

TOP SCORE

November/December For Members of the Amusement Players Association \$2.00 U.S. (\$3.00 Canada)

SEGA BURNS UP THE SKY WITH

AFTER
BURNER



Also in this Issue...

- U.S. National Video Game Team Rates Top 50 Home Games
- International Champion Donn Nauert
- Pinball Expo Coverage

TOP SCORE

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November / December

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The Amusement Players Association, the international organization of video game and pinball players: Steve Harris, President; Perry Rodgers, Treasurer; Jeff Peters, Regional Representative Coordinator.

INSERT COIN

Coin-Op Games Remain Strong

As the seasons change and we approach a new year, Southern California has survived the greatest earthquake in over a decade, U.S. warships have pounded Iranian targets, and the stock market has suffered its worst drop in history. Rest assured, this fall does hold some good news for coin-op game operators and enthusiasts. This fall the 1987 AMOA exhibition will usher in some of the most fantastic products an arcade has ever seen; more flash, more interactivity, more fun.

The coin-op industry's recovery is welcome news to the thousands of game owners and operators who have weathered the storms that followed the video game "boom" of 1981. But the current stability felt within the industry didn't come from an overnight stay in the hospital. Many factors contributed to the turn-around, but the main reason seems to be the influx of quality games with sharper graphics, sounds, and play value, being offered at lower prices. This has allowed the operators to buy more games and earn more on their investments, expanding game locations.

There are a few sour notes being dropped here and there. Some manufacturers are fielding complaints that new games, which sometimes cost as much as \$3,000, are being copied and offered for play on the home systems much too rapidly. Many believe that quarters are going to buy home game systems and carts, instead of plays on their games.

The concerns are warranted. During the first boom, coin-op games were being turned out *in masse*, while licenses for home translations were being purchased just as quickly. It was never proven that the home versions of popular coin-op games detracted from the title's success in the arcades, but it did seem ironic, at first glance, that a coin-op machine's success directly affected the potential of the consumer games they were trying to compete with.

Things have changed, however, and today's consumer video game revolution does not suffer from the same lack of organization that plagued an identical trend in the early eighties. Nintendo, the number one producer of home video game products in the U.S., keeps rigid limits on the number of games that can be released as well as their frequency. The majority of the companies manufacturing software for the system also have deep roots within the coin-op industry and understand the issue from all angles. Most home game renditions of their coin-op favorites don't find their way onto store shelves until a minimum of six months has passed (sometimes nine months or even a year). This gives the coin-op operator an ample amount of time with which to recoup his investment without fear of losing interest to the "kid with the carts."

Another important consideration concurs with the feelings of most game players who agree that no matter how advanced the systems become, they'll never be able to surpass the fast-action quality of their arcade counterparts. Also, many of the titles available for the home systems don't even exist in the arcades, reducing the conflict with the games found in the arcades.

As more home systems find places on the living room floors of America, the debate on their positive and negative affects to the coin-op industry will surely rage on. The issue is one of dominance and fear, and mirrors a similar problem that the movie industry faced when video tape machines flooded the market. That question was answered (little changed took place despite the fact that millions of the units have sold) and for the time being, arcades have nothing to worry about as well. This issue of Top Score is packed with reviews of the latest coin-op releases; many that won't debut until the AMOA show November 5-7. All of the machines reviewed in this special edition have all the gusto needed to attract players.

No matter how good the games play at home.

The Editors

The Future is Approaching.



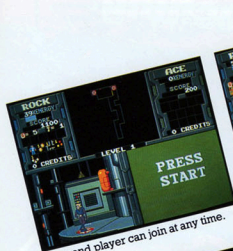
- Striking futuristic cabinet is an attention-grabber for all types of locations.
- New breakthrough technology provides players with a unique 360-degree first-person playfield.
- An exclusive 8-way joystick features a new twist on an old control, a knob on the top used for turning in place, thus allowing a change of views.
- Two-player simultaneous configuration inspires both competition and cooperation between players for maximum earning potential.
- Add-a-coin game continuation encourages player exploration of Xybots' unlimited number of game play levels.

Join the quest for supremacy!

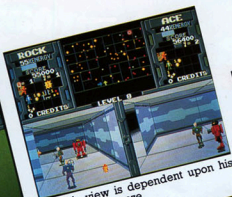


XYBOT

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A second player can join at any time.



Player's view is dependent upon his position in the maze.

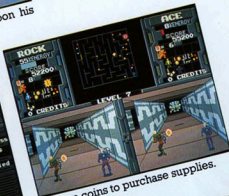


Players must overcome the Master Xybot who stands as sentry every few levels.

Join Major Rock Hardy and Captain Ace Gunn on their quest to overcome the Master Xybot and his horde of evil robotic monsters.



Supplies can be obtained at the end of each level.



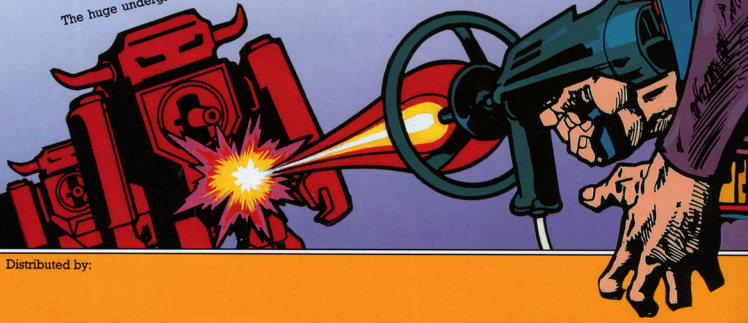
Pick up coins to purchase supplies.

by the Xybots is composed of mazes with locked doors and transporters to connect different areas of the same level. Players must battle the Xybots and reach the exit elevator to advance to the next level. In the mazes, players find energy pods to restore energy, keys to open doors and coins to buy valuable supplies in the store. At the end of each level, players enter the store where supplies can be purchased. Some supplies are permanent, others are only temporary and must be replenished.

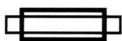
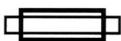
Every few levels players must face the master Xybot in a one-on-one duel. Only by defeating the master Xybot can players advance to the next level. The penalty for losing is to be sent back a few levels.

Width 27 in. (69 cm)
Depth 34 in. (86 cm)
Height 73 in. (185 cm)
Weight 302 lbs. (137 kg)

The huge underground multi-level city created



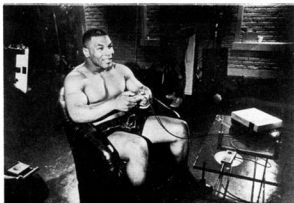
Distributed by:



...Video games are doing great according to the latest industry information. Coin-operated amusement machines (both video game and pinball) are collecting in excess of \$4,000,000,000 annually according to **Play Meter** magazine, and **Nintendo** has recorded sales of 4,000,000+ units of their **Nintendo Entertainment System** (with 3,000,000 sold this year alone!). Looks like a fun-filled 1988...The **Crystal Castles** high-score, which has changed no less than a dozen hands since the game was released, was recently pushed over the 900,000 point barrier by **Frank Seay** of Indiana. For those of you who know the game, you can appreciate the skill and talents Frank has displayed. For those of you who haven't played **Crystal Castles** religiously for the past three years, try to imagine moving the Statue of Liberty. With your hands behind your back...Could someone please ask that strinkey I met in England to give my jacket back...**Mike Ward**, the video game player extraordinaire who was pro-filed in our Winter '87 issue, has just released his own line of instructional video cassettes that explain the secret strategies of top video game players! The first tape, distributed by a company called **Video Profiles**, features **Renegade** (Mike's personal forte), **Gladiator**, and **Pin-Bot**. Get in touch with Mike for more details at 2837 University Avenue, Madison, Wisconsin 53705...**Strategic Simulations, Inc.**, in an ongoing appraisal of Presidential election politics, said that in an unscientific sampling of results playing SSI's best-selling computer game, **President Elect - 1988 Edition**, Republican hopeful **George Bush** would probably beat currently announced Democratic party presidential candidates if the election were held tomorrow. This, of course, does not take into account **Biden's** slip of the tongue or **Dukakis'** underhanded ploys...**Mastertrons International**, one of the world's most prolific low-priced computer software companies, is making arcade games! A new division, **Arcadia Systems**, is developing a number of titles using existing Amiga-based technology (the first game is a humorous

conflict of giant monsters called **Aaargh!**). In a related development, **Electronic Arts** has been chosen as the distributor of the **Arcadia** line. More on this company next issue...**Ed Logg**, the mastermind behind **Atari's Asteroids** and **Gauntlet**, has a new game on the horizon that is reportedly "unlike anything we've ever seen." **Quartermann** discovered that the unit is a two-player, first-person perspective game loaded with features and it also has - well, we promised our sources that we wouldn't tell, so you'll have to wait until next issue...**Nintendo's Punch-Out!!** for the NES is now **Mike Tyson's Punch-Out!!**. We saw an early copy of the game and it looks great; it has more screens, new opponents, and you have to fight against Mike before you get the championship belt. Good luck!...Just got off the phone with **Will Smith** of Portage, Wisconsin and he let me in on some fantastic tricks on the NES games: **Ghosts and Goblins**. Hold the directional pad to the right while tapping the 'B' button three times. Next tap the up arrow on the pad and hit the 'B' button three times. Follow this by tapping the left arrow and the 'B' button three times, then the down arrow and the 'B' button three times. Push start and you can begin your game on any level! **Gradius** - You can receive a full power-up (multiple, shield, and speed) by pausing and then pressing up, up, down, down, left, right, left, right, 'B' and 'A'. You can also use secret continues on the following games by using these commands: **Gradius** - Push down, up, B, A, B, A, B, A, B, A, and then start. **Ikari Warriors** - Before the title screen returns, push A, B, B, A for three more men. **Soloman's Key** - Hold the up ar-

row and push the A and B buttons simultaneously. **Super Mario Bros.** - Hold A and press start. **Trojan** - Hold the up arrow and press start. Good work Will! If you find any game secrets like the ones listed above call us immediately for a special reward! Now maybe up, right, B, A, A, A, down, left, B, up, A, A, left, left, B, A, right, left, and B will make my bills go away...Sega also has a **secret game** in each Master system that can be played by leaving a cartridge out of the console and pushing the pad up while pressing both buttons simultaneously! I'll print the names of the first ten people who can tell me how many rounds there are in this game and what happens when you finish it. Write to P.O. Box 1558, Torrance, CA 90505...The 200,000th copy of **Accolade's** magnificent computer baseball game, **Hardball**, was awarded to **San Francisco Giants** outfielder **Joel Youngblood** during a presentation at **Candlestick Park**. Joel, an avid game player, was injured recently and could not play for the remainder of the season...**Data East** received gold awards recently for outstanding sales of their **Tag Team Wrestling**, **Karate Champ**, and **Commando** games during the **1987 Software Publishers Association Conference**. **Data East** is also the only manufacturer to ever hold the number one, two, and three positions simultaneously on the best-seller charts. Way to go!...**After Burner**, the intense, high-action shoot-em-up currently blazing its way through arcades (and onto the cover of this issue) is reportedly selling for as much as \$11,000 in simulator form...**Broderbund** is sponsoring a consumer sweepstakes to promote its new **Superbike Challenge** game. Top prize is a **Suzuki 650cc** motorcycle...**Eugene Jarvis**, the creative genius behind early video favorites **Defender**, **Stargate**, and **Robotron**, is now working on pinballs! He recently collaborated with pinball designer **Steve Ritchie** on the lightning-fast **F-14 Tomcat**...That's it for this episode. Tune in next issue for all the latest from the video grapevine. Until then - don't do anything I wouldn't do...



So this is how Mike Tyson spends his free time!

- Quartermann

DONN NAUERT CROWNED INTERNATIONAL PLAYER-OF-THE-YEAR

U.S. and U.K. video game teams compete for top honors at PCW

Games, games, and more games! That is the theme of the **Personal Computer World (PCW)** show, an annual computer and home game system convention that, unlike most trade shows, is also open to the general public.

Held each year in the month of September, the PCW attracts gaming enthusiasts from around the world to London for a behind the scenes look at the latest trends and products in the electronic entertainment field. In addition to the latest gaming hardware, the PCW also previews the best computer and home game software from the leading European manufacturers.

The 1987 PCW played host to over 70,000 game players. All of the latest coin-op to home translations could be found on the two crowded floors of games, everything from 720° to **Super Sprint**. Video game renditions of popular summer movies like **Platoon**, **Robocop**, and **Masters of the Universe**, also played to positive crowds.

One company that received exceptionally favorable reviews at the PCW was **Mastertronic International**. Mastertronic, well-known for its line of low-priced, high action computer games, displayed a new line of coin-op titles to be released later this year by a new division of Mastertronic called **Arcadia**. The Arcadia games, based on the Amiga board, feature all the bright and colorful animation, sterling sound and musical effects, and superior play quality inherent to all Mastertronic titles.

Players fought their way onto the Arcadia stand to try their hands at **Road Warriors**, a futuristic race around planets in spherical cannons; and **Rockford**, a fantastic update to the computer classic, **Boulderdash**. Both games drew plenty of attention during the four day show, and served as the backdrop for what was billed as the first international competition.

Sponsored by Mastertronic and **Computer and Video Game** magazine, the **U.S. National Video Game Team** made their first appearance in Great Britain to compete against an organized team of players. The **U.K. Video Game Team**, formed prior to the exhibition, was ready to greet their undefeated Am-

erican guests on the Mastertronic/Arcadia stand to a video game shoot-out for the title of "**International Video Game Player-of-the-Year**."

The four man contingent representing the United States was led by **Donn Nauert**, winner of the **Texas-State and North American** championships. Along with teammates **Jeff Peters**, **Perry Rodgers**, and **Steve Harris**, the U.S. National Video Game Team members in England had over a dozen video game high scores recognized by the "**Guinness Book of World Records**," and over 25 recorded with the **APA International Scoreboard**.

Their competition, was massed largely from the numerous video game periodicals in Europe, and included noted game reviewer **Julian Rignall**. The U.K. team was rounded out to four, with head to head competition on a selected Arcadia machine planned for the last day of the show.

When the main competition started, both the U.S. and U.K. teams shared a common strategy. Since the final win-

scored an amazing **23,880**, edging out the **22,000+** performance of the leading U.S. team member, **Jeff Peters**. But, in the clutch with only seconds to spare, **1987 North American Player-of-the-Year Donn Nauert** rallied against the increasing odds and ended his game with **23,980**; just one hundred points ahead of the European leader.

But one hundred points was all it took to earn Donn the honor of **1987 International Video Game Player-of-the-Year** and allow the United States to retain its undefeated status and bring home its first international victory.

Reflecting on the tournament and the U.S. National Video Game Team win, Donn Nauert had positive feelings. "It was a good contest. Mastertronic did a great job of administering the event, especially since this was the first attempt at a true international competition." he said. "I think we won because we didn't underestimate the playing skills of our opponents. Their scores prove that they're tremendous game players. The ground is wide open for a rematch, and I know I speak for the entire team when I say that I would definitely like to compete against the U.K. team and game players of other nationalities whenever a challenge is issued."

Donn and the other gents on the U.S. team will likely get this chance soon. Already Mastertronic is talking about working with **Top Score** and **Electronic Game Player** magazine, a leading consumer video game publication, on a U.S. vs. U.K. rematch, with the action played out in the United States this time; possibly at the **Winter CES** in **Las Vegas** this January. There is also talk from other countries who are currently forming video game teams of their own to compete against the U.S., U.K., and other national organizations.

But for now, Donn Nauert and the U.S. National Video Game Team are content to savor the prestige of their victory. Donn is practicing his game playing skills on a new **Sega Master System** awarded by Mastertronic for his exceptional game playing talent (Mastertronic is the distributor of Sega products in Europe). The rest of the team is also sharpening their skills on both home and arcade games in preparation for their next chance to represent the United States in the competitive video game arena.



ners would be selected for their five-minute performance on Rockford, each team elected to remain on the second level of the game to amass points, rather than playing the game conventionally through each level.

The last minute tactic proved beneficial to both sides, with impressive scores in excess of **23,000** tallied up on both sides. Play progressed as each team member took their place before the game and recorded their best score in one play. Things looked bad for the Americans, the U.K. representatives

TOP PIN PLAYERS FROM AROUND THE WORLD GATHER AT PINBALL EXPO '87



For the third straight year, Chicago, the pinball capital of the world, played host to the **Pinball Expo**. Organized each fall, the Pinball Expo is a wonderful blend of nostalgia and fun, boasting an assortment of activities and a spacious exhibit hall that caters to collectors, players, and just about anyone with an interest in that great art form known as pinball.

Organized each year by a group of pinball enthusiasts, led by the creative genius of **Robert Berk of Warren, Ohio** (see *Top Score* September/October 1987), the Pinball Expo brims with educational seminars, interactive field trips to noted pinball production facilities, and offers an open invitation for top players to compete in a special tournament on the latest pin games. All of this is capped off with a tribute to a noted industry veteran during the Pinball Expo banquet. Anyone who's attended a Pinball Expo will be quick to agree that a touching moment is felt by all as industry personalities reflect on the past, present, and future achievements of men who have carefully molded pinball into what it is today.

The 1987 Pinball Expo, although somewhat smaller in size, was no different in scope. It offered more to the hundreds in attendance than any show before. Some of the familiar faces were absent, but dozens of new faces could be seen; getting acquainted with pin designers and other players who share the same fascination with pinball.

SEMINARS

Staged once again at the **Holiday Inn near O'Hare field in Rosemont**, Pinball Expo '87 began with a number of exciting seminars that allowed everyone to talk face to face with some of the most well-known figures the game has ever known. An open forum of pinball designers, moderated by **Williams' pin patriarch Steve Kordek**, allowed everyone to speak with **Joe Kaminkow (Data East's Laser War)**, **Jon Norris**

(**Premier's Arena**), and the creative **Steve Ritchie (Williams' High Speed and F-14 Tomcat)**. All were on hand to answer questions, explain the designing trade, and discuss the future of the pinball machine.

Another highlight of the pre-show seminars was a look back at the pin tables of the fifties. Noted collectors **Steve Young and Gordon Hasse Jr.** explained the allure of the era and talked about their personal favorites.

DATA EAST TOUR

As in previous years, patrons of the 1987 Pinball Expo were allowed to visit and tour a major pinball production facility - something that is not usually permitted in the highly competitive and equally secretive industry of pinball.

This year, **Data East** hosted the Expo visitors with a look at their newly opened manufacturing plant in **Melrose Park, Illinois**. **Gary Stern** led the curious pin fans through the building, fielding questions as he went. The tour ended with a brief look at the next Data East pin, still under wraps, entitled **Iron Horse**.

FLIP OUT '87

At the center of the Pinball Expo exhibit hall were four brand new **Laser War** games; the competition game of the 1987 Flip Out contest. The machines quickly attracted crowds of players intent on posting one of the top eight scores needed to earn a seed position at the finals (during the banquet). The tournament action became so competitive that a one hour line had formed during the last day of regular play. Dozens of players paid five dollars for two plays on the game (!), attempting to take home the first place prize: a **Laser War** pin!

As the contest came down to the wire, it extended past the posted times which drew unfavorable comments from many players who were also still holding additional tickets but unable to play. Ul-

timately, however, regulation play ended and the top eight scores, ranging from 5,508,330 to 14,336,120 went on to the finals.

The winners were not chosen on **Laser War**, though, with the play continuing at the banquet on **Game Plan's Loch Ness Monster**, a game that never went into production. First, pinball designers tried their hands at the early **Joe Kaminkow** effort, with the **Flip Out '87** finalists taking their turn after **Jon Norris** of **Premier** accepted a trophy nearly as tall as himself for his top notch performance.

The **Flip Out** players were broken into two teams of four and played simultaneously on the game to lock balls and go for big point shots. And, in a repeat of 1986, the last place finalist won. **David Hegge of Chicago**, came in with the top score on **Loch Ness** to clinch the **Laser War** game.

PINBALL EXPO '88

While Pinball Expo '87 followed faithfully in the footsteps of the preceding shows, thanks mainly to the efforts of **Rob Berk** and the continued support from manufacturers, many were questioning the possibilities of a show next year. Although **Rob** and the others behind the expo have no definite plans for next year, the friendships and camaraderie the show has spurred continue to grow. There is a market for a show of this type, but the organizers need the support of everyone in the industry and deserve that backing.

This year's convention was a great experience and is right on target for next year. The show's expansion is welcome by pinball enthusiasts around the world who turn to the Pinball Expo for the information and ability to talk one-on-one with the game designers. Let's give it the support it needs to continue. After all, while you're there, it's your show.

THE U.S. NATIONAL VIDEO GAME TEAM RATES THE TOP 50 HOME GAMES



The U.S. National Video Game Team is a collection of the world's finest video game players. The five member team has been chosen to represent the United States in international play from the results of APA sponsored tournaments as well as the high score listings recognized by the APA and the Guinness Book of World Records. The U.S. National Video Game Team is a regular contributor to Top Score and numerous trade publications.

The following list of home video game cartridges have been rated by the U.S. National Video Game Team on the basis of play value, video and audio embellishments, and comparison to the coin-op games on which they were based where applicable.

1) Rygar	Tecmo	NES
2) Legend of Zelda	Nintendo	NES
3) Alex Kidd	Sega	SMS
4) Super Mario Bros.	Nintendo	NES
5) Arkanoid	Taito	NES
6) Solomon's Key	Tecmo	NES
7) Fantasy Zone	Sega	SMS
8) Mighty Bomb Jack	Tecmo	NES
9) World Runner	Acclaim	NES
10) Ghosts and Goblins	Capcom	NES
11) Castlevania	Konami	NES
12) Sky Kid	Sunsoft	NES
13) Shooting Gallery	Sega	SMS
14) Trojan	Capcom	NES
15) Gradius	Konami	NES
16) Space Harrier	Dega	SMS
17) Metroid	Nintendo	NES
18) Spelunker	Broderbund	NES
19) Out Run	Sega	SMS
20) Ikari Warriors	SNK	NES
21) Athena	SNK	NES
22) Wonderboy	Sega	SMS
23) Rush-N-Attack	Konami	NES
24) Elevator Action	Taito	NES
25) Rocky	Sega	SMS
26) Great Baseball	Sega	SMS
27) Great Hockey	Sega	SMS
28) Choplifter	Sega	SMS
29) Mario Bros.	Nintendo	NES
30) Spy Hunter	Sunsoft	NES
31) Star Raiders II	Atari	XEG
32) Commando	Capcom	NES
33) Alpha Mission	SNK	NES
34) Tennis	Nintendo	NES
35) 10-Yard Fight	Nintendo	NES
36) World Grand Prix	Sega	SMS
37) Excitebike	Nintendo	NES
38) 1942	Capcom	NES
39) Super Tennis	Sega	SMS
40) Desert Falcon	Atari	7800
41) Kung Fu	Nintendo	NES
42) Karate Champ	Data East	NES
43) Legend of Kage	Taito	NES
44) One on One	Atari	7800
45) Slalom	Nintendo	NES
46) Donkey Kong Jr.	Nintendo	NES
47) Solar Quest	Atari	2600
48) Donkey Kong 3	Nintendo	NES
49) Popeye	Nintendo	NES
50) BurgerTime	Data East	NES

high adventure combined with the best graphics of any NES game the definitive video game adventure; includes battery memory combines a number of proven concepts within a unique adventure an all-time arcade classic; a must-have for any NES owner a colorful reflex-tester that comes with a special knob control an underrated blend of strategy and skill a "bizarre" yet intriguing space shoot-em-up combination action/adventure contest with many hidden surprises an exciting first-person shooting/jumping game; optional 3-D brilliant adaptation of the arcade masterpiece little known arcade-style game inspired by Ghosts and Goblins fantastic game play and multiple incentives overshadow cute theme the best gun-game ever produced for any system; a must-have Ghost and Goblin-ish title passed over in arcades; great graphics an interesting horizontal space conflict with multiple power-ups a visual masterpiece; a faithful translation of the arcade title an in-depth mix of action and strategy; features password option delightful running/climbing game; inspired by top computer game the number one driving game of all time comes home; two-mega cart combat theme pits one or two players against an entire army a heroine must battle various evil forces with upgrading weapons Sega's equivalent of Super Mario Bros.; bright vivid graphics horizontal combat behind enemy lines to rescue captive comrades a unique twist on the climbing theme; pays homage to spy genre simple play theme; complimented with graphics that highlight SMS the best baseball game currently available for a home system a high-energy title that makes full use of the Sega Sports Pad an all-time computer classic; rescue hostages held in enemy land a great two-player competitive contest against basement pests shoot other vehicles off the road in this unique driving game incredible combination of plotting, strategy, and shooting action precursor to many modern day combat games; includes new screens space game with many power-ups and choice of special weapons a great simulation of the popular sport; plays like real life a modified version of the arcade classic; allows for dual play Sega's original car racing title; features a designing option an enjoyable simulation of moto-cross racing; play against time a very straightforward aerial shoot-em-up against impossible odds a SMS version of tennis that boasts top-notch graphics and sound a Zaxxon-inspired game that allows for both air and ground play an arcade favorite with fabulous play value one or two players fight with karate moves in 16 environments combination running/jumping/climbing karate title with 4 screens home game version of Larry Bird vs. Dr. J's computer basketball skiing in a first person perspective; obstacle and slalom courses follow-up to the original Donkey Kong features all four screens an achievement in graphics and play for the 2600; their best yet the last in the DK line; fight off flying insects to get Kong three screens of play from the coin-op; good attempt at graphics a chef is chased by condiments while building a better burger

1988 COIN-OP PREVIEW

Video games have come a long way from **Pong** and **Space Invaders**. Today's machines have more flashy graphics, more original music, and great play value that rivals anything ever produced. The enhancements don't stop with the game play either. Today, manufacturers are producing titles in multiple formats, including games based on simulator technologies that allow the games to stimulate all the senses, providing realistic aerial dogfights and high speed car races that few people will ever experience. But now, with the drop of a quarter, you can live that same excitement - and still walk away even if you slam your auto into another car at 200 mph.

In short, today's video games offer more interactive thrills than any other form of entertainment. The current crop of games that are now making their way into arcades are the best we've ever seen, and the preview of tomorrow's machines looks just as promising.

This special **1988 COIN-OP PREVIEW** is a sampling of some of the best products you can expect to see in the months to come. All of these games (both video and pinball) have reached out to expand the scope of previous games and, in the process, offer the player something more. Turn the pages and take a look at the games everyone will be talking about in the months to come...

Sega's

AFTER BURNER

...You've just refueled and the skies are clear. Suddenly your radar indicates a bogey at eleven o'clock. And another group of enemy fighters are coming in at supersonic speeds from behind. You switch your weapons systems on, negotiate a brilliant 4-G roll, and go to after burner to pursue. You open up with your laser-directed anti-aircraft fire and score a direct hit on the commie, breaking his craft in two as a fiery explosion fills the cockpit of the F-15. Another enemy position fires and sends his craft straight at you. You avoid the incoming missile and let loose with two heat-seeking missiles of your own. A fireball greets your eyes as enemy gunfire pounds your plane. You artfully dodge another salvo of missiles and unknowingly fly right into another. The stick shakes out of control as your left wing tip erupts into flame and you begin to lose altitude. You arm your ejection seat and it misfires! Your plane is on fire and out of control and there's nothing you can do...

Except go back to the change machine for some more quarters!

After Burner, the latest of the "new-generation" games from **Sega Enterprises**, has all the finger-numbing action of the best arcade shoot-em-ups, combined with some of the most stunning animation ever seen in a video game. A full selection of weapons, airborne and ground targets, and twenty-three levels of play greet players in one of the most intense combat games ever developed!

You're given a seek and destroy mission over a hostile, yet unnamed country. From the beginning of the game you can tell that this mission will not be easy. After lifting off from the deck of the aircraft carrier **USS Sega (?)**, your plane is immediately swarmed by dozens of hostile enemies. At your disposal are twin machine guns and a limited supply of missiles that lock onto targets and follow for the kill. Both are delivered via a pistol-grip joystick that fits nicely in the hand.

The stick also controls the direction of your craft and is accompanied by a throttle that can bring speeds up to seven times the speed of sound. You must divide your attention between these controls as you divide your attention between attacking the foreign aircraft and staying alive yourself.

Enemy aircraft return fire with increasing frequency in an attempt to take your fighter out of the sky. You must pivot the stick left and right to bank out of their path. You can also perform complete loops by working up momentum at high speeds, giving you more time to position yourself for further attacks.

After Burner has the incredible graphics and fluid animation that has become a trademark of the **Sega** games that began with their line of drivers (e.g.

Out Run, **Super Hang-On**, etc.). Even though the action is now set in the skies, the visuals are every bit as captivating. The enemy aircraft above and the rapidly scrolling landscape below combine to bring some of the most breathtaking sights imaginable to the video screen. Sometimes the

pictures whiz by so fast you can't appreciate the detail that they contain.

After Burner is being offered in two formats: as a standard upright as well as a monstrous cockpit simulator that dwarves anything seen before. Each unit has its own positive features (the upright has a special control stick that vibrates wildly whenever a missile downs your plane), but the incredible sensations felt through the cockpit model bring video game play to a new level of realism. The machine pivots on a dual axis that allows you to feel the on-screen aircraft maneuver left and right and up and down! Playing **After Burner** in the enclosed simulator is truly a feast for the senses!

After Burner is a glossy air combat game that ranks higher than similar efforts that have preceded it. The rich graphics painted across the screen make **After Burner** one of the most beautiful and realistic shooting games ever produced. Although the game play itself is somewhat shallow, the sensations the game provides are definitely worth the price of admission. Give **After Burner** a try when you see it (especially if it's in the cockpit simulator) and see if skimming over the ocean at **MACH** four doesn't add a little excitement to your life!



Sports games have always been a favorite for video game players. Every sport imaginable has been reduced to the video screen, with each new release claiming to out do the favorite before.

Konami has always been a prolific contributor to this genre, dishing up one of the all-time classics, **Track & Field**, several years back. This undeniable hit was quickly followed by a sequel, **Hyper Sports**, before Konami turned their attentions to another popular recreation: basketball.

The original **Super Basketball** was a terrific combination of skill and strategy that, like the previous Konami sports games, also required a fair amount of physical endurance to play. When it found its way into arcades, **Super Basketball** did moderately well. Predictably,



ly, the game was followed up by a sequel of its own last year entitled **Double Dribble**. Double Dribble had all of the qualities that its predecessor boasted, but it also had a number of other features which made it play smoother and resemble an actual basketball game.

Now, Konami has tackled **Ice Hockey** with their latest release, **Blades of Steel**, a game that has a lot going for it.

At first glance, **Blades of Steel** plays like a conventional hockey game, albeit a full team of players instead of just the one on one or two on two conflict that was popular in most earlier video hockey efforts. A colorful scrolling screen keeps pace with the puck as you maneuver selected team members with a track-ball. You can pass the puck as well as skirmish for the disc during the face-off with a special button and shoot for your opponent's (either the computer or a friend) goal with the other. It's a head-to-head battle to gain control of the puck and send it across the ice to your rival's court, and as exchanges are made the action is constantly updated by an off-screen announcer who describes all the activities on the rink.

Blades of Steel expands upon the normal perimeters of video hockey, however, by inserting another mode of play. Konami, realizing that the best hockey

Konami's

BLADES OF STEEL

matches are those that have a good mix of play and player fights, have added a fight scene. Now, when tempers flare up, a close-up is provided of the players first insulting each other and then throwing off the gloves and going at it. Like true American sportsmanship, **Blades of Steel** only penalizes you if you lose the fight putting the game into power play. The winner always gets the puck.

This feature elevates **Blades of Steel** above similar games that have concentrated on the basics of hockey. **Blades of Steel** has everything in an attractive package that's filled with brilliant graphics, some nicely animated fight sequences, and a play by play commentary. Bonus rounds divide three real-time twenty minute time periods, and a coronation ceremony completes the contest.

Without a doubt, fans of all kinds of video games will find something special in **Blades of Steel**. It's a pow-wow-slam-bang fist clinching winner that's sure to capitalize on the coming hockey season!

Premier's

VICTORY

Pin games have always taken certain events to fanciful limits, much to the approval of players everywhere. One theme that had always proved to be popular in video games was auto racing. Indeed, some of the first coin-operated video games were racing games. Now, crowds can always be found around the classic **Atari/Namco** race car contest, **Pole Position**, and a whole new generation of game players are growing up with video auto races courtesy of **Sega**.

Now, capitalizing on the popularity of driving games, **Premier** has unleashed **Victory**, a car conflict unlike any other.



Going to where **High Speed** took pin players and beyond, **Victory** is loaded with targets and features that are sure to captivate and thrill the warrior in all of us!

The setting for this enduro race is a futuristic race track filled with traps, obstacles, and other hazards. The formula one racers that fill the courses are armed to the teeth with machine guns, missiles, and every other unit of warfare you can imagine. Each is highlighted on the playfield as well as the backglass. Running this gauntlet of madness takes precision and skill; but the rewards that honor talented players are definitely worth the danger.

A myriad of ramps intertwine at the top of the playfield, supplying an abundance of targets for the additional pair of flippers in the center of the layout. Three ramps give the lower portion of

the playfield plenty of activity as well, with **F-I-N-I-S-H** bullseyes and seven

separate check points adding to the action. There are also **F-U-E-L** drop targets that advance to special, a high speed spin-out that changes the balls direction with dizzying results, and a bountiful assortment of other playfield targets.

It all adds up to one of the most fulfilled, fuel-injected pins ever produced! **Premier** gets the checkered flag for a game that offers non-stop excitement! The only thing missing is the wind slapping at your face!



The subject of time travel has yet to be addressed prominently in the coin-operated video game market. For an industry built around creative entertainment, a theme such as time travel that has been exploited by other media forms (books, movies, etc.) would appear to be a natural. Quality games capitalizing on such ideas, however, have been few and far between.

There have been noticeable efforts in the right direction. The only classic game of time travel was Konami's shooting game with a twist: **Time Pilot**. Beyond that entry, time travel remains an entertaining concept that has yet to be taken advantage of.

Romstar, one of the leading producers of kit games in North America, has however licensed a title from their friends at the SNK Corporation in Japan called **Time Soldiers**. Not only does this game take full advantage of the time travel scenario, it also allows you to retain full control over the era in which you play as well as the difficulty and pace of the action. This one or two player simultaneous adventure is slightly reminiscent of an earlier SNK block-

Romstar's

TIME SOLDIERS

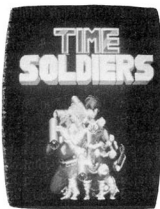
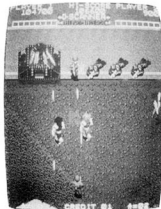
buster, **Ikkai Warriors**. Outfitted in the gear of a futuristic commando, you are sent out on a mission to locate and rescue five missing comrades from a number of different periods in history. Each era presents opponents with varying strengths and weaknesses, as well as a number of time capsules which can catapult you through the ages and into greater dangers.

In addition to the innumerable hostile forces you encounter along your path, a variety of special weapons will appear to

ing against. While in the Roman ages, you fight against spear-toting spartans while repelling the magical powers of statues and other obstacles. When fighting against modern day troops, however, you must defend against grenades, machine gun fire, and other weapons inherent to the troops of today.

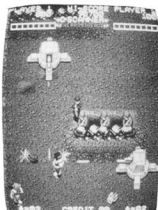
Time Soldiers succeeds on several levels. It uses its time travel theme as the string that ties several different action sequences together. Without this premise the game would make little sense, but fortunately the designers of the game blended the action and the execution together perfectly, incorporating many proven concepts from earlier games into a package that is totally unique.

Time Soldiers is a surprise game that has all the graphics, sounds, and incentives to make it an unquestionable megahit. The scenes are meticulously drawn, the characters each boast strong (and deadly) individual personalities, and the potential firepower for your character is awesome! **Time Soldiers** is an action-packed tour-de-force that has a solid punch! Don't miss this one!



increase your firepower for a limited amount of time. You can also locate special power-ups that increase your speed, firing ability, etc., and one that doubles your character's size! The larger stature allows you to get hit once before dying; a nice insurance policy!

The graphics of **Time Soldiers** always reflect the time period that you're play-



Atari's

DRAGON SPIRIT

...It is an age of magic and adventure, where dragon fire fills the skies and horrible beasts of all kinds populate the land. It is the age of "Zawell," the demon serpent once imprisoned but, after a millennium of captivity, is now free. It is the time of the **Dragon Prince**, when men and dragons share a common spirit and use their powers to fight for the rights of the good. These men have no name, they are known only for their **Dragon Spirit**...

Dragon Spirit is the latest in a long line of collaborations between stateside manufacturer **Atari** and their **Namco** masters back in Japan. Incorporating a familiar slide and shoot theme within a medieval setting filled with danger and surprises, **Dragon Spirit** updates earlier games such as **Xevious** with all the fantastic graphics, wonderful sound effects and play features that Namco has become famous for. **Dragon Spirit** is definitely a "player's game."

The game begins with a short animated sequence showing our main hero being transformed into a powerful blue dragon by some unseen force from above. After this visual treat, the action begins over a

scrolling landscape that is twice as wide as the monitor and lends itself to some additional horizontal scrolling. It's a nice touch that expands the play value



immensely. You control your dragon via a joystick, while dual buttons provide firepower for air-to-air and air-to-ground attacks. Other dragons, bats, and beasts will approach from both the ground and the air, requiring you to divide your attention equally between both levels of the playfield; bombing certain creatures and incinerating others in the skies. Other hazards like volcanos some-



times present themselves, increasing the overall pace of the game.

Dragon Spirit expands on the usual shoot-em-up routine by allowing you to increase the firepower and maneuverability of the lead character. Occasionally, a blue or red egg will appear on the ground during battle. Bombing the egg releases another capsule that, when retrieved, enhances the dragon's fire-breathing capabilities, or adds another head onto the dragon's body; effectively doubling or tripling the available firing capability.

Dragon Spirit is divided into ten levels, with nine scenes of regular play (including an incredible sequence in a cave where the only light you have comes from a small flashlight the dragon carries), and the climactic confrontation with the evil serpent, Zowell. Larger monsters also wait at the entrances of higher rounds, requiring multiple hits to destroy.

Dragon Spirit has all of the qualities of the best games of yesterday mixed with the vivid scrolling graphics, masterful

sound accompaniment, and popular themes of today. Namco has done an excellent job of tailoring Dragon Spirit to the advanced player, providing plenty of options (level select and continuation features) in an attractive scenario. Dragon Spirit is definitely one of the better shooting games to come along in some time! Dragon Spirit, like its namesake, is hot!



Spurred by the success of movie hits like *Aliens* and *Predator*, the video game industry has only recently started to take creatures from outer space seriously. Previous invasions (like *Space Invaders*) were usually too hum-drum to stir up any real atmosphere, but now video games like Sega's *Alien Syn-drome*, which debuted earlier this year, are bringing the excitement and mystery back into video games with game play that is exhilarating, and visuals that are truly bizarre.

Bally/Midway is now taking the intergalactic "bug hunt" one step further with their latest, *Xenophobe*. A "xeno-phobe," the cabinet tells us, is someone who is afraid of aliens. Well, true xenophobes better stay clear of this one because it has more creatures than it knows what to do with!

Cast in the role of a space exterminator, with nine characters to choose from, (soldiers, engineers, scientists, and others), *Xenophobe* presents you with a number of friendly space stations and planets that have been infested with aliens that are out for blood. The screen is divided horizontally into three separate sections so that up to three players can compete at the same time; either independently or as a team.

The odd creatures in *Xenophobe* range from huge monsters loaded with teeth, to

Bally/Midway's

XENOPHOBE

egg pods, to alien tentacles. As you proceed through each installation, encounters with the nasties take away from vital health readings. Along the way you can pick up food to replenish your system, but rest assured there are always more creeps waiting to do you in.

At certain parts of each station, you can operate ship computers, set explosive charges, and retrieve better weapons. You must navigate the hallways, eliminating as many of the undesirables as possible, and escape before the whole place blows.

The graphics of *Xenophobe* are of great quality. The Bally programmers have done a great job of conveying a sense of dread in all the main characters, and the expressions they occasionally wear add to the tone of the game. Everything is done for humorous, not dramatic, effect here, and the bewildered looks on many of the alien bashers as well as the aliens are completely hysterical.

Xenophobe has great depth of play, boasting hundreds of non-scrolling screens, and dozens of different alien life forms. Each frame introduces a wildly original touch of some kind (like pulling the head off a dead crew member for bonus points), and is filled with splashes of color.

Xenophobe is an outstanding addition to the alien genre, and offers plenty of play action to accommodate even the most demanding players. And, since up to three people can go at it simultaneously, the whole gang can play at once! *Xenophobe* is a hard-hitting, humorous, alien-bashing classic!



Nintendo of America, a coin-op and home gaming giant that has concentrated more and more on interchangeable systems in recent years, is unveiling what many are calling "the hottest space game since *Galaga*!" High praise, indeed! It's not a conventional game, and it doesn't rely on the same mix of game play, graphics, and sound effects shared by other titles in this genre. Nintendo has smashed the molds of previous space games and in their place produced an exciting and completely unique adventure called **R-Type**.

Licensed by way of the Japanese **Irem Corporation**, *R-Type*, odd as the name may be, is a shooting contest that has the perfect blend of fantastic sights, sounds, and action. Nothing you've ever seen before can prepare you for the incredible experiences that *R-Type* has to offer!

You're cast into an experimental fighter ship in the *R-Type* class, with a mission that holds the universe in the

Nintendo's



balance. The *R-9* must penetrate the deadly *Bydo* Empire and crush the forces that have held the galaxy captive for centuries. You've planned your course into the heart of *Bydo*, to intercept the command vessel and restore freedom to the universe. Along the way, however, you'll also encounter a number of *Bydo* installations and command ships, all armed to the teeth with an array of powerful weapons.

But there are also forces working in your favor. Power crystals, left by allied spies, have been strung out across the cosmos for your retaliation. Capturing these items increases your chances of survival by increasing your firepower to incredible proportions. There's also a command module that you can position for optimum defenses either in front or behind your craft.

The battle itself is an extraordinary fight to the death against the oddest assortment of aliens video games have ever seen. The uncommon cadre of space oddities includes gigantic slithering serpents, whirling space bugs and gigantic galactic warships, all intent on bombarding your lone space craft amid an exotic cosmic landscape.

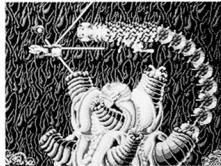
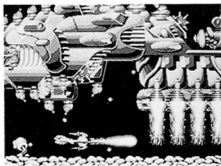
That landscape, and the aliens who inhabit it, are without a doubt the most visually attractive specters we've ever

seen in any type of game. The aliens pulsate with tentacles extended, the spacecraft shine with a metallic brilliance, and the terrain scrolls by with such graphic appeal it's hard to believe the images are coming from a video game. The animation is slick and lively and deserving of a blue ribbon award.

The audio embellishments are equally outstanding, boasting celestial music that keeps pace with the action throughout all of the nine separate scenes. A myriad of other sounds range from deafening explosions to metallic pings, bringing the battle to life with power and force.

R-Type is a visual, audio, and playing masterpiece! Never before has so much been in one package. The programmers at Irem deserve their names in a hall-of-fame for this incredible piece of work.

Because *R-Type* is more than just a superior game - it's the game that rewrote the rules to the outer space shoot-em-up. *R-Type* is complete video game perfection!



Capcom's



Several years back, karate, kung-fu, and other martial arts games took the video game world by storm. Today we're not seeing the punch-kick games as often; manufacturers have moved on to the more familiar driving contests and space warfare. But, just as *R-Type* has changed the rules for space games, **Street Fighter** from **Capcom** is well on its way to becoming the fighting game to which all others will be compared.

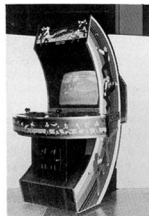
Assuming the role of *Ryu*, an agile karate master, you must travel the world looking for a good fight (great premise!). You start your adventure in one of eight countries, sharpening your skills against a cast of thugs that munch chrome for supper and eat dirt for desert.

The game play is similar to earlier efforts, except this time the action is drawn out in bright detail. The characters occupy a greater portion of the screen and thus have much more definition than the stars of earlier kung-fu efforts. The colorful backgrounds round out the picture, supplying establishing shots from locations around the world (e.g. when in the States you battle in front of Mt. Rushmore).

There are also several secret moves that compliment the rest of the available maneuvers. These add spice to the game and provide additional strategies.

Street Fighter is a wonderful game that updates the old karate classics with breathtaking realism. It comes in two packages, a regular upright and a deluxe upright that uses special cushion buttons that gauge the strength of your punches and kicks. It's an interesting idea that is

executed perfectly (although younger kids may have problems striking the cushions hard enough to make sufficient contact). In either format, *Street Fighter* is a rockem-sockem fun-filled hit! Give it a shot and see if you don't agree.





Gold team runs left, makes a great shot for the red team and scores a direct hit! Next, he hits the blue team captain and races for the ion cannon! He carefully aims his shot into the cannon and sends it out of control! It fires back and brings you down. Don't worry, though, it was only your first ball!

Laser tag became an instant sensation when it appeared last year; selling from store shelves as fast as they could get it. Now, capitalizing on this popular new trend comes **Data East's** first foray into the competitive pinball market: **Laser War!**

Laser War is a fantastic extravaganza of sights and sounds. This pin overflows with excitement; boasting numerous targets, a well-placed ramp shot, and multi-ball play that sends the unit into a frenzy of light and music.

Within the laser tag motif you must eliminate opponents on three teams (targets) before overrunning their bases (ball lock). Meanwhile, an ion cannon ramp shot raises your bonus score and a W-A-R changeover, guarded by three strategically placed thumper-bumpers, increases your

bonus multiplier. Everything is simple and straightforward in terms of execution. The game also has a number of other incentives, however, that seem designed especially for the true pinball fanatic.

Everything plays just right in **Data East's** first attempt at pinball. The flippers are some of the strongest we've ever seen. The ad copy for the game claims it can break walnuts and I believe it! These flippers give you complete control over the playfield no matter what you're shooting for.

The game is also complimented by some very nice musical tracks and terrific sound effects that bring the laser war battle to life. Everything is produced in digital stereo, comparable to the quality found on today's compact discs.



Get multi-ball play on the machine and you'll appreciate the clarity.

The playfield is a wash of color and light. Everything emanates from a central point, setting up a number of interesting light routines. The playfield artwork blends in nicely with the flashes, and even includes a raised ion cannon that receives balls sent up the ramp. The backglass art is rendered in the now popular photo plastic, setting the mood for play with a depiction of a laser war in progress. Scantly clad bodies are of course featured prominently!

Data East and the design team for this great first effort (led by Joe Kaminkow and Lou Randolph), are to be commended. **Laser War** stands out as an outstanding machine, complete with all the features and play incentives gaming enthusiasts desire. They've put together a package that thrives on spectacle but doesn't compromise game play.

We say first impressions are usually the most revealing. If **Laser War** is any indication of the quality and integrity we can come to expect from **Data East Pinball**, then we should all be prepared for a new generation of pin games! **Laser War** is a thumbs-up winner!

ON THE HORIZON...

The coin-operated amusement industry isn't stopping here! Expect to see a whole slew of new titles in the months to come that offer even more play value! We couldn't get our hands on any of the following goodies prior to press time for complete review, but we thought you might be interested to see what was in store for players in the coming months...

RBI Baseball is already making its way into arcades via **Atari**. It's **Atari's** first **Nintendo VS.** game and

it does offer a lot of enhancements over **Nintendo's** base-ball...Also on the way for the **VS. box** is **TKO Boxing** from **Data East**, billed by their reps as a 'Ring King with more!'...Also on the way from **Data East**: **The Real Ghostbusters**. This one stars all the familiar characters from the movie in a three-player simultaneous action / adventure. Sounds great!... **Romstar**, previously built solely around conversions is clearing room for their first dedicated: **Top Speed!** It's a car race and they're confident players will eat it up! Give it a look...**SNK** just got a new football game into the arcade called **Touch Down Fever!** It's got great graphics and a wide selection of plays...**Tecmo** is also getting into the football arena with **Tecmo Bowl**, a two-

screen, four-player simultaneous game that has all the moves of the game. We saw an early version and it was hot! It should get to arcades later this year...**Goindol** is the strange name for a game that looks like a cross between **Arkanoid**, **Caveman**, and a pinball game! Interesting... **Konami's** also got a new conversion kit called **MX-5000**. It's another shooting game but it does have some nice graphics...**Arcadia**, the new spin-off of computer software giant, **Masstertronic**, is set to debut a monster game called **Aaargh** and a video game jukebox (ten games in one cabinet) at the **AMOA** in November. More on this show next issue...

Announcing...

The APA Home Video Game Scoreboard! Now, you can record high scores on your favorite NES and SMS game carts. Follow these simple rules:

- 1) Send the game title and your highest score along with your name, address and phone number to the address below,

Home Game High Scores

P.O. Box 1558

Torrance, CA 90505

- 2) If possible enclose a photograph of your achievement. This will help speed the verification process and get your name printed in Top Score quicker.

For an official verification form please send a self-addressed stamped envelope to the above address.

FREE MONEY....

To the winner of this special contest, open to all members of the **Amusement Players Association**. Put away your joysticks, cover those blisters, and put on your thinking caps, because we have a contest for you!

We want a list of as many coin-operated video games as you can think of. Anything from old games like *Sea Wolf*, to new titles such as *Up Scope* and *After Burner*. We want to know what you know!

There are a few rules:

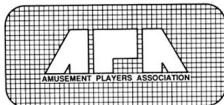
- 1) You can only include the titles of games that have been domestically released by authorized manufacturers (no copy games or knockoffs).
- 2) You can give two or more names for the same game if it was produced under different titles domestically (such as *Shao Lin's Road* and *Kicker*). No other duplications will be allowed.
- 3) Only coin-operated video games are allowed. Video/pinball machines will be accepted as long as there is video game play involved.

The player who records the greatest number of game titles will receive a month's worth of free plays as well as a subscription to **Electronic Game Player** magazine, the player's guide to electronic entertainment! The top winner will also receive a number of other goodies, including some limited edition posters and contest tee-shirts from various APA sponsored events.

Send your best entries to us by **December 15, 1987** and watch the next issue for the names of the top ten researchers! Send all game names to:

APA Contest
P.O. Box 1558
Torrance, CA 90505

All entries must be received by December 15, 1987. The APA or the editors of Top Score assume no responsibility for postal service mistakes, sunspots, nuclear explosions, or other events which could delay your submission. The selection of the aforementioned 'goodies' is up to us. The month of free games will be paid directly to the winner and averaged out to five dollars of plays per week for four weeks. In the case of a tie, a winner will be drawn by an appointed judge of the APA. Void in all communist countries and where prohibited by law.



HOME VIDEO GAME SCOREBOARD

NINTENDO

GAME NAME	SCORE	PLAYER NAME
Arkanoid	224,800	Chris Ryan
Elevator Action	52,000	Darren Harold
Gradius	608,400	Nigel Planner
Kung Fu	687,100	Randy Fairfax
Mighty Bomb Jack	645,750	Jeff Peters
Rad Racer	28,991	Rick Mayal
Sky Kid	226,340	Shannon Ryan
Soloman's Key	1,207,800	Steve Harris
Spy Hunter	88,035	Mike Dean
Star Force	521,500	Neal Carpenter
Super Mario Bros.	9,999,950	Mark Corl
World Runner	315,320	Vivian Wright

SEGA

EnduroRacer	8:26:07	Greg Wood
Kung Fu Kid	126,100	Arthur Ayala
Missile Defense 3-D	673,000	Marc Rezapanski
Out Run	20,447,980	Steve Ryno
Shooting Gallery	145,000	Walter Mitchell
Space Harrier	7,266,990	Bill Day

(NOTE: This is only a partial listing of the APA Home Video Game Scoreboard. We accept scores on all home carts including those not printed here.)



INTERNATIONAL SCOREBOARD

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	David Collins	2,513,660	09/09/87	San Gabriel, CA
After Burner	Jonathan Jackson	6,125,100	09/02/87	Los Angeles, CA
Alien Syndrome	Keith McMiller	1,165,000	08/22/87	Norfolk, VA
APB	David Collins	151,647	08/29/87	Alhambra, CA
Arkanoid	Mike Chase	1,366,640	09/23/87	Houston, TX
Black Tiger	Jim Jung	1,090,100	09/17/87	Anaheim, CA
Bubble Bobble	Keith Bradley	4,793,200	N/A	Blackburn, U.K.
Cheyenne	Donn Nauert	319,209,350	01/27/85	Austin, TX
Choplifter	Charles Collins	2,753,153	07/28/87	Madison, WI
Contra	Jim Hernandez	1,934,100	09/07/87	Newark, CA
Crystal Castles	Frank Sey	902,637	N/A	New Albany, IN
Double Dragon	Jeff Peters	101,920	08/14/87	Rancho Cucamonga, CA
Dragon Spirit	Steve Ryno	186,300	09/17/87	Anaheim, CA
Enduro Racer	Jack Gale	40,973,617	05/20/87	N. Miami Beach, FL
Excitebike	John Zuehlke	1,252,700	06/19/87	Franklin, OH
Ghost 'n Goblins	Richard Webb	510,500	06/27/86	Cedar Rapids, IA
Gimme a Break	Carlos Gonzales	2303	06/28/87	San Jose, CA
Hang-On	Don Novak	40,715,030	06/27/86	Wichita, KS
Ikari Warriors	Stan Szczepanski	1,779,000	06/28/87	Lakewood, CA
Karate Champ	Leo Keller	277,700	09/27/87	Pasadena, 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
Out Run	Danny Carranza	46,894,110	06/28/87	Lakewood, CA
Pacland	Mark Mendes	4,150,400	N/A	London, U.K.
Pac-Man	Tim Balderamos	3,197,360	01/28/83	Rapid City, SD
Paperboy	John Phillip Britt	1,136,435	06/28/86	Sunnymead, CA
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.
Renegade	Jim Gilliam	512,520	05/17/87	Riverside, CA
Rygar	Donn Nauert	2,954,940	03/02/87	Austin, TX
Space Harrier	Matthew Preece	31,900,730	06/28/86	Torrance, 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 Hang-On	David Collins	39,381,040	08/29/87	Pasadena, CA
Super Mario Bros.	Stephan Sparks	3,055,800	01/27/87	Austin, TX
Time Soldiers	Jeff Peters	155,300	10/10/87	Rancho Cucamonga, CA
Xenophobe	Steve Ryno	126,100	10/15/87	Anaheim, CA
Zoo Keeper	Jack Gale	20,063,920	06/28/85	Atlanta, GA

PINBALLS

Arena	Jim Jung	9,546,100	10/05/87	Upland, CA
Big Guns	Jelly Cartagena	58,234,100	N/A	New York, NY
F-14 Tomcat	Jelly Cartagena	38,002,820	N/A	New York, NY
Fire	Jelly Cartagena	11,444,630	N/A	New York, NY
Gold Wings	David Collins	103,511,930	08/01/87	Pasadena, CA
High Speed	Mark Moore	24,081,920	09/28/87	Marshall, TX
Laser War	Jelly Cartagena	72,483,400	N/A	New York, NY
Pin-Bot	Jelly Cartagena	38,112,440	N/A	New York, NY

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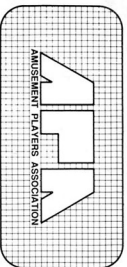
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