Player's* are tradenames of Signal Research, Inc. Nintendo is a registered trademark of Nintendo of America. IBM is a registered trademark of International Business Machines Corporation. Microsoft and MS-DOS are registered trademarks of Microsoft Corporation. Sega and Genesis are registered trademarks of Sega of America, Inc. Atari ST, Atari 2600, Atari 7800, and Lynx are registered trademarks of Atari Corp. Atari Games is a registered trademark of Atari Games, Inc. Amiga and Commodore 64 are registered trademarks of Commodore Business Machines. Apple, Apple IIGS, and Macintosh are registered trademarks of Apple Computer, Inc. Tandy is a registered trademark of Tandy Corp. TurboGrafx-16 is a registered trademark of NEC Technologies, Inc.

Products named in these pages are tradenames, or trademarks, of their respective companies. *Game Player's: The Leading Magazine of Video and Computer Entertainment* is a publication of Signal Research, Inc., an independent publishing company.



TOMMY LASORDA BASEBALL"

All the major league plays. Moves. And strategy. From choosing your own line-up to the subtleties of shifting your infield and outfield. Only on Genesis. Whether it's the realism of the graphics or the challenge of the play, this is simply the most sophisticated baseball game to be found anywhere.



You'll need to capture a special key from each of the five arch criminals to disarm the secret super bomb that threatens New York City. As you meet each challenge, choose carefully which of your super powers you will use, or you shall fail in your quest. Action and adventure only on Genesis.

PAT RILEY'S SLAMMIN' AND JAMMIN' BASKETBALL"

GENESIS

Check out the size and detail of the players.
Check out their moves. Slam-dunk behind the head. Make your magic moves down the lane for a lay-up. In their face. Realism you won't believe.
Realism you simply can't find, except on Genesis.

MICHAEL JACKSON'S MOONWALKER"

The music video comes alive in this action game designed by Michael Jackson. Use all of Michael's

16-BIT C

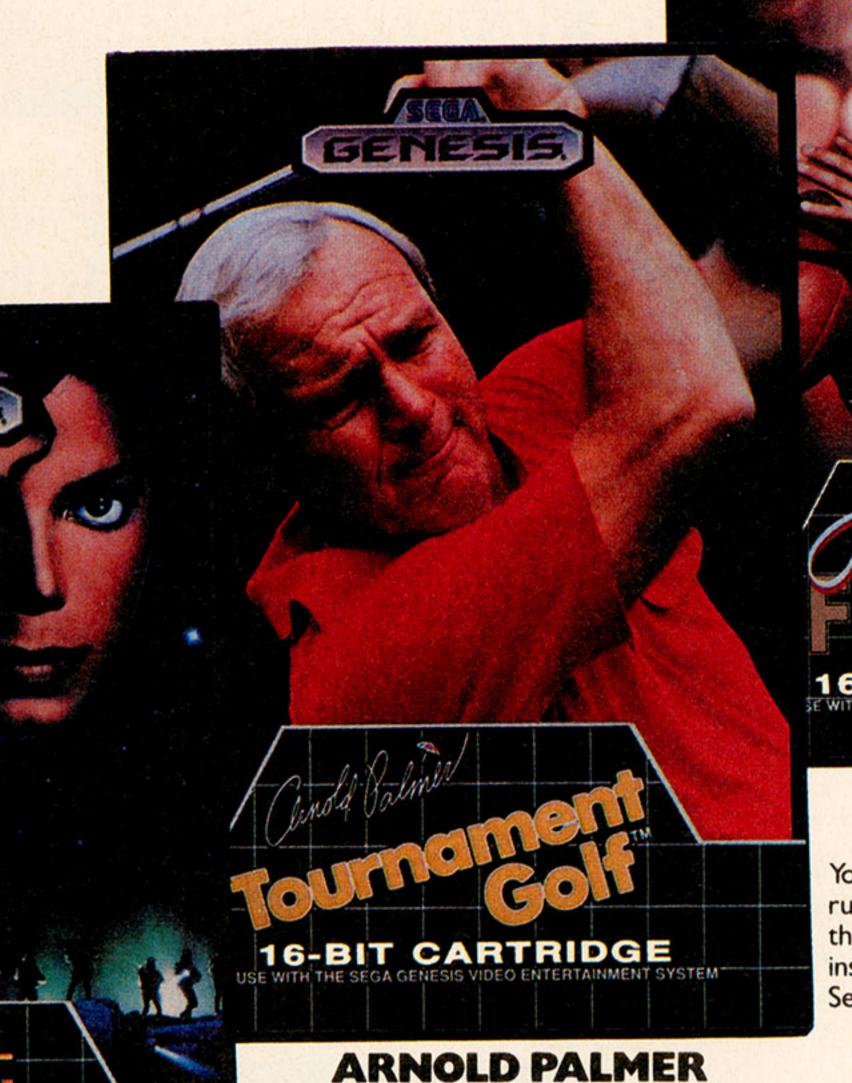
Imagine. You're Spider-Man, scaling the face of a towering high-rise. Or Joe Montana, rolling left to throw the winning touchdown pass. Or Michael Jackson, taking on the evil forces of Mr. Big. And there's only one place you can do it all. On Genesis by Sega.

Sports games which actually put you in the game by uniquely capturing the feel and action of the

sport. The superb game play and graphics of real blockbuster arcade hits which can only be duplicated through the I6-bit technology of Genesis. Music video games which recreate the dance moves and stereo music of the stars like only Genesis can. And adventure games with depth of play and mega-power second to none. You can't do this on Nintendo."

Genesis is the only true I6-bit system and that's

GENESIS



TOURNAMENT GOLF

You can practically feel the breeze in your face as

you tee off. Careful. Account for the wind factor.

Choose your clubs carefully and adjust your stance

for hooks or slices. Only Genesis lets you play the

best courses around the world. And feel like you're

16-BIT CARTRIDGE

FOOTBALL"

You've never seen blocking, tackling, or open field running that looks this realistic. Call the play, take the snap and look for an open receiver. It's the game inspired by Joe himself. And it's only possible from Sega, the masters of arcade entertainment.

JOE MONTANA

GENESIS 16-BIT

GENESIS

JAMES "BUSTER" DOUGLAS

KNOCKOUT BOXING™

Defend your title against top-ranked challengers in

a twelve round main event. Adjust to the boxing

the mid-section to slow him down. And put him

Counter-punch or nail him with an upper-cut or

against the ropes with deadly combinations.

quick left hook. Only on Genesis.

style of your opponent in the early rounds. Go to

moves: the dance-kick, the hat attack, the lean. You're taking on Mr. Big and his goons. It's time to give it everything you've got. To the beat of Michael's biggest hits. In stereo. And it's only on Genesis.

why Genesis provides a total video gaming experience you simply won't find anywhere else. Certainly not on any 8-bit system. Or even on a Turbo-8.

there. You can't do this on 8-bit.

Add to that the Genesis team of Michael Jackson, Joe Montana, Tommy Lasorda, Arnold Palmer, Pat Riley, James "Buster" Douglas and Spider-Man. Only on Genesis.



Ultima

Help! I am having a problem trying to get two items in Exodus Ultima (for the Nintendo). I've reached the maximum possible character level. I have the mark of king, fire, force, and snake. I've got the four pieces of the card and also the silver horn. But the two items I need are the magic armor and the almighty sword. I'm wearing the dragon armor and wielding the iron sword. Can you help me find the two items?

Tim Foster West Virginia

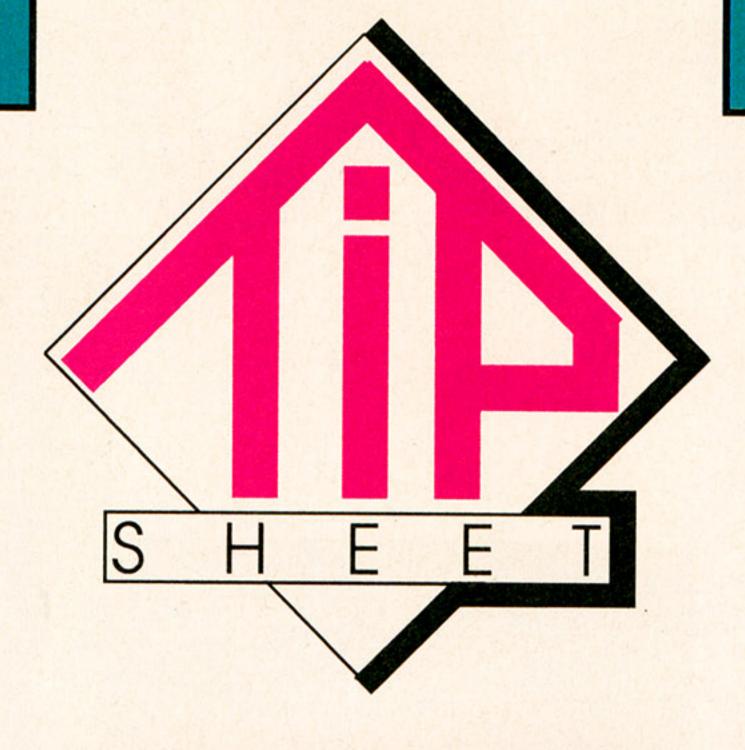
First you must have the silver pick from the Death Cave (north of Lord British's castle). Use this pick to search on the islands and you'll find the items you need.

Phantasy Star

After I defeated Lassic in *Phantasy Star*, it said to go to the governor. So I went back to his mansion, but all I found was an empty dungeon. I searched all over the planets, but didn't find him. Where is he?

Mark Meade Missouri

Go to the very bottom of the dungeon in the governor's house. It will seem as though you're in an inescapable place with no doors, but there is a door — a hidden one. The only way you'll find



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.

it is to look straight at it. Take a step, turn to look, take another step, turn to look again, and so on, until you find it. Be ready! Beyond this door lies the final challenge.

Tennis

I have a Nintendo Game Boy, and here's a tip for all the people who have Tennis. When it's your serve, throw the ball up high, then swing your racket so you miss the ball. Then move your man so the falling ball hits him in the head. You'll get 15 points, then 30, then 40, and finally a game point. Keep doing this every time it's your

serve, and you can win in level 4.

Jason Davis Ontario, Canada

At last, a tip that even helps really struggling game players. We tried it, and it really works. But only on the Game Boy — don't try it in real tennis, or you'll get laughed off the court!

Blue Lightning

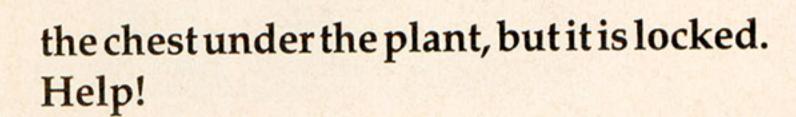
The following passwords allow you to start on any of the nine missions in *Blue Lightning* for the Atari Lynx: mission 1, AAAA; mission 2, PLAN; mission 3, ALFA; mission 4, BELL; mission 5, NINE; mission 6, LOCK; mission 7, HAND; mission 8, FLEA; and mission 9, LIFE.

Harry Chow Georgia

Thanks for the passwords. The many frustrated pilots who've had trouble surviving this air combat game will be especially grateful.

Indiana Jones And The Last Crusade

Could you please tell me how to get to the catacombs in *Indiana Jones and the Last Crusade* (The Graphic Adventure). Also, I heard you need to get a fake grail diary in Henry's house. I went to his house, but all I found was sticky tape. I had a hunch that it was in



Todd Matsunaga Ontario, Canada

Use the real grail diary when you're inside the library in Venice. You need to match the stained glass window with a sketch in the diary. When you've found the right window, look at the floor, which is marked with Roman numerals. Read the inscription on the columns and use the information along with the cryptic message in the diary. The entrance to the catacombs is under one of the numerals. Once you've decided which one (it changes with every game), use a metal pole to break through the floor.

The fake grail diary can save you a trip later in the game, but it is possible to finish the game without it. Nonetheless, you already have all the pieces of the puzzle—you're just not putting them together. There's a key inside the sticky tape that fits the locked chest. Use a chemical solution in Indy's

office to dissolve the tape.

Bayou Billy

I'm having trouble with the crocodiles in part 1 of The Adventures of Bayou Billy.

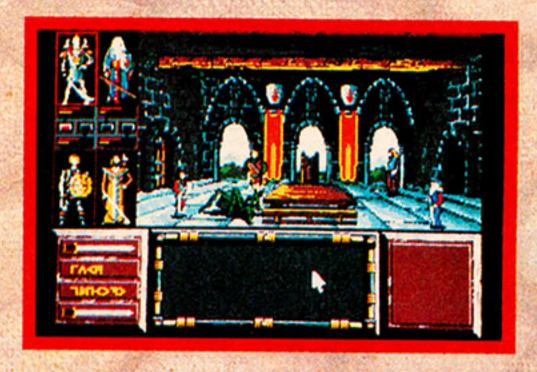
Carlos Ramirez New York

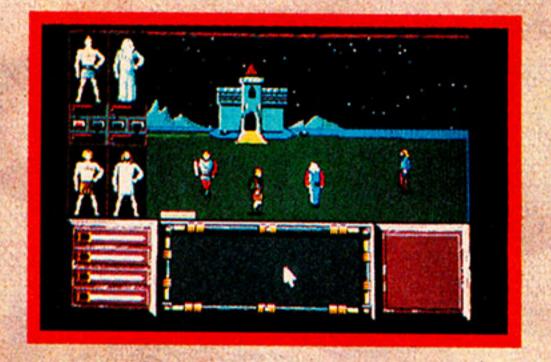
There are two main methods for handling the alligator population of stage 1. The first time you cross the pond, walk in a simple zigzag pattern. By the time you reach the second pond, you should have taken an ugly stick from one of your enemies. Position yourself by the two logs near the pond and keep whipping the 'gators until they finally get the message.











are to discover Drakkhen-the premier title in the Draconian line and the first role playing game that combines FRP themes with the most advanced technical wizardry ever!

You have been chosen to lead a handpicked band of four brave adventurers on a treacherous journey. Your quest: to reclaim the mystical jewels from the eight dragon princes, resurrect the great dragon and restore the primeval realmthe source of all magic in the universe.

Never before has there been an adventure as vibrant with features as real as this:

- Three-dimensional graphics present a fantasy world in which you truly feel you're a part.
- "Real-time" environment renders lifelike animation with independent character interaction.
- More than 150 unique monsters, ogres and dragons with over 200 on-screen magical spells.
- × Personalized characters to match your own adventure style-be you scout, priest, magician or warrior!

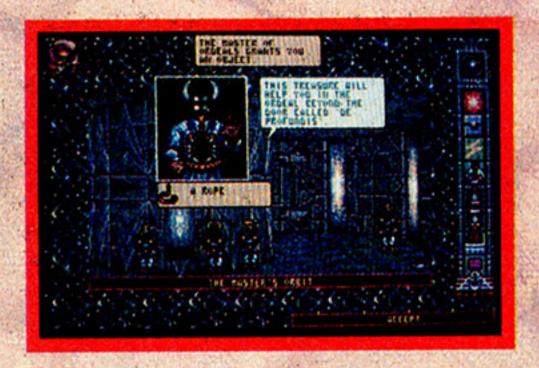
Available for the IBM™/PC compatibles, Amiga™ and Atari ST™ Personal Computer.

Data East, 1850 Little Orchard Street, San Jose, CA 95125 (408) 286-7074.

Drakkhen; © & TM 1989 Infogrames. United States and Canadian copyright Data East USA, Inc. Manufactured by Draconian under license from Infogrames. Draconian is a trademark of Data East USA, Inc. IBM, Amiga and Atari ST are registered trademarks of International Business Machines Inc., Commodore Electronics Ltd., and Atari Corp., respectively.







nter the Chamber of the Sci-Mutant Priestess—the second sensational title in the Draconian line—and explore a bizarre post-burn world caught in the throes of mutant treachery.

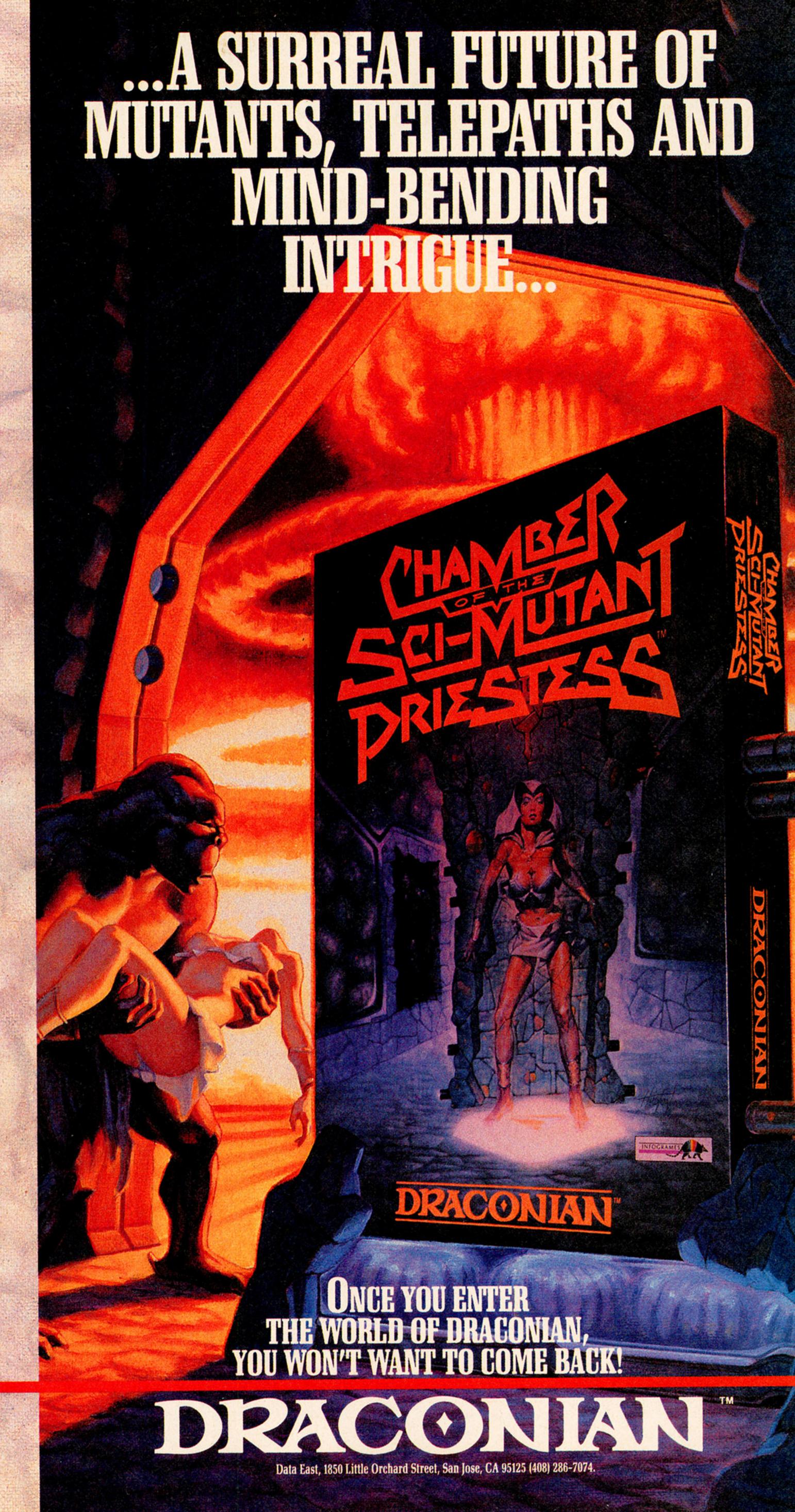
Set on a distant planet, the Chamber of the Sci-Mutant Priestess combines mystic drama and humor with a sophisticated icon interface, so players can easily maneuver through the game's captivating plot.

You play the role of Raven, a Tuner, whose telepathic abilities provide a unique advantage when fighting the enemy—a monstrous race of mutants called Protozorqs.

Command eight sci-powers with "iconomized" ease as you probe the chambers of the mutants temple, searching for your abducted girlfriend while engaging in a brain-draining test of five ordeals.

Animated and colorful, the Chamber of the Sci-Mutant Priestess promises hours of challenging intrigue for novice and expert fantasy game players alike. Don't miss out on the first psionic thriller of its kind—from Draconian!

Available for the IBM™/PC compatibles, Amiga™ and Atari ST™ personal computer.



Drakkhen; © & TM 1989 Infogrames. United States and Canadian copyright Data East USA, Inc. Manufactured by Draconian under license from Infogrames. Chamber of the Sci-Mutant Priestess and Draconian are registered trademarks of Data East USA, Inc. IBM, Amiga and Atari ST are registered trademarks of International Business Machines Inc., Commodore Electronics Ltd., and Atari Corp., respectively.

PLAY/ERS

NEC TURBOEXPRESS COLOR HAND-HELD

Tom R. Halfhill

It's coming this fall! NEC has officially unveiled its full-color hand-held game machine, the TurboExpress.

Although it follows the Nintendo Game Boy and the Atari Lynx to market by a year, the Turbo Express scores two important breakthroughs. It's the first handheld device that plays the same game cartridges as a fullsize videogame machine; and it's by far the most powerful hand-held machine yet announced. Not only does it offer better graphics and more speed than the Game Boy or the Lynx, but in some respects it's also capable of outperforming the full-size NEC TurboGrafx-16, Nintendo Entertainment System, and Sega Genesis!

Features are basically the same as those we first reported in the March issue of

Game Player's. The TurboExpress offers full compatibility with all TurboGrafx game cards; a 2.6-inch liquid-crystal display (LCD) screen; six sound channels; a built-in mono speaker and stereo headphone jack; a high-speed, eight-bit computer chip that's four times faster than the Game Boy and twice as fast as the Lynx; and a built-in control pad.

NEC says the TurboExpress will play for three to five hours on a set of six AA batteries. The unit



NEC's TurboExpress is a full-color portable that plays all regular TurboGrafx-16 games.

measures 4.3 x 7.3 x 1.8 inches (slightly larger than a Game Boy, slightly smaller than a Lynx), and weighs 15.7 ounces with batteries.

According to NEC, the TurboExpress will debut in small quantities this fall at a price somewhere between \$200 and \$250. Larger quantities will be available in early 1991. Options will include an \$80 to \$100 TV tuner that transforms the TurboExpress into a

portable TV. The tuner includes a video input jack that allows the TurboExpress to double as a camcorder monitor. The TurboExpress cannot, however, be connected to a regular TV for playing games.

The most impressive feature of the TurboExpress is that it can play regular TurboGrafx games with virtually no loss of quality. The LCD displays 512 colors simultaneously at a resolution of 312 x 238 pixels. (Pixels are the tiny screen dots which make up a video image; the more pixels, the sharper the picture.) According to NEC, most TurboGrafx games use a mode that can display 256 colors simultaneously at a resolution of 320 x 224 pixels —which means the TurboExpress is actually better than the TurboGrafx!

By comparison, the Lynx has a 3.5-inch screen which can display 16 colors out of a palette of 4,096 colors. Screen resolution is 160 x 102. The Game Boy has a 2.5-inch black-and-white LCD with screen resolution of 160 x 144. The Genesis displays 64 out of 512 colors with 320 x 220 pixels, and the NES offers 16 colors out of 52 with 256 x 192 pixels.

Watch for a full report on the TurboExpress in the next issue of Game Player's.

GAME PLAYER'S

All you had to do was find the bad guys and punch their lights out. Well, it's not that easy

anymore.

An evil master race is now vying for world control. To save the planet from eminent doom, you must gather intelligence, execute a plan of attack and thwart their efforts at every juncture.

You're Rocket Ranger, defender of world peace.

Strap on your rocket pack and launch an all-out effort into the stratosphere.

Pick up Rocket Ranger today. The world desperately needs your help.

沙川沿川岸川岸川河沿河

KEMCO * SEIKA

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Game Pak (NES-GP). Rocket Ranger is a trademark of Cinemaware Corporation @ 1990. @ 1989 Kemco.

TITL

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has approved the quality of this product: Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

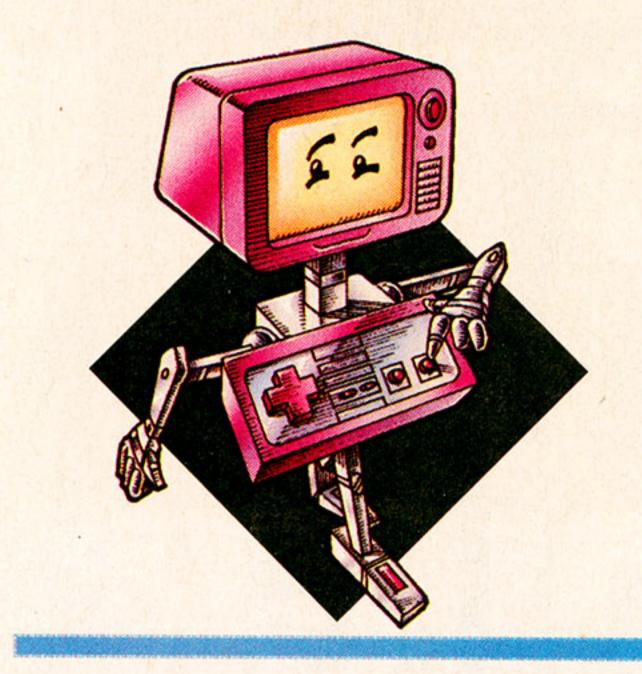
t's been a busy month in Nintendoland. Within the space of a few weeks, all kinds of interesting news competed for the attention of Nintendo players:

- After more than a year's work, an independent company succeeded in designing a batterypowered, hand-held game machine capable of playing standard NES cartridges on a full-color LCD screen. But Nintendo of America reportedly has declined to grant the company a manufacturing license, virtually ending all hope that the game machine will become available.

 Acclaim Entertainment announced that it will bring out at least three videogames based on the hit TV show The Simpsons. One will be for the Nintendo Entertainment System, another for the Game Boy, and the third will be an Acclaim SuperPlay hand-held game.

— Electronic Arts, one of the largest and most respected publishers of computer entertain-

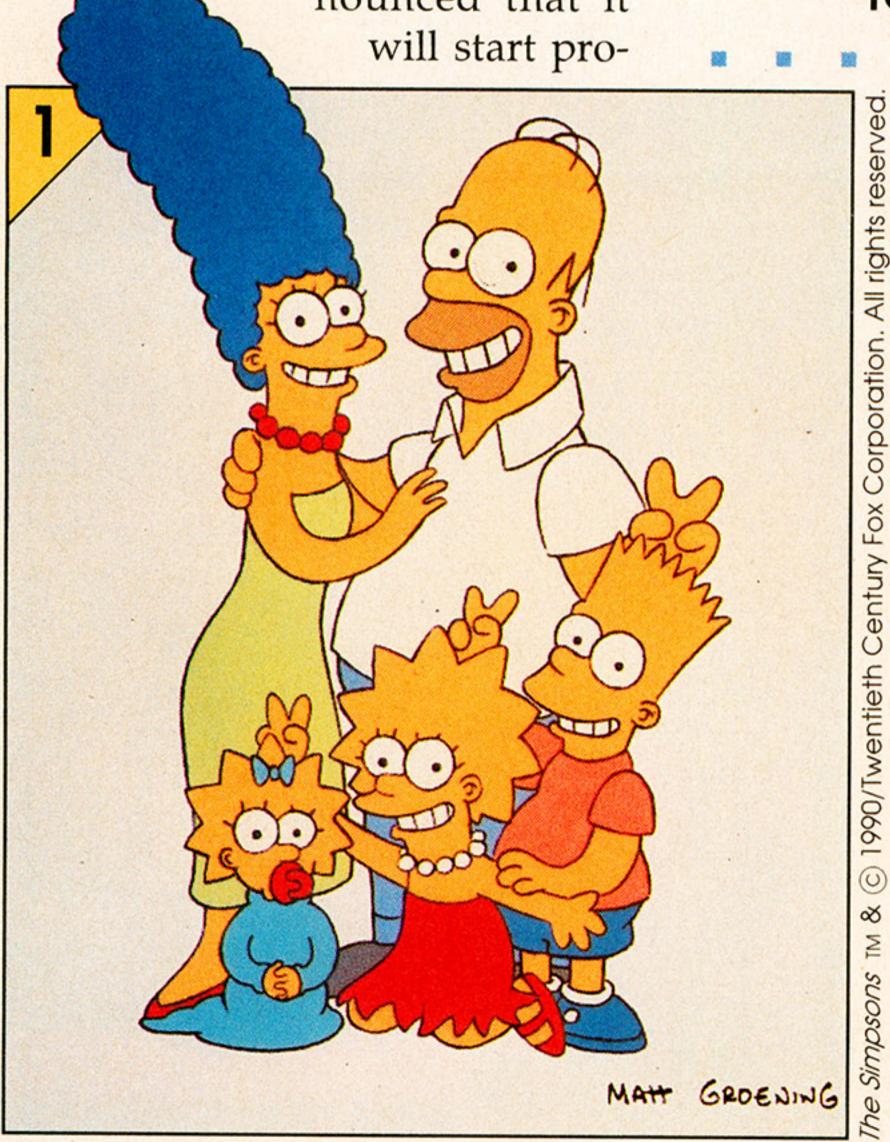
ment software, announced that it will start pro-



NEWS

Simpsons, Yes; Hand-Held, No!

Tom R. Halfhill



ducing its first games for the NES and Game Boy. EA's first NES title will be Skate or Die 2, the sequel to the bestselling Skate or Die.

Nintendo **Nixes** Color Hand-Held

For more than a year, an independent company named BDL Enterprises has been working on a handheld videogame machine capable of playing all standard NES

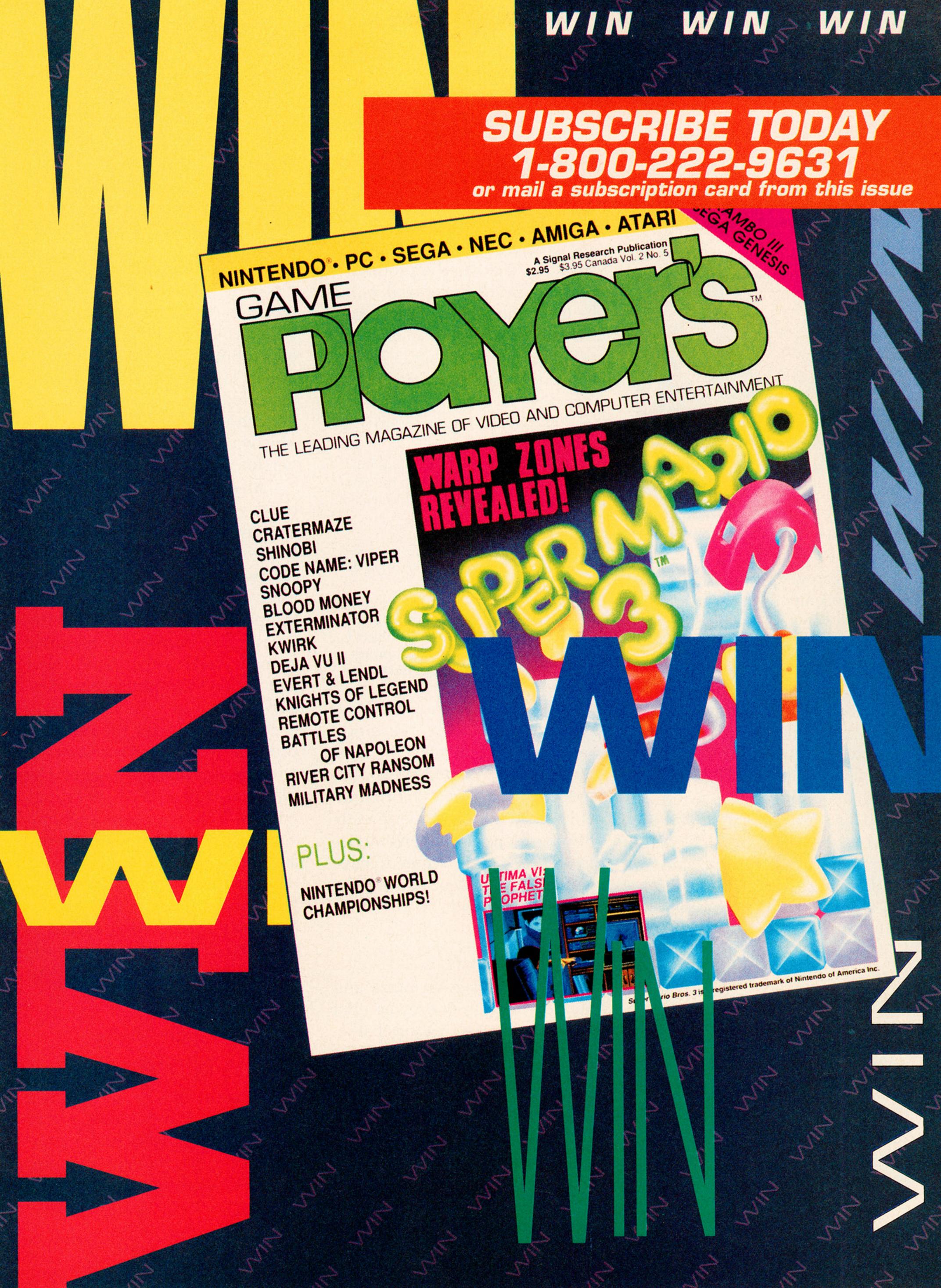
cartridges on a full-color liquid crystal display (LCD) screen. The battery-powered portable wasn't intended to replace either the black-and-white Game Boy or the regular NES console, but rather to provide a more powerful (though more expensive) alternative for those who want to play Nintendo games on the go. It would have also competed directly with other full-color hand-helds, such as the Atari Lynx, the recently announced NEC TurboExpress (see page 14), and the still-secret Sega portable expected in 1991.

Unfortunately, it looks as if Nintendo fans will have to wait a little longer. According to a company spokesman, BDL's brainchild was denied a manufacturing license by Nintendo of America and will never reach the stores.

> Three new games based on The Simpsons — including NES and Game Boy versions — are coming this fall and early in 1991 from Acclaim Entertainment.

"We'd love to bring it out, we're prepared to bring it out, but without a license, there's no chance," said Bruce Lowry, vice president of CCA Development Group, the company which provided financial backing for BDL's project.

Lowry explained that BDL's prototypes use proprietary Nintendo technology, including special computer chips patented by Nintendo. Therefore, BDL needs a manufacturing license from Nintendo in order to legally produce the machine. BDL recently demonstrated the hand-held to Nintendo officials, but, according to Lowry, Nintendo turned down their request for a license. Lowry says that Nintendo didn't object to BDL's design or the use of Nintendo chips in the prototype, but rather to the basic concept of the machine.

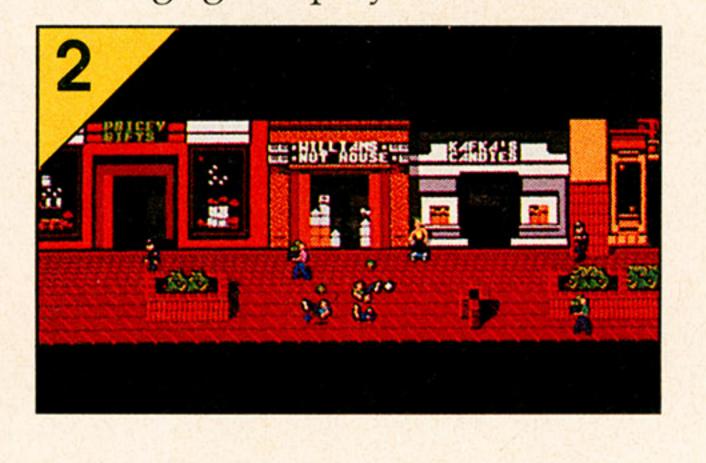




"They said that it does not fit into their long-term marketing plans at this time," Lowry told *Game Player's*. "That's the only reason they gave us.

"We can get around using the Nintendo chips," Lowry continued, "but some patent licenses are involved and it would be a problem. We don't want to get into a legal battle with Nintendo. It would be like David and Goliath."

Lowry said the project could be revived if Nintendo reverses its decision and gives BDL the goahead, but otherwise it's terminated. Although the machine could be redesigned as an NEC or Sega hand-held, Lowry said it would require a great deal of work and would force BDL to compete with the portables already expected from NEC and Sega. Also, there aren't nearly as many NEC and Sega game players as there are



Nintendo players, so not as many units could be profitably sold.

The final prototype developed by BDL was fully NES compatible, capable of playing any NES cartridge with identical screen resolution and colors. Standard features included a four-inch color LCD screen with special backlighting and shock-resistance technology, a built-in speaker, and an earphone jack. Early prototypes used standard NES controllers, but the latest model had its own control pad. The unit was about 10 inches long, 6 inches wide, and 1.5 inches deep, and could run 30 to 40 hours on a set of four C cells. It was designed to retail for \$149 to \$169.

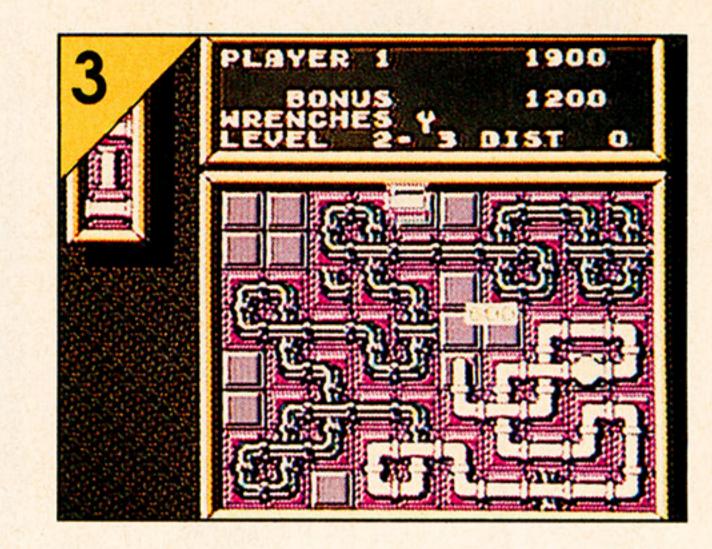
- A kidnapping sends you into action in *Skate or Die* 2, the first Nintendo game from Electronic Arts.
- 2 Skateboards are the primary mode of travel in *Skate or Die* 2.
- Bullet-Proof Software's *Pipe Dream* was adapted from a popular computer game. The object is to build networks of pipes in order to channel a flowing liquid known as *flooz*.

No one outside Nintendo knows for certain why the BDL machine was rejected. Was Nintendo worried that a color handheld would compete too directly with the Game Boy, even at twice the price? Or does Nintendo have a color hand-held of its own design waiting in the wings?

Radical, Dude!

They don't subsist on pizza and they don't live in the sewers, but they're the hottest cartoon characters on TV since the Teenage Mutant Ninja Turtles. And now the Simpsons are coming to a Nintendo machine near you.

Acclaim Entertainment recently obtained exclusive rights from Twentieth Century Fox to



produce videogames based on Fox-TV's hit show *The Simpsons*. Acclaim has announced three versions so far: NES, Game Boy, and a SuperPlay hand-held. The SuperPlay version is coming first, expected in October. The NES version is scheduled to follow soon afterward, and the Game Boy version is anticipated in early 1991.

All of the games will be based on the Simpsons characters created by cartoonist Matt Groening, but will probably focus on Bart Simpson, the ornery son. In the NES version, for example, the Simpson's hometown is being invaded by aliens who resemble humans, and it's up to Bart to alert everyone of the impending danger.

Competition for the rights to produce videogames based on *The Simpsons* was reportedly fierce. The TV show is drawing high ratings with the 8- to 16-year-old age group as well as the 18- to 34-year-old audience. And sales of Simpsons merchandise — including t-shirts, lunch boxes, mugs, and buttons — have been skyrocketing, helped in part by a cover story on the show which recently appeared in *Newsweek*.

Electronic Arts Goes Nintendo

The latest company to obtain a license to produce Nintendo games is Electronic Arts, a major publisher of entertainment software for personal computers. Since its

GAME PLAYER'S

founding in 1983, EA has built a solid reputation among computer owners for such programs as *Pinball Construction Set*, *DeluxePaint*, *The Music Studio*, *Battle Chess*, *The Bard's Tale*, *Earl Weaver Baseball*, *John Madden Football*, *Abrams Battle Tank*, and *688 Attack Sub*.

Until now, EA's involvement with Nintendo has been limited to licensing its computer titles to Nintendo publishers, who then issue the games under their names instead of EA's. An example is *Skate*

or Die, an EA computer game that was released for the NES by Ultra. In all, EA has licensed 15 of its computer games to Nintendo publishers, although most have yet to appear on the market.

But now that EA has its own Nintendo license, it will begin publishing Nintendo titles under its own name. This will probably lead to the release of even more EA games for Nintendo.

The first NES game to bear the EA label will be *Skate or Die 2*, scheduled for release in September. It's the sequel to *Skate or Die*, which has sold 1.2 million copies on the NES alone.

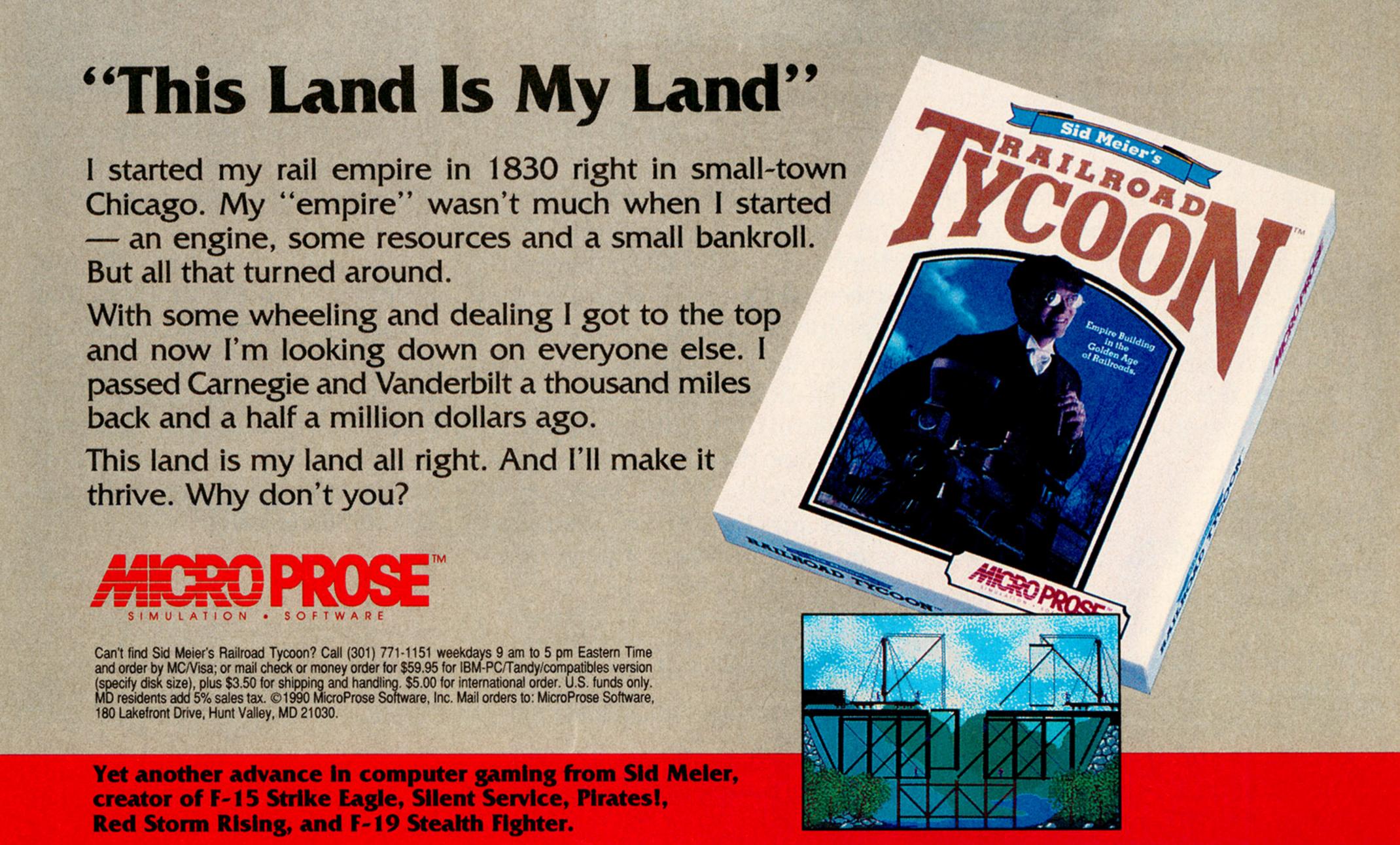
According to EA president Trip Hawkins, EA is currently working on four additional NES games and is also developing titles for the Game Boy. These products are expected to begin hitting the stores in 1991.

EA also plans to sell its NES

and Game Boy titles overseas. "Until now, the European and Australian videogame markets have been fairly small," said Hawkins. But he said Nintendo is launching a major effort to push the NES in those regions, and EA hopes to be ready with a strong list of titles.

Another part of EA's Nintendo strategy is to prepare itself for the shift to 16-bit videogame machines in the 1990s. By the end of this year, the number of 8-bit NES machines in the U.S. is expected to peak at about 30 million units, Hawkins noted. "That's three times the base of the original Atari [2600] system [in the early 1980s], and a pretty clear indication that this market is here to stay," he said. By late 1991, Nintendo is expected to release its 16-bit Super Famicom in the LLS

In fact, EA is already making initial moves into 16-bit video-



NINTENDO NIEWS

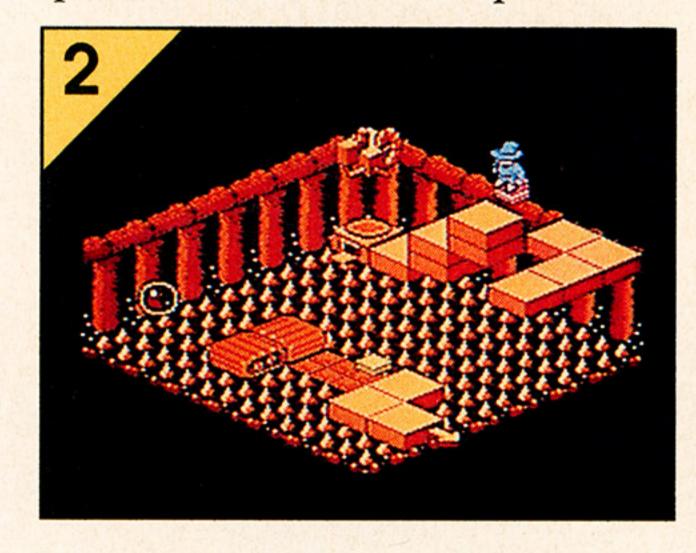
64 (see our review in the March 1990 issue of *Game Player's*). The NES version of *Pipe Dream* is coming from Bullet-Proof Software.

Pipe Dream combines action and strategy in much the same way as the mega-hit Tetris, yet is completely different. When the game begins, a liquid known as flooz starts flowing through a short

Dream declare that it's the most addictive game they've seen since Tetris.

Another new action-strategy game that looks interesting is *Solstice* from CSG Imagesoft, although this one isn't a computer translation. At first glance, *Solstice* seems to be a ho-hum adventure game with a well-worn plot: You must find your way through a maze of rooms to rescue a kidnapped princess. But it's actually a fascinating puzzler that demands nearly equal amounts of cleverness and dexterity.

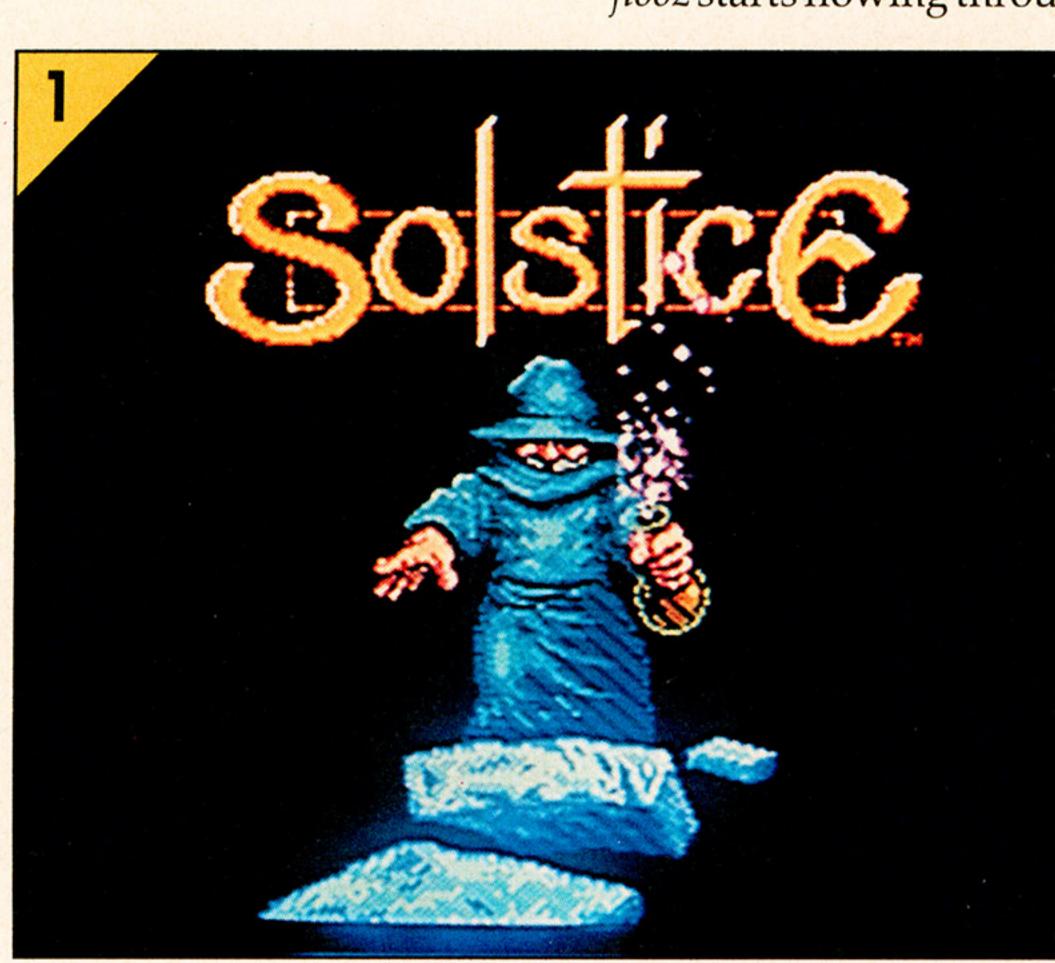
Each room in *Solstice* is a different challenge. Sometimes the only danger is that you'll fall on the floor and impale yourself on a spike. Other rooms are patrolled



by guards you must outwit. Along the way, you can find such items as keys, potions, and magic jumping boots.

But what really caught our attention were the graphics and sound in *Solstice*. It's an exceptionally attractive game with 3-D perspective and exotic music. And when your character makes a mistake and gives up his ghost, the accompanying sound effect is especially amusing.





games. EA recently announced its first three titles for the Sega Genesis: *Populous*, a critically acclaimed strategy game; *Budokan*, a martial arts action game; and *Zany Golf*, a miniature golf game with unusual twists. All three games were hits on personal computers. (For more on EA's Sega Genesis titles, see this month's "Sega Players" column on page 44.)

A Pair Of Puzzlers

EA isn't the only company bringing out Nintendo versions of popular computer games. One interesting title we're awaiting is *Pipe Dream*, an engrossing puzzle game originally released by Lucasfilm for PCs, the Macintosh, Amiga, Atari ST, and Commodore

pipe. Your goal is to extend the pipeline and build the longest possible network before the flooz reaches the end of the pipe. Various sections of pipe appear in a dispenser on the left side of the screen and must be added to the pipeline in a certain order.

To finish a round, you must get the flooz to flow through a pipeline of the minimum required length. You then advance to a more difficult round that requires a longer pipeline. Some computer gamers who have played *Pipe*

- Solstice is an action-strategy game from CSG Images oft that features exceptional graphics and sound.
- Each room in *Solstice* offers a different challenge. Can you make it out of this room without falling onto the spikes?

20



You'll have to be smooth as ice.

Strategy gaming takes a chilling new turn.

Your brave community has been driven to the brink of extinction by a Second Ice Age.

Now a new peril arises. An overwhelming enemy force approaches your heat mines, your only source of warmth and power.

A collection of thirty-two mismatched citizens suddenly becomes the only army to oppose the invaders.

Innocent civilian equipment — skis, hang-gliders, snowmobiles and cable cars — suddenly become indispensable implements of war.

Your manpower and hardware alone will never stop the enemy. Your community's only hope is superior strategy and leadership.

The strategy and leadership are up to you.

Midwinter — gigantic, innovative, unforgettable!

straightforward icon controls
32 characters with fully-developed personalities
detailed maps of the 160,000 sq. mi. playing zone
fractal, light-sourced 3-D terrain
one of the Masters of Strategy Series
For Amiga and Atari ST; coming soon for

For Amiga and Atari ST; coming soon for IBM-PC/Tandy/compatibles







Marketed by MicroProse Software, Inc.

Warning: The Foll Chills, Dizziness And

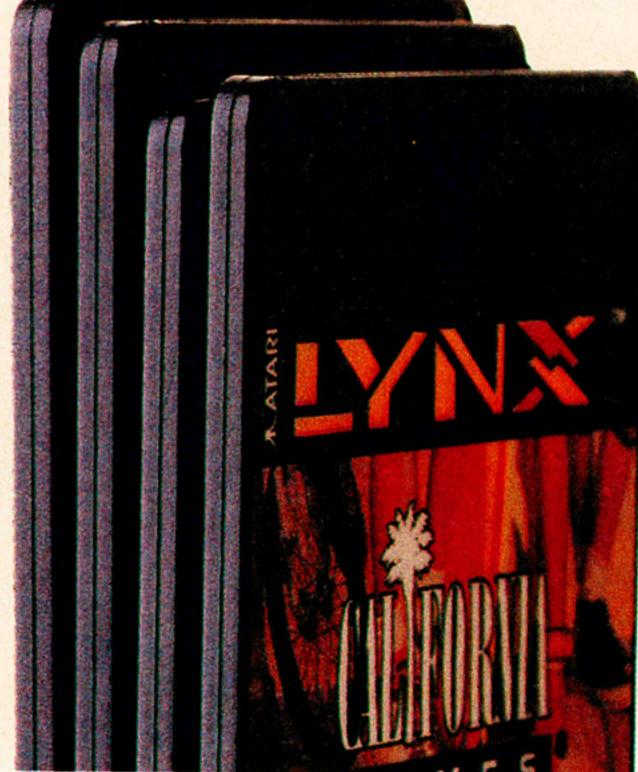


Atari Lynx™ comes with AC adaptor, Comlynx™ cable and four games on one Lynx game cartridge.



Gauntlet*: Smash arcade hit. The enchanted Star Gem has crashed to earth. Capture it from evil creatures before they use its magical strength to destroy man. 1 to 4 players.

Lots of games are available on compact cartridges, with more being developed as we speak.



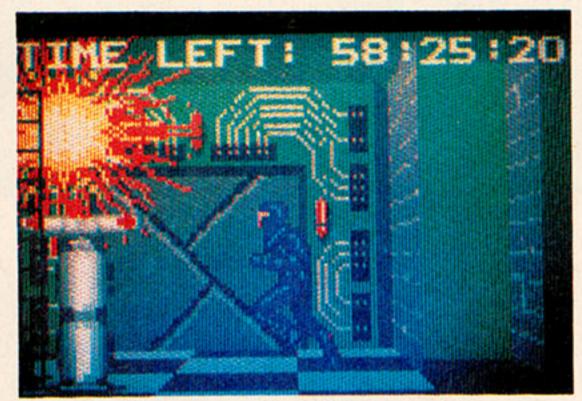


Blue Lightning[™]: Fly a top secret combat jet while avoiding missiles, ice fields, canyon walls and the dark of night.



Atari®, the Atari logo, LYNX™ and Electrocop™ are trademarks or registered trademarks of Atari Corporation. ©1990 Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved. (Electrocop™ Software ©1990 Epyx, Inc.,

owing May Cause Shortness Of Breath.



Electrocop™: Rescue the kidnapped daughter of the president. Invade the Steel Complex where dangerous robot traps protect the Criminal Brain.



Connect up to 8 Lynxes.
On some games, all 8 players can be on screen at once.



The Lynx portable game system is every bit as good as home systems.

It has great color and sharpness like a big screen TV. It has deep levels of play on popular and new games. And on some games, you will be able to link up to eight Lynxes so everybody can play together.

It's enough to give you chills.

And make our competitors sick.

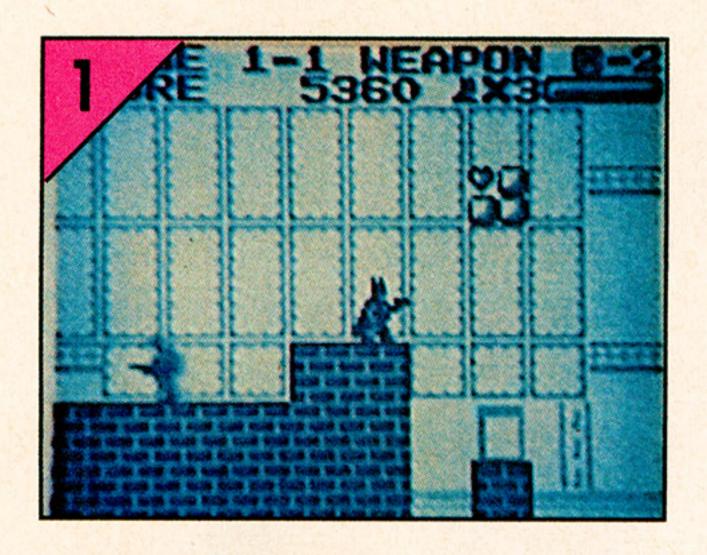
It's available at all major toy and electronic retailers.

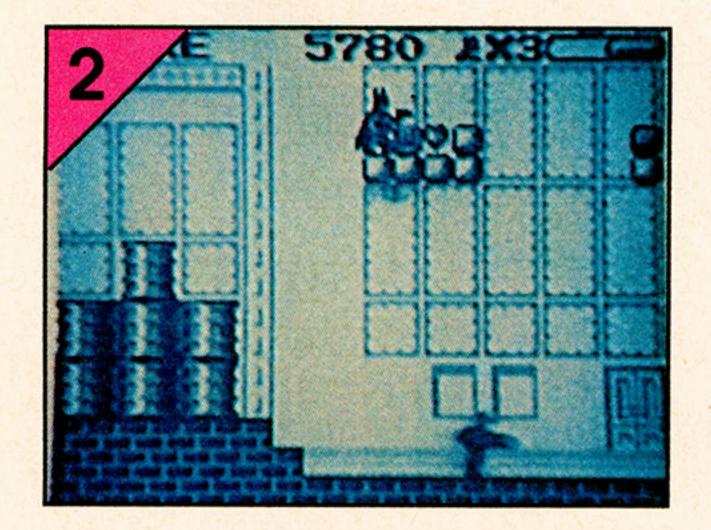
Call 1-800-443-8020 for the dealer nearest you.

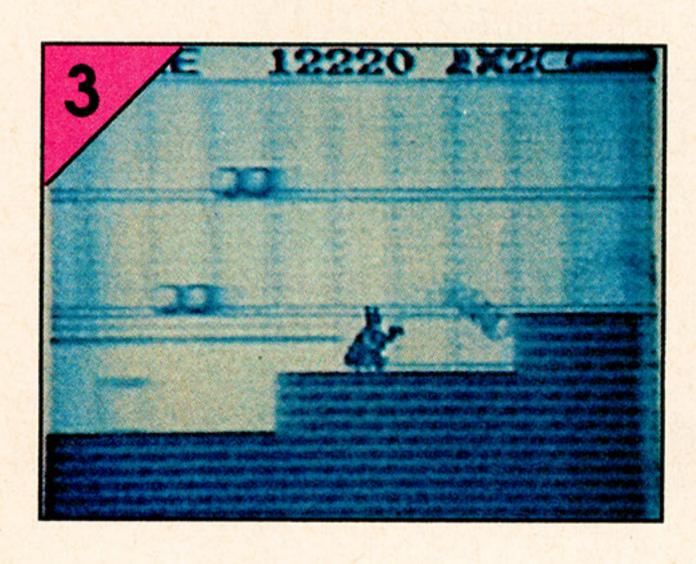


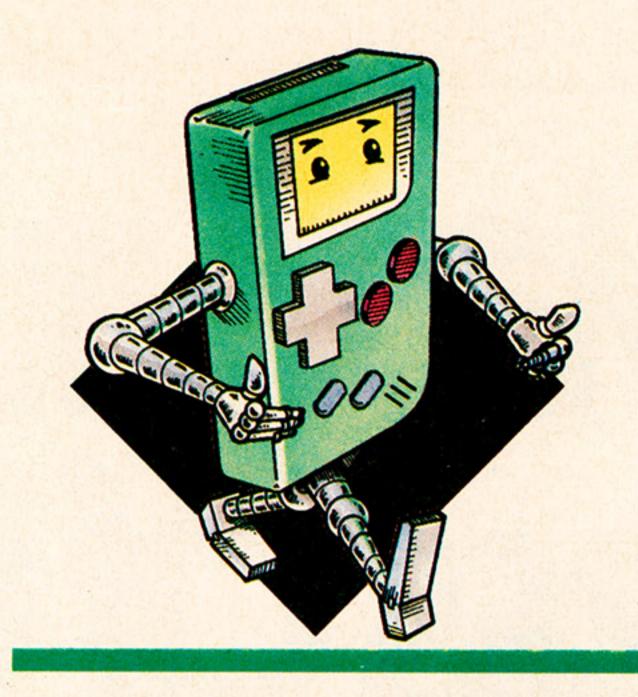
won't be left out of the Batman craze, thanks to the folks at Sunsoft. The company that brought last summer's hottest movie to Nintendo is now doing the same for the Game Boy.

In this version of *Batman*, you play the Caped Crusader as he battles to stop the Joker from unleashing deadly nerve gas on the citizens of Gotham City. The action takes place in locations that will be familiar to fans of the movie and the NES game. You'll walk through the dark streets of Gotham, battling thugs every step of the way. In the Axis Chemical Factory, you'll meet Jack Napier







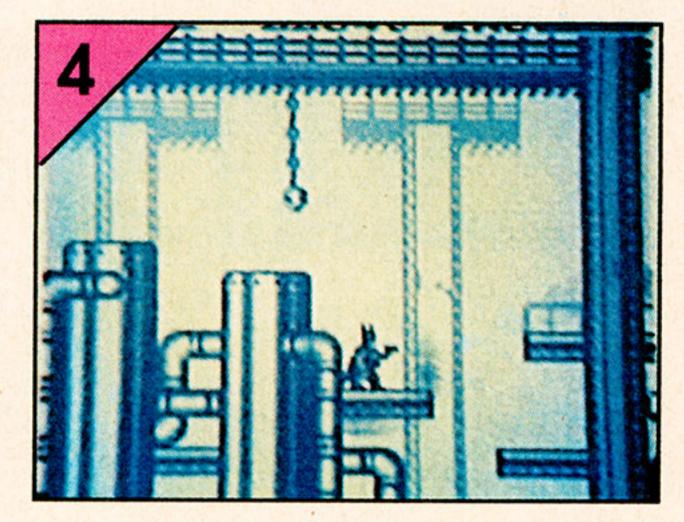


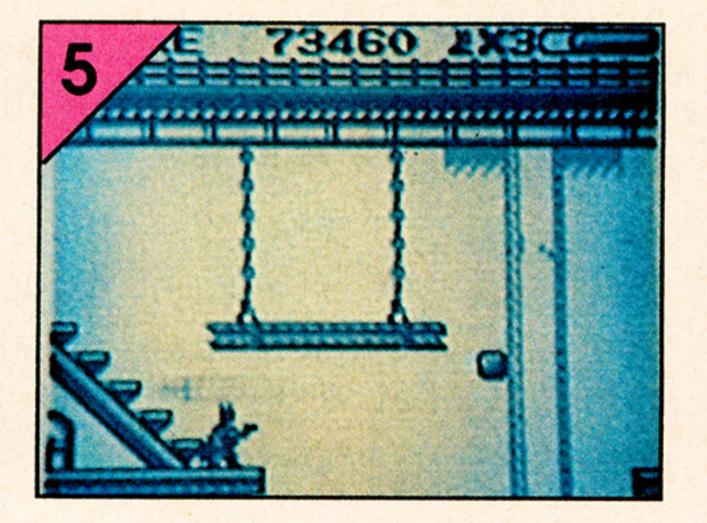
GAMEBOY PLAYERS



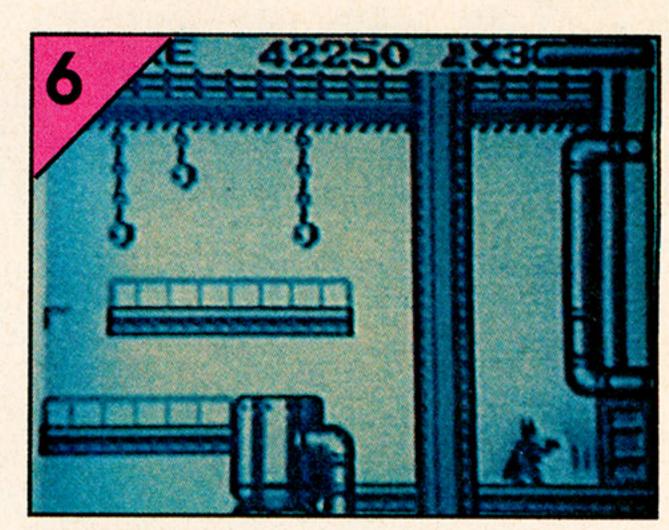
Matthew A. Firme

and unwittingly help him become the Joker. You'll visit the Flugelheim Museum and Gotham City Cathedral, and you'll even get to pilot the Batwing.





Scattered throughout every stage are a number of dark blocks concealing power-ups, bonuses, and additional firepower options. Every heart you find boosts your life force, and the Batman symbols award extra lives. There are six gun items that give you special weapons, including the ability to shoot through walls, fire continu-



Shoot the dark blocks whenever you can. Hearts will increase your life gauge, but be careful not to lose a life trying to get a heart.

When trying to get a dark block, often you'll have to blast through some light-colored blocks. Decide which light blocks you should shoot and which you must jump to in order to reach a bonus item.

Learn what each gun symbol does so you can arm yourself with the most powerful weapons. For example, the wave gun fires bullets that sweep up and down, making exact aim unnecessary.

Many of the toughest challenges in the Axis Chemical Factory are the long jumps you have to make. Be sure you've cleared your landing spot of enemies before you jump.

The block at the end of this beam holds an extra life. Shoot it before you jump onto the beam, then grab it on your way down.

At the end of each stage is a door you have to shoot before you can advance to the next level.



Live Action That Never Ends.

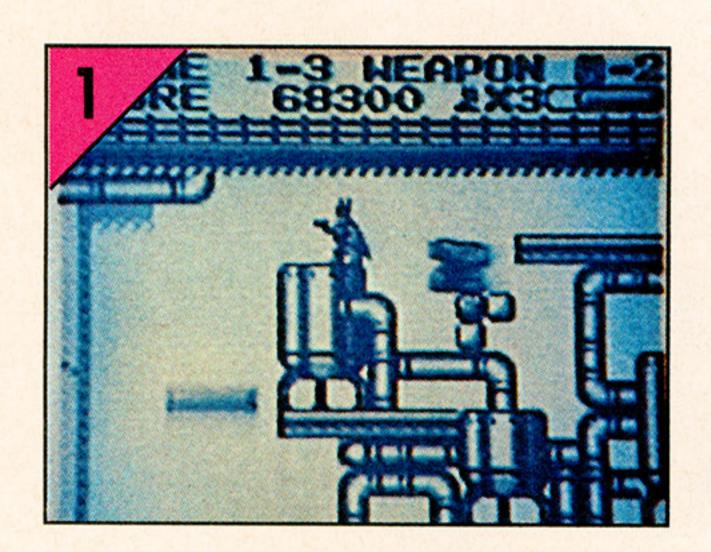


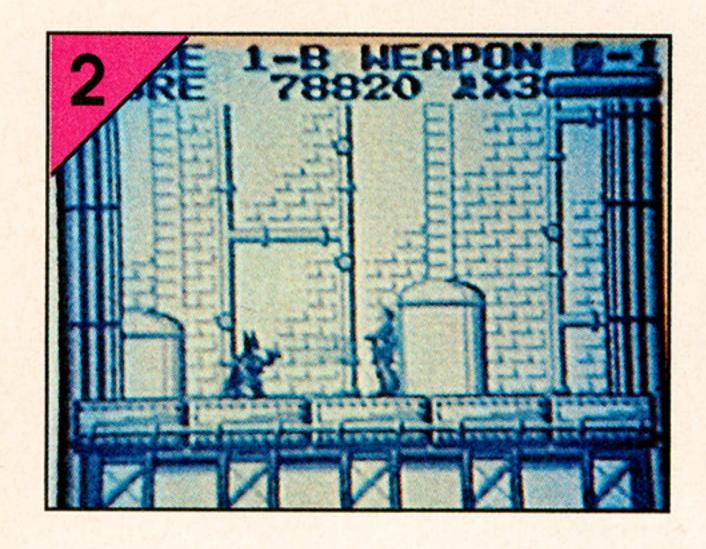
GAMEBOY PLAYERS

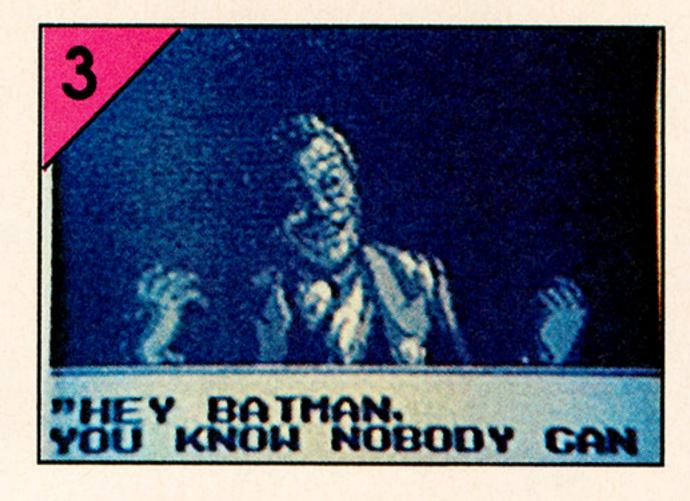
ously, clear the screen of enemies with smoke bullets, or launch powerful Batarang projectiles.

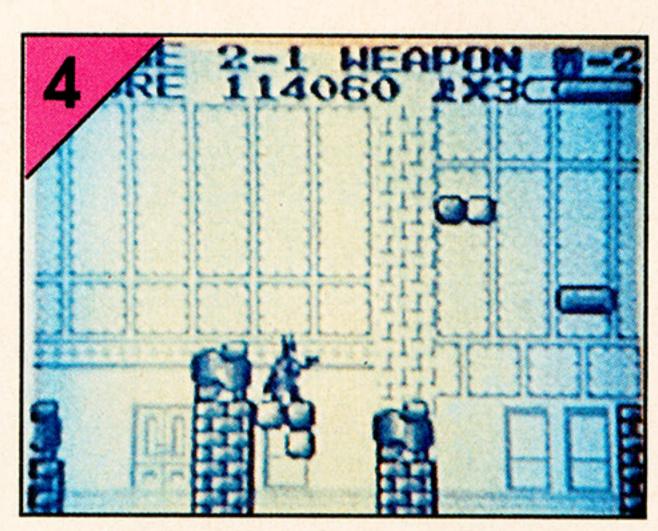
The Game Boy version of Batman comes remarkably close to the full-size NES title. It is a richly detailed game, and all four stages are filled with individualized touches. Each location is distinct and complete, from the woodpaneled doors of the cathedral to the heavy chains hanging from the warehouse ceiling. In a way, the clean, black-and-white lines in the Game Boy version are almost an improvement over the cluttered backgrounds of the NES game.

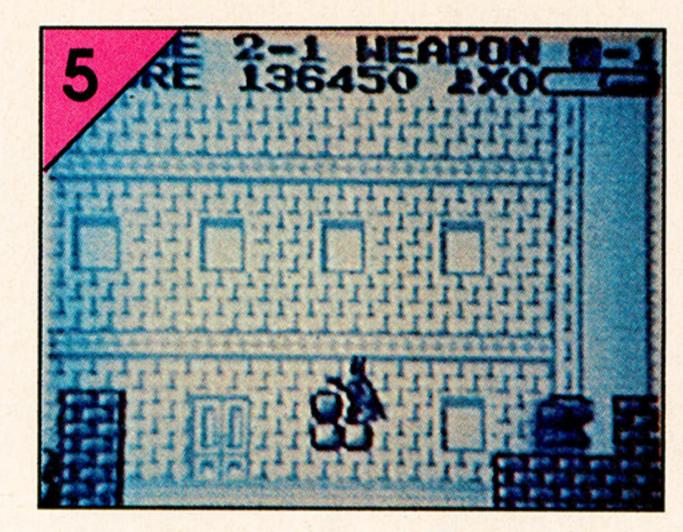
Batman consists almost entirely of jumping and shooting, and it can become tiresome. But that's

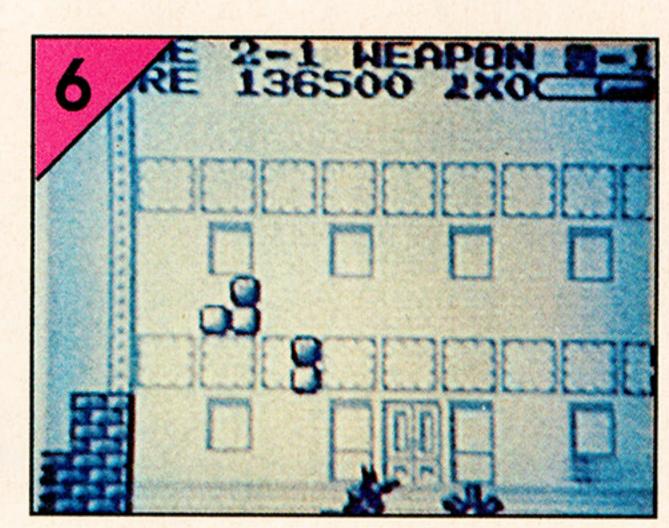


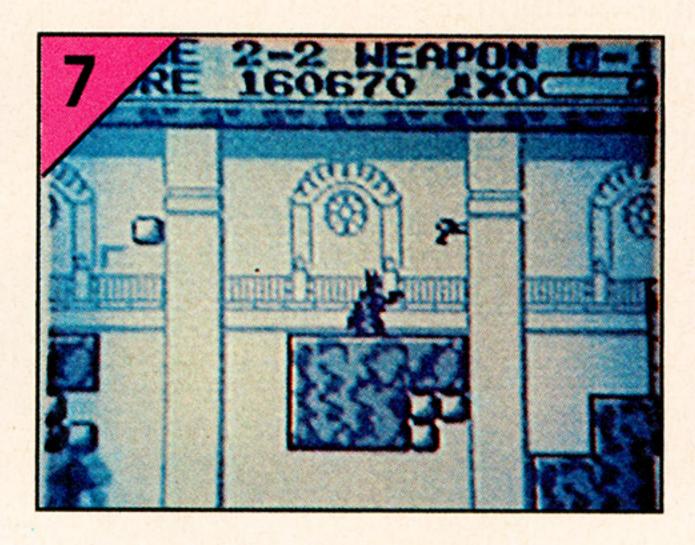














As you fight your way through this maze of pipes and chemical vats, be sure to pick up as many power-ups as you can. You're about to meet one of Gotham City's most ruthless crime bosses.

Jack Napier, the crime boss you're after, is a tough opponent. To beat him, kneel and shoot until he gets close. Then jump, run to the other side, and do it again.

You may have defeated Napier, but you've unwittingly created an even more dangerous criminal: the Joker!

Apparently the Flugelheim Museum is in disrepair — blocks and debris will fall and crush you if you're not careful. Don't stay on any pillar too long.

You must destroy the creature on the right before jumping over to the ledge.

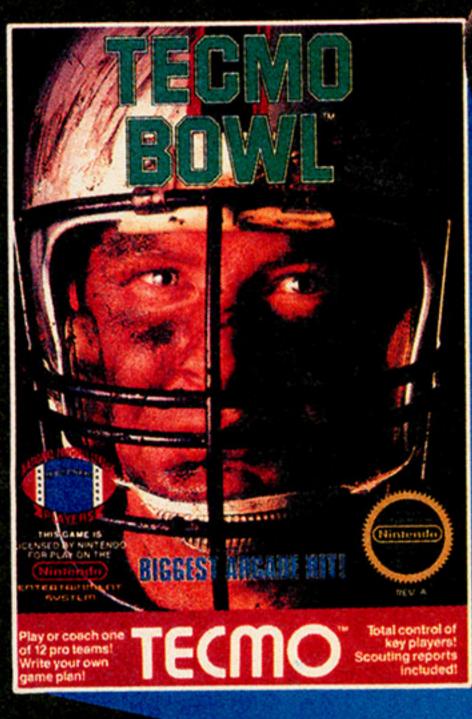
Although this cannon can shoot in several different directions, it fires only one barrel at a time. Watch for the pattern, then dodge and shoot.

7 The gun symbol increases your weapon's power. If it previously took two shots to defeat an enemy, you can now do it with one.

The dark block below Batman contains an extra life. Be sure to get it now, because you'll definitely need it.

1989 WINNERS

Best Sports

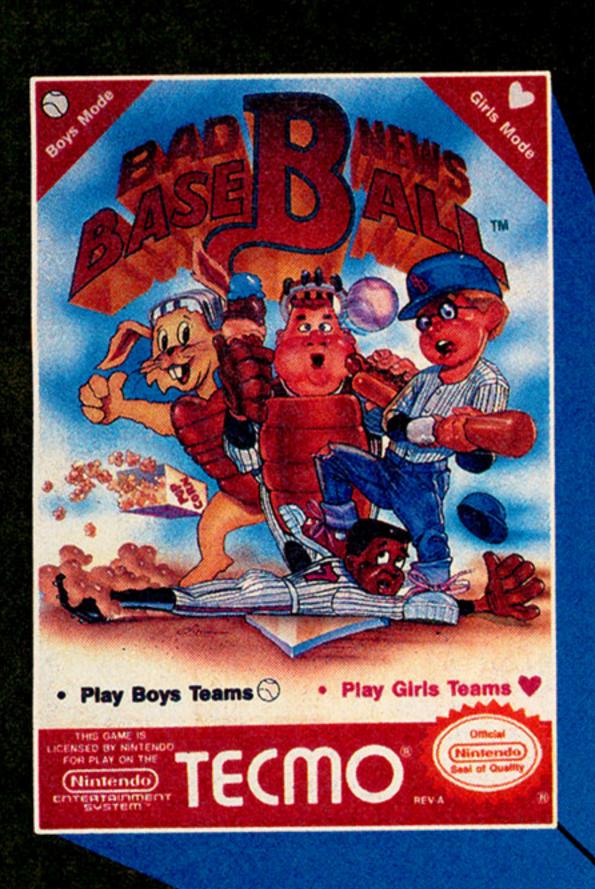


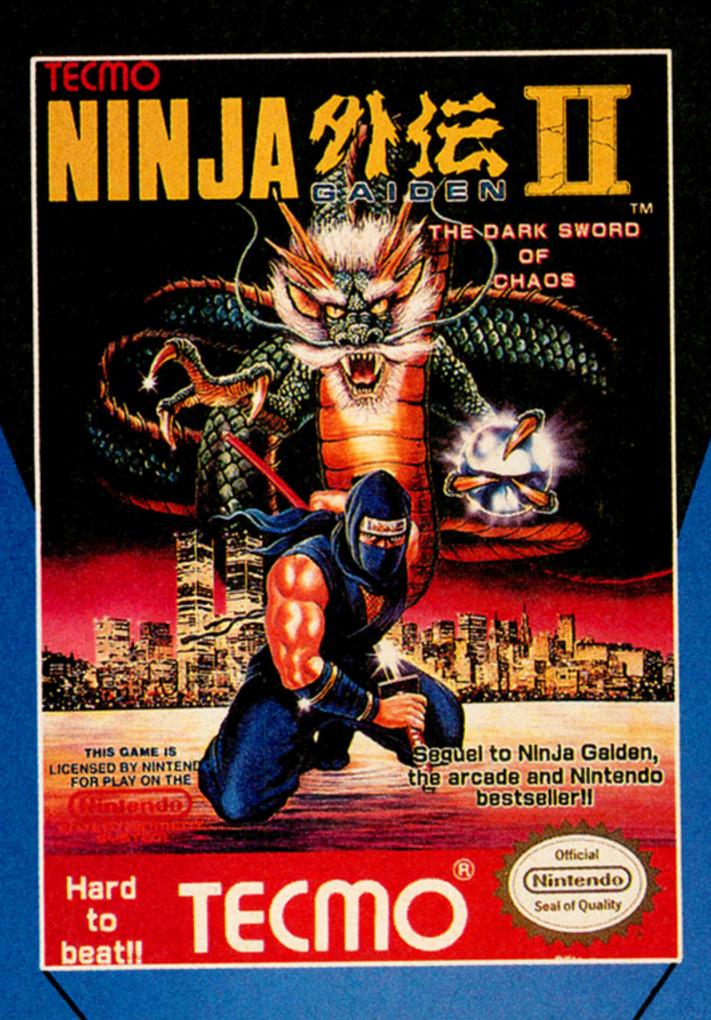


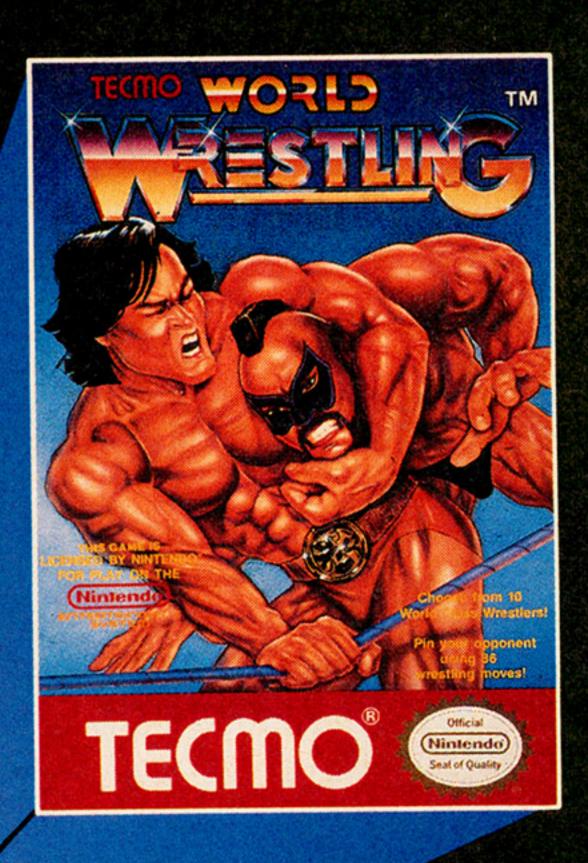
Best Martial Arts



1990 CANDIDATES

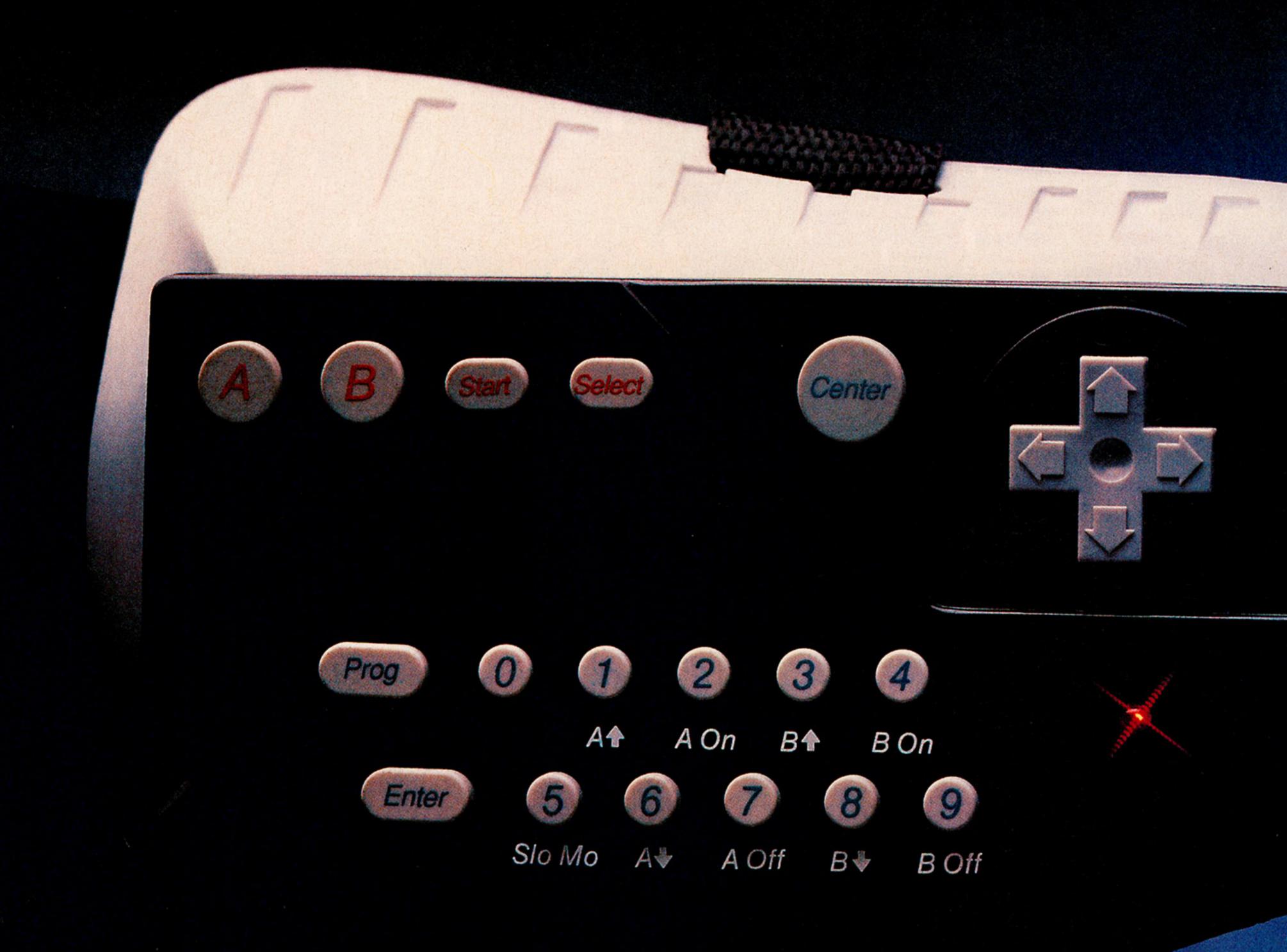






TECMO Advertising... Hard to Beat!

TECMO, INC. 18005 S. Adria Maru Lane, Carson, CA 90746 • (213) 329-5880



FIER GESE

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

As soon as you put on the Power Glove, its

3-D sensors track the position of your hand in space. You enter the program code. Calibrate the glove. Center it. And feel the mechanical moves of a joystick give way to free-flowing, instant response.

You actually knock out Mike

Tyson. Grab the steering wheel of Rad Racer.* All simply by moving your hand.

The Power Glove also gives you moves you've never had before—and never will have with a joystick. Twist your wrist for an immedi-

ate head butt in Double Dragon. Bend a finger for "Thrash Mode" your character turns and shoots in all possible directions.

Bend another for "One-Shot Turnaround": you automatically change direction and fire faster than



joystick games, especially vertical scroll games, new. Different. More exciting.

And that's only the beginning. Because with games specifically designed for the Power Glove, you'll be blown into another dimension: the third dimension.

In the '80's, all video game play occurred

the Power Glove adds the third dimension depth-so that you're playing in a "virtual reality." It's the future of video games. Years ahead of schedule.

So put on the Power Glove and put on the power of the future.

And feel everything else become child's play.







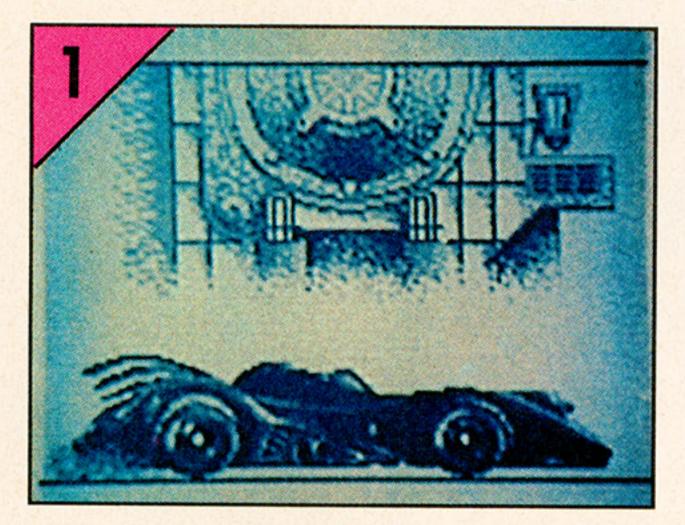
GAMEBOY PLAYERS

the nature of this kind of game, no matter what game system it's designed for. The scenery does vary quite a bit from stage to stage, and there are always new ledges to jump to, new enemies to tackle, and plenty of hidden power-ups to find. All this helps to hold the player's interest.

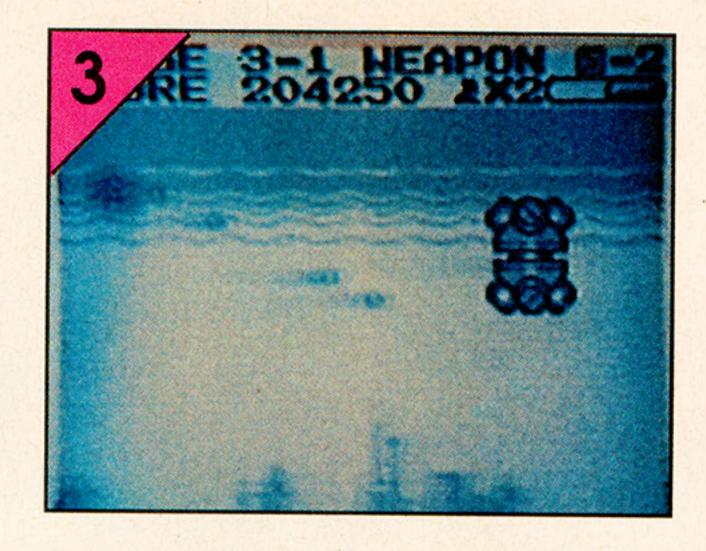
The graphics between the stages — big, impressively rendered closeups and action stills — are better than those found in many full-size videogames.

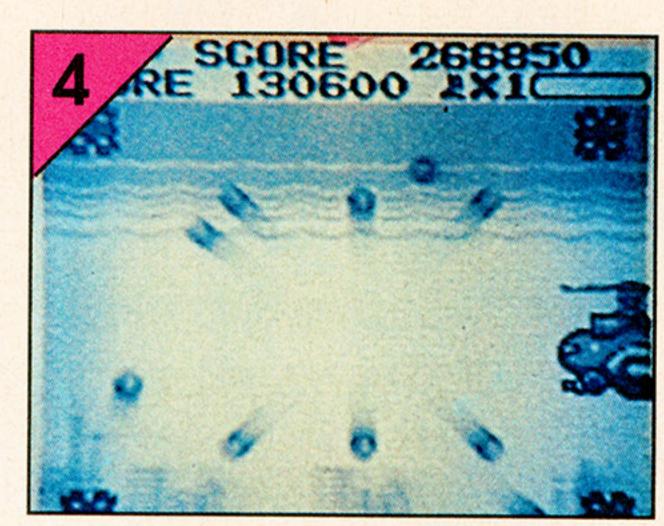
If designers can maintain or even surpass the quality we've seen so far in games like Batman, Double Dragon, and The Amazing Spiderman, the future looks bright for Game Boy fans.



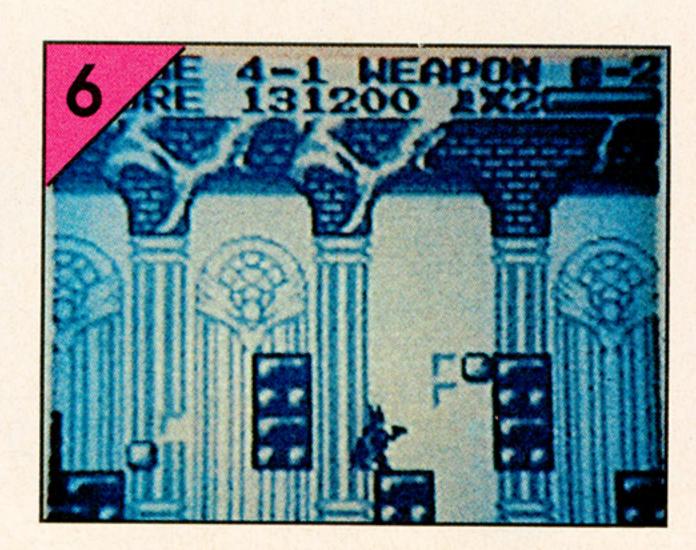


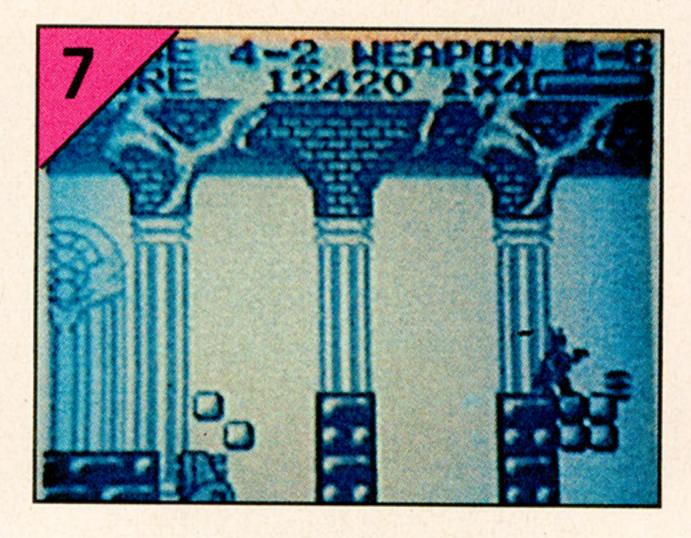


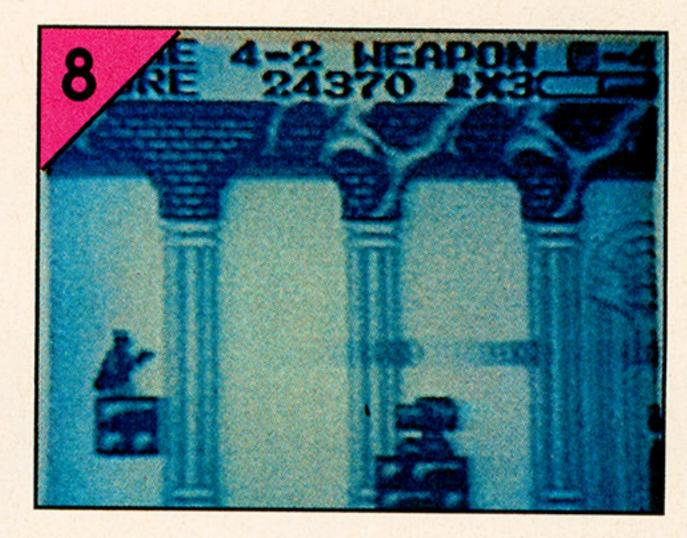












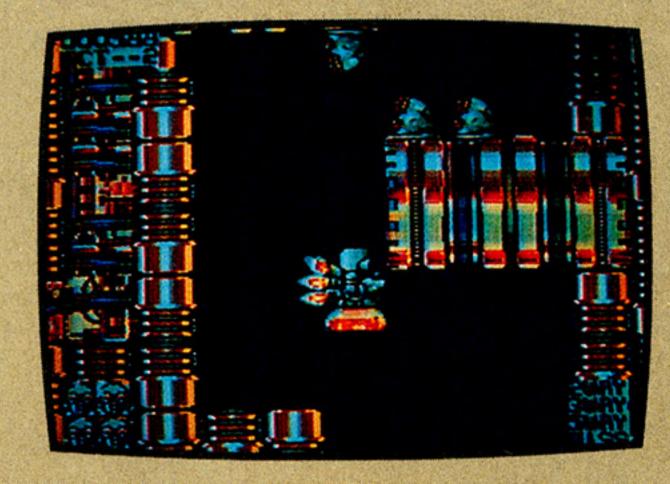
- You leap into the Batmobile, racing to find the Joker before it's too late. Next stop is the Batwing!
- As you fly through the night, two attack jets swoop down behind you. Stay in the middle of the screen so you have more room to avoid their bullets.
- This ship is vulnerable to attack only at its center. Stay with it as it hovers, firing rapidly.
- The boss in stage 3 fires a missile with multiple warheads. Watch the pattern of his attack carefully.
- The Joker phones you at the Bat Cave, taunting you to come to the Gotham City Cathedral.
- The cathedral is the last and most difficult stage in the game.

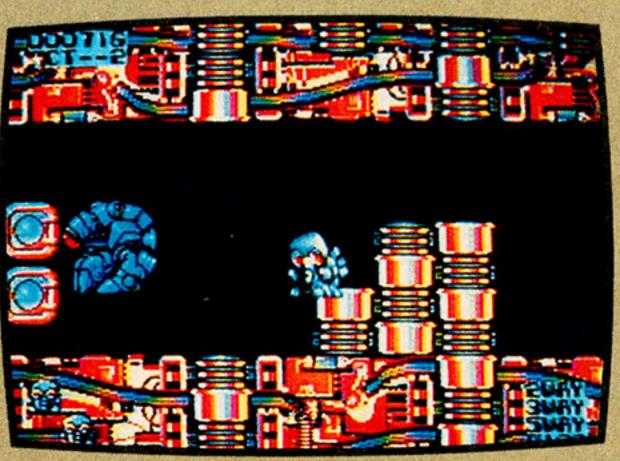
 Use the wave gun if you can, because it can hit enemies standing above or below your position.
- When the screen scrolls, you must jump obstacles and clear enemies as they come at you. Stay to the right so you'll have room to maneuver.

Phis is one of the most difficult levels in any videogame. As the screen scrolls rapidly to the left, it's practically impossible to know what's coming at you. You'll have to play this level several times before you'll get the knack. Good luck!









FOR PLAY ON. . . SEG

GENESIS)

POWER



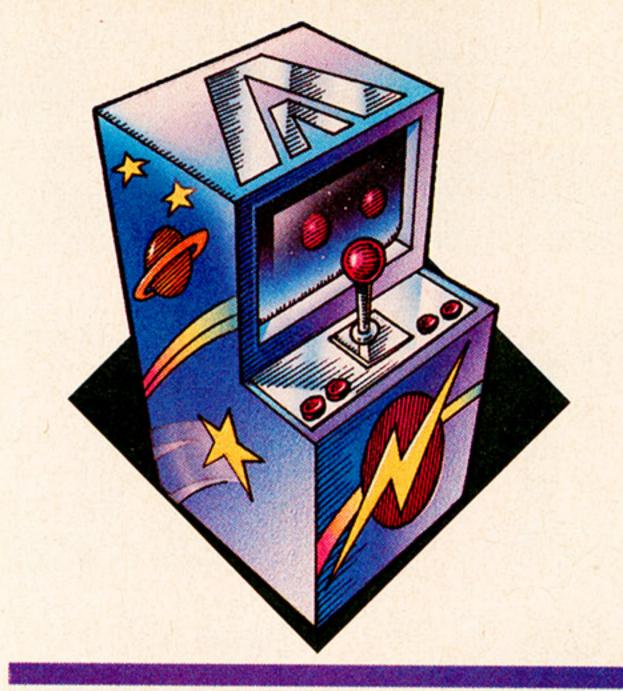
16 BIT

(213) 782-6960 / (213) 782-6961 2421 205th Street, Suite D-204, Torrance, CA 90501 when I first began covering the arcades for *Game Player's*, I related my surprise and delight at rediscovering what I'd been missing by confining my gaming to home computers. Recently I found myself experiencing a feeling of *deja vu* when I decided to check out that old dinosaur, the pinball machine.

We've all seen pinball machines lurking in the corners of coin arcades, stubbornly refusing to surrender to videogames. Good old pinball...who can forget the ding-ding scorekeeping, the burned-out bumper lights, and the one flipper that never seems to work? Years ago, I was what is known as a "random flipper." I didn't know what I was doing, so I just tried to play as long as I could on one quarter. Besides, unlike videogames, there's really no point to pinball besides bumping a ball around a board, is there?

Was I in for a surprise! Pinball is celebrating its 60th anniversary this year, and today's pinball





ARCADE ACTION

Pinball: 1990

Scott Wolf

- Earthshaker! is the first pinball machine that actually quivers and vibrates when you trigger a California quake.
- Banzai Run features two playfields
 the usual horizontal board at the bottom and a special vertical board behind the backglass.

machines bear as much resemblance to those old dingers as *Cyberball* does to *Pong*. Of course, some things never change. Sexy women still adorn the backglasses of many games. But most machines are decorated with scenes that illustrate the story of the game. That's right — the *story*!

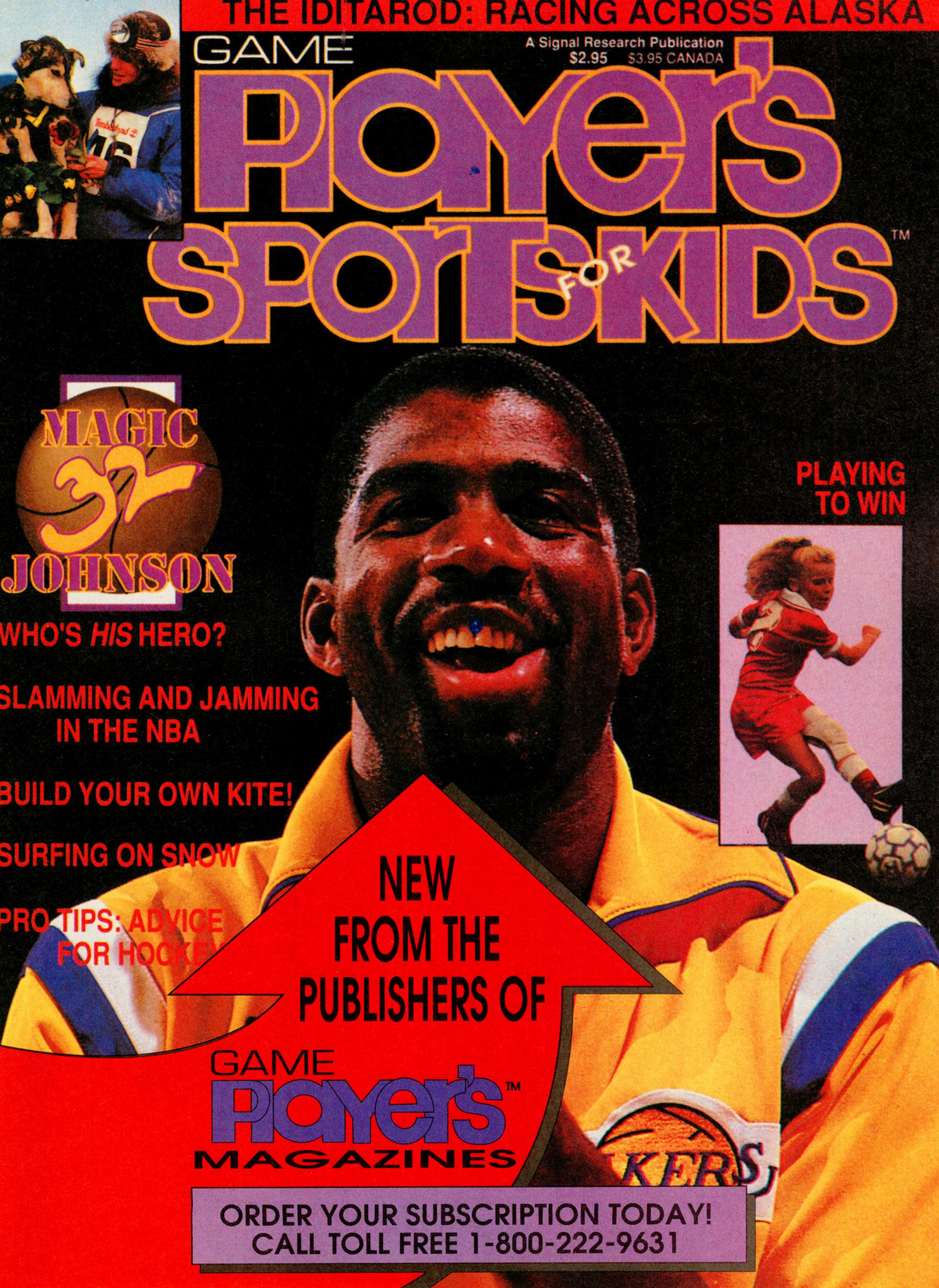
A good example is Data East's *The Phantom of the Opera*. Based on the 1911 novel, but taking full advantage of the recent Broadway play's popularity, *Phantom* boasts the first fully digital stereo sound-track ever used in a pinball game. It begins with a traditional rendition of Bach's tocatta and fugue in



D minor and progresses into more contemporary, up-tempo variations. When you insert two quarters (yep, two quarters — this is the 1990s), you'll hear the machine boast, "I am The Phantom of the Opera!," courtesy of a voice synthesizer chip.

Your goal in The Phantom of the Opera is to open the secret passage beneath the Phantom's organ and activate the multi-ball feature, which releases three balls on the board simultaneously. When the organ swings away to uncover the passage, the Phantom is unmasked, revealing his grotesque face. Then you get the opportunity to increase your score by millions of points. If you lose the balls, the girl screams and sings out, "Nooooo!" in a digital soprano. Then the organ rumbles back to its original position, blocking off the passageway.

Digital soundtracks aren't exclusive to *The Phantom of the Opera*. Most of the new generation pinball machines have digital music and speech. In Bally's *Elvira and the Party Monsters*, the actual voice



ARCADE ACTION



of the Mistress of the Dark invites you to boogie with her, and she encourages you with humorously risque double entendres. For example, if you try to start a game without paying, Elvira playfully warns, "Don't touch me there!"

However, the most important difference between these new machines and the pinball games of old is that the new ones each have a special story or goal. For example, here are five different games from

Williams Electronics that each have their own personality:

Rollergames, based on the syndicated TV show, puts you into a rough-and-tumble roller skating competition. When you sink a ball into a trap known as The Pit, it activates a magnet next to the midfield flipper. To remind you that the magnet will catch the ball, one of the Rollergirls yells, "Don't flip!" Then she hollers, "Flip!" so you can execute a maneuver known as "shooting the wall." During a sudden death period, each wall shot scores one million points.

Cyclone is a more relaxed game that lets you take a stroll through an amusement park, complete with calliope music, roller coaster ramps, shooting galleries, a ferris wheel, and the ever-present sideshow barker ("Hey, you with the face!").

Banzai Run is a king-of-thehill motocross challenge featuring

- Today's pinball machines like this board in *Earthshaker!* often have ramps, tracks, and tunnels that carry the ball above and below the regular playing surface.
- 2 Black Knight 2000 has a draw-bridge that raises and lowers (upper left).

game play on *two* different boards
— the traditional sloping horizontal table and the vertical backglass.
If you defeat any of the four riders
on the regular playfield, the ball
makes a heart-stopping hill climb
onto the vertical playfield.

Earthshaker! is the first pinball machine that literally rocks 'n' rolls. If you can shoot the ball into the right zones, it triggers an earthquake along the San Andreas Fault, dropping California into the ocean and raising property values in Nevada. The pinball cabinet shudders and shakes as the Richter scale tops 11.

Black Knight 2000 is the table to try if you like your battles more

personal. The knight will taunt you mercilessly, but the accompanying choir of angels inspires you to cut him off at the knees.

Along with multiple-ball features, these games are adorned with a myriad of clear plastic and wire-frame ramps and chutes for multilevel play. If the machines sense that your skill is a bit on the lame side, they'll spot you a Bozo Ball — that is, an extra ball when you lose your last one down the side drain. And sometimes they'll even help you out by telling you what to shoot for — how to score those extra points.

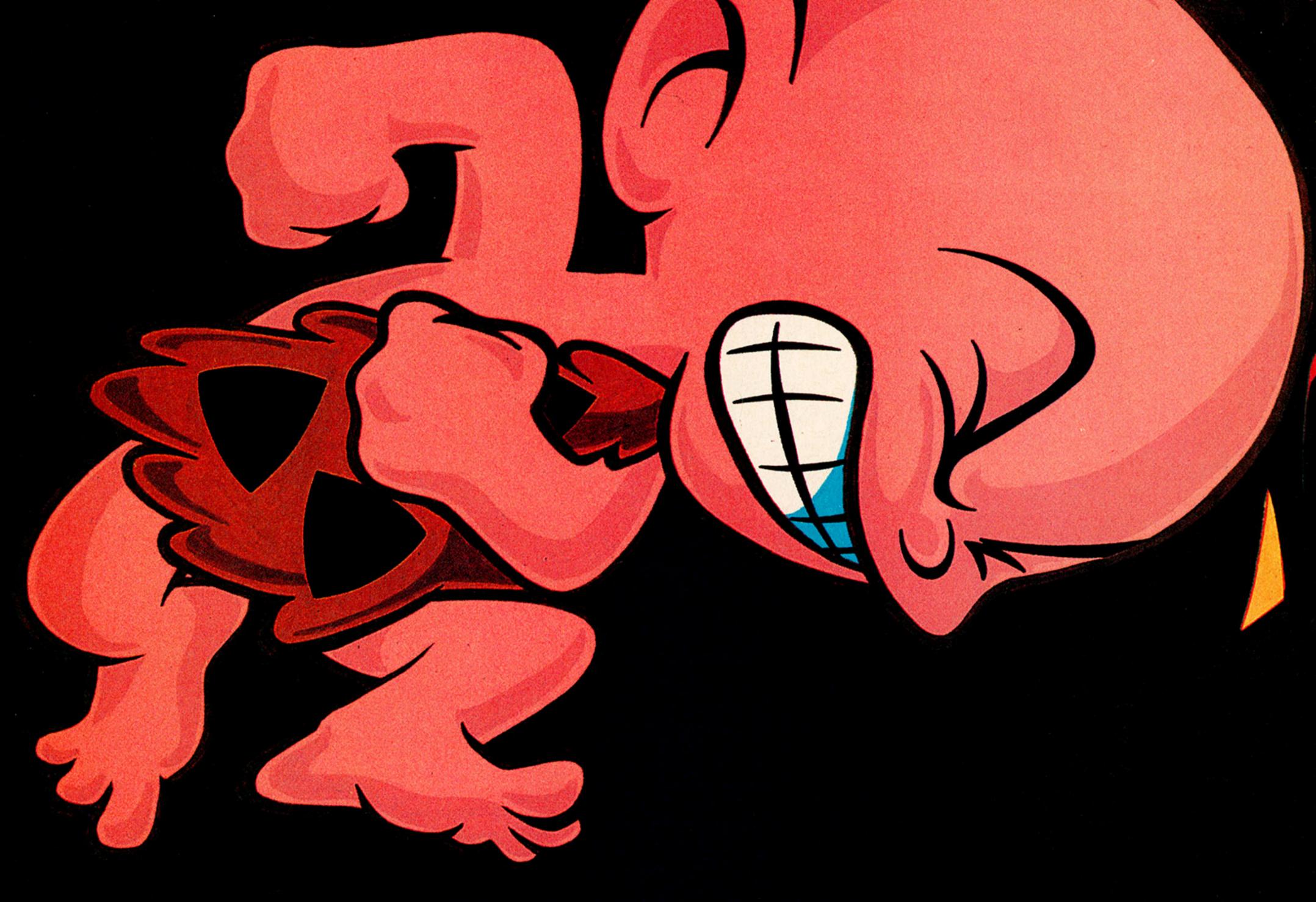
So the next time you visit an arcade, save a few quarters for something different. Pinball machines are still around, and it looks like they're here to stay.





34





IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

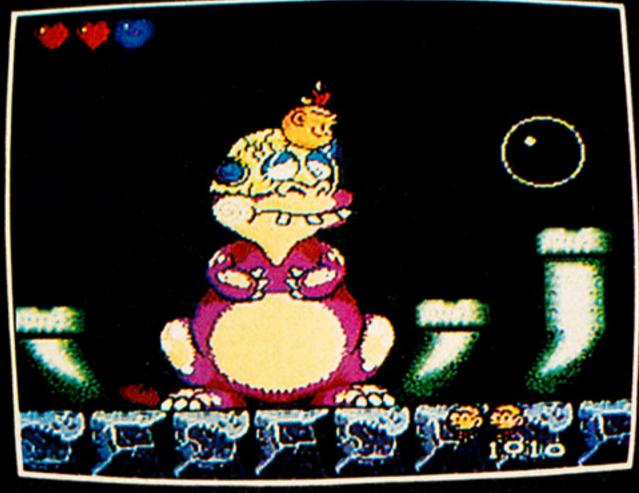
You live in a world of prehistoric swamps, tropical PREPARE TO forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

BUTTHEADS the Princess Za (a most excellent-looking babe.)
As Bonk, the heroic young Neanderthal head-banger

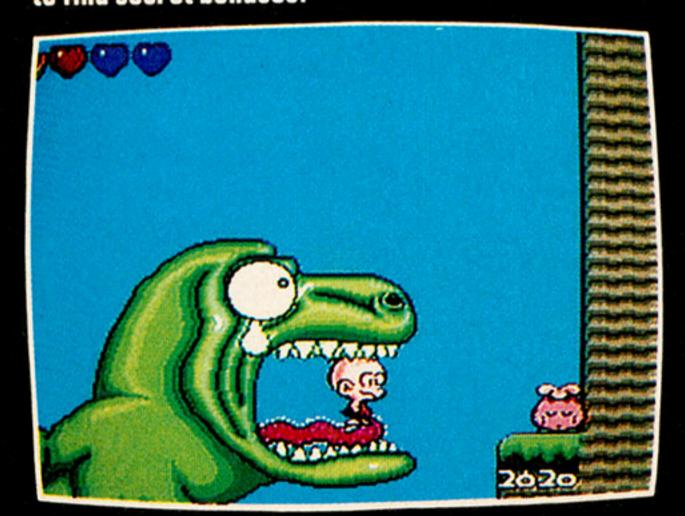
As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

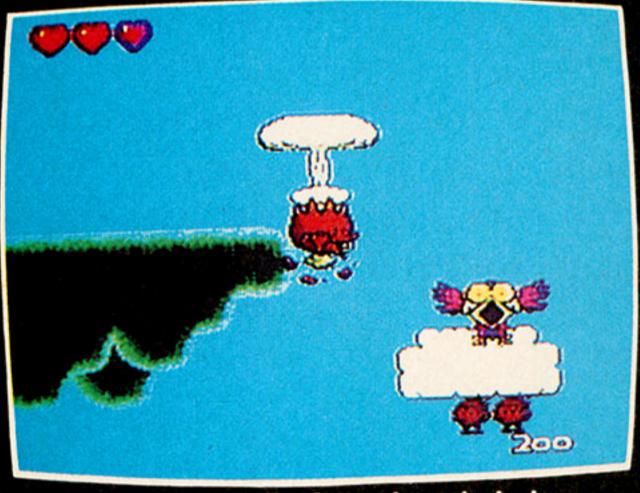




As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

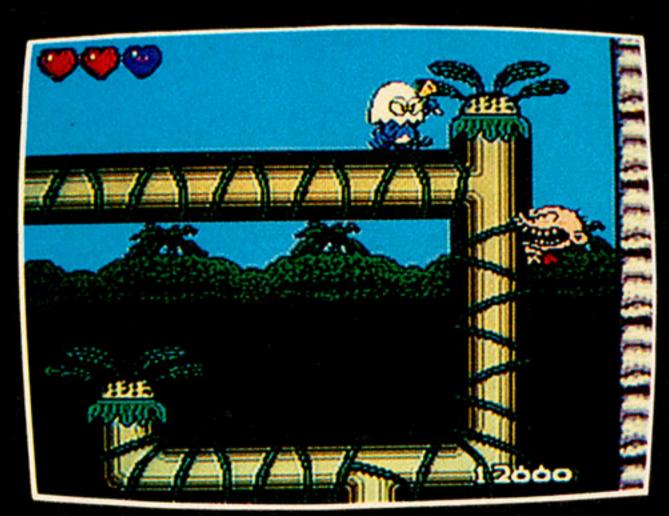




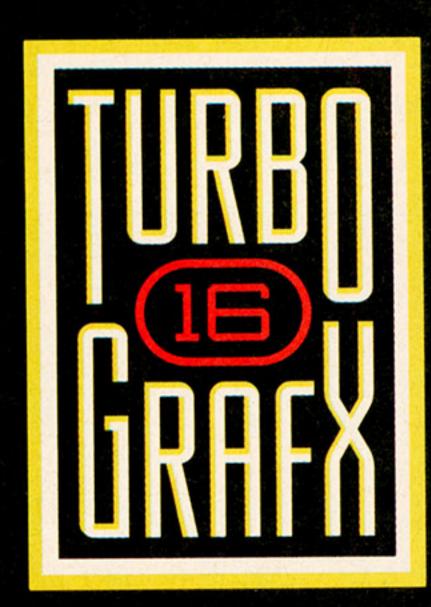
Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.





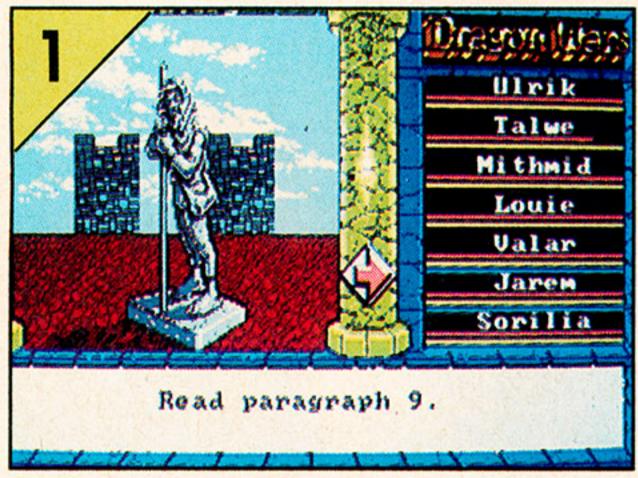
Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

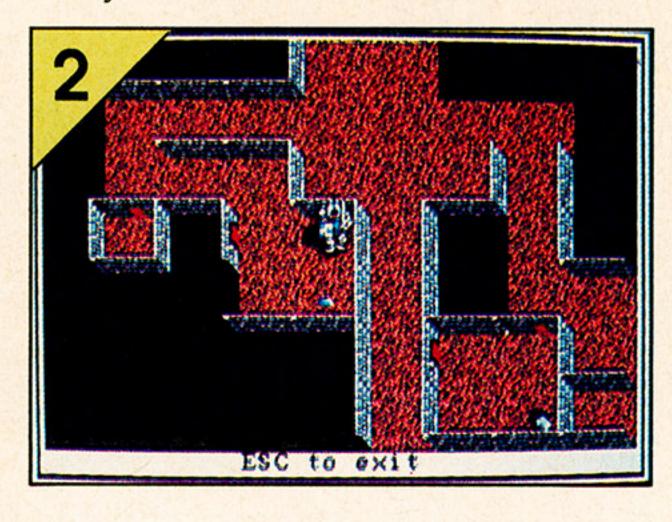
ranked among the most popular fantasy role-playing games ever published. Over its three best-selling installments, the series established something of a standard, especially for role-playing games that use graphics to show what the party is seeing while displaying information about the situation. For PC compatible and Commodore 64 owners alike, The Bard's Tale was graphically superior to all other role-playing games.

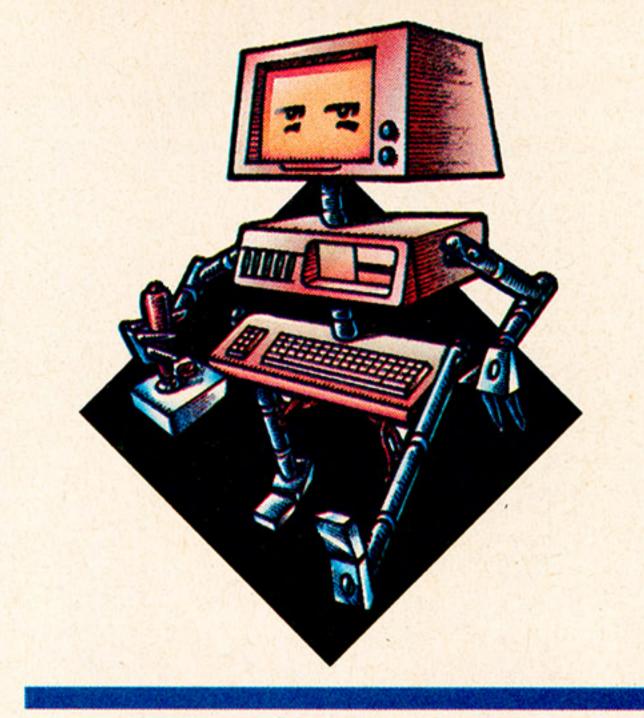
With The Bard's Tale III, how-



ever, the series came to an end. The games had been developed by a freelance design team and published by Electronic Arts, but the games' success convinced the designers to try starting their own company. The result was Interplay Productions, and no one was quite sure where *The Bard's Tale* series stood.

Interplay's *Dragon Wars* finally lets us know. Informally referred to as *The Bard's Tale IV* by some gamers, *Dragon Wars* clearly demonstrates its lineage. But it's not really a *Bard's Tale* sequel. Aside from the fact that the background story and the world are different,





PC... PLAYERS

Dragon Wars And Heat Wave

Neil Randall

Dragon Wars: Throughout the game, you'll find statues and references to paragraphs in the booklet. It's important to read the paragraphs, because they give you valuable clues (and further the plot of the game).

By pressing Shift-?, you get a scrolling overhead map of your area. This makes manual mapping unnecessary and greatly increases the game's playability.

To cast magic, you must select the type of magic and the spell. All magic costs power, and dragon stones are almost the only way to get that power back.

In Necropolis, the party meets a deadly Grim Guardian. Move in close to fight it.

the entire game system is a departure as well.

For one thing, Dragon Wars is easier to play than Bard's Tale ever was. The designers were already making a move toward less complexity in Bard's Tale III, but in Dragon Wars they have concentrated their efforts on this goal. Role-playing novices may still find the game difficult at first. But veteran players, especially those with Bard's Tale experience, should be able to leap very quickly into Dragon Wars.

When you first start the game,



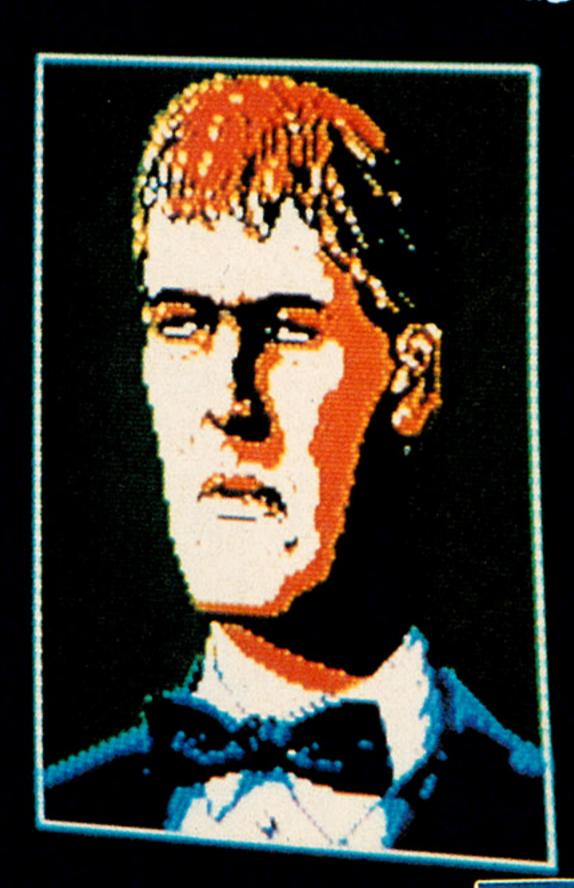
for instance, you can begin playing almost immediately with a prearranged party of four adventurers. In fact, you can play the entire game with this group, never having to create your own characters. But when you're ready to start over with your own carefully created party, you can do that easily and quickly as well.

When developing your own characters, you have 50 points to spend on various attributes (strength, intelligence, etc.) and skills (swordfighting, archery, climbing, tracking, druid magic, high magic, etc.). You can change your mind at any point in the



GETTHE THE THAT SUSTI MIGHT DRIVE YOU GRAZY!

You rang.



Fester's Quest™ takes the skeletons out of the closet for a trip to outer space.

If "space games" are your thing, here's the spaciest one yet! With Lurch, Pugsley, Thing, and the rest of the Addams crew at his side. Uncle Fester leads the way in the wildest, wackiest alien shootem-up ever! The action is manic, the graphics explosive, and the story is guaranteed to leave you howling. So find out for yourself how much fun going crazy can be. Get "Fester's Quest." At your favorite dealer now!



Hot News for Hot Shots!

Get the inside track on Sunsoft games in the **FREE** Sunsoft Game Time News.

Age. Name. Address_

Zip. State_ City.

Mail to: Sunsoft, P.O. Box 2390, Libertyville, IL. 60198

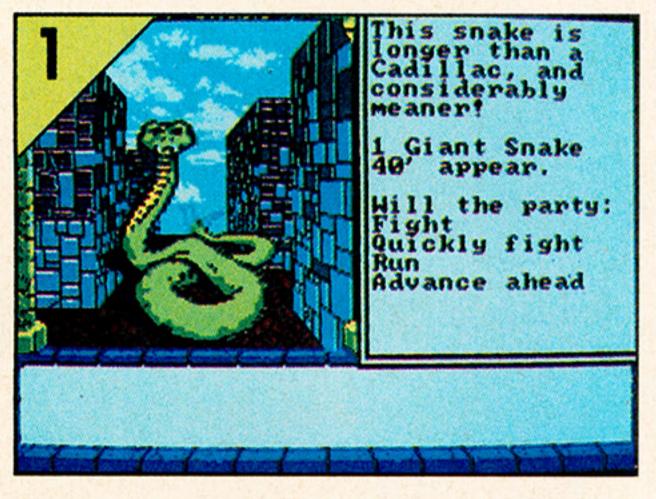
THE THE TITLEHOLDER!

Sunsoft and Fester's Quest * are trademarks of Sun Corporation of America. Characters for Fester's Quest™ are licensed from Barbare Artists, Inc. Television rights for Fester's Questim are licensed from Orion Television, Inc. Nintendo and Nintendo Entertainment System* are trademarks of Nintendo of America, Inc. 4, 1989 Sun Corporation of America

PC. PC. PLAYERS

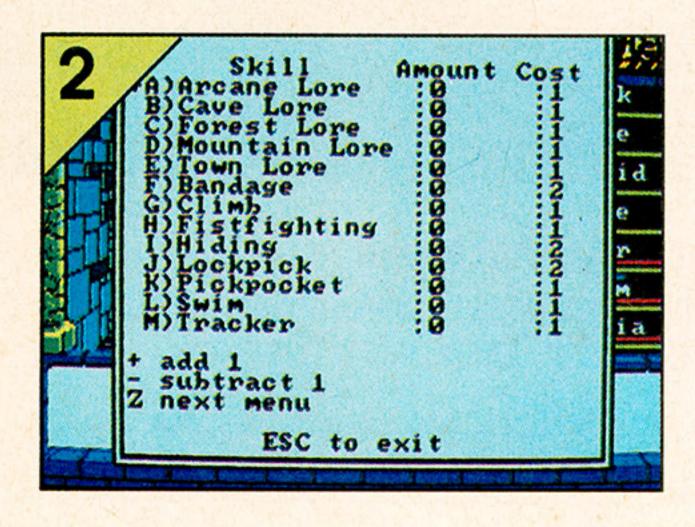
process, and you can drop characters you don't like as the adventure progresses.

The basic plot of *Dragon Wars* offers no surprises. Your party of adventurers is out to undo the wrongs of Namtar, who has turned the magical land of Dilmun into a place of evil. You begin the game in a place appropriately called Purgatory, and you must survive and escape it to begin your pursuit of Namtar. There are monsters to defeat, items to find, and people to



converse with. In other words, it's the by-now standard fantasy role-playing fare.

However, Dragon Wars does present these elements a little differently. For example, there are no random encounters in this game. All monsters are placed in particu-



lar locations, right down to the "squares" they occupy within certain rooms. Therefore, you can avoid them by simply not going to those places. Of course, solving the game requires fighting most of the monsters, but even then you have a choice. If a group of enemies is too strong, run away and come back later — often there will be fewer of them.

Unfortunately, this approach feels a bit unrealistic. If you enter a room containing ten goblins, for instance, they won't attack unless you step to their precise location. On the other hand, role players who are tired of running into swarm after swarm of monsters will quickly come to enjoy the opportunity to solve the adven-



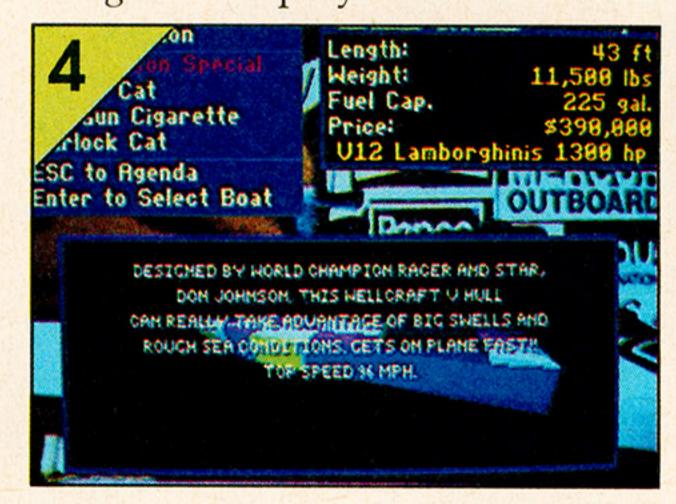
ture without engaging in constant combat. It's a refreshing change.

Experienced role players may welcome four other features as well. First, very few encounters yield gold or other treasures. Second, it doesn't matter, because you don't need much money in this game. Third, you can begin advancing to higher levels as soon as you gain enough experience, with no need to visit a temple or a training ground to improve your statistics. Fourth, the game is significantly nonlinear.

What nonlinear means in this case is that you can, for the most part, go wherever you want in *Dragon Wars*, solving locations pretty much as you like. This is quite different from older fantasy role-playing adventures, and fits

more closely with such games as *Ultima VI*. Simply put, it makes you feel less constrained.

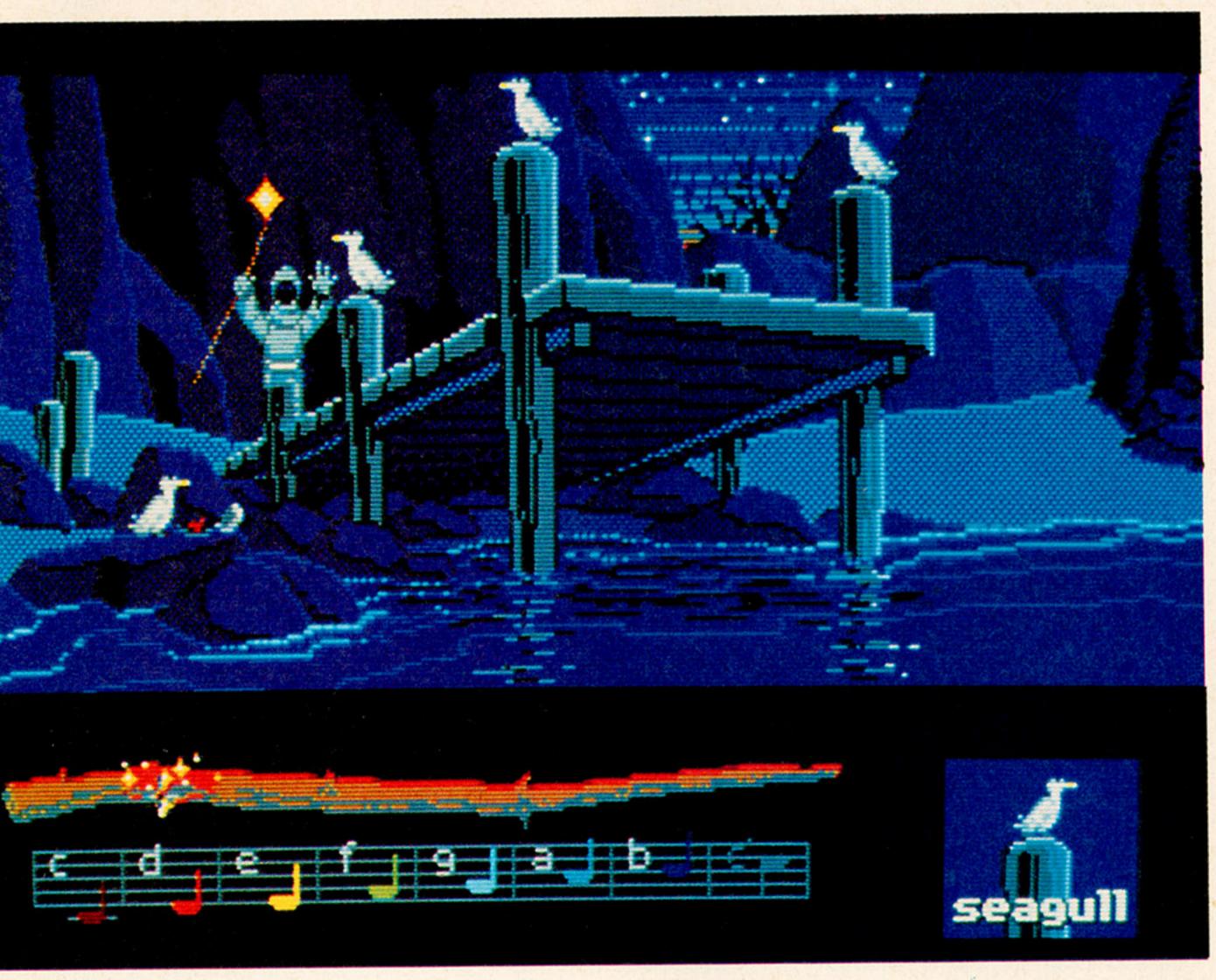
Like practically all fantasy role-playing games, *Dragon Wars* has a system of magic. But unlike some other games, losing magic points in this game is no small matter. You can replenish your magic at only a few key locations (often extremely difficult to return to), or by using the invaluable dragon stones. Beginning *Dragon Wars* players should heed



this advice: Find all the dragon stones you can, and hoard them until you absolutely need them. At times, their scarcity is frustrating. It does add realism to the game, though — magic is available, but must be used sparingly.

Dragon Wars plays quickly. Battles don't take very long, and many options are available. Nevertheless, exploring and solving each location will take several hours, and you should plan on

- Down this alley waits a huge snake, and you can bet it's not out to charm you. Once again, magic is your only choice.
- When you're told that a character has advanced a level, press X and go to this series of screens. You can allocate the skill points as you wish.
- Heat Wave: You can choose from four Miami-area courses, one in San Francisco, and one on the Mississippi River. You can also create your own.
- Four boats are available to you, one designed by Don Johnson himself. How can you go wrong?



The game is fantasy. The interface is magic.

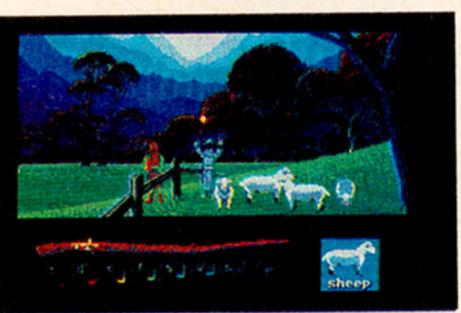
Alone on a craggy hilltop, high above an island shrouded in perpetual mist, your quest begins. But tread gingerly, because while

the world of *Loom*™ is breathtakingly beautiful, unspeakable danger awaits the unsuspecting.

Trepidation soon gives way to bravado as you peek inside abandoned tents in the village. Stumbling over a discarded weaver's distaff, you watch in wonder as it gradually glows and resonates with a



Not all the Guilds welcome strangers.



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

sequence of musical notes. Tentatively at first, you point the staff and repeat the notes. After considerable experimentation, you may discover the power to see in the dark. Or weave straw into gold. And eventually find the

means to leave the island itself.

A fantastic odyssey ensues, as menacing water-spouts, merciless dragons and exotic cities draw you deeper and deeper into the fantasy. Armed with the distaff's magic power, you stride fearlessly across vast, cinematic landscapes. Seeking the arcane

knowledge possessed by the Great Guilds, accumulated and refined since the dawn of time.

Available for IBM*/Tandy*, Amiga,** and Atari ST** personal computers. Order direct by calling 1-800-STARWARS (1-800-782-7927) in the USA. In Canada, call 1-800-828-7927. © 1990 LucasArts Entertainment Company. All rights reserved. Lucasfilm Games and Loom are trademarks of LucasArts Entertainment Company. IBM is a trademark of International Business Machines Corporation. Tandy is a trademark of Tandy Corp. Amiga is a trademark of Commodore/Amiga, Inc. Atari and ST are trademarks of Atari Corp. Dolby is a registered trademark of Dolby Laboratories Licensing Corporation.

Typing is banished from this kingdom.

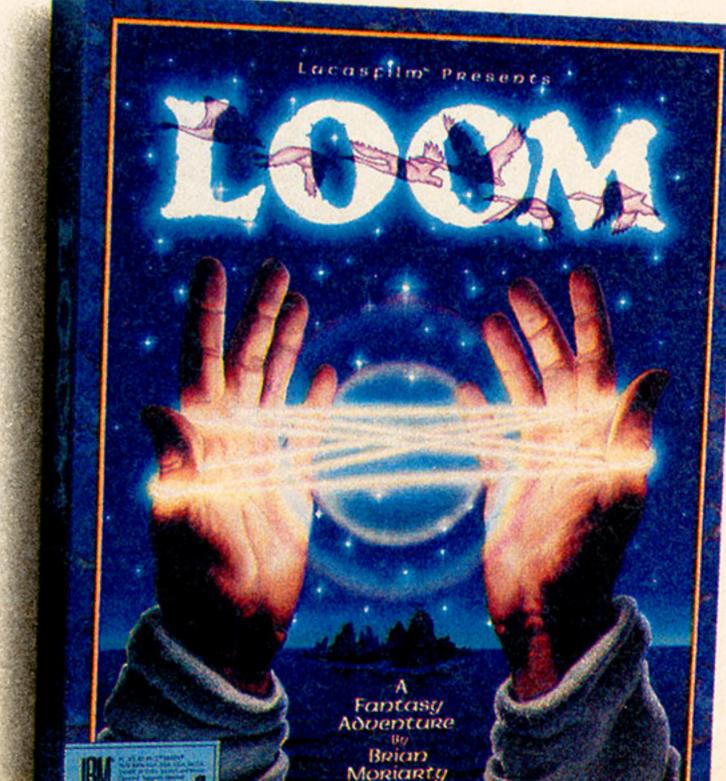
Loom is more than a masterpiece of fantasy storytelling. With Loom, Lucasfilm™ Games literally redefines the fantasy computer game experience. Simple point n' click actions move your character, select objects, and perform magic. No cumbersome keystrokes, text parsing, maze mapping, or inventory management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

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

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

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





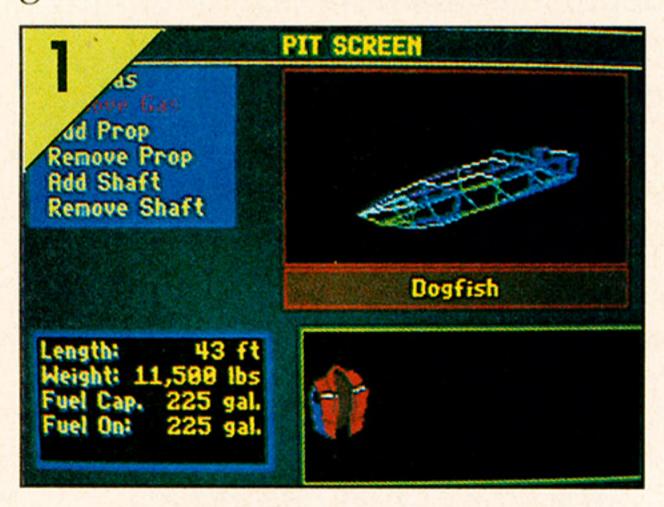
PC. PLAYERS

setting aside 20 to 30 hours to get a good start. Given half-decent luck, you might be able to finish the adventure in 60 to 80 hours, maybe less.

At the end of that time, however, you'll probably feel that those hours were enjoyably spent. That's something not all role-playing games can deliver.

Heat Wave

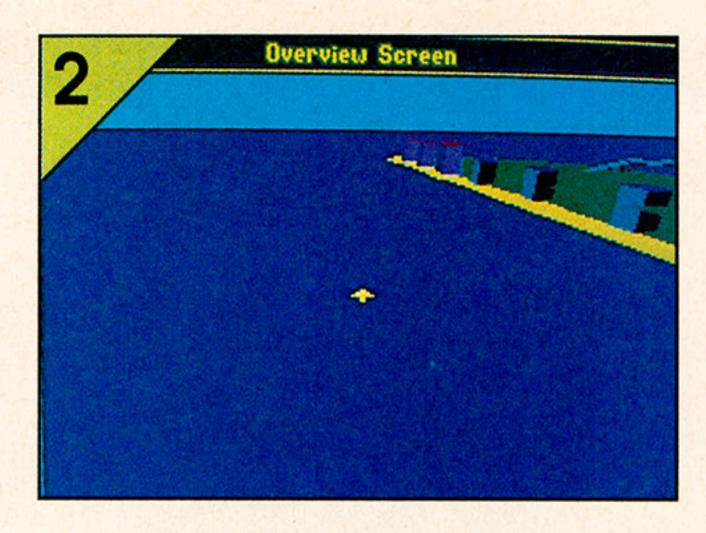
The manual for Accolade's *Heat Wave* begins by asking this question: "Have you ever wondered what it would be like to be strapped in front of supercharged Lamborghini V-12 rocket launchers? How



about planing across the Gulf of Mexico at 100 mph, kicking up a monster rooster tail that can be seen on the beach, maybe five miles away?"

Actually, no, I haven't. Nor do I have any idea if *Heat Wave* accurately re-creates the sensation. What I do know, however, is that this game has at least attracted my attention.

Heat Wave is best described as a simple, effective action simulation. It's on roughly the same complex-



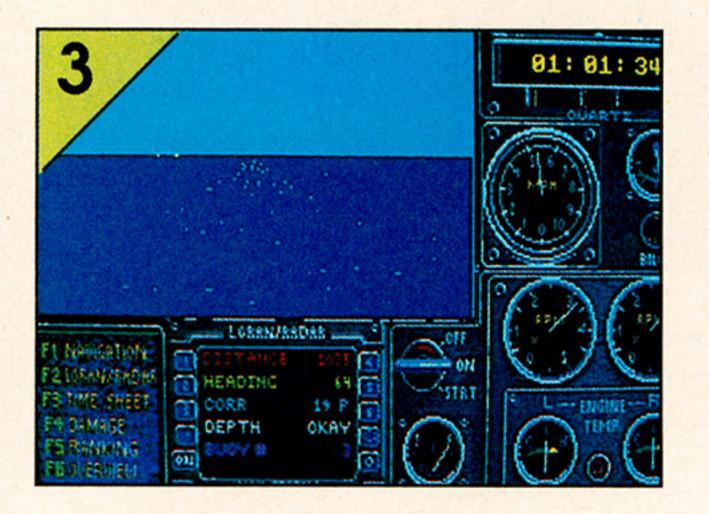
ity level as *Test Drive*, another Accolade game. In *Heat Wave*, though, you drive racing boats instead of sports cars.

Since most of us have less experience with racing boats than with cars, it's a good idea to begin *Heat Wave* with some practice. Select a boat and a course and hit the water, then try a race against

- You've named your boat the *Dog-fish*. That's sure to strike terror into your opponents. Customize it for the best possible performance.
- The arrow represents the Dogfish. From this screen, you can see the location of the shoreline, your opponents, and the buoys.
- The main screen shows your direction, speed, and a first-person view of the race.
- The navigation screen shows your position on the course. The red and yellow asterisk is your boat.

some opponents. Numerous options let you participate in drivers' meetings, qualification time trials, and so on.

You have four boats to choose from. Two are catamarans, and the other two are Deep-V's. The difference, as the game makes clear,



is that cats are extremely effective on smooth waters and at high speeds, while Deep-V's are better on rough waters. But both are fast, and that's what this game is all about.

Speed is your primary weapon in *Heat Wave*, but you have a course to follow as well. If you stray too far, you'll be penalized. For help, you can get a helicopter-view runthrough of the course before you start, and one of the function keys shows the course whenever you want. Even so, steering through the course takes considerable practice. Piloting a speedboat across the water is nothing at all like driving a car on a road or track.

Six courses are available: Miami Shoreline, Miami Canal, Miami Offshore, Miami Inner Bay, San Francisco Bay, and Mississippi River. All are challenging, but if you master them, you can create up to ten of your own courses as well.

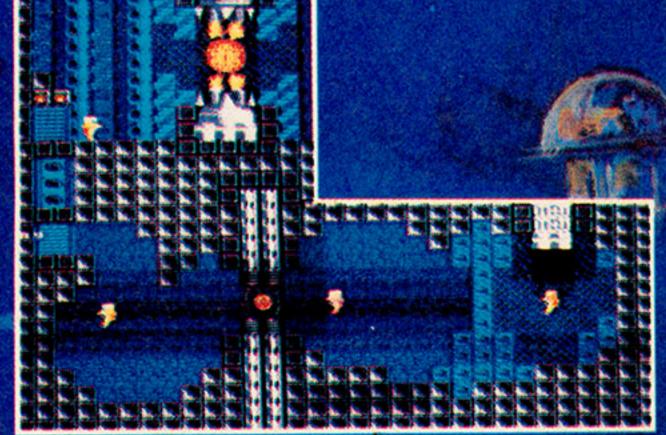
HeatWave Navigation Screen Buoy# Feet Direction Degrees				
	Buoy#	reet	Uirection	Degrees
A 200 00 0000	1-2	4673	S-W	190
	2-3	2325	N-E	83
	3-4	6447	N-W	354
1 P	4-5	2833	N=M	276
	5-6	1958	S-W	204
	6-7	923	S-E	123
	7-8	362	N-E	45
	8-9	1536	North	8
	9-10	768	East	90
the second of	10-1	2864	S-E	150
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \				

Another twist is that you need to repair your boat as you go, and you must also keep careful track of your fuel consumption. The result is a game that's both highly variable and surprisingly complex.

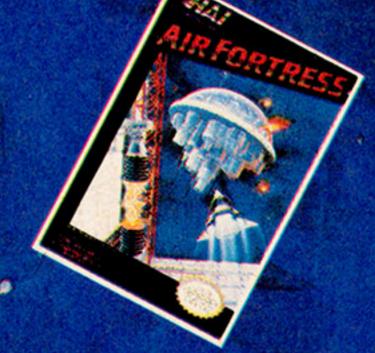
Heat Wave's graphics are good, but not quite good enough to create the feel of real speed. Even so, skipping across rough waters is represented well enough to make you understand just how fast these boats can go. Heat Wave is a simulation with a different theme—something we don't see very often these days.



16 challenging levels of video game play • Battle enemy forces on the Air Base, picking up energy and weapons! • Into the Air Fortress, to search out and destroy the Central Reactor! • Find your way back to your ship before the Air Fortress self-destructs!



Danger around every bend in the Air Fortress!







High-speed arcade action on the Air Base!



Watch for our games at the Nintendo World Championsbips. Soon to be in a city near you.

Licensed by Nintendo for play on the



HAL AMERICA INC. The Funatic Specialists.

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

HAI is a trademark of HAL America Inc. Nintendo[®] and Nintendo Entertainment Systems[®] are trademarks of Nintendo of America Inc.



attracted more than a dozen independent software publishers, and the first of these non-Sega games (such as *Target Earth* and *Shove It!*) have already started appearing in stores.

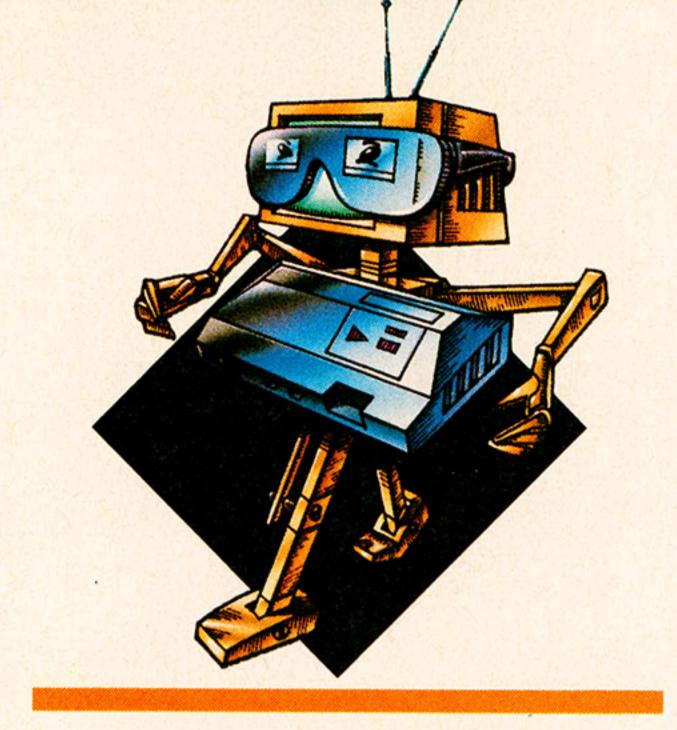
Now comes even more important news: Electronic Arts, one of the biggest names in entertainment software for personal computers, will also begin producing games for the Genesis — but without a license from Sega of America. EA's first three Genesis titles are *Populous*, an action-strategy game that has won acclaim among computer gamers; *Budokan*, a martial-arts action game; and *Zany Golf*, a miniature golf game with a few twists.

This news is important for two reasons. The first — and most obvious — is that Electronic Arts is one of the most prolific publishers of entertainment software in the world. Since its founding in 1983, EA has won fame for its computer games, ranging from such early titles as Pinball Construction Set and Battle Chess to such later releases as Abrams Battle Tank and Lakers versus Celtics. With a library of titles as large and as popular as EA's, their venture into Genesis games is great news for Genesis players.

The other reason this news is important is that EA is the first company to produce Genesis games without Sega of America's official blessing. All other independent Genesis publishers have obtained licenses from Sega.

At this writing, Sega has not yet commented on EA's move. EA president Trip Hawkins said EA is "pursuing strategy discussions with Sega of America to cooperate in ways that will increase the sales of 16-bit hardware and software."

Licensing is more than just a legal formality. It's an important



SEGA PLAYERS

EA's Hot Titles For The Genesis

Matthew A. Firme

issue for game players, because the position Sega ultimately adopts will have some impact on the kinds of games produced for the Genesis.

Basically, the question boils down to this: Will Sega follow the pattern established by personal computer manufacturers, which don't place restrictions on the software developers who write games for their systems? Or will Sega follow the lead of Nintendo, which licenses and controls the quality of the games published for the NES and Game Boy?

If Sega follows the lead of computer manufacturers, Genesis owners could begin seeing entertainment software as diverse as that which is now available to computer owners.

On the other hand, Sega could adopt the licensing policies pioneered by Nintendo. With the exception of a few maverick companies like Tengen and Color Dreams, all Nintendo publishers must send their new games to Nintendo of America for approval. Nintendo decides not only which companies will be allowed to make games for their systems, but also exercises some control over which games will be published, when the games will be released, and how many cartridges will be produced.

Of course, even if Sega takes the Nintendo approach, there will still be many software companies eager to produce Genesis games. Nintendo's licensing policies, strict as they are, have still made it possible for a large number of good-quality games to reach the market. But a strict licensing policy on the part of Sega could discourage some companies from releasing games for the Genesis.

Populous

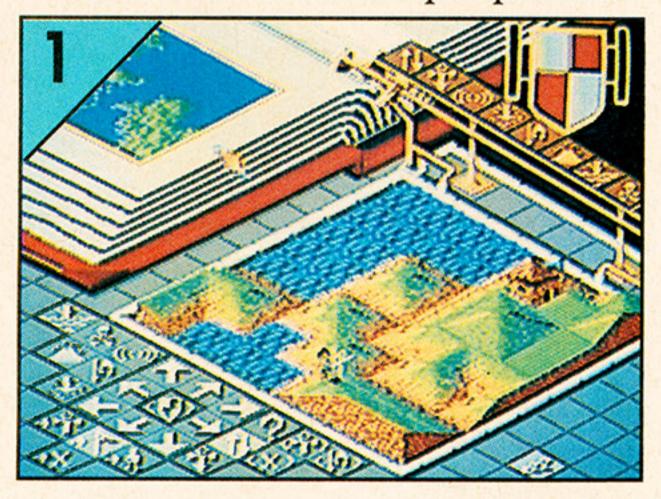
Amazingly, the first three Genesis games from Electronic Arts are remarkably similar to the computer games on which they're based. Populous, in fact, is virtually identical to both the PC and Amiga versions of the game. This is a real testament to the capability of the under-\$200 Genesis system, especially when you consider that the least expensive Amiga costs more than \$500 (not including a monitor), and a PC-compatible computer with VGA graphics and a color monitor can easily cost \$2,000.

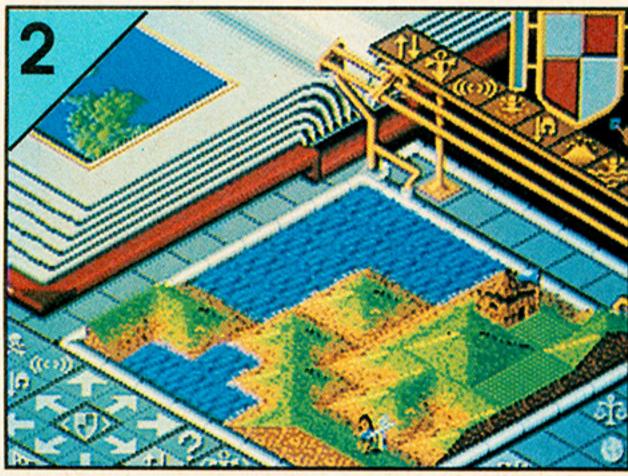
Populous is a unique actionstrategy game in which you play the role of a god. Beneath you is a world populated by primitive people who are your loyal follow-



ers. Your goal is to build up their strength, reshaping the world to help them, while at the same time heaping disaster on the evil god's people who are the enemies of your tribe.

Most of your divine intervention takes the form of raising and lowering irregular terrain so your followers get broad expanses of flat farmland. Your people then



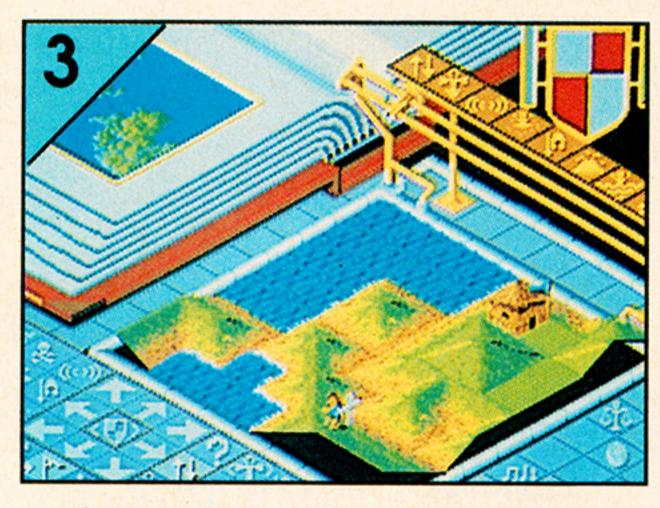


begin planting crops and erecting homes, gradually progressing from simple huts to elaborate castles, depending in part on the amount of flat land available. As your people increase in population, new people appear and begin searching for their own land to settle.

In addition to clearing land, you must pay careful attention to the strength of your people, especially their leader. By issuing divine commands, you can influence your people's behavior, telling them to settle, go to their leader, or gather together and then settle. Whenever the people gather — either together or toward the leader — they merge to form a single, very powerful subject. This becomes important when your people come into contact with the



Can You Tell These
Populous Screens
Apart?
(Hint: Only One Is
The Genesis
Version)



evil people. Such contact always results in a fight, and only the strongest will survive.

How do you win a game of *Populous*? By building your followers up to such strength that they overwhelm the evil people, taking over the world and wiping out every last evil person.

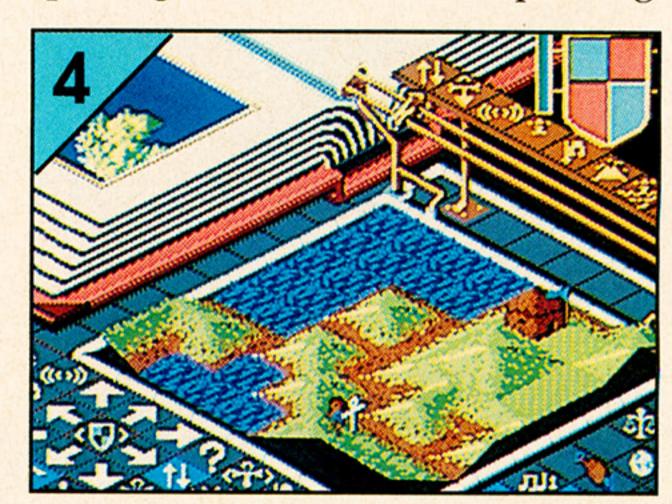
Budokan And Zany Golf

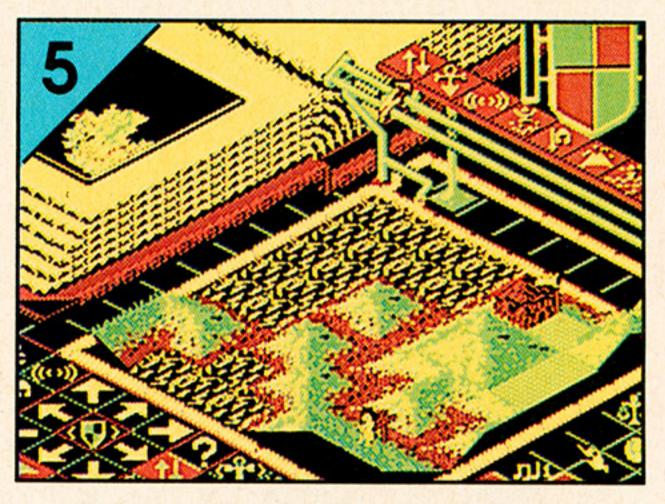
Budokan: The Martial Spirit is an action game that emphasizes real martial-arts skills and values. You begin as a student in a training school or dojo, and can move on to compete against fighters from around the world.

At the dojo, you stand in a courtyard ringed by buildings. Each building offers instruction in

one of four martial disciplines: kendo, karate, and the arts of fighting with numchucks or a bo. A fifth building allows you to spar with other students, using any method or weapon of your choosing.

When you enter a building for instruction, you can choose to practice your moves alone or to spar against a teacher. Sparring





with a teacher is very helpful because the teacher will tailor his attack and defense to your abilities and stamina. After the match, he will review your performance. His criticism is different each time, commenting specifically on your strengths and weaknesses as a fighter and offering suggestions for improvement.

Everything about Budokan — from the game's sound and graph-

Populous: Sega Genesis.

Populous: IBM VGA.
Populous: IBM EGA.
Populous: IBM CGA.

36 DIFFERENT MAZES TO AMAZE AND AMUSE YOU!

Ms. Pac-Man's totally liberated! She gets to run around in 36 unique mazes — some small enough to fit on one screen; some so big you'll have to scroll around; some that are mighty strange;

and some that are straight out of the arcades!

Choose Easy, Normal, Hard or Crazy speeds. Whether you're a beginner or expert, Ms. Pac-Man will have you running ragged. A Pac Booster button lets you help Ms. Pac-Man shake those pesky ghosts.

Play by yourself or take turns with a friend. Better yet, two can play at the same time — one as the divine Ms. Pac-Man; the other, as the original

Pac-Man!





Tengen's products are designed and manufactured in USA by Tengen. They are not designed, manufactured, sponsored or endorsed by Nintendo.®

VISIT YOUR RETAILER OR CALL TOLL-FREE WITH VISA/MC:

1-800-2-TENGEN (1-800-283-6436)







SORED, OR ENDORSED BY NINTENDO:

Nintendo and Nintendo

ORDER TODAY!

Tengen's hot lineup

arcade hits includes

these exciting titles.

Order them today!

of over a dozen super

ARCADE HITS THAT HIT HOME

1623 Buckeye Drive, Milpitas, California 95035

Ms. PAC-MAN: TM Namco, Ltd.; licensed to Tengen, Inc. @1990 Tengen, Inc.@1982 Namco, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

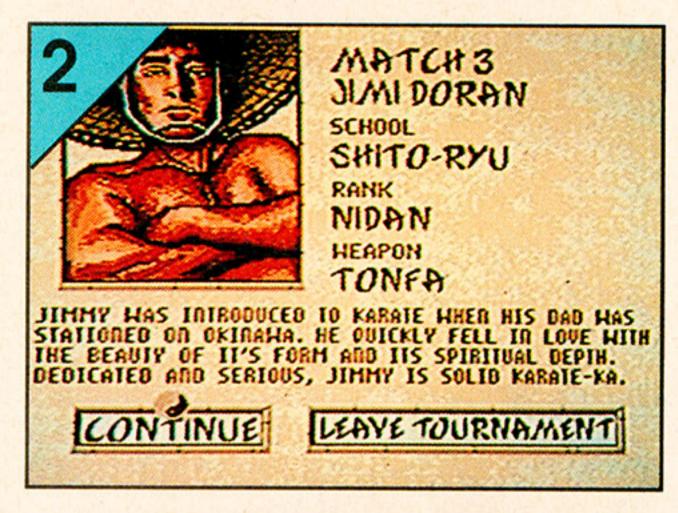
Catch of a Lifetime.

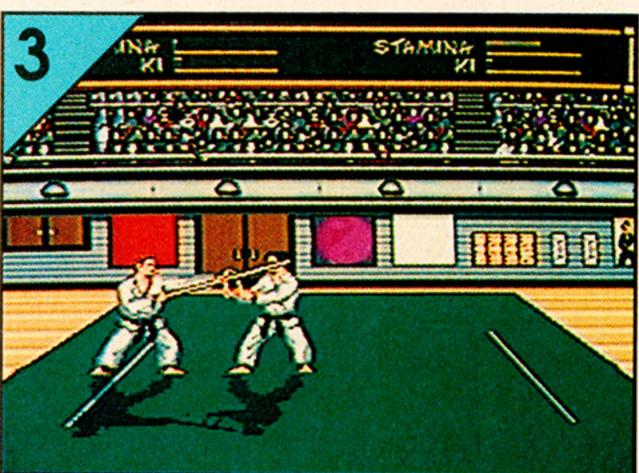




SEGA PLAYERS

ics to the attitudes and teachings of your instructors — shows a genuine respect for and understanding of martial arts. This is not a *Double Dragon* or *Shinobi*-style brawling game. It is closer to a real simulation of the martial arts, from the grueling practice to the hard-

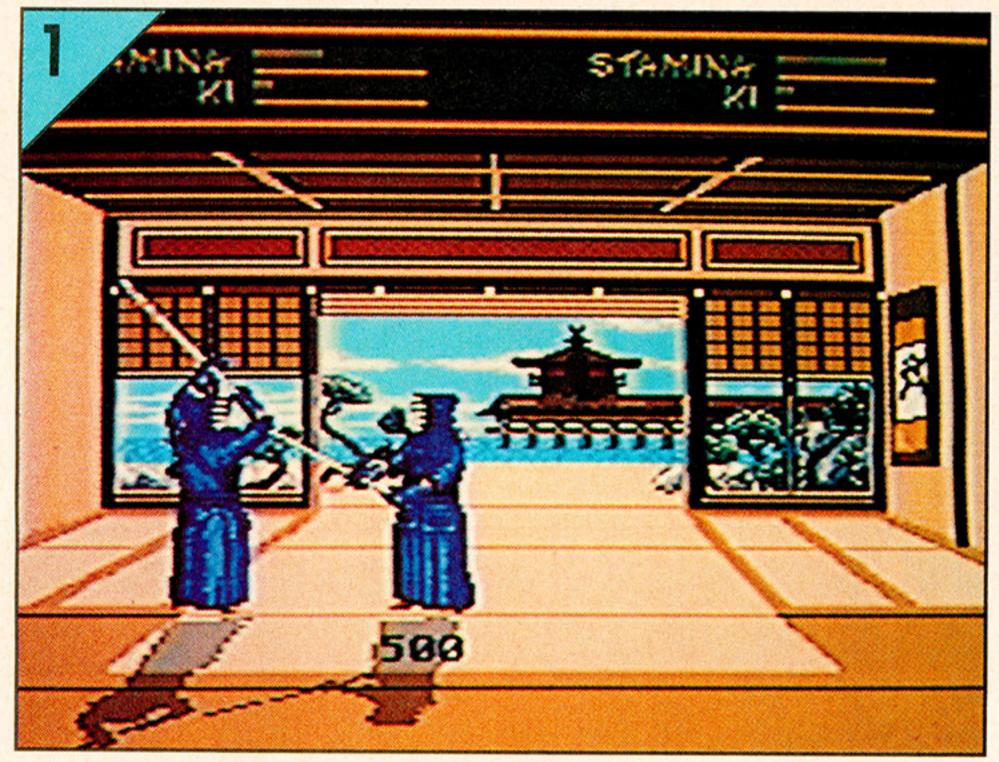


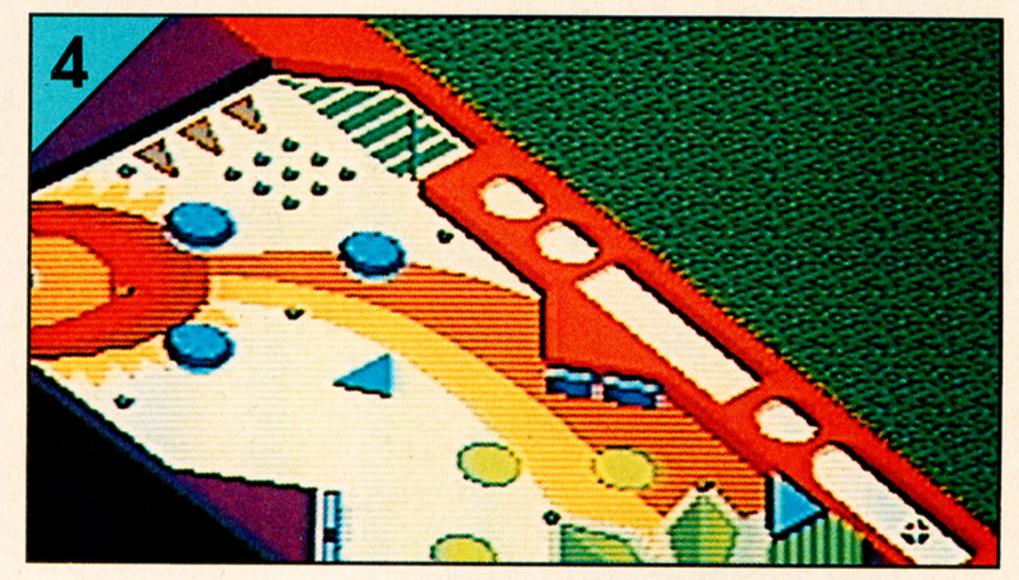


fairways, and no matter how accurate your shot is or how hard you hit the ball, you won't stand a chance unless you know how to steer the ball with blasts of wind from an electric fan. Other holes—such as the one which resembles the inside of a computer — take plenty of experimentation before you can even figure out how to reach the cup.

EA says it will announce a fourth Genesis title by Christmas. And Genesis players will also see two other EA games — Abrams Battle Tank and 688 Attack Sub — published by Sega under license from EA.





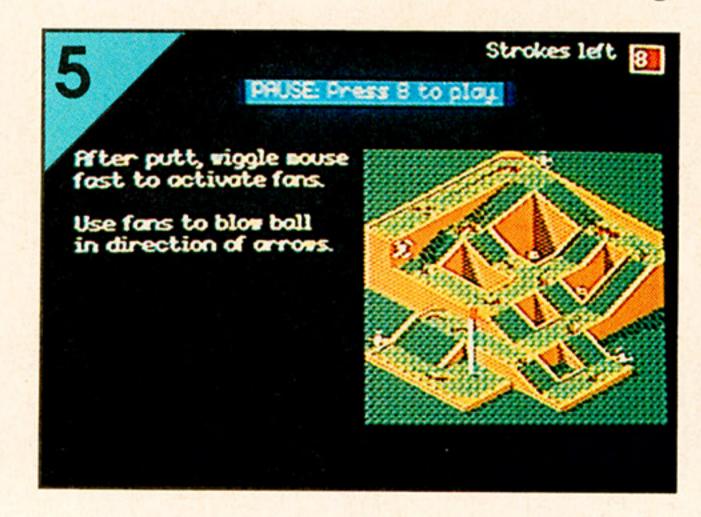


earned victories. It is also a detailed and respectful look into another culture.

Zany Golf is miniature golf, but with such fanciful additions as jumping hamburgers, hovering fairies, and giant pinball machines. Although the version we've seen is a very early prototype, it's still good enough to demonstrate how successful EA's computer-to-Genesis translations will be. Like Populous and Budokan, Zany Golf looks and plays just like the computer version. In fact, the early version of Zany Golf we saw still had on-screen instructions referring to mouse control, indicating that it was transferred directly from

the Amiga.

You play each of the game's holes as you would a real hole of miniature golf, trying to reach the cup in a given number of strokes. If you hope to make par, you'll have to take advantage of the obstacles on each hole. Some holes, for instance, are made up of twisting



Budokan lets you train in five different fighting styles. Your teacher offers criticism after each match.

When you think you're ready, you can travel to the Budokan in Tokyo to compete in a tournament. Each opponent brings his own style and weapons to the match.

Fighting wisely is as important in *Budokan* as fighting strongly. If you waste energy and lose your stamina, you'll lose the match regardless of how many points you scored.

A Arnold Palmer would have to be a pinball wizard to play this hole.

If you're looking for golf with a twist, try snaking through this winding course. You only get three chances.

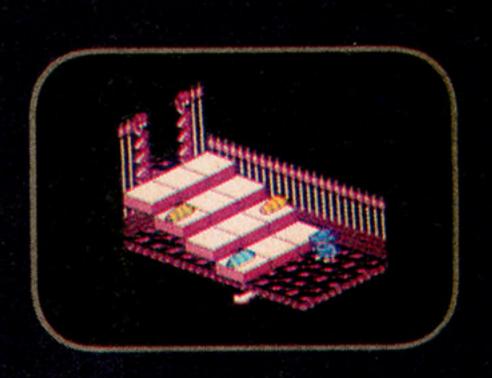


From Out of
the Darkness Shall
Arise
a Challenge
to Your Wisdom.



"Solstice, a new action/puzzle game...a challenging task indeed...three dimensional view."

Nintendo Power™—March/April 1990









Licensed by Nintendo for play on the



ENTERTAINMENT SYSTEM*

omputer game publishers and players alike are constantly on the lookout for fresh,

new computer games. This emphasis on novelty may be misplaced, however, when you consider that the most popular games in the world are classics that have been around for decades, and in some cases centuries.

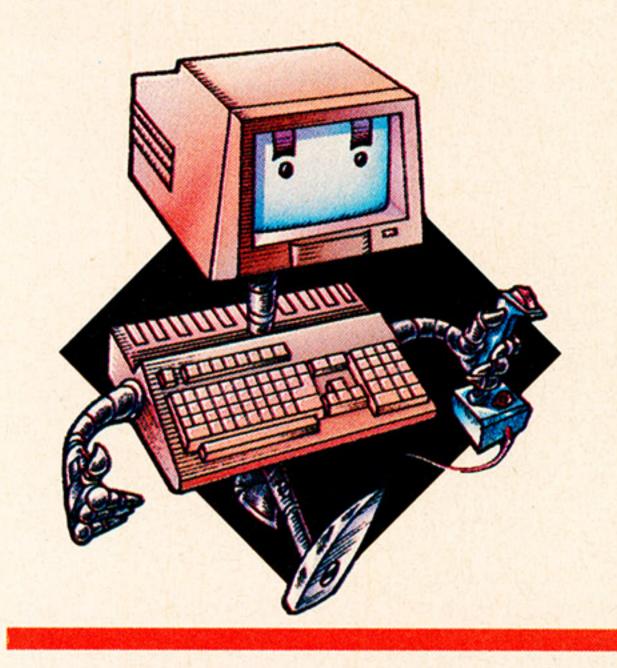
Sierra On-Line's Hoyle's Book of Games, Volume 1 is a collection of classic card games that tries to offer something for everyone. It includes simple games like solitaire, old maid, and crazy eights, as well as more challenging games like



gin rummy, cribbage, and hearts.

Although Hoyle's is fairly well done, it lacks some finishing touches that would make it truly outstanding. For example, the rules are described in the briefest manner possible, with no real strategy tips. The graphics are mediocre. The cribbage game doesn't tell you whose crib it is (you have to watch to see who's dealing). The gin game lets you sort your cards by rank or suit, but makes no effort to let you see both at once. And even at the fastest speed, the game play isn't particularly quick. In the hearts game, for instance, the computer players often think for quite awhile about which card to throw, even when they've only got one card left in their hands.

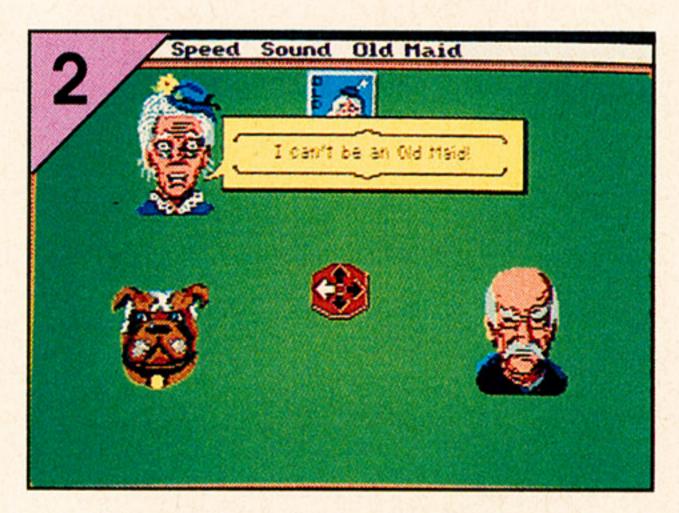
Hoyle's does have its strong points, however. You can choose from several styles of playing



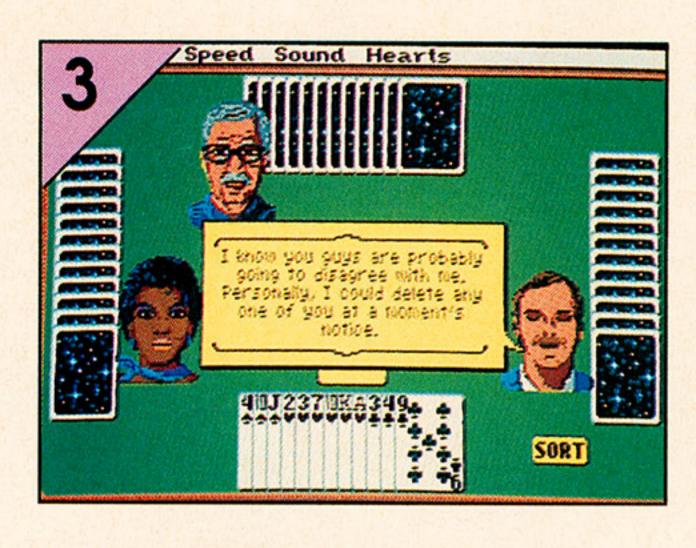
AMIGA PLAYERS

Classic Games

Sheldon Leemon



cards, and each game has its own musical theme. You can play against a wide variety of computer opponents with varying skill levels — including a dog, program author Warren Schwader, and fictional characters from other Sierra games (such as Leisure Suit Larry). These characters grimace, smile, and make lively chatter (via speech balloons) during the course of the game.



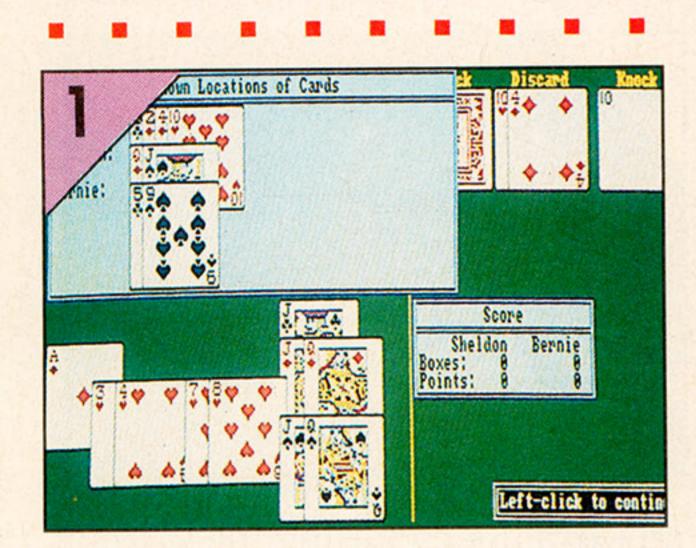


Another package, Gin King/ Cribbage King from The Software Toolworks, offers only two card games, but presents them with all of the attention to detail you'd expect from the makers of Chessmaster 2010. The instructions include a thorough discussion of strategy and give statistics on the possible outcomes of each play. You get lots of options, including the ability to see your opponent's hand (and thus learn from his play); to get advice for each play; and to print out statistics on the game.

Gin King/Cribbage King's graphics are much better than Hoyle's.

- Hoyle's Book of Games: You can play against a wide variety of opponents, including characters from other Sierra games, such as Leisure Suit Larry.
- Hoyle's Book of Games: In old maids,
 there's a deck of animated cards for the younger set and a surprise at the end of the game.
- Hoyle's Book of Games: Your opponents keep up a steady stream of table talk.
- Gin King/Cribbage King offers a wide variety of options. You can even get advice about what card to play next.

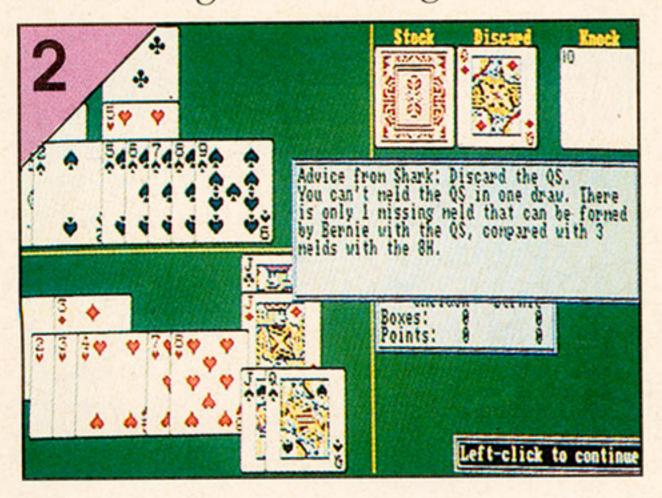
AMIGA PLAYERS



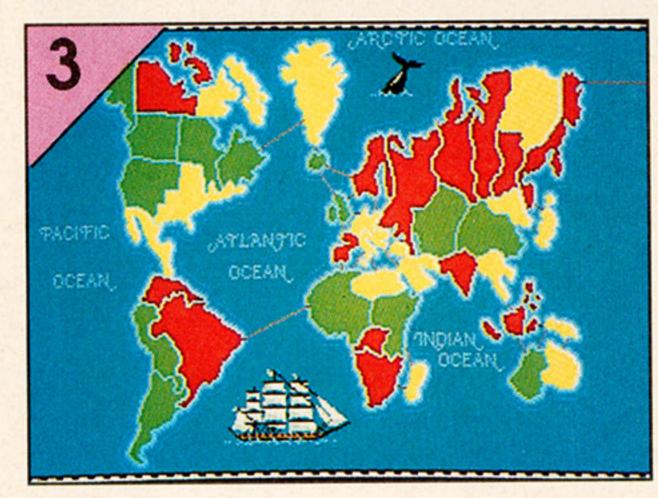
You don't get to see your computer opponent's face, but you'll have no trouble telling the difference between clubs and spades. The on-screen cards are a faithful representation of the Bicycle-brand cards that come with the game. (Incidentally, the cards and cribbage board included in the box are miniature versions of the real thing.)

The gin game has a unique feature that displays possible runs in both rank and suit at the same time. Both the gin game and the cribbage have an excellent feel — play proceeds at a rapid pace, and you'll never have to wait for your opponent. At the top levels, the computer's play is very good indeed.

Another recent adaptation of a classic game is Virgin Master-

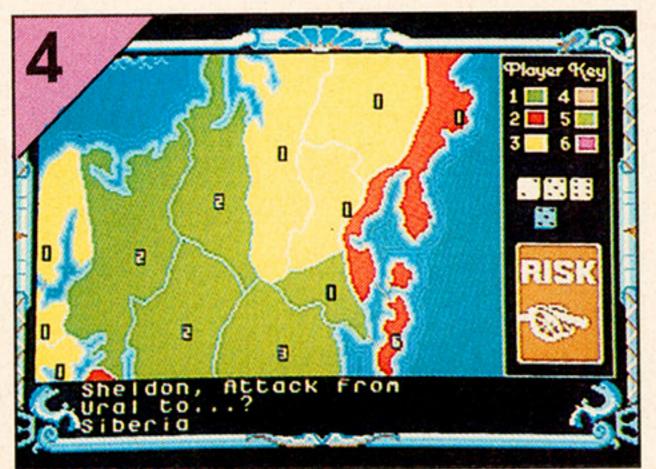


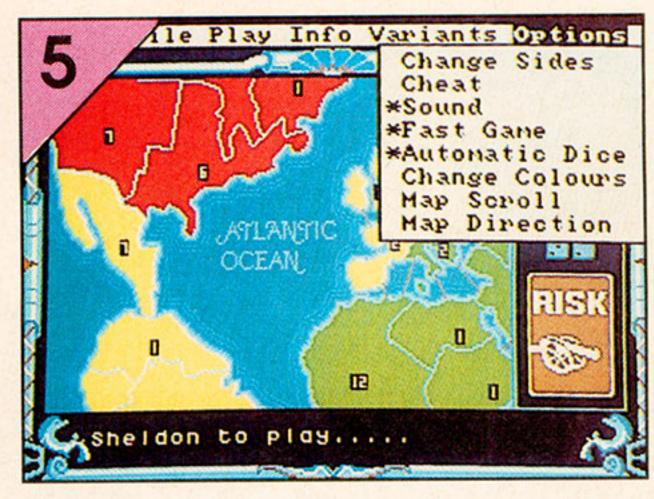
- Gin King/Cribbage King: When playing gin, you can arrange your hand in a unique "matrix" formation that helps you spot runs by both rank and suit.
- 2 human opponents, the computer doesn't mind if you look at its cards.
- 3 Risk: Although most of the time you'll scroll around a map larger than the screen, the game lets you pull back to get the big picture.
- A Risk: As in the board game, you attack by rolling dice.
- 5 Risk: The menus offer a number of variations they'll even let you cheat.
- 6 Risk: You can play against other people, computer opponents, or any combination of players.



tronics' *Risk*, based on the popular board game of global domination. The Amiga version of *Risk*, unfortunately, has the same low-res graphics as the PC-compatible/ Tandy version. This means you can't see the whole board at once, as you could if the game had been done in medium resolution.

Still, the game play is so good that you can almost forgive the substandard graphics. *Risk*, a game with dozens of playing pieces and





five dice, really benefits from the convenience that a computer can offer. You can play by US or UK rules — long games in which you must conquer the whole world — or play a short game in which you must complete a specific mission. You can even mix and match the rules to create your own game variations. For example, you can limit the number of armies in a single country, allow players to shift armies along supply lines, and set a fixed rate of exchange for *Risk* cards.

Unlike the card games, which pit one human player against various computer opponents, *Risk* lets you match up any combination of as many as six human and computer players. Although *Risk* is normally a lengthy game, the computer can speed up play to a lightning pace if you wish. You can also save a game on disk and continue later.

While game fads come and go, classic card games and board games seem to go on forever. With the computer running the show, you'll never again have to hunt for missing dice, and you'll always be sure of playing with a full deck.



ames for the NEC TurboGrafx-16 just keep on comin'. If you're trying to collect them all, this

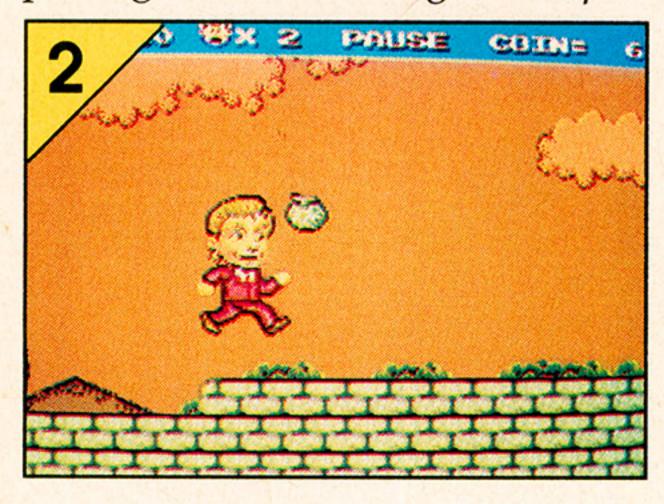
wealth of new titles is probably overwhelming. But if you're like most people — always looking for the perfect game — the variety is more than welcome. The more games you have to choose from, the more likely you'll find one you really enjoy, and the closer you get to that truly perfect game.

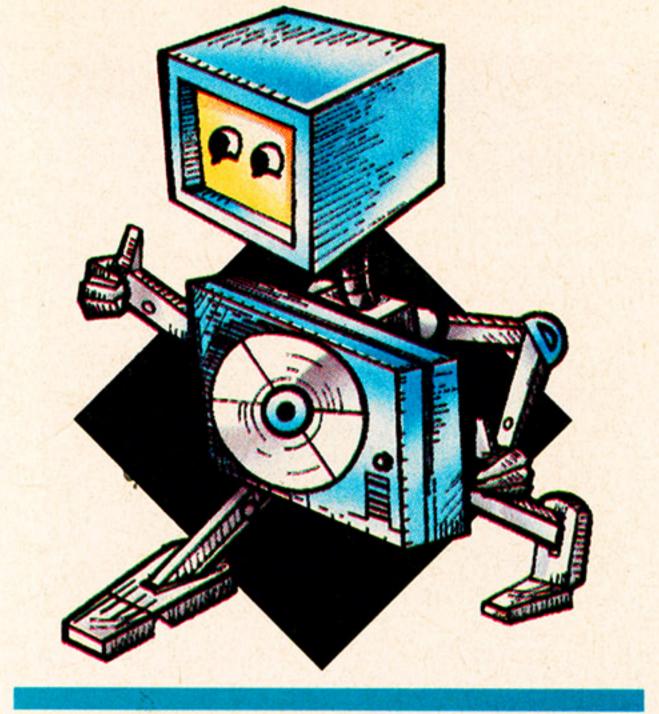


Of the four games we're covering this month, two are extremely good. J.J. & Jeff, an action game with both charm and wit, and King of Casino, a gambling simulation, are downright engrossing. Cybercore and Deep Blue have their strengths, but suffer a bit from similarity to existing TurboGrafx games. Nonetheless, all four offer hours of entertainment.

J.J. & Jeff

With the continuing popularity of Nintendo's Super Mario Bros. series, it's not surprising that companies producing games for other systems keep searching for their own Super Mario. NEC, in fact, packages Keith Courage in Alpha





Four New Games

Neil Randall

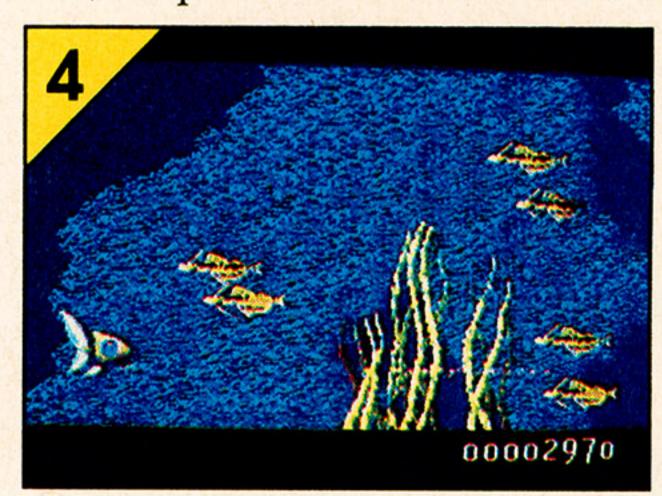


Zones with the TurboGrafx, and Keith Courage is a running and jumping game not unlike the Mario Bros. adventures.

Now comes J.J. & Jeff. Like Super Mario Bros., it features a pair of cartoonlike characters, and you can choose to be either one. Jeff and J.J. are partners in a not-very-adeptdetective agency, and they're out to solve a kidnapping by the evil Boss Kara. They run and jump from screen to screen, avoiding

obstacles and finding clues as they go. Along the way, they find items both harmful and helpful, and time is always an enemy.

Your goal is to accumulate points on your way to Boss Kara. You begin with three lives, but you receive additional lives at 70,000, 150,000, 300,000, and 500,000 points. You can also earn

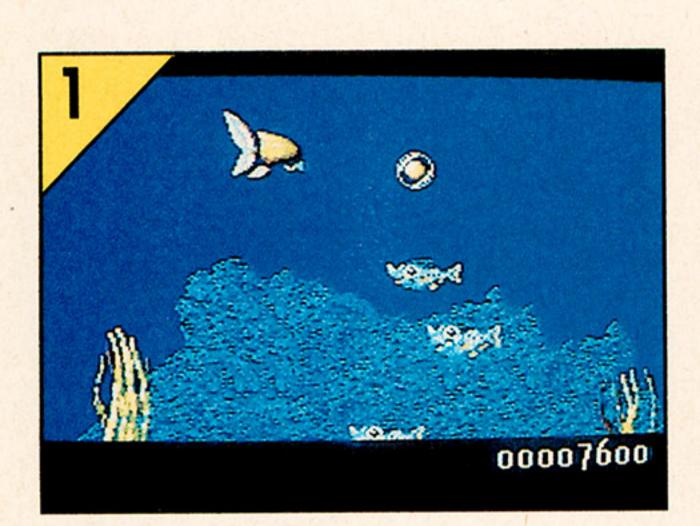


an extra life by hitting the jackpot at the slot machines you find throughout the game. You lose a life whenever you run out of vitality, and that happens whenever you bump into enemies or run out of time.

A nice feature of J.J. & Jeff is that it has unlimited continues. If you run out of lives and lose the game, simply press the I, II, and Run buttons simultaneously. You'll restart the game from the beginning of the level where you lost your last life. You won't have any points or coins left, but at least you can pick up where you left off.

The most important thing to

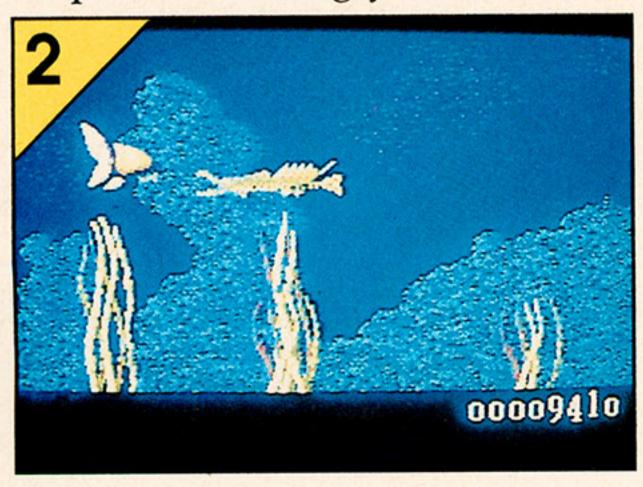
- J.J. & Jeff: You've kicked a fire hydrant and found a gusher. Why not ride it and see where it goes?
- J.J. & Jeff: Keep your eyes open for apples and other fruits. They give you vitality, which you lose as the clock winds down and you run into obstacles.
- J.J. & Jeff: Watch out for dragons and other creatures appearing out of nowhere. They'll wipe you out completely.
- Deep Blue: Whatever these guys are, they aren't kidding. You can fire at them, but if one hits you, you're done for.

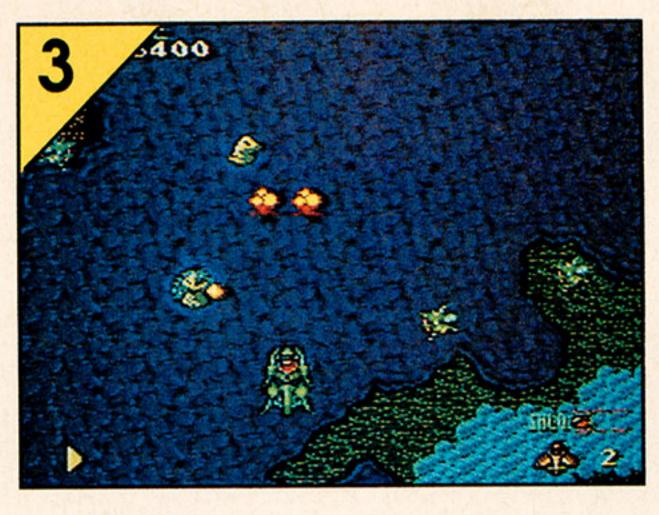


remember when playing J.J. & Jeff is to kick everything you can. Jump and kick if you must, but keep kicking. It's the only way to uncover the bonus items, many of which you'll need to advance through the game.

Among these items are coins and keys. The coins are useful for playing the slot machines, and the keys allow you to reach the big bosses. If you don't find the key you need, jump onto one of the green springs. It'll launch you back to the area where you can find it.

One more thing: At first it won't seem like the slot machines are worth playing. But you can gain precious vitality, and even more precious lives, by trying your luck as often as possible. There's no point in saving your coins, so





play the slots as often as you can.

J.J. & Jeff has a lot going for it. It could be a bit more varied, but it's challenging without being ridiculously difficult. And it's definitely addictive.

Deep Blue

By now, experienced videogamers have seen planes, tanks, ships, soldiers, dragons, birds, and practically everything else shooting at each other. Now *Deep Blue* gives us fish.

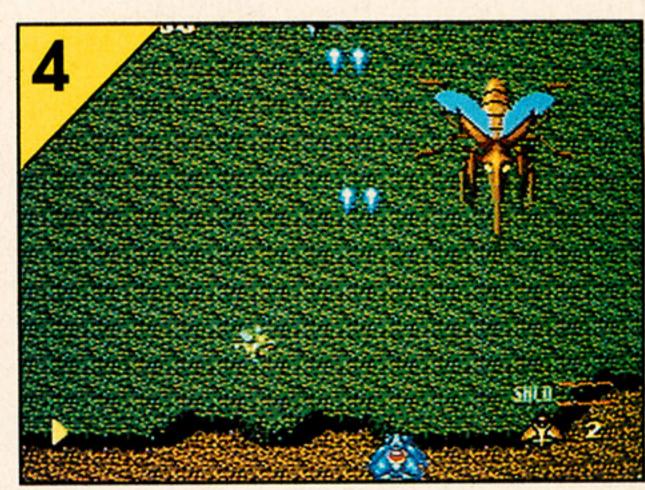
Yep, fish. Red fish, yellow fish, white fish, orange fish, multicolored fish, fat fish, skinny fish, pointed fish, dangerous fish, wimpy fish, and every other kind of fish. And what you do with them—well, most of them—is either avoid them or shoot them.

You're in command of an A.N.G.E.L. Fish Attack Sub, trying to destroy evil aliens that have taken over the sea. The aliens have managed to mutate the local sea

- Deep Blue: The blue-white fish will help you out. Just shoot them (if you can) and collect the items they leave behind.
- Deep Blue: Uh-oh it appears we're about to be eaten. It'll take some tricky maneuvering to get past this fish.
- Cybercore: Two sea serpents attack from the water. Attack them with your bombs, but don't forget the flying creatures as well.
- 4 Cybercore: Now this guy's ugly! You've made it this far, but it doesn't get easier. Keep firing, and dodge if you can.

life, which means you're facing some very unfriendly seafood here. But you won't remember the premise of the game for very long. Very quickly, you'll find yourself just aiming and firing at whatever comes your way.

Depending on which power capsules you find, your weapons include pulse bullets, a swirl cutter, and a bubble beam. You can also find power-ups for repairs and speed. Seek out these power capsules at all costs, because you can't get far without them.



There are four stages in *Deep Blue*. The first is just lovely blue ocean, with fish of all colors coming at you. Next, you're at the bottom of the sea, a darker and more mysterious place. Then it's on to a region where snow appears to be falling. Finally, you're in the undersea palace, where finishing the game is extremely difficult.

Luckily, your sub can sustain several hits before sinking. It's a good thing, too, because you'll get hit often. The trick is to maneuver while holding down the fire button, because only by firing constantly and reacting quickly can you get through all four stages.

Deep Blue's strength is its graphics. While there's certainly nothing new about blasting creatures as you move across the screen, the colors and shapes are well done. Deep Blue is worth a look, but try before you buy.

FILM ERS

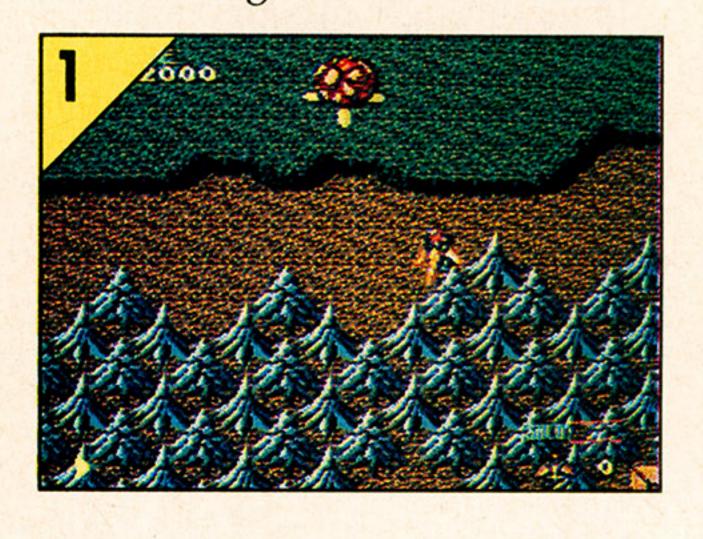
Cybercore

If you liked *Dragon Spirit*, an earlier TurboGrafx game, you'll almost certainly like *Cybercore*.

And that's the problem with *Cybercore*. It certainly moves quickly enough, and it certainly challenges your arcade fingers. But it's almost identical to *Dragon Spirit*, right down to the screen graphics. The only differences are the setting and premise — and as with most arcade games, those two features often get overlooked in the excitement of blasting and chasing.

Like Dragon Spirit, Cybercore is a fast-paced shoot-em-up in which your targets are flocks of ugly creatures. Some come after you singly, while others come in waves. To survive, you've got to pick them off while dodging around the screen.

In terms of strategy, it's vital in *Cybercore* to fire at the large insects, because they'll drop off capsules for you to pick up. Each capsule offers a newer, usually more powerful weapon, many of which let you fire in wider and wider swaths. Considering the number and fre-



quency of enemies appearing before you, wider swaths are always welcome.

As in *Dragon Spirit*, you must also drop bombs on the creatures below you. You can increase the power of your bombs by collecting certain capsules.

Cybercore's scenes are varied, and its graphics are very good. What's missing is uniqueness. That's not necessarily bad, especially if you loved *Dragon Spirit*, but next time a little more innovation is in order.



King Of Casino

Unlike J.J. & Jeff, Deep Blue, and Cybercore, King of Casino is primarily a strategy game. Actually, it's a good, enjoyable simulation of what it's like to tour the Las Vegas casinos. And it's a whole lot easier on the wallet.

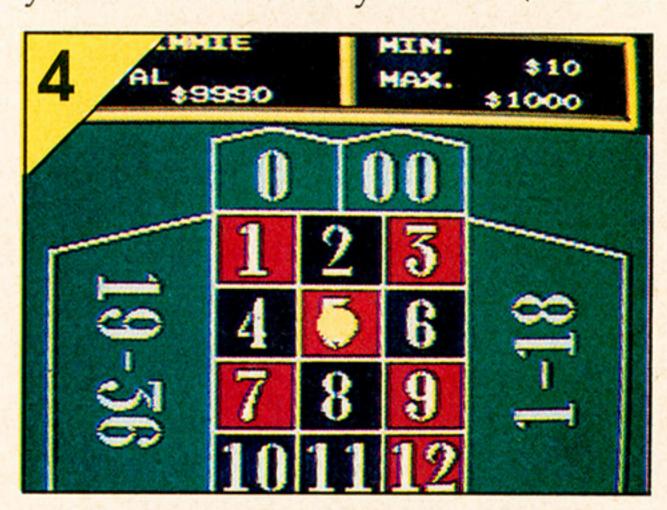
You begin in your hotel room with enough money to start your gambling career. In this room you

- Cybercore: Don't get too close to this creature it unleashes several enemies at once. But it's fairly easy to destroy.
- 2 King of Casino: This is an expensive blackjack table, but if you win it's great. Of course, you could also go bust, but what the heck.
- 3 all day at the slot machines, hoping for that one lucky jackpot.
- King of Casino: Betting at the roulette table is both fascinating and frustrating. No matter how you bet, the ball seems to have a mind of its own.



can get information about the various casinos in town and plan your rounds. As you gamble, you can return to your room to view a graph of how well you're doing.

Inside each casino, you can partake of blackjack, poker, roulette, or the ubiquitous slot machines. The slot machines are the cheapest form of gambling, but they are also the least likely to yield returns. The blackjack portion of the game is as alluring as real blackjack. In poker, you essentially play five-card stud against yourself, with the quality of your hand determining the size of your gain. Two pair, for instance, yields nothing, but three of a kind gets you double what you bet. (This is



similar to how the video poker machines work in Las Vegas and Atlantic City.)

King of Casino makes it easy and painless to gamble your money away. For that reason, think carefully before taking a trip to a real casino with real money.

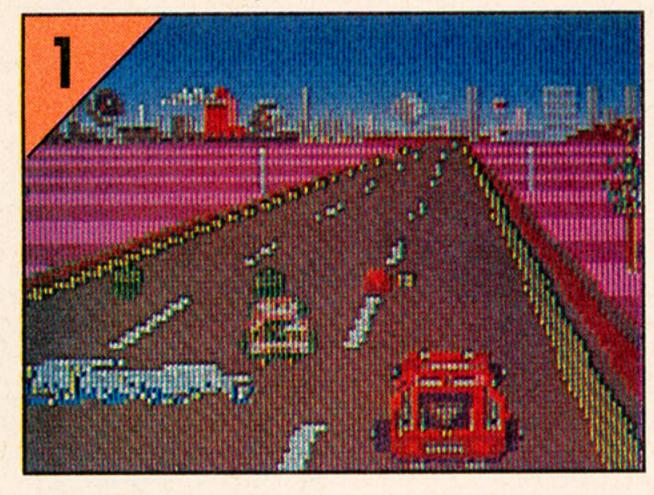
If you want to understand how addicting casino gambling can become, this game is a good introduction.



tari has announced its schedule of new Lynx games for the next six months, and the list includes some excit-

ing titles that are already big hits on other systems — such as Ninja Gaiden, Xenophobe, Road Blasters, Vindicators, and Paper Boy. In all, 15 games are scheduled to be released between June 1 and early 1991. Here's a summary of the confirmed titles, along with the release dates.

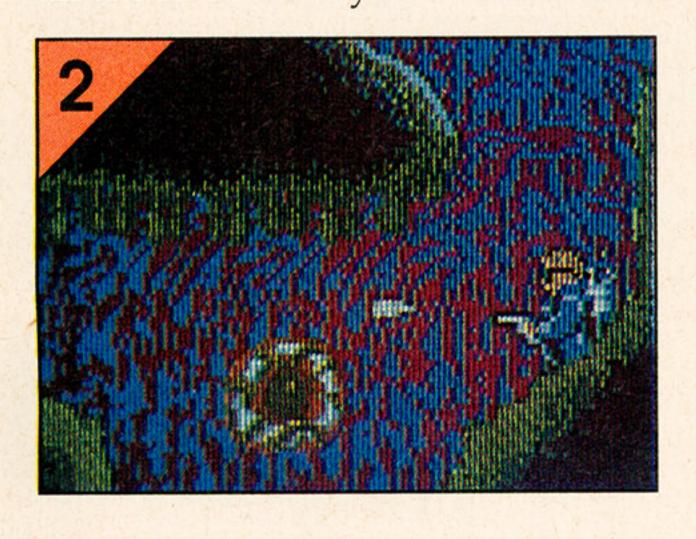
Ms. Pac-Man (6/1): Atari says the Lynx version is an exact duplicate of the arcade classic and allows two players to compete simultaneously.

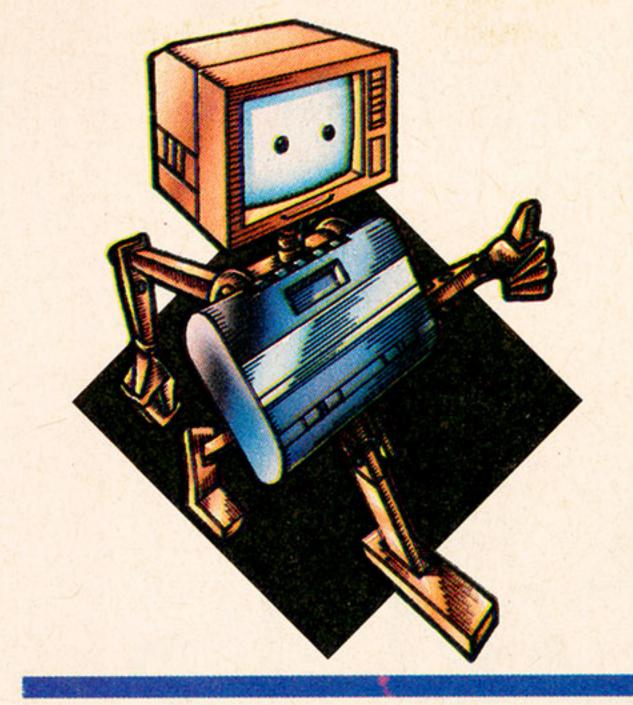


Slime World (6/15): A horizontally scrolling adventure designed especially for the Lynx. As many as eight players can explore a world filled with caverns of slime.

Klax (7/15): A one-player action-strategy game based on the arcade version. The object is to catch falling bricks and stack them in rows.

Paper Boy (9/1): Similar to the hit arcade game and Nintendo cartridge. As a bicycling paper boy, you must deliver newspapers to all the houses on your route while





ATARI SAFARI

Upcoming Games

Tom R. Halfhill

- Road Blasters, due for the Lynx in October, is a popular arcade game that was recently released for Nintendo as well.
- 2 Slime World was designed especially for the Lynx. Up to eight people can hook their Lynxes together to play.
- 3 game that's also available for Nintendo and the Atari 7800.

avoiding suburban hazards.

Rampage (9/15): You play a monster who tries to destroy buildings and eat people. The Lynx version allows one to four players and adds a new monster, Larry the Lab Rat.

Xenophobe (9/15): Based on the hit action game for arcades, Nintendo, and the Atari 7800. You must clear a series of space stations invaded by hostile aliens.

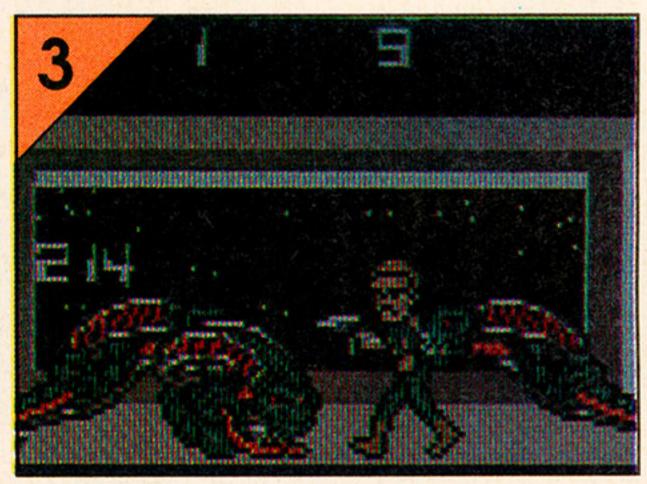
3-D Barrage (9/15): This updated classic is based on Pong, the first videogame, and 3-D Breakout. It's a paddle game for one or two players.

Zarlor Mercenary (9/15): An outer space shoot-em-up based on the arcade game.

Road Blasters (10/15): Adapted from the car-racing arcade game in which you must destroy your opponents to win.

A.P.B. (12/1): Another arcade adaptation in which you steer a police cruiser through city streets, arresting criminals.

Checkered Flag (12/1): A carracing game similar to Pole Posi-



tion, but designed especially for the Lynx.

Ninja Gaiden (12/1): This martial arts game is already a huge hit in the arcades and on Nintendo. You must fight through eight rounds of bad guys to rescue your girlfriend from an evil ninja.

Vindicators (12/15): Another arcade and Nintendo action game. One or two players battle aliens while driving tanks through a series of space stations.

Red Baron (12/15): An aerial combat game featuring World War I aircraft. You can engage in dog-fights with computer-controlled planes or other players.

Tournament Cyberball (early 1991): The sequel to Cyberball, a popular arcade game in which robots compete in a futuristic game of football.





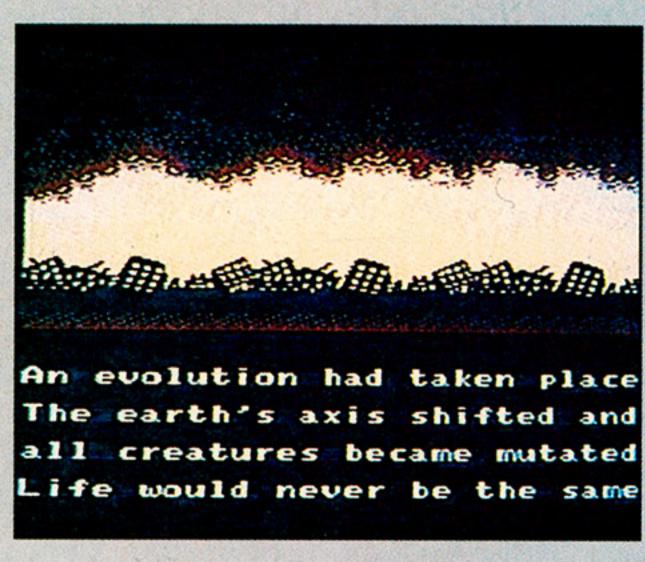
In 1997, a great war erupted. The entire planet was laid waste, and civilization as we know it was wiped out. The animals of Earth became mutated beyond recognition, eventually rising up to take the place of humans.

But a few people did survive. They banded together and used their superior pre-war technology to build a vast tower in the sky. There, in the floating tower-city, they were safe from the animals roaming the world below. They hoped that one day they could bring civilization and justice to the savage plains. But over time, their intentions grew corrupt.

In SNK's Crystalis, you play a hero uncertain even of his own identity. As the game begins, you are awakened from a state of suspended animation. Only by talking with the people you meet, practicing your fighting skills, and earning the money you'll need to properly equip yourself, can you succeed in fulfilling your destiny.

Chris Slate Matthew A. Firme







Following a terrible war in 1997, Earth is in ruins. Only a handful of humans survive, living high above the shattered planet.

The adventure begins as you awaken in a hidden cave near the town of Leaf.

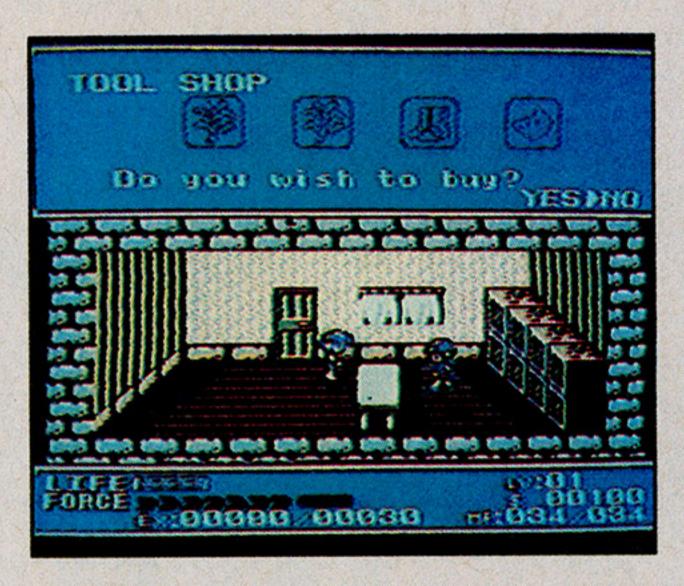




When you enter the town, go into the first house above you on the screen. You'll get some money from a strange benefactor.

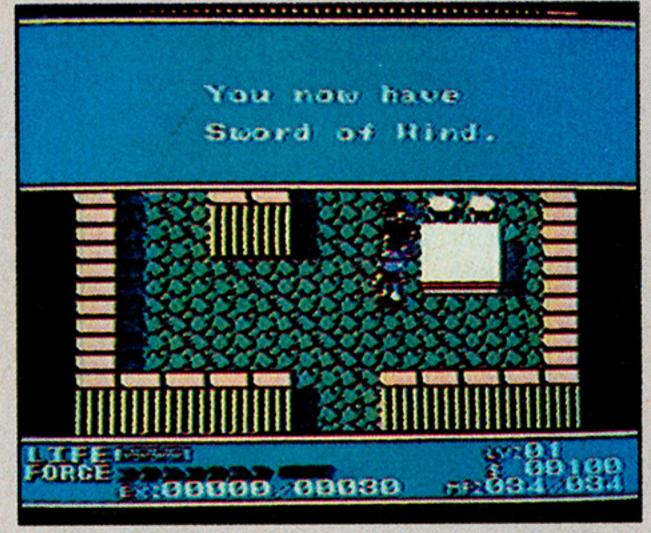


You will have many occasions to visit the shops you'll find during your travels. The two most helpful are the armor and tool shops.

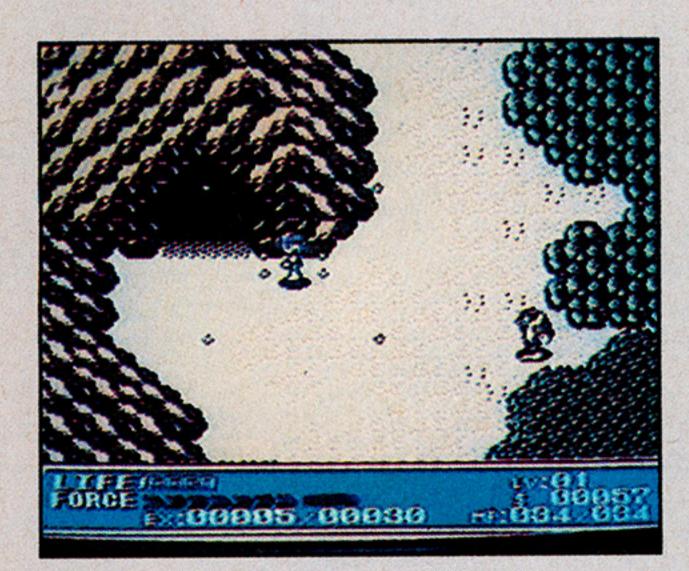








The Elder of Leaf offers some advice. Pay attention, because you'll need to awaken someone very soon. The Elder also offers you a weapon, plus some tantalizing information about your mission.

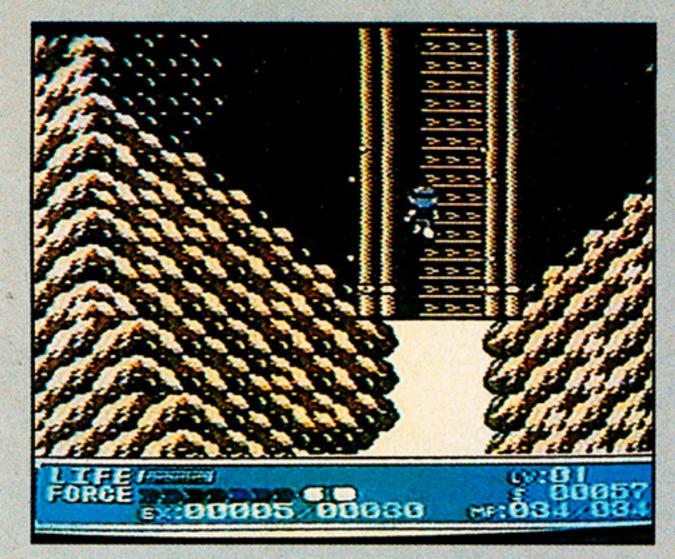


By speaking to the villagers, you hear about Zebu. To find him, travel northwest from Leaf.

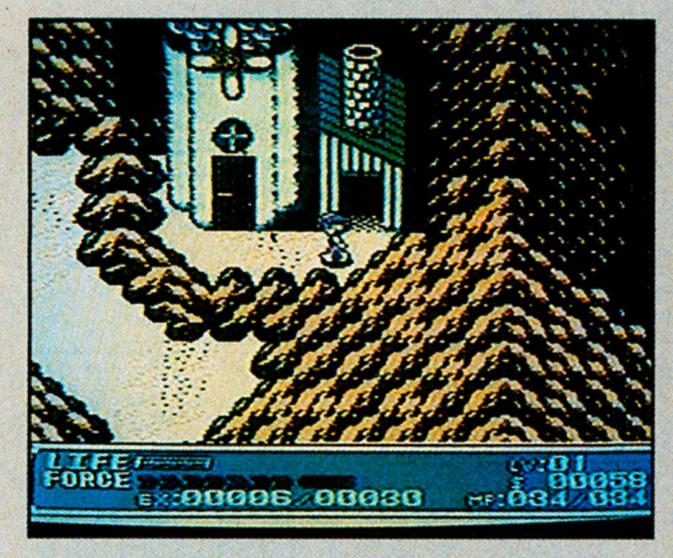


Try to make the windmill work. If you can do this I will teach you some magic.

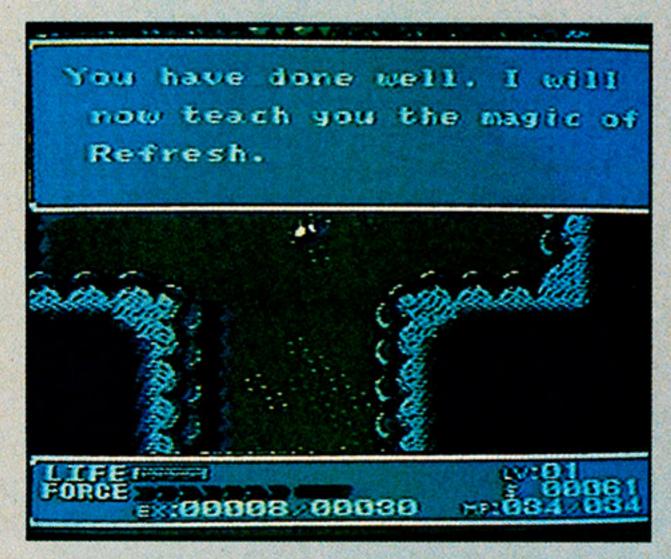
Zebuhas much to offer you, but first he requests a favor. Along the way, you'll need to stop back in Leaf to buy an alarm flute.



Head northeast to find this bridge. The windmill keeper is in a cave on the other side of the bridge.



To reach the windmill, keep moving through the cave until you find the end of the tunnel. It leads to the windmill's door.



Before exploring the new passage, return to Zebu. He'll teach you the Refresh spell. With this, you can refill your life meter when it runs low — as long as you have enough magic points.

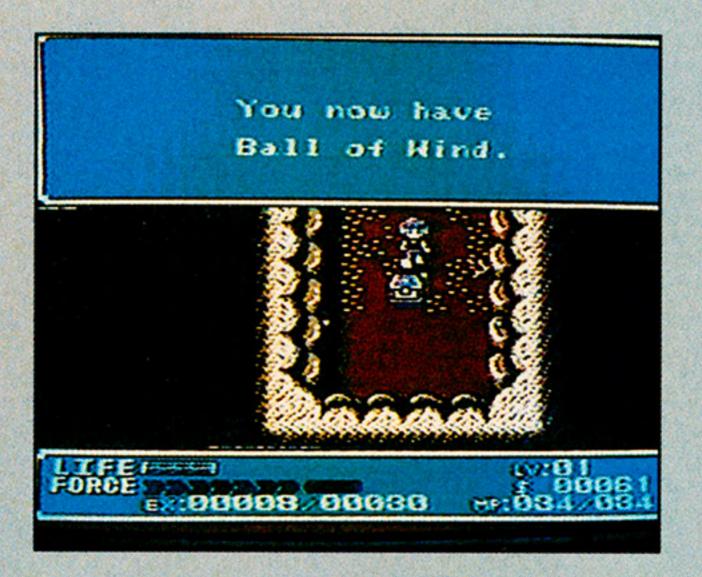




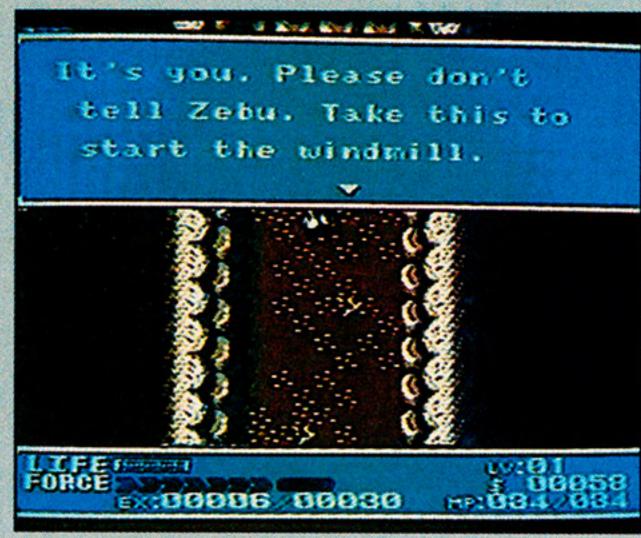
To use an item you've obtained (such as the alarm flute), switch to this screen and select it. Remember to do this each time you get a more powerful weapon—before you run into trouble.



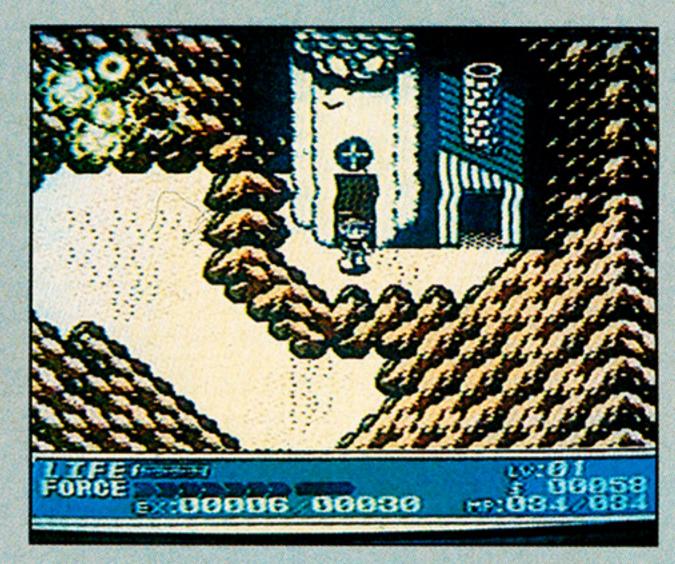
Insert the key into the windmill's mechanism while standing near the keyhole.



Return to the new passage near the windmill. It leads into a maze, like many of the places you'll visit. Explore carefully until you find the Ball of Wind.



When you blow the flute, the windmill keeper jumps to his feet. He begs you not to hand him over to Zebu, and he offers you a key.



Outside, you see the windmill turning. Suddenly there's a crash, and a new opening appears in the cliff to your left.

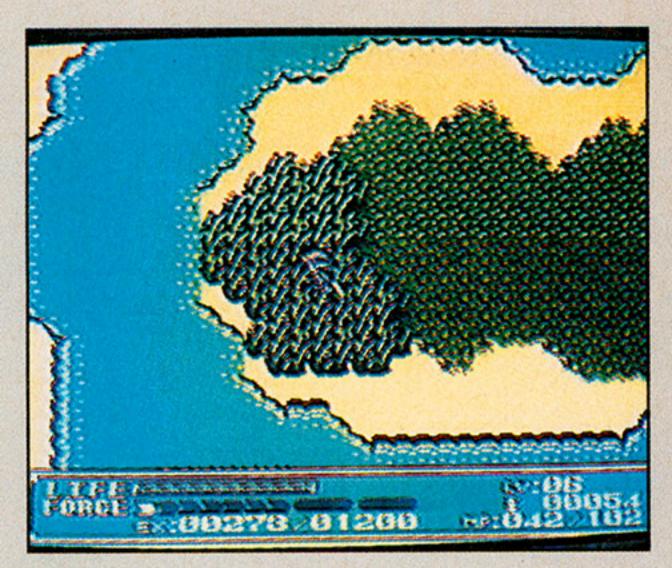


Using the Ball of Wind, blast your way to the first boss. Build your sword up to power level 2, firing carefully at him as he teleports around the cavern.



You'll learn a lot of important information in Brynamer. Remember everything you're told, especially the words of this villager.

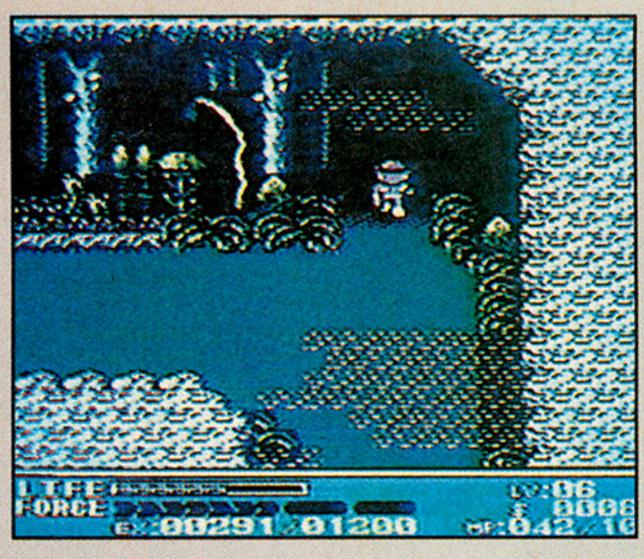
After defeating the first boss, you'll exit the cave to the north of the town of Brynamer.



Near Brynamer is a small island. Search the brush for a statue one of the villagers lost.



The villager gives you a gas mask when you return the statue. You'll need it on the next leg of your journey, east of town through the poison forest.



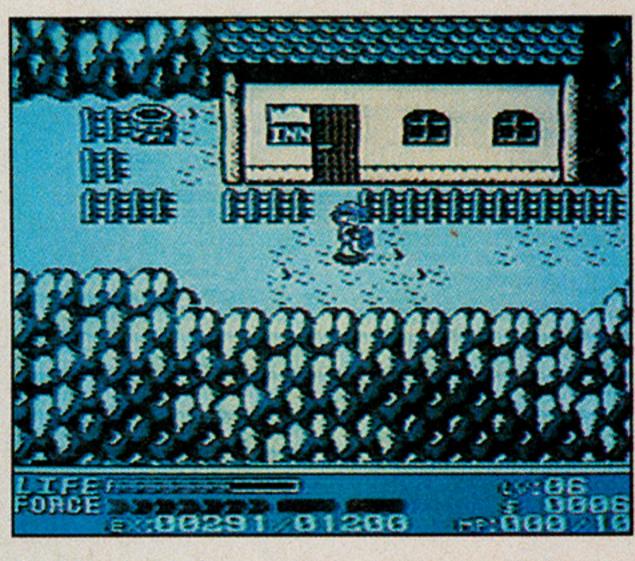
Deep in the shadows of the forest is a dark doorway. It leads to the town of Oak.

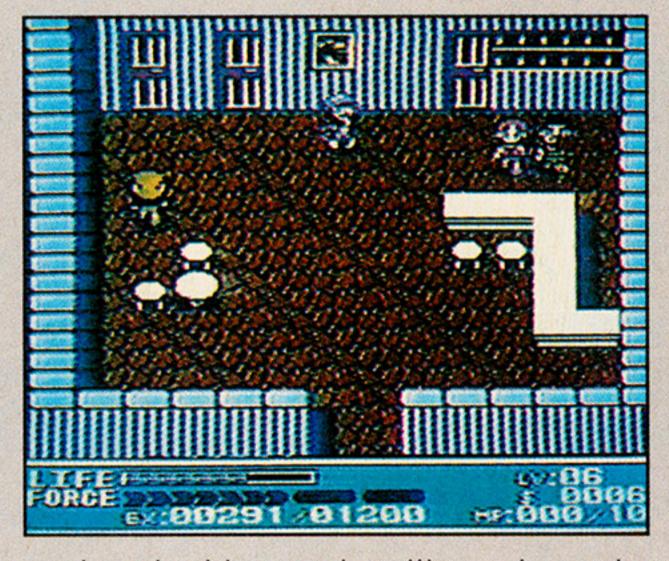


One of the children of Oak is lost in the woods. If you find him, you'll earn the respect — and help — of the villagers.

After leaving Oak, go north to the mountains.







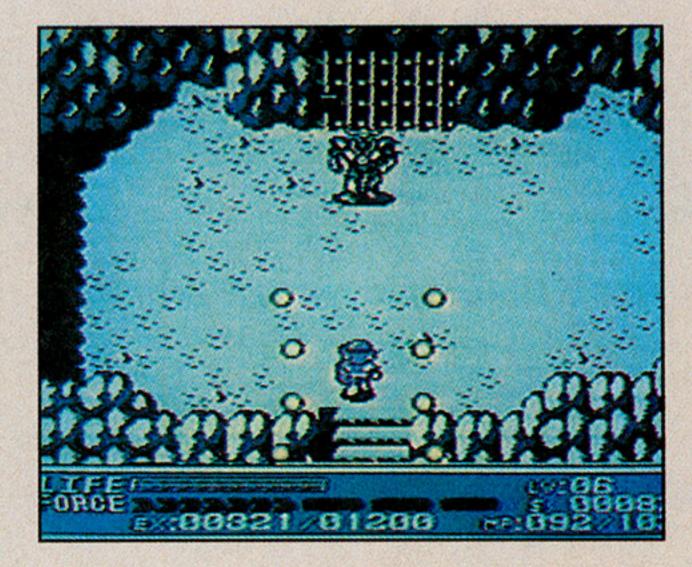
At Nadre's Inn, you can save your game and replenish your health and magic points. The road ahead is not easy.



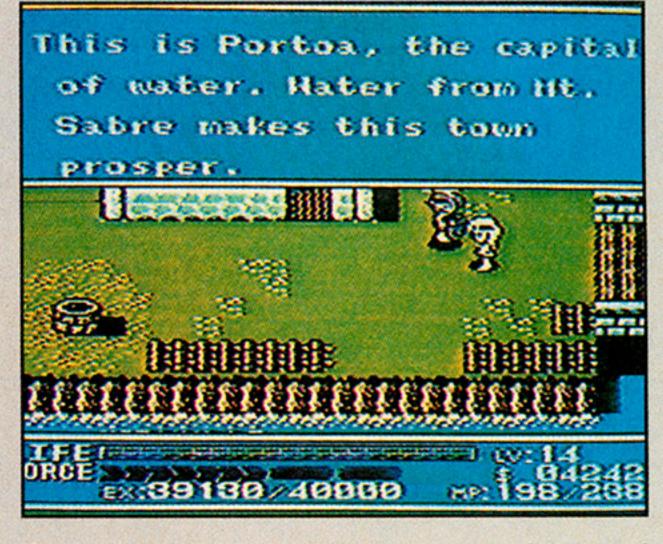
Inside the Inn, purchase as much of the Fruit of Power as you can. This helps you maintain your magic during battle.



In the mountain caves, you learn that the people of Leaf have been taken as slaves. There are two prison cells; the left one holds the key to the cell doors.



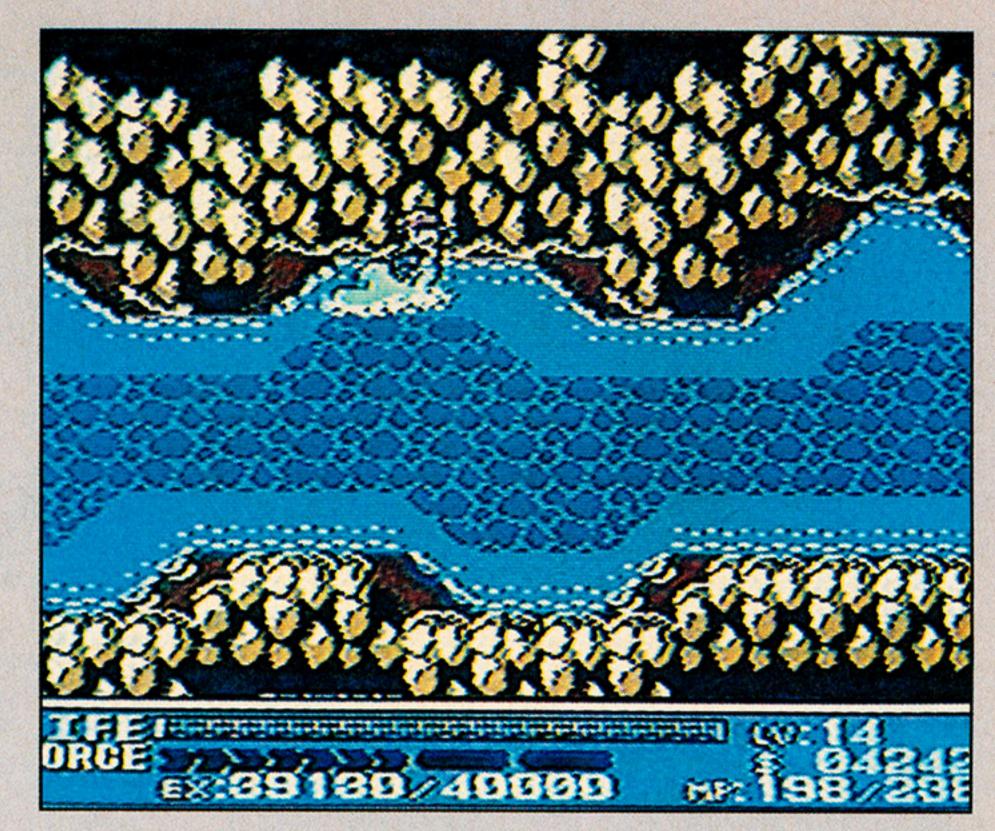
Once you leave the cells, climb up the ladder to the north and battle General Kelbesque. After defeating him, use the key to free Zebu.



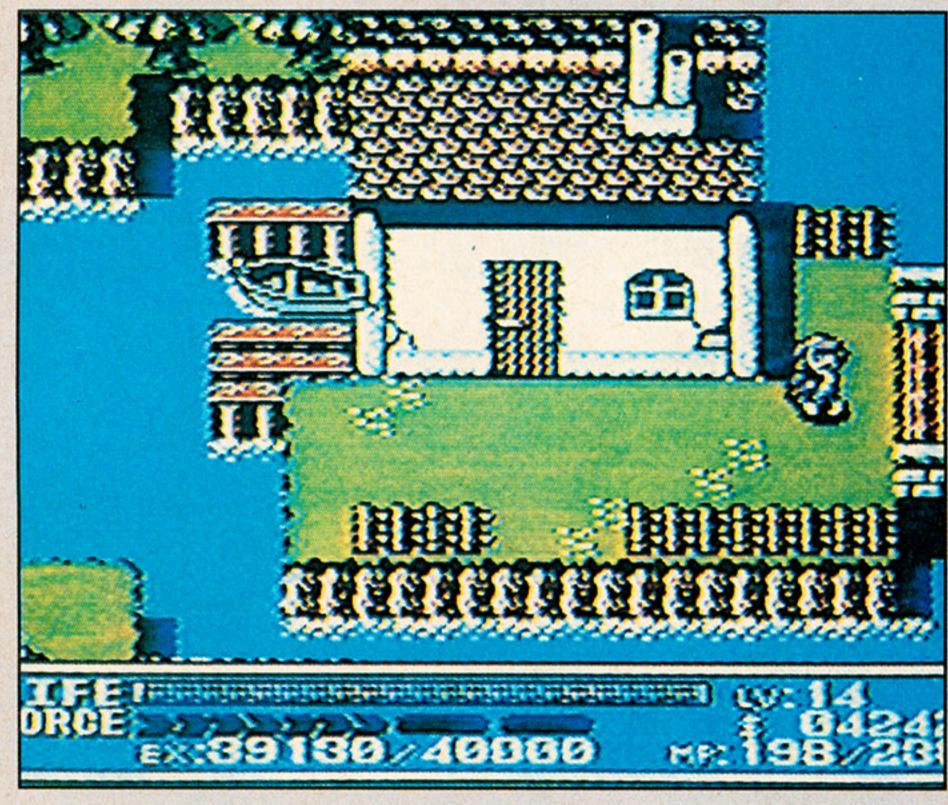
Soon you'll find the all-woman town of Portoa. Use the Spell of Paralysis on the guard outside the queen's castle, because the women won't allow a man to pass.



The wacky queen is moonlighting as the town prophet. You'll have to go back and forth between her palace and the prophet's home to carry on a conversation with her. Search the queen's room carefully.



Apply an herb to the dolphin's wounds. Afterward, he'll come when you call and let you ride on his back.

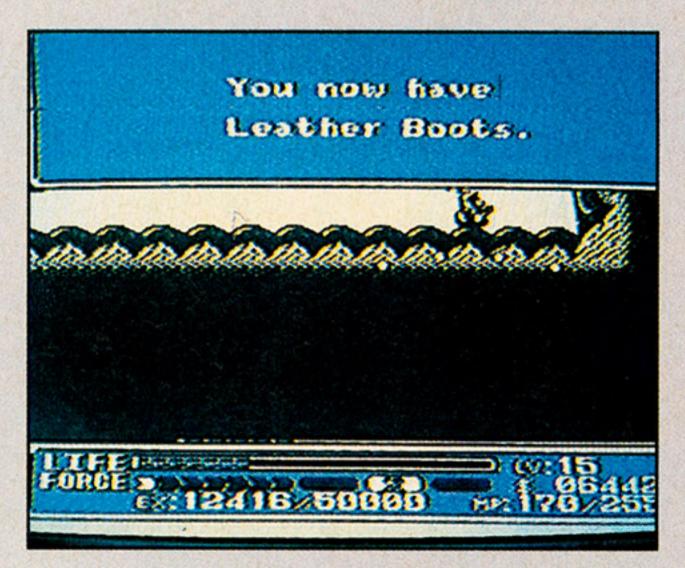


ORGE 198 248

You can get a boat in the Portoa boathouse. Use it to cross the ocean.



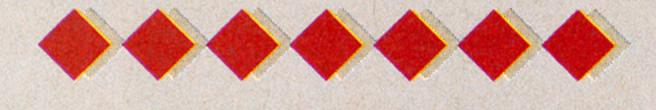
You'll need the gold statue to get any further. Place it on the altar to disperse the whirlpools.

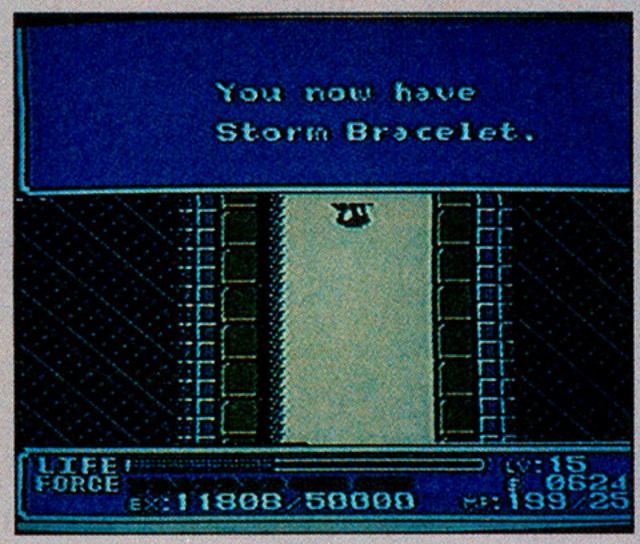


The leather boots allow you to cross the poisonous muck.

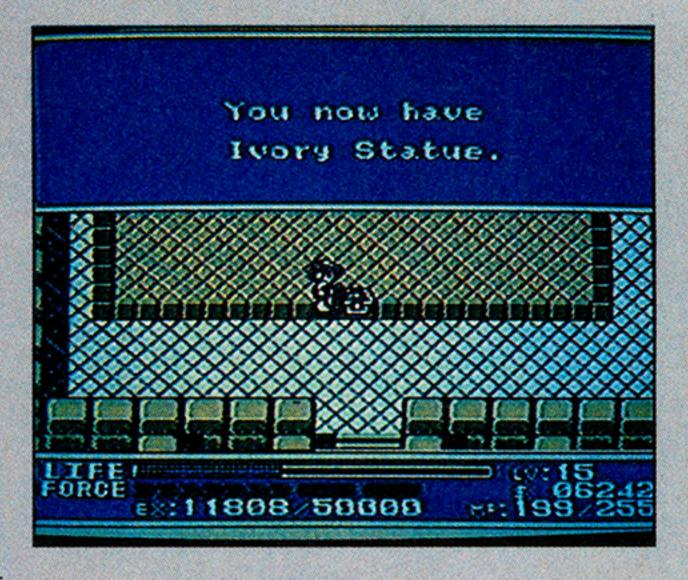


To get past the guards, look at the symbols above their heads to figure out which bows to use.







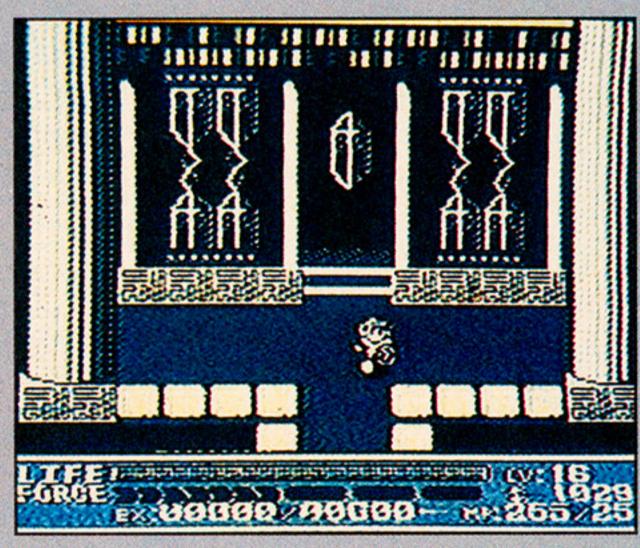


In the rooms just past the lions, you'll find items vital to your quest. The Storm Bracelet maximizes the Thunder Sword's power. The Power Ring helps you defeat the Evil Ruler. The Ivory Statue allows you to heal Kensu and learn your final spell. And while wearing the powerful Psycho Armor, you can recharge your life meter by standing still for a moment.





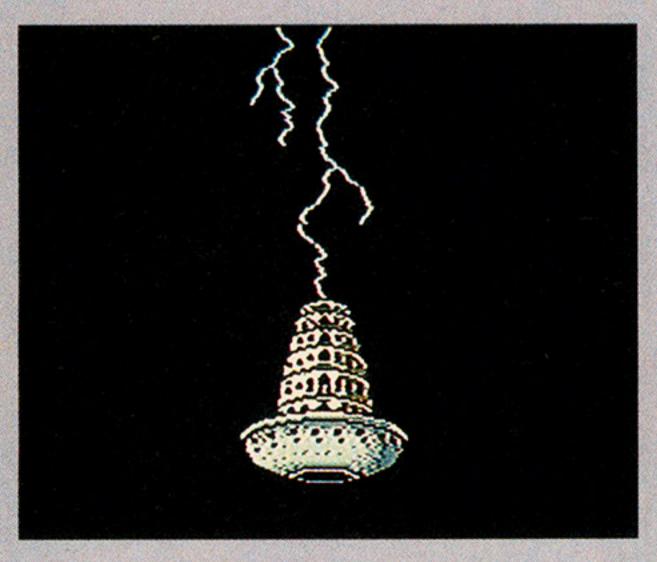
If you've reached experience level 16 and shoot the Evil King with the Bow of Truth, his true evil appears.



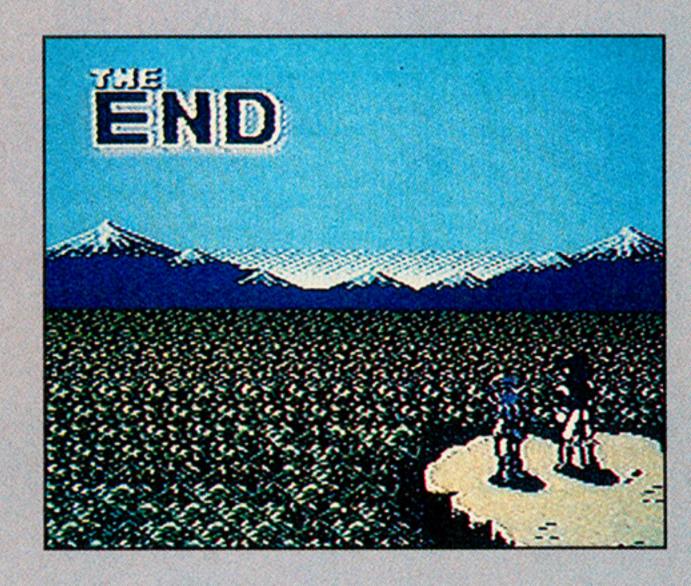
After you're whisked to the tower in the sky, you'll meet Mesia. To advance through the tower, you must defeat every enemy on each level without dying.



At the top of the tower, you learn that you must destroy the corrupt computer that brought you and Mesia to life.



The tower was once a haven for humans. But as the world below evolved its own civilization, power became the humans' only goal. Now the world is free of their tyranny.





GP



The Ghostbusters are no strangers to the world of electronic games. They've inspired games for just about every system around, from personal computers to Nintendo. And now they're ready to tackle the meanest spooks of their career in the Sega Genesis version of *Ghostbusters*.

You can choose to play as Peter, Raymond, or Egon in this version, which is loosely based on the first *Ghostbusters* movie. You'll hunt ghosts, poltergeists, and other supernatural pests through six dif-

ferent levels. The first four levels are ghost-hunting jobs, and you can use the money you'll earn to buy a variety of special weapons and items you'll need later.

Each level is full of dangers. Among other things, you'll encounter hostile icemen, flying dinner plates and forks, and leaping globs of ectoplasm. And every level has *at least* one boss. In one memorable scene, you actually get to battle the colossal Stay-Puft Marshmallow Man!



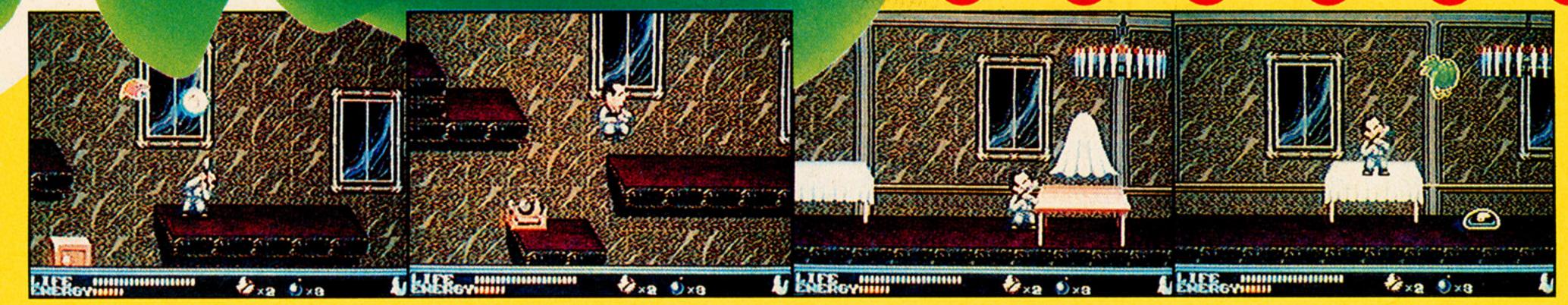
Sega of America, 573 Forbes Blvd., P.O. Box 2167, South San Francisco, CA 94080.



Each of the three Ghostbusters has different abilities, and all of them are capable of getting through the game.



The first assignment you accept is to rid a woman's home of noisy spirits. On this job you'll earn \$2,000.



Your main weapon is effective against most household ghosts. Keep your eyes open for safes, like the one at the left. Often they'll contain money, although some are booby-trapped with bombs.

Anytime a tablecloth rises from a table, blast it quickly. If you don't shoot fast, it'll get the drop on you.

If you shoot Slimer, he'll drop an egg-shaped glob. It contains extra energy and life.



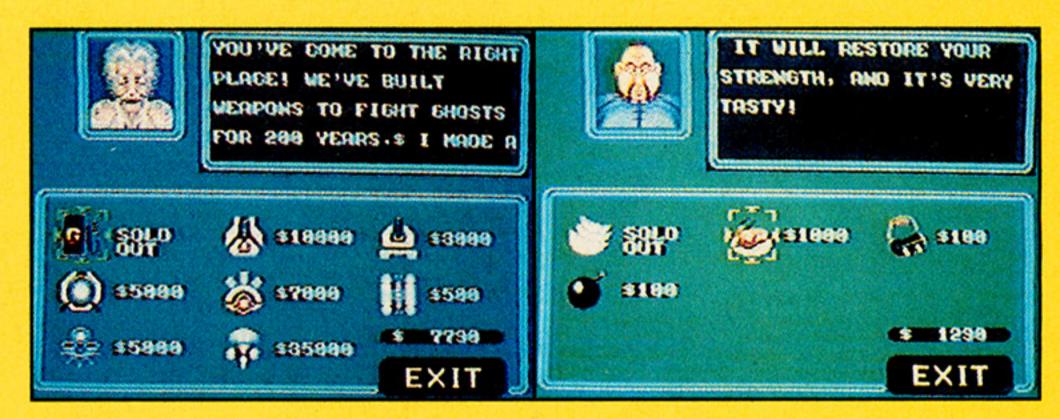
After passing through a door, you suddenly encounter a ridiculous apparition. Fire at its head.

To defeat this rolling artichoke, the final boss in the first home, keep an eye on his scales. They'll fly off and spin about the room, leaving his bulbous body open to attack.

After clearing the house of phantoms, you find a fragment of a stone tablet. You'll need this piece and four more to force a final showdown of good versus evil.

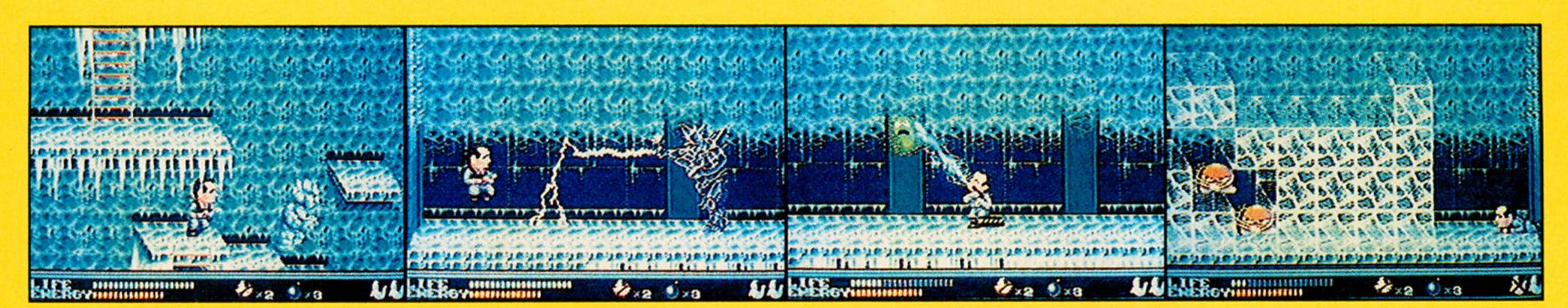


Your fame as a Ghostbuster grows with each victory, and so does your wealth.



In the weapons shop, this Einstein lookalike helps you choose bigger and better weapons. It's wise to buy extra energy as soon as you can.

The item shop stocks some very useful merchandise, although it often runs out of the more popular goods. The dumplings allow you to return to life, and the Peking duck restores your energy.

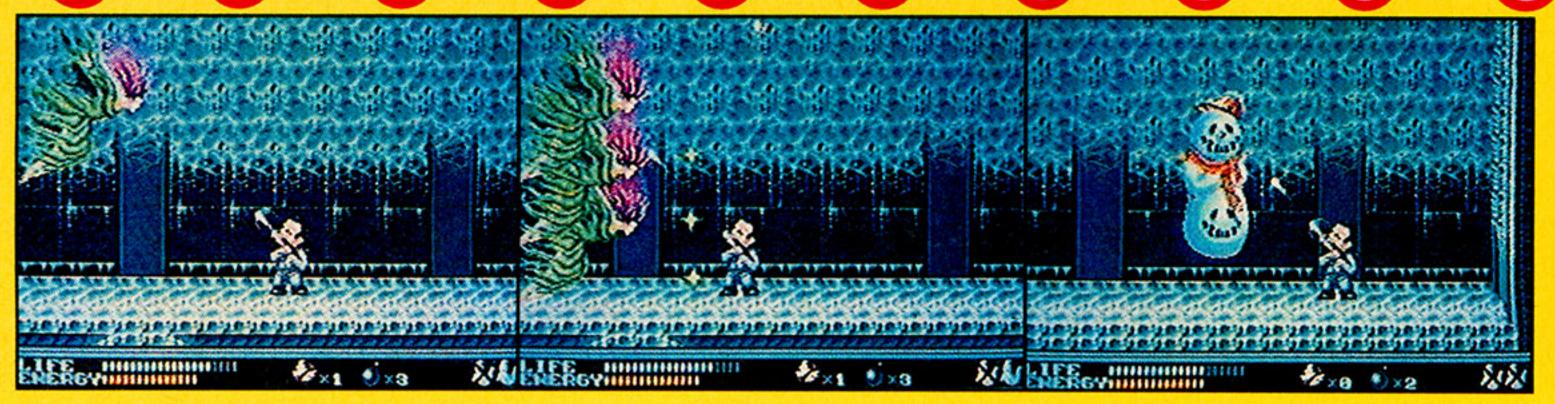


Your next job takes you to this icy building, haunted by appropriately frigid spooks.

The first boss on this level is powerful, but his method of attack is fairly predictable. After defeating each boss, don't forget to trap the green spirit that immediately appears. When the trap box appears on the floor, zap the spirit and move it over the top of the trap.

To penetrate this wall of ice, let the little creatures eat through the blocks, then shoot them at the last minute. Now you can crawl through the tunnels they've made.

65



This ghost is no lady. She splits into three parts, and only one of the images is vulnerable to your attack. Use your three-way shot.

The hideous snowman spews tiny snowmen from his mouth. They'll fly around the screen, shooting you with carrots. Blast them as soon as you can or you'll be overwhelmed.



The third mission, a burning building, is very risky. There are no lights, and danger is everywhere.



Infrared goggles let you see where you're going, but they're only good for a certain period of time.

The flame dragon looks fierce, but defeating him is simple once you learn how. Jump when he appears, luring him to spew his flame high into the air. As you fall back down, immediately crouch and shoot him in the neck.



Don't be afraid of this silly-looking fellow. Use him as a spring-board to the ledges above.

The dancing flame-man attacks with a circular spread of fire. Watch him carefully, because he's very quick.







The final boss in the flaming house is a huge, fiery face that attacks from the walls. Aim for his mouth.



Right from the start, you'll get the feeling that this haunted high-rise is a big job. Fortunately, the pay is good.

Not even the walls are to be taken for granted. You're just walking along, minding your own business, when a giant fist sends you tumbling.

As you destroy the dancing cups, you get the feeling you're being watched.

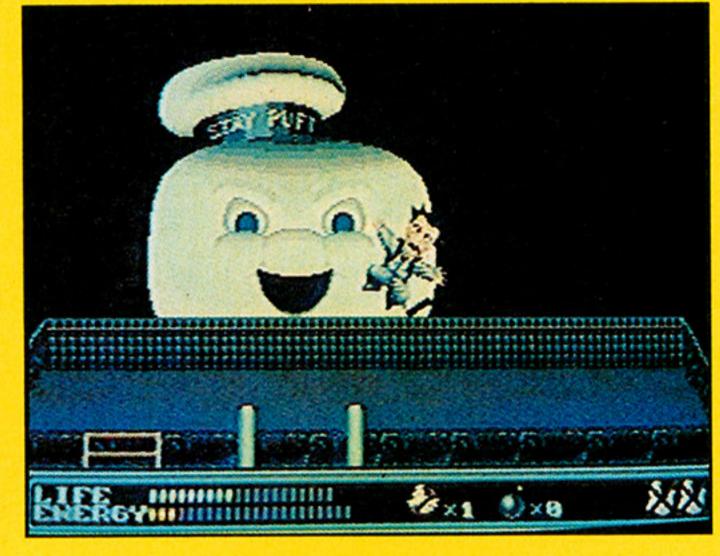
There it is again! Something is moving outside, no doubt about it. But the dangers *inside* are your immediate concern.



The whirling monster-worm splits into separate segments and attacks from everywhere at once.

To reach the next boss, you'll have to swim through a flooded passage. This huge squid blocks your way, but he's no match for your ghost-busting weaponry.

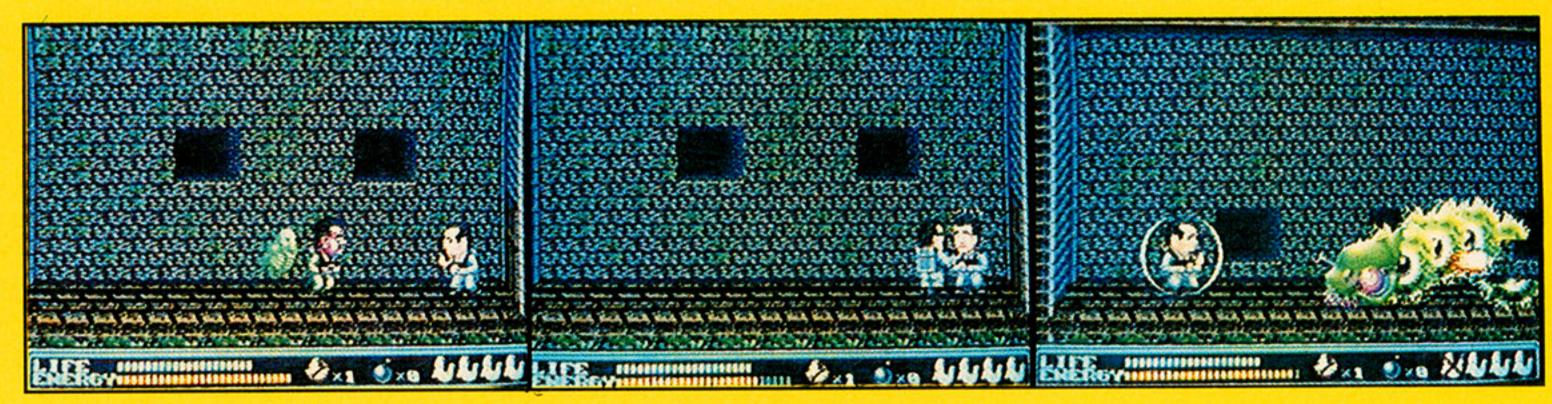
To beat this mutant Easter egg, steer clear as it bounces around the room. Shoot when it opens to fire its beam.



You're face-to-face with the nightmarish Stay-Puft Marshmallow Man. And he's huge — as tall as the building you're standing atop. Concentrate your attack on his nose.



With the stone tablet finally assembled, you go to the old mansion on the outskirts of the city to find a veteran ghost hunter who's gone into hiding.



The old man has been corrupted by evil, and your friends fall into his grip. Like it or not, you'll have to fight your fellow Ghostbusters.

Once you've broken the evil spell that held your friends captive, they happily thank you. But there's more danger in store.

Don't worry about this giant caterpillar. He's strong but slow.

67

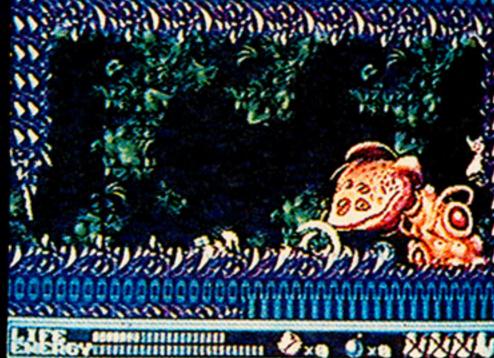


As you walk the halls of the old mansion, don't underestimate the strength of the caged skeletons. Those bars won't hold them prisoner for long.

The Grim Reaper himself makes an appearance. As with most bosses, the key is to look for a pattern to his attack and learn his weakness.

Apparently a hungry relative of the plant in *Little Shop Of Horrors*, this obnoxious weed not only grows quickly, but also packs a laser. Stay low, firing continuously.







After turning the plant into salad, you find a fifth piece of the stone tablet—a small skull. But when you assemble all the pieces, you discover that you've opened a vast hole in the city and evil is everywhere. Enter the hole for the final confrontation.

Basking in the powerful evil you've unwittingly unleashed, all of the boss creatures you've defeated are restored to life. Here we go again!



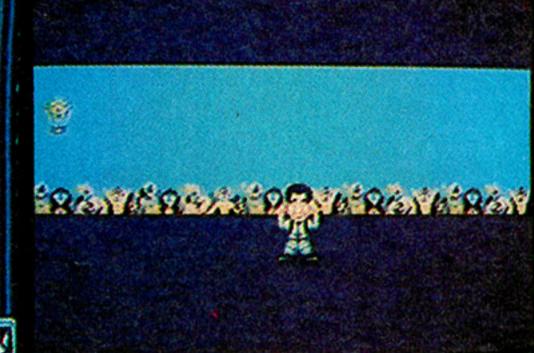
Keep an eye on the map on your weapons screen. It will help you find Jana, the ultimate evil.



Transformed for combat and awesomely powerful, Jana really tests your fighting skills. For starters, destroy the throbbing heart.



Use the hill to your advantage, both to avoid Jana's attacks and to get a better shot at the demon's head.

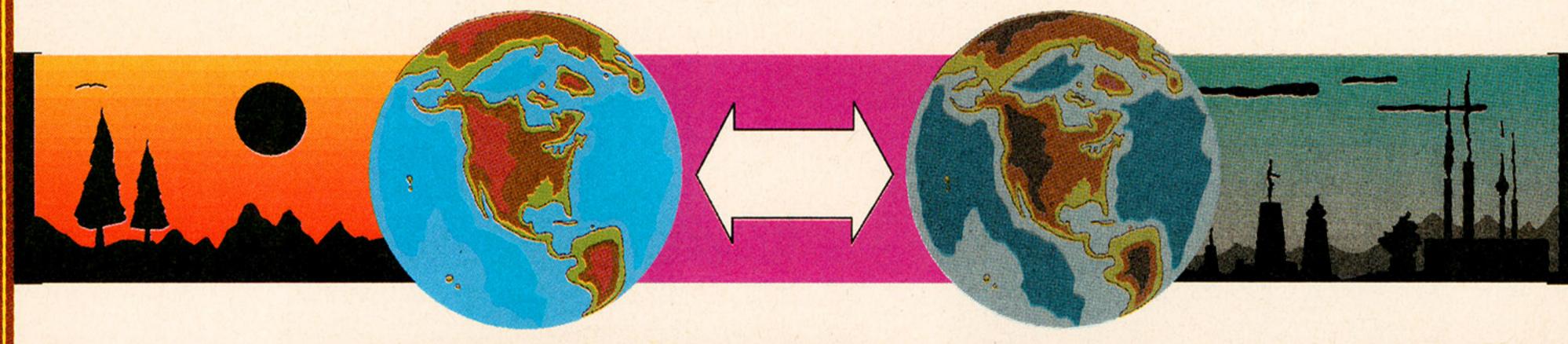


GHOSTBUSTERS

After your final triumph over the paranormal, the entire city turns out to thank you.







BALANCE OF THE PLANET

Selby Bateman

Over the past decade, game designer Chris Crawford has periodically introduced decidedly different computer games that challenged the accepted wisdom as much as they challenged game players. SCRAM, his nuclear power plant simulator, was one of the first realistic simulations for home computers; Eastern Front, his military strategy game about the Nazi invasion of the Soviet Union, helped define computer war gaming; and Balance of Power, his groundbreaking geopolitical strategy contest, uniquely captured the balancing act of world politics. Each, in its own way, helped to change what we think about computer games and the world around us.

Now Crawford has done it again. His new Balance of the Planet is a fascinating environmental game that brings to life the interrelated complexities of our world's environmental problems and opportunities. For those who are relatively unfamiliar with environmental concerns, Balance of the Planet is a captivating and painless interactive introduction to the major issues. For those already aware (or becoming aware) of the many environmental challenges facing us today,

the game is a remarkable opportunity to try making some changes that can affect the future of our world.

Balance of the Planet is a thinking person's strategy game. There are no bells and whistles, no action-packed sequences, no flashy animation,

and no characters to play. In fact, *Balance of the Planet* is composed entirely of 150 static screens of environmental information through which you move during a game. As with our planet, every environmental topic and subtopic is either directly or indirectly related to every other.

There is a tremendous amount of information here, presented with a clarity and accessibility that makes *Balance of the Planet* a wonderful educational tool as well as a challenging game.

Balance of the Planet casts you in the omniscient role of the United Nations' High Commissioner of the Environment. You've been given the unique power to offer financial subsidies to many well-intentioned activities, such as basic scientific research and recycling centers, and to tax many other activities, such as the use of pesticides, heavy metals, and CFCs (chloroflourocarbons — implicated in the decline of the world's ozone layer).

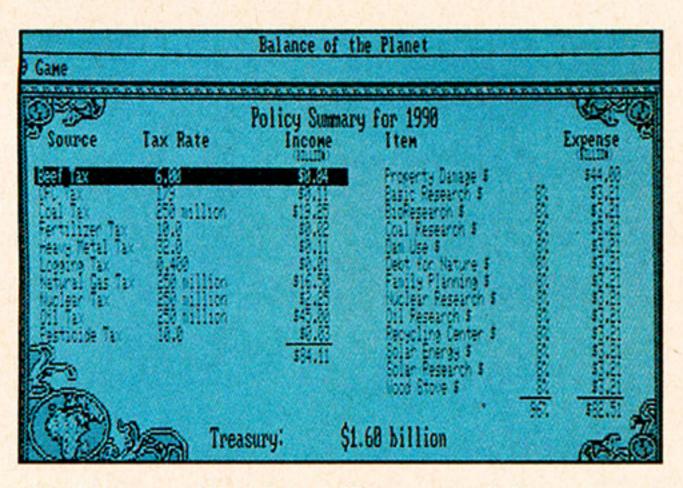
You have nine turns in the game, with each turn representing five years beginning in 1990. The game ends in 2035, and your point total indicates the extent to which you've been successful.

Version reviewed: IBM PC, Tandy, and compatibles; 512K minimum memory; CGA, EGA, or VGA graphics (will not work with Hercules monochrome graphics); mouse optional but recommended. Also available for the Apple Macintosh. Chris Crawford Games, P.O. Box 360872, Milpitas, CA 95036-0872; distributed by Accolade, 550S. Winchester Blvd., Suite 200, San Jose, CA 95128.

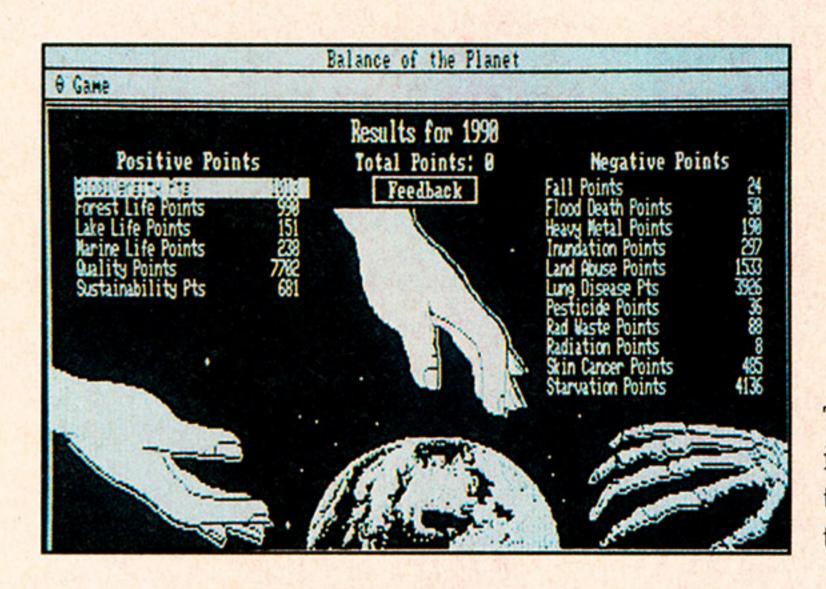
Begin the game by selecting the Policy Summary screen from the main menu. Here you'll find two lists. On the left are the sources of tax revenue from which you'll fund the subsidies listed on the right side of the screen. Tax sources include a wide variety of items, such as beef, CFCs, coal, heavy metals, pesticides, natural gas, nuclear power, logging, and oil. The subsidies you can grant include basic research, coal research, dam use, a nature conservation fund, family planning, nuclear research, solar energy, wood stoves, and more. Each of these subsidies starts out at eight percent, and

you choose which of them will receive more money or less money.

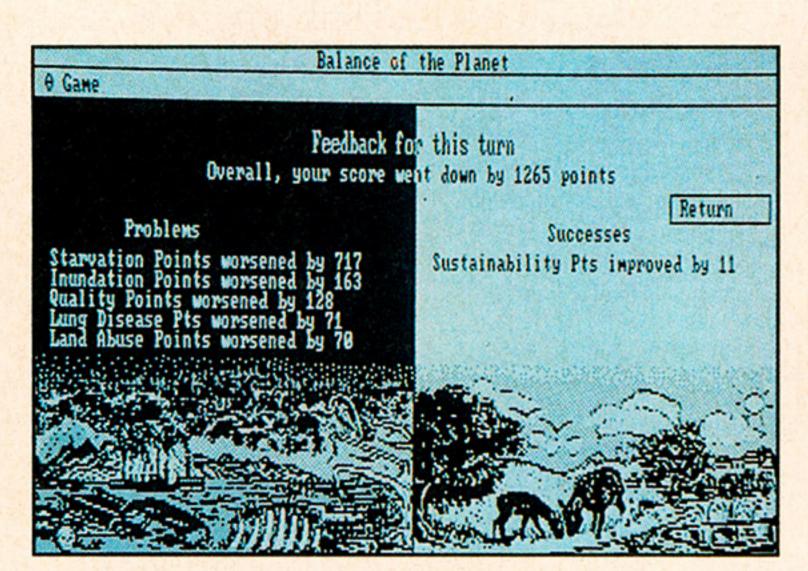
These choices are the heart of *Balance of the Planet*. What you choose to fund and what you choose to tax will combine to create a ripple effect throughout the world and the game. For example, if you decide to heavily tax nuclear power while increasing the funding for solar energy, wood stoves, and coal research, what will be some of the results? Similarly, if you decide to assess high taxes on beef, it will naturally affect the beef industry, which may in turn have an impact on land abuse and starvation. Everything is connected to everything else.



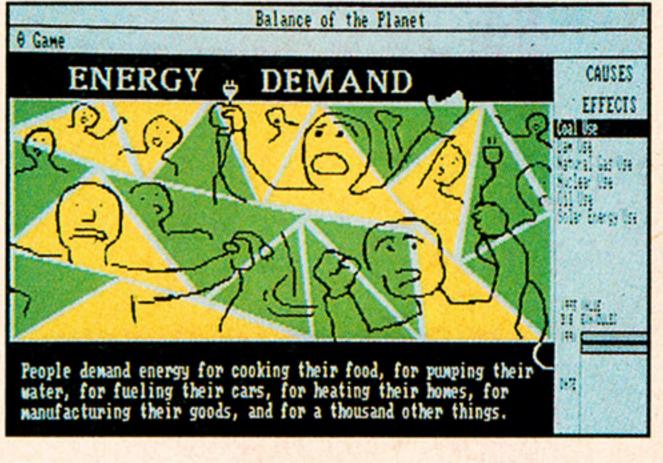
As the game begins, all expense allocations are set at eight percent. You can change them, but you must balance your budget.



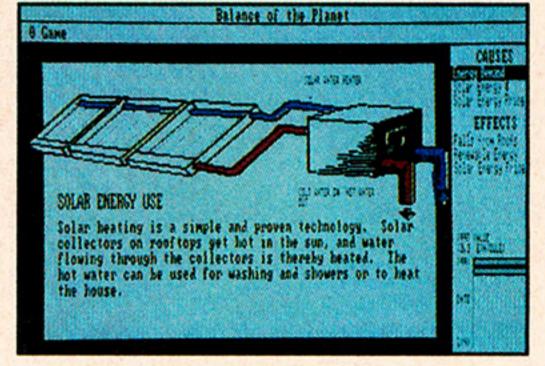
The name of the game is to increase the positive points and reduce the negative points.



After each turn, you can get a quick Feedback snapshot that tells you what effects your policies are having.

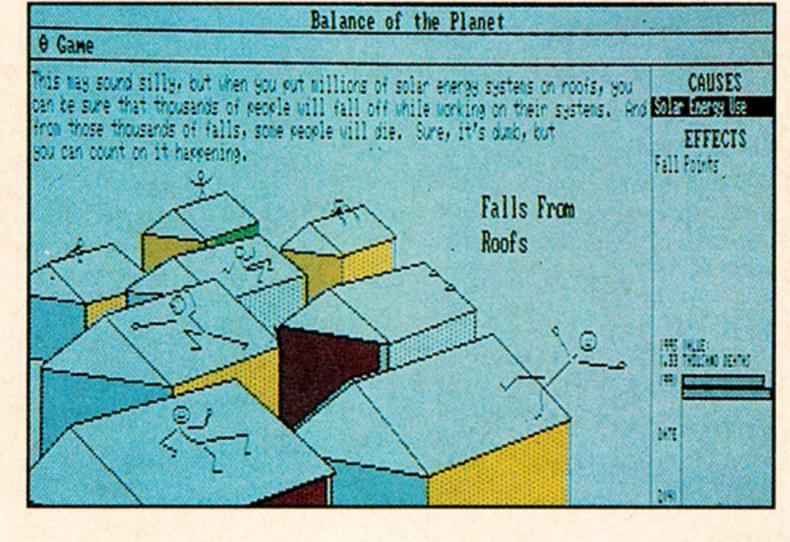


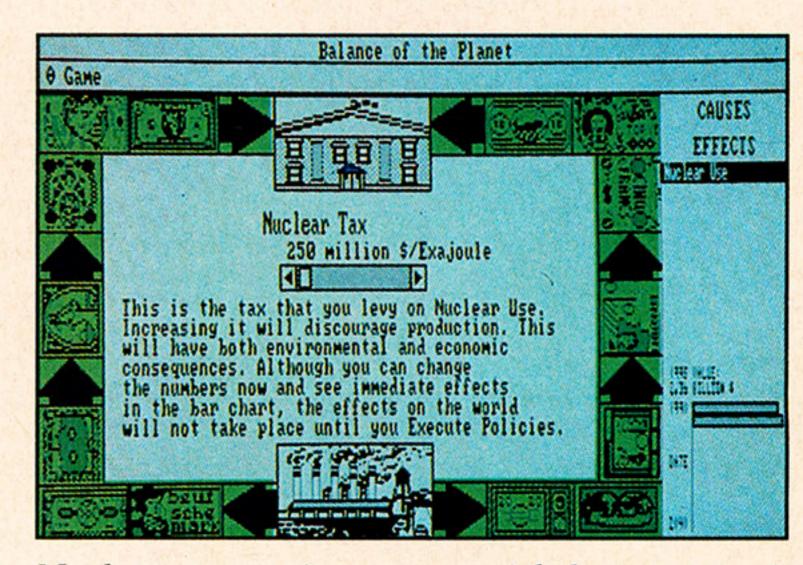
There is always demand for energy, but will it be coal, water, gas, nuclear, or something else?



Solar energy is one option you might want to subsidize with your tax revenues.

Is it of major or minor concern that increased use of solarenergy will result in more people falling off roofs?



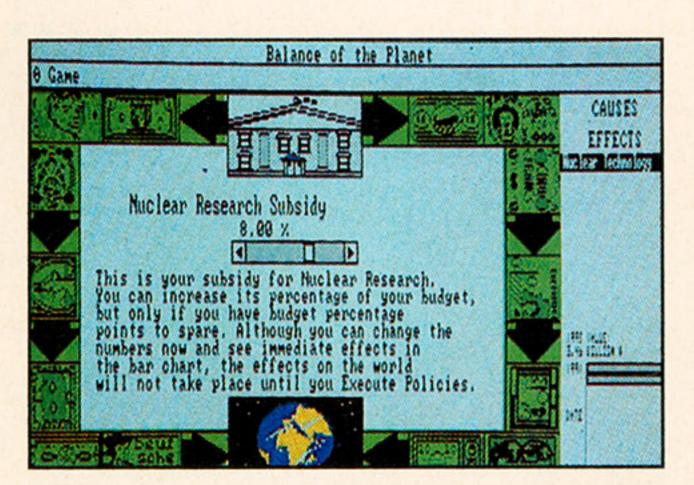


Nuclear energy is controversial, but you can't ignore it. At the Nuclear Tax screen, you must decide whether to increase or decrease the amount you levy.

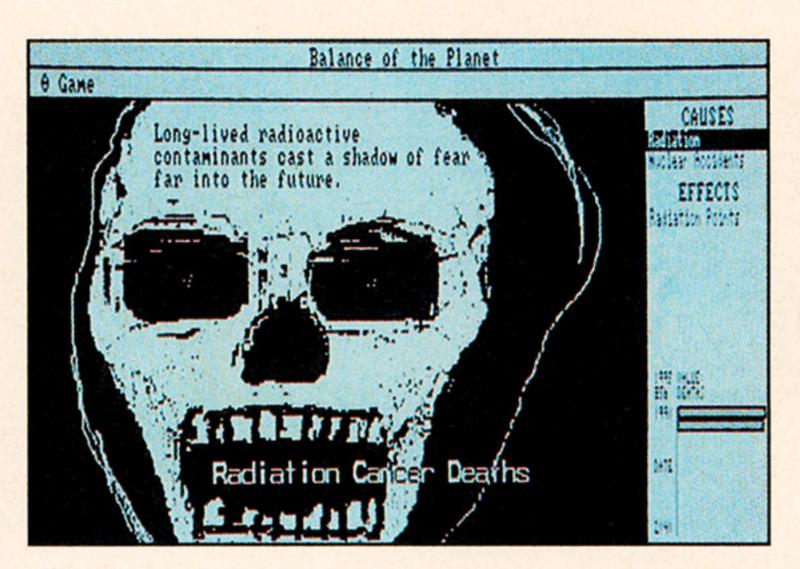
The Results screen shows the good and bad points of your decisions. If you play well, the good points — such as biodiversity, forest life, sustainability, quality of life, and others — will rise. If you make bad choices, you'll get negative results, such as lung disease, radiation waste, skin cancer, pesticides, floods, and more.

One of the most impressive aspects of Crawford's work on *Balance of the Planet* is that he has included ways for players to change the game's underlying formulas, and therefore its biases. Even though these days it seems like

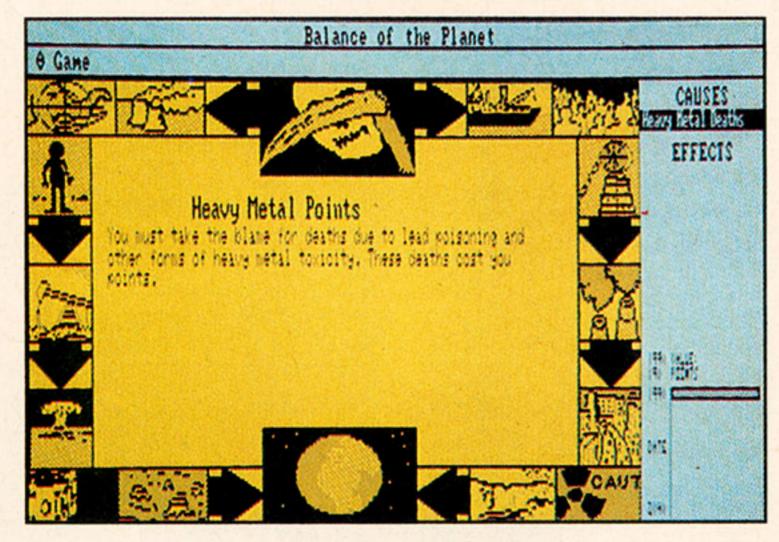
everyone from President Bush on down is calling himself or herself an "environmentalist," there's still plenty of controversy surrounding specific environmental issues. Crawford realized that critics were likely to attack *Balance of the Planet* for being biased in one way or another (a criticism sometimes leveled at *Balance of Power*). To counter that, and to make the game more variable, he allows players to select four additional biases: pro-nuclear, environmentalist, industrialist, and Third World.



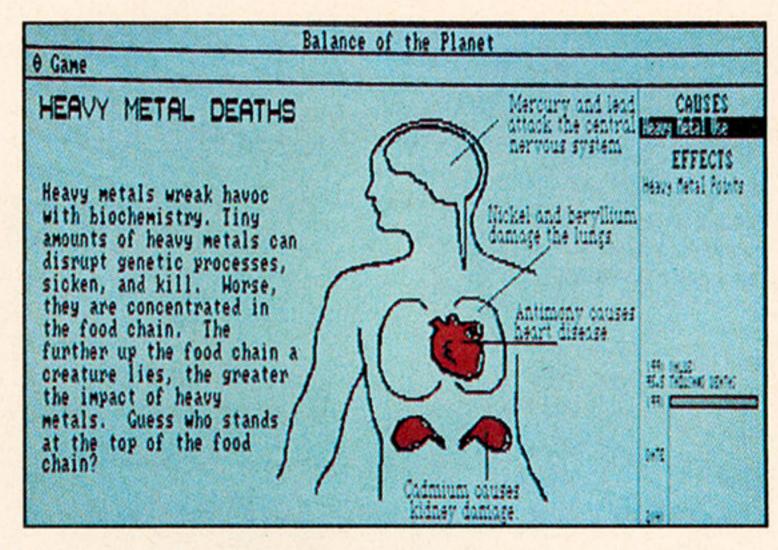
You can raise or lower the amount of tax subsidies you offer. If you're pro-nuke, you might increase the subsidy and decrease the tax.



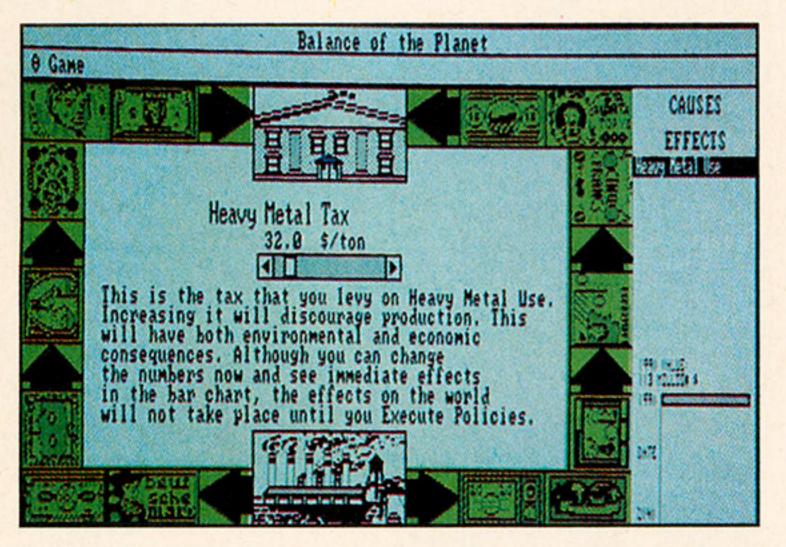
What will be the net effect on radiation cancer deaths based on your decisions about taxing or subsidizing nuclear energy? It may be years before you really know — and then it might be too late.



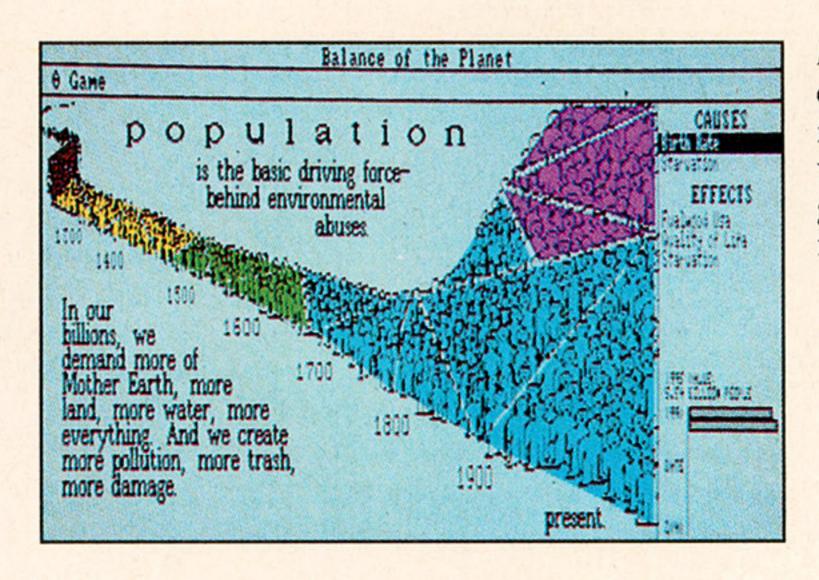
Heavy metals are important in industry, but can lead to lead poisoning and other toxic problems.



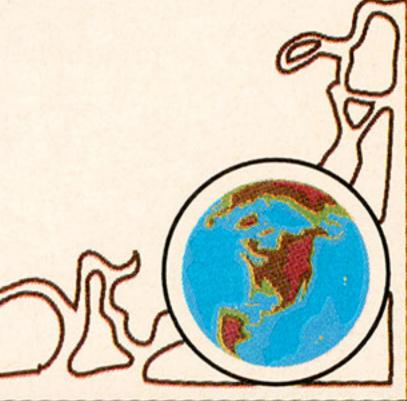
The fatal consequences related to the use of heavy metals can be far-reaching. What will you do to regulate heavy metals use?



You can raise the taxes from \$8 a ton for heavy metals up to \$32 a ton, but how will that affect industrial growth?



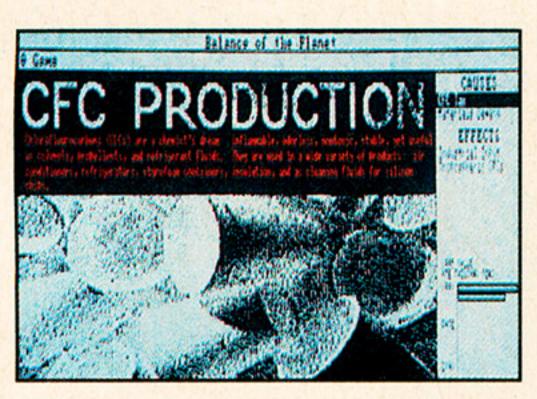
Balance of the Planet offers much basic information about our world, including background on our growing population.



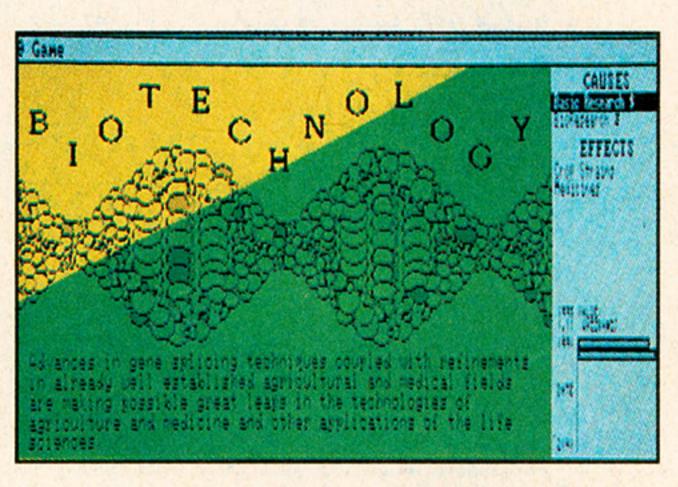
Depending on which bias you select when you start a game, the actions and reactions to your decisions will vary. If you don't select a special bias, the game automatically uses Crawford's regular bias. The truly adventurous can even create their own biases. Every formula in the game can be altered, within reasonable limits. When you choose the Formula item from the main menu, you'll be presented with a screen that shows the mathematical formula for a particular activity or item, as well as a brief explanation of the rationale behind it. (Crawford even throws in a two-page Quickie

Math Refresher for those who haven't worked an algebraic equation since high school.)

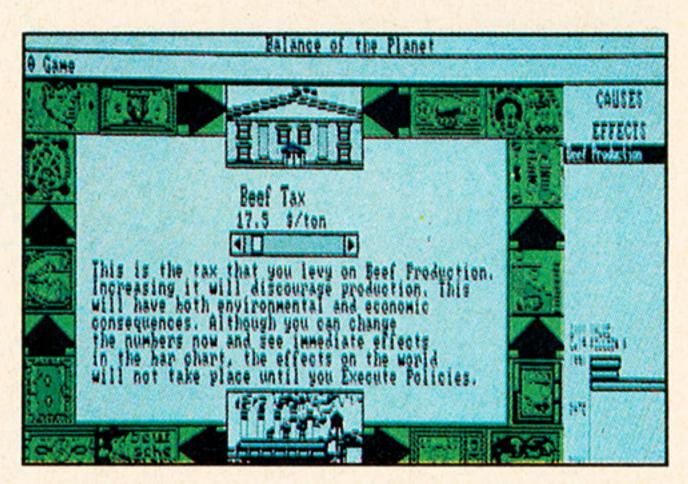
Much of the enjoyment in playing *Balance of the Planet* is simply in moving from one screen to another. Each screen of information contains a short list of related topics under the heading of either Causes or Effects. Industrial Output, for example, can lead to Industrial Input for more information, or to such effects as Consumer Goods, Fertilizer Use, Gross Global Production, Housing, and Pesticide Use. With 150 interrelated information screens available, it's easy to browse from one topic to another. Before long, it becomes apparent just how interdependent all of these things are.



CFC production is one of the activities that Crawford suggests you tax right away. There's a hole in the sky, and that ozone depletion is linked to CFCs.

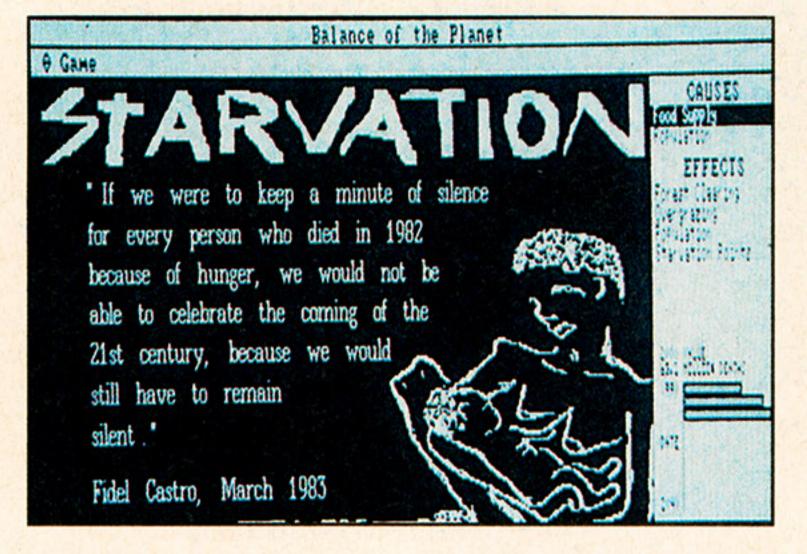


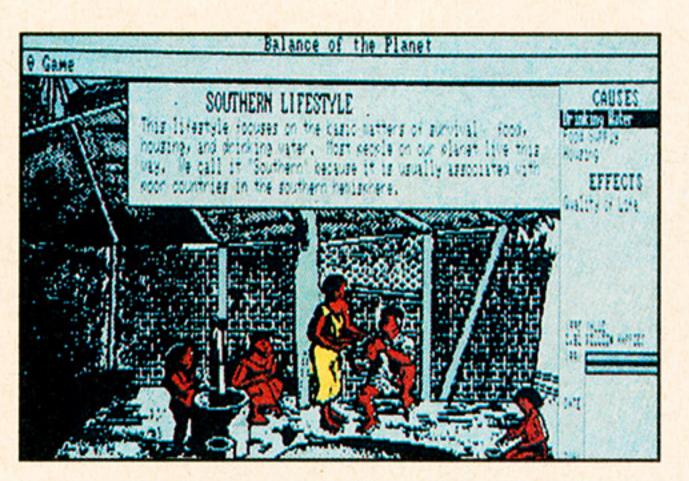
Exciting advances in biotechnology are occurring almost daily. But this progress isn't cheap. Will you subsidize biotechnology at the expense of something else?



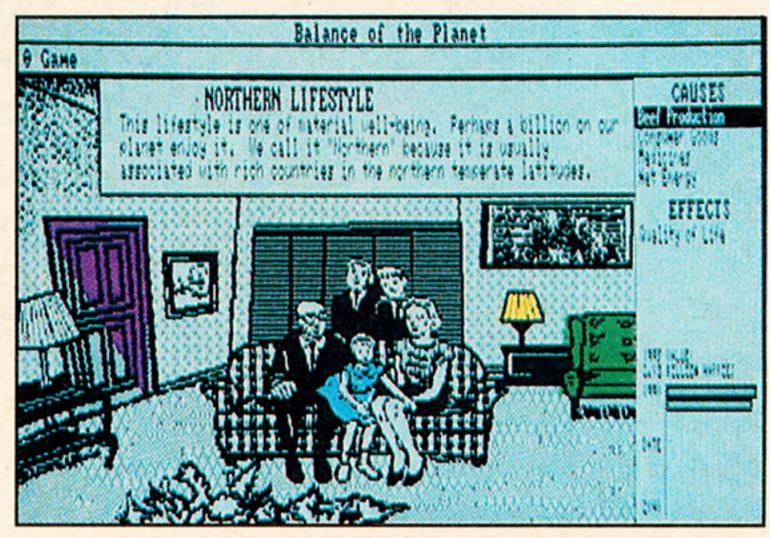
If you lower the beef tax, steak lovers will love you. But will even more grain go to feed beef cattle and less to feed starving people? Give it a try and see what might happen.

The population continues to rise, and the horror of starvation is a daily threat for millions. As High Commissioner, what can you do to help?



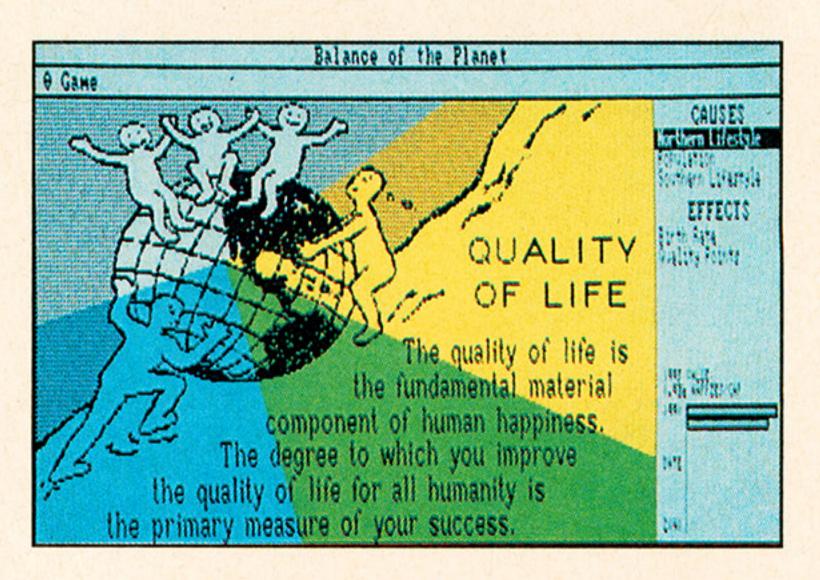


Life in the southern latitudes is often concerned with more basic survival needs, such as food, water, and housing.



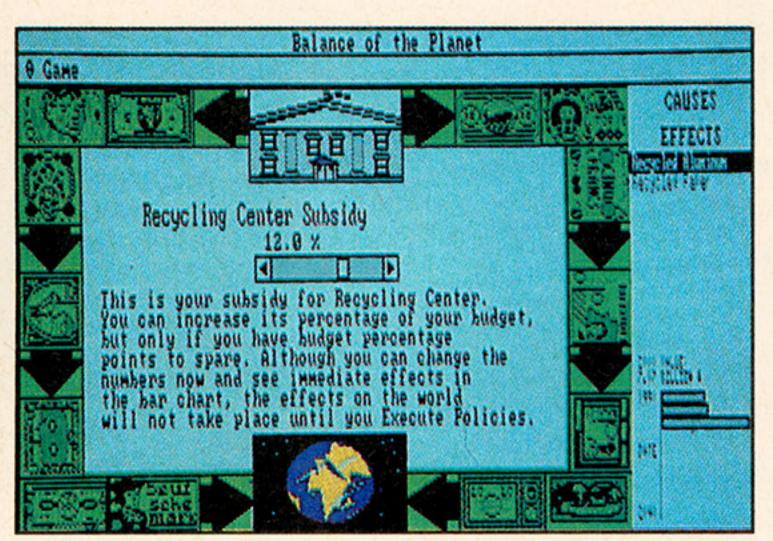
Life in the northern latitudes generally tends to be more affluent and consumption-oriented.

The Quality of Life rating is composed of many things, some more obvious than others.

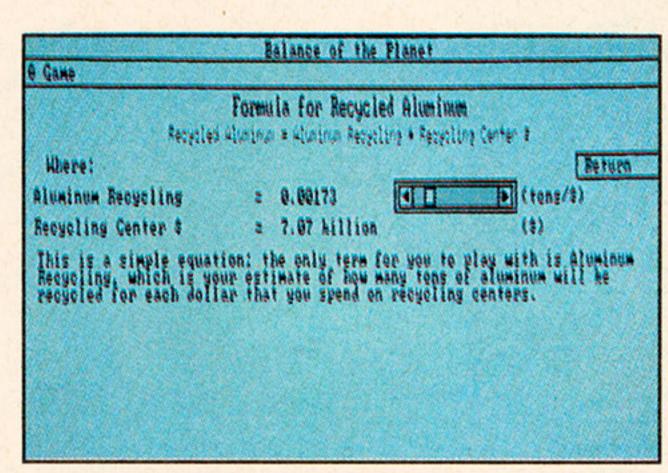


There's much more to *Balance of the Planet*. As with any innovative and well-designed game, the individual experience of playing it provides a variety of subtle pleasures that enhance the overall effect. *Balance of the Planet* is certain to become a classic example of how well computer games can

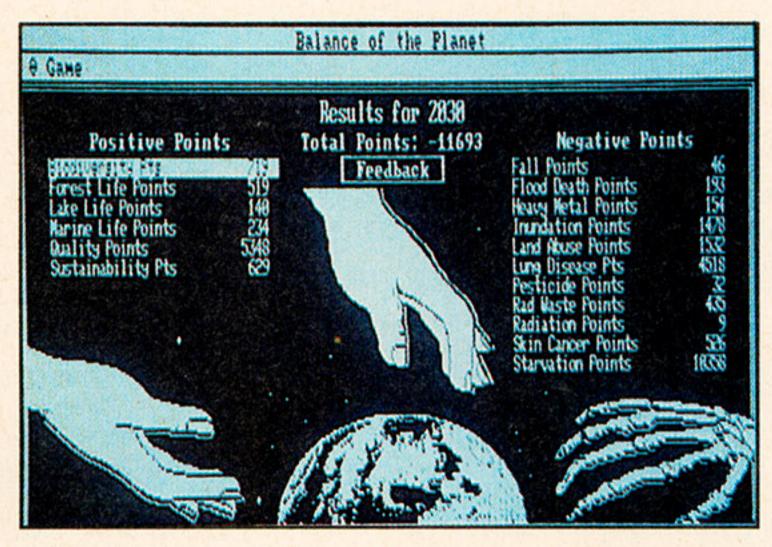
impart information in ways that are both interactive and challenging. With the recent Earth Day activities and the growing worldwide interest in the environment, Chris Crawford's Balance of the Planet is as timely as it is excellent.



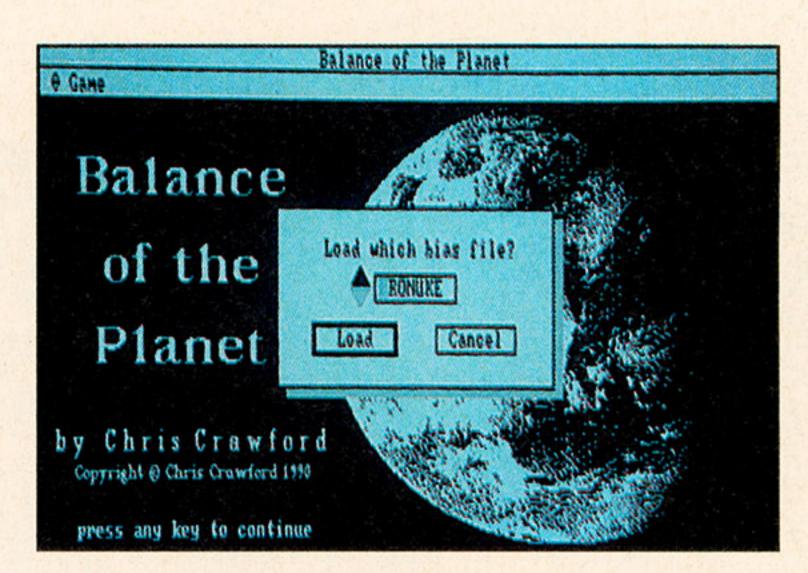
Subsidizing recycling centers might help solve the solid wastedisposal problem that faces many American communities today.



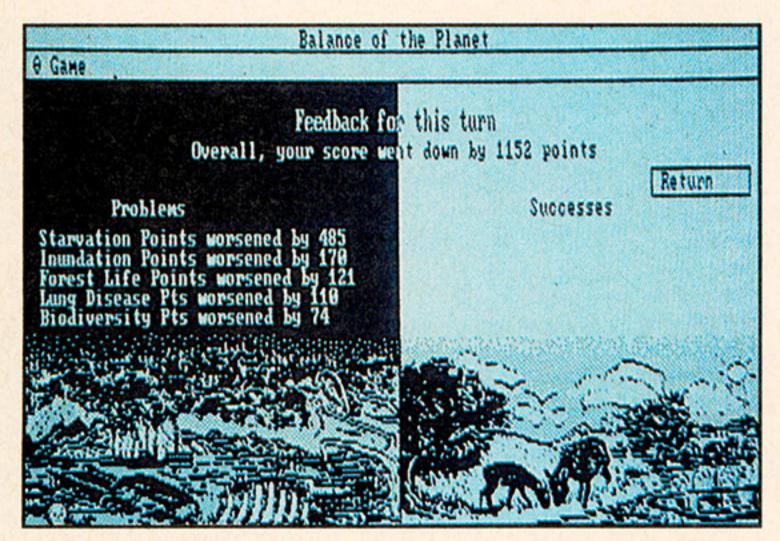
Here's the formula for recycling aluminum. If you wish, you can change the formula to vary the game play.



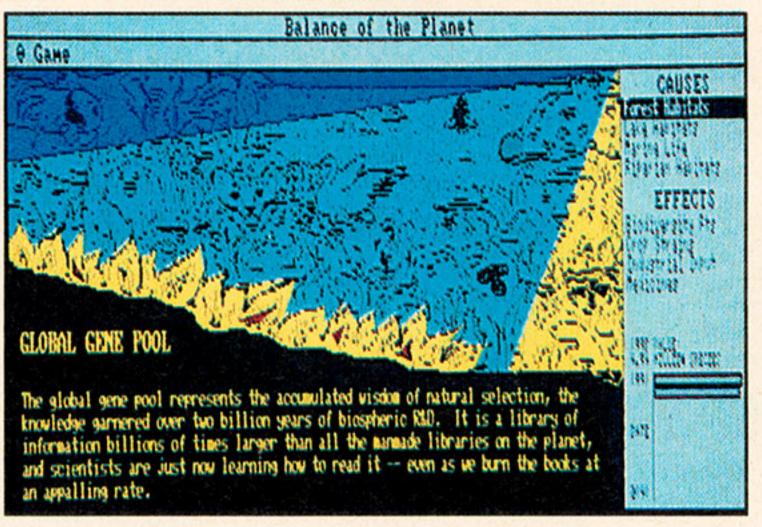
The results in 2030, with the game almost over, don't look too good here. The world is in worse shape than when you started.



By selecting the Load Bias option, you can play the game from a variety of different perspectives — pro-nuclear, environmentalist, industrialist, Third World — or make up your own.



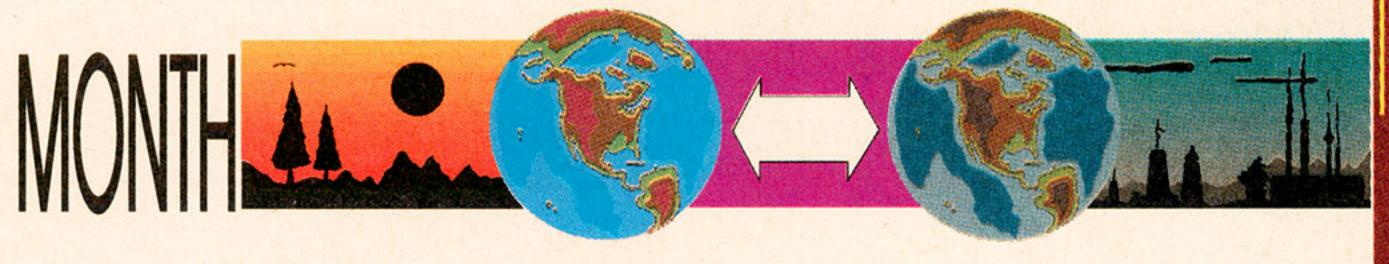
Don't let this type of feedback be the result of your game play. The world needs all the help it can get.

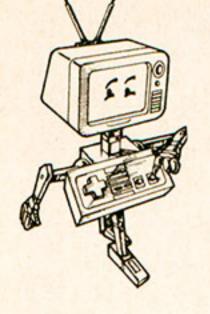


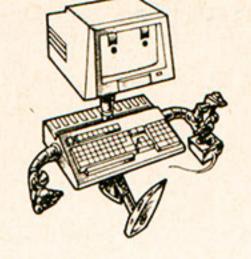
How will your decisions affect the world's gene pool? Ripple effects will cause changes in global biodiversity as well as other long-range factors that may not be noticeable for hundreds of years.

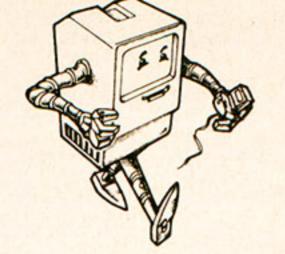
GP

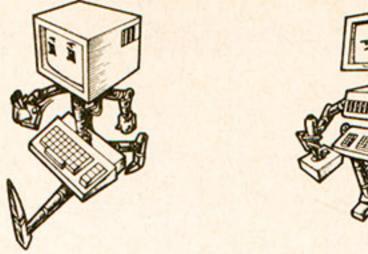
COMPUTER GAME of the MANTH

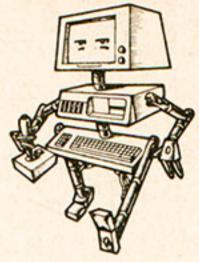


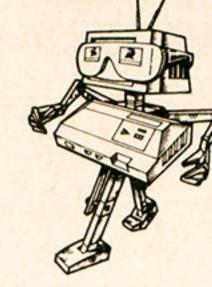


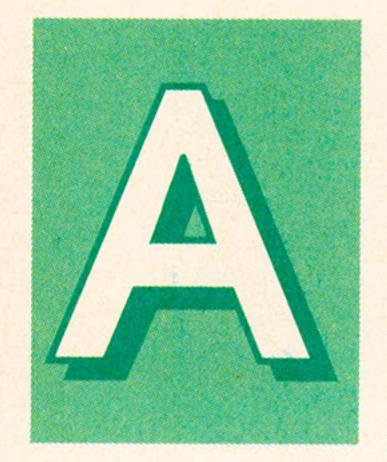










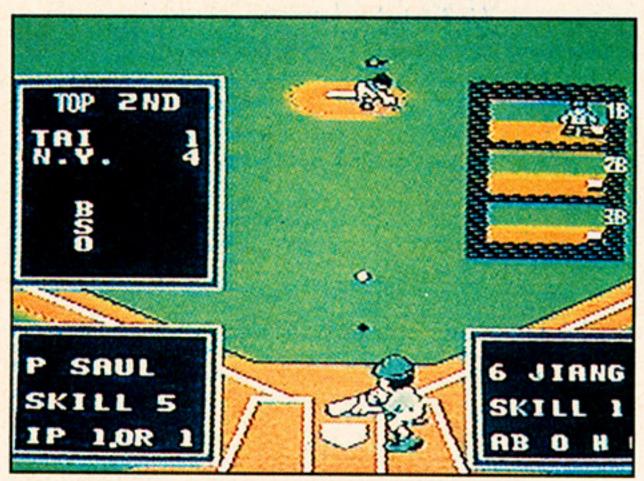


merica's favorite pastime
has enjoyed
(and sometimes suffered) numerous attempts
to capture its
spirit in a

game cartridge. The latest attempt, Little League Baseball, succeeds in offering an entertaining edition of the grand old game the way kids play it. That means shorter games, shorter bats, and more emphasis on strategy than on skill.

In official Little League baseball, games last only six innings instead of nine. That's good news to finger-weary videogame players. You can play more games in less time than ever before.

The pitcher-batter match-up in Little League Baseball is less complex than in other Nintendo baseball games because there are fewer pitches to choose from. Also, you have less control over the ball once it leaves the pitcher's hand. For example, curve balls in Little League do not break as hard as curves in some other baseball simulations. However, because the bats are



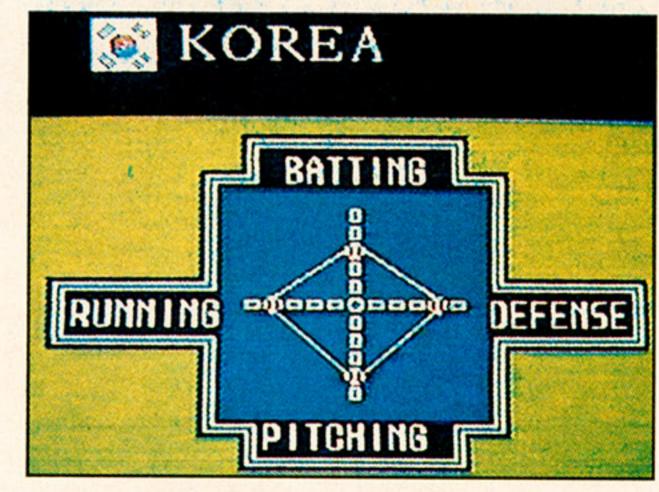
Try bunting with some of your weaker hitters. If you knock the ball left of the pitcher, you can usually reach first safely.



LITTLE LEAGUE BASEBALL

Brian Carroll

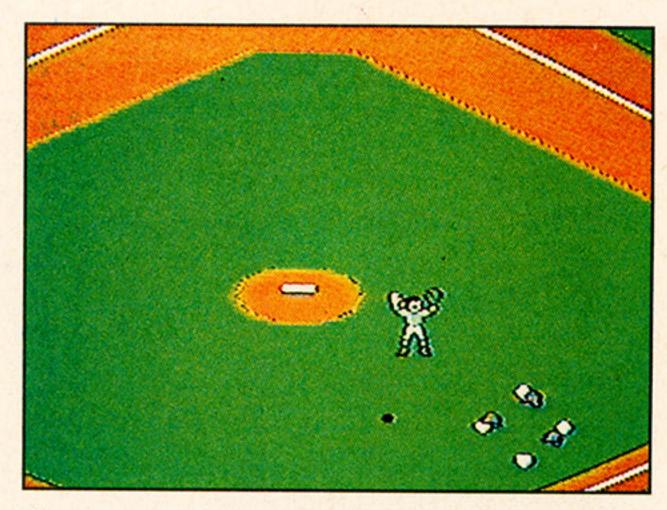
Version reviewed: Nintendo. SNK, 246 Sobrante Way, Sunnyvale, CA 94086.



A quick analysis shows that New York starts out with the best balance of team skills.

shorter, curves are still tough pitches to hit.

In this game, skill takes a back-seat to strategy. You probably won't hit as many home runs as you can in other simulations. However, the options in *Little League* give you plenty of other ways to score. For example, on offense you can call for a squeeze play anytime you have a man on third. You can actually lunge for a bad ball to bring your man home.



Keep your fielder on the ball's shadow at all times. That's where the ball is going to drop.

You also have the option of calling for the steal anytime there are runners on base.

Defensive strategies also abound in *Little League*. Among other things, you can shift the fielding alignments of both the outfield and the infield. For example, you could move in your infield at the corners to defend against bunts. You could also shift the outfield deeper to catch long fly balls, or move it in closer to scoop up Texas leaguers.

Player control is fine-tuned to the point where you can dive or jump for some spectacular catches. That's a first for baseball videogames. In the batter's box, you can swing down at low pitches and up at the higher ones.

The game's designers also scored a home run with their presentation of team strengths and weaknesses. A diamond-shaped graph shows each of the 16 teams' proficiencies in batting, pitching, defense, and running. These are easily the best such graphs we've seen, and they help make *Little League Baseball* even easier to understand and play.





GAME PHAYER'S" PRO-TIP HOTHNESS

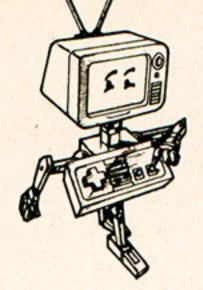
1=900=740=7000

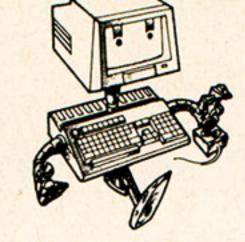
Your telephone connection to the hottest gaming hints, tips, and secrets for your favorite Nintendo games!

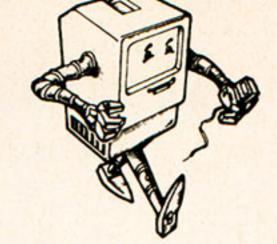
Hear the game tips **YOU** want to hear by just pushing a button on your telephone. Each week; our *Game Player's* experts choose the best hints and tips for three hot games for the Nintendo Entertainment System. Simply dial and choose which games' secrets you want to hear! Or, hear them all! Every week we'll change the games *and* the hints.

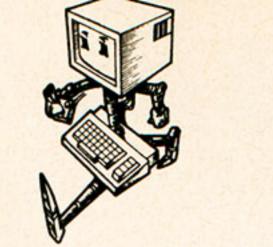
The Game Player's Pro-Tip Hotline costs \$1.25 for the first game, and just 75 cents for each additional game. Don't forget to ask your parents' permission before making your calls.

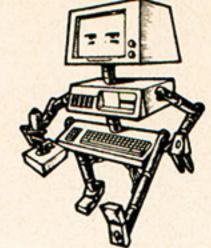
Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. The GAME PLAYER'S PROTIP HOTLINE is a joint production of Signal Research, Inc., and CC/ABC Video Enterprises, Inc., and is not affiliated in any way with Nintendo of America Inc.

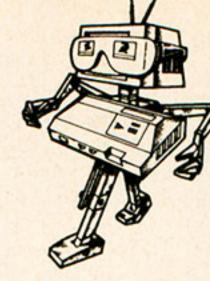


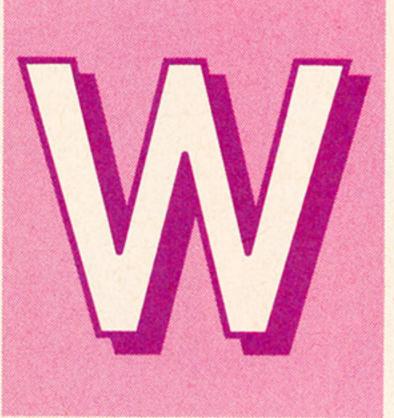












ith a name like Bloody Wolf, it comes as no surprise that the latest TurboGrafx-16 game is a fu-

rious shoot-em-up. Centering on the attempts of a lone mercenary to rescue a kidnapped President from a force of brutal revolutionaries, *Bloody Wolf* packs all the gunfire and grenade-lobbing action you could ask for in a shooting game.

You can play either one of two Rambo-style heroes. (There's no two-player mode, however.) In order to locate the President, you



When riding a motorcycle, you can take enemy fire without losing strength. If the cycle runs low on fuel or is too heavily damaged, it starts flashing. Climb off before it explodes!

have to fight your way through enemy territory to find clues to his whereabouts. Your weapons include a knife, an assault rifle with unlimited ammunition, and 20 hand grenades. Throughout the game you can find additional weapons, such as flamethrowers and bazookas. But if you're any



BLOODY WOLF

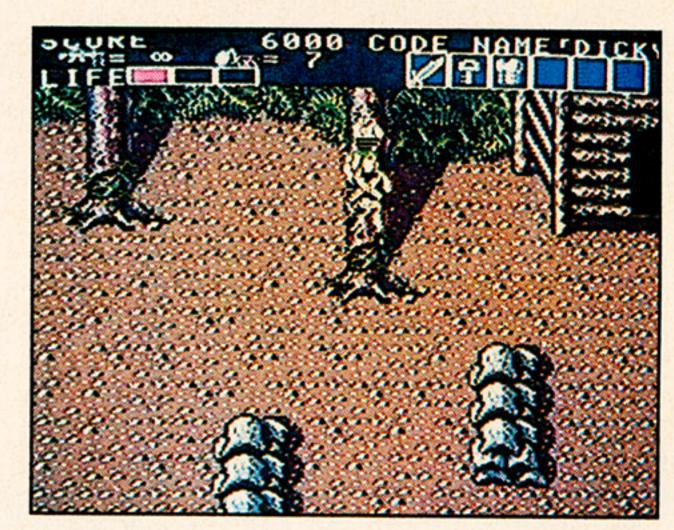
Matthew A. Firme

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

kind of a hero, you should be able to get the job done without them. In one scene, you even get a chance to out-Rambo Rambo by destroying a submarine with rifle fire.

Bloody Wolf is a violent game that doesn't pull many punches. The bad guys are humans, and they react accordingly. When you shoot someone, he whirls, chest bleeding, head thrown back in pain. This realism is balanced a bit by the cartoonish way the enemies fly spinning into the air when hit with a grenade, but the violence is still prominent.

Bloody Wolf also has terrific graphics and sound, and the action is smooth, varied, and nonstop. It's more than just another horizontally scrolling rampage. There are doors, huts, and caves to explore throughout the game, and plenty of extra weapon caches that add variety as well as firepower. In some scenes the action pro-



Look for hostages everywhere. The enemy is cruel and conniving, sometimes hanging hostages from trees like bait.

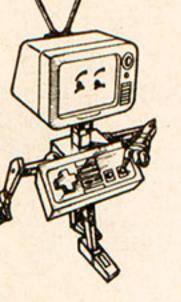
gresses from left to right, while in others you'll battle upward across rushing rivers and waist-deep swamps. All this adds real depth to *Bloody Wolf*, and it helps to avoid the monotony that can accompany the "move to the right and shoot everything" formula of some similar games.

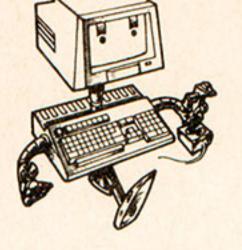
Although it may be a bit too violent for some tastes, *Bloody Wolf* is one of the best games of its type we've seen. It's also one of the better TurboGrafx titles available, and it seems to have all the makings of a real hit videogame.

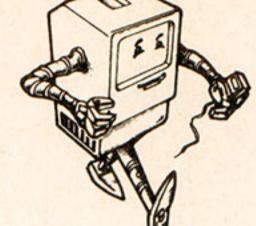


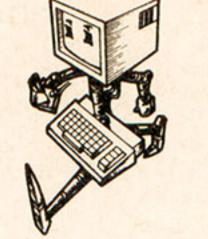


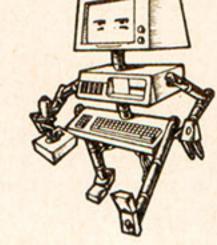
When the submarine at the end of mission 1 starts to surface, shoot it with your rifle. Be ready with grenades to stop the missiles it will fire toward shore.

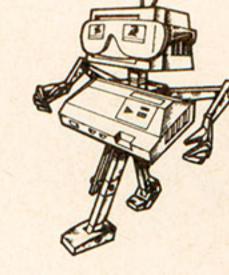








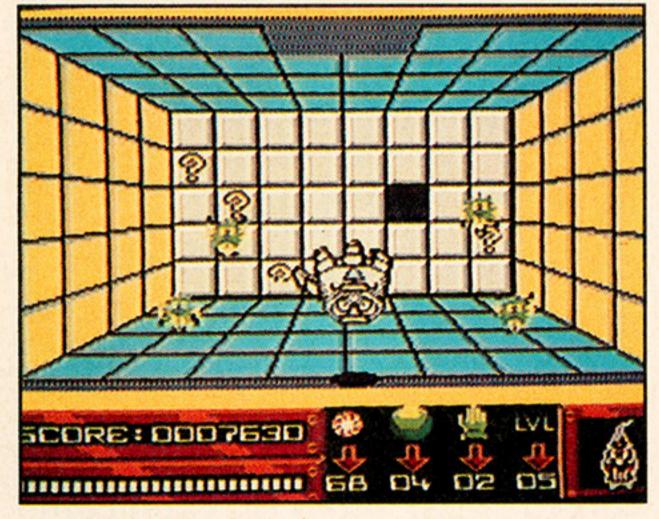




ike Nintendo's Duck Hunt, a game designed for the Zapper light gun, Mattel's Super Glove Ball was conceived to take advantage of a

special controller — the Mattel Power Glove.

Although the designers made sure *Super Glove Ball* could also be played with a standard controller, their main goal was to show off the Power Glove's capabilities. The obvious idea was some kind of sports game involving hand movement. But since most successful Nintendo games involve shooting, fights with monsters, and maze exploration, they were tempted to include those things, too.



As the ball bounces around the room, the immediate object is to swat it with the hovering hand. You can also catch the ball and release it.

As a result, Super Glove Ball is a game with an identity crisis. Is it a sports game? Is it a shooting game? Is it a maze game? The answer is yes.

At first, Super Glove Ball looks like a sports game. A gloved hand

REVIEWS

SUPER GLOVE BALL

Tom R. Halfhill

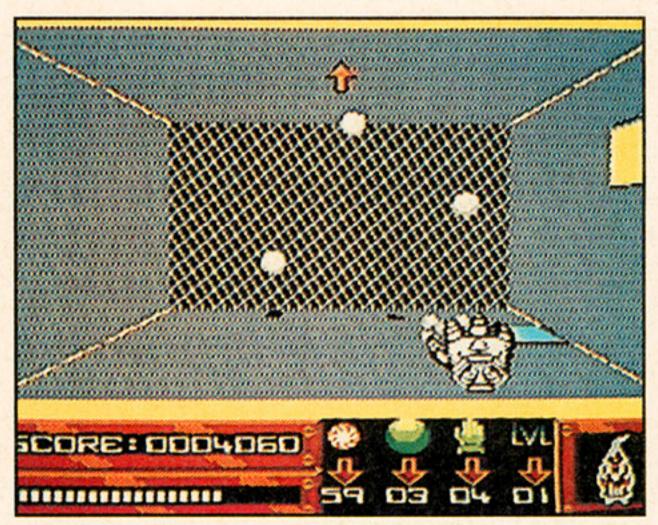
Version reviewed: Nintendo. Mattel, 5150 Rosecrans Avenue, Hawthorne, CA 90250.

hovers on-screen while you look into a room similar to a racquetball court without a rear wall. A ball begins bouncing off the walls, ceiling, and floor, and you must keep it from flying out of the room by swatting it with the glove.

But that's just the beginning. As in Atari's classic *Breakout* from the 1970s, the walls consist of bricks that disappear when hit by the ball. When you clear out the bricks, you can move into a new room. Dozens of these rooms are connected to form a maze, and the overall goal is to escape the maze.

On top of that, the rooms are filled with monsters that deflect your ball. You can punch them or shoot them with fireballs, but replacements quickly appear.

Super Glove Ball has good graphics and is quite challenging. Often, though, it's hard to judge

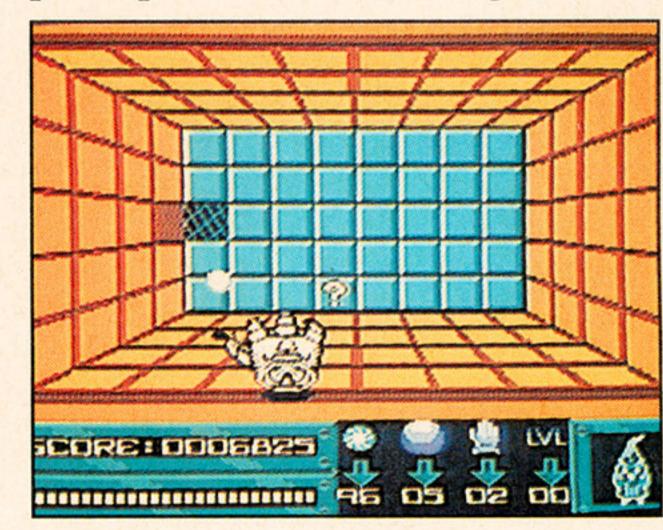


When you break out all of the bricks on a wall, ceiling, or floor, you can move through that surface to an adjoining room.

the exact position of the ball, and sometimes the ball seems to pass through your glove. Power Glove users have an advantage because they can move around the screen more quickly, but we found the standard controller less fatiguing.

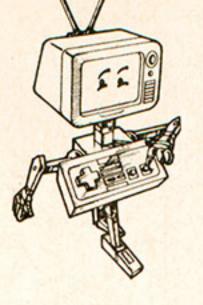
Another oddity is that even though the game keeps score during play, it doesn't display your score after the game ends. Therefore, scoring points is largely a waste of time — concentrate on escaping the maze.

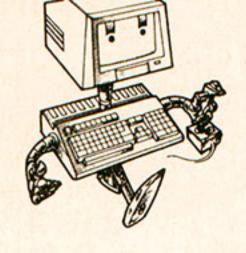
Super Glove Ball will be appreciated most by Power Glove fans. Others may find it interesting, if perhaps a little confusing.

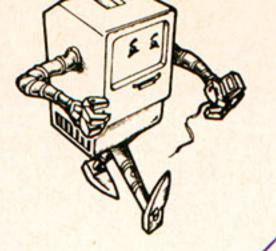


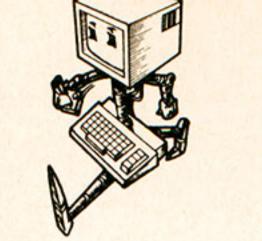
As you move from room to room, draw a map so you can eventually find your way out of the maze.

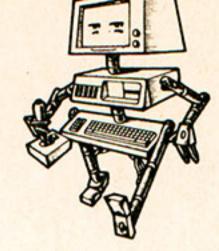


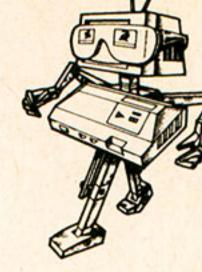


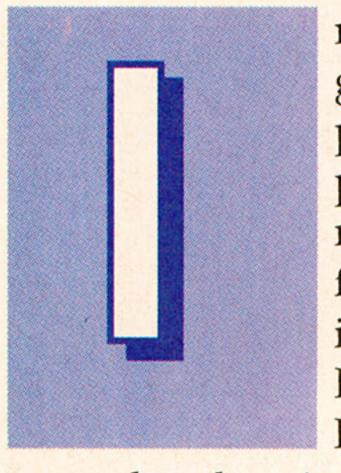








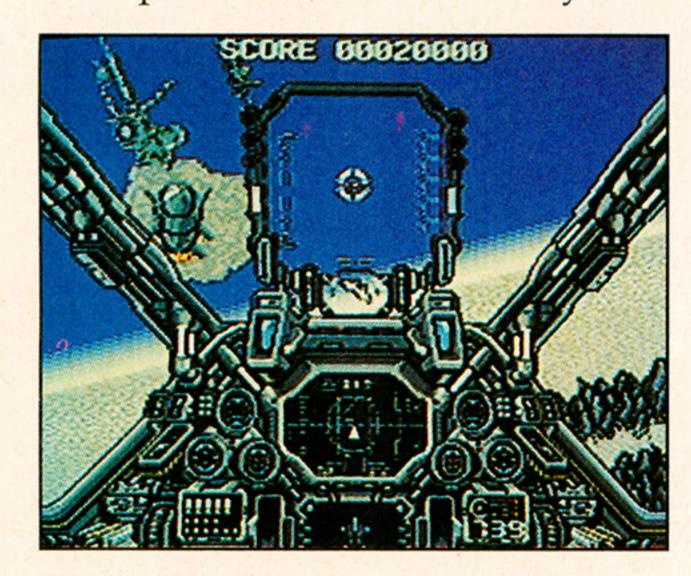




n Air Diver, you get the chance to pilot what is reputedly the most advanced fighter aircraft in the world, the F-119 Stealth Fighter. Unfor-

tunately, the circumstances are very grave.

A group of unknown terrorists has taken control of virtually all of the world's air space, in effect holding the entire planet hostage. Your mission is to fly into the enemy air space, defeat the terrorist squadrons, and destroy the



An incoming missile requires immediate evasive tactics. Your warning systems will sound if an enemy jet locks onto your position.

super aircraft carrier on which their planes are based.

Each of Air Diver's eight stages has three separate battles. In the first, you come up against several enemy squadrons. Although there are a lot of planes attacking you, none of them is especially aggressive. Next you meet a single, very talented, en-



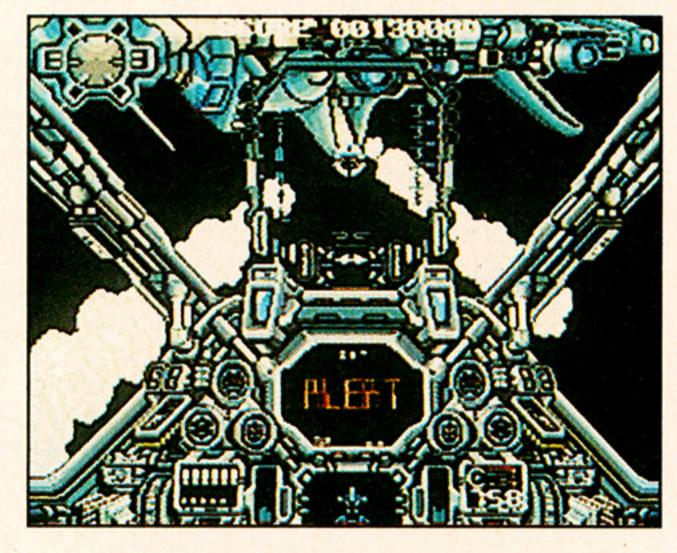
AIR DIVER

Matthew A. Firme

Version reviewed: Sega Genesis. Seismic, 3375 Scott Blvd., Suite 100, Santa Clara, CA 95054.

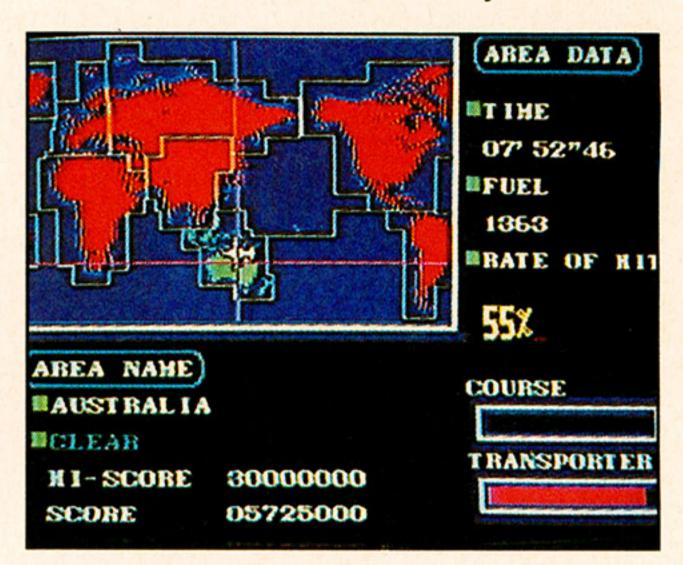
emy pilot in a one-on-one dogfight. These dogfights are extremely challenging, and beating the enemy pilot becomes particularly satisfying. Finally, you fly into what seems to be outer space to battle the enemy super carrier.

Air Diver stands out most noticeably because it's the first flight simulation for the Genesis. But as



Each of the enemy super carriers has several vital spots you'll have to destroy before the entire craft can be defeated.

a flight simulator, Air Diver is not very exciting. It doesn't really give you the feeling that you're piloting a plane, mostly because your control is very limited. For instance, you can steer hard to the right, firing your afterburners the entire time, without ever seeming to turn a full circle. And you can't



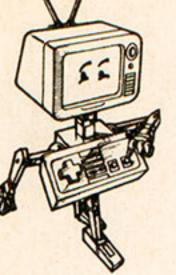
Once each stage has been cleared of enemy aircraft, it turns green on the world map, and your statistics for the mission are displayed.

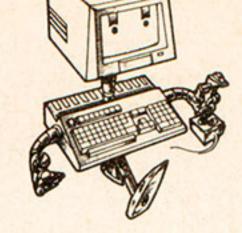
crash into the ground, even if you try.

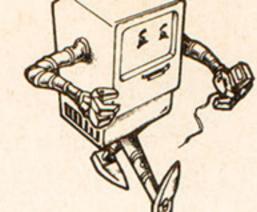
You can perform loops and rolls, and these maneuvers do add a lot to the game. Still, the feeling remains that you're not actually flying a plane, but rather steering a vehicle on tracks.

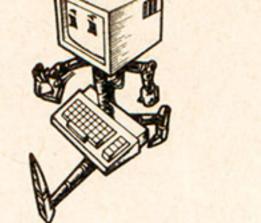
It's probably more accurate to consider *Air Diver* a videogame rather than a flight simulator. With its far-fetched storyline and mysterious, almost alien, super carriers in the sky, *Air Diver* is not a true simulation. But as a videogame, it works very well.

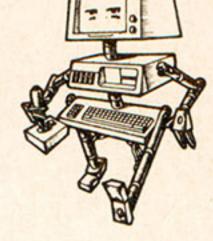


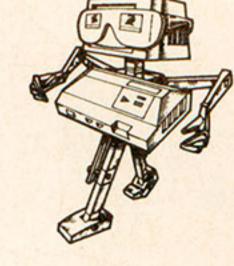


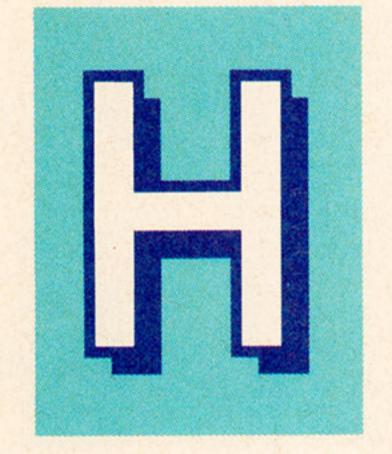








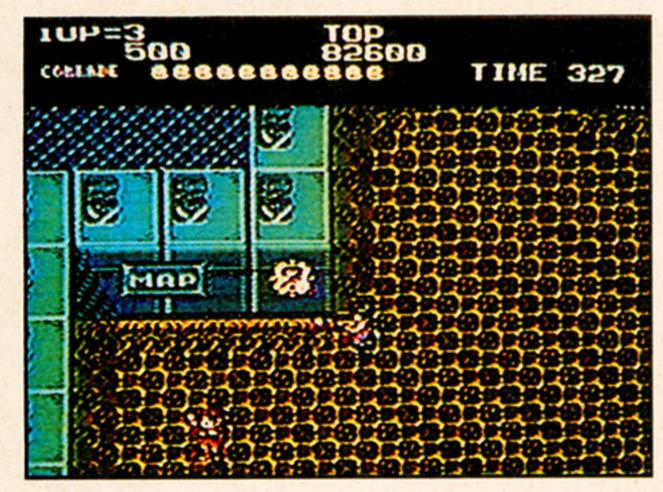




umans have s p r e a d throughout the solar system, colonizing the outer planets and b u i l d i n g great orbiting

communities in space. But suddenly, from somewhere deep in the center of the galaxy, a horrible and merciless race of aliens storms in and imprisons the colonists.

You are one of those colonists, trapped aboard your ship by the aliens. Fortunately, the invaders overlooked you. Now you must race to free your comrades, using whatever weapons you can locate.



Maps help you save time by not wasting steps. Bays marked with a question mark award bonus points, and you can earn an extra life for every 100,000 points.

Based on the hit arcade game, Alien Syndrome is among the latest batch of Sega coin-op titles to be adapted for Nintendo by Tengen. (Others include After Burner and Shinobi.) In Alien Syndrome, you must fight your way through seven spaceships, shooting the aliens who have infested each ship and taken the crews hostage. As in the arcade version, you can fight alone

REVIEWS

ALIEN SYNDROME

Matthew A. Firme

Version reviewed: Nintendo. Tengen, 1623 Buckeye Drive, Milpitas, CA 95035.

or enlist a second person for a twoplayer cooperative game.

Not only must you contend with the aliens, but you must also battle against time. If you don't clear each level within a time limit, you lose a life. There are 12 captives on each ship, and you have to rescue all 12 to clear the stage. Knowing the layout of the ship and the location of the hostages is as important as being a good shot. Especially on some of the larger ships encountered later in the game, there's little time to waste doubling back and searching.

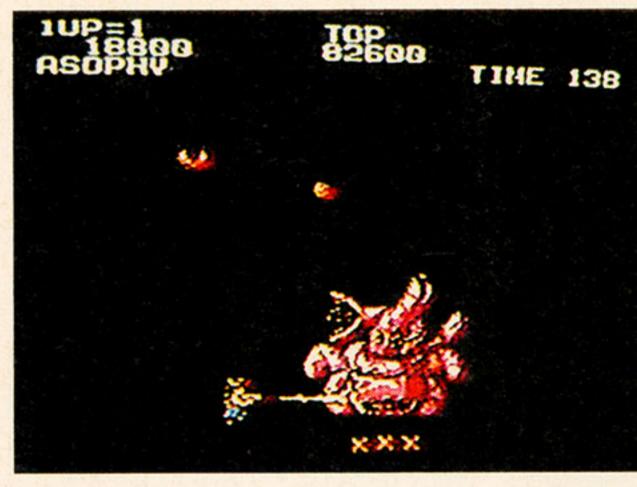
Luckily, you can find maps revealing the location of each hostage. Weapons are hidden throughout the ship, too, all safely stored in alien-proof cargo bins.

It takes some experimenting to discover which weapons work the best on which aliens. This is especially true of the alien boss of each ship, whom you must battle once you've rescued all the hostages. If you exit the ship with the wrong weapon, you'll find it considerably more difficult to defeat the boss.



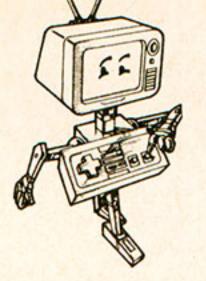
To defeat this creature, concentrate your attack on the seam of his body, firing when it opens.

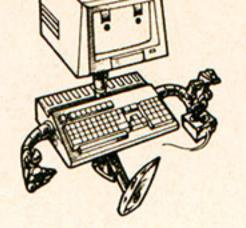
Overall, Alien Syndrome has good graphics, and the aliens and bosses are nearly identical to those in the arcade version. At times, however — especially when a lot of monsters are on the screen — the image flickers quite a bit. But the feeling and the appeal of the arcade game are duplicated well.

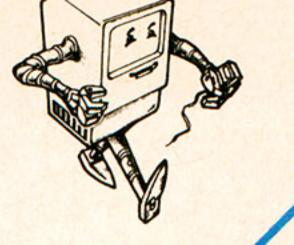


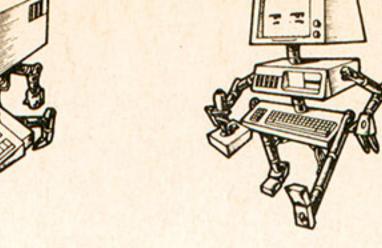
All of the alien bosses spew little globs that, if not destroyed, grow into aliens that make defeating the boss even tougher.

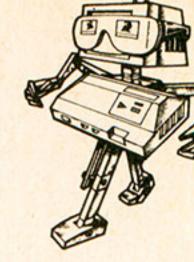
Alien Syndrome is a faithful translation of a fairly straightforward shoot-em-up. If you liked the arcade version, the NES version is worth a look.













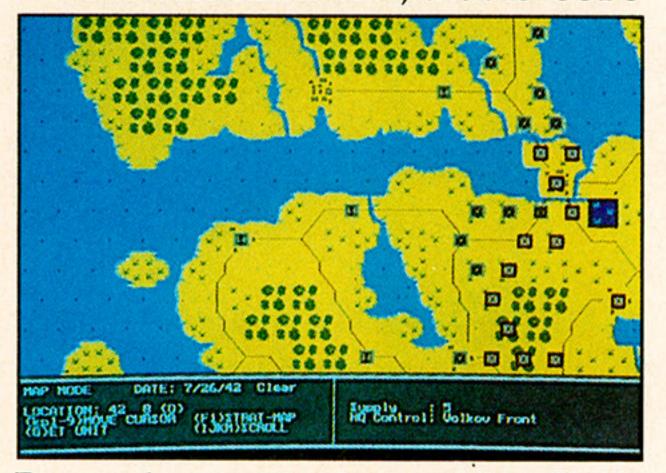
o military campaign in modern history is more fascinating than Operation Barbarossa — Nazi Germany's 1941 invasion

of the Soviet Union. In size and ferocity, it dwarfs all other armed struggles: a front 1,200 miles long; more than 300 divisions in combat; and, ultimately, a casualty list totaling 20 million.

What makes the Eastern Front such an intriguing subject for war gamers, however, is that the battles were so closely fought. You can argue that if the Germans had done thus-and-so at certain crucial points, they could have won.

The best Eastern Front war games have always been board-and-hexagon affairs, starting with Avalon Hill's classic *Stalingrad* from the mid-1960s, the avatar of all modern war games. While there have been several superb computer games on a tactical level, no one has succeeded in encompassing the whole vast episode into a truly playable simulation.

No one until now, that is. SSI's



Do you lay siege to Leningrad as Hitler did, or launch an all-out assault?

REVIEWS

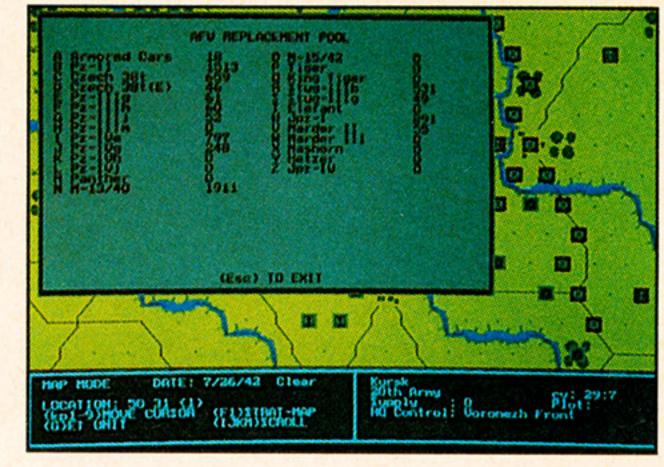
SECOND FRONT

William R. Trotter

Version reviewed: IBM, Tandy, and compatibles; 640K minimum memory for EGA, 512K for CGA; CGA or EGA graphics. Strategic Simulations, 675 Almanor Avenue, Sunnyvale, CA 94086.

new Second Front manages to recreate the entire Russian campaign, including the deeper layers of industrial production and natural resources. But what's really remarkable about Second Front is the smoothness, simplicity, and elegance of its playing system.

As the supreme commander of either the Germans or the Soviets, you can conduct some fairly sophisticated operations. You can change production to obtain better weapons sooner; create new units from the general reserve; mount aerial campaigns; and airlift supplies to encircled units (indispensable, since the terrain and the mechanized nature of both armies favor sweeping envelopment maneuvers), all with a simple keystroke or two.



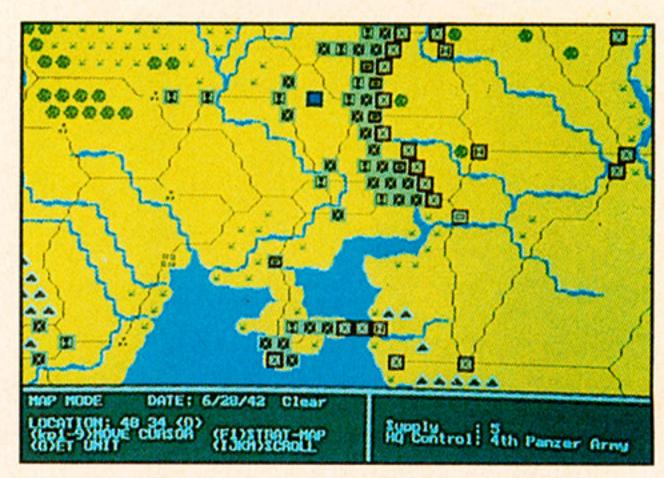
By taking care of your industrial priorities, you can have new-model tanks available sooner than the Germans actually did.

Each turn represents one week of real time, so games tend to be long. You can fight the entire campaign from the summer of 1941, or focus on shorter scenarios, including Moscow and Stalingrad.

One thing all the scenarios have in common is their gripping, almost hypnotic, drama. You can set the level of detail on which battles are resolved down to the battalion level, so that the whole awesome trial of arms unfolds with tremendous intensity.

The graphics are bright and beautiful, and the manual is admirably clear and thorough. A splendid achievement!

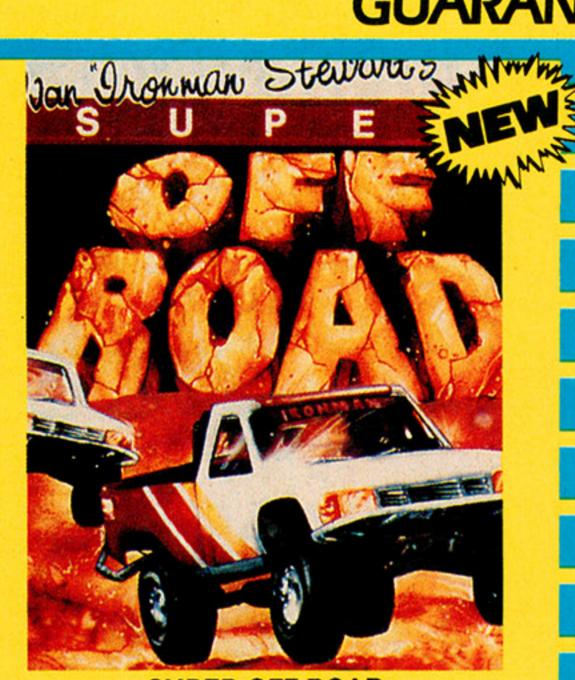
GP



The strategic screen shows about three times as much as the tactical screens.

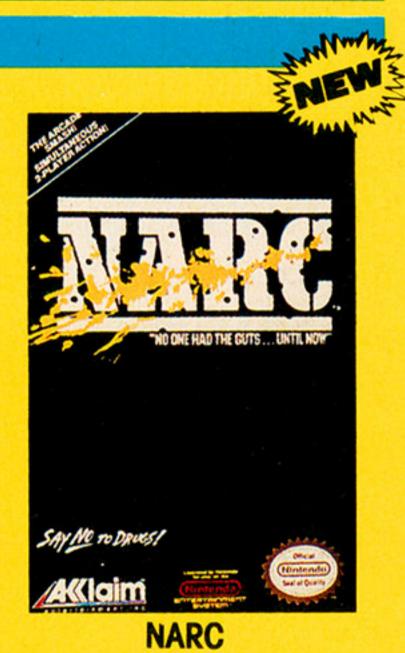
GAMEMANIA'S GOT IT!

Hundreds of titles—at the lowest prices—GUARANTEED*









NINJA GAIDEN 2

Description of the second seco

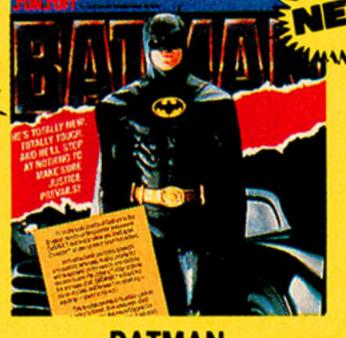
WIZARDS & WARRIORS



DOUBLE DRAGON

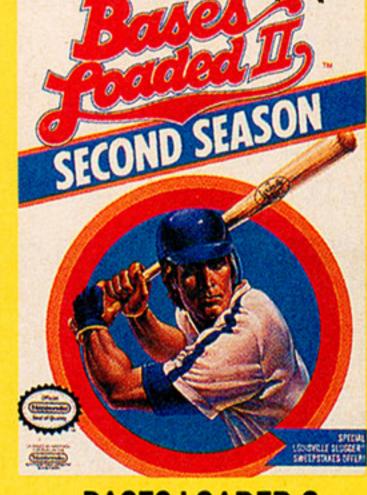


MS. PAC MAN





BASES LOADED 2

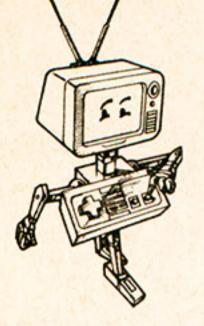


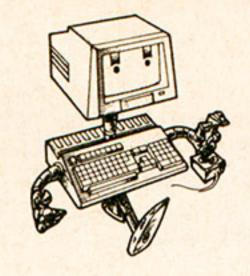
MAIL TO: GAMEMANIA, 4319 OLD MILFORD MILL RD., BALT., MD 21208 or CALL (301) 484-9654

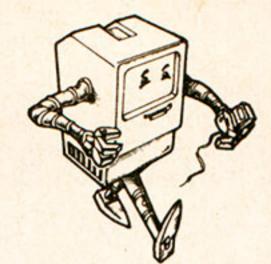
Qty	Description	Pr. ea.	Qty.	Description	Pr. ea.	Qty.	Description	Pr. ea.	Qty.		Description	Pr. ea.
	Advanced Dungeons & Dragons	\$49.99		Ninja Gaiden 2	\$49.99		Total Recall	\$59.99		Bugs Bunn	y Crazy Castle	\$29.99
	Astyanax	\$44.99		Pac Man	\$19.99		Ultima	\$54.99		Boxxle		\$29.99
	Bad News Baseball	\$42.99		Paper Boy	\$39.99		Viper	\$54.99		Double Dr	ragon	\$29.99
	Baseball Simulator 1,000	\$49.99)	Phantom Fighter	\$39.99		Wheel of Fortune Family Edit.	\$49.99		Heart Att	ack	\$29.99
	Bases Loaded 2: 2nd Season	\$49.99		Pinball Quest	\$37.99		Willow	\$54.99)	Kwirk		\$29.99
	Bat Man	\$49.99	•	RBI Baseball	\$19.99					Moto Cros	ss Maniacs	\$24.99
300	Big Foot	\$59.99		RBI Baseball 2	\$39.99		World Grand Prix	\$47.49	•	Nemesis		\$24.99
	Bugs Bunny II	\$54.99		Road Blasters	\$44.99		Wrestlemania	\$39.99		NFL Footb	all	\$24.99
	Double Dragon	\$44.99	•	Robo Cop	\$59.99		GAMEBOY TAPES		52	Paper Boy		\$24.99
	Double Dragon II: Revenge	\$59.99)	Romance of 3 Kingdoms	\$64.99		Bases Loaded	\$29.99	•	Wheel of	Fortune	\$29.99
	Duck Tales	\$54.99	•	Super Contra	\$44.99		Batman	\$29.99	>	Wizards 8	Warriors	\$24.99
	Ghengis Khan	\$64.99)	Super Off Road	\$49.99	Sł	nipping/Handling, Insurance, & Guar	rantee	d Deli	ivery Chart	Sub Total	
	Gauntlet	\$19.99)							ntal U.S.	300 Total	
	Jeopardy 25th Anniversary	\$49.99		Taro's Quest	\$44.99	The second second	0.00-\$34.99\$3.75 incl	ude ap	propri	ate shipping	MD Residents	1000
	Mad Max	\$49.99	•	Tecmo Bowl	\$44.99		0.00 4 1 1.77			include	Add 5% Sales	
17.4	Magic Johnson's Fast Break	\$44.99	>				3.00-337.77	propriat	te ship	ping/	Tax	
	Ms. Pac Man	\$39.99	>	Top Gun II: Second Mission	\$44.99	\$1	00.00-\$99.99\$6.75 har 00.00 or more\$8.25	ndling p	lus \$2	5.00	Shipping/	
	Narc	\$44.99)	Top Players Tennis	\$54.99		PLEASE INDICATE METHOD	OF PA	VM	NT	Handling (for	
100	NAME			☐ Check ☐ MasterCard (16 digits) ☐ Money Order ☐ VISA (13 or 16 digits) ☐ Chart at left.)								
	ADDRESS APT#				YOUR CARD NUMBER	Exp	pirati	on Date	TOTAL U.S. Dollars Only			
	P PHONE ()	STATE			Have you filled out your credit card no. completely	\$)	MC	D/YR	(Sorry No C.O.D.s)	
	Thank you for o	rdering	g froi	m GAMEMANIA®, Playing it for t	he fun o	fit! F	Prices are subject to change without	notice	. Que	antities are	limited.	

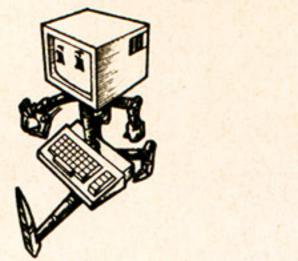
Thank you for ordering from GAMEMANIA©, Playing it for the fun of it! Prices are subject to change without notice. Quantities are limited. All merchandise is shipped UPS ground. Next day and second day air delivery are available, please call for air shipping charges. *GameMania promises to beat any price advertised in this magazine or found in any mail-order advertisement!

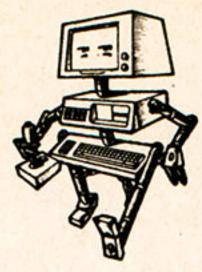
GPM 790

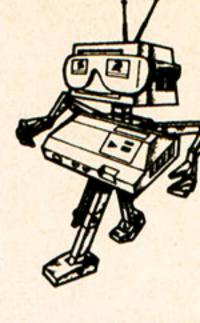














ack Nicklaus is widely considered the best professional golfer yet to play the game. Given the Golden Bear's Midas touch, a

videogame titled Jack Nicklaus' Greatest 18 Holes of Major Championship Golf had better deliver, right? It does, and with the same consistency that made Nicklaus a champion.

Eighteen of his favorite holes have been strung together to create the ultimate golf challenge. Tee up and face St. Andrews' cruel winds, Augusta National's glassy



To get extra distance, overswing on your drives whenever possible.

greens, and Pebble Beach's ominous ocean-front fairways. Jack Nicklaus does a fine job of depicting these famous courses.

During play, you view the landscape from the golfer's perspective, instead of from overhead as in several other golf games. *Jack Nicklaus* has a bird's-eye view, too, but it's a static map of the entire hole. Although the golfer's perspective is more accurate, it would



JACK NICK-LAUS GOLF

Brian Carroll

Version reviewed: Nintendo. Konami, 900 Deerfield Parkway, Buffalo Grove, IL 60089. Also available for IBM, Tandy, and compatible computers; Apple IIGS; Commodore 64; and Amiga. Accolade, 550 South Winchester Blvd., San Jose, CA 95128.

be nice to have a closeup overhead view once you reach the green. Without it, you'll find that it's almost impossible to read the breaks in the green. That's bad news, because putting is the most difficult part of this game.

Off the green, hitting the ball is

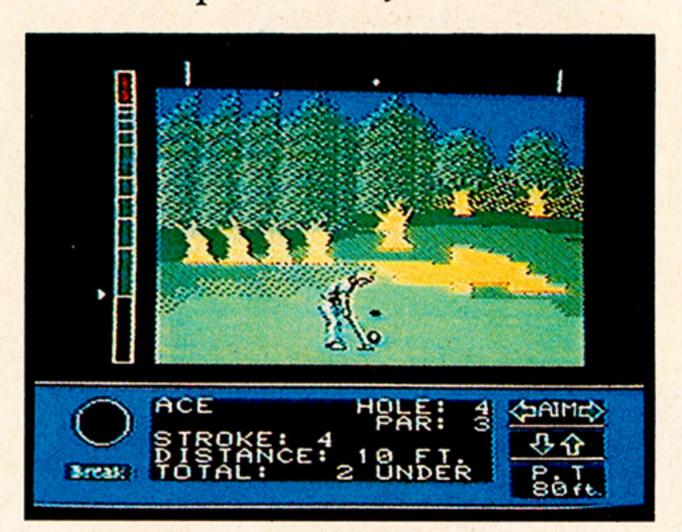


Overhead views can be called up at any time by pressing the Start button. These views help you plan your route to the pin, but all play takes place from the golfer's perspective.

simple. Jack Nicklaus uses the power bar method found in other golf simulations. To swing, you tap the A button three times: once to begin the backswing, again to start the downswing, and a third time to contact the ball.

Jack Nicklaus also requires strategy. Should you try to hit over the trees or around them? Which club should you use, taking into account the distance, wind conditions, and hazards? Where should you aim your shot in relation to the pin?

For tournament play, Jack Nicklaus offers a wide range of rivals — from beginning players to a computerized Jack Nicklaus.

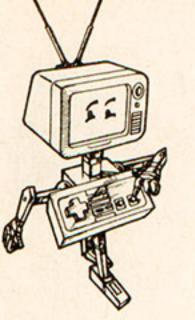


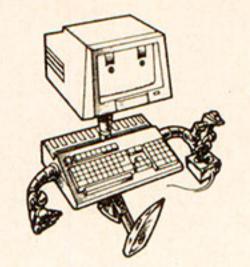
Putting is the game's most difficult challenge, because the greens aren't always flat, and there's no way to tell which way the ground slopes.

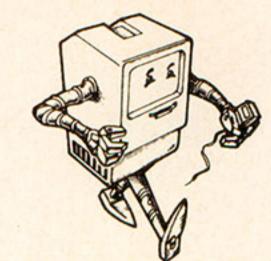
Or you can play against as many as three friends.

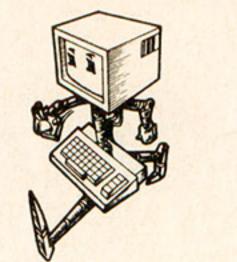
You can also choose between traditional play or a game of "skins." In skins, a dollar amount is assigned to each hole, and the low scorer for each hole takes the loot. As in real golf, the money and pressure can build up fast.

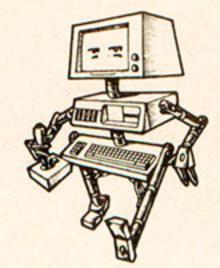


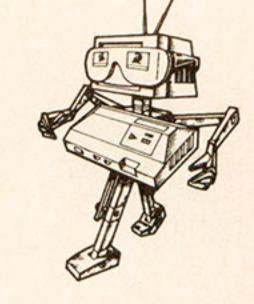


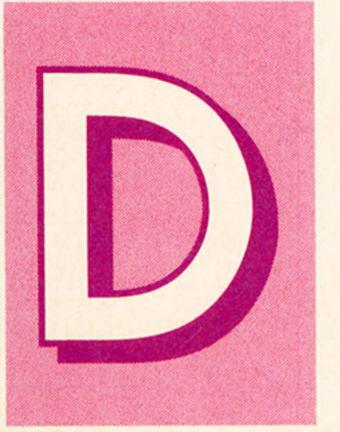






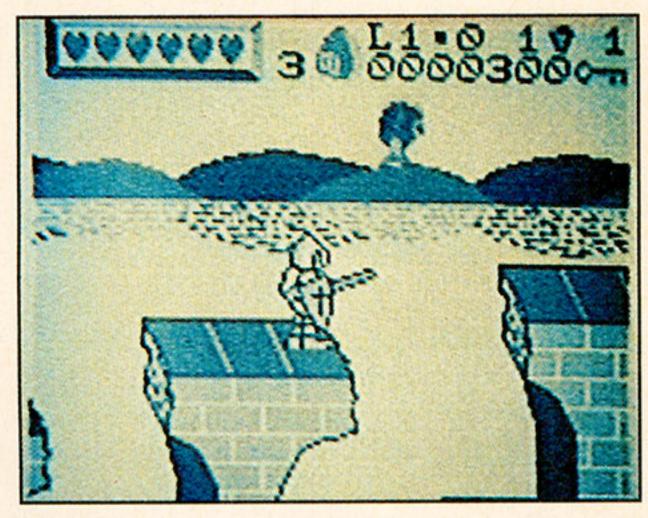






espite the Roman numeral in the title, Wizards & Warriors X: Fortress of Fear isn't really the tenth installment in the

popular Wizards & Warriors series for the Nintendo Entertainment System. Instead, it's the first Wizards & Warriors adventure for the Game Boy.

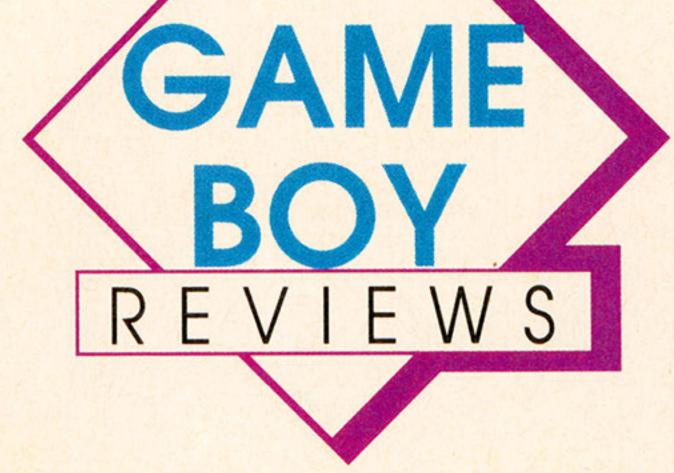


Your first task is to cross the moat of Malkil's castle on this broken bridge.

Why, then, Wizards & Warriors X? Apparently, Acclaim wanted to release a new version of Wizards & Warriors for the Game Boy while reserving plenty of room for future NES sequels.

At any rate, Wizards & Warriors X deserves its illustrious family name. It's a full-featured quest adventure that's as fun and as challenging as many cartridges for the NES.

Once again, you play the brave knight Kuros as he struggles against the dark forces of the evil wizard Malkil. When this installment begins, Malkil hasn't been heard from in 17 years. But when



WIZARDS & WARRIORS X

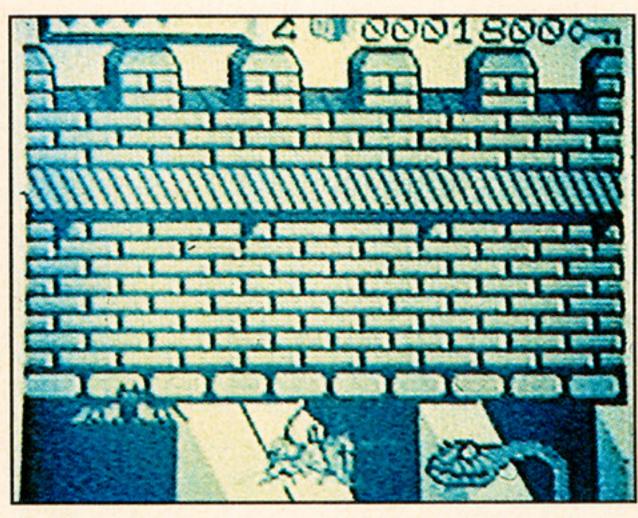
Tom R. Halfhill

Version reviewed: Game Boy. Acclaim Entertainment, 189 South Street, Oyster Bay, NY 11771.

the lovely Princess Elaine disappears without a trace, Kuros knows who's responsible. He heads straight for Malkil's dreaded castle—the Fortress of Fear.

Wizards & Warriors X has five stages, each divided into several levels (18 in all). Along the way, you'll have many opportunities to collect treasure and find magical powers hidden in locked chests. These powers include the Potion of Healing, the Boots of Jumping, the Shield of Protection, and the Spell of Invincibility. All this will be familiar to Wizards & Warriors fans.

Also familiar are the secret rooms scattered throughout the game. By jumping at certain places, you'll enter hidden chambers containing treasure, magic, and unexpected hazards. As in the earlier adventures, it takes a lot of jump-



Defeat this serpent in Malkil's castle by crouching and stabbing.

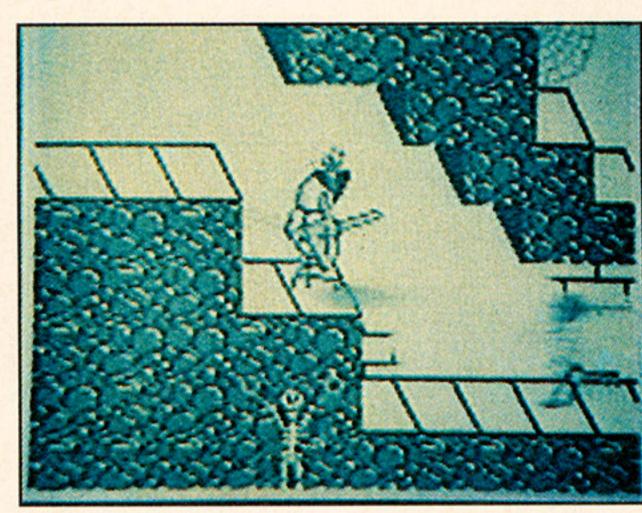
ing and exploring to find everything in this game.

The graphics and sound in Wizards & Warriors X are exceptional. If it weren't for the small screen and lack of color, you'd almost think you were playing an NES game.

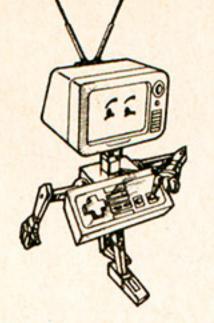
The small screen, however, does cause problems. Some jumps require extremely careful positioning, and at times it's difficult to move to the very edge of a precipice without tumbling into an abyss.

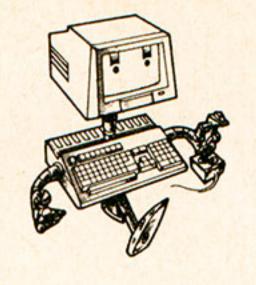
Otherwise, Wizards & Warriors X is a remarkable adaptation of the hit NES series. Fans shouldn't be disappointed.

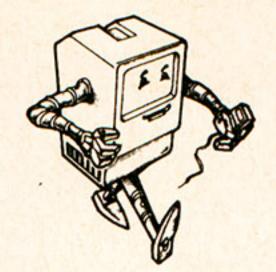


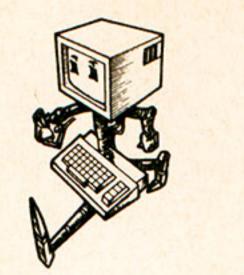


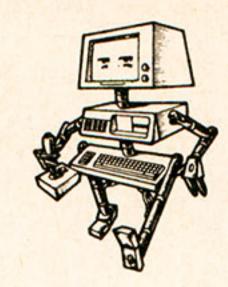
A longtime resident of Malkil's dungeon is chained to the wall below the staircase.

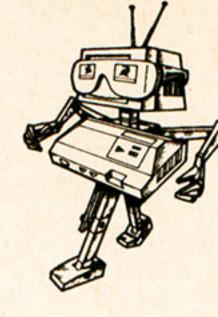


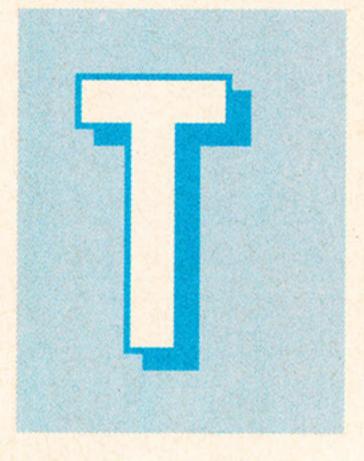








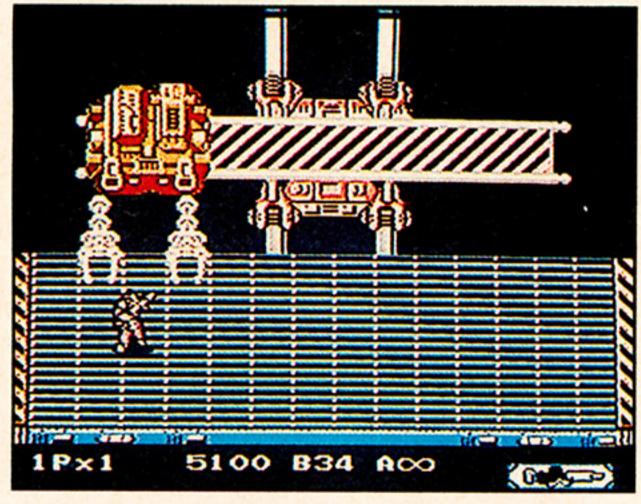




errorists have captured the underground control center of a nuclear missile base. If they aren't stopped soon, they plan to

launch the missiles and trigger mass destruction.

The world's only hope is that one or two expert commandos can infiltrate the captured base and eliminate the terrorist leader be-



The boss machine at the end of stage 2 tries to grab you with mechanized claws. Stay out of the way and keep shooting.

fore his fanatic followers carry out their plan. Unfortunately, the base is a strongly defended complex of buildings, passages, elevators, waterways, bridges, and pillboxes.

But you do have one ace up your sleeve — a secret weapon known as Heavy Barrel. This powerful rifle has been dismantled into six pieces and stashed in storage lockers throughout the base. If you can open the lockers and reassemble Heavy Barrel, you'll have the advantage you need to defeat the terrorists.

If the storyline of Heavy Barrel

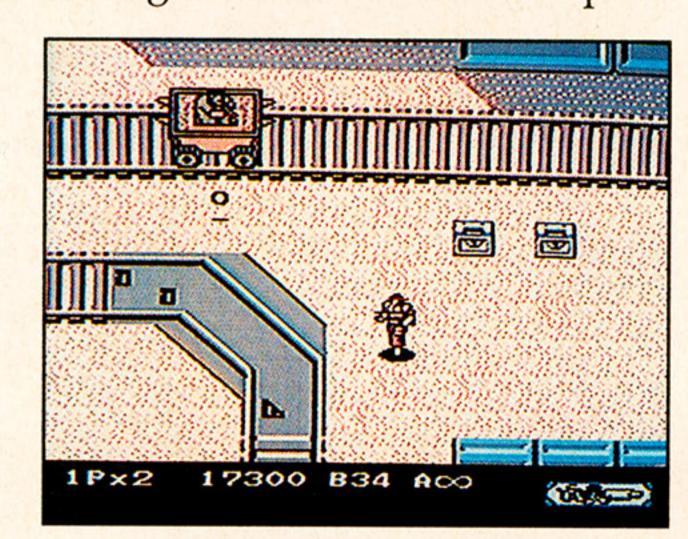


HEAVY BARREL

Tom R. Halfhill

Version reviewed: Nintendo. Also available for IBM, Tandy, and compatible computers; Apple II; and Commodore 64. Data East, 1850 Little Orchard Street, San Jose, CA 95125.

sounds familiar, it probably means you've either played the arcade version of the game, or — more likely—one of the numerous other videogames with a similar plot.



In stage 3, the enemy terrorists take potshots at you while zooming by on railroad cars. Try to find a pellet gun or flamethrower.

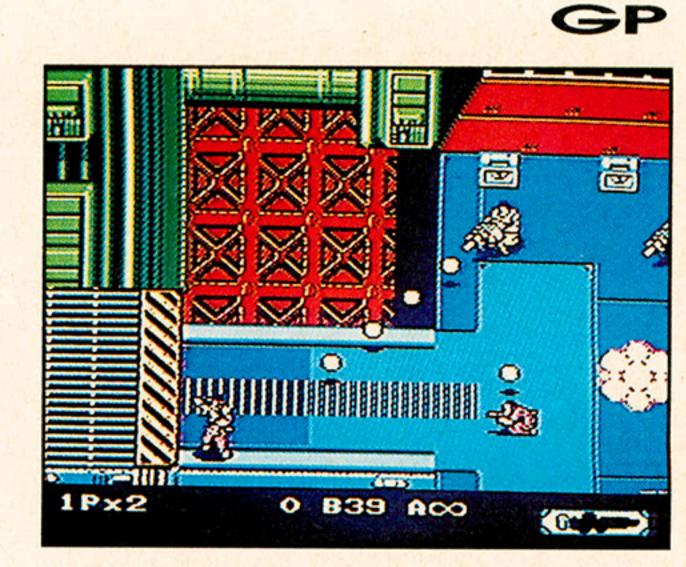
Heavy Barrel is a simple Rambostyle game that boils down to a target shoot. Terrorists come at you from all directions, and winning is mainly a matter of survival.

The only element of strategy is

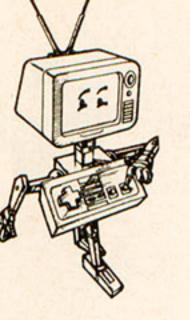
assembling Heavy Barrel. When you shoot the terrorists in red uniforms, they leave behind keys that open the storage lockers. But not all of the lockers contain parts of Heavy Barrel. Most hold other items, such as flamethrowers, fiveway pellet guns, laser rifles, and grenades. Although these weapons are useful, you really need Heavy Barrel to win the game.

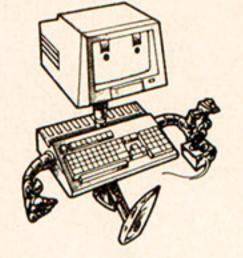
Another difficulty is that Heavy Barrel isn't a maze-type game in which you can go wherever you want. The screen keeps scrolling in the direction the game wants you to move, and once you leave an area, you can't go back. Therefore, you'll have to play the game many times before you learn which lockers contain the parts you need.

Heavy Barrel won't win any prizes for originality, and its graphics rarely rise above the average. But it's competently done, and it has a two-player mode so you and a friend can fight side by side. Heavy Barrel will probably appeal most to players who like nonstop action without complicated subplots and storylines.

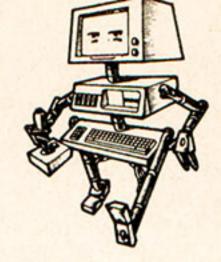


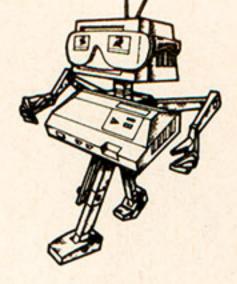
Terrorist machine gunners are guarding two storage lockers (upper right).













early 20 years ago, science fiction author Phillip Jose Farmer populated his *Riverworld* novels with everyone who had ever

lived on Earth. In Electronic Arts' Escape from Hell, you don't get every person from history — just some of the interesting ones.



The nonhuman creatures in Hades are nearly always hostile. To fight this monster, you'll need something better than your short-range weapons.

Blackbeard, Spartacus, Socrates, Plato, Genghis Khan, and Shakespeare's Horatio are only a few of the allies who might join your journey through the nether-



Dilemma: Do you release Guderian and take him as an ally, risking the wrath of Hitler? Or do you accept the Fuhrer's offer of a partnership?



ESCAPE FROM HELL

Gary Meredith

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory (640K for MCGA or Tandy 16-color graphics); CGA, EGA, MCGA, VGA, Tandy 16-color, or monochrome graphics; DOS 2.1 or higher. Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

world. Some of them are more useful than others as you search for your girlfriend, Alison, and your pal, Alan, and attempt to make good your escape.

Over the millennia, Hades has settled down into an uneasy but relatively stable state under Lucifer and a few lesser bosses. These underlings — in particular, Adolf Hitler and Al Capone — see you as the instrument of Lucifer's downfall and their ascension to the throne.

During your journey, you'll pick up skills, weapons, tools, and other articles that will eventually be useful in your efforts to find Alison and Alan. Some items can be found in chests, desk drawers, trash cans, and even toilets. Others may be given to you, either

outright or in exchange for another item. Still others are acquired as booty after the many battles you'll have to fight.

And there are indeed many battles. Lucifer realizes the danger your presence poses to his authority, so he'll send all of his Hell Soldiers and Guards to hunt you down. Then, too, since this *is* hell, you're bound to meet some condemned souls who want to kill you just for the fun of it.

You'll need to keep a close eye on your hit points, and avail yourself of healing potions, or the time compression feature, to restore your strength. Fortunately, there are places, such as the City of Vir-

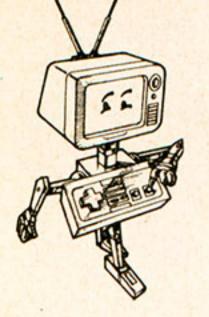


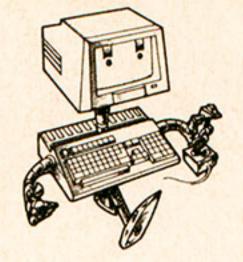
If you haven't kept a couple of special electronic gadgets when you reach this bridge over the Lake of Fire, you'll have to go back and find them.

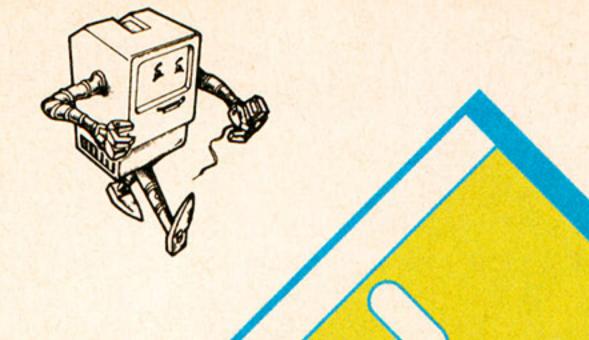
tuous Pagans, where you can meet some friendly folks while taking a break from all the fighting.

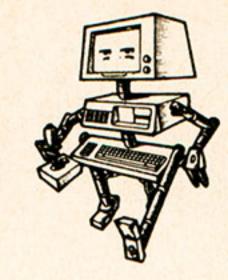
Escape from Hell is great fun an enjoyable role-playing adventure that combines humor and offthe-wall philosophical discourse. If you're not offended by its rather cavalier attitude toward the hereafter, it's a game that can keep your computer tied up for hours and hours.

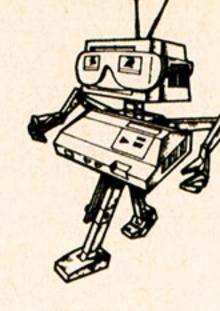


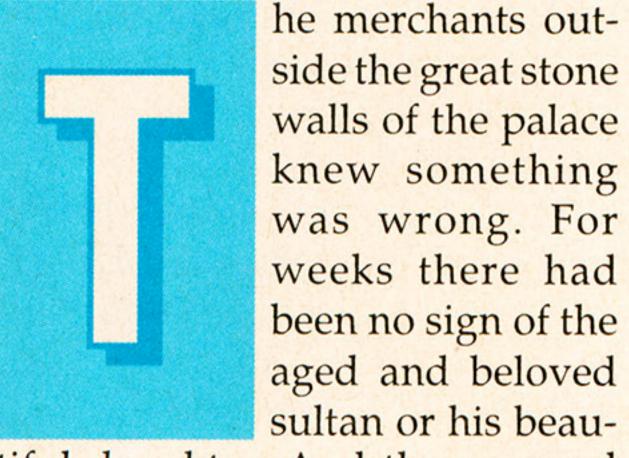




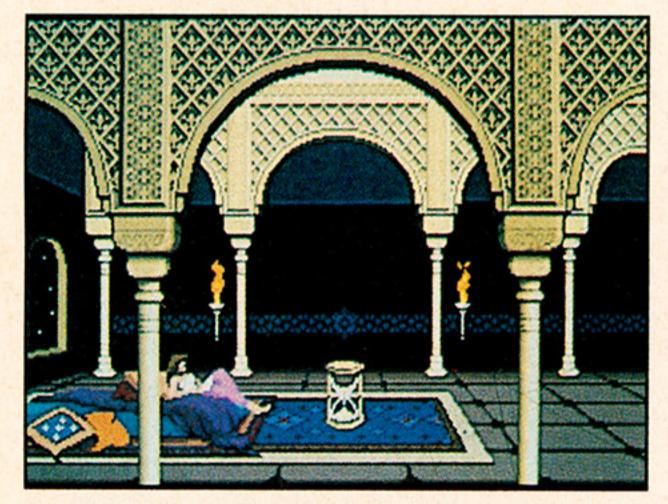








tiful daughter. And the personal guards of Jaffar, the grand vizier, had begun roaming the marketplace, dragging away anyone



The princess anxiously awaits her fate. Will it be rescue by her secret lover, forced marriage to the grand vizier, or death?

heard to utter a careless word against the vizier.

Now comes word that Jaffar has issued an ultimatum to the princess: Marry him or die!

All of this is hardly news to you, a young adventurer and the princess' secret lover. But you've been helpless, locked up in the dank dungeons beneath the palace, awaiting a fate you dare not contemplate. Luckily, a careless jailer has left your cell door ajar, and now you have some hope of escaping these dark catacombs and rescuing the princess.

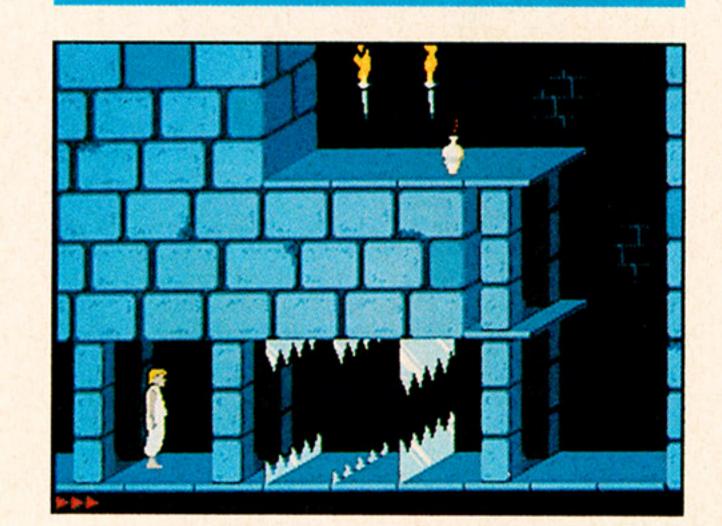
It won't be an easy task, however. Even though the guards assigned to the dungeons are the



Gary Meredith

PERSIA

Version reviewed: IBM, Tandy, and compatibles; 512K minimum memory (640K for VGA); CGA, EGA, MCGA, VGA, Tandy 16-color, or monochrome graphics; DOS 2.1 or higher; joystick optional; AT-class computer recommended. Also available for the Apple II; planned for the Amiga and Macintosh. Broderbund, 17 Paul Drive, San Rafael, CA 94903.

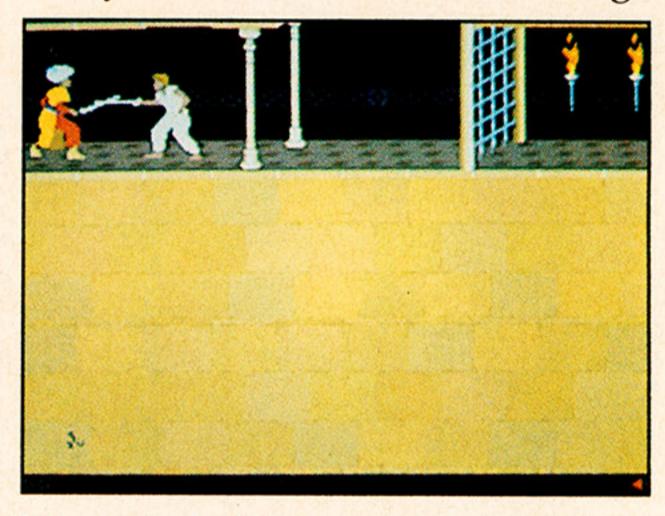


If you can make it through the Jaws of Death, there's a potion on the upper ledge that will give you extra life force.

dregs of Jaffar's forces, they're numerous and eager to advance in Jaffar's hierarchy by nabbing you. Therefore, defense is your first order of business—you must find a sword.

Other items are also scattered

throughout the dungeon and the palace above. You may find potions which will strengthen you or give you more resistance to injury. Unfortunately, you may also come across some of the hideous traps that Jaffar has so thoughtfully installed, such as the fearsome Jaws of Death. But if you can survive all the hazards and make good your escape within one hour, you'll not only gain the hand of the princess, but you'll also restore the king-



It's a good thing you're an excellent swordsman, or these slash-happy guards could spell trouble.

dom to its former peace and prosperity.

Prince of Persia is an exciting romp that recalls the flavor of the 1001 tales of the Arabian nights. It has both the nonstop thrills of an arcade game and the puzzles of a good role-playing adventure.

Best of all is the remarkably lifelike animation achieved by game designer Jordan Mechner. Like a Hollywood cartoonist, Mechner animated his characters by painstakingly drawing them frame by frame, basing his drawings on motion studies of real people photographed on Polaroid film. The result is nothing short of breathtaking.

GAME NEWS

ANDPREVIEWS

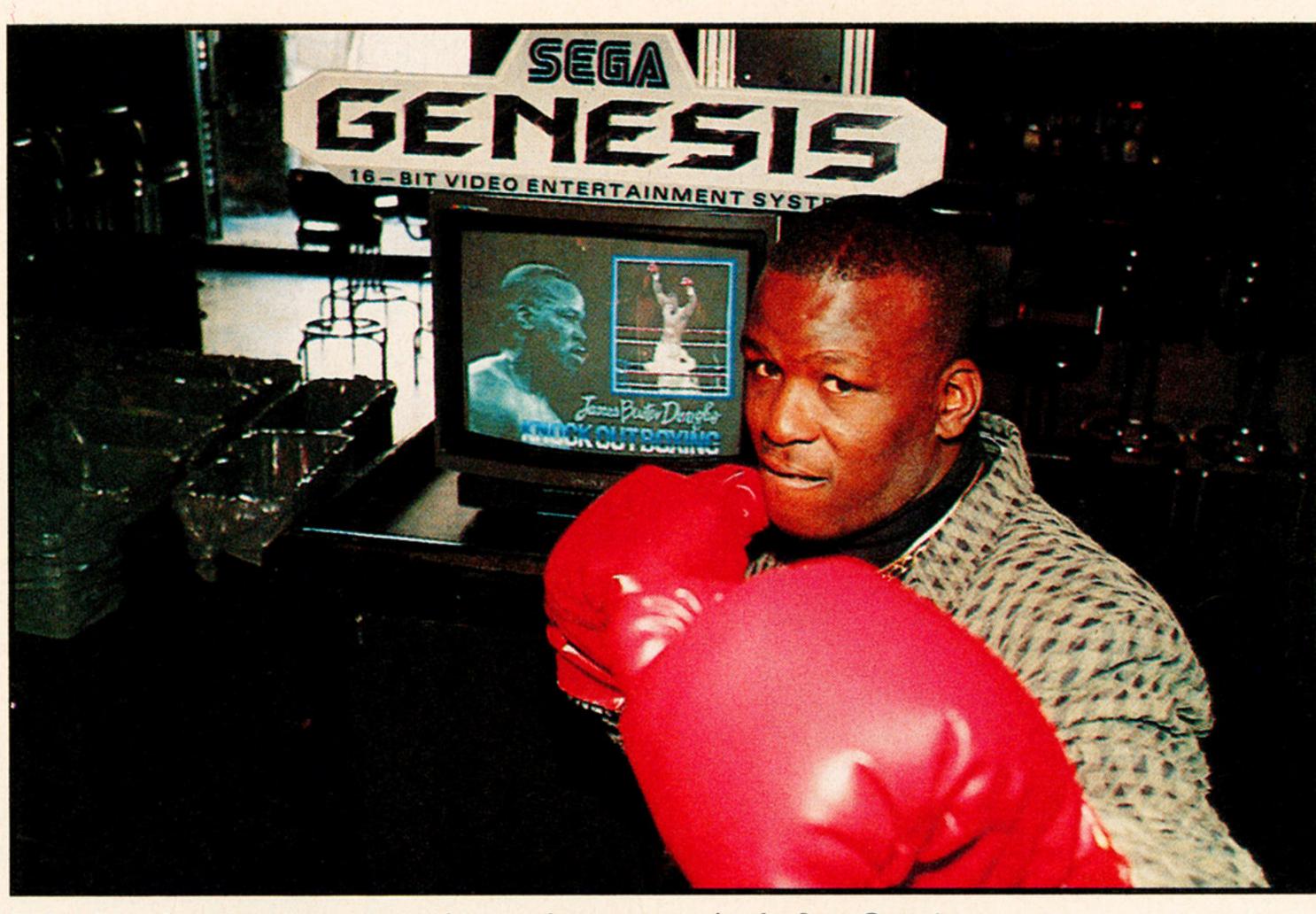
SEGA ADDS BUSTER TO ITS ALL-STAR CAST

Heavyweight boxing champion James "Buster" Douglas, the fighter who knocked out Mike Tyson, has signed a multimillion-dollar agreement with Sega to produce a boxing game for the Genesis. Sega has worldwide rights to produce Buster Douglas games for all home videogame systems, arcade machines, portable game units, and computers.

"Genesis is my son's favorite system," Douglas said.

"I'm excited about having my own boxing game and feel Sega is most qualified to do it."

Sega will feature the boxing hero in a major advertising cam-



Buster Douglas is helping to design his own boxing game for the Sega Genesis.

paign. Douglas joins a whole cast of celebrities recently signed up by Sega, including San Francisco 49ers quarterback Joe Montana, singer Michael Jackson, golfer

Arnold Palmer, and baseball manager Tommy Lasorda. Sega also has videogame rights to Walt Disney's Mickey Mouse, Fantasia, and Dick Tracy.

Another game coming soon to the Sega Genesis is *Mondu's Fight Palace*, based on Activision's computer game *Tongue of the Fatman*. Six centuries into the future, you're a young fighter whose job is to battle through ranks of alien tough guys until you earn the right to meet Mondu-the-Fat. You begin the game with \$1000 with which to place wagers, buy weapons, and pay for rejuvenation after a loss.



Fighters show no mercy in Activision's Mondu's Fight Palace for the Genesis.

GAME NEWS

ANDPREVIEWS

NEW GAMES FOR NINTENDO

Although some of us are still addicted to *Tetris*, Russian designer Alexey Pajitnov has come up with another engrossing game called *Hatris*. Like its predecessor, *Hatris* requires quick decisions.

HOTELS OF THE STORY OF THE STOR

The Soviet game designer who dazzled us with *Tetris*, Alexey Pajitnov, has a new brain-teaser from Bullet-Proof Software called *Hatris*.

As pairs of hats slide down the screen, you must place them on stacks of matching hats. If you match five hats in a stack, the pile disappears, leaving room for more hats. The more hats you eliminate,

the more points you score. There are six styles of hats and increasingly difficult levels of play. Hatris is produced by Bullet-Proof Software for both the Nintendo Entertainment System and the Game Boy.

Later this year, look for three new titles from Hi-Tech

Expressions: *Orb 3D*, an adventure game in which players must master 30 puzzles while wearing 3-D glasses; *Jim Henson's Muppet Adventure: Chaos at the Carnival*, in which you join Kermit and the

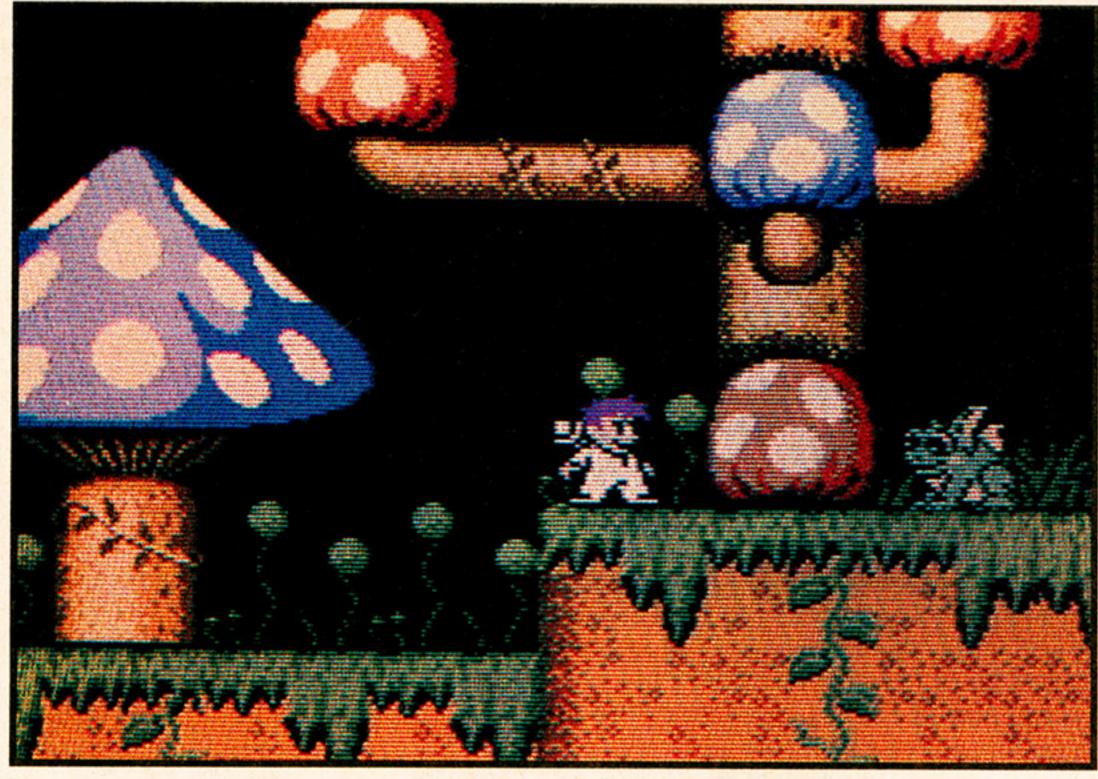
Muppets on an excursion to save Miss Piggy from the evil Dr. Grump; and Fun House, a game filled with hidden treasures and

tangled mazes.

Pesterminator, a new Nintendocompatible game from Color Dreams, pits you against swarms of alien insects. Kernel Klean-Up knows how to take care of Ronnie the Super Rat and his buggy friends, even when they plan to take over office buildings. Other new titles from Color Dreams include Challenge of the Dragon and



Kernel Klean-Up is tough on bugs in Color Dreams' Pesterminator.



Enter the world of dreams in Capcom's Little Nemo the Dream Master.

King Neptune's Adventure.

Two new titles from Capcom are expected to be on store shelves in August. Little Nemo the Dream Master is based on a turn-of-the-century comic strip character. In this adventure, Little Nemo travels to the world of dreams to rescue a good king, who has been imprisoned by the ruler of nightmares. And in Street Fighter 2010, the Final Fight, the hero of the Street Fighter saga embarks on a mission to avenge his partner's death.

KUNG-FU HEROES TOURNAMENT

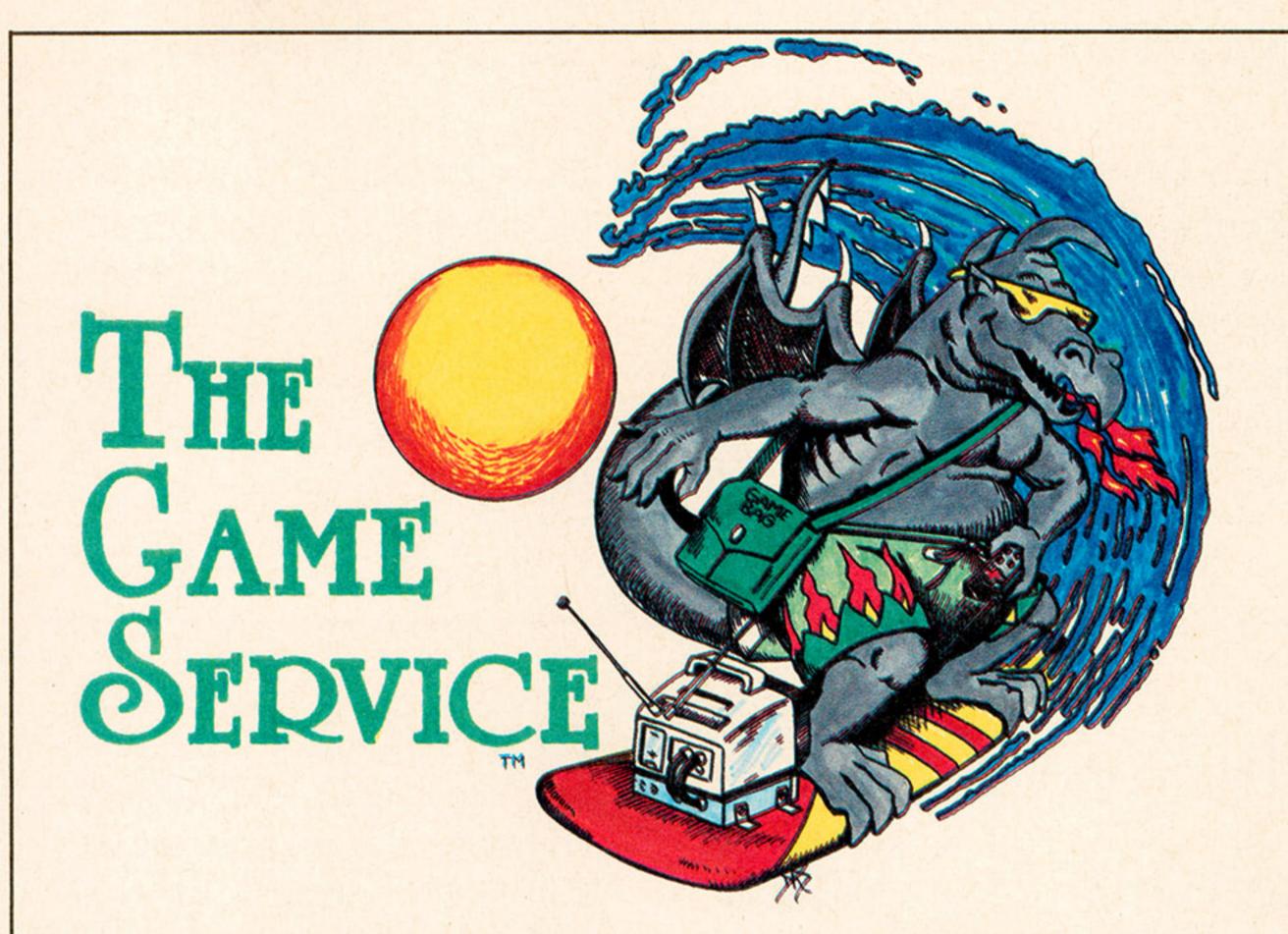
A Kung-Fu Heroes tournament sponsored by Culture Brain is moving toward an entry deadline of August 31.

Prizes include \$10,000 for the winner and free trips to Disneyland for teams that advance to the finals in Los Angeles. Only two-player teams are eligible for entry. There are two categories: General, in which both players are 13 years of age or older; and Family, in which one or both players are 12 years of age or younger.

To enter, send a photo of your high-score screen along with both players' names, addresses, ages, birth dates, telephone numbers, and entry category to: Culture Brain, Champions Tournament Department, 15315 NE 90th Street, Redmond, WA 98052. You may enter as many times as you like.

This month's tips:

- You must have five treasures to be effective against Dragon Head. Use the Moon Sault kick.
- A tougher Dragon Head appears in stage 8-4. The only way to defeat him is to become invincible by using your "P" Ball and then sliding rocks into him.
- The Bison Commandos don't respond to kicks, but you'll get results if you hide behind rocks and attack with punches.



12 TOP GAMES A YEAR for only

\$999

Anybody can sell you a video game, but only one company offers you what you really want and at a price that's hard to believe. This is the once a month game service that delivers to your door. Every month you will receive a new game and return the one from the previous month. Each game comes in a self-addressed, reuseable mailing box, so all you have to do is drop it in the mail.

We make it SIMPLE, we make it FUN, and we make it AFFORDABLE, (about .27¢ A DAY) for you to play and enjoy the best games all year long.

OUR PROMISE TO YOU!

We sincerely value your business. This is why our researchers and buyers closely monitor the rapidly changing market, to ensure that we provide you with the **LATEST** & **GREATEST** video games available from NINTENDO, AKLAIM, BANDAI, COLOR DREAM and others. All games are compatible with the Nintendo entertainment system.

SERVICE IS NOT JUST PART OF OUR NAME. SERVICE IS THE NAME OF THE GAME.

(4263)

TO ORDER CALL 1-800-678-GAMÉ OR SEND CHECK, MONEY ORDER

OR CREDIT CARD NUMBER TO:

THE GAME SERVICE, INC.

P.O. BOX 45503

ATLANTA, GA 30320

MasterCard V/SA*

1-404-474-4040

There will be a one time charge of \$24.00 to cover postage & handling. Georgia residents please include 5% sales tax. Sorry — Service not available to those outside of the Continental United States. We reserve the right to refuse any order. All games are the property of The Game Service, Inc. Games more than five days late will be assessed a late charge of \$2.50 per day. For more information send a self-addressed, stamped envelope plus \$1.00 to the above address. Allow 4-6 weeks for original delivery.

THE GAME SERVICE, INC. 1990 ALL RIGHTS RESERVED.

GAME BOY EYE-SAVER

If your eyes are tired from too many hours of staring at the Game Boy screen, there's hope. Vic Tokai has developed the Light Boy, a compact attachment with an electric light and a 1.4-power magnifying lens. The Light Boy not only elimi-

nates glare (so tilting the screen is no longer necessary), but also serves as a stand for the Game Boy. It's powered by two AA batteries and will sell for about the same price as a Game Boy cartridge.



The Light Boy magnifies and lights the Game Boy screen. You can see the screen better, and you can play in the dark.

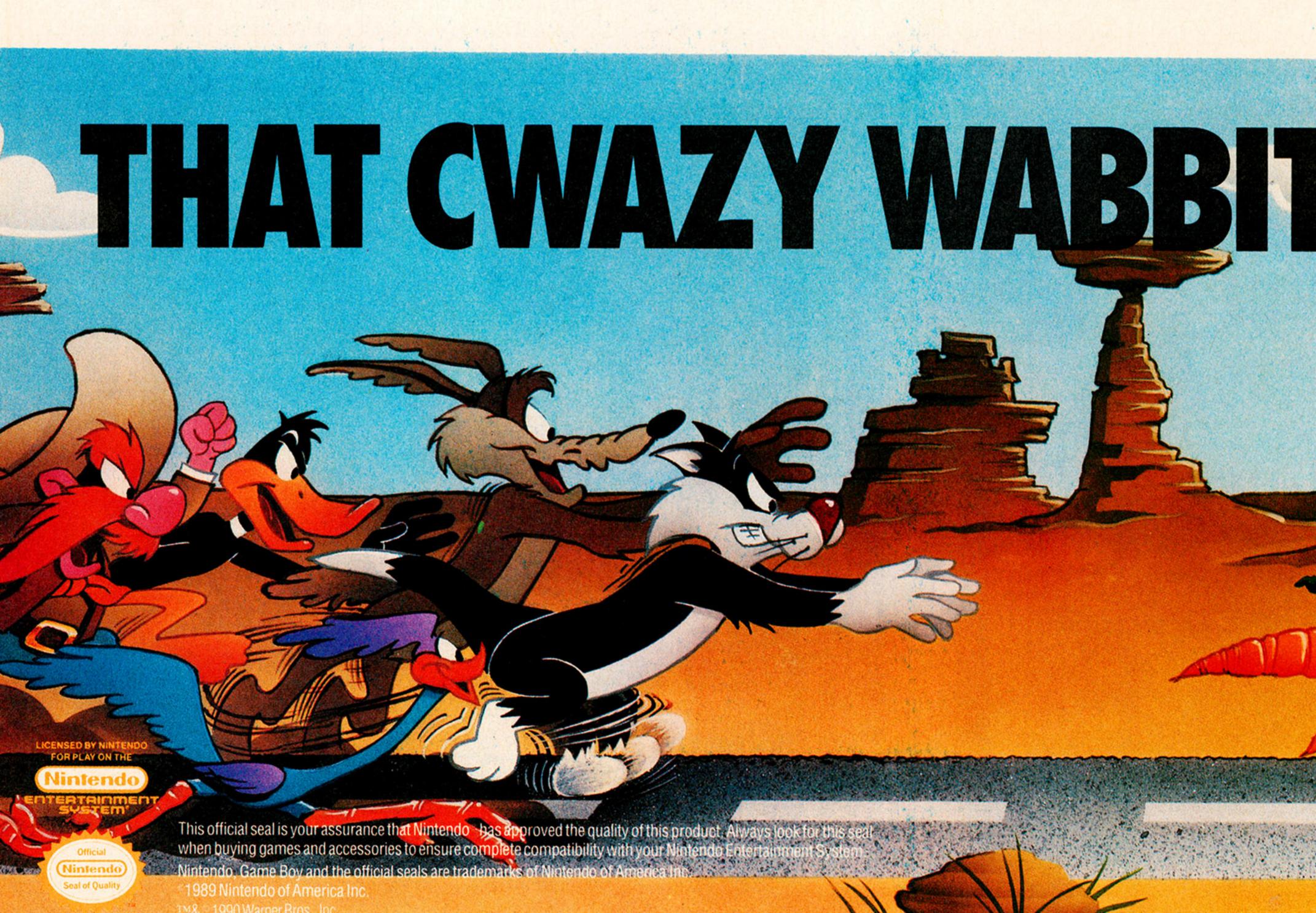
NEW CD-ROM GAMES FOR TURBO-GRAFX-16

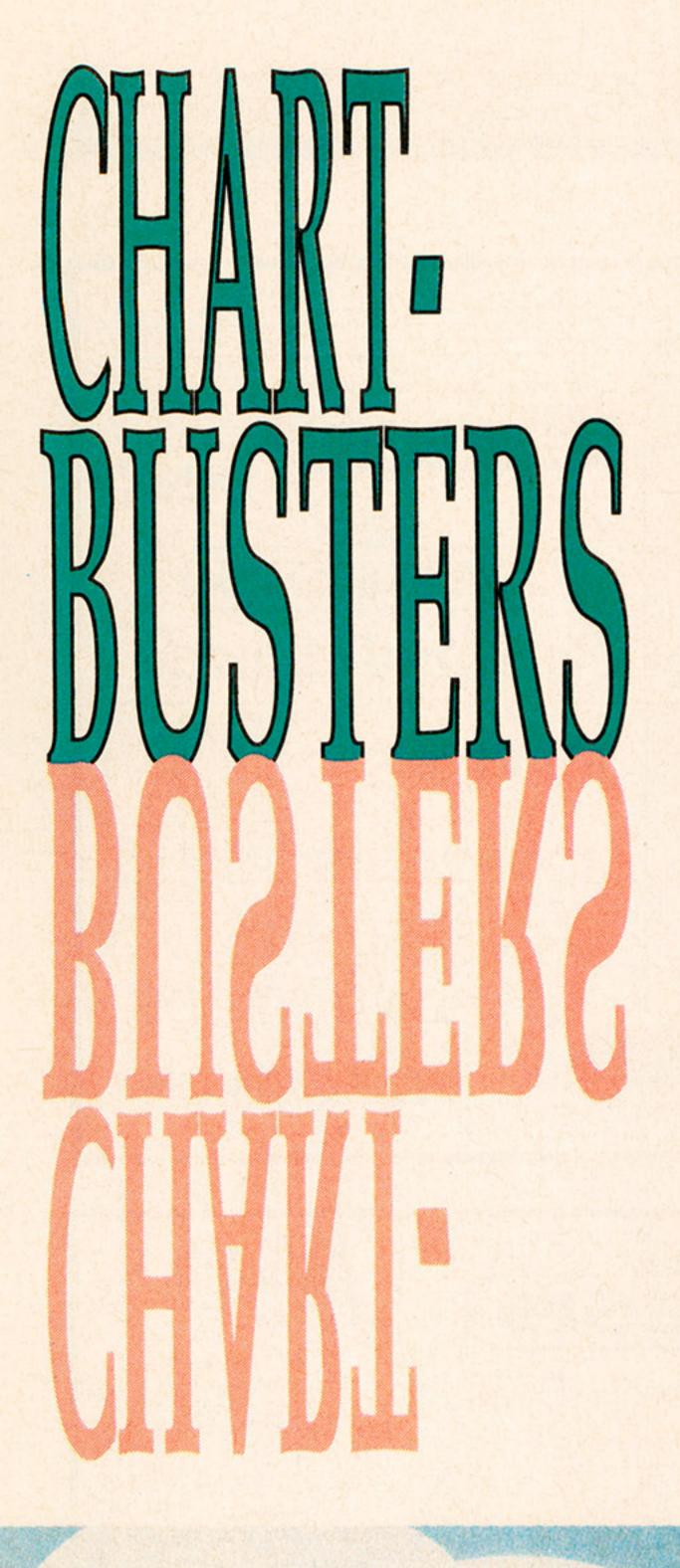
ICOM Simulations, the designers of *Shadowgate* and *Deja Vu* for computers, are producing two new CD-ROM games for the TurboGrafx-16. In *Sherlock Holmes*, *Consulting Detective* you must compete against Holmes himself to solve three mysteries. To create lifelike graphics, ICOM is filming

live actors and digitizing the images.

The second ICOM title is Camp California, which is actually four arcade-action games in one. It will feature a group of fun-loving bears, cartoon-style animation, and background music by the Beach Boys.

GP





READERS' POLL:

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.

Readers' Poll: Nintendo

(Alphabetical order)

Blades of Steel Blaster Master

Castlevania II: Simon's Quest

Double Dragon

Gauntlet

Metal Gear

Ninja Gaiden

Super Mario Bros. 2

Teenage Mutant Ninja Turtles

Zelda II: The Adventure of Link

BABBAGE'S TOP TEN

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

- 1. **Ultima VI** (Origin)
- 2. Conquests of Camelot (Sierra)
- 3. Champions of Krynn (SSI)
- 4. Codename: Iceman (Sierra)
- 5. Where in Time Is Carmen Sandiego? (Broderbund)
- 6. Where in the World Is Carmen Sandiego? (Broderbund)
- 7. **Sorcerian** (Sierra)
- 8. Where in the USA Is
 Carmen Sandiego?
 (Broderbund)
- 9. **Populous** (Electronic Arts)
- 10. Flight Simulator 4.0 (Microsoft)

SHITTING THE WOAD.

BUGS BUNNY" CRAZY CASTLE NOW AVAILABLE FOR GAME BOY.®

Bugs Bunny," everyone's cwaziest Nintendo® hero, is out to save his main squeeze, Honey Bunny" from the welentless clutches of Daffy Duck," Yosemite Sam," Wile E. Coyote™ and pals.

But this time on the new Nintendo Game Boy.[®] Now you can take the whole gang with you wherever you go.

Help Bugs make his way from creaky room to spooky chamber.

Slip in and out of mysterious doors and stairways.

Even hurtle through an endless maze of drainpipes.

Carrots score points. Cargo crates and boxing gloves help fend off that band of wascals on your way to wescuing

sendo GAME BOY,

your kidnapped sweety.

Bugs Bunny's Crazy Castle adventure and Nintendo Game Boy.

Zany fun, to go.

KEMCO * SEIKA



The Video Game Specialists =

JUST A FEW EXAMPLES:



人ATARI 7800"



ATARI 人 5200™ GAME BOY"

FOR A COMPLETE CATALOG SEND YOUR NAME, ADDRESS, AND MACHINE TYPE PLUS \$1 FOR POSTAGE AND HANDLING TO:

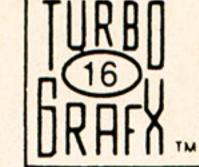
NINTENDO: GENESIS: Action Set 16 Bit System \$189.95 \$99.95 \$44.95 Mega Man II \$44.95 Ghostbusters \$44.95 Super Monaco GP \$44.95 Ninja Turtles Phantasy Star II \$69.95 \$37.95 Tetris LYNX: SEGA: Game System \$189.95 Master System \$79.95 \$42.95 \$37.95 Golden Axe Electrocop \$37.95 Gauntlet III Scramble Spirits \$37.95 \$39.95 Ultima 4 \$59.95 Rampage GAMBOY: ATARI 2600: \$89.95 Game System \$49.95 Game System \$29.95 Bump N Jump \$17.95 Kwirk \$14.95 \$27.95 **Bugs Bunny** Kung Fu Superkicks \$27.95 Quest For Quintana Roo \$14.95 Hyper Loderunner TURBO GRAFX-16: ATARI 7800: Game System \$69.95 Game System \$159.95 JJ and Jeff **Double Dragon** \$24.95 \$44.95 \$24.95 \$59.95 Rampage Neutopia \$24.95 \$42.95 F-18 Hornet Microbox

Nintendo"



Personal Arcade"

ATARI XE"



JOYSTICKS ACCESSORIES

HAND HELDS

INTELLIVISION "

BUY — SELL USED

Nintendo Games

Also Buying SEGA and GAMEBOY For List Send Self-Addressed Stamped Envelope To: VIDEO GAMES AND SIMULATIONS. P.O. BOX 18193 COLUMBUS, OHIO 43218



Call/Write for our FREE Price List or send your Nintendo Cartridges with best buy back price.

We will pay \$1.00 more than any other firm.

We reserve the right to refuse any sale or purchase. Prices subject to change without notice. Add \$4.00 Minimum S&H. Calif Res add 6.75% tax.

BRE Software

Dept. GP 352 W. Bedford, Suite 104 Fresno, CA 93711



TELEGAMES USA

BOX 901S . LANCASTER, TEXAS 75146 . (214) 227-7694

Your #1 Genesis Dealer

Tour "	I ac.	ilesis Dea	101
Air Diver	\$44.95	Revenge	
Crackdown	\$44.95	of Shinobi	\$49.95
E Swat	\$44.95	Shove It	\$39.95
Ghostbusters	\$49.95	Super Basketball	\$49.95
Golden Axe	\$49.95	Super Hydlide	\$54.95
Herzog Zwei	\$44.95	Super Monaco	
Phantasy Star II	\$69.95	Grand Prix	\$49.95

Portable Color Entertainment System \$169.95

Blue Lightning	\$29.95
Chip's Challenge	\$34.95
Electrocop	\$29.95
Gates of Zendocor	\$29.95
Gauntlet	\$39.95
Rampage	\$39.95

Call for New Genesis and Lynx Titles

We also Buy and Sell Used Nintendo Cartridges Call/Write for FREE Catalog (209) 438-4263

NINTENDO WANTED! 1-800-445-5188

CASH FOR NINTENDO 關

SEND YOUR NAME AND ADDRESS NOW FOR FREE LIST OF GAMES WE BUY.

FUN-N-GAMES

5350 JACKSON DR. #219 • LA MESA, CA 92042

DIRECT DISTRIBUTERS 1-203-395-0851

- New games at direct prices
- Used games at below cost
- We'll beat any price on any item
- •We sel to video stores Toy stores -Mini Marts - Mom & Pops and more. **Business Only!**
- We stock almost every video games system and accessory ever made.
- •Buy 1 game to 1000 from our full color catalog.
- •We always get the best games 1st



ATARI"

LYNX"



Nintendo")

IF WE DON'T HAVE IT — THEY DON'T MAKE IT!

MARKETPLACE

Classified and small space Display advertisers can now take advantage of the targeted and highly enthusiastic Game Player's audience at reasonable rates.

Display Classified rates \$125 per column inch

Call Bonnie Black at (201)703-9500 for more information.

itendo

come with a 90-day warranty.

USED GAMES AND RECEIVETO **GAME**

ACCEPTED GAMES ARE PAID WITHIN 48 HOURS OF RECEIPT OF GAMES

26

26

26

36

44

19

24

95

29

19

39

29

24

29

39

39

14

19

48

19

19

26

19

36

26

34

44

36

10

36

9.95

39

29

19

26

29

44

39

19

149

26

34

29

19

24

39

24

34

19

19

22

19

34

32

19

36

36

44

16

19

World Games

World Runner

Wrecking Crew

Wrestlemania

Xenophobe

Xevious

Zanac

Zelda

Zelda II

	WE	WE	Demon Sword	18	34	Kid Icarus	14	36	48 1	HOURS
	PAY	SELL	Desert Command	14	29	Kid Niki	14	26	Section Z	5
TITLE OF GAME	YOU	USED	Defender/Crown	18	39	King Knight	14	29	Seicross	14
10 Yard Fight	\$ 8	\$16	Dig Dug II	16	29	Kings of Beach	18	34	Sesame Str 123	14
1942	8	19	Dino Riki	18	36	Knight Rider	18	34	Sesame Str ABC	14
1943	12	24	Donkey Kong	12	24	Kung Fu	4	14		18
720 Degrees	18	36	Donkey Kong Jr.	10	24	Kung Fu Heroes	15	28	Shadowgate	22
8 Eyes	18	36	Dnky Kg Jr Math	20	39	Legacy/Wizard	8	19	Shinobi	10
Adv. Bayou Billy	10	24	Donkey Kong 3	8	19	Legend of Kage	10	19	Shooting Range	
Adventure Island	18	36	Donkey Kg Clas.	14	26	Legendary Wings	10	19	Short Order	12
Adv. of Lolo	12	27	Double Dragon	14	29	Life Force	10	19	Side Pocket	43
Adv. Tom Sawyer	16	29	Double Dragon II	24	48	Lode Runner	18	36	Silent Service	14
After Burner	18	34	Double Dribble	8	19	Lunar Pool	22	44	Skate Or Die	20
Air Fortress	16	29	Dragon Power	8	19	Mach Rider	8	19	Sky Kid	14
Airwolf	14	26	Dragon Warrior	10	26	Magic of Sherezade	20	39	Sky Shark	10
Alien Syndrome	16	29	Duck Hunt	2	10	Magmax	10	19	Slalom	16
All Pro Basketball	22	44	Duck Tales	14	36	Maj Lg Baseball	8	19	Soccer	
Alpha Mission	10	19	Elev. Action	12	26	Mappy Land	16	29	Solomons Key	20
Amagon	12	24	Evert/Lead Tennis	18	34	Marbel Madness	18	34	Spelunker	20
Anticipation	14	26	Excitebike	5	15	Mario Bros.	16	36	Spy Hunter	4
Arkanoid w/contrl	40	99	Faxanadu	10	24	Marvels Xmen	22	44	Spy vs. Spy	24
Arkanoid (contrl only)	(NEW) \$19	Fester Quest	14	32	Mega Man	30	59	Sqoon	26
Athena	14	26	Fighting Golf LT	16	29	Mega Man II	20	39	Stadium Events	10
Athletic World	10	19	Fist/North Star	16	29	Metal Gear	5	15	Star Force	10
Baby Boomer	18	36	Flying Dragon I	20	39	Metroid	4	14	Star Soldier	14
Back to Future	18	34	Freedom Force	12	24	Mickey Mouse	12	26	Star Voyager	8
Bad Dudes	18	36	Friday the 13th	6	16	Mghty Bmb Jack	20	39	Stealth	18
Bad Str Brawl	18	36	Galaga	8	19	Millipede	12	24	Stinger	16
Balloon Fight	14	29	Gauntlet	4	15	Milons Sec Castle	12	26	Strider	10
Baseball	7	16	Genghis Khan	22	44	Monster Party	18	34	Super Dodge Ball	18
Baseball Stars	22	44	Ghost & Goblins	8	19	Muscle	16	29	Super Off Road	22
Basesloaded	8	19	Ghost Busters	18	36	Mystery Quest	14	26	Superman	18
Batman	20	39	Goal	18	34	Natl Football Lg	22	44	Super Mario I	2
Battle of Olympus	20	39	Godzilla	22	44	Ninja Gaiden	12	26	Super Mario II	18
Bionic Commando	10	24	Golf	5	15	Ninja Kid	16	29	Super Mario/	
Black Bass	22	44	Golf Pebble Bch	12	24	Nobun. Ambition	22	44	Duck Hunt	4
Blades of Steel	16	29	Golgo 13	6	16	Operation Wolf	6	16	Super Pitfall	18
Blaster Master	10	24	Goonies II	5	15	Othello	10	19	Super Sprint	16
Bomber Man	16	29	Gotcha	5	15	P.O.W.	18	34	Taboo 6th Sense	10
A Boy and His Blob	20	39	Gradius	12	24	Pacman	14	26	Tag Team Wrestl	
Breakthru	10	24	Grand Prix	18	36	Paper Boy	18	36	Tecmo Baseball	16
Bubble Bobble	20	39	Guardian Legend	16	29	Pinball	12	24	Tecmo Bowl	18
Bugs Bunny	20	39	Guerilla War	12	26	Platoon	10	19	Teenage Mut. N.	
Bump and Jump	16	26	Gum Shoe	8	19	Popeye	10	24	Tennis	10
Burger Time	12	24	Gunsmoke	8	19	Predator	12	26	Tetris (Tengen)	75
Calif. Games	20	39	Gyruss	12	22	Pro-Am Racing	10	24	Tetris (Nintendo)	
Captain Commic	14	28	Hogans Alley	5	15	Pro Wrestling	12	26	3 Stooges	18
Casino Kid	22	44	Hollywood Sqs.	18	36	Punch Out	12	32	Thundercade	16
Castlequest	14	29	Hoops	16	29	Q-Bert	10	19	Tiger Heli	6
Castlevania	10	24	Hydlide	12	26	Racket Attack	12	24	To the Earth	12
Castlevania II	10	19	Ice Climber	12	26	Rad Racer	10	24	Toobin	20
Chessmaster	22	44	Ice Hockey	5	14	Raid Bungl. Bay	12	24	Top Gun	12
Chubby Cherub	30	55	Ikari Warriors	6	16	Rambo	4	14	Top Gun II	18
City Connection	14	26	Ikari Warriors II	8	19	Rampage	10	24	Town & Country	6
Clash/Demonhead	18	36	Indiana Jones	14	26	RBI Baseball	12	24	Track & Field	10
Clu Clu Land	20	39	Iron Sword	20	39	Renegade	6	19	Track & Field II	10
Cobra Command	10	22	Iron Tank	10	19	Rescue Emb. Miss.	16	29	Trojan	8
Cobra Triangle	12	28	Jackal	8	19	Ring King	12	29	Twin Eagle	18
Commando	5	14	Jaws	9	16	River City Ransom	18	34	Ultima	14
Contra	12	24		20	39	Road Runner	20	39	Urban Champion	6
Cybernoid	16	29	Jeopardy Ir	18	36	Robo Cop	20	39	Volleyball	18
Dr. Chaos	12	26	Jeopardy Jr.		16	Robo Warriors	10	22	Wheel/Fortune	18
Dr. Jekyll/Hyde	14	26	John E. Qtrback	18	36	Roger Rabbit	20	39	Wild Gunman	10
DI. Jekyli/ Hyde	14	20	Jordan vs. Bird	10	30	Roger Rubbit	20	37	Willow	22

NINTENDO	
SALE!	
Duck Hunt	8.95
Super Mario I	8.95
Baseball	14.95
Commando	14.95
Excitebike	14.95
Galaga	14.95
Kung Fu	14.95
Metroid	14.95
Dragon Warrior	24.95
Punch Out	24.95
Sega Genesis	
Thunder Force II	24.95

16

12

10

10

29

19

34

24

19

19

24

24

24

NINTENDO ACCESSORIES								
Control Deck	30	59						
Light Gun	1	4						
Advantage Joystick	10	24						
Nes Max Joypad	5	10						
Misc. Controllers	5	10						
Power Glove	35	60						
Gameboy	40	74						
Gameboy Games	7	15						
U Force	25	49						
Power Pad	10	19						

	THE RESIDENCE OF THE PERSON NAMED IN COLUMN 2 IN COLUM		
	SEGA GENESIS		
١	Control Deck-NEW		\$179
١	Alex Kid	20	39
١	Fantasy Star II	28	59
1	Forgotten World	26	49
	Ghouls N' Ghosts	25	49
	Golden Axe	22	44
١	Golf	22	45
	Last Battle	15	29
	Mystic Defender	22	44
	Rambo III	21	39
	Revenge of Shinobi	28	49
i	Soccer	15	29
	Space Harrier II	15	29
i	Super Hang On	21	39
	Super Thunder Blade	15	29
	Thunder Fore II	12	29
	Tommy Lasorda Baseball	25	49
	Truxton	20	39
	Zoom	16	32

MOST GAMES DELIVERED WITHIN 2 BUSINESS DAYS

Rolling Thunder

Rush 'N Attack

Rygar

Romance/3 Kings

FREE MEMBERSHIP—Just fill out coupon and mail in. You will receive "The Fun Club" catalog monthly.

Karate Champ

Karate Kid

Joust

Karnov

THE FUN CLUB

Dance Aerobics

Deadly Towers

Dash Galaxy

Defender II

4948 Highway 169 North, New Hope, MN 55428

19

34

19

Name Address_____

City _____ State _____ Zip _____ TO ORDER

Willow

Winter Games

Wizards/Warriors

CALL DIZJOJOIO TODAY OR WRITE TO: "THE FUN COMPANY"

FUNCO, INC., 4948 Highway 169 North, New Hope, MN 55428 To Purchase: Send check or money order, or credit card number to FUNCO, INC., 4948 Highway 169 North, New Hope, MN 55428. Add \$4.50 Shipping plus 50° per game. Add \$1.00 per title if ordering by credit card. APO's, Canada, Alaska, Hawaii, please double shipping charges. MN residents please add 6% sales tax. Please allow 21 days for personal checks to clear.

To Sell Us Games: Call us first for current prices. Prices based on game, instruction manual and original box. Subtract \$1.00 for missing manuals and \$3.00 for missing boxes. Accepted games are paid within 48 hours of receipt of games.

(Due to a 3 month lead time to place this ad, our sell or buy prices may be different) (We reserve the right to refuse any purchase or sale.)

IDEO

MAVEN



CALL TOLL FREE

DISTRIBUTING

800-647-2045

MIDWEST'S LARGEST GAME & ELECTRONICS DISTRIBUTOR

CAPCON

BANDAI

- ★ Call Now
- * Thousands of Game Cartridges in Stock
- **★** Gameboy[™]
- **★** Sega[™]
- * Sega/Genesis™
- **★ Wireless Joy Sticks**
- * Accessories
- * Hand-Held Games
- * Fast and Friendly Service
- ★ Newest Releases & Hard-To-Find Classics
- * If You Don't See it... Ask for it
- * All Your Favorite Games
- **★** Action Sets by Nintendo[™]
- * Rock Bottom Pricing























VIC TOKAI

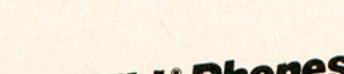
KONAMI

SUNSOFT.

DE DATA







ROMSTAR*



MAGNAVOX

Canon

MINOLTA

TOSHIBA

NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, AND GAME BOY

ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

Panasonic-Industrial

Technics

★ VCR'S

Nintendo

* Camcorders

* Big Screen TV's

★ Fax Machines

* Televisions

★ Compact Disc Players

* Blank Audio Tape

* Video Tape for VHS, BETA, 8mm & C-Size

* Tripods, Lights & Wireless Microphones

The Funatic Specialists.

RICOH

NADY

JVC

SEGA AND SEGA/GENESIS ARE TRADEMARKS OF SEGA OF AMERICA. FAX NUMBER: (708) 827-3568

MAVEN VIDEO • 1575 ELLINWOOD • DES PLAINES, IL. 60016

CELEBRATE OUR 1st ANNIVERSARY! This month only take 10% off any game or accessory in stock or \$10.00 off any Genesis, Turbografx, Lynx, Nintendo, Atari or Gameboy System until 7-31-90

THE ULTIMATE GAME CLUB

Next Time CALL US FIRST & don't make mistakes ever again. And since we ship overnight & match any price, why bother going anywhere else! CALL 1-800-TOY-CLUB & Order NOW!

Here's Just Some of the Benefits: For a complete listing of Games, Systems & Accessories CALL 1-203-388-6366

- · We stock all the games the stores have & all the games they don't
- · We'll match any advertised price on any items they have in stock
- · We Buy used games for cash or credit & Sell used games at discount prices.
- We ship all orders in stock within 24 hours overnight at the lowest prices anywhere!
- We have a Toll Free # 1-800-TOY-CLUB to place orders!
- We offer specials, discounts, contests & prizes + a subscription to our Newsletter featuring tips, secrets, strategies & more you'll find no where else.
- Preorder any game available over 30 days prior to release and get \$5. off. This way you are guaranteed getting it before it sells out!
- Buy any 12 New Games over any period of time & get a free game of your choice. Just save your receipts & when you get 12 saved up, send them to us in the mail & pick out your free game.
- We now accept personal checks & company checks with Telecheck. This means your order will go out fast. No waiting for your check to clear the bank.

Instant approval thru Telecheck.
We also offer discounts on our large orders respective to the size of the order!

Here's Just Some of the GAMES! Call us for Old, New, or Used Games you DON'T See in this ad □ Gameboy Carry All ☐ Cabal (JUNE)

SEGA GENESIS 16 BIT □ Super Spike V-Ball □ Pebble Beach Golf 29.99 □ Doc's Deluxe Carry Case 14.99 ☐ California Raisins (JULY) □ Super Spy Hunter □ Metal Fighter 44.99 **ENTERTAINMENT SYSTEM** □ Dynasound Nylon Carry Case ☐ Captain Skyhawk (JUNE) □ Target Renegade 37.99 ☐ Monster Party ☐ Dynasound Hard Carry Case 44.99 9.99 □ Castlequest □ Taro's Quest □ NFL Football 44.99 □ Alleyway □ Chessmaster □ Terra Cresta ☐ Raid 20/20 44.99 □ Challenge of the Dragon 24.99 □ Baseball □ Time Lord (SEPT) □ Rampage 42.99 □ Chase H.Q. Bases Loaded ☐ Top Gun 2 □ RBI Baseball 29.99 159.99 189.99 □ Genesis System □ Boxel □ Circus Caper 44.99 □ Top Players Tennis □ River City Ransom 44.99 ☐ Genesis Power Base Converter 29.99 □ Boomers Adventure 24.99 □ Code Blue □ Total Recall (JUNE) □ Romance 3 Kingdoms 64.99 (allows you to play regular Sega games or Genesis) 49.99 □ Bugs Bunnys Crazy Castle □ Code Name Viper □ Twin Cobra □ Sesame Street ABC 29.99 ☐ Genesis Control Pad 14.99 19.99 ☐ Castle Vania □ Conflict □ Vegas Dream 37.99 □ Sky Shark □ Cosmic Explosion Genesis Headphone Set NO 14.99 □ Daedalian Opus (JULY) 27.99 □ War in Middle Earth □ Shooting Range 24.99 34.99 44.99 □ Genesis Power Stick (MAY) 24.99 □ Crystalis 44.99 □ Webworld □ Silent Service 39.99 ☐ Fortress of Fear (Wiz. & War. X) ☐ Dash Galaxy 22.99 29.99 24.99 Beeshu Genesis Striker 49.99 □ Wheel of Fortune Fam. Ed. 44.99 ☐ Stealth ATF □ Beeshu Genesis Gizmo 44.99 59.99 ☐ Heart Attack (MAY) □ Double Dragon 2 □ Wizardry 42.99 □ Super Dodge Ball □ Demon Sword ☐ Heiankyo Alien □ World Champ. Wrestling **GENESIS GAME CARTRIDGES** 29.99 Supersprint □ Destination Earth Star □ Hyper Lode Runner □ Wrath of Black Manta □ Tag Team Wrestling 29.99 ☐ Ishido-The War of Stones (OCT) □ Double Dare 39.99 44.99 □ Alex Kidd (TBA) □ Wurm □ Three Stooges 34.99 24.99 Dungeon Magic 49.99 □ Kwirk □ Airdiver 49.99 □ Xexyz ☐ Top Gun 2 49.99 □ Dragon Spirit ☐ Motocross Maniacs 24.99 44.99 54.99 □ Crackdown □ Zarac □ Top Players Tennis 36.99 44.99 □ Dynowarz □ Penguin Wars (JUNE) 54.99 □ E-Swat (SEPT) 44.99 ☐ Toobin 44.99 44.99 □ Escape from Atlantis □ Revenge of the Gater SPECIALS THIS MONTH □ Forgotten World 49.99 55.99 □ Twin Eagle 42.99 39.99 □ Fantasy Zone □ Shanghai 54.99 ☐ Ghostbusters (JULY) 44.99 Buy any 4 get a free membership □ Ultima 49.99 49.99 ☐ Faria (OCT) □ Space Invaders(JULY) 55.99 ☐ Ghouls N' Ghosts 49.99 ☐ Final Fantasy (AUG) 49.99 □ Super Mario Land ☐ 8 Eyes 59.99 54.99 □ Golden Axe (TBA) □ Fun House ☐ Tennis 24.99 Adven. of Bayou Billy 39.99 51.99 46.99 □ Golf 44.99 □ Gilligans Island □ Wheel of Fortune 29.99 39.99 Adventures of Dino Riki 49.99 ☐ Herzog Zwei 39.99 GET A FREE MEMBERSHIP ☐ Galactic Fighter 39.99 Air Fortress 24.99 44.99 ☐ WWF Superstars □ Insector X (MAY) 55.99 45.99 49.99 ☐ Golgo 2 39.99 24.99 ☐ Adventures of Lolo 1&2 □ World Bowling ☐ Ka-ve-ki (MAY) 57.99 49.99 If you buy: 44.99 □ Wheel of Fortune 34.99 ☐ Ghostbusters 2 D Back to the Future 34.99 45.99 49.99 Last Battle Any Turbografx System, CD Player ☐ Grid Grabber 44.99 ☐ Bad Dudes 44.99 Michael Jacksons Moonwalker 44.99 54.99 **TURBO GRAFX 16** or purchase over \$50. 44.99 ☐ Hatris (DEC) 44.99 □ Baseball Stars 55.99 Mystic Defender 49.99 2. Any Sega 8 bit game purchase over \$50. □ Beeshu Ultimate Superstick 34.99 44.99 49.99 ☐ Heavy Barrell □ Bases Loaded 29.99 (MARCH) □ Phantasy Star 2 69.99 79.99 49.99 39.99 Any Atari Lynx or game purchase over \$50. □ Zoomer Steering Wheel ☐ Hell Raiser (Super Cart.) 55.99 ☐ Black Bass 44.99 45.99 49.99 ☐ Rambo III 139.99 159.99 □ Turbo Grafx System 49.99 □ Home Sweet Home 29.99 Blaster Master 59.99 Revenge of the Shinobi 54.99 15.00 19.99 ☐ Turbo Tap (TBA) ☐ Hunt for Red October ☐ Bugs Bunny 39.99 ☐ Shove It: The Wherehouse Game 34.99 44.99 □ Turbo Cable 5.99 8.99 □ Image Fight 49.99 ☐ Bubble Bobble 37.99 35.99 39.99 ☐ Turbo Pad 15.00 19.99 □ Indiana Jones & Last Crusade 29.99 ☐ Bump N Jump 45.99 49.99 □ Space Harrier II 34.99 39.99 ☐ Turbo Stick D Burai Fighter 49.99 □ Infiltrator 37.99 54.99 □ Super Basketball (JULY) 44.99 □ CD-ROM 339.99 389.99 (TBA) ☐ Isolated Warrior 37.99 Casino Kid 49.99 Super Hang On 45.99 □ Turbo Booster 29.99 34.99 □ Jack Nicklaus Golf 49.99 39.99 ☐ Championship Bowling 54.99 59.99 □ Super Hydlide 34.99 44.99 ☐ Alien Crush □ Jack & the Beanstalk (TBA) 44.99 □ Chessmaster ☐ Super Monaco GP (SEPT) 44.99 54.99 49.99 59.99 □ Blazing Lazers □ Jeopardy! 25th Anniv. 49.99 □ Cybernoid 79.99 Super Thunder Blade 45.99 49.99 6. The Power Glove □ Bonk's Adventure (APRIL) 49.99 59.99

□ Journey to Silius

□ Mafat Conspiracy

□ Maniac Mansion

□ Mechanized Attack

☐ Mission Impossible

☐ Muppet Adventure

□ Phantom Fighter

☐ Pipedream (AUG)

☐ NES Play Action Football

☐ Police Academy-The Game

□ Princess Tomato (SEPT)

□ Ninja Gaiden 2 (JUNE)

☐ Metal Fighter

☐ Ms. Pacman

□ NARC

ORB-IT

☐ Pictionary

☐ Pinball Quest

□ The Punisher

☐ Puss 'N Boots

□ Rock N Ball

☐ RBI Baseball 2

☐ Kid Kool

☐ Lunar Pool

□ Klax

☐ Kicke Cubicle (JULY)

□ Little League Baseball

☐ Magic of Scheherezade

☐ Mag. Johnson's Fast Break

☐ Mario Andrettis GP (JUNE)

□ Master Chu & Drunkard Hu

NEW GENESIS GAMES TBA

45.99

49.99

54.99

49.99

39.99 44.99

55.99

55.99

59.99

54.99

□ Target Earth (MAY)

□ Tommy Lasorda Baseball

□ Thunder Force II

□ Truxton

□ Zoom

Curse . Hard Drivin • Paperboy • Roadblasters Skull & Crossbones • Phelios • Thunder Force 3 Super Hydlide • Atomic Robo Kid • Abrams Battle Tank Attack Sub • F-15 Strike Eagle • Vette • Telegenesis (Sept.) • Cyberball (July) • Tougue of the Fatman (June) • Spiderman • Dick Tracy • Mickey

NEW SEGA GAMES

0	Assault City-Light Phaser Game	24.99	34.99
	Basketball Nightmare	24.99	34.99
	Dead Angle	24.99	34.99
	Dynamite Dux	24.99	34.99
	Golden Axe	29.99	39.99
	Golfa Mania	29.99	39.99
0	Psycho Fox	24.99	34.99
0	Scramble Spirits	24.99	34.99
	Shinobi Kid	TBA	TBA
	Slap Shoot	24.99	34.99
	Tennis Ace	24.99	34.99
	Ultima 4	39.99	49.99

Call for 100's more used & new Sega games

ATARI GAMES

Call us for prices and availability on Atari 2600, 7800 & XE games or get our free new hot catalog.

ATARI LYNX PORTABLE **ENTERTAINMENT SYSTEM**

	SELL USED	SELL NEW
Blue Lightning	29.99	39.99
Chips Challenge	29.99	39.99
Electrocop	29.99	39.99
Gauntlet	29.99	39.99
Gates of Zendocan	29.99	39.99
Rampage	29.99	39.99

GAMEBOY □ NES Gameboy 12.99 □ Gameboy Carrying Case Soft ☐ Gameboy Rechargeable Battery Pack 32.99 9.99 ☐ Gameboy Hvy.Dty. Hard Plas. Case

☐ Crater Maze (MARCH) ☐ Cybercore (MAY) ☐ Deep Blue (MARCH) □ Dragon Spirit □ Dungeon Explorer

□ Dinosaurs (MAY) -CD

☐ China Warrior

☐ Galaga 90

□ R-Type

☐ 8 Eyes

☐ Abadox

☐ Archon

☐ Batman

□ Bigfoot

□ Burai-Fighter

□ Bug's Bunny's B'day Blowout (JULY)

□ Bug Buster

☐ Final Lap Twin

☐ Fighting Street—CD game 46.99 □ Fantasy Zone 36.99 42.99 □ J J & Jeff (MARCH) 34.99 44.99 39.99 44.99 □ Legendary Axe ☐ Microbox (MAY) 34.99 ☐ Military Madness 49.99 59.99 46.99 ☐ Monster Lair—CD game ☐ Moto Roader 42.99 □ Neutopia (APRIL) 49.99 42.99 □ Pacland □ Power Golf 49.99

36.99

34.99

49.99

34.99

42.99

49.99

48.99

39.99

49.99

42.99

44.99

59.99

44.99

49.99

59.99

54.99

44.99

59.99

54.99

42.99

54.99

49.99

59.99

44.99

54.99

47.99

42.99

44.99

49.99 59.99 69.99 59.99 □ Ordyne 59.99 69.99 44.99 □ Side Arms 39.99 □ Shanghai (MAY) 34.99 42.99 □ Space Harrier 59.99 69.99 □ Takin' It To The Hoop 34.99 44.99 49.99 59.99 □ Vigilante ☐ Victory Run 34.99 42.99 39.99 44.99

□ World Class Baseball □ World Court Tennis 39.99 ☐ Y's—CD game 46.99

NEW NINTENDO GAMES 49..99 ☐ A Boy and His Blob 49.99 □ Adven, in Magic Kingdom

☐ Al Unser's Racing □ All Pro Basketball ☐ Arkistas Ring (JUNE) ☐ Astyanax ☐ Back to the Future 2 □ Bad News Baseball ☐ Baseball Simulator 1000 49.99 □ Bases Loaded 2 49.99 ☐ Bashi Bazook 45.99 ☐ Battle Chess (JUNE) 49.99 49.99 Battle of the Olympus 49.99

□ Rescue - Embassy Mission □ Pinball Quest □ Pipe Dream □ Pradikus ☐ Rad Racer 2 (JUNE) □ Remote Control □ Rescue Rangers (JUNE) □ Road Blasters 49.99 ☐ Robin Hood □ Robodemon 49.99 □ Rocket Ranger 42.99 □ Rollerball 44.99 □ Robocop 44.99 □ Shadowgate 49.99

☐ Shingen (SEPT) ☐ Silent Assault □ Silkworm □ Snakes Revenge □ Snoopy ☐ Solstice (JUNE) □ Starship Hector (AUG) □ Star Tropics □ Super Contra □ Super Mario Bros. 3

☐ Crystal Mines (TBA) 49.99 ☐ Dr. Chaos 44.99 □ Defenders 2 39.99 □ Demon Sword □ Destination Earth Star 44.99 □ Dig Dug 2 49.99 □ Duck Tales 49.99 □ Festers Quest 49.99 □ Flying Dragon 49.99 ☐ Friday the 13th

42.99 □ Genghis Kahn 44.99 ☐ Goal 49.99 □ Godzilla 39.99 ☐ Hoops (TBA) □ Hydlide 49.99 □ Infiltrator 49.99 ☐ Joust 49.99 (TBA) 49.99 Kings Knight 49.99 Knightrider 44.99

□ Galaga

☐ Gauntlet

49.99

44.99

42.99

44.99

(TBA)

44.99

44.99

44.99

46.99

44.99

42.99

44.99

44.99

49.99

(TBA)

49.99

49.99

(TBA)

44.99

49.99

45.99

49.99

54.99

49.99

44.99

49.99

49.99

44.99

46.99

49.99

49.99

49.99

59.99

☐ Magic of Scheharazade ☐ Millipede □ Operation Wolf □ Pacman

. Any of the	games b	elow:	
Afterburner Xybots Indiana Jones Pacman Toobin	54.99 49.99 44.99 39.99 44.99	Rolling Thunder Road Runner Alien Syndrome Vindicators Shinobi	49.99 49.99 49.99 49.99
The II-Force			69.99

U.S. Postage for 1st game is \$5.00 UPS & \$7.50 Fed. Ex. Add 50¢ for each additional game. Call for rates for Alaska/Hawaii & out of the U.S. & any accessories bigger than a

Kids-Please! - Only call us if you wish to order or have an adult with you. Our phone lines are always busy because of the 1000's of questions we get. The people that want to order can't get through because of that. So-please restrict the amount of calls you make. Soon we will be installing a hint line with 1000's of tips and updates on new games -but until then please try to restrict the amount of calls you make. Thank you!

Yes, I want to join The Ultimate Game Club. Enclosed is my money for: □ \$10 for 1 year or □ \$25 for 3 years ☐ Just send a free catalog for now

NAME		_
ADDRESS		
CITY	STATEZIP	
7. A		

44.99

39.99

29.99

29.99

29.99

44.99

29.99

29.99

29.99

59.99

39.99

39.99

39.99

39.99

44.99

29.99

44.99

44.99

29.99

44.99

32.99

39.99

WARNING: You must be 18 years or older to use a credit card. Any use of a credit card by anyone but the authorized card holder will not be allowed to purchase product and under the Federal Government Law Act 18 USC 1029 will be subject to punishment of up to \$100,000.00 fine and 20 years imprisonment or both. All our phone lines are traceable through our carrier so we can determine the origin of the call instantaneously.

☐ CHECK ☐ MONEY ORDER TELEPHONE:

We do not accept C.O.D. orders. All orders in stock shipped within 48 hours. Call for postage rates on orders for accessories & large orders. Discounts available on large orders. We do not accept used Atari games anymore. For Nintendo and Sega Games we deduct \$2.00 for missing instructions, \$1.00 for missing box or slip case, \$2.50 for missing controller or 3D glasses & \$3.50 per game if we return a game back to you. All CT orders must pay 8% sales tax. Any refunds or exchanges are subject to a 5% handling charge or \$3.50 whichever is greater. We reserve the right to change policies, prices or specials at any time without prior notice. No refunds, credits or exchanges without prior authorization. All new defective merchandise is warranteed by manufacturer only. All used games guaranteed for 30 days from ship date. All used and defective games can only be exchanged for same game. We make no guarantees for product performance. Once your order is placed it cannot be changed without authorization. Toll free lines are for orders only. Any other inquiries must call 1-203-388-6366/ All games you wish to reserve must be paid in advance. You must be a member to buy and sell games at the club prices, or else you pay list price for all accessories and \$5.00 more for any games. We also will pay you \$2 less for games you sell us unless you are a member. Please allow 4 weeks upon receipt of used games you send us so we can process and test your games. Then we will send you a check or games you've ordered from us within 30 days. c 1989 Ultimate Game Club. Atari, Sega, Sega Genesis, Turbografx and Nintendo are registered trademarks and are not related to us nor are we endorsed by them. Prices are subject to change without notice. We are not responsible for typographical errors. Some orders will take longer than 24 hours to process due to verification of orders, unavailability of product or other things beyond our control. All prices listed are members prices only. NOTE: Some of the items in this ad may not be in stock when you read this ad. All games that are preordered cannot be cancelled or refunded—only credit will be issued towards a future purchase. All games that are preordered cannot be cancelled or refunded-only credit will be issued towards a future purchase. Ultimate Game Club 1491 Boston Post Road, Old Saybrook, CT 06475



DONKEY KONG CLASSICS

24.95 10.00 **DLODE RUNNER**

At PLAY IT AGAIN, we have been buying and selling used Video Game Cartridges by mail order since 1982 (originally as Forest Hills Used Video Game Cartridges Inc.) You can sell us those Nintendo. Sega, Genesis, Turbografx-16 and Atari 2600 cartridges you don't play anymore. We will send payment within 7 to 10 days of receipt of your cartridges. We offer a one-year limited warranty on all used Nintendo, and Sega cartridges. We also sell accessories for all three game systems. We will ship your order with 30 days. If we are unable to completely fill your order we will refund your money and send you a 10% discount coupon good for 1 year on all the products we sell. If you love to play video games then you'll love us. For complete current price listcheck list for over 600 titles, send (3) Three 25' stamps to: PLAY IT AGAIN, P.O. Box 6718, Dept. List, Flushing, NY 11365. For lifetime club membership which includes FREE PLAY IT AGAIN T-SHIRT, 12 bi-monthly price lists, 5% discount on all purchases. We pay members 10% above the quoted prices when they sell cartridges, unadvertised specials for members only. Send \$30.00 to Dept. ESN, State T-shirt sizes S. M. L. XL.

You may order any Nintendo title NEW for \$15.00 above the Used selling price. Mfg. warranty only.

	WE SELL	WE BUY		WE	WE BUY		SELL	WE BUY		SELL	WE BUY
□8 EYES	USED 29.95	15.00	□DONKEY KONG 3	USED 24.95	10.00	□LUNAR POOL	USED 29.95	15.00	SILENT SERVICE	29.95	15.00
□10 YARD FIGHT □1942	19.95 19.95	5.00		24.95 24.95	10.00	☐ MACH RIDER ☐ MAGIC OF SCHEHERAZADE	19.95 29.95	5.00	□SIMON'S QUEST □SKATE OR DIE	24.95 24.95	8.00
□1943	22.95	10.00	DOUBLE DRAGON	29.95	15.00	☐MAGMAX ☐MAJOR LEAGUE BASEBALL	24.95 24.95	10.00	□SKYKID □SKY SHARK	19.95 28.95	8.00
□720° □A BOY AND HIS BLOB	29.95 29.95	15.00 15.00	DOUBLE DRIBBLE	34.95 24.95	20.00	MAPPY-LAND	28.95	15.00	□SLALOM □SOCCER	24.95 29.95	10.00
□ADVENTURE ISLAND □ADV. OF BAYOU BILLY	24.95 24.95	12.00		24.95 29.95	12.00	MARBLE MADNESS MARIO BROS.	28.95 29.95	15.00 15.00	□SOLOMONS KEY	29.95	15.00
□ADV. OF DINO RIKI □ADV. OF TOM SAWYER	24.95 28.95	12.00 15.00		34.95 29.95	20.00	□MARVEL'S XMEN □MEGAMAN	28.95 44.95	15.00	□SPELUNKER □SPY HUNTER	19.95 19.95	8.00
□ ADVENTURES OF LINK □ ADVENTURES OF LOLO	24.95	12.00	□ELWAY'S QUARTERBACK	28.95	15.00	□MEGAMAN 2 □METAL GEAR	28.95 24.95	15.00 8.00	□SPY VS. SPY 1 □SQOON	24.95 29.95	8.00 15.00
□AFTERBURNER	29.95 24.95	15.00	DEXCITE BIKE	29.95 19.95	15.00 5.00	METROID	24.95	10.00	□STAR FORCE □STAR SOLDIER	22.95 28.95	8.00 15.00
□AIR FORTRESS □AIRWOLF	28.95 28.95	15.00 15.00		28.95 29.95	15.00 15.00	☐ MICKEY MOUSECAPADE ☐ MIGHTY BOMB JACK	24.95 29.95	12.00 15.00	□STAR VOYAGER	19.95	5.00
□ALL PRO BASKETBALL □ALIEN SYNDROME	33.95 24.95	20.00		28.95	15.00 15.00	☐MILLIPEDE ☐MILON'S SECRET CASTLE	24.95	10.00	□STEALTH □STINGER	29.95 22.95	15.00 10.00
□ALPHA MISSION □AMAGON	19.95 24.95	8.00	□FLYING DRAGON I	28.95	15.00	MONSTER PARTY	28.95	15.00	STRIDER SUPER DODGE BALL	28.95 28.95	15.00 15.00
□ ANTICIPATION	24.95	12.00	FRIDAY THE 13TH	24.95 19.95	10.00 8.00	MUSCLE MYSTERY QUEST	19.95 28.95	15.00	SUPER SPRINT SUPER MARIO BROS.	28.95	15.00
□ARKANOID W/CONTROLS □ATHENA	69.95 22.95	40.00	□GALAGA □GAUNTLET	24.95	12.00	□NAT'L FOOTBALL LEAGUE □•NINTENDO GAME SYSTEM	28.95 64.95	15.00 45.00	SUPER MARIO BROS. 2	16.95 33.95	3.00
□BABY BOOMER □BACK TO THE FUTURE	24.95 28.95	10.00		28.95 19.95	15.00	□NINJA GAIDEN □NINJA KID	29.95 29.95	15.00 15.00	SUPER MARIO BROS. 3	44.95 28.95	30.00
□BAD DUDES	28.95	15.00	□GOAL	29.95	15.00	□NOBUNGAS AMBITION	33.95	20.00	□SUPER PITFALL □T&C SURF DESIGN	29.95 19.95	15.00
BALLOON FIGHT BATMAN	19.95 44.95	8.00	□GODZILLA □GOLF	28.95 19.95	15.00 5.00	OTHELLO OPERATION WOLF	24.95 28.95	8.00 15.00	□TAB00	28.95	15.00
□BASEBALL STARS □BASES LOADED	28.95 28.95	15.00 15.00	□GOLGO 13 □GOONIES II	24.95	10.00	□ PACMAN □ PAPERBOY	24.95 28.95	8.00 15.00	☐TAG TEAM WRESTLING ☐TECMO BASEBALL	24.95 28.95	10.00
□BASEBALL □BATTLE OF OLYMPUS	19.95 29.95	5.00		19.95 19.95	5.00	□PEBBLE BEACH □P'RADIKUS	22.95 28.9 5	10.00	TECMO BOWL TEENAGE MUTANT NINJA		20.00 25.00
BIONIC COMMANDOS	24.95	12.00	GUERILLA WARS	28.95	15.00	PHANTOM FIGHTER	29.95 24.95	15.00	□TENNIS □TETRIS	19.95 28.95	5.00
□BLACK BASS □BLADES OF STEEL	29.95 24.95	15.00		19.95 24.95	8.00	□PLATOON	24.95	10.00	☐THREE STOOGES ☐THUNDERCADE	29.95	15.00
□BLASTER MASTER □BOMBER MAN	24.95 28.95	12.00 15.00	GUARDIAN LEGEND	24.95 24.95	10.00	□ POPEYE □ PREDATOR	29.95 28.95	15.00 15.00	□TIGER-HELI	22.95	15.00 10.00
□BREAKTHRU □BUBBLE BOBBLE	24.95 29.95	12.00		28.95 28.95	15.00 15.00	□ PRISONER OF WAR □ PRO-AM RACING	28.95 19.95	15.00	□TOOBIN □TOP GUN	29.95 19.95	15.00
□BUGS BUNNY □BUMP N JUMP	28.95 24.95	15.00	□HYDLIDE □ICE CLIMBER	28.95 19.95	15.00	□PRO WRESTLING □PUNCH OUT	24.95 24.95	10.00	☐TOP GUN II ☐TO THE EARTH	34.95 29.95	20.00
BURGERTIME	24.95	10.00	□ICE HOCKEY	19.95	5.00	□OBERT	22.95	8.00	☐TRACK AND FIELD ☐TRACK AND FIELD II	24.95 24.95	10.00
CALIFORNIA GAMES CAPTAIN COMIC	28.95 24.95	15.00	□IKARI WARRIORS II	24.95 24.95	8.00 8.00	RBI BASEBALL RACKET ATTACK	24.95 24.95	8.00	□TROJAN	19.95	8.00
CASINO KID CASTLEQUEST	33.95 28.95	20.00	☐IMPOSSIBLE MISSION 2 ☐INDIANA JONES	28.95 28.95	15.00 15.00	□RAD RACER (3-D) □RAID 2020	24.95 24.95	12.00	□TWIN COBRA □TWIN EAGLE	29.95 29.95	15.00 15.00
□CASTLEVANIA □CHAMPIONSHIP BOWLING	24.95 34.95	10.00	□INFILTRATOR □IRONSWORD	34.95 29.95	20.00	□RAID ON BUNGLING BAY □RAMBO	19.95 19.95	8.00 5.00	□ULTIMA □URBAN CHAMPION	33.95 19.95	20.00
□CHESSMASTER □CHUBBY CHERUB	29.95	15.00	□IRON TANK	24.95 24.95	12.00	RAMPAGE	28.95	15.00	□VEGAS DREAM □VINDICATORS	28.95 28.95	15.00
CITY CONNECTION	24.95	10.00		34.95	20.00	□ RENEGADE □ RESCUE	24.95 29.95	10.00	□VOLLEYBALL	19.95	8.00
□CLASH AT DEMONHEAD □CLU CLU LAND	29.95 19.95	15.00	□JEOPARDY JR.	28.95	15.00 15.00	☐RING KING ☐RIVER CITY RANSOME	24.95 29.95	8.00 15.00	□WILLOW □WHEEL OF FORTUNE	33.95	15.00 15.00
□COBRA COMMAND □COBRA TRIANGLE	24.95 24.95	12.00	□JAWS □JORDAN VS. BIRD	22.95 29.95	10.00	□ROAD BLASTER □ROAD RUNNER	29.95 28.95	15.00 15.00	□WILD GUNMAN □WIN LOSE OR DRAW	19.95 29.95	5.00
□COMMANDO □COMIC CAPER	19.95 24.95	5.00	□JOUST	22.95 19.95	10.00	□ROBOCOP □ROBO WARRIOR	33.95 24.95	20.00	□WINTER GAMES □WIZARDS & WARRIORS		10.00
CONTRA	24.95	10.00	KARATE KID	24.95	8.00	□ROCK N BALL	29.95	15.00	□WORLD GAMES □WORLD RUNNER (3-D)		12.00
□CRYSTAL MINES □CYBERNOID		10.00	□KID ICARUS	24.95 28.95	10.00	□ROGER RABBIT □ROLLING THUNDER	33.95 29.95	20.00	□WRECKING CREW	19.95	8.00
□CYCLE SHOOTING □DEADLY TOWERS	28.95 19.95	15.00		22.95 29.95	10.00 25.00	□ROMANCE 3 KINGDOMS □RUSH 'N ATTACK	29.95 24.95	15.00	□WRESTLEMANIA □XENOPHOBE	24.95	15.00
□DEFENDER OF THE CROWN □DEFENDER II	29.95 28.95	15.00 15.00		29.95 29.95	15.00 15.00	□RYGAR □SECTION Z	19.95 19.95	5.00 5.00	□XEVIOUS □ZANAC	24.95 19.95	10.00
□DEMON SWORD □DESERT COMMANDO		15.00 15.00		19.95 28.95	5.00	SEICROSS SESAME ST. ABC	28.95	15.00			
DESTINATION EARTHSTAR	29.95	15.00	LEGACY OF WIZARD	24.95	12.00	☐SESAME ST. 123	22.95	10.00			
□DIG DUG 2 □DR. JEKYLL & MR HYDE	28.95	15.00	LEGEND OF ZELDA	19.95 24.95	8.00	□SHADOWGATE □SHINOBI	29.95 28.95		•MIIST INCLUDE (2) CONTROL COS CONTROL	00. 11. 05. 5	
□DR. CHAOS □DONKEY KONG		15.00		24.95 24.95	10.00	☐SHOOTING RANGE ☐SHORT ORDER/EGG-SPLODE	24.95 29.95	10.00	MUST INCLUDE (2) CONTROLLERS. POWER SUP STRUCTION BOOKLET SUPER MARIO BROS CAR WITHOUT CARTRIDGE	TRIDGE SUBTRA	ACT \$5 00
DONKEY KONG CLASSICS	24.95	10.00	□LODE RUNNER	24.95	10.00	SIDE POCKET		40.00			

ORDERING INSTRUCTIONS: All orders & memberships of PLAY IT AGAIN to P.O. Box 6718, Flushing, NY 11365. MINIMUM ORDER: \$10.00. PLEASE PRINT CLEARLY. U.S. funds only, NO FOREIGN ORDERS. In Canada only, write first to: Microplay Video Games, 200 Bank St., Ottawa, ONT, K2P 1W8. Add \$3.50 for shipping and handling on each order, \$8.50

69.95 40.00

for Alaska, Hawaii and Puerto Rico. We do not accept credit cards. New York residents must add appropriate sales tax. Personal checks will delay shipment up to three weeks. All U.S. shipping is by United Parcel Service. If you order three or more Nintendo or Sega cartridges in one order and list alternates for each we will pay the shipping (U.S. only). We reserve the right to refuse any order. All used Nintendo catridges are sold with a one-year limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence.

24.95 10.00 SIDE POCKET

SHIPPING INSTRUCTIONS: Send to PLAY IT AGAIN, Dept. 1B, 67-25B 186 Lane, Flushing, N.Y. 11365. Please Print Clearly. Wrap cartridges securely. If you send (5) five or more Nintendo or Sega cartridges at one time we will add \$2.00 to the total amount due. Please ship by UPS. We will deduct \$1.00 for each missing instruction booklet. 50¢ for missing slipcase for Nintendo cartridges and \$2.00 for missing 3-D glasses. \$3.50 will be deducted for any cartridge we have to ship back to you. If your package is not received by Oct. 31. 1990, we will pay you using price list #19 effective Nov. 1, 1990. We pay \$1.00 for broken Nintendo cartridges. 50¢ deducted for missing Atari instructions.

We are not related to or endorsed by any of the manufacturers of the products contained in this list. We reserve the right to refuse any purchase or sale. Price subject to change without notice. Not responsible for typographical errors. All items subject to availability. ©PLAY IT AGAIN 1990. All Rights Reserved.







Storm,™ Colossus,™ Ice Man™...are at your command to save the entire human race. As Professor Xavier, you must choose the right X-Men to complete your colossal mission—to stop the evil mutants. For uncanny and explosive Nintendo® action and strategy, X marks the spot!



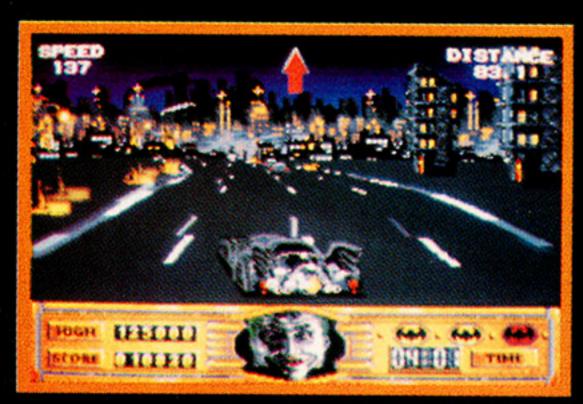
Licensed by Nintendo for play on the SYSTEM ®



TM & © 1990 LJN, Ltd. X-MEN® Copyright © 1988 Marvel Entertainment Group, Inc. All Rights Reserved. X-MEN, CEREBRO,™ WOLVERINE,™ CYCLOPS,™ NIGHTCRAWLER,™ STORM,™ COLOSSUS,™ ICE MAN,™ MARVEL SUPER HEROES!® and Marvel Character names and likenesses are trademarks of Marvel Entertainment Group, Inc. All Rights Reserved. Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.



ust when you thought you'd heard the last of his insidious cackling, THE JOKER™ is back in an all new software adventure, based on the blockbuster movie—BATMAN.™ As the DARK AVENGER,™ only you can determine how the plot unfolds as you try to save GOTHAM CITY™ from certain doom. Yes, the legend lives on . . . but then so does the devil. Care to dance, BATMAN?



Maneuvering the BATMOBILE™ may look easy on the big screen, but you're in the driver's seat now!



At the chemical factory, THE JOKER and his goons plan to give all of GOTHAM a lethal face-lift. Smiles, everyone!



It's a near-miss in the BATWING™ as you make your descent over GOTHAM and THE JOKER's balloons of doom!

NOW AVAILABLE FOR THE COMMODORE 64/128,™ AMIGA,™ AND ATARI ST.™ For more BATMAN adventures, ask your retailer for BATMAN THE CAPED CRUSADER.™

