

THE

Nintendo®

DELUXE VERSION

THIS BOOK...

is mostly made out of boredom. After being done with my last project, the Sega 32X/CD book, I had to do something else. Not wanting to do another book in the same vein as the other, I decided to try something else. So I made this shameless product.

The book includes information on 35 of the North American releases of NES games. The games are listed in somewhat of a chronological order, though, I have not every games in order, there are holes here. Information are almost exclusively taken from wikipedia, and the pictures are mostly from either mobygames.com or gamefaq.com.

I originally started out with a bigger book including information on more games than the measly 35 games, but my indesign file was acting up, and I didn't feel like arguing with it, or reformat my tired computer. If some people feel like they would rather read this PDF than reading the wikipedia like normal people, I may make more volumes.

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SECTION Z™

Section Z, a side-view shoot-'em-up, was originally released as a coin-operated arcade game in 1985. A home version was released for the NES in 1987. The original coin-op game is included in Capcom Classics Collection Vol. 1 for PlayStation 2 and Xbox.

Set in an unspecified year during the third millennium, the player takes the role of an astronaut sent to infiltrate and destroy a space station orbiting near the Earth that is actually the secret base of an alien empire known as the “Balangool”.

The player maneuvers the space ranger throughout the enemy

space station, which consists of alphabetically ordered corridors known as “sections”, starting from Section A and ending at the titular Section Z. The game is divided into different stages, each consisting of different sections. The player will fight an enemy boss at the end of each stage, concluding with the final battle against the “L Brain” at Section Z. The game’s stages alternates between horizontal-scrolling stage (left or right) and upwards vertical-scrolling stages. The player will lose a life every time they get hit by enemy fire. Additional lives can be obtained if the player achieves a high enough score.



Developer	Capcom
Publisher	Capcom
Designer	Takashi Nishiyama
Composers	Kumi Yamaga Tamayo Kawamoto
Release dates	FDS May 25, 1987 NA July 1987 EU 1987
Genre	Shoot-'em-up
Modes	Single-player, 2-player alternating



The console version of Section Z has altered gameplay, particularly in its level design and game controls.

The NES version features three stages, each comprising 20 sections (for a total of 60 sections), which are full-fledged levels in this version, although not all sections need to be visited to complete the game. In contrast to the alphabetical sections in the arcade version, the sections in the NES version are numbered instead. The first stage begins at Section 00, which is the outer perimeter of the space station and then proceeds to enter Section 01, the first actual corridor of the base. At the end of most sections, the player will choose to enter one of two transporters, each taking player to a different section of the base. Some transporters will take the player to a previous section while others cannot be opened until the player has fulfilled a certain condition and will kill the player if they try to enter. The objective of each stage is to destroy the two power generators located at different sections of each stage in order to open the path to the final section

of each stage (Sections 19, 39, and 59 in that order) and face the boss.

Instead of using one button to fire and the other to turn around, the player now uses one button to fire at one direction and the other to fire at the opposite. The player starts with a standard-issue laser rifle and can upgrade their weapon into a Flash Buster (which fires bullets at three directions) or a Megasmasher (which fires v-shaped laser beams).

The Famicom version in Japan was released in Disk Card format for the Family Computer Disk System add-on. In contrast to its NES counterpart, which the make player complete the game in one sitting, the Disk System allowed player to save their progress in one of three save files. After a game over, the player can quit the game and resume where they left off by loading the save file.

The English localization of the game's manual identifies the main character as "Captain Commando", a fictional spokesman for Capcom USA who later starred in his own game.



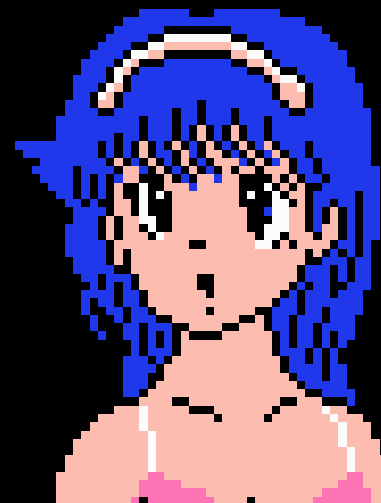
ATHENA

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Athena is a platform arcade game, produced and published in 1986 by SNK. It was later ported to the NES, developed by Micronics. Conversions were done also for the ZX Spectrum, Commodore 64 and Amstrad CPC in 1987 by Ocean Software under their Imagine label. However, only the NES version was released for North American homes until the PlayStation Network saw a release of the arcade original in 2011. The game's protagonist, Princess Athena, has gone on to appear in later fighting games by SNK as a secret character or assistant to her descendant Athena Asamiya, a frequent main character in these games.

The game tells the story of Athena, the young, headstrong princess of the heavenly Kingdom of Victory. She was bored of the monotonous daily life in the palace and desired exciting adventures. One day, she opened the "Door Which Shouldn't Be Opened" in the basement of Castle Victory, said to lead to a savage and deadly place. As she dared cross the doorway, it caused her to fall from the skies and to another realm called Fantasy World, which was dominated by the evil Emperor Dante. After her flowing dress was lost while catching the wind for her fall, the perilous adventures of Princess Athena began as she landed in a wilderness overrun

Developer	SNK Micronics
Publisher	SNK
Series	Athena series
Release date	NA August 1987
Genre	Platformer
Mode	Single-player



by beast-like warriors and more dangers than she could ever wish for. She readied to fight for her life and arm herself, with no other choice than to face the ruthless Dante and every obstacle on her way, to free this kingdom and make it back alive to her own.

After Athena defeats Dante, it all begins anew in the sequel, *Athena: Full Throttle*, a platform mobile game, produced and published in 2006 by SNK Playmore for the i-mode on FO-MA90x platform, in which the princess, again bored, opens the “Door Which Shouldn’t Be Opened B”.

Many of the game’s elements are inspired by Greek mythology or ancient Roman culture, such as weapons, equipment, items and enemy designs. Princess Athena herself is named after the Greek goddess Athena, while Dante is based on Cerberus.

In this game, Athena, upon landing, unarmed and mostly nude, has only her kicks to fend off the approaching monsters, but she may collect the dead enemies’s various weapons and

also has the chance to find shields, headgear and armor to cover her body, however, these will be lost after withstanding some attacks. Her journey requires leaping and climbing as well as fighting through the land’s eight hazardous worlds, each leading up to an oversized enemy that must be dealt with before proceeding to the next area. The use of certain weapons such as a hammer allows Athena to break through stone blocks, sometimes revealing not only armor but magic items such as Mercury’s sandals that, when worn, allow her to make great leaps.

The game features certain role-playing video game elements to complement the platform action. Princess Athena has to defeat enemies such as the final boss by using various mythological weapons, items and equipment. Without some items, she cannot make it through the adventure.

Aside from Psycho Soldier introducing her modern-day descendant, Athena Asamiya, Princess Athena faded out of SNK’s spotlight until KOF 2000.

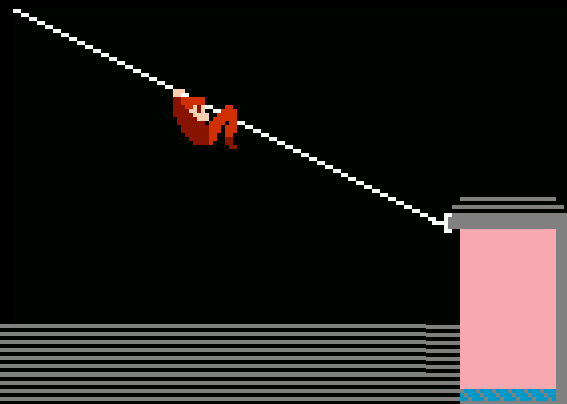


ELEVATOR ACTION

Elevator Action is a 1983 arcade game by Taito. It debuted during the Golden Age of Arcade Games. The game was available as a standard upright cabinet. The controls consist of a 4-way joystick and two buttons, one for “shoot” and the other for jumping and kicking. The maximum number of players is two, alternating turns. The graphics are extremely simple, 2D color graphics and in-game music was composed by musician Yoshio Imamura. The game was followed by a sequel, Elevator Action II (also known as Elevator Action Returns).

The player assumes the role of Agent 17, codename: “Otto”, a secret agent for an unspecified organization or government. As Otto, the player enters a 30-story building from the roof and must collect a series of secret documents hidden inside. Red doors indicate the location of these documents, and Otto must use the building’s elevators and escalators to reach them while avoiding or defeating the enemy agents trying to stop him. Each of the red doors has a doormat, which Otto must stand atop in order to access the room. Once accessed, the red door be-

Developer	Taito
Publisher	Taito
Composer	Yoshio Imamura
Release date	August 1987
Genre	Action, Side-scrolling, Platform game
Modes	Up to 2 players



comes a blue door like the rest of the building's doors, and a short tune plays denoting Otto has acquired the document and is awarded 500 points. Enemy agents randomly emerge from blue doors. Once Otto has all the documents, he must reach the basement and escape in a waiting car to advance. Each level contains a section in which the lights are out, making it difficult to see the enemy agents unless they are in an elevator. Beyond this section, the player must navigate a complex series of elevators to avoid agents, retrieve the last documents, and reach the basement exit.

Otto can move left or right and jump; when in an elevator or at one end of an escalator, pushing up or down will move him one floor in that direction, however, pushing down will not cause Otto to drop to a knee while in an elevator. He can fire his pistol at enemy agents, up to three rounds at a time, and drop to a knee to avoid enemy agents' high shots when not in an elevator. In addition, Otto can ride on top

of an elevator car (but not have control of it) and, if the car is above him, jump across the empty shaft. He can defeat enemy agents in four ways: shooting them, getting close enough to jump at and kick them, shooting out an overhead light so that it falls on them (which temporarily knocks out the building lights), or crushing them with a moving elevator.

On higher levels, the enemy agents will shoot more frequently and their bullets will travel faster. They will drop to a knee or assume a prone position to avoid Otto's shots, but cannot jump over low bullets.

Like many games of this era, Elevator Action was ported to some home systems in 1985 for personal use. It was ported to the ZX Spectrum, Amstrad CPC, MSX, C64, NES, Game Boy, and Sega SG-1000. Sony published a mobile version of the game. On March 5, 2007, the NES port of Elevator Action was released on the Wii's Virtual Console.



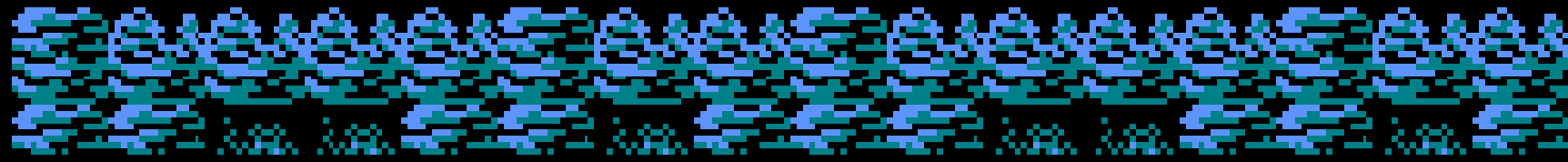
METROID™

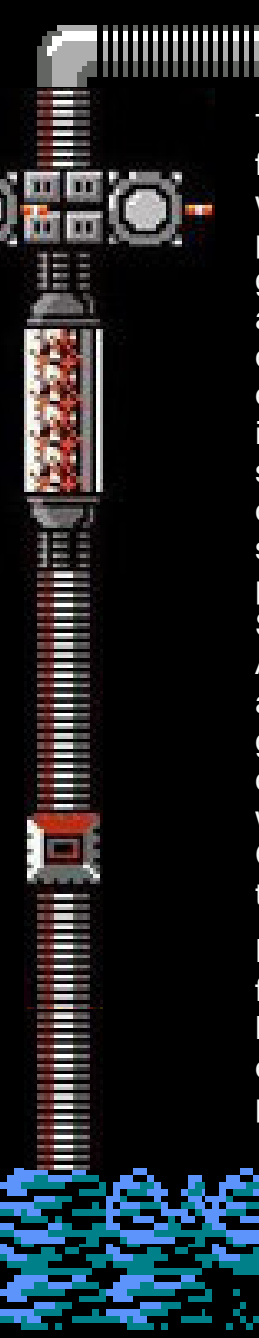
Metroid is a military science fiction themed action-adventure game originally released for the Famicom Disk System. The player controls Samus Aran in sprite-rendered two-dimensional landscapes. The game takes place on the planet Zebes, a large, open-ended world with areas connected by doors and elevators.

After Nintendo's release of commercially successful platforming games in the 1980s, including Donkey Kong (1981), Ice Climber (1985), and Super Mario Bros. (1985), as well as the critically acclaimed adventure game The Legend of Zelda (1986), the company began work on an action game. The game was dubbed Metroid, which is a port-

manteau of the words "metro" and "android". It was co-developed by Nintendo's Research and Development 1 division and Intelligent Systems, and produced by Gunpei Yokoi. Metroid was directed by Satoru Okada and Yoshio Sakamoto (credited as 'Yamamoto'), and featured music written by Hirokazu Tanaka (credited as 'Hip Tanaka'). Makoto Kano (credited under his last name) was tasked to create the scenario, and Hiroji Kiyotake (credited under his last name), Hirofumi Matsuoka (credited as 'New Matsuoka') and Yoshio Sakamoto (credited as 'Shikamoto') designed the game's characters. The character design for Samus Aran was created by Kiyotake.

Developers	Nintendo R&D1 Intelligent Systems
Publisher	Nintendo
Director	Satoru Okada
Producer	Gunpei Yokoi
Artists	Hiroji Kiyotake Hirofumi Matsuoka Yoshio Sakamoto
Writer	Makoto Kano
Composer	Hirokazu Tanaka
Series	Metroid
Release dates	FDS August 6, 1986 NA August 1987 EU January 15, 1988
Genre	Action-adventure
Mode	Single-player





The production was described as a “very free working environment” by Tanaka, who stated that, despite being the composer, he also gave input for the game’s graphics and helped name the game’s areas. Part way through development, one of the developers asked the others, “Hey, wouldn’t that be kind of cool if it turned out that this person inside the suit was a woman?”. This idea was incorporated into the game, though the instruction manual for the game uses the pronoun “he” many times in reference to Samus. Ridley Scott’s 1979 horror film *Alien* was described by Sakamoto as a “huge influence” on *Metroid* after the game’s world had been created. The development staff was affected by the work of the film’s creature designer H. R. Giger, and found his creations to be fitting for the *Metroid* universe.

Nintendo attempted to set *Metroid* apart from other games by making it a non-linear adventure-based game, in which exploration was a crucial part of the experience. The game often requires that

players retrace their steps to progress, forcing the player to scroll the screen left in addition to moving it right, as was the case in most contemporary games. *Metroid* was also considered one of the first video games to impress a feeling of desperation and solitude on the player. Following *The Legend of Zelda*, *Metroid* helped pioneer the idea of acquiring tools to strengthen characters and help progress through the game. Up until that point, most ability-enhancing power-ups like the Power Shot in *Gauntlet* (1985) and the Starman in *Super Mario Bros.* offered only temporary boosts to characters, and they were not required to complete the game. In *Metroid*, however, items were permanent fixtures that lasted until the end. In particular, missiles and the ice beam were required to finish the game. After defeating Mother Brain, the player is given an end screen based on the time it took them to get there.

Metroid has shipped 2.73 million units worldwide. In 2008, *Nintendo Power* named *Metroid* the fifth-best game for the NES.





The Legend of Zelda, subtitled The Hyrule Fantasy in its original Japanese release, is a 1986 action-adventure game designed by Shigeru Miyamoto and Takashi Tezuka. Set in the fantasy land of Hyrule, the plot centers on a boy named Link, the playable protagonist, who aims to collect the eight fragments of the Triforce of Wisdom in order to rescue Princess Zelda from the antagonist, Ganon. During the course of the game, the player sees Link from a top-down perspective and must navigate him through the over-world and several dungeons, defeating enemies and

finding secrets along the way.

The inaugural game of the Legend of Zelda series, it was first released in Japan as a launch title for the Family Computer Disk System peripheral. More than a year later, North America and Europe received releases on the Nintendo Entertainment System in cartridge form, making the game the first home console title to include an internal battery for saving data. In 1994, this version would be released back in Japan, now named The Legend of Zelda 1. There were also re-issued ports for the GameCube, Game Boy Advance and the Virtual Console.

Developer	Nintendo R&D4
Publisher	Nintendo
Directors	Shigeru Miyamoto Takashi Tezuka
Producer	Shigeru Miyamoto
Programmers	Toshihiko Nakago Yasunari Soejima I. Marui
Writer	Takashi Tezuka
Composer	Koji Kondo
Series	The Legend of Zelda
Release dates	NA August 22, 1987 EU November 15, 1987 JP February 19, 1994
Genre	Action-adventure
Mode	Single-player



Development for this game was directed and designed by Shigeru Miyamoto (credited as S. Miyahon) and Takashi Tezuka (credited as Ten Ten). Miyamoto produced the game, and Tezuka wrote the story and script. The development team worked on The Legend of Zelda and Super Mario Bros. concurrently, and tried to separate their ideas: Super Mario Bros. was to be linear, where the action occurred in a strict sequence, whereas The Legend of Zelda would be the opposite. In Mario, Miyamoto downplayed the importance of the high score in favor of simply completing the game. This concept was carried over to The Legend of Zelda. Miyamoto was also in charge of deciding which concepts were “Zelda ideas” or “Mario ideas.” Contrasting with Mario, Zelda was made non-linear and forced the players to think about what they should do next. In the initial game designs, the player would start the game with the sword already in their inventory. According to Miyamoto, those in Japan were confused and had trouble finding their way through the multiple path dungeons. Rather than listening to the complaints, Miyamoto took away the sword, forcing players to communicate with each other and share their ideas to find the various secrets hidden in the game. This was a new form of game communication, and in this way, “Zelda became the inspiration for something very different: Animal Crossing.

This was a game based solely on communication.”

With The Legend of Zelda, Miyamoto wanted to take the idea of a game “world” even further, giving players a “miniature garden that they can put inside their drawer.” He drew his inspiration from his experiences as a boy around Kyoto, where he explored nearby fields, woods, and caves, and through the Zelda titles he always tries to impart to players some of the sense of exploration and limitless wonder he felt. “When I was a child,” he said, “I went hiking and found a lake. It was quite a surprise for me to stumble upon it. When I traveled around the country without a map, trying to find my way, stumbling on amazing things as I went, I realized how it felt to go on an adventure like this.” The memory of being lost amid the maze of sliding doors in his family’s home in Sonobe was recreated in Zelda’s labyrinth dungeons.

The Legend of Zelda was a bestseller for Nintendo, selling over 6.5 million copies; it was the first NES title to sell over 1 million. It was reissued in 1992 as part of Nintendo’s “Classic Series” and featured a grey cartridge. The game placed first in the player’s poll “Top 30” in Nintendo Power’s first issue and continued to dominate the list into the early 1990s. The Legend of Zelda was also voted by Nintendo Power readers as the “Best Challenge” in the 88` Nintendo Power Awards.

The 3D Battles of WORLD RUNNER™

The 3-D Battles of WorldRunner (shortened to 3-D WorldRunner on the North American box art), originally released in Japan as Tobidase Daisakusen, is a 1987 third-person rail shooter platform video game developed and published by Square for the FamiCom Disk System and published by Acclaim for the NES itself.

In the game, the player assumes the role of Jack the WorldRunner, a wild “space cowboy” on a mission to save various planets overrun by serpent-like beasts. The game takes place in Solar System #517, which is being overrun by a race of aliens known as Serpentbeasts, who are led by the evil Grax. As WorldRunner, the

player must battle through eight planets to destroy Grax. For its time, the game was technically advanced; the game’s three-dimensional scrolling effect is very similar to the linescroll effects used by Pole Position and many racing games of the day as well as the forward-scrolling effect of Sega’s 1985 third-person rail shooter Space Harrier. 3-D WorldRunner was an early forward-scrolling pseudo-3D third-person platform-action game where players were free to move in any forward-scrolling direction and had to leap over obstacles and chasms. It was also notable for being one of the first stereoscopic 3-D games.

WorldRunner was designed by Hironobu Sakaguchi and Nasir Gebelli, and composed by Nobuo Uematsu, all whom would later rise to fame as core

Developer	Square
Publisher	JP DOG
	NA Acclaim
Designer	Hironobu Sakaguchi
Programmer	Nasir Gebelli
Composer	Nobuo Uematsu
Release dates	JP March 12, 1987
	NA September 1987
Genre	Third-Person Rail Shooter, Platformer
Mode	Single-player



members of the team behind the popular role-playing video game Final Fantasy.

WorldRunner features many elements that are typical of a forward-scrolling rail shooter game, where the player focuses on destroying or dodging on-screen enemies against a scrolling background. 3-D WorldRunner incorporates a distinct third-person view, where the camera angle is positioned behind the main character.

As Jack, players make their way through eight worlds, battling hostile alien creatures and leaping over bottomless canyons. Each world is divided into different quadrants, and the player must pass through each quadrant before the time counter on the bottom of the game screen reaches zero. In each quadrant, the player can find pillar-like columns that house power-ups, objects that are beneficial or add extra abilities to the game character. At the end of each world's last quadrant is a serpent-like creature which must be defeated to advance. A status bar at the bottom of the screen displays

the player's score, the time counter, the world number, the world quadrant, the number of bonus stars collected by the player, and the number of lives, or continues, remaining.

Part of the appeal and selling point of WorldRunner was its "3D mode", and it was the first of three games by Square to feature such an option. When the 3D mode is selected, the game uses computer image processing techniques to combine images from two slightly different viewpoints into a single image, known as anaglyph images. The game was packaged with cardboard anaglyph glasses, which use red and cyan color filters to moderate the light reaching each eye to create the illusion of a three dimensional image.

It is considered difficult to find a complete copy of WorldRunner today, presumably because the glasses packaged with the game ended up getting thrown away by players. Indeed, copies of the game sold on eBay almost never include the glasses, even if the game's box, instruction manual, and dust jacket are all intact.



Deadly Towers™

Deadly Towers is an action role-playing video game developed by Lenar and exclusively-licensed by Irem as a software title for the NES. One of the earliest published role-playing video games for the NES in North America, Deadly Towers was a best-selling title in 1987.

In Japan, Deadly Towers was titled Mashō, literally meaning “Evil Bell”. It is a pun of the word mashō, meaning “devilishness”, and in keeping with this theme, the Japanese cartridge contained a red LED at the top which illuminated when turned on. Irem intended the game’s English-language title to be Hell’s Bells, but Nintendo of America refused to issue the

game a Nintendo Seal of Quality unless Brøderbund changed the name.

Brøderbund’s relationship with Lenar was facilitated by Scott (Kenji) Tsumura, who worked for IREM and eventually worked for Brøderbund to form the Kyodai Software division. Alan Weiss, the Nintendo Producer at Brøderbund, managed all product development and worked with Lenar to translate the text of the game. Weiss kept the strange name, Prince Myer, to try and make faithful conversions and not “Americanize” it. The name, “Deadly Towers,” came from Ed Bernstein of Brøderbund. In response to the difficulty level of the game, Weiss stated: “We did a lot of testing of the game and we didn’t actually find it that difficult at Brøderbund, and

Developer	Lenar
Publishers	JP Irem NA Brøderbund
Designers	Junichi Mizutari R. Nagasu
Composer	Yoshinobu Kasukawa
Release dates	JP December 15, 1986 NA September 1987
Genre	Action role-playing
Mode	Single-player



I think we wanted something more challenging than previously published titles to round out our portfolio.”

The story of the game stars Prince Myer. On the moonlit eve of his coronation ceremony, pensive Prince Myer sits at the lakeside to ponder the future of the kingdom. Suddenly, a shadowy kami called Khan rises from the lake and coalesces into the form of a man. Although he doesn't identify himself, the figure greets Prince Myer by name, and informs him that Rubas, the “Devil of Darkness”, is preparing to overtake Willner Kingdom by using seven magic bells capable of summoning an army of monsters. To ensure peace, Khan says, Prince Myer must travel to the northern mountain to burn the Seven Bells in the sacred flame, burn down the seven bell towers in Rubas' magic palace and, ultimately, defeat Rubas himself.

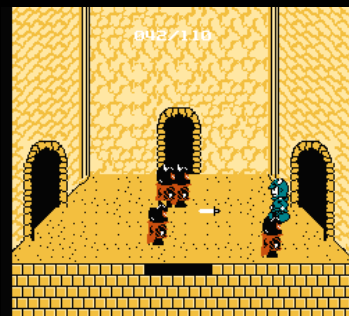
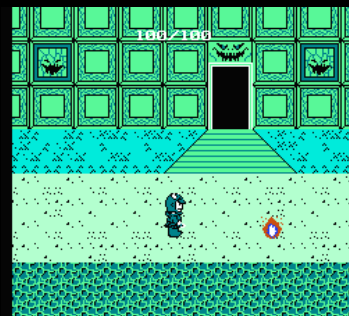
Rubas' palace is presented in one-point perspective. The screen scrolls sideways only, except in bell towers, where the screen scrolls vertically.

Prince Myer can walk in eight directions, and attacks by throwing a sword. The player earns coins (a currency called ludder) by killing monsters, and can trade ludder at shops in the dungeons for new equipment. The shops are in fixed locations throughout the dungeons, but their inventories may change.

The palace has ten vast, labyrinthine dungeons. The first dungeon-maze has 167 screens, and the tenth has 235. There are 7 bell towers, at the top of which are bosses.

Hidden throughout the towers are invisible portals to a secret area called the Parallel Zone, where the player can find equipment superior to that available in the shops.

When released in 1987, the game became a best-selling title in North America. Deadly Towers was particularly notable for its permanent power-up mechanic, which at the time blurred the line between the power-ups used in action-adventures and the experience points used in RPGs.



Lode Runner

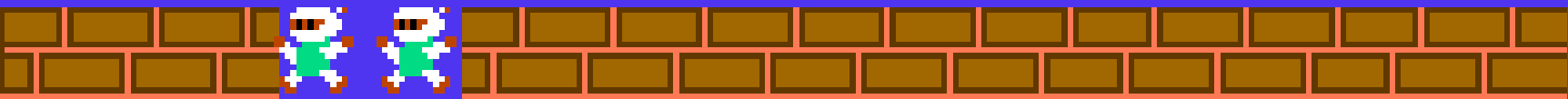
Lode Runner is a puzzle video game, first published by Brøderbund in 1983. It is one of the first games to include a level editor, a feature that allows players to create their own levels for the game. This feature bolstered the game's popularity, as magazines such as Computer Gaming World held contests to see who could build the best level. Tozai, Inc. currently holds the intellectual property and trademark rights of Lode Runner.

The prototype of what later became Lode Runner was a game developed by Douglas E. Smith of Renton, Washington, who at the time was an architecture student at the University of Washington. This prototype, called Kong, was written for a Prime Computer 550 minicomputer

limited to one building on the UW campus. Shortly thereafter, Kong was ported to VAX minicomputers, as there were more terminals available on campus. The game was programmed in Fortran and used ASCII character graphics. When Kong was ported to the VAX, some Pascal sections were mixed into the original Fortran code.

Over one weekend in 1982, Smith was able to build a crude, playable version in 6502 assembly language on an Apple II+ and renamed the game Miner. Through the end of the year, he refined that version, which was black-and-white with no joystick support. He submitted a rough version to Brøderbund around October 1982 and received a one-line rejection let-

Developer	Douglas E. Smith
Publishers	Brøderbund, Ariolasoft
Release dates	JP July 31, 1984 NA September 1987
Genres	Platform, Puzzle
Mode	Single-player



ter in response to the effect of “Thank you for submitting your game concept. Unfortunately it does not fit within our product line.”.

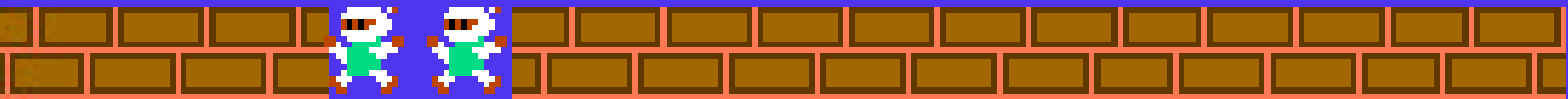
Smith then borrowed money to purchase a color monitor and joystick and continued to improve the game. Around Christmas of 1982, he submitted the game, now renamed Lode Runner, to four publishers and quickly received offers from all four: Sierra, Sirius, Synergistic, and Brøderbund. He took the deal with Brøderbund.

Miner, like its text-based Kong predecessors, had only very simple animation where characters move across the screen in block increments. It was too primitive for an acceptable commercial product as Brøderbund wanted detailed pixel-level movement. According to an article, Smith was given a \$10,000 advance by Brøderbund to develop the inter-square animation, and to provide 150 levels of play. For the latter, he reputedly paid neighborhood children to design levels with the editor he had coded.

The game was released in mid-1983. The original microcomputer versions included the Apple II series, the Atari 8-bit family, the Commodore VIC-20, the Commodore 64, and the IBM PC.

The NES version was released by Hudson Soft in 1984 (North American release 1986) and became one of the earliest third-party games made for that system. It had 50 levels, scrolling screens, added music, and graphics redone in a more cartoon-like style. In addition, fruits and vegetables randomly appear which may be grabbed for additional points. Although a level editor was included, there is no way to save levels created with it. An arcade game of Lode Runner was produced with some added features like the ability to hang off the ends of ladders and an improved enemy AI.

Lode Runner was very successful. It was Broderbund’s second best-selling Commodore game as of late 1987.



RAID ON BUNGELING BAY

Raid on Bungeling Bay was the first video game designed by Will Wright. It was published by Brøderbund for the Commodore 64 in 1984 and the NES and MSX computers in 1985. The Commodore 64 version was published in the UK by Ariolasoft, and the NES version was ported by Hudson Soft.

Apart from offering a 2D overhead view of terrain which was a bit more complex than in other games, Raid on Bungeling Bay was basically a simple war zone shoot 'em up. The player controlled a helicopter that launched from an aircraft carrier to bomb six factories scattered across islands on a small planetoid occupied by the Bungeling Empire

(the usual villains in Brøderbund games), while fending off escalating counterattacks by gun turrets, fighter jets, guided missiles, and a battleship. There was also a hidden island for the player to reload on. Failure meant that the Bungeling Empire develops a war machine to take over the planet Earth. Players had to attack its infrastructure while defending the aircraft carrier which served as home base.

The game offers an interesting insight into the design style of Wright, who would later go on to design SimCity. The islands and factories in the game behaved in a sophisticated manner which closely resembled SimCity. Over time, the factories would grow and develop new technologies to use against the player. There were also visible signs of interdependency among the

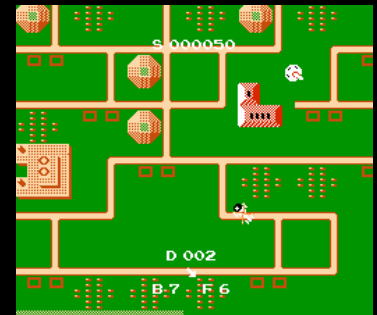
Developer	Will Wright
Publisher	Brøderbund
Release date	NA 1985
Genres	Action, Strategy
Modes	Single-player, Multiplayer



islands, such as supply boats moving between them. In order to win the game, the player must prevent the escalation by bombing all the factories as quickly as possible, keeping them from advancing their technology. If left alone for too long, the factories would create enough new weaponry to overwhelm the player.

Compute! wrote in 1985 that Raid “possesses all the virtues needed to appease the demanding gamer”, with “amazingly detailed” graphics. Computer Gaming World in 1988 approved of the Nintendo version’s graphics, calling it a “high adventure with realistic overtones” that did not involve dragons or elves. The magazine named it the Action-Strategy Game of the Year for Nintendo, writing that Raid had been “rescued from Broderbund’s computer software vaults, updated slightly, and sent out to challenge all the bright new [Nintendo games and] blew them out of the water ... a delightful game experience”.

Wright continued to develop the editor for the game as a personal toy because he enjoyed it so much. He researched urban planning and realised that others might enjoy constructing and building cities themselves. The result was a fancier simulation that eventually became SimCity.



RING KING™

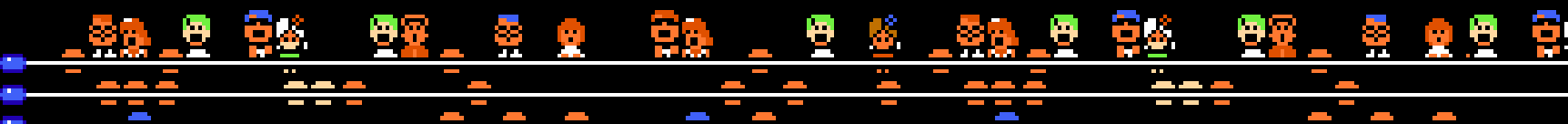
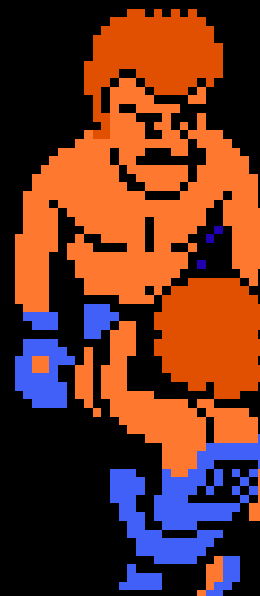
Ring King, known in the PAL regions as King of Boxer, and known in Japan as Family Boxing, is an arcade boxing game originally developed and published by Woodplace, Inc. in the PAL regions in 1985, and later published by Data East in North America the same year.

The game continues the series' theme of comical sports as the player takes the role of a boxer who makes his way from his debut to become a world champion. Ring King, though perhaps unintentionally, is standard of the boxing creations of its era, via providing quirky monikers for opponents the player encounters; in its arcade release,

these number eight: Violence Jo (ironically, this entry level fighter is the champion, in the NES version), Brown Pants, White Wolf, Bomba Vern, Beat Brown, Blue Warker (reigning champion, in the arcade version), Green Hante and Onetta Yank. Assuming the player wins the championship, arcade play continues cycling through only the last of the afore-listed three (Blue Warker, Green Hante, Onetta Yank).

The player can choose from several different types of punches and defensive maneuvers, along with unique special attacks. The player revives their stamina during the round interval by pressing the button rapidly. The boxer's abilities are determined by three different stats; punch, stamina, and speed. The

Developers	Woodplace, Inc., Namco
Publisher	Data East
Release date	NA September 1987
Genre	Sports
Modes	Single-player, Two players



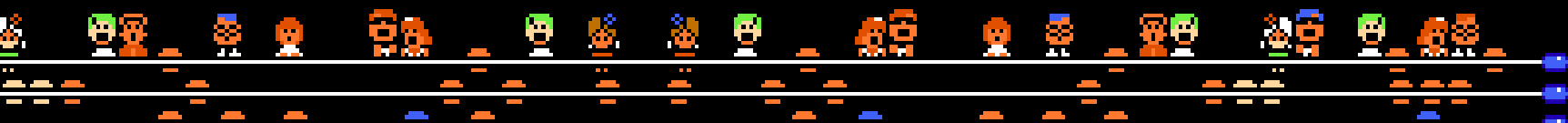
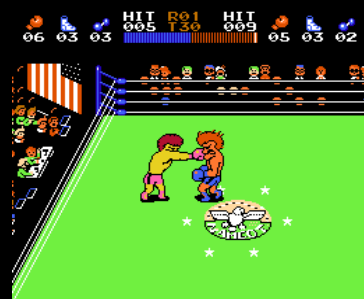
player can improve these stats using the power points gained after each match. Performing well in matches allows the player to create more powerful boxers. The player can save their game progress by recording a password, and two players can face off against each other in the two-player mode. Though the game is rudimentary, it is possible to counter-punch, and missing with too many punches causes the boxer's stamina to decrease.

The biggest characteristic of the game is the comical set of special attacks. These moves are activated when the player presses the attack button at the right timing and at the right distance. The attacks have the capability to instantly knock out the opponent, but being countered before a special attack causes an extraordinary amount of damage as well. The first special attack is a powerful hook which the boxer throws by spinning around like a top. The second is a straight punch that propels the opponent into the ropes when it connects. The third type

is an uppercut that launches the opponent straight into the air. If thrown at the right timing, the uppercut can blast the opponent straight out of the ring, resulting in a technical knockout.

The game was later ported to the NES in 1987 by Data East's arcade-to-NES converter, Sakata SAS, which was published by Data East in North America, and by Namco in Japan. The FamiCom and MSX2 versions were released as the third game of the Family sports game series, after Family Stadium and Family Jockey for the Famicom in Japan by Namco as Family Boxing.

The NES version of Ring King created some controversy because the boxers' cornermen appear to be performing fellatio on them between rounds. Though the scene was only intended to show the cornermen placing the Foul Cup into the boxer's trunks, the graphical limitations of the NES made the scene appear questionable. The boxers may also appear to be hugging as they grapple because of the NES's limitations.



Sky Kid

Sky Kid is a horizontal scrolling shooter arcade game that was released by Namco in 1985. It runs on Namco Pac-Land hardware but with a video system like that used in Dragon Buster. It is also the first game from Namco to allow two players to play simultaneously. The game was later released on the Famicom (brought to the American NES by Sunsoft), and both this version for the Wii, Nintendo 3DS and Wii U and the original arcade version for the Wii were later released on Nintendo's Virtual Console service.

Sky Kid is a two-dimensional

scrolling shooter game. The players take control of the Sky Kids, "Red Baron" and "Blue Max", which are references to Manfred von Richthofen, the famous World War I flying ace, and the prestigious order Pour le Mérite informally known as Blue Max. The Sky Kids fly around in biplanes and are assigned specific targets during the missions. These missions involve bombing specific targets. The "A" button is used to control the plane's machine gun and the "B" button is used to perform a loop. A number of obstacles face the players in each level. First, their biplane is not equipped with a

Developers	Namco, Epoch
Publishers	JP Epoch N A Sunsoft
Composer	Junko Ozawa
Release dates	JP August 22, 1986 NA September 1987
Genre	scrolling shooter
Modes	Single-player, 2 players simultaneously



bomb to complete their mission and must be picked up en route to the target. Second, there are both ground and air units that attempt to keep the Sky Kids from accomplishing their mission. Last, the Sky Kids may have to navigate through some very inhospitable terrain or navigate around cities in order to get to the target. The targets which the Sky Kids must bomb will either be fortress complexes, or ships. As the players advance further up in the 21 missions, multiple targets will begin to appear in the course of one mission. Players receive points for destroying air and ground targets, and receive additional points at the end of the mission for how many of these types of targets are destroyed. In addition, players get points based on how much of the target is destroyed - but only total destruction warrants an end-of-mission bonus.

Occasionally, performing a loop over a billboard will reveal one of four hidden Namco characters: Pac-Man, Inky, the Special Flag from Rally-X (which, like

the Galaxian flagship, has appeared in several other Namco games) or Pooka from Dig Dug.

If the player performs a loop in front of the three dancing girls which appear at the end of each mission, the girls will send out hearts representing kisses.

After Namco ended its partner ships with both Midway and Atari, they started to release games in the United States. Releases such as Grobda (1984) and Dig Dug II (1985) were some of the games that Namco released. Since the Video Game Crash of 1983 had claimed quite a few arcade companies, Namco managed to fill the gap. Sky Kid was a game that didn't enjoy great success in the United States. The game, however, did show that Namco was on the right track as far as the games they had released went. Featuring cartoon-like graphics and different types of missions, Sky Kid would form the basis for several other Namco games that are based on the same type of gameplay, such as Ordyne (1988) and Pistol Daimyo no Bōken (1990).



SPELUNKER

Spelunker is a 1983 video game, originally released for the Atari 8-bit computers, developed by Tim Martin and MicroGraphicImage. It is a platform game similar to Pitfall! or Curse of Ra.

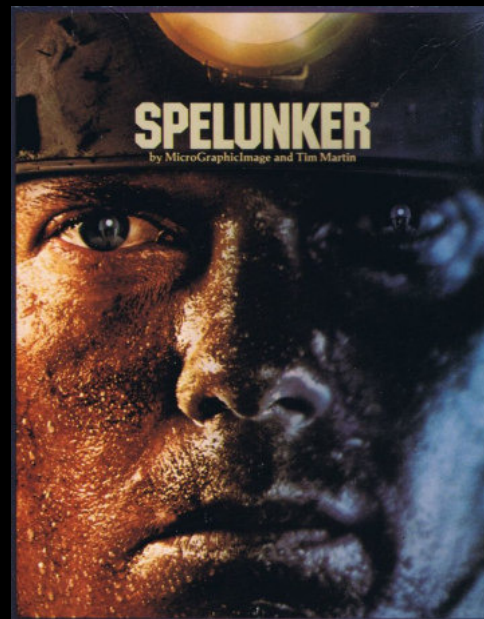
Spelunker is set in a colossal cave, with the player starting at the cave's entrance at the top, and the objective is to get to the fabulous treasure at the bottom. To achieve this, the player must walk and jump through increasingly challenging parts of the cave, all the while working with a finite supply of fresh air, which could be replenished at various points.

The cave's hazards include bats, which drop deadly gua-

no on the player; and a ghost haunting the cave and appearing randomly, attempting to take the player to the shadow world. The player character can send a blast of air to push the ghost away. However, this renders the player's character immobile for a few seconds, thus vulnerable to other dangers and further depleting their air supply. Objects to collect include sticks of dynamite, flares, and keys. Precise positioning and jumping play key factors in successfully completing the game.

The cave in Spelunker is divided into six levels. Although the levels connect seamlessly to each other, forming one large map, the game clearly signals

Developer	MicroGraphicImage, Irem
Publisher	MicroGraphicImage, Bröderbund
Designer	Tim Martin
Release date	NA September 1987
Genre	Platform
Mode	Single player



a level change at certain points by showing the name of the next level and giving the player a bonus, consisting of an extra life and a varying amount of points. Also, depending on memory, the next level or two were loaded from disk at that point.

The splash screen of the game on the original Atari features an excerpt of Modest Mussorgsky's Pictures at an Exhibition as background music. All other versions of the game, including the Atari re-release feature a different title theme. The NES and MSX versions have additional music during gameplay.

The game was later ported to the Commodore 64 and re-released by Brøderbund in 1984, with European publishing rights licensed to Ariolasoft. An arcade version followed in 1985, and the game was released for the NES on December 6, 1985 in Japan and September 1987 in North America, and for the MSX in 1986. A sequel was also released in arcades and for the NES on September 18, 1987 called Spelun-

ker II: Yūsha e no Chōsen by Irem, in Japan only. The game was re-released for Virtual Console in North America on March 17, 2008 and in Europe on September 5, 2008 for the Wii, in both regions on June 6, 2013 for the Wii U and in North America on June 27, 2013 for the Nintendo 3DS.

Sony Computer Entertainment of Japan has released Spelunker HD, known in Japan as Minna de Spelunker, for the PlayStation 3 as a downloadable game through their PlayStation Network Store. It received the PlayStation Store best sales award in 2009 from Sony Computer Entertainment of Japan. The game is a remake of the NES port, with high definition graphics and 100 levels (10 large caves, with 10 levels in each).

In 2015, Square Enix released a sequel titled Minna de Spelunker Z.

Computer Gaming World of 1985 called Spelunker "a thoroughly enjoyable game ... a class act".



SPY HUNTER

Spy Hunter is a 1983 arcade game developed and released by Bally Midway.

Game designer George Gomez drew inspiration for the game from listening to an audio cassette tape of music from James Bond films. He designed the game with Tom Leon, with whom he had worked on TRON. Gomez sketched out the in-game road map on a long scroll of drawing paper and also came up with the idea of the weapons van. Originally the game was to be based directly on James Bond and have the James Bond theme as in-game music, but the license could not be acquired. Instead, an electronic arrangement of Henry Mancini's theme

to Peter Gunn plays throughout.

Spy Hunter is a vertical scrolling action/driving game with the player in the role of a spy driving an armed sportscar. The object of the game is to travel the freeway destroying as many enemy vehicles as possible while protecting civilian vehicles. The game uses top-down perspective.

The game begins with the player driving the fictitious G-6155 Interceptor. Various enemy vehicles try to destroy the player's car or to force it off the road, including a helicopter that drops bombs from overhead. A counter increments the score while the car is moving and on the road. Additional points are earned de-



Developer	Bally Midway
Publisher	Bally Midway, NES Sunsoft
Designer	George Gomez
Release date	NA September 1987
Genre	Vehicular combat
Mode	Single player

stroying enemy vehicles using weapons or by forcing them off the road. After an initial lead-in time during which the player has an unlimited supply of cars, the player must earn extra cars by obtaining high scores. Destroying non-enemy cars halts the score counter for a short while, and no points are scored whenever the player's car is off the road. The car can be destroyed by a hard collision with another vehicle, if it is hit by an enemy weapon (including the craters blasted into the road by the helicopter's bombs), or by running far enough off the roadway (or waterway).

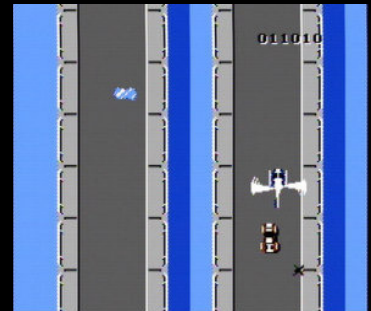
Following periodic forks in the road, players can enter a new 'territory' with different terrain and/or weather conditions. Players can also upgrade the car's standard machine guns by adding other weapons by entering the Weapons Van, which appears in each new territory and can be periodically summoned by pressing the blinking "Weapons Van" button. Three special weapons are available: oil slicks, smoke screens, and surface-to-air missiles. Each has limited ammo and are lost if the player's car is destroyed.

The game's dashboard shows which weapons are available, when lit.

It is possible for the player to convert the car into a go-fast boat for brief periods by driving through a special boathouse which appears infrequently at the side of the road after which the player is attacked by two different enemy boats.

Despite rumors to the contrary, the in-game road is endless and the game itself has no ending.

Because of its success, Spy Hunter was ported to several home video game systems and home computers of the early 1980s era. The Nintendo port of this game has extremely buggy collision detection. If the road turns, the car will not crash if it remains pointed straight. It is possible to drive for hours over dirt, rocks, river banks, etc. If the car's tires are slashed while near the top of the screen, the car will often spin off the top of the screen and reappear at the bottom. The car becomes indestructible and can drive anywhere on the screen without being damaged, but the car's weapons no longer function.



FAMILY FUN FITNESS™ STADIUM EVENTS™

Stadium Events, known in Japan as Running Stadium, is an exergaming video game developed by Bandai for the NES. The game was released in Japan, North America, and West Germany and Sweden. It is part of the Family Trainer series in Japan, and one of two games released in North America under the Family Fun Fitness series banner, the other being Athletic World. The games were designed and branded for the Family Fun Fitness mat, a short-lived running pad accessory for the NES.

Athletic World's label is marked with a green "Series 1"; Stadium Events has an orange "Series 2"

badge. This numbering system was abandoned when Nintendo took over further Bandai releases for use with its Power Pad instead. There were a total of 10 games in the Family Trainer series.

The game featured an Olympic-style Track and Field competition, with events such as the 100m dash, 110m hurdles, long jump, and triple jump. Modes of play include "Tournament" and "The Olympics". Players utilized the Family Fun Fitness mat (Side B) instead of a standard controller in order to run and jump. A controller, connected to Port A, is used to navigate the game's menu.

Developer	Bandai
Publisher	Bandai America
Series	Family Trainer
Release dates	JP December 23, 1986 NA September 1987 EU 1988
Genres	Sports simulation, Exergaming
Modes	Single-player, Multiplayer



The North American, or NTSC, version of Stadium Events is universally accepted as the rarest licensed NES game available for purchase in North America. The reason for its rarity and subsequent high market price is its limited production and sales. At the time of its launch during the holiday season of 1987, Stadium Events was only available from limited stores. In 1988, Nintendo purchased the North American rights to the FFF mat technology and re-released it as the Power Pad.

The two Family Fun Fitness-branded games that had already been released, as well as Bandai's version of the running pad accessory, were pulled from shelves and presumed destroyed. Because of this odd sequence of events, only 2000 copies are believed to have been produced, of which it is estimated that 200 copies reached consumers before being recalled. Today, collectors who follow the online sale of rare video games believe that fewer than 20 complete copies of the game exist, only three of which are known to be factory sealed. The game is worth up to \$38,000 according to the NES Rarity Guide. An eBay auction of a new, factory-sealed version of the game was sold on January 22, 2011. The copy sold for \$22,800.00, the highest confirmed price paid for the game at that time. In 2013, it is reported that a woman purchased a rare copy of the game for \$7.99 at a Goodwill store in

North Carolina and eventually listed it for an online auction. An eBay Auction in January 2015 sold a factory-sealed Stadium Events for \$35,100.00. This copy of Stadium Events game was given a grade of 85 the highest known grade for this game by the VGA. It was sold by a previous Nintendo employee who received it while working at Nintendo for over 22 years and held on to it for decades then decided to sell after he left Nintendo.

The European, or PAL, version of Stadium Events is not as rare as its American counterpart, but is still an expensive NES game. The PAL version was released in West Germany and Sweden. The value of this game varies depending on the condition of the game, and supply and demand. Prices have been anywhere from \$200 to \$1,000.

The re-released World Class Track Meet was produced and sold in large numbers, as it was a pack-in game for Nintendo's Power Set bundle, which included (among other items) the NES console, Power Pad, and World Class Track Meet. The Family Computer version of Running Stadium was not recalled or otherwise limited, and survives in greater numbers than the North American version.

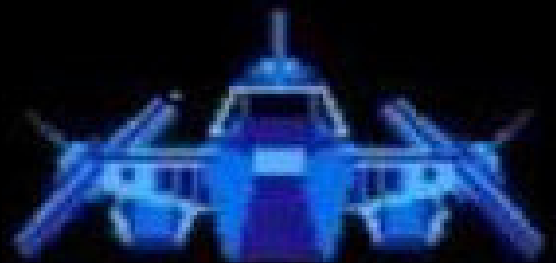
STAR VOYAGER

Star Voyager, released in Japan as Cosmo Genesis, is an outer space shooter for the NES. The gameplay is a first-person shooter from inside the cockpit of a spaceship. The player navigates “sub spaces” of a larger “world map.” Gameplay takes place between different subspaces.

The plot centers around a lone pilot in a spacecraft attempting to protect a transport ship, the CosmoStation Noah, full of planetary refugees from a fleet of intergalactic terrorists known as the Molok Wardrivers. The player’s primary goal is to eliminate all enemy fleets before they can surround the stationary CosmoStation Noah. The player may also visit up to eight different planets in search of engine and weapon upgrades for their

ship. Players may also seek repairs at up to five space stations in addition to CosmoStation Noah. The player may also visit an asteroid field, and a black hole from which escape is impossible. The game is won if the player defeats the enemy armada and safely returns to base. However, the game is lost if the enemy fleet reaches the CosmoStation Noah, the player enters the black hole, the player’s ship runs out of fuel crystals, or if life support fails.

Gameplay occurs on a 10x10 grid that is randomized at the start of each game with the exceptions of the player and CosmoStation Noah will always begin in the top left, and the five initial Molok Wardriver fleets will begin in the bottom right. To progress through the grid, the

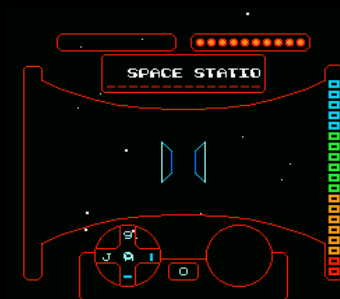
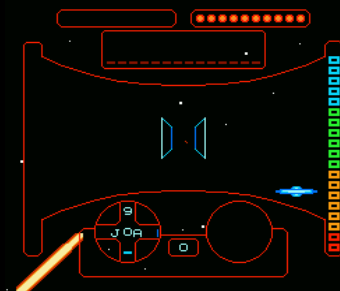
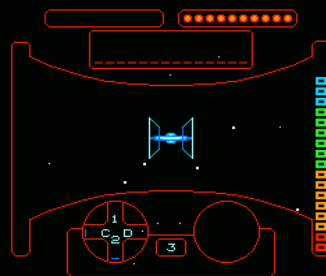
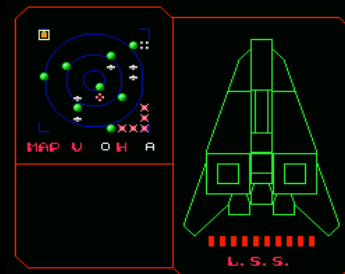
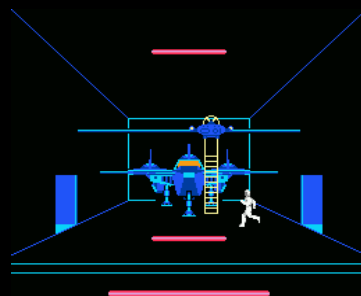


Developer	ASCII Entertainment
Publisher	Acclaim
Designer	ASCII Entertainment
Release dates	JP December 23, 1986 NA September, 1987
Genre	Action
Mode	Single-player

player must select their destination coordinates either through the HUD or the select menu grid, and hold down the B button to charge enough power to travel as many sectors as required to reach their destination, as identified by the number on the bottom-center of the HUD. The number of leaps charged is indicated by icons in the upper-left gauge.

As gameplay progresses, additional fleets may join the Molok Wardriver armada. Any planets or space stations they encounter during their trek to the CosmoStation Noah will be destroyed, limiting the resources the player will have to mount an attack. In order to destroy the enemy fleets, the player must warp to their coordinates and destroy the fleet's spacecraft and mothership, which will endlessly deploy enemy spacecraft as long as it remains operational. The player must raise their shields in the select menu in order to minimize damage taken to the ship.

The player's fuel crystals will deplete normally over time, and faster during warping or sustaining damage. Therefore it is necessary to visit space stations to refuel to prolong gameplay. They can also repair damaged systems which include radar, engines, and weapons, but a malfunctioning life support system can be repaired only at the CosmoStation Noah.



STINGER

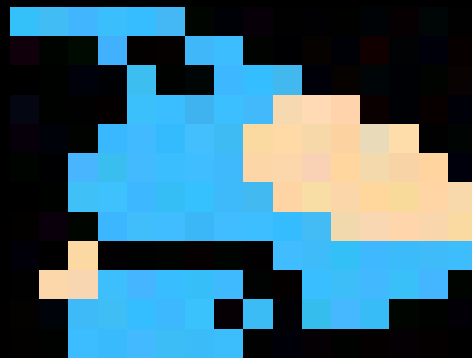
Moero TwinBee: Cinnamon-hakase wo Sukue! ("Burn TwinBee: Rescue Dr. Cinnamon!") is a vertical/side-scrolling shoot-'em-up game released by Konami for the FamiCom Disk System in Japan in 1986. It was later re-released as a standard FamiCom cartridge in 1993. Moero TwinBee was the second game in the TwinBee series, as well as the first of two TwinBee sequels released for the FamiCom, followed by TwinBee 3: Poko Poko Daimaō in 1989.

A North American version for the NES was released in 1987 titled Stinger, making it one of the few games in the series to have an overseas release.

Moero TwinBee can be played

by up to three player simultaneously: the first two players control TwinBee and WinBee (the ships from the previous game) using the standard FamiCom controllers, whereas the third player controls GwinBee (a green ship) by connecting an additional controller into the console's expansion port. Unlike the original TwinBee, which only featured vertical-scrolling stages, Stinger adds side-scrolling stages to the mix as well. There are seven stages in the game. Stage 1, 3, and 7 are side-scrolling stages, while the rest are vertical-scrolling stages. The controls remain the same between the two styles of gameplay, with the only difference being that in the side-scrolling segments, the A

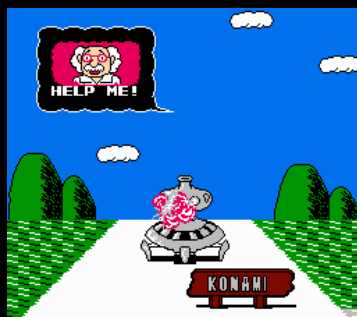
Developer	Konami
Publisher	Konami
Designer	Kazuhiro Aoyama
Composer	Kiyohiro Sada NES, Shinya Sakamoto, FC
Release dates	FDS November 21, 1986 NA September 1987 JP March 26, 1993
Genre	Shoot 'em up
Mode	Single-player, 2-player cooperative (3-player in the Japanese version)



button shoots hearts over the ship instead of dropping bombs into the ground like the vertical-scrolling segments, which helps the player keep the power-up bells afloat in the side-scrolling stages.

The player's primary power-up items are once again bells that uncovered by shooting floating clouds throughout the stages. There are six types of bells in this installment: the regular yellow bells give the player bonus points as usual, the blue bells increases the ship's speed; the white bell upgrades the player's gun into a twin cannon; the pink bell gives the player a laser beam cannon; the flashing pink/white bell gives the player's ship mirror options for added firepower; and the flashing blue/white bell will surround the player's ship with a barrier for extra protection from enemy fire. Some power-ups are mutually exclusive, such as the white and pink bells.

Stinger, the NES version, only allows up to two players simultaneously, as it predated the release of multiplayer adapters such as the Four Score and Satellite. The second player controls GwinBee instead of WinBee, who is absent from this version. The NES version also lacks the opening and ending screen showing the three grandchildren of Dr. Cinnamon, as well as the selectable difficulty settings at the title menu.



WINTER GAMES



Winter Games is a sports video game developed by Epyx (and released in Europe by U.S. Gold), based on sports featured in the Winter Olympic Games.

A snow-and-ice themed follow-up to the highly successful Summer Games, Winter Games was released in 1985 for the Commodore 64 and later ported to several popular home computers and video game consoles of the 1980s.

The game was presented as a virtual multi-sport carnival called the “Epyx Winter Games” (there was no official IOC licensing in place) with up to 8 players each choosing a country to represent, and then taking turns compet-

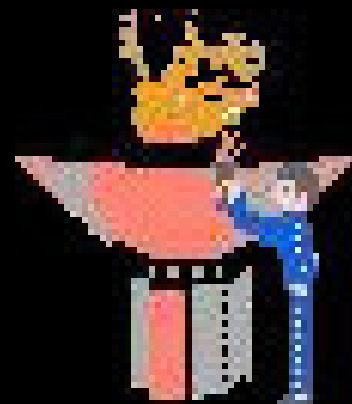
ing in various events to try for a medal.

The events available vary slightly depending on the platform, but include some or all of the following:

- Alpine skiing
- Ski jumping
- Biathlon
- Bobsled
- Figure skating
- Speed skating
- Luge
- Freestyle skiing; more precisely, the aerial skiing discipline, called “Hot Dog Aerials” in the game

The game allowed you to compete in all of the events sequen-

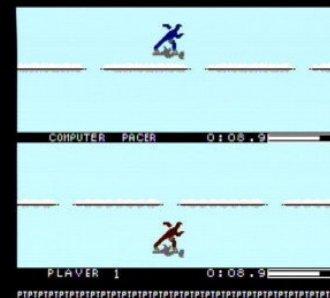
Developer	Epyx, NES Atelier Double
Publisher	Acclaim
Series	Epyx Games
Release dates	NA September 1987
Modes	Single-player



tially, choose a few events, choose just one event, or practice an event.

Winter Games was ported to the Amiga, Apple II, Atari ST, Apple Macintosh, Apple IIGS, Amstrad CPC, ZX Spectrum, and DOS computer platforms, and to the Atari 2600, Atari 7800, NES, and the FamiCom Disk System video game consoles. In 2004, it was featured as one of the games on the C64 Direct-to-TV.

Winter Games was Epyx's best-selling Commodore game as of late 1987. In 1985 Zzap!64 gave 94% for the game calling it "another classic sport simulation from Epyx". Lemon64 website users have given average vote of 8.6 which places the game on top 20 list on the site. The game was reviewed in 1988 in Dragon #132 by Hartley, Patricia, and Kirk Lesser in "The Role of Computers" column. The reviewers gave the game 3½ out of 5 stars. The Spectrum version topped the charts for the month of April. The NES and Famicom Disk System versions were critically panned for unresponsive controls, abysmal music and poor graphics.



Rad Racer

Rad Racer, originally released in Japan as Highway Star, is a racing game developed and published by Square for the FamiCom in 1987. In this game, players drive a Ferrari 328 or an F1 racing machine through a race course. The game was released for the NES in North America and Europe months after its debut on FamiCom.

It was programmed by Nasir Gebelli, designed and supervised by Hironobu Sakaguchi, and featured music by Nobuo Uematsu, all of whom later contributed to Final Fantasy in similar roles. In 1987, few racing games existed for the NES, and Rad Racer was seen as Square's answer

to Sega's Out Run. In Japan, it is one of the few titles for the system designed for use with Nintendo's Famicom 3D System peripheral for 3D experience. The main reason for the development of the game was that Square owner Masafumi Miyamoto wanted to demonstrate Gebelli's 3D programming techniques.

The idea of Rad Racer is to rally through a course, and make it to check points before the timer runs out. If a player hits a road sign or tree at any speed the car crashes. Hitting another car directly from behind will severely slow the car down. If another car side swipes your car you will



Developer	Square
Publisher	JP Square NA Nintendo EU Mattel
Designer	Hironobu Sakaguchi
Programmer	Nasir Gebelli
Composer	Nobuo Uematsu
Release dates	JP August 7, 1987 NA October 1, 1987 EU January 15, 1988
Genre	Arcade style racing
Mode	Single-player



be pushed quickly to the side. At higher levels you can crash by hitting another car. Crashes take time and make it more difficult for the player to reach the check point. There are eight different levels of increasing skill. Even if time runs out, the vehicle can continue to coast for a while; if the vehicle reaches a checkpoint before running out of momentum, the game continues. If time runs out before the goal is reached, the game is over. Rad Racer players can activate a 3D mode during play by pressing the "Select" button and wearing 3D glasses. The game came packaged with 3D glasses which could be worn to give the player the illusion of three dimensions (Square had previously incorporated the usage of 3D glasses in 3-D WorldRunner).

At the car selection screen, the player can pick one of two cars: a Ferrari 328 or an F1 racing machine, similar in appearance to the 1987 Camel-sponsored Honda/Lotus 99T Formula One car. Although officially there is supposedly no performance gain by choosing

the F1 racing machine over the Ferrari 328, this is debated by race fans. Both cars have a maximum speed of 255 km/h (255 is the highest integer representable within 8 bits). In-game, "turbo" can be activated by pressing the up button to boost the car's speed, and disengaged at any time by releasing the button.

As one of the NES's premier racers, Rad Racer was met with favorable reviews and enjoyed commercial success; it ranked 8th on Nintendo Powers player's poll Top 30. It was condemned, however, for its extreme similarity to Sega's Out Run, released the previous year.

Despite the efforts of Square Co. to make unique games with 3D features such as Rad Racer and 3-D Worldrunner, and high sales, the company was in financial trouble. These events are what led to a final attempt at a breakout hit, Final Fantasy. Reaction became more positive over time, and Rad Racer was ranked number 57 on IGN's Top 100 NES games.



MIKE TYSON'S

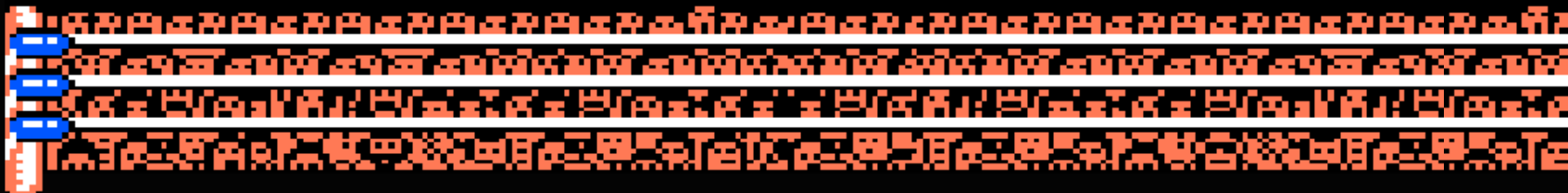
PUNCH-OUT!![®]

Punch-Out!!, originally released in North America as Mike Tyson's Punch-Out!!, is a boxing sports fighting game for the NES. Part of the Punch-Out!! series, it is a port of both the Punch-Out!! and Super Punch-Out!! arcade games (particularly the latter) with some variations.

Genyo Takeda, who produced the Punch-Out!! arcade games, directed the NES versions. Because the NES was not as powerful as the arcade hardware, Takeda and his crew realized that it would be impossible for

the NES port to faithfully emulate the arcade graphics. Instead of making the playable boxer wire-framed or transparent to see an opponent, they decided to shorten the playable boxer, so that players could easily see opponents over the large head room of the playable boxer. Other things added to the NES version that the arcade versions lacked were a rough plot, a background music track played during fights, animated cutscenes and a pass-word system.

Developer	Nintendo R&D3
Publisher	Nintendo
Designers	Genyo Takeda Makoto Wada
Composers	Yukio Kaneoka Akito Nakatsuka Kenji Yamamoto
Series	Punch-Out!!
Release dates	
Gold Version	September 1987
Mike Tyson's Punch-Out!!	NA October 1987 JP November 21, 1987 EU December 15, 1987
Punch-Out!!	NA August 1990 EU August 1990
Genres	Sports, Fighting
Mode	Single-player



Nintendo released a game in a gold-colored Famicom cartridge simply titled Punch-Out!! in Japan, as a prize for the Golf U.S. Course Famicom Tournament in September 1987. The final opponent in this version was Super Macho Man, who was also the final opponent in the Super Punch-Out!! arcade game.

Around the time the Gold Version was released, Nintendo of America's founder and former president Minoru Arakawa attended a boxing match featuring future heavyweight champion Mike Tyson. While watching the boxer fight, Arakawa became so astonished with the athlete's "power and skill", he was inspired to use the athlete's name and likeness in the upcoming port of the Punch-Out!! series to help the game sell well. Tyson was rumoured to have been paid \$50,000 for a three-year period for his likeness. This was something of a chance for Nintendo, as it occurred before Tyson won the World Boxing Council (WBC) heavyweight championship from Trevor Berbick on November 22, 1986.

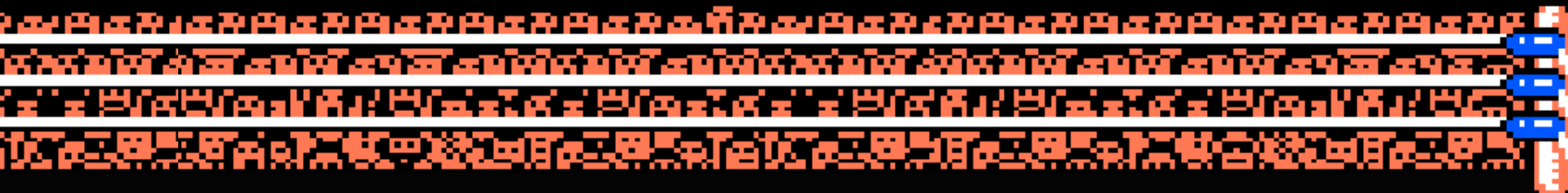
When Mike Tyson's Punch-Out!! sold well in North America, Nintendo later released the Mike Tyson version in Japan.

After Nintendo's license to use Mike Tyson as a special Punch-Out!! character expired (Nintendo de-

cided against renewing it due to his recent defeat by James "Buster" Douglas), Nintendo replaced Tyson with a fictional character called Mr. Dream and re-released the game as simply Punch-Out!! in limited quantities in North America in August 1990.

This is the version used in all Virtual Console releases.

Punch-Out!! has been well received by critics. A GameSpot reader poll ranked it as the 6th greatest NES game. It was rated the 17th best game made on a Nintendo System in Nintendo Power's Top 200 Games list. In August 2008, Nintendo Power listed it as the sixth best Nintendo Entertainment System video game, praising it for putting arcade-style fun over realism. Author Steve L. Kent called it the second major game of 1987. Author Nathan Lockard cited the graphics, violence, controls, and the variety for it being a "true classic" and one of the best NES games.



THE GOONIES II™

The Goonies II ("The Goonies II: The Fratellis' Last Stand") is an adventure game developed and published by Konami for the NES. It was released on March 18, 1987 in Japan, November 1987 in North America, and on December 19, 1988 in Europe. It is a sequel to the first Fami-Com Goonies game, which was only available in North America on Nintendo Vs. System and PlayChoice-10 arcade units. This led many people to assume that it was based on a sequel to the original film, which, as of yet, has not been produced.

The game's story centers on Mikey. His friends, the Goonies, have been kidnapped by the Fr-

atellis, an Italian family of small-time crooks and counterfeiters. Mikey must rescue all six of his friends and free a captured mermaid named Annie.

The Goonies II features two modes of play: platform and first-person. Most of the game is played as the former as the player works through a non-linear map. The player moves Mikey to new areas of the map by ladders or doors that may act as warp zones. Several different types of zones are found in the game, each with distinct enemies, graphics and music.

When the player exits the plat-

Developer	Konami
Publisher	Konami
Composer	Satoe Terashima
Release dates	JP March 18, 1987 NA November 1987 EU December 19, 1988
Genre	Platform game
Mode	Single player



form screen by entering a door, the game shifts to a first-person mode. Using a command menu similar to Shadowgate (released around the same time), the player explores the area by navigating through rooms, searching for hidden items and interacting with non-player characters. The items the player finds may be useful on the over-world (such as weapons or transceivers) or within the rooms themselves (such as the candle, key and ladder). The player will find the six Goonies in cells in this mode. Each rescued Goonie increases Mikey's health.

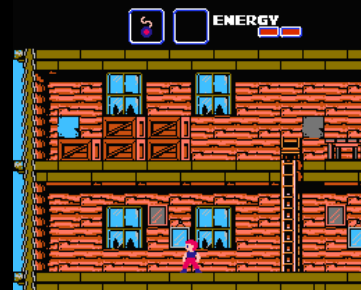
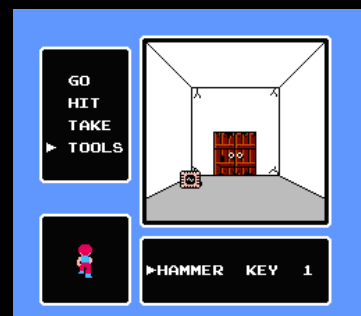
There are a number of weapons the player can use, and the player can equip both a primary and secondary weapon. Mikey can use three primary weapons: the yo-yo, a short-range weapon with limited power; the sling-shot, a ranged, ammunition-based weapon; and the boomerang, a slower ranged weapon with unlimited use. The bomb and molotov cocktail are the two secondary weapons the player can use, and the player can increase Mikey's carrying capacity by finding

additional cases of them. These are explosive weapons that have a small blast radius and can damage Mikey if he is in range; the bomb can also reveal hidden doors.

There are also two performance boosting shoes in the game. The spring shoes increase Mikey's jumping ability and are required to reach certain areas of the map. The hyper shoes increase Mikey's speed and make some areas more easily accessible.

What the player has to do in order to obtain certain vital items is sometimes obscure. For example, the candle (an item necessary to finish the game) is obtained when Mikey hits a specific old woman five times in a row for no apparent reason.

The Goonies II has developed a cult following among classic gamers. Though the game was received with mildly positive reviews and is typically given average or slightly positive ratings, it is still well known among gamers for several reasons.





Jaws is a video game for the NES that is loosely based on the film franchise of the same name, specifically Jaws: The Revenge, the fourth and final film in the series. The box art is modeled heavily after the theatrical poster, and the back of the box mentions "...like it's personal", perhaps as a reference to said movie's tagline. However, it does take elements from the first. It is also one of the few LJN-published titles developed by a Japanese company.

There was a separate computer adaptation of the original Jaws movie called Jaws: The Compu-

ter Game, released in 1989 by Screen 7 for the Commodore Amiga and for the C 64 as simply Jaws by Box Office Software.

In this game, the player pilots a boat across the sea, randomly encountering groups of hostile sea creatures. When the boat hits something in the overhead map, the perspective changes to a side-view. The player's boat releases a diver who battles various undersea threats such as jellyfish, rays, and smaller sharks. Occasionally, Jaws will appear on the map in the form of its familiar dorsal fin breaking the water's surface. If players collide with Jaws' dorsal fin, they can momentarily control their

Developer	Westone Bit Entertainment (uncredited)
Publisher	LJN
Composer	Shinichi Sakamoto
Release date	NA November 1987
Genre	Action
Mode	Single-player



boat in the side-view encounter in an attempt to attack Jaws with depth charges. Jaws will always collide with the boat and release the diver into the water. Jaws will also appear after a brief moment if the player snags something in the overhead map with Jaws nearby.

Items encountered include crabs (increases movement speed of the diver), stars (bonus points), and conch shells which are used as currency in this game. Equipment and upgrades are purchased by alternating between two ports on the map. The first port visit gives the player a receiver, which tracks the location of Jaws relative to the boat on the overhead map; the faster it beeps, the closer Jaws is to the player. Future visits to ports afterwards increases overall attack power against Jaws. Touching a hostile sea creature during the side view undersea encounters will kill players and penalize them with a power level drop by one (if they had upgraded their attack power), the

loss of the tracking device, the loss of half of the conch shells accumulated to that point, and complete health replenishment for Jaws.

The player can also find a submarine which appears at random places in the game map. The submarine is an upgrade with two weapons (torpedoes and depth charges) and much less inertia than the diver.

Once Jaws' health has been reduced in the side view encounter, the game changes to a "first person" view of the player's boat. Players are given three charges for their strobe device to force Jaws to breach the water's surface. Timing is essential in order to force Jaws to breach at the proper distance from the bow of the boat. In order to fully defeat Jaws, the player must jab it with the boat's bow at the proper distance when it breaches from the strobe device.

Computer Gaming World praised the game in its review, saying, "The graphics, animations and game play in Jaws are all first rate."





The Karate Kid is a game published by LJN and developed by the Japanese company Atlus Co., Ltd for the NES. The game-play loosely follows plot elements from the first and second Karate Kid movies.

There are four levels in the game, and they play out as the movie goes. It ends with Pat Morita winking at the player from the screen.

Level 1

The game begins with Daniel LaRusso fighting in the All Valley Karate Tournament (the lo-

cation for the first Karate Kid film's climax). He will have to go through four fighters in order to advance to the next stage. The opponent's energy bar increases as the player progresses through them. The final fight is presumably with Johnny Lawrence from the movie.

Level 2

Daniel then starts the second level which is set in Okinawa (the primary setting for The Karate Kid, Part II). There, he must dispatch random thugs who die in one hit while progressing to Chozen at the end of the stage.

Developer	Atlus
Publisher	LJN
Composers	Tsukasa Masuko Hirohiko Takayama
Release date	NA November 1987
Genre	Action
Modes	Single-player, Multiplayer



For every few enemies dispatched, Daniel can collect small “C” and “D” symbols that allow him to use Crane Kicks and Drum Punches, respectively. They also replenish a small amount of Daniel’s energy meter. There are also a few obvious and not-so-obvious entrances where Daniel can earn Drum Punches and Crane Kicks by either breaking ice-blocks, catching flies with chopsticks, or dodging a swinging hammer.

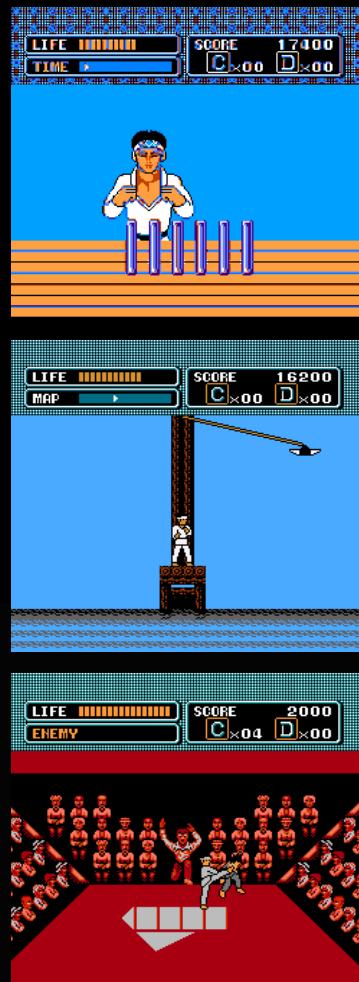
Level 3

In the third stage of play, Daniel is in a stage that is nearly identical to the second (with some tricky jumps) during a typhoon. The typhoon causes a strong wind to interfere with the player’s jumps and various objects (sticks, birds) to fly through the air and threaten the player’s energy. They can be hit for extra points, however. The boss is Chozen again and this time, there is a girl up on a pole that Daniel must save. It is not necessary to beat Chozen, only rescue the girl.

Level 4

The final stage is the festival after the typhoon. Daniel wears a new outfit for this stage and the random enemies are now tougher, requiring two hits to be felled. There are also enemies with spears who take even more hits to defeat. The final boss, once again Chozen, has a new twist. Now he has Kumiko down on the ground beside him and if Daniel does not occasionally come into contact with her, she will slip off the platform and drown. This will result in a lost life. If Daniel can successfully defeat the boss without Kumiko drowning the player will be treated to a rather short ending. Mr. Miyagi’s head appears and is animated to look as if he’s talking and saying “You have successfully guided Daniel-san through all the challenges and have become a martial arts master!”

The game also features a One on One mode where two players can fight a single one on one battle to determine a winner.





Before Mega Man, Capcom primarily made arcade games, and their console releases were mostly ports of these titles. In the mid-1980s, Capcom made plans to develop Mega Man specifically for the Japanese home console market. They decided to bring in fresh, young talent for the small team, including artist Keiji Inafune, a recent college graduate who started on the Street Fighter team. Inafune recalled that the Mega Man development team worked extremely hard to complete the final product, with a project supervisor and lead designer who

sought perfection in every possible aspect of the game.

The development team for Mega Man consisted of only six people. Inafune (credited as “Inafuking”) designed and illustrated nearly all of the game’s characters and enemies, as well as the Japanese Rockman logo, box art, and instruction manual. He was also responsible for rendering these designs into graphical sprite form. “We didn’t have [a lot of] people, so after drawing character designs, I was actually doing the dotting for the Nintendo,” Inafune stated. “Back then, people weren’t specialized

Developer	Capcom
Publisher	Capcom
Director	Akira Kitamura
Producer	Takashi Nishiyama
Programmer	Nobuyuki Matsushima
Artist	Yasuaki Kishimoto Naoya Tomita Keiji Inafune Akira Kitamura
Composer	Manami Matsumae
Series	Mega Man
Release dates	JP December 17, 1987 NA December 17, 1987 EU May 1990
Genres	Action, platform
Mode	Single-player

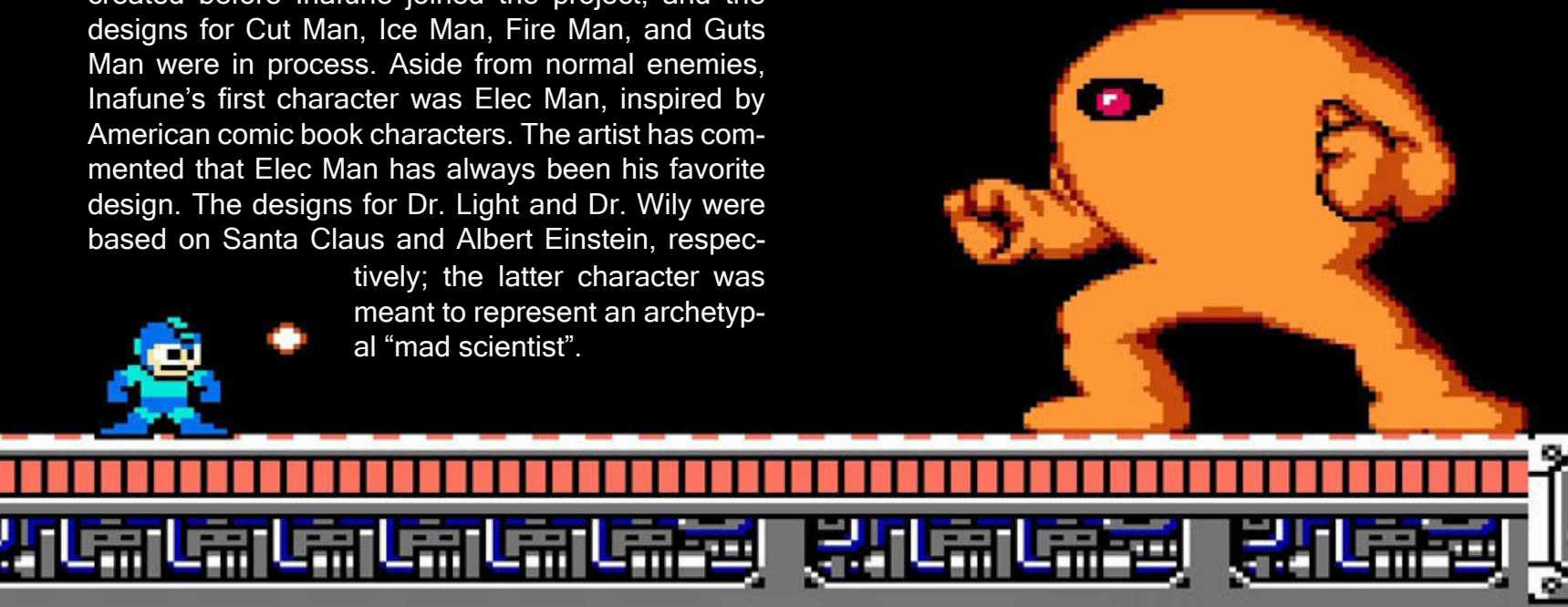


“Back then, people weren’t specialized and we had to do a lot of different things because there was so few people, so I really ended up doing all the characters.”

Inafune was influenced by the eponymous protagonist of Osamu Tezuka’s manga Astro Boy in his Mega Man designs. Mega Man is colored blue due to the NES console’s technical limitations: the color has the most shades in the console’s limited 56-color palette, and the expanded selection was used to enhance Mega Man’s detail. Although he is often credited for designing the character, Inafune insists that he “only did half of the job in creating him”, as his mentor developed the basic character concept before Inafune’s arrival. The basic sprites for Roll and Dr. Light were created before Inafune joined the project, and the designs for Cut Man, Ice Man, Fire Man, and Guts Man were in process. Aside from normal enemies, Inafune’s first character was Elec Man, inspired by American comic book characters. The artist has commented that Elec Man has always been his favorite design. The designs for Dr. Light and Dr. Wily were based on Santa Claus and Albert Einstein, respectively; the latter character was meant to represent an archetypal “mad scientist”.

The gameplay for Mega Man was inspired by the game rock-paper-scissors. The project supervisor wanted a simple system that offered “deep game-play”. Each weapon deals a large amount of damage to one specific Robot Master, others have little to no effect against them, and there is no single weapon that dominates all the others. Mega Man was originally able to crouch, but the team decided against it since it made players’ ability to determine the height of onscreen projectiles more difficult.

Critics received Mega Man warmly, though the game sold poorly. AllGame described the game as a “near-perfect blend of action, challenge and audio-visual excellence” and awarded it the highest rating.



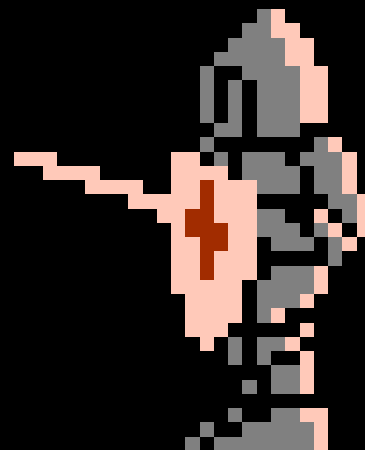
WIZARDS & WARRIORS™

Wizards & Warriors is a platforming video game developed by Rare Ltd. for the NES. In the game, players control Kuros, the “Knight Warrior of the Books of Excalibur”, as he sets out in the Kingdom of Elrond to defeat the evil wizard Malkil, who holds the princess captive in Castle IronSpire, located deep within Elrond’s forests.

Wizards & Warriors was developed by UK-based video game company Rare. The game’s soundtrack was composed by video game composer David Wise. It was Rare’s second game released for the NES, after Slalom.

After starting the game, the map is briefly shown for players to look at; afterwards, gameplay starts. Starting in the Elrond forest, players must explore the trees - both on top and inside - to find items and to make it into the caves and tunnels. There, players start collecting the various magical items and treasure; they must make their way through caves filled with ice as well as lava. Afterwards, players fight through a second set of forests before arriving at Castle IronSpire, in which the player must go over the castle in order to enter it. The castle consists of a series of mazes in which players must use keys to open doors

Developer	Rare
Publishers	Acclaim Entertainment JP Jaleco
Composer	David Wise
Series	Wizards & Warriors
Release dates	NA December 1987 EU January 7, 1990
Genre	2D action platformer
Mode	Single-player



and possibly find other damsels which can be rescued. At the end lies the final confrontation with the wizard Malkil.

Players use the control pad to move horizontally and to crouch. Kuros can attack enemies by using his Brightsword or with other weapons and magic. He can also attack enemies while in the air or while standing by simply holding the sword in position. The objective of the game is to collect the various weapons and magic as well as the gems and treasure along the way; players use these items to make it past the enemies and other obstacles and hazards. Players collect gems in order to “bribe” the creature who guards the entrance to the next level; if players do not have enough gems, they cannot progress to the next level. At the end of each level is a boss creature which has been empowered by Malkil’s black magic. Bosses have an “Enemy’s Black Magic Power” meter which shows how difficult the boss is, how many hits are required to defeat it, and what type of weaponry needs to be used. Kuros has a life meter which de-

creases as time passes and when he sustains damage from enemies. Players lose a life when Kuros’ life meter runs out, but upon restarting they keep all the items they have obtained up to that point. The game ends when all three lives have been lost, but players have the choice to continue and restart at the level in which they lost their last life; upon continuing, players keep all their items obtained up to that point, but their score goes back to zero. Along the way, players can replenish Kuros’ life meter by collecting pieces of meat scattered throughout the levels.

Wizards & Warriors was reviewed in Nintendo Fun Club News - the precursor to Nintendo Power - in which a brief overview of the gameplay was given.

Wizards & Warriors has received scant coverage from modern video gaming websites. Though, Retro Gamer called Wizards & Warriors “a unique experience for NES gamers in 1987, and technically well ahead of other games for the console at the time”.



RBI BASEBALL

R.B.I. Baseball, known as Pro Yakyuu Family Stadium in Japan, is a baseball video game for the NES. R.B.I. spawned two sequels on the NES as well as versions for the Mega Drive/Genesis, TurboGrafx-16 (PC Engine), Sega 32X, Commodore Amiga, Super NES, Sega Game Gear, and Atari ST. R.B.I. is an initialism for “run batted in”.

Tengen’s controlling company, Namco, developed and released Pro Yakyuu Family Stadium (also known as Family Stadium) for the FamiCom in December 1986. Family Stadium was a success and spawned numerous sequels across a variety of platforms in Japan. Atari

Games, the American arcade division and Tengen’s parent company, released a Nintendo Vs. Series version of Family Stadium named Vs. RBI Baseball in 1987. It was also successful, so its programmer, Peter Lipson, developed a console version for the NES.

RBI Baseball was the first console game of its kind to be licensed by the MLBPA and used actual MLB player names, unlike other baseball video games of the late 1980s. It was not licensed by MLB itself, however, and thus did not use team nicknames or logos. Instead, the game contained 8 teams listed only by city name: Boston, Cali-

Developer	Namco
Publisher	Namco, Tengen
Designer	Peter Lipson
Composers	Junko Ozawa, Brad Fuller, Don Diekneite, John Paul, Kent Carmical
Series	R.B.I. Baseball
Release dates	JP December 1986 NA 1988
Genre	Sports
Modes	Single-player, Multiplayer



California, Detroit, Houston, Minnesota, New York, St. Louis, and San Francisco; their real-life, MLB counterparts were the first place teams in each division in 1986 (Boston, California, Houston, New York) and 1987 (Detroit, Minnesota, St. Louis, San Francisco) MLB seasons. The game also boasted two All-Star teams, American League and National League; the two featured established veterans such as George Brett, Dale Murphy and Andre Dawson – none of whom appeared on the other eight teams – and up-and-coming players like Mark McGwire, Andrés Galaraga, Kevin Seitzer and José Canseco.

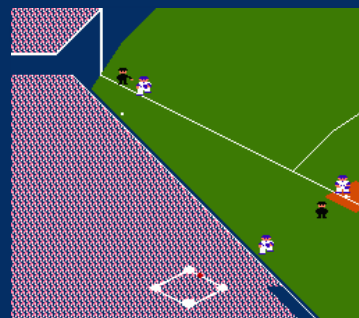
Each player has different capabilities in the game; hitters vary in ability to make solid contact, to hit the ball with power, and their base running speed. Vince Coleman is the fastest player in the game; it is very difficult to catch him stealing second base. Pitchers vary in pitching speed, and the amount by which the player can steer the ball left and right during its flight. Pitchers also have varying stamina; as a pitcher gets tired, the ball slows down and is harder

to steer. Nolan Ryan and Roger Clemens are two pitchers in the game with the fastest pitches. Fernando Valenzuela, without a hard fastball, has tremendous movement in both directions with his pitches. Mike Scott has a sharp and deceptive breaking ball. The best pitcher is debatable, depending on how they are used by the players.

The abilities of each player do not necessarily correspond with the statistics shown on the screen when the player comes to bat or takes the mound. These statistics are generally accurate, with many exceptions. They do not change during the course of the game or sequence of games.

The rosters for the eight teams are fairly accurate if simplified representations of the playoff rosters from their respective years. Each team has 8 starting batters, four bench players, two starting pitchers and two relievers.

In Vs. RBI Baseball, the teams are made up of legends from 10 different franchises.





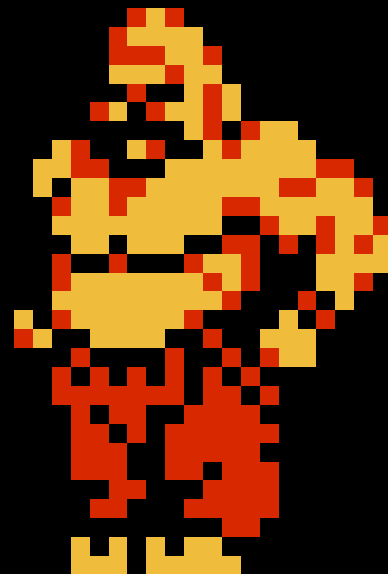
Karnov is a 1987 platform arcade game. It is the debut of Data East's mascot of the same name. After Data East became defunct due to bankruptcy in 2003, Paon, a company comprising former Data East staff, acquired the rights to Karnov, along with multiple other Data East games.

The game puts the bulging-muscled, fire-breathing, ex-circus strongman east-Russian hero on a quest through nine different levels to search for treasures. However, between him and the treasures were several horrendous monsters, including sword-wielding monks, dinosaurs, djinn, hopping fish men

and ostrich-riding skeleton warriors.

Players can make Karnov walk, jump and shoot his way through these levels and find special items that will help him on his way. He also can collect red orbs with which he can upgrade up to three fireballs at a time. Each level contains a variety of strange enemies, such as gargoyles, tree monsters, will-o-wisps rock creatures, centipede women, and hopping warriors, which Karnov must destroy or avoid. When he reaches the end of a level he usually has to face one or more bosses which he must defeat to beat the level and receive a new piece of a treasure map. In each level Karnov can collect a variety of items along the way, which can be chosen right away or only at certain times. At the end of the

Developer	SAS Sakata, Data East
Publisher	Data East (Japan) Namco
Release dates	JP December 18, 1987 NA January 1988
Genre	Platform
Mode	Single-player, 2 players alternating



game he must face a powerful boss often called “The Wizard” and collect the treasure.

This game was later ported to numerous home consoles, such as the NES, Commodore 64, ZX Spectrum, Tiger Electronics handheld and others. The PC port was developed by Quicksilver Software and distributing on a self-booting disk; they were among the last developers for the PC to still release games in this format.

The FamiCom version was released on December 18, 1987 in Japan, and a year later on its North American equivalent, the NES, in 1988. Although it plays very similarly to the original arcade game there are some noticeable differences:

- Karnov takes two hits to die instead of just one. After being hit once he will turn a blue color in which he has one hit left or can gain an extra hit back by grabbing a blue fireball orb.
- The Super Fireball is replaced with the Spike Bomb which destroys every enemy on screen. The Trolley item is

replaced with the Shield which is used to reflect an enemy’s fireballs.

- Levels 4 and 8 are completely different from the arcade levels.

- The final boss is no longer the Wizard, but a giant three-headed dragon by the name of Ryu. Both fights, however, take place in similar rooms.

There are also non-game play differences between the Famicom and NES versions. The Famicom provides a story throughout the entire game, complete with images. The NES game does not have such a feature. The Famicom game is also noticeably more difficult since the continue option is not present after all lives are lost (though the player can press select and start to do so). The NES game, however, provides unlimited continues. The NES game also allowed Karnov to be killed when both the A and B buttons were pressed on the second controller.

The title character was reintroduced in many other Data East games, including Bad Dudes Vs. DragonNinja in which he played a boss in the first level.



RENEGADE



Renegade is a video game released in American and European arcades in 1986 by Taito. It is a westernized conversion of the Japanese arcade game Nekketsu Kōha Kunio-kun (which roughly translates to “Hot-Blooded Tough Guy Kunio”), released earlier the same year by Technos. It is an immediate technological predecessor to Double Dragon, and Nekketsu Kōha Kunio-kun is the inaugural game in the Kunio-kun series (which includes Super Dodge Ball and River City Ransom).

Renegade first introduced several trademarks of the beat ‘em up genre, including 4-directional control, punch-jump-kick play

action, and enemies which can sustain multiple hits. It is considered to be one of the most influential titles of the video game industry.

Renegade is a localization of the Japanese Nekketsu Kōha Kunio-kun for the North American and Worldwide markets, with the game’s graphics changed in an attempt to adapt the game’s setting to a more western style (with what can be seen as thinly veiled ‘inspiration’ from the film The Warriors). The gangs of thugs and bikers featured in Renegade were originally high school delinquents, bōsōzoku members, a sukeban along with her minions, and finally Yakuza

Developer	Technos Japan
Publisher	(JP) Technos Japan (US, EU) Taito
Designer	Yoshihisa Kishimoto
Composer	Kazuo Sawa
Series	Kunio-kun
Release date	NA January 1988
Genre	Beat ‘em up
Mode	Single player, Multiplayer



members in Kunio-kun. The subway level in the first stage was originally a Japanese train station, whereas most of the signs and billboards in the last two stages were also written in Japanese. The title of the Japanese version was influenced by Konami's arcade game, Shinnyuushain Tooru-Kun (known outside of Japan as Mikie).

Instead of the damsel-in-distress plot of Renegade, Kunio-kun instead featured the titular high school student, Kunio, standing up for his bullied friend Hiroshi. Each stage begins with the stage's gang beating up Hiroshi in front of Nekketsu High School and Kunio chasing after his attackers. Unlike Renegade, Kunio and the game's bosses are identified by name in-game, whereas the characters in Renegade are simply identified by the generic identifier "1P" or "2P" (depending on who is playing) and "BOSS" (it was not until the NES version that bosses in Renegade were given names). The bosses of Kunio-kun are as followed: Riki, Shinji, Misuzu and Sabu. The game ends with Hiroshi and several

students of Nekketsu High School greeting Kunio outside Sabu's hideout, with Hiroshi giving Kunio a firm handshake.

The NES version, developed in-house by Technos and released in 1987 by Taito in North America, is a strong departure from the original arcade game; the first three stages each consist of a series of two-screens wide levels against a group of three enemies at a time, culminating in a one-on-one fight with the boss. The second stage also contains a side-scrolling motorcycle chase, in which the player tries to kick opponents off their motorcycles, prior to the boss fight. In the third stage, the player can choose from one of two paths after clearing the first level of enemies: one leads to a confrontation against the stage boss, while the other is a second level filled with small fry enemies. The fourth and final stage is a maze of numerous rooms, filled with enemies and previous bosses, inside a building which the player must proceed in order to reach the final boss.



CONTRA

Contra, distributed as Gryzor in Europe and Oceania, is a 1987 run and gun action game developed and published by Konami originally released as a coin-operated arcade game on February 20, 1987. A home version was released for the NES in 1988, along with ports for various computer formats, including the MSX2. The home versions were localized in the PAL region as Gryzor on the various computer formats and as Probotector on the NES, released later. Several Contra sequels were produced following the original game.

The plot of the game is set in 2633, the evil Red Falcon Or-

ganization have set a base on the Galuga archipelago near New Zealand in a plot to conquer the world. Two commandos, Pfc. Bill Rizer and Pfc. Lance Bean of the Contra unit (an elite group of soldiers specializing in guerrilla warfare), are sent to the island to destroy the enemy forces and uncover the true nature of the alien entity controlling them.

The Contra arcade game was released in three versions. The Japanese and American versions are virtually identical, aside from the title logo. However, the European version, titled Gryzor, only allows two players to play the game alternating.

Developer	Konami
Publisher	Konami
Designer	Shigeharu Umezaki Shinji Kitamoto
Composers	Hidenori Maezawa Kiyohiro Sada
Series	Contra
Release dates	NA February 2, 1988 JP February 9, 1988 EU December 28, 1990
Genre	Run and gun
Modes	Single-player, Cooperative



The NES version was produced in-house by Konami and features several differences from the arcade release in order to better suit the NES's hardware. The game can be played by up to two players, but due to the graphical limitations of the NES, Bill and Lance lost their individualized character designs. Instead, they are both depicted as shirtless commandos distinguished by the colors of their pants. When one player loses all of his lives, he is given the option to use the other player's stock to keep fighting.

The NES version introduces a seventh item not seen in the arcades, that clears the screen of all on-screen enemies when obtained, although it only appears in one area throughout the entire game.

The NES version consists of eight stages, which are structured a bit differently from the arcade game. Each of these stages end with a showdown against an enemy boss.

Contra was also released for the FamiCom. While the gameplay remains identical to the NES version released around the same month, the FamiCom version utilized a custom-made Multi-Memory Controller that Konami produced called the VRC2 (in contrast to the UNROM board used by its NES counterpart). This allowed for the inclusion of cut-scenes and a few graphical effects that were not possible in the NES version.

Probotector is a modified version of the NES Contra that was released for the PAL region. This version redesigns the human protagonists and some of the enemy characters to give them a robotic appearance. This was done to circumvent the BPjM's censorship laws in Germany, which prohibits the sales of violent video games to minors. Subsequent Contra games for home consoles followed suit, all being released in the PAL region under the Probotector title and featuring similar modifications. Beginning with Contra: Legacy of War, Konami abandoned the Probotector title and localized most of the further games with minimal changes.

Much of the game's popularity came from its two-player simultaneous gameplay, which was an uncommon feature in video games at the time of Contra's release. While successful in the arcades, the game became and remained widely popular and remembered when it was ported to the NES in 1988.

Contra was followed by Super Contra a year later. It was the only Contra sequel for the arcades developed in-house by Konami. Following the success of the NES adaptations of both, the original and its sequel (retitled Super C in its American release), subsequent sequels would be produced specifically for the home console market such as Contra III for the Super NES and Contra: Hard Corps for the Genesis.





R.C. Pro-Am is a racing game presented in an overhead isometric perspective. The player races a radio-controlled car around a series of tracks.

R.C. Pro-Am was developed by UK-based company Rare. In 1987, the game was originally titled Pro-Am Racing but was later renamed. It would later be ported to the Sega Genesis under the name Championship Pro-Am and was released by Tradewest in 1992. Its music was composed by David Wise, known for his work on Cobra Triangle as well as the Donkey Kong Country series.

R.C. Pro-Am was subject to pre-view coverage in the Fall 1987 issue of Nintendo Fun Club News - the company's predecessor to its house organ Nintendo Power. It received a more in-depth look into the game in the proceeding Winter 1987 issue, saying that "this game is a must for RC Car owners". It was featured on the cover of the magazine's February-March 1988 issue, which also included a full walkthrough. Later, in Nintendo Power's premiere issue in July 1988, R.C. Pro-Am was listed 6th on its "Top 30" NES games list, and it was the top "Dealer's



Developer	Rare
Publisher	Nintendo, Rare
Composer	David Wise
Release dates	NA 1987 EU 1988
Genres	Racing, Vehicular combat
Mode	Single-player

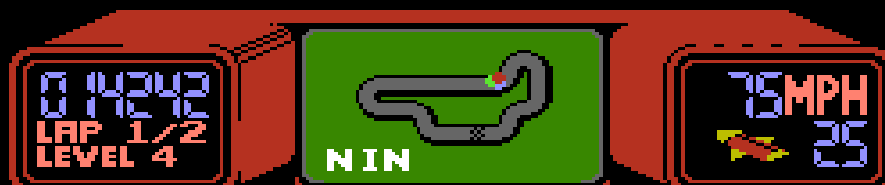


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R.C. Pro-Am is a racing video game in which a player controls a radio-controlled car against three opponents around a track from an overhead isometric perspective. Players use the horizontal buttons on the control pad to steer their car left or right, and they use the other buttons to accelerate, fire weapons, and pause the game.

Consisting of 24 tracks total, the goal for each racer is to qualify for the next race by finishing in the top three in the four-car field. The game ends if players finish in fourth; however, they have two continues in which they can restart the previous race, but they will lose all points accumulated up to that point. For each successful completion of a race, the player receives a trophy; larger "High Score Trophies", leading up to the "Super Trophy", can also be obtained for achieving high scores.

Listed by video game reviewers as one of Rare's first successful NES titles, R.C. Pro-Am was well-received for its visuals, sound, gameplay, and enjoyability. The game distanced itself from earlier racing titles by using an overhead, instead of a first-person, perspective. Reviews have cited it as inspiration for future games such as Super Off Road, Rock n' Roll Racing, and the Mario Kart series. It has appeared in many "top games of all time" lists and is regarded as one of the best NES games.



DOUBLE DRAGON

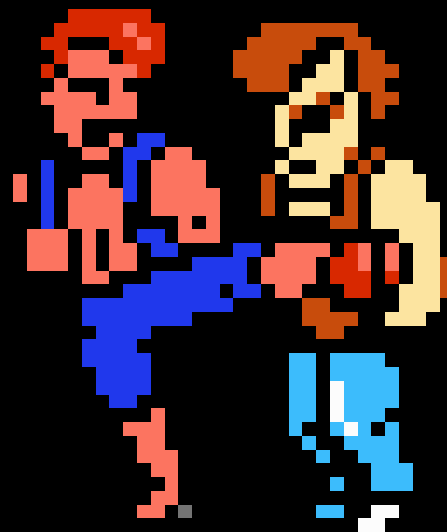
双龍

Double Dragon is a 1987 beat 'em up video game developed by Technōs Japan and distributed in North America and Europe by Taito. The game is a spiritual and technological successor to Technos' earlier beat 'em up, Nekketsu Kōha Kunio-kun (released outside of Japan by Taito as Renegade), but introduced several additions such as two-player cooperative gameplay and the ability to arm oneself with an enemy's weapon after disarming them. Double Dragon is considered to be one of the first successful examples of the genre, resulting in the creation of two arcade sequels and several spinoffs, as well as inspiring other companies in creating their own beat 'em ups.

Originally an arcade game, a home versions were released for the Nintendo Famicom by Technōs Japan in 1988. The game was published for the NES in North America by Tradewest (founded by Leland Cook and Byron Cook), who was given the license to produce other home versions of the game as

The most notable difference the NES version has from the arcade game is the omission of the arcade's two players cooperative game mode. Instead, the two-players mode in the main game ("Mode A") is done by alternating, although both players take control of Billy. In this version, Jimmy Lee (the Player 2 character in the arcade version)

Developer	Technōs Japan
Publisher	Technōs Japan, NES Tradewest
Designer	Yoshihisa Kishimoto
Series	Double Dragon
Release dates	NA June 1988 EU November 24, 1994
Genre	Beat 'em up
Mode	Single-player 2 players simultaneous



serves as the main antagonist. After defeating Willy, the original final boss from the arcade game, Jimmy will appear before the player for the true final battle.

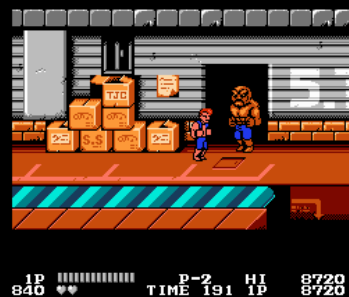
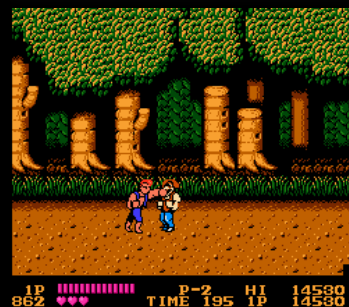
Due to technical limitations of the NES that were not worked around, the game can only generate two enemies on-screen to confront the player and both enemies are the same character. Additionally, weapons cannot be brought to the next fight if the original enemy carrying it is defeated. A level-up system was also implemented. The player begins the game with only the basic punches and kicks available to their character, gaining the more powerful ones after acquiring the experience points needed to use them. The player has a total of seven skill levels that they can achieve throughout the game.

The level designs are very different, with some stages featuring new areas (notably the cavern section in Mission 3) that feature greater emphasis on jumping over platforms or evading traps. All of the enemies from the arcade game also appear, with the ex-

ception of Jeff and the mohawk version of Abobo, the two head swap characters from the arcade game. Jeff is replaced with a new enemy called Chintai, who appears as the boss of the second stage. (In a famous glitch, the stage can be completed without fighting him by simply climbing back down two ladders)

The NES version features a bonus game mode (dubbed “Mode B”) where the player can choose between Billy or one of five enemy characters from the main game and compete against a double of their character controlled by the computer or a second player in a one-on-one match.

Double Dragon was only the second game that Technōs developed for the NES, and the two-player mode was reputedly omitted because of the programmers’ inexperience with the hardware. This also accounts for the game’s large number of bugs and glitches. Also, the “Mode B” was said to be a prototype originally planned for the main game.



METAL

GEAR™

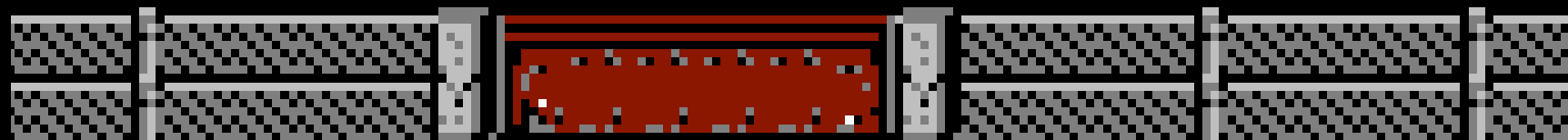
Metal Gear (commonly abbreviated as MG or MG1) is an over-head military action-adventure stealth video game originally released in 1987 by Konami for the MSX2 computer in Japan and parts of Europe. Considered to be the progenitor of the stealth game genre, it was also the first video game designed by Hideo Kojima, who also directed many of the later Metal Gear sequels. The NES version of Metal Gear is an altered port of the original MSX2 game. It was first released in Japan only five months after the MSX2 version.

The NES version was developed by a separate team without Hideo Kojima's involvement and many changes to the game were made during the porting

process, resulting in a severely different product. According to Masahiro Uedo, who worked on the NES version as a sub-programmer, there were two primary reasons for the changes: the first one was because of the higher ups at Konami ordered the developers to make the NES version as different from the MSX2 version as possible; and the second was hardware limitations (since the team was not given an advanced mapper chip, unlike the team who worked on the NES version of Contra, which had the VRC2 at their disposal) which led to the replacement of the TX-55 Metal Gear fight with an immobile Supercomputer.

"metalgear.wikia.com"

Developer	Konami
Publishers	JP/EU Konami NA Ultra Games
Designer	Hideo Kojima
Programmers	Hiroyuki Fukui Tomonori Otsuka Koji Toyohara
Artists	Masami Tabata Azusa Fujimoto
Composers	Kazuki Muraoka
Series	Metal Gear
Release dates	JP December 22, 1987 NA June 1988 EU 1988
Genres	Action-adventure, Stealth
Mode	Single-player



The biggest change to the game was in the level designs. Instead of the underwater infiltration from the original version, there is instead a different opening sequence showing Solid Snake and three other soldiers (who are never seen nor mentioned after the opening) parachuting into the middle of a jungle that serves as the new starting point. After landing in the jungle, the player must reach a transport truck at the end that will take Snake to the entrance of the first building. The player can also use other transport trucks to reach the entrances of the other buildings quicker, since they travel in a cyclical pattern. The basement floors of Building 1 and 2 in the MSX2 version were made into separate buildings, Building 4 and 5 respectively, which are only reachable by going through one of two jungle mazes located in the outdoor areas between the other three buildings. The correct path to take in the jungle maze is never revealed in the game. In addition to the removal of the Metal Gear tank, the Hind D boss

on the rooftop of Building 1 was also replaced by a pair of armed turret gunners called "Twin Shot". The NES version also lacks the higher alert phase from the MSX2 version and the jet pack-wearing soldiers on the rooftops of Building 1 and 2 lost their ability to fly (making them act more like regular guards). On the other hand, enemies no longer drop ammo nor rations when punched to death. Much like the MSX2 version, the English localization of the NES versions contains numerous instances of erroneous grammar, such as "Contact missing our Grey Fox", "Uh-Oh! The truck have started to move!", and "I feel asleep!!"

Despite this, the NES version sold surprisingly well, especially in the Western market, with a million copies sold in North America. This, in turn, resulted in the creation of Snake's Revenge without Kojima's involvement, which in turn became the inspiration for Kojima's actual MSX2 sequel, Metal Gear 2: Solid Snake (which in turn, became the basis for Metal Gear Solid).



Bases Loaded

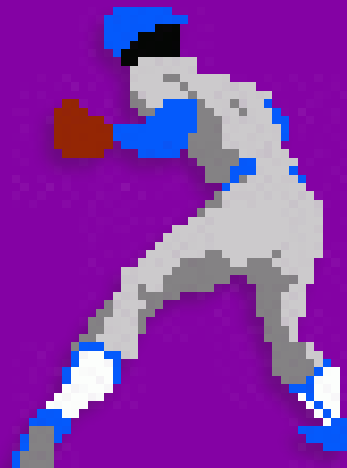
Bases Loaded, known in Japan as Moero!! Pro Yakyuu ("Burn!! Pro Baseball"), is a baseball video game by Jaleco that was originally released in Japan for the arcades. A version for the NES was released in 1987 in Japan and in 1988 in North America.

The game is the first installment of the Bases Loaded series, followed by seven sequels across three generations of consoles. There are three more video games in the Bases Loaded NES series, Bases Loaded II: Second Season, Bases Loaded 3 and Bases Loaded 4. There

was also a Game Boy version of Bases Loaded. The series continued onto the SNES platform with Super Bases Loaded, Super Bases Loaded 2, and Super Bases Loaded 3. The final entry to the series was Bases Loaded '96: Double Header, released for the Sega Saturn and PlayStation.

Bases Loaded is also the first in a series of eight sports Fami-Com games known in Japan as "Moero!!". This series is all generic sports games. Three of the games were localized in the Western Markets as Bases Loaded, Bases Loaded II: Second Season and Bases Loaded 3, while the basketball game was localized as Hoops, the tennis game as Racket Attack and the soccer game as Goal!. Two titles went unreleased in North America and in the PAL regions.

Developer	Jaleco
	NES TOSE
Publisher	Jaleco
Designer	Nobukazu Ota
Programmer	Tetsuji Tanaka
Composers	Kouji Murata, Akihito Hayashi
Release dates	JP June 26, 1987 NA July 1988
Genre	Sports: Baseball
Modes	Single-player, Multiplayer



The game allows the player to control one of 12 teams in either a single game or a full season. For single games, there is also a two-player option.

Bases Loaded featured a unique television-style depiction of the pitcher-batter matchup, as well as strong play control and a relatively high degree of realism, which made it one of the most popular baseball games of the early NES.

One unique feature of the game is that the pitcher can provoke a batter to charge the mound. Each team has only one batter (usually the team's best hitter) who can be provoked in this manner, however; it is up to the player to discover who it is.

At the time Bases Loaded was released, few video games were licensed by North American major league sports. Therefore, the league depicted in Bases Loaded is a fictitious league of twelve teams.

Also noteworthy is the fact that the umpires' names are given. In the Western

version, they are as follows:

- PL: Yuk
- 1B: Dum
- 2B: Boo
- 3B: Bum

In the Japanese version, the names shown are the last names of the developers.

Computer Gaming World compared the game unfavorably to Accolade's Hardball, both focusing primarily on the confrontation of pitcher and batter. The review described Bases Loaded's viewpoint behind the pitcher as making it far too difficult to discern the position of, and subsequently hit, the ball.

One of the trademark images of the Bases Loaded franchise was the disembodied catcher's mitt, also referred to as the "phantom paw", that would catch pitches that were thrown extremely outside. Developer Heep Sop Choi claims it was programmed to show the catcher making some terrific snatches without any bodily movement.



DEFENDER II

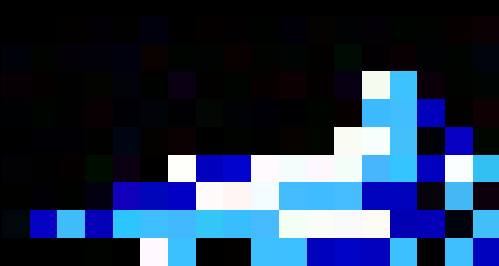
Stargate is an arcade game released in 1981 by Williams Electronics. Created by Eugene Jarvis, it is a sequel to the 1980 game Defender, and was the first of only three productions from Vid Kidz, an independent development house formed by Jarvis and Larry DeMar. This video game has no connection to the subsequent Stargate franchise that began 13 years later.

The game is also known as Defender Stargate and Defender II. The latter name was used in home video game releases, due to legal issues (according to the bonus material for Midway Arcade Treasures, Williams wanted to “make sure they could own the trademark” on the Defender name). The name Defender II

has been used on all of its home ports, and game compilation appearances; however, there were never any Defender II arcade units. To complicate matters, the Atari 2600 port was originally sold under the Stargate moniker but was renamed to Defender II for a later re-release.

This sequel adds new enemy ships to the alien fleet such as firebombers, Yllabian Space Guppies (note that Yllabian is based on “Yllab”, the word “Bally” spelled backwards, a friendly poke at Williams’ then-competitor, Bally Midway), Dynamos and Space Hums. The Defender ship is now equipped with an Inviso cloaking device, which renders the ship invulnerable when activated, but has a

Developer	Vid Kidz
Publisher	Williams Electronics, NES HAL America
Designers	Eugene Jarvis, Larry DeMar
Release dates	NA July 1988
Genre	Scrolling shooter
Modes	Single-player, 2 players alternating



limited charge. A Stargate will transport the ship to any humanoid in trouble. There are now two special stages, the Yllabian Dogfight, first appearing at wave 5 and recurring every 10 waves thereafter, and the Firebomber Showdown, first appearing at wave 10 and also recurring every 10 waves thereafter. As in the first game, if all the humans are captured the planet explodes and turns all the landers into mutants.

The game is much harder than its predecessor.

The player flies a small spaceship above a long, mountainous landscape. The land is inhabited by a small number of humanoids. The landscape wraps around, so flying constantly in one direction will eventually bring the player back to their starting point. The player's ship can fly through the landscape without being destroyed.

A number of enemy ships fly over the landscape. The player's responsibilities are twofold:

- 1 Destroy all Landers
- 2 Protect the humans from being captured

The player is armed with a beam-like weapon which can be fired rapidly in a long horizontal line ahead of the spaceship, and also has a limited supply of smart bombs, which can destroy every enemy on the screen. The player also has a limited supply of "Inviso" cloaking energy, which makes the ship invisible, and able to destroy any ships it comes in contact with.

At the top of the screen is a radar-like scanner, which displays the positions of all aliens and humans on the landscape.

The FamiCom port developed by HAL (renamed Star Gate, later named Defender II for US release) seems to be related to their Millipede and Joust ports, as well as Mike Tyson's Punch-Out!!, all of which were released around the same time. In particular; the title jingle for Milli-Pede/Star Gate/Joust are almost identical, the music played when Star Gate begins is a longer version of the opponent entrance music within Punch-Out!!, and the music played during Star Gate's intermission screen between waves is the same as the screen after a loss in Punch-Out!!.



LEGENDARY WINGS™

Legendary Wings ("The Wings of Ares") is a fantasy-themed shoot-'em-up game released by Capcom originally as a coin-operated video game in 1986. The player takes control of a young soldier equipped with magical wings who must save the world from a malfunctioning supercomputer. A home version for the NES was released exclusively in North America in 1988.

The coin-op version of Legendary Wings can be played by up to two players simultaneously, with a second player being allowed to join the game at anytime or even continue after a game over. The game's controls consists of an eight-way joystick and two buttons which changes depending on the context. The

game consists of five areas with two different playing styles: the first segment in each stage is a top-view vertical scrolling segment in which the player flies across the sky, shooting at airborne enemies with their gun while dropping bombs at ground enemies, in order to reach the palace at the end of segment. When the player defeats the guardian and gains entrance to the palace, the game switches to a side-scrolling perspective, in which the player moves towards their goal on foot (by walking, crouching, and climbing ladders, as well jumping) until reaching the boss at the end, in which the player character will begin to fly with their wings again. In addition to the regu-

Developer	Capcom
Publisher	Capcom
Director	Takashi Nishiyama
Designers	Hiroyuki Kawano Hiroshi Matsumoto Akira Kitamura
Composers	Tamayo Kawamoto Manami Matsumae
Release dates	NA July 1988
Genres	Scrolling shooter, Platform
Modes	Single-player, 2 players simultaneous

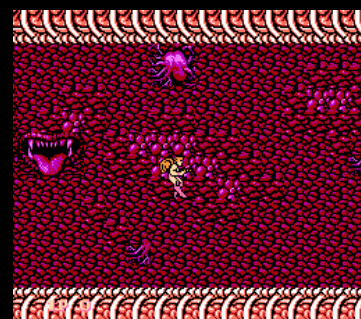
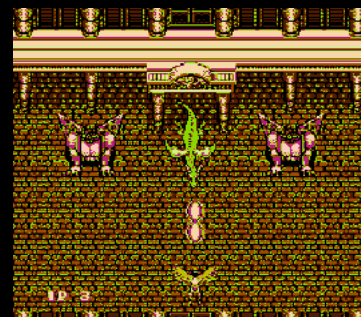


lar levels there are two optional levels that are accessible from the vertical-scrolling segment: a trap level in which the player is forced to escape from if they're sucked by the giant mechanical face on each area; and a hidden bonus level where the player can obtain various treasure chests to increase their score.

The NES version of *Legendary Wings* features several significant differences from its coin-op counterpart. While the basic premise and formula remains essentially the same, several changes were made to the gameplay, particularly in how the player's power-ups work in this version. Like in the arcade game, the player can upgrade their firepower-up by picking up "P" icons hidden inside certain containers. The player can improve their character's firepower to four levels: starting with the normal gun, the player can improve it to a twin laser, a penetration beam, and a three-way flame shot. Picking up the fourth power-up will turn the player character into a Turtle Dove, which

can shoot wide shots that four times as powerful as the default gun. If the player is shot during a power-up state, it will simply revert the player to their previous power level. If the player is in Turtle Dove mode, they can withstand up to two direct hits from enemies before getting the downgrade. To continue after a game over, the player must retrieve heart icons hidden within the game's bonus levels to gain continues (up to nine continues can be stocked).

Michelle Heart makes appearance in the fighting game *Marvel vs. Capcom: Clash of Super Heroes* as one of several support characters who assist the main fighters in combat. She also appears as a trading card in SNK's *Card Fighters* series. In the tactical role-playing game *Namco x Capcom*, the character of Sylphie (the shopkeeper from *Forgotten Worlds*) dresses up as Michelle Heart when she performs one of her special attacks.





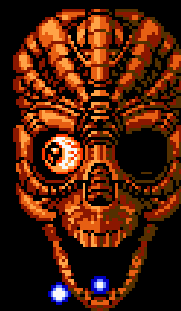
LIFEFORCE™

Life Force, also released as Salamander, is a scrolling shooter arcade game by Konami. Released in 1986 as a spin-off to Gradius, Salamander introduced a simplified power-up system, two-player cooperative gameplay and both horizontally and vertically scrolling stages. Some of these later became the norm for future Gradius games.

The arcade version of the game was released under its original title in Japan (version J) and Europe (version D) and as Life Force in North America. The

Japanese and European versions are nearly identical, but the American version changes the game's plot by adding an opening text that establishes the game to be set inside a giant alien life-form which is infected by a strain of bacteria. Stages that featured starfield backgrounds had them changed with the web background from Stage 1 to maintain consistency with the organic setting of the plot. The power-ups are also given different names, with the "Speed-Up" becoming "Hyper Speed", the "Missile" becoming the "De-

Developer	Konami, SPS
Publisher	Konami
Designer	Hiroyasu Machiguchi
Composers	Miki Higashino Hidenori Maezawa Shinya Sakamoto Satoe Terashima Atsushi Fujio
Series	Gradius
Release dates	JP September 25, 1987 NA August 1988 EU November 22, 1989
Genre	Multi-scrolling shooter
Modes	Single-player, Cooperative



struct Missile”, the “Ripple Laser” becoming the “Pulse Laser” and “Force Field” becoming the “Shield”. Voiceovers are added to the beginning of each stage, detailing the area of the alien’s body which the player is currently inhabiting (i.e. “Enter stomach muscle zone”, “Bio-mechanical brain attack”, and so on).

Konami later released an enhanced version of Salamander in Japan bearing the American title of Life Force which further fleshes out the organic motif. All of the backgrounds and mechanical enemies are completely redrawn and given organic appearances. The power-up system was also modified, with the Japanese Life Force using the same power-up gauge as the original Gradius. Some music tracks have been completely changed for this release. The power-up gauge is arranged differently for both players as well.

Salamander was ported to the Famicom in Japan in 1987. Instead of being

a direct port of Salamander, elements were taken from the original Salamander and the Japanese Life Force re-release, and some elements, such as levels and bosses, were removed to make way for new content. Most of the background graphics and enemy sprites from Salamander, however, are used in favor of those used in Life Force, though the Gradius-style power bar is used in place of the original instant pick-up system. The same year, North America received a port as well for the NES. The NES version is practically identical to its Famicom equivalent, other than not having the multiple endings, having two option power ups instead of three, and being titled Life Force.

The European version was entitled Life Force: Salamander on its cover and was released on November 22, 1989.

The NES version makes use of the Konami Code, which increases the number of lives from three to 30.

