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50 NINTENDO
CARTS IN THE
GREAT GAME-GIVE-AWAY

FREE VIDEO GAME TIP BOOKLET INSIDE!

U.S. National Video Game Team's
**ELECTRONIC
GAMING
MONTHLY**

ALL ABOUT
**NINTENDO
SEGA • ATARI**
VIDEO GAMES
Plus Computer Software
and Arcade Games

May, 1989

OUR EXCLUSIVE
NINTENDO PREVIEW

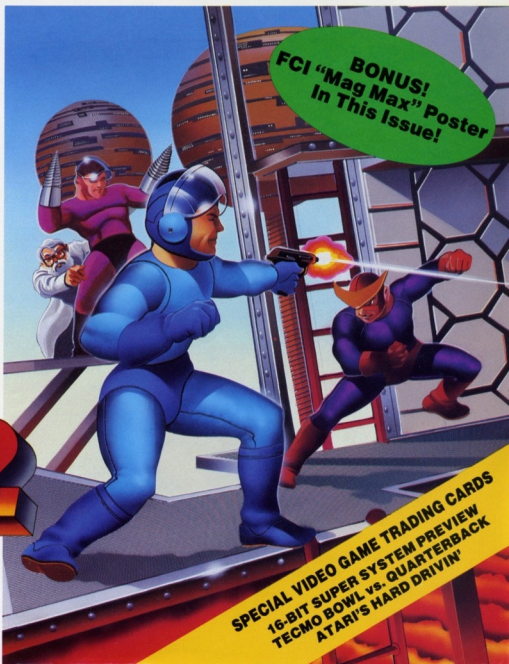
We Review and Preview All
the HOT New

NINTENDO GAMES:

**P.O.W.
OPERATION WOLF
1943
ULTIMA
ROBOCOP
BAD DUDES
BUMP-N-JUMP
BUBBLE BOBBLE
HYDLIDE
STRIDER
SUPER SPRINT**
Plus Many More...

**SPECIAL PICK-HIT
PREVIEW...**

**MEGA
MAN 2**

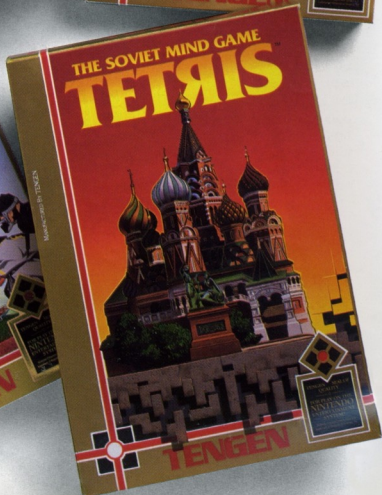
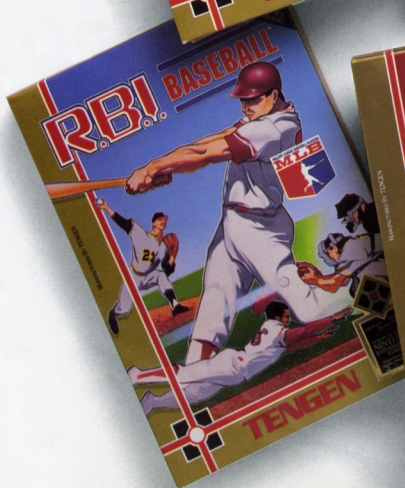
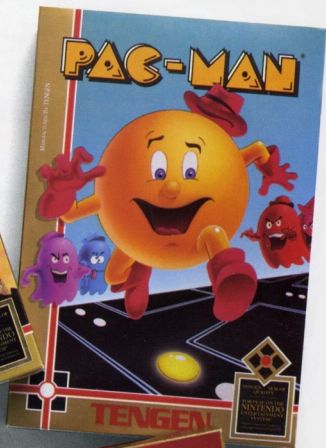
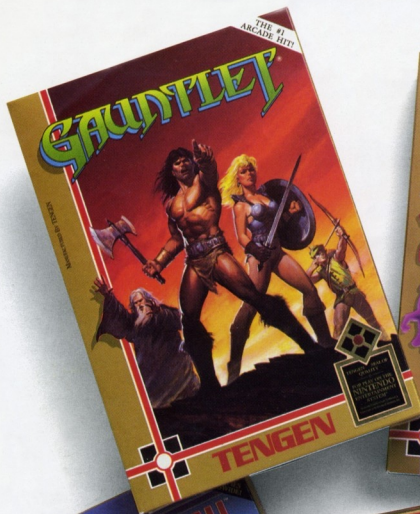


SPECIAL VIDEO GAME TRADING CARDS
16-BIT SUPER SYSTEM PREVIEW
TECMO BOWL vs. QUARTERBACK
ATARI'S HARD DRIVIN'

3.95 - 4.95 CANADA



NINTENDO® GAMERS,



START YOUR PULSES.

Take a good look at the four games to your left. Can you feel your pulse racing? Your breath getting shorter?

Don't worry, it's a perfectly normal reaction to seeing so much fun and excitement at one time.

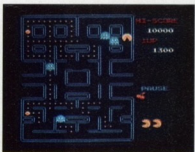
Now that your adrenaline is pumping properly, we proudly present the full line of hits from Tengen for the Nintendo Entertainment System®:



GAUNTLET. Yes, the legendary arcade hit is now available on the NES! Choose your hero from the same four characters: *Thor, Thyra, Merlin* or *Questor*. The unique 2-player option lets you join forces with a friend to defeat hordes of swarming monsters and to collect food, treasure and magic potions. We've also added a host of new features. Tengen's Gauntlet sends you on a noble quest: The recovery of a sacred orb lost somewhere in a huge universe known as the Five Worlds. Each World comes with bewildering mazes and untold dangers to challenge even the most skillful adventurer. Live all your sword-and-sorcery fantasies today!



R.B.I. BASEBALL. It's the only game on the NES that is officially licensed from the Major League Baseball Players Association. So when your lineup includes such power hitters as Don Mattingly or Andre Dawson, you're getting their actual stats and skills. And when Cy Young winners like Fernando Valenzuela and Roger Clemens wind up, they're pitching with their individual style, speed and stamina. Are you ready to play in the Major Leagues with *real* superstars? Then you're ready for R.B.I. BASEBALL!



PAC-MAN. The biggest hit of the decade is back — just for you! Guide PAC-MAN around the baffling mazes to gobble all the dots and rack up points in a big way. *Blinky, Pinky, Inky* and *Clyde*, the not-so-friendly

ghosts, are dying to do some gobbling, too. Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower him to gobble the ghosts, but only for a short while. Find out for yourself how the ever-lovable PAC-MAN captured the hearts of millions of people around the world!



TETRIS. The first game software from the Soviet Union is an intense battle of wits. Rotate and flip moving geometric blocks into unbroken rows. When you fill up a row, it disappears from the screen and your score rises. Nothing to it, right? Wrong! When you can't find the way to make the pieces fit together and more blocks tumble down ever faster, you'll wish you had ten hands — and ten brains. Play this addictive mind game by yourself, against a friend or against the computer.

You better stop reading now or you're liable to overhear from sheer anticipation.

Save some of that energy for running to your local dealer so you can play the games today!

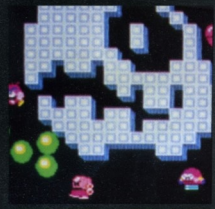
TENGEN

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THE 1989 PREVIEW GUIDE

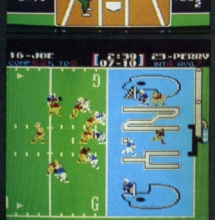
From the Editors of ELECTRONIC GAMING MONTHLY



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COVER STORY '89 PREVIEW

The early eighties ushered in the video game craze and despite some lean years in between, 1989 shows no signs of letting up! Led by the overwhelming support for the Nintendo Entertainment System and IBM compats, electronic gaming has become a popular pastime once again. While 1988 saw an abundance of quality software enter the market, it appears that 1989 will be even more explosive. New game machines that employ technologically advanced hardware, and new game companies producing independent carts for the NES hold the promise of an explosive new decade for home and arcade video gaming! EGM forecasts the possible winners and losers in this game-by-game preview of 1989!

VIDEO GAME TOP TEN/NEXT WAVE 8

Find out the hottest new games of today and the titles that will be the winners of tomorrow in this regular EGM feature!

PRESS START 18

Take a closer look at Beeshu, a company that is taking control of the video game joystick market with great controls of all shapes and sizes; watch out for new hand-held games and systems from major players like Nintendo, Tiger, and Konami; Cinemaware makes a big move to Nintendo; plus arcades in the home and controversial action from the coin-op arena.

DARE TO COMPARE 32

Get the facts, not the fluff, about the latest games for your home system or computer! Although the Super Bowl may be over, football games are hot stuff on the Nintendo Entertainment System, with Tecmo Bowl and Tradewest's Quarterback sharing the stage and competing for the honors of the best gridiron.

THE HOME FRONT 36

EGM takes a shot at the latest Nintendo, Sega, and Atari carts with our exclusive "On-Target" ratings.

GAME OF THE MONTH 51

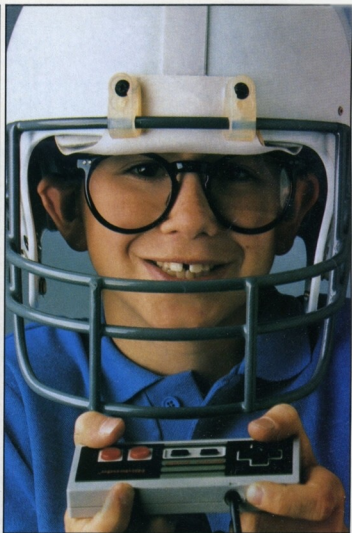
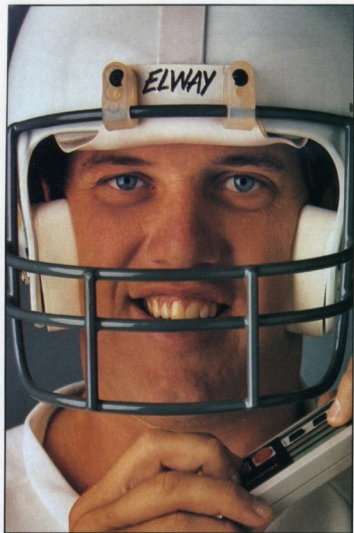
The U.S. National Video Game Team spotlights their pick for the best new game of the month! In addition to a dandy review, the recipient of this award also receives the team's "Player's Seal of Approval" endorsement! Another exclusive to Electronic Gaming Monthly!

LOGON 54

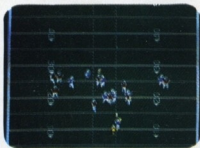
Boot up your computer this month for adventure, arcade action, strategy, simulations, and all-out war! EGM's unique "multi-format" reviews let you know exactly what you're getting!

ALSO . . .

Video game high scores . . . U.S. National Video Game Team endorsements . . . Contests . . . Letters to the Editor . . . Gaming Gossip . . . and much, much more!



One great quarterback



You check-off the play at the line of scrimmage and call for a quick pass to the tight end. He breaks it for a T.D.!

It's not the SuperBowl, it's the super new video football game for Nintendo Entertainment Systems, John Elway's QUARTERBACK.™ So real you see the game like a quarterback does, from the line of scrimmage. You call the plays, you beat the blitz, you make it happen.

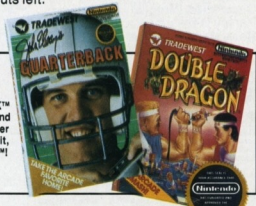
It's third down and a long four to the first down that will stop the clock. No time-outs left. The weak side linebacker is lined up inside his defensive end. They're coming!

deserves another.

Named for the quarterback who twice won the AFC Player of the Year Award, this is the game cartridge made for every kid or grownup kid who ever wanted to play the game as well as John Elway.

Get it now before time runs out. Remember, you have no time-outs left.

Look for John Elway's QUARTERBACK™ wherever you find Tradewest's other block-buster hit, Double Dragon.™!



OUR NAME GUARANTEES A GREAT GAME.



TRADEWEST

2400 S. Highway 75, Corsicana, TX 75110

THE 1989 PREVIEW GUIDE

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Photos by: Marshall Rosenthal



The Shape of Things to Come!

1988 was a pivotal year for video and computer gaming. The Nintendo Entertainment System cemented its presence in the hearts and minds of the game playing public. Entertainment software for the IBM and compatible computers exploded at a ferocious rate. Arcades became even more exciting, with simulators that could reproduce all the excitement of real life situations while stimulating all the senses with machines that would roll and spin at the command of a joystick!

Even though the year proved to be positive in most respects, nothing could have prepared us for the unrealistic delays in game products, the short supply of hit games like Double Dragon, or the sheer number of game companies that seemingly sprouted overnight.

With all the growth and excitement being generated you might be thinking that electronic gaming has reached the upper limits, in terms of both technology and imagination. While many are looking down at the roads they've charted in the past few years, others have been fortunately looking ahead to the future, beyond the IBM compatibles and the Nintendo Entertainment System.

If all indications are correct, 1989 will be the year that the dream of these visionaries comes true. Three new game systems have been announced, with industry leader Nintendo pushing back a planned March unveiling of their new Super Famicom game system in Japan, all eyes are turned toward Sega's 16-Bit Mega Drive that debuted last November and the recently announced European "Slipstream" 16-bit machine from Konix. A high level of interest remains in the P.C. Engine as well. The advanced game system that is currently taking Japan by storm has unfortunately failed to court any strong interest from American game makers.

1989 will also see a new emphasis on hand-held games. Rumors indicate that Nintendo may be leading the way with a mid-range cartridge system that will play a variety of games on a specially developed 2" LCD screen. Other high profile names like Konami are also promising to enter this equally lucrative area of electronic gaming.

Through it all you can count on Electronic Gaming Monthly to bring you the hottest new developments, reviews of all the latest game titles (both good and bad), and a keen insight on what will be happening in the months to come.

Because no matter what the future holds for video and computer gaming, as long as there are people reaching out for that ultimate play experience there will be pages between these covers and grins on the faces of this editor and you!

Have fun with your games, this mag, and remember, don't take life too seriously!

The Masters of the Game™

HOT STUFF FOR THE NINTENDO ENTERTAINMENT SYSTEM®!

Get ready for non-stop action and excitement for your Nintendo Entertainment System!® Acclaim's™ red hot games feature the best in arcade style fun, strategy and quality. That's why Acclaim™ is the only company that can be called...
THE MASTERS OF THE GAME!™



Body-Slamming WWF® Wrestling Action for Nintendo® Gamers!
Relive championship battles with Hulk Hogan™ and other WWF® Superstars. With exciting wrestling moves in your arsenal, the rough and tumble fun has just begun.



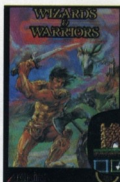
Your Body is a Weapon! You are Rambo® Americans are trapped in a POW camp deep in the jungle. Time is running out. And only one man can survive this mission...you!



Supersonic Airwolf™ Breaks the Fun Barrier! As Stringfellow Hawke, your mission is to free American hostages. Your weapon? Airwolf™ The Mach 1 helicopter. Aerial and ground attacks provide fast, furious action.



Adjust Your Warp-meter! First-person perspective puts you at the controls as you set out to overthrow the alien armada. Avoid asteroids and black holes. And strap yourself in for the ultimate starflight.



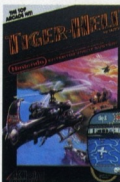
The Journey of Kuros™ Continues... You are Kuros™ the knight warrior. The key to your quest is buried within the catacombs of Eiron. But the wizard is watching you, warrior, and this tale has just begun.



The 3-D Battle of a Lifetime! A strange world terrorized by an alien Serpent-beast, has asked you, WorldRunner™ for help. Knowing you can outrun, outjump and outblast anything, you race into battle.



Go for the Gold! It's all here...the strategy, challenge, competition and pageantry of the Winter Games. Compete against a friend, or against the computer in four action-packed events.



Fly the Ultimate Stealth Jetcopter! This is the last-ditch effort to halt a war-crazed nation of fanatics sworn to overrun any country they can conquer. And in this war they've been winning.

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TOP TEN GAMES

1. Blaster Master (NES)

Find your way through eight levels of underground challenges inside your jumping Blaster car and within the chambers of the big and nasty boss critters!

2. Phantasy Star (Sega)

A new breed of adventure game that could set the standard for future RPG titles.

3. 1943 (NES)

Aerial combat set during World War II!

4. Super Mario Bros. 2 (NES)

Super Mario with a twist! Set in a dream world, Mario and his friends must undo the evil spell of Wart while throwing lots of veggies!

5. Double Dragon (NES)

The martial arts masterpiece still holds up as one of the best and most sought after carts around!

6. Adventure Island (NES)

The "Wonder Boy" for Nintendo! Great graphics and plenty of action insure lots of thrills!

7. Shanghai (Sega)

A tremendously addicting game that challenges players to the ancient tile game Mah-Jong.

8. Golgo 13 (NES)

As the Master Spy Golgo 13, you must stop a group of terrorists before they take over the world in this multi-scene action contest.

9. Racket Attack (NES)

A terrific sports simulation that is fun to play whether you like Tennis or not.

10. Dr. Chaos (NES)

An adventure game that is even better than Goonies II.



next wave



MEGA MAN 2

(Capcom/NES)

Mega Man is back with a vengeance! That monster-bashing super hero is ready for another action packed adventure against some of the most devious creatures the Nintendo has ever cooked up! Guide Mega across a variety of landscapes, including underwater scenes against some awesome opponents!

Mega Man 2 has all of the great graphics and solid play action from the original in an all new adventure bristling with excitement. The SPECIAL ATTRACTION for May. Mega Man 2 is a definitely a game to watch for!

Coming in March from Capcom

Super Sprint

(Tengen/NES)

The multi-player arcade sensation comes home courtesy of Tengen! Challenge your friends to the head to head action of Super Sprint as you take a formula one racer around hairpin curves and over jumps in eight different tracks! Special power-ups let you customize your car for even more thrills! Don't forget to get that wrench!

Coming in March from Tengen



Guerrilla War

(SNK/NES)

Guide rebel commandos against an evil dictator in this action-packed translation of the popular coin-op! Similar in many respects to Ikari Warriors, SNK's home version of Guerrilla War brings lots of jungle warfare straight from the arcades and into your home! Two player simultaneous battles and lots of new enhancements make this one a winner!

Coming in April from SNK



Vindicators

(Tengen/NES)

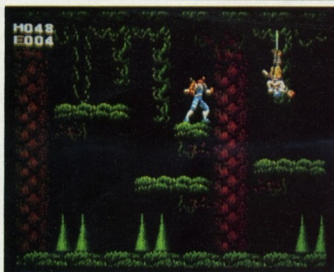
Invalidate your sister worlds and blow their armies away in this home version of the Atari arcade classic. An update to the legendary classic, Tank, Vindicators puts you in control of a mechanized war machine capable of blowing away the best defenses in the galaxy. Special power-ups and shops let you adapt your tank to the opposing forces. Take on the universe in Vindicators!

Coming in April from Tengen



next
wave

next
wave

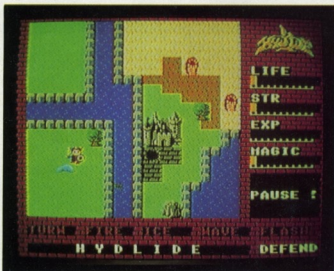


Strider

(Capcom/NES)

Take to arms and eliminate the evil creatures invading your land. As the Strider, you must use all of your resources to defeat the enemy and rescue your comrades at arms. Incredible graphics and smooth game play combine to make Strider a sensational title!

Coming in April from Capcom



Hydlide

(FCI/NES)

With a sword of power the warrior Jim must defeat five magical realms and locate the ten treasures of the fairyland in this new RPG cart. Plenty of adventure awaits you as you set out on a mission to destroy the forces of evil and rescue the captive Princess Anne. Multiple levels and various settings will challenge even the most seasoned game players!

Coming in April from FCI



Wrestle Mania

(Acclaim/NES)

Challenge the best names in wrestling with Acclaim's Wrestle Mania! You can punch, kick, and body slam the biggest and baddest wrestlers around, like Hulk Hogan, Andre the Giant, and the Honkey Tonk Man! Make your move and put your man down for the count of three with the only cart endorsed by the World Wrestling Federation!

Coming in April from Acclaim Entertainment

Walter Payton Football (Sega/SMS)

Take the pigskin across the goal line with the man who has the most yardage in the NFL! Sega brings you the hottest plays and fast-paced action in a realistic cart that carries the name of one of the game's greatest! You can run, throw, hand off and score in the one Sega football game that has it all! Super graphics and sound effects make use of the system's advanced features. Go to the Super Bowl with Walter Payton and Sega!

Coming in April from Sega



Lord of the Sword (Sega/SMS)

Battle against the creatures of the underworld with your trusty fire sword. This scrolling action/adventure contains plenty of secrets and loads of hack and slash encounters with the nastiest characters you've ever seen in a Sega Master System game. High graphics detail and outstanding sound effects round out a cart that's packed with extras.

Coming in April from Sega

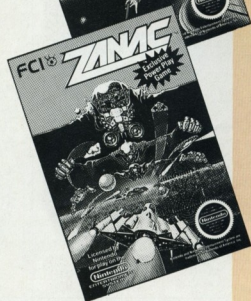


Poseidon Wars 3-D (Sega/SMS)

Take command of a powerful nuclear sub lost in enemy waters! Ship to ship combat highlights this extraordinary sea adventure that's played with Sega's special 3-D glasses. The effect works so well, the torpedoes seem to come right out of the screen! Good graphics round out one of the few 3-D carts that make use of the 3-D technology.

Coming in April from Sega





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press start

ZOOMING AHEAD WITH BEESHU JOYSTICKS

Beeshu, one of the first independent companies to produce joysticks compatible with the Nintendo Entertainment System and Sega Master System, has unveiled a wide variety of peripherals ever since the video game boom hit us again in late 1986. Some of the advanced arcade quality sticks that Beeshu has brought home include the Zinger multi-colored model, the Ultimate Super Stick with dual rapid-fire and slow-motion, and the Remote Ultimate that has all of the features of its namesake without any cords to tangle with!

Now Beeshu is set to unveil a new line of upper class controllers designed to change the way we all play games on our favorite systems and computers! Leading the way with the

stylish **Zoomer** steering wheel controller, Beeshu is poised to take firm command of the hotly contested video game joystick wars.

The Zoomer is specially constructed to look, act, and feel like the steering wheel from a Formula One racer or the flight stick from an F-19 Stealth Fighter! No matter what your favorite game is, the Beeshu Zoomer will heighten your interactivity, realism, and score dramatically. While compatible versions of the Zoomer will work with any of your favorite Nintendo and Sega video games (you must get the model made for your system), the stick is ideally suited for most driving and flying challenges. The extra level of simulation that the Zoomer provides is definitely worth experiencing.

COMPUTER CONNECTION...

Beeshu will also be releasing IBM compatible versions of several designs under names such as the Omega. These highly sensitive sticks pass the same standards of performance that have become a Beeshu trademark. Great reaction and superb handling are guaranteed to help you in tightest situations. These sticks are especially useful for action games like Double Dragon and Contra.

IF YOU CAN'T BEAT 'EM...

In other developments, Beeshu also recently announced that they would soon be joining the ranks of other companies working as third-party licensees. This means that the same great Beeshu joysticks you've been enjoying for years now carry the esteemed endorsement of Nintendo of America. While this move won't change the current high-quality of Beeshu joysticks, it will give them a higher profile on store shelves.

FOR MORE INFORMATION CONTACT:

Beeshu Joysticks, Inc.
101 Wilton Avenue
Middlesex, NJ 08846



Soar to new gaming heights with Beeshu's Zoomer

THE POWER OF THE ARCADES IN THE PALM OF YOUR HANDS . . .

With arcade and home video games experiencing tremendous growth, it's only natural that other forms of electronic gaming feel the effects as well. Computer gaming has exploded with the penetration of the MS-DOS machines in the home and business markets. Now Nintendo and other big guns from these fields are preparing for their next offensive - hand held games!

While companies like Tiger have held a tight grip on this small segment of electronic gaming with low-priced but highly playable LCD titles, veteran names like Konami are banking on the success that the hand-helds are generating.

Nintendo, a company that got its start in consumer video games with a diversified line of multi-screen hand-helds, is so confident

that stand-alones are the wave of the future that they are rumored to be releasing a portable LCD system that will play game cartridges on a special 2' x 2' screen. Novel concept, eh? The main unit is expected to sell for around \$70, while the plug-in carts will retail for around \$20. This pricing puts the Nintendo unit in a slightly better position than the last wholly contained

game system, the Vectrex, introduced in the early eighties.

Will hand-helds eclipse the home systems as the gaming format of choice? Will the new Nintendo cartridge system catch on like the NES? Will other third-party companies start developing carts for these next generation systems? All we can say for now is, we'll keep you informed.

BRINGING THE ARCADES HOME

One of the most common dreams shared by die-hard gamers everywhere would be owning a coin-operated arcade game of their very own! With the quality of today's home games fast approaching that of the arcades, however, most of the coin-op game players' needs are already being met.

Thanks to the folks at California based Eclectic Products, now you can have the best of both worlds! Throw all of the excitement and adventure of your favorite Nintendo Entertainment System, Sega Master System, and Atari 7800 games into the Eclectic Pro-Play arcade frame to bring the thrill of the coin-ops home.

The Pro-Play arcade is easily constructed and can house any one of the aforementioned systems. The Pro-Play entertainment

center also holds a 19" television at eye-level (just like in the arcades) and comes with a dual set of joysticks and buttons.

The Eclectic Pro Play arcade cabinet is in many ways the ultimate home video game peripheral. While certain games won't play as well through the Pro-Play (especially titles like Punch-Out!! that require constant use of the start and select buttons), the unit does increase the enjoyment of most games dramatically. Two player games in particular take on a new feel when played in the Pro-Play.

**For More Information
Contact:**

ELECTIC PRODUCTS
931 Matts Court
Los Altos, CA 94022



SAY "NO" TO DRUGS!

Coming up with original video game themes is a hard task these days, with chop-uey martial arts battles, shooters, and drivers populating most of today's arcades. Finding companies that are willing to buck the trends in an effort to produce something unproven is difficult to say the least. When you look at what it costs to design and develop an arcade quarter-muncher you might just understand why. These puppies are EXPENSIVE - costing upwards of half a million dollars!

Leave it to good old American ingenuity, however, to come up with what has to be one of the most controversial coin-op releases to appear in some time. N.A.R.C. was recently introduced by one of the few

remaining U.S. game manufacturers (indeed a dying breed), Williams Electronics. Using a set of specially developed custom processing chips, N.A.R.C. delivers some of the most gut-wrenching video game action ever seen!

Digitized images of scumbag drug dealers are introduced before each round of play. Butcher-blade wielding psychos, thugs armed with hypodermics, and packs of wild dogs shadow your every step. Get caught by any of the bad guys and the blood flies - no "twinkle and they're gone" explosions here.

You're not alone on your mission to rid the slums of these hoods. One of your friends can join you on your quest to eliminate the drug kingpins, walking the streets

side-by-side with machine guns in hand and malatovs flying. This explosive combination fills the screen with flaming body parts, bags of dope, and the crook's cash. Confiscate it and return to the station for higher rewards and bonus points!

N.A.R.C. is a class-act that is already gaining attention in the national media for its subject matter and strong anti-drug message. Even the marquee sports the familiar "Say No to Drugs" slogan. Way to go Williams, Nancy would be proud!



CINEMWARE AND THE NINTENDO CONNECTION

One of the hottest software companies around is making a move to Nintendo, with results that are being eagerly anticipated! Cinemaware, a company that has prided itself on delivering the most detailed computer software available, has licensed several of its most popular titles to third-party producers of Nintendo Entertainment System cartridges!

Always packed with the hottest graphics and sound effects, each of the Cinemaware games are packaged as interactive movies that players can participate

in. New Cinemaware computer releases like Rocket Ranger have been heralded as state of the art games, both for their outstanding play mechanics as well as exceptional audio and visual quality.

Now two of Cinemaware's best-sellers will soon be packaged up as carts compatible with the NES! Ultra Games, a subsidiary of mega-manufacturer Konami, will be bringing all the action and strategy of the early Cinemaware hit Defender of the Crown home for Nintendo play. Activision will do likewise with one of the fun-

niest computer games around, a Nintendo cart based on The Three Stooges! Slap, poke, and nyuk-nyuk your way through multiple levels of stooging that would leave Larry, Moe, and Curly envious.

Whether or not we see other computer games translated into Nintendo cartridges in the future is

still questionable, but with a library of super games remaining, Cinemaware has positioned itself to be one of the leaders in this new field.





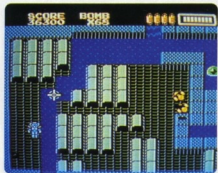
JALECO™

ROBOWARRIOR



**ACTION!
CHALLENGE!
DEPTH!**

ROBOWARRIOR™. THE ONE-MAN BATTALION WITH A HUMAN HEART AND A COMPUTER BRAIN.



You'll need *all* of your skill ... and a bit of luck ... to liberate the people of the planet Altile from the evil invader Xur!

Xur has driven the human population underground and turned the tranquil Altile bitter cold. Only Zed, half man, half cyborg, has the power to wipe out Zur's army of marauders.

But your task isn't easy. You'll fight through 27 battle zones, face 14 enemies and encounter 7 of the meanest and ugliest Lords in the universe.

You'll have to recover 12 deadly and powerful weapons and collect 6 extra powers if you expect to save Altile from eternal doom. Can you meet the challenge? Are you ready for the action?

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



LICENSED BY NINTENDO FOR PLAY ON THE



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Jaleco USA Inc.
(312) 647-7085



WE GOOFED!

Dear EGM:

I really liked your '89 Buyer's Guide and found the reviews and endorsements to be quite helpful and informative. There are a couple of things that I was wondering about.

If I'm not mistaken, you featured the Atari version of the Wico Command Control in your "Rating the Nintendo Joysticks" feature. Also, could you please give me some information about



the Beeshu "Zoomer" joystick? I saw it on your back cover but didn't find anything about it in your mag.

What's up?

Charlie Rue
Madison, Wisconsin

(ed. - Boy, we really bit the bullet on this one, didn't we? You're right Charlie, that was an Atari joystick you saw in our

Buyer's Guide issue. I guess playing Zelda 24 hours a day really hones your eyesight! Sorry about the slip-up, for now we'll blame it on the printer and say he mixed up the pictures.

Regarding the Beeshu Zoomer, you can turn to page 13 for the complete story behind this stick as well as other big news from the big wigs at Beeshu!

BETTER LATE THAN NEVER?

Dear Sirs:

What's going on?! I've been waiting for over a year now for my favorite arcade game, 720 Degrees, to show up on the Nintendo Entertainment System.

I've been reading about it, I've seen ads for it, but the guy at my local store doesn't have any idea when it will be available! Can you help?

Billy Thomas
Sacramento, California

(ed. - We get more letters around here asking for release dates, or correcting the ones we've given, than just about anything else! Due to the chip shortage that has put a

strangle-hold on the video game industry, many of the most anticipated game titles have taken nearly a year longer to reach stores! While this situation is expected to change soon, it doesn't mean that your favorite games will be immediately available. A side-effect of the chip shortage is limited allocations of games. Instead of getting 2,000,000 copies of a hit game to ship to stores, game companies are getting as

few as 50,000! So if a game sells out today, you may not find it again for months - if ever!

WHAT CAN WE SAY?

Dear EGM:

Electronic Gaming Monthly is the hottest magazine around! I read three other video game magazines and yours is the best I've seen. The reviews are informative and written by people who know the games inside and out. When you call a game a "hit", I know that I can count on it to be a winner!

You have the perfect mix of Nintendo, Sega, and Atari game reviews, and since I own all three systems I appreciate the equal coverage.

Keep up the great work and send us more game tips with the reviews! Please find my subscription check inside!

John Sanderson Jr.
Stockport, Iowa

(ed. - Gosh. Shucks. Dam. Thanks for the nice words John, I hope we prove to be everything you want in a video game magazine. We'll keep sending you the very best and most honest appraisals of the newest game titles for the home, computer, and arcade.

Also, beginning with this issue, look for our special "How-To-Master" strategy booklets! You'll find all the hidden tips and tricks from your latest favorites inside this issue! In the future you'll also get tip booklets for brand new games! All the firepower you need to beat the best and get record scores will be in each issue of Electronic Gaming Monthly!)

Have a question or comment? Complaint or praise? Let us know by writing to INTERFACE: Letters to the Editor, Anvil Business Park, 1920 Highland Ave., Suite 300, Lombard, IL 60148. Have a good one!

ENTER TODAY!!!

Electronic Gaming Monthly's



GREAT GAME GIVEAWAY!

Here's your chance to win an entire library of over fifty great new games for your Nintendo Entertainment System! You'll get a selection of the hottest carts, including the latest hits and all-time classics! We're even going to throw in some fantastic new titles that aren't even available in stores!

It's as easy as One-Two-Three...

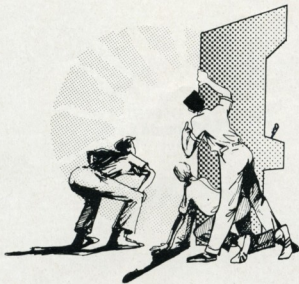
1. Fill out the official entry card in the back of the magazine, or print your name, address, city, state, zip and phone number on a post card and mail it to: **ELECTRONIC GAMING MONTHLY'S GREAT GAME GIVE-AWAY, 1920 HIGHLAND, SUITE 300, LOMBARD, ILLINOIS 60148.**
2. On the same postcard, print the name of your favorite Nintendo Entertainment System game cartridge.
3. Cross your fingers and hope that you win!

We'll randomly select one card and that lucky person will become the proud owner of a Nintendo Entertainment System library that will make him or her the envy of the neighborhood! Act today! The deadline for entries is July 31, 1989!

Rules: All entries must be received by July 31, 1989. Sendal Publications, Inc. or the staff of Electronic Gaming Monthly magazine assume no responsibility for postal service mistakes, sunspots, nuclear explosions, or other events which could prevent or delay your submission from reaching our offices. The selection of the games to be awarded will be made by the editors of EGM. The winner will be chosen at random by a judge appointed by EGM. The decision of the judges and the staff of Electronic Gaming Monthly magazine is final.

**AN EXCLUSIVE CONTEST FROM
ELECTRONIC GAMING MONTHLY MAGAZINE!!!**

AT THE ARCADES



Atari Games'

HARD DRIVIN'

**Blast past the competition
in the hottest video driver ever!!!**

Atari Games Corporation has always prided itself in bringing the most power-packed video games to the arcade! Games that stimulate as well as entertain, with plenty of high-tech enhancements that keep Atari games on the leading edge of technology!

Atari has also discovered that video driving games consistently remain a staple of your typical video game player's diet. Beginning with Pole Position and continuing all the way up to last year's multi-player mega-hit Final Lap, Atari always manages to eclipse the competition.

This time, however, Atari has out done itself! Hard Drivin' is billed as the world's first truly authentic driving simulator for coin-op play. Over three years in the making, Hard Drivin' combines the proven elements that have made earlier drivers such roaring successes with a new level of technology that only Atari could deliver!

Using state-of-the-art tactile graphics

and animation, Hard Drivin' not only reproduces the twists, turns, and intensity of its predecessors, it also features a center-feel steering wheel with continuous force feedback, adjustable swivel seat, gas, brake, and clutch pedals, and a four speed stick shift that duplicates the feel of racing a real high performance vehicle!

Hard Drivin' is no ordinary trip around the track! It's a completely contained environment that includes a speed track for all-out driving excitement as well as a stunt track that's loaded with surprises and thrills like a 360 degree loop! In addition to the standard play mode, Hard Drivin' also invites you to take part in a "Challenge Lap." This ingenious option lets you go up against the best racer who has ever played the game! That's right! Hard Drivin' actually remembers the path of the car driven by the best driver on record! When the qualifying time is beaten, you challenge the car of the



Get a bird's eye view of the race to come!

past winner in a head-to-head race!

Extraordinary visuals, outstanding audio support, and fantastic enhancements like instant replay, true four-speed stick shift, and unending smash 'em/crash'em action make Hard Drivin' the first arcade hit of the year! Atari's legacy of classic driving games continues with Hard Drivin', the most realistic automobile racing game ever to gobble a quarter!



Hang on to your seat when you enter the 360 loop!



Realistic graphics plot your progress around the track!

THE WORLD'S FIRST AUTHENTIC DRIVING SIMULATION GAME!



Hard Drivin'

Get Behind the Wheel and Feel the Thrill!

Slide into the contoured seat and adjust it to fit the length of your arms and legs. Place your feet on the gas and clutch, try your hand on the stick shift. Select manual or automatic transmission, turn the ignition key and you're off!

Hard Drivin' might look like an arcade game but it drives like a real car. Don't just take our word for it:

Take Hard Drivin' for a test drive today!





gaming gossip

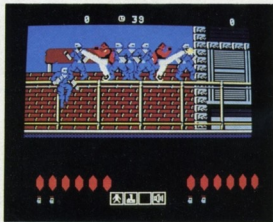
... It's nice to be back! New name and new format, but the change is very becoming... The recent Tengen lawsuit against Nintendo will undoubtedly go down on record as the hottest gaming development of the year! In a move that will have far reaching repercussions, Tengen, the home software arm of Atari Games Corp. (the people who make Atari arcade games, **NOT** Atari home games) filed a \$30,000,000 anti-trust suit that, among other things, claims that Nintendo has unfairly monopolized the NES game market. Nintendo, as you may know, maintains strict control over all of the compatible game carts that are made to work on their Nintendo Entertainment System... In another move associated with the Tengen lawsuit, the company has released their own line of game packs that will work on the NES. They have busted the security chip that allows the Nintendo games to work with the Nintendo game system and can now make games independent of Nintendo. This may very well mean that more Tengen games will become readily available... Micro Prose, the home computer software company with a forte for flight and battle simulations, has announced the pending introduction of a new arcade piece that is supposedly powered by a new technology that can paint realistic characters that are so detailed, the planes you may be fighting in future coin-op contests will streak by with such clarity that you'll see the rivets on the wings!... Atari Games may get a jump on the Micro Prose flight simulator, however, with a new car game called "Hard Driver" that uses a similar technology. It has two tracks; a conventional oval and a "crazy" track that loops and shoots in the air...

... Ultima, the great new role-playing game from FCI (based on the famous series of computer games by Lord British) has the distinction of being the third Nintendo cart, right behind blockbusters The Legend of Zelda and its sequel the Adventures of Link, that contains a battery memory back-up that can save a game in progress for up to five years!... Speaking of Ultima, Sega has reportedly captured the license to Ultima V - Warriors of Destiny. It's supposedly a four-meg cart with complexity equal to Phantasy Star... Look out for the Abyss! The new James Cameron movie (he's the guy behind Aliens and The Terminator) depicts a battle between aliens in a crashed star ship and the U.S. Navy. Look for plenty of bullets to be flying when the movie hits screens next summer...

... Hasbro's NEMO game system has been officially cancelled. The unit was to combine generated computer characters with motion picture backgrounds and settings... In other new console news, the 16-Bit Sega Mega Drive (EGM #1) debuted in Japan during the last month of 1988 to rave reviews. While the graphics on the first couple of releases are not that extraordinary, the unit as a whole is extremely playable, with ten-voice sound that is absolutely unbelievable!... The Nintendo 16-Bit Super Famicom is rumored to be finished, but strong NES sales and a painful lack of software are postponing official release dates. Look for a September, 1989 introduction in Japan... Konix, a European company famous for joysticks, have announced the completion of the "Slipstream" game system. The 16-Bit unit uses a 8088 processor as opposed to the more conventional 68000 in the Sega Mega and Amiga computers. A high price tag may be prohibitive, but the \$250 machine will come with optional disk drive and hydraulic chair. Yeah right, I'll believe it when I see it!... In a related development, the Slipstream has a planned stateside release in the Fall of '89. The American distributor of the Konix line, Epyx, will be the likely marketing force. Epyx, along with Micro Prose, Ocean, and U.S. Gold have already expressed interest in developing for the system. Judging the quality of many of these computer developer's arcade-style titles, I'd say the Slipstream has a very ho-hum future...

... Mattel has officially stated that they will **NOT** be bringing the Japanese P.C. Engine game system stateside... Mattel has acknowledged that they may be introducing a new type of game peripheral. Instead of using joysticks and pads, the creative forces at Mattel have cooked up a glove that causes on-screen characters to react according to how the glove is manipulated. Should make Michael Jackson happy... Latest licensing coups: those shriveled up singers who plagiarized Marvin Gaye to gain fame and fortune, the California Raisens, will soon be the star of a new Capcom video game. Sunsoft, meanwhile, has nabbed the rights to the upcoming Michael Keaton/Jack Nicholson movie "Batman"... Look for some possible clones of the Nintendo Entertainment System to work their way into the U.S. market soon... Hope you all had a very merry holiday season and got those games that Santa promised. Don't blame old St. Nick if you didn't, however, even he can't control Nintendo's allotment program... Chow for now!

-Quartermann



DATA EAST USA

One of the leading producers of Nintendo carts and entertainment software, Data East USA has quickly become one of the most prolific producers of electronic entertainment. 1988 brought forth a wide array of games from Data East, including several pieces inspired by arcade hits as well as original entries like *Cobra Command*. With a firm hand on the pulse of today's video game player, Data East is poised to enter '89 with one of the strongest computer and video game line-ups.

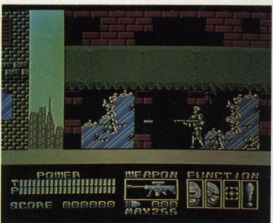
Bad Dudes - Arcade action for most popular computer formats as well as the Nintendo Entertainment System. One or two players control Blade and Striker as they work against the Dragon Ninja gang who have captured the President. Due by April, 1989.



Heavy Barrel - Another Data East arcade translation, Heavy Barrel will be available in the Spring for the Commodore 64/128 and IBM compats. Guide your soldiers of fortune behind enemy lines to reconstruct the ultimate weapon...Heavy Barrel!

Rampage - Guide George the Ape or Lizzy the Lizard in this one or two player arcade classic! 128 levels of city smashin' mayhem await in this January release for the Nintendo Entertainment System.

Robocop - Become Officer Murphy, the half man/half machine cyborg who wants to wipe away the filth and crime in New Delta City. Scrolling arcade action for major computer formats in January 1989 and the Nintendo Entertainment System in April, 1989.



Super Hang-On - The super sequel to the arcade motorcycle road race. Eight continents of winding roads challenge players in this Macintosh and IBM title due out in February, 1989.

ACCLAIM ENTERTAINMENT

Acclaim Entertainment has enjoyed astronomical growth and success since their successful public offering announced during the '88 Summer CES. In that time, they have expanded their NES library, entered the VCR gaming market, opened up subsidiaries in Japan and Europe to aid in game development, and are now looking to enter the computer software market. To say that Acclaim has made it big is a bit of an understatement.

Airwolf - Based on the syndicated television show and translated from a semi-successful coin-op, Airwolf is your basic horizontal shooter. A hostage subplot helps liven up the action.

IRON SWORD: WIZARDS AND WARRIORS II - Kuros, the hero of Wizards and Warriors, is back in his second adventure Iron Sword. Take him through magical worlds defeating all sorts of ghouls, ghosts, and dragons.



WWF Wrestlemania - Developed around the hugely popular "sport" of athletic acting, Wrestlemania is a wrestling game with identifiable characters like Hulk Hogan and Andre the Giant.

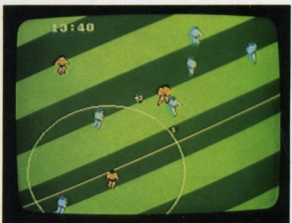
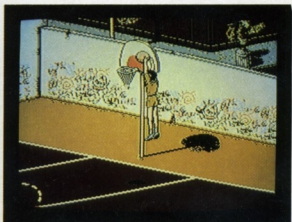
TAITO SOFTWARE

Like Data East and Konami, Taito Software is an established arcade name that has skyrocketed to the top of the consumer gaming field. With powerful adaptations of several solid coin-op properties, Taito has plenty of ammunition to carry the company into 1989 and beyond.

Qix - The classic strategy/action classic! Pronounced "kicks", this abstract game pits you, as a pen drawing boxes to claim areas, against other equally abstract bad guys and the title character, Qix. The Qix is an energy field that methodically winds its way across the screen, destroying your pen whenever it comes in contact with broken lines. Look for Qix in popular computer formats March, 1989.

Operation Wolf - A battlefield tour-de-force! Just now appearing for the Nintendo Entertainment System and the C-64/128, Operation Wolf is a first-person shoot-em-up that places you in a number of jungle settings where commandos attack from every direction. Coming soon for the Amiga and Atari ST computers.

Sky Shark - Another safe bet from Taito, Sky Shark brings home the tried and true verticle shooter. A variety of land and air targets attack with relentless frequency as a detailed background slowly slumbers by. A little light on substance, but definitely a lot of fun when Sky Shark becomes available for the Nintendo Entertainment System in April and popular computer formats in March and April.



JALECO

Here's a company that, with a few minor exceptions, has found a very successful niche in the NES market by sticking with recognizable sports titles. Having already done justice to baseball and tennis, Jaleco is now banking on Basketball and Hockey as well as an in-depth action piece.

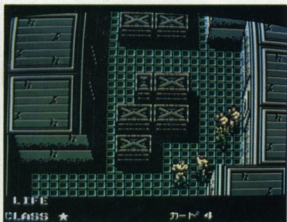
Hoops - A basketball simulation with a twist! Hoops recreates the finer points of street basketball, where teams of two compete on the blacktop. Great enhancements like a close-up visual of each slam dunk make Hoops one of the best basketball games ever!

Goal! - Goal! cashes in on the booming popularity of soccer, a sport that now out-ranks football among teenage youth. Goal! features three different play formats: against the computer, against each other, or cooperatively against the computer. A Pass Key function allows you to save progress against the computer opponents.

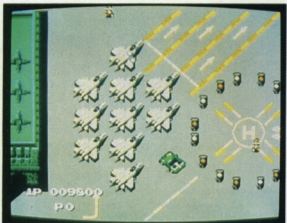




Robowarrior



Metal Gear



Jackel



Platoon

Robowarrior - The first high action entry from Jaleco. Robowarrior combines the action elements from hits like Ghosts and Goblins with adventure overtones from The Legend of Zelda. The meshing of straight action with adventure turns out well, with plenty of game play throughout.

KONAMI/ULTRA

One of the most successful Nintendo third-party suppliers around, Konami has increased their profile in home gaming by entering the computer software markets in a big way and re-entering the NES field with a new subsidiary, Ultra Games. Now, with 1989 upon us, the folks at Konami/Ultra are in an even better position to fulfill our gaming fantasies.

Defender of the Crown - Adapted from the acclaimed Cinemaware computer game, DOTC introduces you to unequalled medieval thrills and challenges. DOTC mixes strategy with smaller portions of action during a hot and heavy English civil war.

Metal Gear - A game that has already proven to be a hit on the Nintendo Entertainment System, Metal Gear will soon be making its way to C-64/128, Amiga, and IBM computers in the Spring of 1989.

Skate or Die - Based on the popular computer game, Skate or Die brings you face to face with some of the meanest maniacs video has ever seen! Multiple events like "Skate and Destroy" set the tone for some terrific action. Coming in January for the Nintendo Entertainment System.

Teenage Mutant Ninja Turtles - Although little is known about this piece based on the martial art masters in a half shell, advance word has it that the game is truly remarkable. Time will tell when the stars of the animated TV series of the same name hit the Nintendo Entertainment System, C-64/128, Amiga, and IBM compats in the Spring of 1989.

Q*Bert - Konami's Ultra subsidiary will also bring an all-time favorite, Q*Bert back to video game stardom in early '89. Bounce the two-legged nose from block to block on his pyramid world, changing the code colors on the top of each cube to the right target hue. But watch out! Ugg, Wrong-way, Slick, Sam, and the slimy purple serpent, Coily are out to do you in! For one or two players, Q*Bert will be hopping into stores everywhere in February.

Gyruss - Save the universe from the evil Gyrusians in yet another arcade translation from Ultra. Save the people of the solar system in this high-speed chase through the stars. Coming in February.

Silent Service - In a licensing agreement with MicroProse Software, Konami has acquired the rights to this number one computer game chart-topper. A sea battle game with unparalleled strategy and skill, Silent Service is Konami's first gamble at a true underwater simulation.

Track and Field II - This sequel to last year's sports sensation, Track and Field II increases the number of events and throws in one or two play simultaneous competition. New, larger graphic characters, and 15 new events make Track and Field II a safe bet no matter what sport you like! Available in May.

Bayou Billy - Another Prince saves the Princess game, only with a very odd twist. This time the Prince is none other than Bayou Billy, a fightin' mad cajun and alligator wrestling king, and the Princess is his only love, Annabelle, who's been kidnapped by the Gangster King and his mob. Multiple play mechanics elevate this action title above similar fare.

CAPCOM USA

While Capcom hasn't enjoyed the profile of other major Nintendo producers like Konami, they have nonetheless been able to crank out one hit game after the other. For 1989 Capcom should continue this trend, with an even broader variety of themes to choose from.

The California Raisins - A graphically exciting game based on the California Raisin claymation characters. The game will be geared for younger children and all-around family play. Coming in August to the Nintendo Entertainment System.

More Disney Games - Following on the heels of the action-oriented Mickey Mousecapade, Capcom has announced that they will continue to release carts based on the Disney characters. Definites so far include "Duck Tales", based on Disney's number one animated show, and "Adventures in Disneyland". Other possibilities are the Japanese import, Donald Duck. These games will also be targeted at the younger market, girls, and family play.

Mega Man II - A follow-up to the sleeper hit of '88! Considered by many to be one of the best games ever for the Nintendo Entertainment System, Mega Man II will continue the story that its predecessor started. Improved graphics and more challenges make Mega Man II a game to watch for when it's released in April.

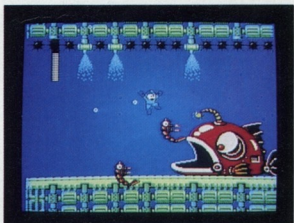
Strider - Loosely based on the new coin-op, Strider puts you deep within the heart of the Soviet Union. KGB agents, soldiers, and other obstacles stand in your way as you set out to infiltrate the Red Army and steal the enemy's secret plans.



Track & Field II



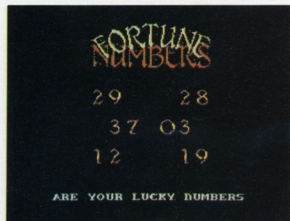
Strider



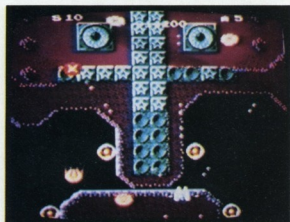
Mega Man 2



Flying Dragon



Taboo



Star Soldier



Mystery Quest



P.O.W.

MINDSCAPE

A company with a questionable future despite some strong arcade titles, Mindscape is taking a safe path with several strong arcade names. Paperboy, Indiana Jones, Road Runner, and 720 Degrees, all licensed from Atari Games, have large followings that should help the company's Nintendo Entertainment System revenues. Another NES game to watch for is Infiltrator, a helicopter combat simulation.

TRADEWEST

One of the smaller NES third-party suppliers, Tradewest has big plans for 1989, including continued support for the Nintendo Entertainment System and expanded computer software and games through Mastertronic.

Magic Johnson's Fast Break - Another basketball game with a "Double Dribble" perspective and a superstar endorsement. Based on Mastertronic's computer title, this one should give the other basketball contests a run for their money when it debuts center-court in the Spring of '89.

Taboo - is a Tarot card program that, the company promises, produces some eerie, interesting, and humorous results. Admittedly directed at adults rather than the Nintendo's primary users, Taboo should be a welcome alternative for Mom and Dad and others who have problems getting through the first level of Double Dragon or even getting the first piece of the Tri-Force in Zelda. Coming this summer for the NES.

SNK CORP. OF AMERICA

The first third-party producer of Nintendo Entertainment System games, SNK has evolved from early entries like Athena to state-of-the-art productions such as Iron Tank and Victory Road. While production quotas kept 1988 from being the banner year that it should have been, SNK is taking every step necessary, including a crack at computer translations of Nintendo hits, to insure that 1989 delivers a solid punch to home and computer game players.

P.O.W. - Prisoner of War - Last year's smash hit in the arcades comes home for play on the Nintendo Entertainment System. Labeled by some as "Double Dragon" in Vietnam, P.O.W. brings two players face to face with some of the most dangerous jungle warfare around! Escape from the prison camp and gather weapons to destroy the enemy infantry once and for all!

NINTENDO GAMES PLANNED FOR RELEASE IN 1989...

From Nintendo:

Pin-Bot
Cobra Triangle

From Acclaim:

WrestleMania
Airwolf
Ironsword: W&WII
KnightRider

From Activision:

Predator
Three Stooges
Mig Hunter

From American Sammy:

Amagon
Ninja Taro

From Bandai America:

Bandai Golf
Dr. Jekyll & Mr. Hyde
Mask Rider
Shooting Gallery
Street Cop

From Capcom:

Mega Man II
Strider
Willow
California Raisins
Duck Tales
Adventures in Disney
Sweet Home

From CSG Imagesoft:

Super Dodge Ball
Super Pinball Sushi
Super Rescue

From Culture Brain:

Kung-Fu Heros
Flying Dragon
Magic of Shahrazad
Flying Dragon II

From Data East:

Robocop
Bad Dudes

From FCI:

Ultima
Hydlide

From HAL America:

Adventures of Lolo
Air Fortress
Roller Ball

From Hot - B USA

Black Bass II

From Hudson Soft:

Starship Hector
Adventure of Dino-Riki

From Jaleco:

Hoops
Goal!

From Koei:

Nobunaga's Ambition

From Konami:

Track and Field II
Bayou Billy

From LJN Toys:

Nightmare on Elm Street
Who Framed Roger Rabbit?
Marvel's X-Men
NFL Football

From Milton Bradley:

California Games
World Games
Marble Madness
One on One

From Mindscape:

720 Degrees
Infiltrator
Road Runner

From Romstar:

Air Hawk

From SNK:

Guerrilla War
Baseball Stars
P.O.W.

From Seika:

Spy vs. Spy II
Desert Commander

From Seta USA:

Adventures of Tom
Sawyer

From Sunsoft:

Fester's Quest
Terminator

From Taito:

Operation Wolf
Sky Shark

From Taxan:

Star Soldier
Mappyland
Fist of the North Star
Mystery Quest

From Tecmo:

Tecmo Baseball
Tecmo Bowl
Ninja Gai-Den
Professional Wrestling
Silkworm

From Toho Company:

Godzilla

From Tradewest:

Quarterback
Taboo
Fast Break

From Ultra Software:

Teenage Mutant Ninja
Turtles
Defenders of the Crown
Q*Bert
Gyruss

From Vic Tokai:

Terra Cresta
Kid Kool
Clash at Demonhead

NINTENDO ACCESSORIES

From Shinsei Corp:

Hyper
Hyper Stick

From Broderbund

Software:
U-Force

From LJN Toys:

Roll and Rocker

From Mattel:

Power Glove

"16-BIT SIZZLER"

While Nintendo and Sega have effectively captured the hearts and minds of the video game playing public, there are more than a few companies preparing to enter the consumer gaming wars with a high-tech weapon that is guaranteed to blow conventional consoles off of store shelves. The 16-Bit super systems are now poised to invade living rooms with superior graphics resolution, audio clarity, and game play that is so precise and detailed it can easily be compared to the best that the arcades have to offer!

While an enormous question mark has hung over the domestic fate of such "next generation" machines as the Japanese P.C. Engine from NEC and Sega Mega Drive, new attention is being diverted to a mysterious project under development at Epyx, as well as a bold move by the European manufacturer Konix. Add Nintendo to this list of top guns and you can quickly see that the 16-Bit revolution is approaching.

At the recent Consumer Electronics Show in Las Vegas we got a closer look at some of the new machines as well as the software that will ultimate-

ly decide the system of choice. Although many of our questions were answered at the CES, still more puzzles remain to be solved. What software will be available? What will the price range be? Will the Sega and Nintendo 16-Bit systems be downwardly compatible? Here's a quick look at what we've seen, expected dates of arrival, and how the machines compare...

P.C. ENGINE (NEC)

Processor: 6502 with special visual processor

In Japan: Over 1,000,000 units sold
Software on: Resilient Cards
Third-Party Support: Namco, Taito, Irem, Hudson, Jaleco
Expected U.S. Appearance: Test marketing major cities in March
Expected Price of System: \$130.00 - \$170.00
Expected Price of Software: \$30.00 - \$40.00
Accessories: CD ROM Player, Five-Player Bus
Controls: One standard pad with eight directions and two buttons
Compatible with: Nothing

NEC's P.C. Engine has been one of the most talked about super systems around. Since its Japanese release almost two years ago, the P.C. Engine has consistently collected support not only from Japanese consumers, but from major manufacturers like Namco, Irem, and Hudson. Now, with more than a million consoles sold, an abundance of software has appeared along with a CD Rom unit, and a multi-player bus that allows up to five players to compete at once on certain games!

While the P.C. Engine essentially uses the same processor as the Nintendo Entertainment System, it complements the 6502 board with a specially developed Picture Processing Unit (PPU) that allows the P.C. Engine to produce images, animation, and graphics that are comparable to a 16-Bit system even though it is, in reality, only an 8-Bit unit. The graphics detail and resolution is spectacular, with translations of arcade hits like Galaga '88, Dragon Spirit, Vigilante, and Fantasy Zone that are practically pixel for pixel twins of the games that they're based on!

The P.C. Engine really shines, however, with a software line up that includes not only the aforementioned coin-op properties, but outstanding original efforts like The Legendary Axe (brutal Rastan-like action), Ken and Kato Chan (P.C. Engine's Super Mario Bros. featuring two characters who fart their way through various dangers), and Alien Crush (a pulsating pinball machine filled with alien organisms)!

Since few of the P.C. Engine games now available in Japan are bound by the choke-hold contracts that Nintendo has on new software titles (nothing produced on the NES can be produced on a competing system in the states), the majority of the game software should find its way stateside.

(Continued on page 62)



ALTERED BEAST FOR THE SEGA 16-BIT MEGA DRIVE

This new regular column, which you'll find exclusively in *Electronic Gaming Monthly*, has been put together to compare the best games, the hottest products, and the fastest joysticks. You'll see what's out there, and more importantly, we'll pinpoint what's best and why. Look for the latest games and accessories to be put under our microscope, side-by-side, in *EGM's* exclusive *Dare to Compare* reports...

Dare to Compare

FIGHTING FOR CONTROL OF THE VIDEO GRID-IRON

By K.C. Maxwell

Tecmo Bowl and John Elway's Quarterback provide something that's been absent from the Nintendo sports library: some realistic football simulations. That's not to say that Nintendo's Ten-Yard Fight is bad, it was a good adaptation of an arcade game. But Ten-Yard Fight is outdated, and it's not what I consider football.

Football games should make you sweat. They should be loaded with action, from the opening kickoff to the sounding of the final gun. Football games should be filled with hard hits, great acrobatic catches, and most importantly, enough strategy to make you remember that you're playing football, not rugby.

In comparing Tecmo Bowl and John Elway's Quarterback, I rated each game in six categories: Realism, Graphics, Sound, Computer Opponent, Two-Player Mode, as well as the extra Bells and Whistles that can make a dull game good, and a good game absolutely fantastic!

Realizing the limitations of my Nintendo system's memory, I was a little lenient in grading this category. I don't expect to have full control over every member of my team, nor do I expect to have a full NFL play book to run my offense and defense.

But a good Nintendo football simulation must have the basics intact: a balance between the running and pass-

ing games, the ability to slow down a high-powered offense with good defense, or shut down an average offense with a great defense. Another important element is to have players that look like players because, after all, this isn't the Atari 2600 we're talking about.

Tecmo has done quite a lot within the constraints of the system. On defense each player selects the play they think their opponent will run, then chooses which position they will play for that down. The ability to control any of the nine players on defense adds to the realism, and ultimately the enjoyment of this game.

On offense Tecmo Bowl allows the player to use a lot of creativity in executing a play. The player doesn't always have to run their play the way it has been diagrammed on the chalkboard. Sometimes it's best that the play is not run exactly as originally



TECMO BOWL

(Tecmo)

vs.

JOHN ELWAY'S QUARTERBACK

(Tradewest)



shown, considering that an opponent has a one in four chance of correctly guessing the opponent's plays.

Elway's Quarterback, on the other hand, offers more plays to choose from on offense and defense; 18 and 6 respectively. But on offense you're really choosing from 9 plays, plus the reverse angle of those same maneuvers. Furthermore, it is difficult to gain yardage on a running play. On defense you are forced to play the middle linebacker until your opponent gets past you, then you may switch to a closer defender.

A plus for Elway's Quarterback is its end zone to end zone direct overhead perspective. It allows a player to see most of the field. This makes it much easier to cover receivers who are running deep routes. The perspective for Tecmo Bowl is from the sideline/overhead. This view only allows 20-30 yards of the field to be displayed at one time.



Tecmo Bowl

This makes it tough to defend against those receivers who run off the screen. It's one of the few negatives that I could find in Tecmo Bowl.

REALISM:

Tecmo Bowl - B Quarterback - C

Overall, both games look pretty good on the screen. But Tecmo definitely went that extra mile to provide a realistic look to their game. Tecmo's characters look like football players. Better yet, they MOVE like football players. They run correctly, the quarterbacks throw like quarterbacks, and when a player gets blocked, he goes sprawling for a few moments until he slowly rises and resumes chasing the ball carrier. Teams wear their team colors (although they exhibit different logos on their helmets), and each end zone is painted with one of the competing team's abbreviated name and helmet.

John Elway's Quarterback has realistic players too, but they just don't move as well as the Tecmo players. Elway's characters waddle like ducks, instead of running like athletes. Unlike the arcade version of this game, Quarterback doesn't duplicate the professional team colors. Red or blue are your only choices.

GRAPHICS:

Tecmo Bowl - A- Quarterback - B

In rating the game sounds, I took into consideration that you won't have Beethoven's Fifth or any other similar musical masterpiece backing a video football game. This category is more for "sound effects" and "mood music" than for overall musical quality. Don't



Tecmo Bowl

look for any Grammy awards here.

Elway's Quarterback seems to have included sound effects as an afterthought. There is a constant "Charge!" theme that is played at random throughout the game. It gets to be so annoying that by the third quarter you'll want to smash your television speakers! Quarterback also uses a "gunshot" sound to indicate a touchdown; an effect that is usually reserved for the ends of quarters.

At the other end of the spectrum, Tecmo Bowl is filled with sound effects and different types of music that help set the pace of the game. There is a type of music for achieving first downs, music for the kickoffs, music for unsuccessful and successful field goal attempts. In the sound effect department, there are bone-crunching blocks, punting and kicking sounds, and shouting quarterbacks. There's even an enthusiastic announcer that exclaims "Touchdown!" whenever one team puts the ball in the end zone. In short, the audio support of Tecmo Bowl is superb!

SOUND:

Tecmo Bowl - A- Quarterback - D+

Not everybody has a friend in waiting whenever they feel like playing a game on their Nintendo, and for this reason it is especially important for sports games to come equipped with a decent one-player mode. It is also important for the computer opponent to "get better", or become more difficult as the player progresses in the game. A computer opponent who stays the same makes for a game that will quickly end up in a closet.

Tecmo Bowl employs a password system for one-player games. A player may choose his or her favorite team,



Tecmo Bowl

and try to advance to the championships with it. Players need to defeat the eleven other teams in the league to win the game. A password is issued at the end of each individual contest, win or lose.

Tecmo Bowl's one player mode, while not perfect, is very entertaining. The computer becomes increasingly more difficult as the player advances in the game. The computer also plays a fairly intelligent game of football, mixing its runs and passes to keep your defense off stride. Occasionally, the computer will go for a first down on a fourth and twelve, but not so often that it damages the overall appeal of the game play.

The one player option in John Elway's Quarterback is severely flawed and is definitely the downfall of this game. The computer opponent only plays at one level; there is no password or continuation mode for Quarterback. Worse yet, that one level is very easy to beat because of the way the computer plays. An opponent who NEVER

punts, no matter what the situation, is not a very challenging opponent.

The computer player is Quarterback also has great difficulty defending against your passing game. You can complete a long bomb to your receivers consistently by sending the "AIM" arrow (the arrow that shows where your pass will land) out past all the receivers and defenders. Your receiver will catch up to the pass every time! The computer's only defense against this strategy is if he sacks your quarterback before you let go of the pass. Needless to say, the game's one-player mode is very easy to beat.

COMPUTER OPPONENT:

Tecmo Bowl - B+
Quarterback - D



John Elway's Quarterback

Both Tecmo Bowl and Elway's Quarterback excel in their respective two-player modes. The additional offensive and defensive plays give Quarterback the edge in this category. But this edge is a slight one, because both games are very exciting if you have an evenly matched opponent.

Since all the teams are the same in Quarterback, players can only rely on their own strategy and ability to win. Tecmo Bowl allows for a player to have an edge by selecting a playoff caliber team over a weaker one.

TWO PLAYER MODE:

Tecmo Bowl - B+
Quarterback - A-

This is the category for all those little details that have been added to a game to enhance its overall appearance, playability, and appeal. Tecmo Bowl is loaded with them. There is a quickly scrolling information line that gives you 1987 statistics for the player you are controlling. There is also a half-time "slide" show that displays several scenes, with accompanying music, from your average mid-game show. There's even a coin toss for sudden-death overtime. Tecmo Bowl has enough little extras to fill a slew of regular sports games.

The folks at Tecmo did their homework too! The Tecmo version of the Chicago Bears play tough, consistent defense. This game's SF 49ers and Miami Dolphins feature high-powered passing attacks that gain yardage by the chunk. If a strong running game is more to your liking, play Indianapolis. Their back, Dickerson, tends to be approximately 75% of their total offense.



John Elway's Quarterback

John Elway's Quarterback could use a few whistles...the game is comparatively detail free. Quarterback, like Tecmo Bowl, features NFL teams, or at least NFL cities. But all the teams wear the same color uniforms, red or blue. They all use the same playbook. And

there are no individual talents on any of the teams like there are in Tecmo Bowl. It's pretty much generic football.

BELLS & WHISTLES RATING

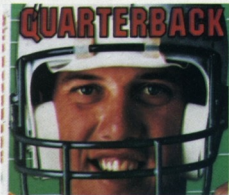
Tecmo Bowl - A-
Quarterback - C-

Tecmo Bowl and John Elway's Quarterback are the first of what will probably be many football releases for the Nintendo. Even Nintendo themselves recently announced that they'll soon show an updated title called "Nintendo's NFL Football". One of the burdens of being first is that it's hard to be perfect.

But for now, Tecmo Bowl is about as perfect as it gets for Nintendo football fans. John Elway's Quarterback, on the other hand, was a disappointment. If this game didn't have an arcade version that was so enjoyable, it probably wouldn't have been such a let down. Admittedly, the game is enjoyable for two players willing to go head to head, but for most Nintendo owners that isn't always enough.

FINAL GRADE:

TECMO BOWL - A-
QUARTERBACK - C



John Elway's Quarterback

That's it from the video grid-iron, but watch for DARE TO COMPARE in the next issue for more in-depth comparisons of your favorite games!

Double trouble.

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You're playing double.

In *Xenophobe*, the first game for Nintendo® with split-screen action.

You're all alone, in a deserted starbase.

Suddenly, the Xenos are there, shooting deadly slime, latching onto you with their fatal telekinetic gaze.

Sure, you can warp to another level, through dozens of rooms. But don't be surprised if someone, or some thing, is waiting for you when you get there.

Play by yourself, or with another player, and see who's left at the end, you or a swarm of hideous Xenos.

No matter how you play it, you're in for trouble this time.

Double trouble.

XENOPHOBE™



SUNSOFT™

for the Nintendo Entertainment System®



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TAXAN

VIDEOODICTION

Premiere Issue!!!

THE COMPLETE GUIDE TO TAXAN GAMES

Free to EGM Readers!!!

INTRODUCTION TO TAXAN

By: Ken Lobb
Product Manager
Taxan Consumer Division

Welcome to the first issue of the Taxan Consumer Division newsletter. I'm Ken Lobb, Product Manager for Taxan, here to tell you about my company and my commitment to giving you video freaks the best the world has to offer in home entertainment. I want Taxan to make games that challenge the elite, the masters, the folks who read Electronic Gaming Monthly!

Taxan has been making computer peripherals for about eight years, high res monitors, laser printers, scanners, that kind of stuff. They have been involved with video games in Japan for several years and have decided to bring their talents to America. But what kind of games do Americans like? That's why I'm here! I get to pick the games that you'll be playing from Taxan!

I've been playing video games now for close to a decade. I have close to every game ever made, and almost every system as well! On the Nintendo Entertainment System I've beaten every game I've ever wanted to beat; more than 100 games in all!

Enough of the boring talk, let's talk about this newsletter that is stuck inside your mag. I wanted to make a newsletter that would reach out to the pros, the players who know what they want out of a game, people like you! I read Electronic Gaming Monthly and

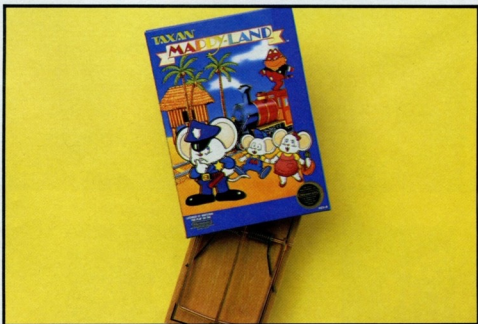
(Continued on page 3)

FOR THE HOTTEST NINTENDO GAMES TAXAN IS THE NAME TO REMEMBER

If you haven't already noticed, we have an ad for all of our great new Nintendo titles on the last page of this newsletter. I'll give you a run down of each of these carts and explain some of the finer points in each game.

Star Soldier

Our first title, Star Soldier, is a space game which I've been playing for over a month, and I have yet to beat level 15 (there are 16 in all). This game is a shooter extraordinaire! Personally, I can't get enough of this puppy; it's fast, it's mean, it's the game used for the Japanese championships! This game features multiple weaponry, speed ups, smart bombs, and so many ways to get bonuses that I still haven't found half of 'em! If you get in trouble you can even sneak underneath the islands. There are even rumors of hidden warps! Star Soldier has it all!



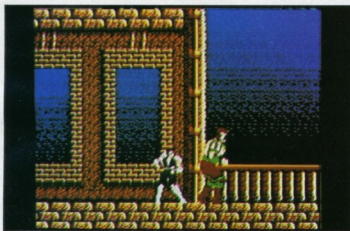
Guide Mappy through eight different worlds of challenge and surprise in Taxan's MAPPYLAND!

MappyLand

Taxan's second title is Mappyland. This game is video addiction packed in plastic! Mappyland is a sequel to the arcade super-hit Mappy (copyright Namco). The object is to gather items while avoiding the annoying cats that constantly patrol each round. Don't worry, you have a large arsenal of weapons to assist you every step of the way. The game may seem simple at first. You can finish one round with only 400 points but if you use your offensive and defensive weapons just right, you can end up with over 45,000 points for that same level! There are four rounds of eight levels each for a total of 32 separate rounds. As you reach the higher levels it becomes necessary to find hidden sub-levels to complete each level. There is a level select in this game which will allow you to select up to level 4.7, but don't worry, if you beat this beauty it's on to level 5.1 (round 1.1 at increased speed)! This game is one of the few that never gets boring!



MappyLand



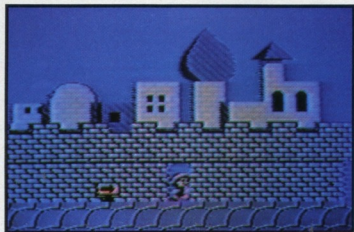
Fist of the North Star

Fist of the North Star

Next we have Fist of the North Star, a karate action adventure with eight grueling levels of martial arts combat. In this game you're Ken the Fist (good name!). You have great abilities to fight off your adversaries, but the opponents are definitely worthy of your talents! As with all Taxan games, this chunk of software is extremely hard to beat, and only the most skilled fist and foot warriors will make it to Shula (the last and most difficult Boss), and few will overcome his awesome attack. For defense, you have your well studied abilities, and if you're good you can earn white bright bombs or find the gold ring to use Gento Karate. If you get good enough to get seven stars, your shirt flies off and bingo...you're pumped, biffed, shall we say more muscular? There are hidden rooms, secret power-ups, and nearly impossible challenges.

Mystery Quest

The final Taxan game to expect in early 1989 is Mystery Quest. This is an adventure game where the object is to find your way through four castles. Each is an intricate maze comprised of two parallel hallways connected by many doors. There are a list of magic implements to assist you in your quest. These include everything from a scroll that increases your fire power, to boots and a helmet for smashing ceilings and floors. There's also an S.O.S. raft to save you from the dreaded water. One unique feature is the "double". Find this item and your score immediately doubles! If your abilities are truly world-class, you can use the well hidden "doubles" to shoot your score to the ultimate...100,000,000!



Mystery Quest

(Continued from front cover)

I subscribe to this fine piece of literary journalism. In my opinion this shredded tree that you're reading is the only gamer's publication that is truthful in its reviewing of games. That's why I'm in this mag, because I have trust in Electronic Gaming Monthly and I have trust in Taxan games!

All of Taxan's games are really great, and all feature a lasting playability which I have only seen in a handful of the previous Nintendo Entertainment System game paks that I've played. With the quality of these games you can bet on enjoying endless excitement, not to mention challenging contests that will allow the elite Nintendo players of America to challenge me (and the rest of the country) for free copies of future Taxan game releases!

GREAT GAMES BOTH NOW AND IN THE FUTURE!

Taxan is committed to bringing you the very best in Nintendo video game releases. In addition to the upcoming cartridges highlighted in this issue of Videodiction, Taxan will be working to produce the hottest new game titles around! Games that are interesting, challenging, and have the gusto to last under repeated play. Don't look for Taxan to release a game that you can beat after just a few plays! For long-lasting game play, plenty of surprises, and video thrills that just won't stop, Taxan is the name to turn to again and again!

IN CLOSING

To finish off our first issue of Taxan's Videodiction, I would just like to say thanks again to Steve Harris and the staff of Electronic Gaming Monthly for putting this newsletter in their quality rag! I'd also like to thank them for taking the magazine monthly so I don't have to wait so long between issues!

SUBSCRIBE TO VIDEODICTION!

If you like this newsletter and would like to keep yourself up-to-date on all the latest Taxan tips, tricks, and game releases, just use the coupon to the right and send \$2.00 for six full issues! Thanks again, and may only great games come your way in 1989!

TAXAN VIDEODICTION

HIGH SCORE SCOREBOARD

Do you have what it takes to go up against the best in the nation on your favorite Taxan video games? Here's your chance to find out! As I stated earlier, we're going to sponsor some contests on Taxan's great new games! The first challenge will be on Star Soldier. Get your hands on Star Soldier, get your best score, record it on film, and send it to me. If your score is in the top ten at the time we receive Mappy-Land, I will send you a copy of this addicting piece of software absolutely free, to your door, before it hits the stores! Just think, you could be playing Mappy-Land weeks before the competition! And that's important because we will run this contest on every game we make! If you're really good, you could end up with all the games we will ever make for the mere purchase price of Star Soldier! Not bad, eh?! The scores will be published in the next issue of Taxan's Videodiction for all the pros to see!

I know it's hard to display high scores before the games are released to the public, but I'll share mine with you to give you an idea of what you will have to beat! These are my high scores as of January 10, 1989:

Star Soldier	2,642,300
Mappy-Land	362,120
Fist of the North Star	472,500
Mystery Quest	72,658,300

SUBSCRIBE TO TAXAN'S VIDEODICTION!!!

For the low, low price of just \$2.00 you can get all the latest information about all of your favorite Taxan video games! Great Nintendo Entertainment System carts like Star Soldier, Mappy-Land, Fist of the North Star, Mystery Quest and more! Each issue is packed with game previews, contests, high scores, and playing tips that will make you look like a winner! Don't delay...subscribe today!

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Please wait 6-8 weeks for your first issue of Taxan's Videodiction.

"Brutal." "Really Rad." "Outrageous."

Now Japan's hottest games are getting America's highest reviews.

A whole new crop of Japanese Nintendo® favorites are getting thumbs-up across the U.S. Intense graphics. Endless action. Blasting sounds. Cool moves. They're here now from Taxan.

Star Soldier.™ The same game used for the Japanese Nintendo game championships. A tough, riveting, fast-moving classic. Master the complex tactics of interstellar warfare as you're warped through 16 increasingly difficult levels. Before you meet the final Starbrain, you'll have to outwit, and outfight a slew of evil warriors, each with their own attack patterns. Only a master will make it to the final showdown, but the nerve-tingling, super galactic action will give you light years of great playing.

Mystery Quest.™ You are the wizard's apprentice, Hao. To prove yourself worthy of becoming a wizard, you must journey to four mystery castles on a quest for the magic talismans. Through endless underground passages and intricate mazes, you will discover the sources of energy to continue your quest. Weird creatures lurk in every corner. Get past them all, find the keys, get to the magic and become a wizard! Get really good and go for 100 million points!

Fist of the North Star.™ In this thriller, you are Ken, the Fist. You have returned to the Central Imperial Capital to free it from the malevolent Emperor Heaven and his battle-hardened

troops. With moves you've never seen on the screen before, you must confront and defeat eight opponents, and their martial arts gangs. Even when you get really good, you'll probably never get past Shula. Only the best ever do.

Mappy-Land.™ Finally, a game that's tough enough to challenge the Nintendo expert, while still being fun for children of all ages. Mappy, the policeman, takes you on four increasingly difficult adventures through eight lands, each with secret entrances, exits, and complex sub-areas. In your various adventures, you'll be armed with an unusual arsenal of weapons. Toys, pots, fish, pulleys, punching bags, fireworks, horizontal bars, sticks, even bowling balls. And just when you think you've got it down, Mappy-Land will toss you another surprise.

What are you waiting for? Try out these fun, exciting new games today and find out why the most dedicated Nintendo players think Taxan games are so "Rad." Call or write us for further information: Taxan USA, 161 Nortech Parkway, San Jose, CA 95134.

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TAKE ON THE ENTIRE ENEMY FLEET . . .

1943

(Capcom/NES)



In 1943 - The Battle of Midway you are the pilot of a P38 attack fighter that can blow anything out of the sky and perform some awesome aerial acrobatics. You must clash head-on with the superior air forces of the enemy and sink battleships, carriers, and bombers that litter the Pacific ocean. In order to

succeed, you must rip your way through 24 of these increasingly difficult levels of play.

Play begins in a power-up sub screen that allows you to distribute options into five different categories including offensive power, defensive power, energy level, special weapons, and the special weapon time limit. During your battles you can collect special points that can then be assigned to any one of the designated power-up options. The more points that are allotted to each power-up item, the more powerful that option becomes.

There are two on-screen meters that deserve your constant attention. The one in the bottom left measures the

time remaining for your special weapon while the bar in the bottom right is your energy indicator. This increases the challenge of '43, requiring constant replenishing of your ever decreasing powers.

Weapon power-ups can be earned by shooting at formations of red planes that release the POW icon. Shooting the POW will change it into any one of the special weapon configurations allowed by your power-up bar. For instance, hit the POW once and it becomes a shotgun, hit the shot gun twice and it becomes a three-way shot, hit this weapons three times and it becomes auto fire, etc.

The B-button fires these weapons while the A-button has its own set of powers. Lightning destroys nearly everything on the screen while the Cyclone suspends the action. The Tsunami is another power that creates some very surprising results as well.

The graphics are nearly arcade quality, accompanied by such a good fight song you might just find yourself humming it while you fight battles encountered away from your Nintendo. Capcom has a winner, and 1943 is filled with everything but a dull moment. Pass codes, power-ups, slick delivery and fast action will definitely have you coming back for more.

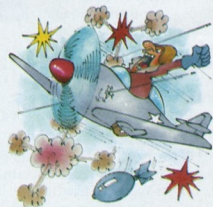


**DIRECT
HIT!**



"...As the review says, '43 is not the push-over game the '42 was. Even using Turbo, plus all the special weapons I can find, it has taken more than a few tries to master this epic shooter. 1943 delivers the goods that all good shoot-em-ups need: fast action and addictive game play..."

- J. Moon



SMASH, SERVE, VOLLEY...

RACKET ATTACK

(Jaleco/NES)



Out of the many different third-party licensees currently developing games for the Nintendo Entertainment System, several are carving away a larger portion of the market by concentrating their efforts around specific themes.

Jaleco is one company that is beginning to have success on Nintendo screens. They have a limited but varied line-up of racing (*City Connection*), action (*Robowarrior*), and sports (*Bases Loaded*) titles under their belt, but the release of *Racket Attack* shows that Jaleco is making moves to corner the sports genre. If *Racket Attack*, a tennis simulation that captures just about every feature of the real game, is any indication of things to come, then Jaleco has just wrapped up this category for good!

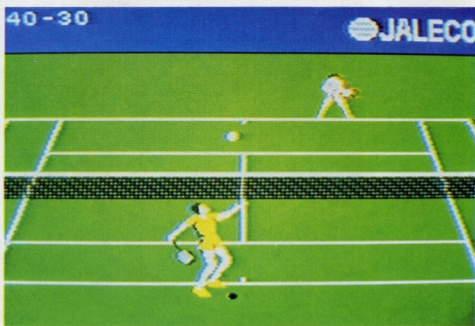
Like *Bases Loaded* before it, *Racket Attack* completely simulates the sport on which it is based. From the opening sequences that allow you to review and select any one of eight male or female players on grass, clay, or concrete, to

seven full matches of increasingly difficult play (against the computer), *Racket Attack* completely addresses every aspect of the sport in a fun and entertaining manner. *Racket Attack* is video tennis unlike anything you've ever seen before! This is no Pong!

Supporting the excellent game play are equally fantastic graphics, sounds, and vocal effects that vividly bring *Racket Attack* to life. The animation is sparse, limited to only two major characters running around the court. The foreground player is rendered in a particularly detailed fashion, however, occupying a large portion of the screen without sacrificing the visual appeal of the game. The background music is

nice, albeit a bit repetitive, while the cheers of the crowd and the line judge's calls are beautifully spoken in plain, ungarbled English. This is another one of the game's strong suits that only Jaleco has been able to bring home so well.

Underneath the surface of *Racket Attack* lies a complex and easily engrossing battle of quick coordination and fast thinking. It goes way beyond earlier efforts like Nintendo's own *Tennis*, by including multiple matches, both male and female players, as well as an abundance of other options. *Racket Attack* is a truly addictive game that will appeal to everyone - particularly tennis fans!



"...*Racket Attack* is a great game for those of you who like a constant, fast-paced challenge. It's easy to grasp and doesn't require an extraordinary knowledge of tennis to play. I'm not a big fan of the sport, and my background of the rules is sketchy at best, but I found myself satisfyingly addicted to the game's play mechanics..."

- Donn Nauert



NINTENDO**SWORDS, SORCERY, AND ADVENTURE...**

Ultima

(FCI/NES)

FCI has captured the third installment of the Ultima series, *Ultima Exodus*, nearly perfectly. In the process of translating the title from the original computer to new Nintendo format, the programmers have simplified the play mechanics and interaction while preserving the integrity and complexity

that made *Ultima* a gaming sensation. It also holds the distinction of being the first third-party cart that comes equipped with a battery memory backup (following *Zelda* and *Link*).

The story of *Ultima Exodus* revolves around Mondain the magician and Minex the witch, two villainous spirits who were vanquished in the first two *Ultima* quests. In the third adventure, Mondain and Minex have combined their terrible magic to create the ultimate evil, *Exodus*, in an attempt to plunge the land of Britannia into darkness.

You must lead a band of four adventurers into the heart island of fire where *Exodus* dwells. Each of the four heroes

can be made from one of five different races (human, fuzzy, elf, dwarf, and bobbit) with one of eleven different professions (fighter, cleric, wizard, thief, paladin, barbarian, lark, illusionist, druid, alchemist, and ranger). Each character has certain abilities, strengths, and weaknesses, depending on what race and profession is chosen.

You must visit ten different cities that are each loaded with townspeople who can provide information (that's not always true!) and inns to purchase food, armor, weapons, and other surplus equipment that is necessary to complete your journey.

There are also seven dungeons filled with treasures to collect, monsters to battle, and traps to avoid, as well as the four marks that are needed to advance to higher levels. If you don't have the Mark of Fire, for example, you can't walk through the lava in the fire island.

Ultima is one of the few adventure/strategy games that push the Nintendo Entertainment System to the edge! The graphics and sounds may be limited (most of the principal characters are not very detailed), but the wealth of play options and elaborate obstacles more than make up for these minor shortcomings. For adventure enthusiasts, *Ultima Exodus* is the god-send that your Nintendo system has been waiting for.

**HIT!**

"...The game is a little difficult to get started, but once you have progressed through several experience levels, you'll be able to explore uncharted areas and become more involved with the adventure. There's plenty to see and do, and completing the quest is not the overnight pushover that some so-called strategy games turn out to be..."



- Donn Nauert

BLOW BUBBLES TO BATTLE BAD GUYS...



(Taito/NES)



Occasionally a game will come along that doesn't readily fit into one of the normal groupings (shooter, maze game, etc.); a game that is in a class all by itself. Bubble Bobble is just such a game. Although it enjoyed limited exposure as an arcade title a few years back, the vast majority of Bubble Bobble's cult following was generated when the game was introduced for home computers last year.

While it doesn't fit into any normal mold, it definitely has all of the elements that are found in four star hits.

Either one or two players can battle the bubble-keepers and wizards who populate each of the game's 100 different maze-like layouts. The basic premise is to guide Bub or Bob (the two dinosaur heroes of Bubble Bobble) through each land, blowing bubbles that can trap the bad guys. Each bubble will take shape and slowly float to the top of the screen. If you're lucky enough to hit one of the nasties with your bubbles, then the bubble, with the

enemy imprisoned within, will also rise upward where the other bubbles congregate. Jumping up and breaking the bubble with the monster inside will eliminate the meanie and turn him into any one of the different fruits or prizes that award extra points when successfully captured.

Bubble Bobble takes this interesting premise and quite effectively builds it into a challenging and addictive contest of strategy and skill. As the screens are filled with enough bubbles to keep Lawrence Welk in heaven, the ghoulies become quicker and break out of the bubbles faster. Each pattern also becomes progressively difficult, with fewer ways to escape.

Bonus prizes will also appear on certain screens, awarding enhancements like faster speed, longer shooting distance, etc. You can also acquire special bubbles that make you invulnerable or give you bonus Bubs and Bobs!

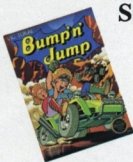
Bubble Bobble is an enchanting game that is supported brilliantly! The theme is unique, yet simple enough to grasp and challenging enough to hold your interest throughout each of the game's 100 levels of play (but you must defeat each of the rounds twice to reach a happy ending). It's a great adaptation of a game that didn't receive fair treatment in the arcades. A definite winner for the action-oriented crowd!



"Beyond some visual shortcomings, Bubble Bobble is one of the most entertaining games available for the Nintendo. The game play is appealing and the action is definitely non-stop. It is straightforward enough for novices, yet contains enough variety, hidden strategies, and challenge to keep the best of us coming back for more."



- John Styles



SOAR OVER THE BLACKTOP JUNGLE. . .

Bump'n' Jump

(Vic Tokai/NES)



While not as visually complex, Bump 'n' Jump, the latest from Vic Tokai, uses a similar type of racing structure that introduces smash and crash action into the normal road rally theme. The result is a game that delivers a good amount of action despite several failings.

Based on the Data East coin-op classic, Bump 'n' Jump does a faithful job of recreating the basics that made the arcade version so much fun to play. You crash into the various opponents and try to run them into the guard rails and boulders that border each side of the road. Get your jalopy through the gauntlet of obstacles and you get a nice bonus before proceeding to a more difficult pattern of roads.

Fortunately, your roadster has some special abilities that will definitely help you get out of tight situations. You can bring your mean machine to an abrupt halt with the 'B' button or jump over obstacles such as water, and walls with careful timing of the 'A' button.

A power meter, however, adds a touch of strategy to the game. In many areas it becomes necessary to jump from road to road, but without enough speed or power, you simply won't make it into the air. Power canisters dot the roadways, but collecting them with a street full of bullies can get awfully rough at times.

Although the Vic Tokai home version of Bump 'n' Jump has gone that extra mile and added a number of exciting new features like a repair shop that dusts off your damaged fenders, it still suffers from some rough edges. Most apparent are the game graphics that do justice to the arcade counterpart, but pale by comparison to other NES carts. The sounds are fine, but the tunes don't have a lot of depth or variety.

Game play is where this cart really shines. There isn't an abundance of bells and whistles in the package, but what's inside packs plenty of punch! Knocking the other guys off the road provides the unique twist that let's Bump 'n' Jump strut its stuff and still come out as a good choice next to more modern titles like Double Dragon and Ikari Warriors.

Bump 'n' Jump may not be the best looking cart available for the Nintendo Entertainment System, but for super game play and a lot of fun, Bump 'n' Jump gets the checkered flag!



HIT!



"...I was initially unimpressed with Bump 'n' Jump. The graphics and sounds were adequate, but nothing extraordinary. As I started playing more and more, though, the action became more furious and I found myself hooked! I strongly recommend this cart for anyone looking for a totally unique challenge..."



- Donn Nauert

DEFEAT THE BLACK CASTLE . . .

Y's

(Sega/SMS)



The setting for Y's (pronounced "ease") is a troubled country called Esteria. In the center of this land there is a huge crater. Legend has it that a huge fireball came out of the sky many generations ago and crashed into the ground. Upon impact, it destroyed itself into millions of pieces which were thrown into the sides of the crater that it had created.

Many people traveled from around the world to mine the silver that had been thrown into the skies by the massive impact of the fireball. Suddenly, however, many soldiers of fortune began to disappear from Esteria. One such adventurer set out to discover the reason behind these mysterious disappearances and was caught up in a massive storm that destroyed his ship. Somehow he made it to land and awoke to a sight that he'd not soon forget. A sinister castle loomed above him! He made his way to town where he regained his strength and spoke with



several townspeople before setting out to conquer the castle.

This begins your quest in Y's. You start with 1000 pieces of gold but have no weapons or equipment. While in town you must talk with various people and find ways to get the necessary goods for your journey. When the people talk they will give you clues as to how you should proceed. Obtain the needed equipment and it's out into the country where demons roam freely.

The game continues from city to city and back to the countryside again with plenty of demons in between. The goal is to reach the castle that rests high on top of the mountains. Inside the castle are hidden the six mysterious books of

Y's. Traverse the devilish mazes and other hideous beings in the castle's 21 floors and you may escape!

Fortunately, like other role-playing games, Y's comes with a battery back-up. If you lose your life, all you have to do is recall the game that you saved and try the same battle again or perhaps try a different approach. It works like a continue feature.

Y's is a good game that further reinforces Sega's commitment to adventure and RPG gaming. Coming on the heels of Phantasy Star, Y's has a tough act to follow. But with some nice graphics, good adventure, and wide variety of options, Y's manages to succeed on several levels.



"...Seasoned players are looking for more than just the simple adventure/quest games being offered by the competition. Y's is a great example of how good this category can get and will prove to be challenging to anybody who tries it. If you've never tried a role-playing game before, then this may be the one to start with..."

- Ed Semrad





SLICE AND DICE MEDIEVAL MONSTORS...

RASTAN

(Taito/SMS)



Conan the Barbarian lives again! Only this time his name is Rastan and his mission is more difficult than the big C. could ever have imagined. If you've played the arcade game or seen any of the Schwarzenegger movies, then you'll know what this game is all about. In a primitive time where magic rules and

cold steel is the ultimate weapon, you must guide the mighty warrior Rastan through a variety of monster-ridden lands.

At the request of the King, you must now set out to rescue his daughter who has been kidnapped from the royal palace and taken to the darkest regions of the land where few men have traveled and none have survived.

Rastan is built around seven rounds of play that take you through twenty-one battle screens. At the end of each round you must also do battle with one of the Dark Lords of Semia. Only after defeating these "Boss" creatures are you allowed to progress to subsequent rounds of play.



The game begins with three lives and three continues. You start with your trusty sword and have a power meter that will enable you to take several hits before going down. During your journey you may collect other types of weapons and power-ups that fall into offensive, defensive and special item groups. If you can find the fire axe, the ultimate weapon of destruction, then victory is yours!

Three types of armor can also be found on your way to the Princess. Each of these will lessen the damage that is usually sustained from direct enemy hits.

Also, make sure you pay close attention to your life meter. When it gets dangerously low, then it's time to start looking for special potions and medicines that will replenish your strength and reduce the amount of damage done to Rastan. Be careful though, because some of the potions may turn out to be harmful poisons.

Rastan is a good translation of a less than popular arcade title. While the game failed to generate tremendous interest in the arcades, it did help perpetuate a genre that has become tired and over-populated. Even though it may not have gotten the notice it deserved, Rastan still stands as one of the best hack and slash games released to the arcades.

HIT!



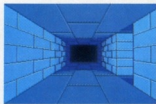
"...Overall Rastan is a good addition to the Sega lineup. The graphics are better than anything that Taito has done for the NES and the animation and scrolling are quite excellent. I like the game, especially the vines and the nightfall sequences. One of the better licensed efforts Sega has been able to add to their library..."



- Ed Semrad

Experience a New Fantasy...

Attack! The galactic tyrant Lassic hurls lightning bolts at you. But your magic blade responds with a blast of blue fire...and your team of adventurers is about to join the battle!



Welcome to the worlds of Fantasy Star,

Sega's newest adventure role-playing video game. Fantasy Star is full of traps and treasures, magic and monsters, not to mention dungeons and towers so real you'll want to wipe the slime from your boots...and



recoil from dragon fire!

Phantasy Star features space travel to three worlds, a magician's dream book of spells, 16-level dungeons, and more monsters that you can cremate with a laser gun!



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includes a built-in memory so you can save up to five separate adventures!

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FROM TONKA



BATTLE THROUGH TIME AND SPACE...

TIME SOLDIERS

(Sega/SMS)



Here's a man-to-man shooter with a twist! Take the play mechanics of Ikari Warriors and warp them back in time to one million years B.C. to battle cavemen, dinosaurs, and giant lizards. Then shift to mythological creatures from the Roman Empire and continue on to World War II and an army of

aliens from the future. These are the sights and sounds that will greet you when you play the slightly modified translation of the arcade hit Time Soldiers for the Sega Master System.

The basic theme of Time Soldiers is controlled by an alien being from an alternate universe called Gylend. Ready to consume the planet Earth, Gylend absorbed five of the planet's elite shock troopers who were sent to defeat the galactic monster. The remaining troopers were then sent on a battle through time to rescue their fallen comrades and stand together before the Master of Time himself!

Travel through time, from the past into the future, to the most perilous

times in history when the world is locked in war. It is in these areas that you'll find your five lost brothers!

In addition to the challenges offered by Gylend, you must also contend with the enemies from each era. Eliminate the bad guys and you'll ultimately cross paths with one of the Middle Bosses that guard the warp tunnels placed throughout the landscape. Enter the time channels and you'll be given a special message that will help you locate the Final Boss.

Along the way to the final confrontation with Gylend, you can avoid the warp passages and gather up various power-up items such as Three-Way shot, Missiles, and an Energy Gun. Get any one of these weapons and your power will increase through each of the following stages. The more powerful weapons allow you to inflict greater damage to the Boss aliens that you must ultimately confront.

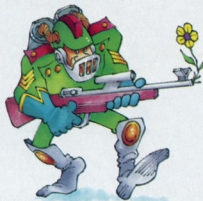
The action may be familiar, but the changing environments help add a feeling of depth that just can't be found in other shooters. These great points are unfortunately tarnished by lackluster graphics, inferior sound effects, and game play that will only be mastered by very elite players. A close call that just barely survives the competition with an original approach that is worth a look if you're an action fan.



NEAR
HIT!



"...Time Soldiers is one of Sega's hardest games and is definitely not for the novice player. There is surprisingly little flicker in the two player mode, and the twisted maze of time tunnels will keep your mind, as well as your firing button, completely occupied. If you want a definite challenge, keep this one in mind..."



- Ed Semrad

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SEND A SLAPSHOT ACROSS THE ICE...

HAT TRICK™

(Atari/7800)



Hat Trick is a one-on-one hockey game that uses large detailed characters, something that the Atari systems have never been able to handle very well, going at it with the help of two goalies that stand on either side of the static horizontal field. As the two contestants (either one player versus the

computer or two players going head-on) skate across the fresh ice, a clock winds down to determine the winner. In case of a tie, a twenty second sudden death is played to crown a victor.

The 7800 version takes the Hat Trick play theme and does a very admirable job of recreating the heart-pounding excitement of the Bally/Sente coin-op. Most of the elements are there, along with many of the subtle touches that elevated the arcade original from a standard sports game to a great all-around reflex game.

Control suffers slightly due to the 7800 joysticks and the over-reaction inflicted by the game. Instead of skating on ice you often feel as if every turn

your skater takes may be his last as he slips and slides around the arena. This does not have a major effect on the overall game, but it does take a bit of getting used to for fans of the coin-op version.

The graphics have been more or less captured faithfully by the 7800, including the fine "tracks" left behind each skater as he maneuvers along. The characters are both fully articulated and do a descent job of recreating the arcade's ice skaters. Some of the bells and whistles have disappeared, but the game does come close to duplicating its quarter-eating predecessor.

Sound effects and music unfortunately fall flat. The constant background noises from the stadium and crowds have disappeared. The most important sounds, like when a goal is scored, have been preserved, but the audio portion of Hat Trick, as is the case with most 7800 games, falls short of approaching coin-op quality.

All in all the game is well conceived and for the most part a good adaptation of a fun arcade game. It retains most of what made the game such a smash with players in the game rooms, but, being a sports simulation, is better suited to home play. A little rough around the edges, perhaps, but the game as a whole remains quite entertaining.



HIT!



"...Granted, this isn't the standard game of hockey - only two players per team - but nonetheless, it's still fun to play. The game seems to lack on the overall sound quality, but it makes up for this with a game play that's easy to grasp; it's not even necessary to read the instructions. Atari may finally have a winner..."



FROM RUSSIA WITH LOVE . . .

TETRIS

(Tengen/NES)

Game
of the
Month

Most of the video games that you play in the arcades and on your Nintendo and Sega systems come from developers and programmers in Japan. Computer games, on the other hand, are usually developed by the legions of software houses in the United States and Europe. Many of the most popular computer titles reach these shores due to licensing agreements with foreign companies based in England, Germany, and France.

One developer/programmer team that is not cast from the conventional mold of Europeans and Americans is made up of Alexi Paszitinov and Vagim Gerasimov. This pair comes straight from the motherland where Paszitinov, a 30-year-old Soviet researcher who works at the Computer Centre of the USSR Academy of Scientists in Moscow, and Gerasimov, an 18-year-old student studying Computer Informatics at Moscow University, combined forces to produce one

of the hottest original game ideas ever. A not-so-simple game of blocks called Tetris, The Soviet Mind Game.

Tetris combines many elements from a number of gaming genres. It's a reflex-tester with strategic overtones

and arcade-style pacing that keeps the action level at a constant high. The game touches so many different play



Player's
Seal of
Approval



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

THE MARK OF EXCELLENCE

To identify those games which display superior design, the U.S. National Video Game Team, a collection of the world's Best game players, have started an endorsement campaign to point out those games which deserve special attention. In the months to come you'll be seeing more outstanding home video games, computer software and related peripherals honored with the team's "Player's Seal of Approval." It's your guarantee that the games you buy are of the highest quality available . . .



A



B

FROM COMPUTERS TO THE ARCADES

Three very different views of the same game... A) Original IBM version from Spectrum Holobyte B) Tengen's two-player Nintendo translation and C) Atari Games' outstanding Tetris coin-op.



C

themes that it has had little difficulty succeeding as a computer import and will soon make its long announced arrival to the Nintendo Entertainment System. Tetris will also do what only a handful of games have ever done: complete the gaming circle and appear as a coin-operated arcade game courtesy of coin-op giant Atari Games.

Examining the Phenomenon

Some call it a cult following, but whatever the driving force is behind the popularity of Tetris it is definitely not a boring game. The problem is that it's also not an overly active game either. You never control more than one piece of the Tetris puzzle at once, and the animation of each of the pieces is limited to four different positions. No, it's not the graphics and not the animation that make Tetris so addicting. And it's not the series of Russian tunes that add atmosphere to the title. It's the totally consuming and absolutely absorbing game play. Tetris is one game that highlights the importance of good play before graphic masterpieces.

Taking a Look at the Game

Tetris is surprisingly easy to play. The goal is simple - fit the five game pieces together as they fall from the top of the screen to the bottom. If an entire horizontal line is filled that row of blocks is eliminated and any other blocks that are built up descend one level. The challenge is to keep the blocks from stacking and progressing up the screen. Once the bricks have no room to fall, the game is over.

The game really heats up by throwing in an abundance of risk incentives that range from higher point awards for moving the blocks down the screen into their final position faster to heavier bricks that increase in speed with each level completed.

Fitting blocks together may sound like the easiest video game you've ever heard of. The truth is, however, that even though you only have five different shapes to move in a maximum of four different positions, keeping these blocks from quickly forming a huge wall and ending the game is a feat that

will challenge even the best players. No matter what your gaming talents may be, don't look for any rewards from Tetris.

Tetris for the Nintendo Entertainment System

Tengen has faithfully captured the mind-bending fun of the original PC version of Tetris and, like they did with their NES home version of Gauntlet, have added many new and exciting features that make the game even more playable.

The most notable differences between the computer and Nintendo versions of Tetris are the slick, refined graphics that the Nintendo version boasts, as well as two-player interaction that

lets you compete with a friend or even the computer! You can also select one of four musical themes prior to playing. And watch out for the delightful intermissions that introduce a quartet of dancing Soviets in between rounds. All of the little bells and whistles that were absent from the computer original can now be found in the brilliant Nintendo version of this new gaming classic!

A U.S. National Video Game Team Award Winner!

While Tetris won't win any awards for being a hard shooter or riveting adventure, it does capture a multitude of the play mechanics that make these types of games so appealing. Simple but original game play make Tetris an addictive alternative to and endless supply of shoot-em-ups, kick-em-ups, and bash-em-ups, and very worthy of the U.S. National Video Game Team's coveted "Players Seal of Approval".

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FLY THE FRIENDLY SKYS . . .

F-19 STEALTH FIGHTER

(Microprose/IBM)



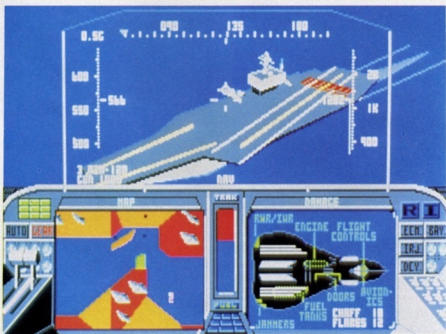
1/4" double-density floppies (or two 3.5" floppies) sporting a key disk type of copy protection scheme like Lotus used in the early eighties. Finally you'll come to the manual, and believe me this is no pamphlet! It's a slick primer on how to fly the F-19 with sections on armaments, bombing, dogfighting...absolutely everything you need. Not only is the information and instruction indispensable, but the answers to an aircraft identification quiz (one aspect of the copy protection) are found in the manual.

F-19 is a large program, therefore system requirements are more stringent than normally encountered in computer gaming. F-19 will run in 384k of memory on any PC, XT, AT, PS/2 or

It looks like the folks at MicroProse have done it again - put together a program that is guaranteed to blow the socks off computer gaming as we know it. But this is something we've come to expect from the company that brought us Gunship, Silent Service, and countless other award-winning hits.

With F-19 you're not getting the usual take-off, shoot-em-up, and land kind of game. And this is definitely not another third-person, mobile cannon firing game ported in from Nintendo. F-19 is a complete flight and battle simulation with over 50 different flight controls, 17 types of munitions and innumerable indicators, warning lights, gauges, and information screens within the cockpit. But don't even bother trying to load and play this game without first reading the instructions. It's not just a game - it's a way of life!

So what do you get for the \$64.95 retail? The first things you see when you open the three-pound, purple and black box are two double-sided four-color maps of the combat zones (Libya,



the Persian Gulf, Central Europe, and the North Cape of the U.S.S.R.). These are larger, more detailed versions of the maps displayed on the CRTs in the cockpit. There are two oversized keyboard overlays adaptable for all standard IBM and Tandy keyboards. Next, you will find three 5

Tandy 1000, but to get full enjoyment from the game, an AT or faster system is needed. The "key disk" copy-protection method allows the program to run from a hard drive, which means you can boot up and get through the interactive user screens in about one minute, as opposed to about three minutes for

floppy systems. Graphics specifications are generous, running on Hercules, CGA, Tandy 1000, EGA, MCGA, and VGA. Once again, you really need more than is called for in the specs; playing in a monochrome or the washed out world of CGA is too difficult. The sticker on the shrink wrap strongly recommends the use of a joystick, I'll go one step further. Unless you're Chuck Yeager, don't waste your time trying to fly and fight this thing from the keyboard alone. MicroProse has included a joystick calibration session which retunes the game to your joystick every time the game is loaded. Games which don't have this feature tend to always be just a little off.

While pushing the state-of-the-art, MicroProse has had to craft a product that will run on a 4.77 MHz 8088 machine (the marketing people probably wouldn't tolerate a game that is not playable on the ubiquitous PCs and XT's). They have included a detail adjustment system without the spectacularly detailed scenery. We are seeing more games written for newer, faster machines, and it is only a matter of time and money before games made for the 80386 exclusively are being sold.

The philosophy of playing this simulation is probably the same as flying a real stealth mission - don't make waves. You must avoid detection while at the same time accomplish a predefined mission. The F-19 isn't a dogfighter. Most fighters are more agile, and almost all are faster. It isn't meant to be used as a rouge of the skies, shooting down whatever's up, blowing up whatever's down. In wartime all stealth missions will be individually Ok'd by the Joint Chiefs of Staff. A hotdog

playing Top Gun would most likely muck it up. You've got to get in, do the job, and get out if you're hoping to live to fight another day. But therein lies the problem.

When you load F-19 you are tested on your knowledge of aircraft recognition. Then you are given a mission you can accept or custom design one yourself. Change the theater of operations, the level of conflict (cold war up to full-



scale conventional battle), the type of mission (air-to-air, ground strike, and training), the skill of the opposing force and the difficulty of landing. It's then armed to your specifications and you're cleared for take-off.

F-19 doesn't demand the precision take-offs and landings of Microsoft's Flight Simulator, but it's a lot more exciting. Previous flight simulator experience will eliminate a lengthy (not to mention explosive) training period. You can pick up the rudiments of its ILS (Instrument Landing System) in about 10 to 15 take-off and landing cycles. The game has an easy landing feature which adds a margin of error, making touch-down less exacting. For finding the course from points A to B, the INS (Inertial Navigation System) is invaluable. Just move the cursor

anywhere on the map and not only will it show the direction on the HUD (Heads Up Display) but it will tell you whether or not you have the fuel to get there and back. The manual devotes about thirty pages to an in-depth study of battle tactics. Space doesn't permit proper coverage here, but a thorough study by the player is a must.

Game play and variety of missions aren't the only unique attributes F-19 possesses. In addition to the standard "chase plane" and side views, it also features Tactical View and Inverse Tactical View. Tactical is a view from outside the aircraft which automatically rotates the scene, keeping your F-19 in the foreground and a designated target in the distance. This is very helpful during hard-turning close-in dogfighting. Inverse Tactical is exactly the opposite of Tactical. It keeps the designated target in the fore and your plane in the

background. It's good for ascertaining whether or not an enemy is oriented in a threatening manner. It's also very dramatic to switch to this view after losing bombs or missiles on a ground target and see what devastation your skill has wrought. Even without the multiple windowing capacity, the F-19's viewing capabilities are more versatile than those of Microsoft's Flight Simulator or Falcon AT.

A casual gamer will find himself getting caught up in F-19, while a 3 a.m. fanatic may discover a new article of obsession. A simulation more real would be frightening, but...that's been said before and one day I'm sure MicroProse's F-19 Stealth Fighter will seem quaint and old-fashioned. But today F-19 is king of the hill!

"...F-19 is absolutely outstanding! It's a solid flight simulator, an exhilarating combat experience, and is packed with more bells and whistles than almost anything currently on the market! As a fan of Gunship, another MicroProse favorite, I admire what the company has done with F-19. This game is sensational from take-off to landing!

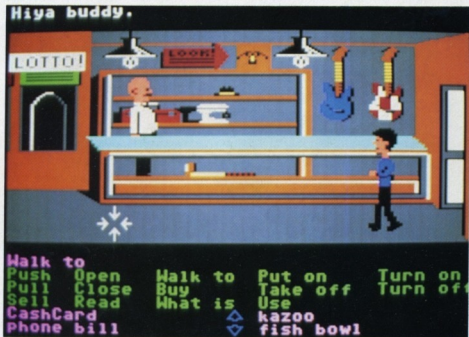
- David Harris



FULFILL YOUR DESTINY AS A SLEAZY WRITER . . .

ZAK MCKRACKEN

(Lucasfilm Games/IBM)



Zak are more normally proportioned. The sentence line at the bottom of the screen precludes the need to remember a rigid command syntax used in other adventure games. Just use the mouse (or joystick) to move the cursor to an object on the screen or a noun or verb phrase, then click and merge in the sentence line. Your fingers never have to touch the keyboard!

Zak requires 256K RAM in a PC, XT, Tandy, AT, PS/2 or compatible. Copy protection is of the civilized, code-entry type. During the course of play you are asked to give the proper reply to a code. The correct response is found on a Xerox resistant sheet included with the game. This allows seamless hard disk installation and use.

It supports Hercules, CGA, EGA, MCGA and VGA. The variety of color and resolution of an EGA or better is pleasant, but not necessary. The delight of this game is in the quest, not in 256 color graphics.

It will probably take the average gamer 40 to 60 hours to solve the mystery and save the world. Which works out to around a dollar an hour. Not bad for high adventure.



In this quest of good versus evil, you control Zak McKracken, self-professed "sleazy tabloid writer", who is charged with saving the world from terminal stupidity. The intractable Caponians led by 'The King' (an alien Elvis impersonator) conspire to take over the earth by transforming humanity into a race of idiots. Zak is allied on earth with the straitlaced Annie, and on Mars with two ditzy, space shuttle constructing, Yale coeds, Melissa and Leslie. Together they are tasked by the Skolarians, the ancient, physically extinct guardians of mankind, to build the Skolarian Device. If Zak's crew can garner the far flung components of the device, assemble, and activate it, the Caponian menace will be eliminated.

While the game's plot revolves around global domination, there is almost no violence allowed (the exception is the killing of a two-headed squirrel). It's also virtually impossible to die or be killed. Zak is a game oriented toward problem solving. Most items and information your characters encounter in their travels seem worthless but are needed later in the adventure. It's your imagination that will save the day, not your ability to mutilate multitudes of monsters via keyboard.

The mouse and menu oriented game environment developed by Lucasfilm's first hit, Maniac Mansion, has been retained and slightly improved. Whereas the on-screen characters in Maniac Mansion had giant caricature heads, the figures in

"...This is both a game of intuitive leaps and grinding logic, but mostly it's a puzzle written and designed with tongue planted firmly in cheek. You move Zak through the adventure committing numerous non-violent criminal acts (arson, petty larceny, lottery, fraud, and more) to accumulate the requisite booty to finish the game. Zak provides many hours of challenge and enjoyment, but what it really excels at is the ego boost it gives when you turn off your computer and say to yourself, 'My, my, aren't I the clever one!'"

- David Harris



BLOW THE ALIENS AWAY . . .

HYBRIS

(Discovery Software/Amiga)

Hybris is definitely one of the best arcade games presently out for any home computer. While the game theme will win no points for originality, the play action more than makes up for this predictability.

It seems that the Earth colony on the planet Jurica was recently overrun by some strange alien force. While the creatures are unknown to the galaxy, they're definitely here with hostile intentions. You are commissioned as the only star pilot with the ability to save the colony and escape the endless waves of alien terror.

The game features a wide variety of enemies that fall into three basic groups. Some are immobile ground installations that periodically fire at your ship. Others are land rovers that fire special seeking missiles. The third kind of opponent flies in various patterns around the screen attempting to either ram or shoot your ship. At the middle and end of each wave, you must successfully fend off a special "boss" enemy that fires a multitude of bullets and smaller ships in an attempt to neutralize you. As can be expected,



things get faster and more furious as play progresses.

Fortunately, you also have a few special items available to help in overcoming these obstacles. Every so often a new piece of your ship will appear that increases the power of your fighter. These power-ups add extra options to play and greatly increase your chances of survival. The ship can also be expanded for short durations of time providing even more awesome firepower!

The scrolling graphics in Hybris are outstanding! The sound track features two musical scores and the various explosions and other background noises are done exceptionally well. The joystick serves as the primary control for the ship, though certain keys can also

be used for some of the other actions, such as expanding the ship.

An interesting feature in the game is the ability to choose either a male or female pilot before you begin your mission. This appears to have no special effect other than determining which image is shown on the message screen that appears between each wave. The number of ships, speed of enemy bullets, and time between bonuses can all be adjusted by the player, making the game even more flexible.

Overall, Hybris is a wonderful game. While the first few games may be difficult, it is easy to get up to speed. Discovery Software has managed to find the balance between challenge and playability to produce a truly outstanding product.



"...Fabulous game! I highly recommend it to any arcade fan. After the typical troubles that plague my initial attempts at these types of games, I was able to consistently do well enough to make progress, though not so well as to loose interest. The graphics and sound complemented the game play so much I found myself continually coming back to play one more game before writing this review. It definitely ranks on the top of my arcade game list!..."

- R. Bradley Andrews

**DIRECT
HIT!**



ENTER THE DRAGON . . .

DOUBLE DRAGON

(Arcadia-Tradewest/C-64)



Double Dragon has proven to be one of the most enduring coin-op classics ever released into the arcades. Multiple levels of play, combined with two-player interaction and plenty of options made the game a number one hit when it was released almost two years ago. A position that it still holds to this day!

Now Tradewest, with some help from the folks at Mastertronic/Arcadia, have combined forces to release Double Dragon on a number of popular computer formats including the Commodore 64, from which this review is based.

The basic theme of the game remains intact, with both brothers (or a single player) battling with various street roughs who have kidnapped your girlfriend. You can also perform all of

the fighting maneuvers that were found in the coin-op version, including punches, kicks, head-butts, and flying jumps.

All of the bad guys from the arcade and Nintendo version have also made the transition to computer, with whip-totin' women and dynamite tossin' thugs surrounding your position at every turn. These bullies don't go down easy either! Each bad guy has to take four or five falls before disappearing for good! There are four different levels of play, with new characters introduced throughout the game.

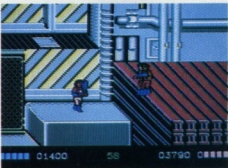
Tradewest and Arcadia have done an admirable job of recreating the smooth scrolling backgrounds that made the coin-op such a sensation. There's depth and clarity, and the whole screen

moves with terrific fluidity. The whole package looks great.

The game, unfortunately, is not without some flaws. One of the game's most noticeable shortcomings is the complete lack of background music or sound effects. While there are some nice punching, kicking, and moaning sounds, you'll never hear any of them unless you're making contact with one of the thugs. Certain effects, like cracking whips, only come off with marginal success.

Another rough edge that Double Dragon suffers from is a play mechanic that is too regimented. While the arcade had bad guys constantly attacking from every direction, the C-64 version has only pairs of attackers approaching at any one time. You fight and move and fight and move and fight and move. While the tone of the one-on-one action is preserved, much of the continuity is lost.

Even though Double Dragon for the C-64 does have some problems, the super graphics and basic game play of its namesake have been retained for the most part. A nice first effort from Tradewest that's long on looks.



"...I was immediately relieved when I read through the documentation and found that Double Dragon did indeed have the option for two player simultaneous play. After Tradewest produced a very good one player version of Double Dragon for the Nintendo, I held a lot of hope for the two player computer translation. While the game does capture a lot of the fun from the arcade, most of the spontaneity and surprise are unfortunately missing. Nonetheless, a good translation of an incredible coin-op game..."



- John Styles

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BATTLE FOR CONTROL OF YOUR KINGDOM . . .

SWORD OF SODAN

(Discovery Software/Amiga)



Many years ago your blissful youth was shattered when an evil wizard slew your father and took over his kingdom. After many years of training, you are ready to return and release the kingdom from its oppressors.

In *Sword of Sodan* you must guide your alter ego through the many medieval perils to avenge your father's murder. Shortly before the King was slain, both his son and daughter were secretly removed and taken to a far-away land, where they have been trained in the art of swordsmanship by a master of the craft. Now one of them, armed only with the powerful *Sword of Sodan*, must proceed to the castle to confront the evil Wizard face to face.

Your quest begins at the city wall and continues through the town, forest, and

graveyard, until you finally make it to the castle. The Wizard is found only after successfully completing eleven different waves of opponents. Some of these enemies, such as those in the first few waves, simply thrust at you with their weapons while others can send bolts of energy or damage you by simple contact. Each injury briefly stuns your character and drains your life force. You die when this force is gone. Fortunately, five "lives" are available to complete the quest, though all extra strength is lost upon death.

The joystick is used to control all movement. While this somewhat limits the options available, it does work well in practice. The graphics are outstanding and feature high quality animation with the actual characters taking up to

a third of the screen, not the puny characters that typically populate this type of game. The sound is also of extremely high quality and many of the noises are digitized, adding to the overall atmosphere of the game.

The game comes on three separate disks and all three are required during play. A replay mode is available for those with extra memory that allows the player to view his last attempt at invading the castle, sort of like a VCR inside the computer!

While the initial movement and combat takes a bit of effort to learn, a player can quickly come up to speed and do fairly well with the game in a short period of time. But it will still take many hours of play to learn how to fight each opponent and finally defeat the Wizard.

Superb graphics and sound compliment proven play themes to produce a game that will provide an abundance of enjoyment.



*"...When I first began to play with *Sword of Sodan*, I had some initial trouble learning how to effectively control my character. But once I realized how to use the joystick controls it became a very simple task to reach the upper levels. The graphics truly amazed me, fitting the bill for hack and slash gaming enthusiasts everywhere..."*

- R. Bradley Andrews



DEFEAT THE PACIFISTS IN YOUR OUTBOARD . . .

OFFSHORE WARRIOR

(Titus Software/Amiga)



The year is 2049. Several years ago the Extra-Terrestrial Pacifists took control of all facets of life on Earth. They did away with violence and war, as well as watered down or completely eliminated all sports involving action or aggression. Then the Offshore Warrior movement arose to fill this gap in human fulfillment. Four large bodies of water were cordoned off and turned into gigantic racing courses. These included Lake Michigan, Lake Victoria, the Finland Gulf, and Lake Baikal. In addition, many rows of bleachers were erected along their shores to allow large numbers of people to have a first-hand taste of the sport.

You have been approved to begin your Offshore Warrior training and your first race is now at hand. Not only

must you watch out for the hazards of Mother Nature, the other racers are also trying to do you in. Fortunately, your own boat is also armed with several missiles which can be used to eliminate the opposition. Alas, you'll find more enemies exist than missiles, so good racing skills are also necessary to further your racing career.

Each racing year consists of races on each of the four lakes in order, with only the first and second place finishers continuing on to battle in the next race. Only your skill, and a fair amount of luck, will determine how many years you can reign as a top-notch Offshore Warrior.

The intro screen to each race features a quality portside view of the upcoming lake. The opposing boats and dan-

gerous rocks are drawn well enough to add to the feel of truly racing for your life. The sound, while simple, is effective and also adds to the overall enjoyment of the game. It is very satisfying to hear a pesky opponent being blown apart by one of your missiles.

A major drawback to the game is its limited theme. The goal is to simply complete one race after another, which becomes tedious after awhile because the only difference is, that later races feature more opponents and more missiles. Firing your rockets can also become quite a task to perform. It appears that the missiles will fire from whichever direction you are leaning at the time. It quickly becomes frustrating to fire a missile and miss an enemy directly in front because the missile was fired from the wrong side of the boat.

On the whole, Offshore Warrior features some top quality graphics and sound, but these cannot rescue the game from the repetitive play mechanics. Die-hard racing fans may enjoy the originality that Offshore Warrior has to offer, but for most this game is nothing but a walk on a treadmill.



"...I had a good time playing Offshore Warrior once I learned how to correctly hit targets with my missiles. Once this was mastered, the racing elements became more a matter of skill than chance. I would even find myself swaying back and forth in my chair as the boat banked left and right; a real testament to what the programmers were able to do. Unfortunately, this glitz wore off after a short time and the game ultimately failed to hold my attention for any length of time..."

- R. Bradley Andrews



(Continued from page 30)

Despite its more powerful 16-Bit cousins, the P.C. Engine still stands out as the most impressive of the new machines.

SEGA MEGA DRIVE (Sega)

Processor: 68000 with a Z-80 on board

In Japan: Just released, no available numbers

Software on: Cartridges

Third Party Support: None at this time

Expected U.S. Appearance: Rumored sometime in mid-year

Expected Price of System: \$150.00 - \$200.00

Expected Price of Software: \$30.00 - \$80.00

Accessories: CD ROM, Drawing Tablet, Computer Keyboard, Disk Drive

Controls: Large eight-way pad control and three buttons

Compatible with: Sega Master System (with Adapter)

The Mega Drive is the first true 16-Bit console to appear on the home gaming scene. Utilizing a system that is similar to that used in the coin-op versions of Shinobi and Altered Beast, the Mega Drive has the capabilities of doing some truly remarkable stunts. Some of the magical tricks that Mega can perform range from scaling (sizing graphics characters so they appear to get larger or smaller) to a color pallet of over 256,000 colors!

The library of Mega Drive games is limited at this time, although Sega has announced plans to have more than a dozen cartridges available by mid-1989. Among the favorites that are currently available, Space Harrier II, Super Thunder Blade, and Altered Beast have received generally good re-



THE SEGA 16-BIT MEGA DRIVE

views in the Japanese game press. Upcoming releases include Phantasy Star II that comes with six meg and a battery back-up, and a new Alex Kidd adventure that is similar to the original Master System hit.

The initial games for the Mega Drive are only scratching the surface, however, of what this system can actually do. The first releases share the same pastel colors of most of the Sega Master System carts and none of the detailed color combinations that the unit can produce. The first batch of games play well, but are not outstanding.

The fact that the Mega Drive can expand into a computer with a disk drive may help broaden the base of support for the system. With the use of a low-priced adapter, you will be able to play existing Sega Master System carts as well. But if Sega hopes to go against the P.C. Engine and the Nintendo Entertainment System, they're going to have to produce better 16-Bit games and more of them.

SLIPSTREAM (Konix)

Processor: Rumored to be a 8088

In Europe: Planned release in summer of '89

Software on: Cartridges and Disks

Third-Party Support: Many European development houses

Expected U.S. Appearance: Late 1989

Expected Price of System: \$200.00 - \$250.00

Expected Price of Software: \$50.00 and up/\$25.00 for disks

Accessories: Hydraulic simulator chair (\$150.00), Disk drive

Controls: Unknown

Compatible with: Nothing

One of the more mysterious pieces of 16-Bit hardware coming down the pipe, the Konix Slipstream uses its power to produce what sources have called "the ultimate video game system"! Labeled by insiders as an incredible and new application of existing hardware, the Slipstream is rumored to have some of the best graphics around. The unit as a whole is shrouded in secrecy, but there is some information coming into the picture from highly reliable sources.

First of all, the Slipstream is scheduled to have more than thirty games completed by the end of the year, giving it the largest library of all the true 16-Bit game systems. Most of



PC ENGINE WITH CD-ROM ADAPTER



NINTENDO'S SUPER FAMICOM

the initial software support will come from the legions of development houses throughout Europe (Gremlin, U.S. Gold, Ocean, etc.), as well as some possible support from major U.S. computer players such as Epyx and MicroProse. It is known that ten software houses will be signed up to produce three games each in the first year and Konix must give their stamp of approval for the games to be released. Since Nintendo has locked up most of the popular coin-op licensees, the Konix Slipstream will concentrate on original efforts and computer translations.

The lack of recognizable coin-op names and the higher price tags that have been reported to EGM will be the unit's main stumbling blocks. While there have been some rumors of a disk drive that will play lower priced software, most of the cartridge based games will fall in a \$50.00 and higher price bracket that will be difficult to absorb. For price tags like that, the Slipstream games are going to have to be of incredible quality and computer translations don't seem like the logical path to proceed if big numbers are the goal. The Slipstream does have some marketing aces up its sleeve, however, in the guise of an After Burner-style simulator chair that will rock and roll to the action.

American release of the Slipstream is sketchy at this point, but all fingers point to Epyx who has been secretly developing an entertainment system of some kind using the same development team responsible for the Amiga computer. Is the Epyx console, in fact, the Slipstream? Epyx has admitted their interest in the Slipstream project in the British game press, but whether or not they bring the 16-Bit unit over

or are developing one of their own, remains to be seen.

SUPER FAMICOM (Nintendo) Processor: Unknown

**In Japan: Summer release planned
Software on: Cartridges**

**Third Party Support: Expected to be
extensive, including most of the exist-
ing licenses**

**Expected U.S. Appearance: Rumored
to be sometime in 1990**

**Expected Price of System: Rumored
to be between \$100 and \$200**

**Expected Price of Software: Un-
known**

Accessories: None

**Controls: Standard pad with four
buttons**

**Compatible with: Existing Nintendo
carts**

A system with even more secrecy hiding it, Nintendo's 16-Bit Super Famicom (the Famicom is the Japanese equivalent of the Nintendo Entertainment System) has been hailed as "the most incredible game system ever seen" by those who have been privy to the limited exposure that Nintendo Japan has given it.

Very similar in shape and size to the existing Famicom or the P.C. Engine, the Super Famicom will be able to play any and all kinds of video games ranging from Flight Simulators (Nintendo uses a flight simulator program in existing demonstrations) to a new Super Mario adventure (Super Mario Bros. 4!)

While the Super Famicom is essentially finished, Nintendo is waiting for the level of software support from third-party sources to catch up with the hardware. A lack of games is the only thing plaguing the Super Famicom, but continued strong sales for the 8-Bit Nintendo Entertainment System may hamper a stateside release until sometime in 1990. Nintendo simply doesn't need to release their 16-Bit on these shores...they would be doing nothing but cutting in to the sales of existing NES consoles and carts.

While more will be known about the Super Famicom in the months to come, a complete picture will probably not be made clear until the unit's planned summer release in Japan.

NINTENDO'S

"GAMEBOY"

HAND-HELD SYSTEM!!!

Nintendo has had few problems reviving the home video game industry with their Nintendo Entertainment System. Now Nintendo is banking on a new interchangeable cartridge system that will play a variety of arcade-style games in a self-contained hand-held unit!

Nintendo's next great game system, called GameBoy, will have the capability to play a number of arcade-style games. Among the first games being offered is Super Mario Land, a Super Mario spin-off loaded with hidden items and plenty of worlds to explore; and Alley Way, an Arkanoïd-ish wall breaker.

The unit itself is shaped sort of like a Walkman and comes with a standard Nintendo flat pad, two buttons, and Select and Start buttons built into the surface of the unit. It uses dot-matrix images to create the different game screens on its green monitor. The unit is expected to retail for around \$70, with game carts coming in at around \$20



Nintendo's GameBoy with Super Mario Land

In a related story, EGM has discovered that the rumored Epyx game system is not a 16-Bit Mega system, but rather a self-contained color hand-held cartridge unit! The steep \$160 price tag that is rumored to go with the Epyx system may scare off potential buyers, especially in the company of Nintendo, but the game graphics and color resolution have been described as extraordinary by those who have seen it. Stay tuned!



INTERNATIONAL SCOREBOARD

COIN-OP GAMES

Video Games

GAME	NAME	SCORE	DATE	PLACE
720	Ron Perelman	527,100	07/28/87	Lakewood, CA
1942	N. Watson	12,172,270	n/a	Bridlington, U.K.
1943	Brian Chapel	2,947,360	06/23/88	Mesa, AZ
After Burner	November Kelly	68,588,000	08/07/88	Tokyo, Japan
Alien Syndrome	Donn Nauert	2,269,200	02/02/88	Orange, CA
APB	Greg Gibson	1,002,324	01/23/88	Placentia, CA
Arkanoid	Mike Chase	1,366,640	09/23/87	Houston, TX
Blasteroids	Mark Twitty	2,773,840	04/20/88	Garden Grove, CA
Bubble Bobble	Tom Gault	5,823,600	03/04/88	Duluth, MN
Cheyenne	Donn Nauert	319,209,350	06/27/85	Austin, TX
Contra	Jim Hernandez	2,021,400	11/12/87	Newark, CA
Crystal Castles	Frank Sey	902,637	n/a	New Albany, IN
Double Dragon	Brian Chapel	130,900	07/11/88	Mesa, AZ
Dragon Spirit	Dow Luk See	400,630	04/28/88	Fullerton, CA
Enduro Racer	Jack Gale	40,973,617	05/20/87	N. Miami Beach, FL
Final Lap	Jim Killy	2:35.68	07/27/88	Huntington Beach, CA
Galaga '88	Mark Reyes	709,770	07/14/88	Rancho Cucamonga, CA
Ghost 'n Goblins	Steve Donaldson	811,000	n/a	Chico, CA
Gimme a Break	Carlos Gonzales	2,303	06/28/87	San Jose, CA
Hang-On	Don Novak	40,715,030	06/27/86	Wichita, KS
Ikari Warriors	Stan Szczepanski	1,799,000	06/28/87	Lakewood, CA
Ms. Pac-Man	Darren Harris	878,680	n/a	Staten Island, NY
Night Stocker	John Wilson	7,634,900	06/28/87	Kenosha, WI
Ninja Warriors	Brian Chapel	188,900	07/22/88	Mesa, AZ
Operation Wolf	Mark Twitty	212,350	n/a	Garden Grove, CA
Out Run	Monte Poston	48,651,380	04/25/88	Daytona Beach, FL
Pacland	Mark Mendes	4,150,400	n/a	London, U.K.
Pac-Man	Tim Balderamos	3,197,360	01/28/83	Rapid City, SD
Pacmania	Donn Nauert	385,570	08/06/88	Austin, TX
Pole Position	Les Lagier	67,260	06/27/84	San Jose, CA
Pole Position II (Test)	Jeff Peters	81,870	05/24/86	Rancho Cucamonga, CA
R-Type	M.J.D.	434,900	n/a	Hants, U.K.
Rygar	Tseliang Yang	3,450,570	11/06/87	Austin, TX
Shinobi	T.E.C.	423,600	06/21/88	Fullerton, CA
Sky Soldiers	Jeff Peters	1,215,000	07/16/88	Los Angeles, CA
Speed Buggy (South)	Mark Foster	177,480	06/27/86	Brea, CA
Spy Hunter	Paul Dean	9,512,590	06/28/85	Upland, CA
Star Wars	Robert Mruczek	300,007,894	01/22/84	New York, NY
Super Contra	Keith McMiller	623,360	07/23/88	Norfolk, VA
Super Dodge Ball	Steven Gore	2,105,500	n/a	Austin, TX
Super Hang-On (Expert)	Mark Twitty	39,381,040	n/a	Pasadena, CA
Thunder Blade	Steve Ryno	6,482,810	n/a	Fullerton, CA
Twin Cobra	Shannon Ryan	1,580,780	n/a	Upland, CA
Xenophobe	Mike Ward	2,500,000	01/20/88	Madison, WI



INTERNATIONAL SCOREBOARD

Pinballs

GAME	NAME	SCORE	DATE	PLACE
Big Guns	Jelly Cartagena	58,234,100	n/a	New York, NY
Banzai Run	Jim Killy	16,810,890	07/24/88	Huntington Beach, CA
Cyclone	Danny Carranza	31,486,700	07/01/88	Los Angeles, CA
F-14 Tomcat	Jelly Cartagena	38,002,820	n/a	New York, NY
Gold Wings	Jim Killy	162,780,800	n/a	Tustin, CA
High Speed	Mark Moore	24,081,920	09/28/87	Marshall, TX
Laser War	Jelly Cartagena	72,483,440	n/a	New York, NY
Pin Bot	Jelly Cartagena	38,483,400	n/a	New York, NY
Space Station	Jim Killy	13,680,400	02/02/88	Tustin, CA

Home Games

Nintendo

Arkanoid	Chris Ryan	224,800	12/22/87	Kenosha, WI
Contra	Jim Hernandez	6,553,500	05/02/88	Fremont, CA
Double Dragon	Jim Hernandez	128,350	05/29/88	Fremont, CA
Gradius	Nigel Planner	984,300	11/12/87	Dayton, OH
Gun.Smoke	Donn Nauert	999,990	05/22/88	Austin, TX
Karnov	Ralph Mendes	534,500	02/11/88	New York, NY
Legendary Wings	Donn Nauert	5,159,000	08/09/88	Austin, TX
Mega Man	Brent Walker	357,200	n/a	Austin, TX
Mighty Bomb Jack	Ron Perelman	1,028,470	04/04/88	Costa Mesa, CA
Rad Racer	Jeff Yonan	54,697	04/25/88	Fremont, CA
Rush'n Attack	Jeff Yonan	2,321,400	06/05/88	Fremont, CA
Sky Kid	Howard Kim	250,620	10/29/87	Chicago, IL
Solomon's Key	Steve Harris	1,207,800	02/26/88	Etiwanda, CA
Spelunker	Charles W. Leonard III	1,689,450	12/24/87	Anaheim, CA
Spy Hunter	Mike Dean	88,035	02/27/88	Miami, FL
Star Force	Donn Nauert	5,921,500	04/12/88	Cucamonga, CA
Super Pitfall	Jim Hernandez	2,115,000	04/27/88	Fremont, CA
Wizards and Warriors	Jim Killy	639,500	07/20/88	Huntington Beach, CA
Zanac	Jeff Yonan	15,197,360	04/14/88	Fremont, CA

Sega

After Burner	Jeff Yonan	9,704,000	05/28/88	Fremont, CA
Enduro Racer	Greg Wood	08:26:07	12/14/87	Riverside, CA
Fantasy Zone	Jeff Peters	7,948,200	01/21/88	Etiwanda, CA
Fantasy Zone II	Jeff Yonan	16,221,100	06/17/88	Fremont, CA
Global Defense	Jeff Yonan	715,570	05/12/88	Fremont, CA
Missile Defense 3-D	Mark Rezapanski	637,000	11/29/87	Seattle, WA
Out Run	Danny Lee	54,249,160	05/10/88	San Jose, CA
Space Harrier	Bill Day	7,266,990	11/12/87	Des Moines, IA

For information on how to submit a high score to the APA International Scoreboard, send a self-addressed, stamped envelope to:

APA International Scoreboard, 13020 Pinon, Etiwanda, CA 91739.

GAME OVER

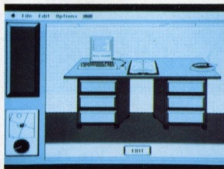
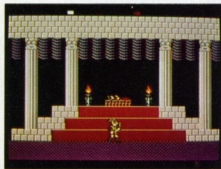
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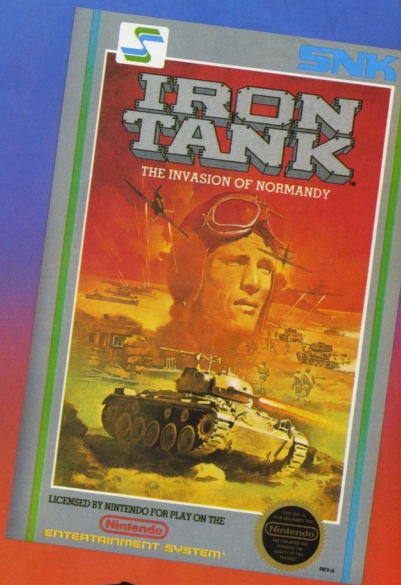
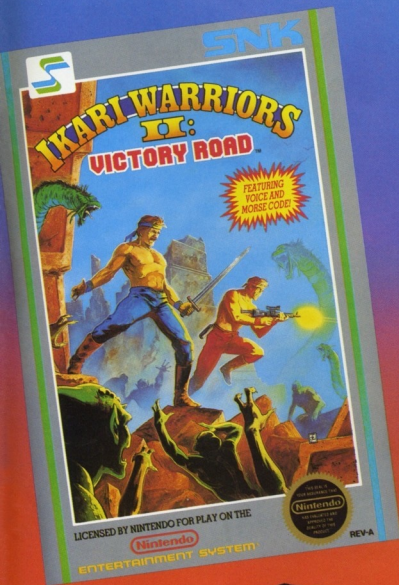
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