



INTRODUCING: TORRENT SPOTLIGHT

APRIL | ISSUE 2

TEENAGE MUTANT NINJA

TURTLES IV

TURTLES IN TIME

FEATURED ARTICLE
p.28

ROAD TRIP

**UNDERGROUND
GAMER
GOES TO
JAPAN!**

p.8



NEW FEATURE

LOVE IT

HATE IT

p.10

HIGH SCORE p.48

CONTEST RESULTS



QUAKE INJECTOR

- All singleplayer Quake maps ever released (900+)
- Screenshots, Descriptions, Ratings, Comments
- One-click installation and you are ready to play
- Windows, Linux, MacOS and whatever else runs Java

<http://www.quaddicted.com/category/quake-injector/>

The screenshot shows the Quake Injector application window. The main window has a menu bar with 'File' and 'Configuration'. Below the menu bar is a 'Filter:' field. The main area is a table of maps with columns for Name, Title, Author, Released, and Rating. The 'red777' map is selected and highlighted. To the right of the table is a panel for the selected map, 'Red 777', which includes a screenshot of the map, a description, and a 'Requires:' field. Below the description are buttons for 'Uninstall', 'Install red...', and 'Play'. The 'Play' button has a dropdown menu showing 'red777'.

Name	Title	Author	Released	Rating
<input type="checkbox"/> rc2_3	Swamp & Towne	Robert "Fat Contro...	Aug 9, 2002	★★★★★
<input type="checkbox"/> rcoldmaps	Fat Controller's Old Maps	Robert "Fat Contro...	Aug 9, 2002	★★★★★
<input checked="" type="checkbox"/> rdefull	Runner's Delight	Jesse van Dijk	Aug 13, 1999	★★★★★
<input type="checkbox"/> rdestats161	Runner's Delight (BUGFIX)	Jesse van Dijk	Mar 30, 2000	★★★★★
<input type="checkbox"/> real	Far beyond reality	J.F.Gustafsson	Oct 5, 1997	★★★★★
<input checked="" type="checkbox"/> red777	Red 777	Kell	Nov 5, 2005	★★★★★
<input type="checkbox"/> redrum	The Red Room	Steve Wilson	Sep 3, 1997	★★★★★
<input type="checkbox"/> rettear	Retinal Tear	Taskmaster	May 25, 1997	★★★★★
<input type="checkbox"/> rings2	Rings2	David White (NIX)	Jul 5, 1997	★★★★★
<input type="checkbox"/> rit	Escape the Base	Chris Burgess	Aug 18, 1996	★★★★★
<input type="checkbox"/> rit2	Escape the Castle	Chris Burgess	Sep 22, 1996	★★★★★
<input type="checkbox"/> rjty	Tyger's Lair	Tyler McNamee	Apr 12, 1997	★★★★★
<input checked="" type="checkbox"/> rmx-pack	Remix Map Pack	Various	Aug 28, 2008	★★★★★
<input type="checkbox"/> rroritor	The Roritor Level	Gregory Keen	Nov 6, 1997	★★★★★
<input type="checkbox"/> rroyalwar	Royal Warriors	Scott McNutt	Jan 30, 1997	★★★★★
<input type="checkbox"/> rroyalwar	Quake Condensed	RPG	Jan 2, 2004	★★★★★
<input type="checkbox"/> rroyalwar	Penile Devastation	RPG	Jul 29, 2001	★★★★★
<input type="checkbox"/> rroyalwar	Reload	Zied Rieke	Sep 27, 1997	★★★★★
<input type="checkbox"/> rroyalwar	Return to Earth	XeNoN	Jul 22, 2001	★★★★★
<input type="checkbox"/> rroyalwar	hicon	John "metlslime" Fl...	Feb 25, 1998	★★★★★
<input type="checkbox"/> rroyalwar	st Rumours	Rodrigo Hernande...	Mar 8, 1998	★★★★★
<input type="checkbox"/> rroyalwar		distrans	Jun 6, 2001	★★★★★
<input type="checkbox"/> rroyalwar		Rcktrob	Mar 19, 2002	★★★★★
<input type="checkbox"/> rroyalwar		Rcktrob	Mar 26, 2002	★★★★★
<input type="checkbox"/> rroyalwar		Connor Fitzgerald	Mar 12, 2003	★★★★★
<input type="checkbox"/> rroyalwar	ark (2)	Jonas N.P. Lindstrom	Aug 4, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Aug 3, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Jul 30, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Sep 1, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Sep 10, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Oct 10, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Nov 16, 1997	★★★★★
<input type="checkbox"/> rroyalwar		Jonas N.P. Lindstrom	Jan 7, 1998	★★★★★
<input type="checkbox"/> rroyalwar		Unknown	Nov 6, 1996	★★★★★

Red 777

Large interconnected red Knave castle with excellent brushwork and an insane number of secrets.

Requires: [quoth](#).

Nov 5, 2005 1.845mb

Uninstall Install red...

Play red777

IT'S LIKE
PLUG AND PLAY
FOR QUAKE!

FEATURES

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Love It / Hate It - Super Metroid / Bubsy	10
Shin Megami Tensei	12
Rings Of Power	19
FUNBALL!	24
Teenage Mutant Ninja Turtles IV	28
Heart Of Darkness	42

DEPARTMENTS

#

Letter From The Editor	4
Torrent Spotlight	22
Tips, Tricks & Codes	27
Letter From The Designer	49
Links	50

COMMUNITY

#

UG News	5
Underground Voice	7
UG Photos	8
The Artistic Side	16

CONTESTS

#

Contest Corner	46
High Scores	48



Greetings, fellow retrogamers, and welcome to the second issue of Underground Gamer Magazine!

On August 10th, 2008, a UG forum member [DrifterX79] suggested the idea of a “community e’zine”. Unfortunately, the project never came to fruition. A little less than 2 years later, the idea was re-proposed by UG forum member [copyman].

One of the responses, from [buckshot], was “A magazine? What for?” Good question, and one that needs to be answered if we’re to have a goal in mind. Underground Gamer is a community, and communities have publications and communication channels. Our communications are in the form of forum posts, torrent comments, IRC, and wiki entries.

However, not everybody wants to read all of these things all of the time. A magazine is a great way to get a useful or interesting summary of things happening around the website. It allows us to feature the thoughts and the work done by our community. Also, it’s a great place to advertise if you need help with a project.

34 weeks ago, we released the first issue of UG Magazine. Since then, we’ve had a change of layout artists and a change of editors. We’ve increased the number of featured sections, and added an astounding amount of revision and thought into the design. I’m sure the magazine will still undergo many changes in the future.

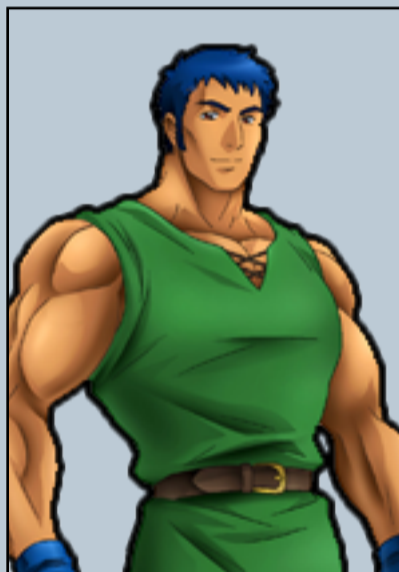
This issue’s main feature(as depicted by the cover art) is the TMNT IV: Turtles in Time article written by [Freezer]. The article is so comprehensive, it’s as close as you can get to a walkthrough without being an actual walkthrough.

The upper left logo in the cover was conceptualized and subsequently designed by [Rayek]. The cover and magazine layout was designed and conceptualized by Sierra, and revised time and again until Sierra and I (and in places, the rest of the magazine staff) agreed upon something.

Please feel free to PM me, Freak5678, with any ideas or comments about the magazine; or, simply add a comment to the forum thread about the magazine.

And so, without further adieu, please enjoy the second issue of UG magazine!

-- FREAK5678
UG MAGAZINE EDITOR



EDITOR IN CHIEF: FREAK5678

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CYBERAKUMA
PUDD
TPOFF

LOGO ILLUSTRATOR: RAYEK

CONCEPT: COPYMAN
DRIFTERX79

UG NEWS

Farewell, Pudd!

As quickly as we welcomed Pudd into our arms as a Global Moderator, he's had to step down to pursue other adventures. Thanks for sticking with us while you do so, Pudd!

Happy Birthday, Eva!

Eva's birthday just occurred on March 15th. Come into the IRC channel and wish her a Happy Birthday when you get a chance.

Firstline Support

Underground Gamer now has **Firstline Support** volunteers to help answer some of your questions. **These are the people** you can always approach with a question about their specific area of expertise, and they'll gladly accommodate you.

Torrent Description Rules Update

The bar for torrent descriptions has been raised. Be sure that you follow the **additional description requirements** if you haven't uploaded in a while.

Christmas Present

We received a wonderful present for Christmas of 2010. Her name is SHODAN, and she's our brand new lightning-fast server.

IdleQuest III

IdleQuest III has started, and it's operating in 3-month cycles. This means that a new game of IdleQuest will be starting this month sometime around the 22nd. Be sure to jump in when it does!

New Promotion Requirements

Participating in the UG community **has never meant as much as it does these days**. Be sure to participate in our forums and our (sometimes crazy) IRC discussions to show your spirit!



SpiderDave says:

"Self-reference humor is the cornerstone of self-reference humor."

UG NEWS



[xerxes](#) (Tech. Moderator)

2011-03-27 20:15:39 (4 days ago)

LotGD Available Positions!

Ladies and Gents, we've been enjoying UG RPG for quite some time now. We love it ourselves but our regular Staff is no longer able to actively moderate the game and provide the tech support it needs.

Seeing how much effort was already put into maintaining the game, we are looking for trustworthy people experienced with LotGD that would like to try at any of the two available positions:

- **In-game moderators overseeing the health of the in-game community**
- **Coders/seasoned players able to troubleshoot bugs within the game and suggest ways to improve/expand it without having access to the live code initially**

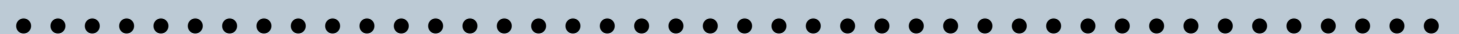
Now, do mind that we don't treat this as a 24/7 commitment. The game is pretty well designed, it only requires immediate moderation in cases of repetitive abuse and technical expertise when something actually breaks (once the outstanding faults are taken care of). That said, our goal is to keep updating the game so it becomes interesting to regulars again, while being easy on beginners. To this goal, we also don't have a limit on successful applicants. Each case will be evaluated separately so we can create a small team that keeps the game running and interesting.

Winners that prove themselves over a course of a month will be awarded with Honored Member status and become obvious candidates for regular UG Staff positions. Coders will be additionally granted access to the game's code.

Do send me a PM directly if you're interested, detailing why you'd like to participate. Remember though, that LotGD experience is a must and UG forums activity is welcome.

We will be probably sending out an additional PM to every gamer, depending on the response .

Cheers all!



UNDERGROUND VOICE

LINK: [MOST BIZARRE GAMES YOU'VE PLAYED?](#)



Ritz (Power User)

2011-02-26 06:22:15 (4 weeks ago)

...I've always had a penchant for the incomprehensible in games. The closer they come to simulating an acid trip, the better. There's no shortage of weird games out there when Japan held a virtual monopoly on the industry for as long as it did, but I've got two games here that transcend basic culture shock and take on something universally alien, as if the creators were deliberately out to repulse everyone...

.....



Hasuko (Power User)

2011-03-14 03:43:15 (2 weeks ago)

...I knew somebody was gonna get Chou Aniki in here as soon as I saw the thread title. I personally think we should preclude Japanese games since otherwise this thread will just be nothing but weird JP games. >.> As the OP said they sort of have a monopoly on that sort of thing.

As far as bizarre non-JP games, I found The 7th Guest to be pretty f'd up and bizarre in its day...

.....



RatGhost (Elite User)

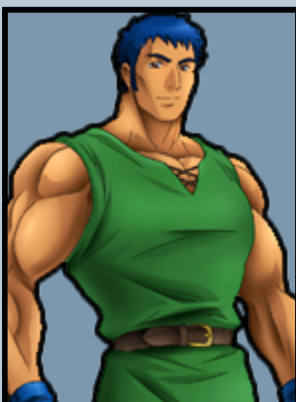
2011-03-14 09:09:50 (2 weeks ago)

Vangers

Car-combat trade sim-ish game... in which you work for a race of sentient bugs, occasionally racing with their larvae in your cargo bay to help them breed. The greatest of your worries however is figuring out the plot when every single noun is custom made and can be understood only in context...

For more LSD see Dementia. aka Armed and Delirious. If anyone knows of a way to run it without a VM, tell me.

.....



Freak5678 (Honored Member)

(UG MAGAZINE EDITOR)

Feel free to add your input to this thread on the forums. If there's something specific you'd like to say in the magazine, in the magazine, please submit your statements using **this form**, and we'll contact you about having your statements appear in the next issue.

.....

UG PHOTOS

“I have been in Asia for more than 11 months now, mostly travelling around just for the feeling and experience. For the past few weeks I’ve been in Japan and clearly there is a lot of really cool video game related stuff here. So I decided that it would be cool to take some pictures from here and there and thought I would share some of the awesome things I have found.

One thing that they have in Japan is lots and lots of used video game stores and LOTS of arcades, which is freakin’ great. You’ll have to excuse me, as I’m quite a huge SHMUP fan, so most of the photos are shooter related.” -- kepsux

Please use the zoom function of your PDF viewer to see the pictures at full size.



The building where I found Ikaruga!



A Japanese copy of Ikaruga on the Gamecube.



The Ban Dai headquarters? Don't know, but it was big.



Soundtrack for Gradius Arcade! Cool stuff!



Karous for the Dreamcast... odd casing, considering the system.



I seriously just assumed it was a ROM hack, until I held it. :D



This is neat. It's a Famicom cart of Super Mario USA.



Perhaps I'm out of the loop, but I've never seen this before. LOL!



Playing Taiko no Tatsujin in the arcades is pretty damn fun!



A Super Famicom modded to play USA region carts. Crazy!



All Star Power League Gold HuCARD" - \$2,649. Super rare.



Shiro no Shikigami II for the Dreamcast. Amazing game.



Here's a copy of Mars Matrix! Awesome stuff!



A pilgrimage to Nintendo's headquarters in Kyoto.



"Porn" arcade machines. Hiroshima is an interesting city.



You find yourself lost in a vast network of underground caverns. Nothing seems to grow in this labyrinth, aside from a few plants that don't seem to have any need to photosynthesize. You hear nothing except for the rain trickling down on the spaceship you just left behind and the eerie silence buzzing in your eardrums. Although there are no signs of any hostile species, you feel a presence, and yet, at the same time, you're overwhelmed by an unnatural feeling of isolation. As you work your way deeper in the maze that is Crateria, you suddenly get ambushed by a group of Space Pirates. Instincts take over, adrenaline kicks in, and the flash of your Power Beam reflects off your armor. "What the hell are they doing here?" you whisper to yourself, as you inspect their corpses. After wiping the condensation off your helmet's visor, you decide to investigate. Welcome to Super Metroid, quite possibly the most perfect game ever released on the SNES. Why, you ask?

The gameplay, for starters, is formidable. You feel a sense of absolute control over Samus, a bounty hunter who surprised everyone by being female in the first Metroid's conclusion on the NES. Controlling her feels absolutely fluid and responsive. Initially, Samus can only jump, dash, and shoot, but as the game progresses, her move set will expand with a double jump, an ever-so-fun Morphball mode, a speed booster, and many other unique abilities. Weapon upgrades come in the form of various beams, which can be combined by the player. There's nothing like unleashing a charged triple wave-beam onto an unsuspecting enemy. Surprisingly, there's a lot of depth to the controls, as you can perform certain moves which allow you

to reach secret passages and additional items. Wall jumping can be done from the very start of the game, but the average player won't use it until they learn about it from an in-game NPC sequence. Here's something the game is excellent at, directing the player without the need for any text. You're totally immersed in the game world. Your HUD is themed like the Powersuit, and, even navigating the menus, you'll often forget you're not really Samus Aran.

If exploration is what you're after, Super Metroid is your game. Countless little hidden items and rooms await to be discovered in a world map that is HUGE. Often, your travels will lead you to fight one of the exciting bosses, which reminds me of the ending sequence, which can only be described as being epic. This feeling is further enhanced by the phenomenal music that fits seamlessly in the game.

I could keep talking for days about how well this game is designed, how extraordinary the level layout is, and how brilliant the atmosphere feels, but this is a game you need to experience for yourself. Go play it. Now.

-- Ryogeo



HATE IT



Ahhh... Bubsy, one of the many, many attempts to create an “animal mascot with attitude”, after Sonic popularized it in the 90s, complete with plans to launch an animated series and merchandise. The game actually did fairly well, back in 1993, though obviously never came close to the popularity of others. Each sequel became progressively worse, until the culmination with the critically panned Bubsy 3D. I remember loving this game back in the 90s, and borrowing it from my cousin all the time. I don’t know if it was because I did not have a Genesis, and therefore couldn’t play Sonic, or because my gaming skills were rather lacking back then and I had to resort to cheating... sometimes... but this was a game I used to enjoy immensely. The game was packed with cartoon physics and humor, depicting classic scenes such as a character popping when they hit a pin, literally chasing away birds when they become dizzy, and many voice acted one-liners.

So, of course, when going through a ROM collection I had put on my Wii, I had to try this game again... which makes me wish I had not. I quickly started remembering all the little quirks of this game that annoyed me, only it feels like they have been amplified tenfold now, probably due to games with newer and better game mechanics. For starters, the game feels like it lacks play testing. It is essentially a Sonic clone, with a main character who runs rather fast, in many cases nearly overtaking the entire screen;

The problem with this is that unlike Sonic, Bubsy can only take one hit, regardless of how much

yarn you collect, making survival a problem due to the many pitfalls and “gotcha” moments in the game which stop you dead, literally, in your tracks. Enemies, and other random objects designed to kill you while running when you can’t see them, are everywhere. EVERYTHING is trying to kill you, including manholes and gumball machines! Enemy characters are positioned on every roof and floor in your path, manholes pop all over the place, there are hills you can actually TRIP over and fall down to your death; even if you dodge a popping manhole, there is the chance you will fall inside and drown.

To add to this, the game’s jumping mechanic has an odd tendency to heavily veer you into one direction while in mid-air, which can cause all sorts of problems such as running into enemies or deadly objects. All the while, you are desperately pushing the D-pad in the other direction in an attempt to avoid this fate. Even falling from too high can kill you, in a game rife with 100+ foot cliffs and drops. Finally, remember the voice-acting I mentioned? It mostly comes in the form of Bubsy making a sarcastic remark in response to the level names, which are mostly parodies of movie titles. You will hear this... a lot. You will die a lot, many times due to hazards existing right next to a checkpoint; and, each time you die, you will hear it again [ed: and again, and again], until any and all humor has been lost long ago, and it just becomes grating. Sorry, Bubsy, but there is a good reason nobody remembers you anymore.

-- CyberAkuma



SHIN MEGAMI TENSEI

真・女神転生

True Goddess Reincarnation

GENRE: FIRST-PERSON RPG | YEAR: 1992 | PLATFORM: SNES | [TORRENT](#)

Shin Megami Tensei isn't technically the first game in the Megami Tensei franchise, but it's definitely the one that started the great success of the saga. Its success is well deserved, though. But let's start with some order...

The game opens with a dream scene. The game is played entirely in first person, and we never see the main character's face or figure once in the game, so we can say that the game opens with YOU dreaming. This strong identification of the player with his character is one of the main points of the game, but we'll return to this later.

The game opens with the player dreaming--a very strange dream, in fact... running down a strange and enigmatic maze, he ends in front of a strange wall, with some religious carving on its sides and a big bald face on it. The face starts speaking, and warns the player that a big conflict of biblical proportions is near, the conflict between the forces of Light and Chaos. The strange visage also reveals that the player will



have a key role in this conflict, and warns him against tipping the delicate balance between Light and Dark, and not to be seduced by either of them.

After that, the player meets a crucified soul, who he frees by naming him, and a soul under the feet of a demon in its quest for power.

The player frees the unlucky soul with the same method used previously. In the dream, he also meets a seductive lady bathing in a beautiful pond who claims to be his eternal partner.

The dream ends and the player wakes up in his Tokyo home. Checking the email, he finds that a mysterious character, Steven, has sent him a strange “demon summoning program” which he loads in his arm computer.

After that, the player’s mother greets him, and mentions something about a grisly murder that happened that very night in the nearby park, and asks him to buy her some coffee at the local mall. He heads to the mall, and, after having done his duties, encounters a brutal scene: a man has his throat ripped out by a demon that has apparently popped up from nowhere. Are the dream and the murder related to all this? After heading home and going to sleep, the player has another revealing dream, again meeting the souls of two people (who will turn out to be key characters, like he is, for the future development of the world)... and nothing will be the same anymore.

Technically speaking, the game has great music and decent graphics. The sprites are big and detailed, but very static, with very few animations, and the textures are a bit repetitive.

The game is very free and open. In fact, YOU are the protagonist of this game. It’s YOUR choices that will determine and shape the future of the story and of the world to come. These choices are absolutely free, and there isn’t a clear “good” or “bad” path. It’s all up to you. Will you side with the order and the Light? Will you be seduced by the forces of Chaos? Or will you find neither of them appealing and satisfying? You are free to decide, and the game doesn’t force you in any of these directions. The game is also

very philosophical and questioning. You often will think about what is right to do for you and about its consequences. In this, the game is very Nietzschean; you will create your “truth”. The goal of the game is, in fact, to discover and to build your truth, the world which you find more appealing. In a very oriental way, it may seem “empty”, but it’s “full”. The game also blends characters from myths and religions from all over the world in a very original and clever way: traditional figures like Yama (the judge of the dead souls in Hindu and Buddhist mythology) or the Archangel Michael are inserted in a coherent and interesting setting, and this works very well.



Heading towards that red place!

Another very strong point of the game is its wonderful atmosphere, created with the aid of its beautiful music: slowly, the veil of normality that covered the world and everyday life is torn away, revealing a mystical world, and the eternal war between Law and Chaos under it. This descent into the supernatural is gradual, and is very enveloping and exciting. What’s the truth behind the routine of every day and the mundane order of the humans? The game disrupts the veil of illusion in a pretty harsh way, sparing

no one in the process. I'm not surprised by the fact that the game wasn't officially translated and released in the west: many difficult questions are posed regarding religious and moral matters, and America is portrayed pretty harshly, by the figure of the shady ambassador Thor-man, called to try to settle things down when the situation of the demons in Tokyo gets out of hand.

With your computer, you can talk with the demons (in the game the concept of "demon" is more similar to the Greek word "daimon"; it sums up a lot of different supernatural creatures, from angels of the Christian tradition, to devils, to spirits and creatures that are neither "good" nor "bad" tempered) that you encounter in your journey and try to recruit them, or to obtain some kind of help.

This is one of the most important parts of the game, and to succeed in it you will have to use a great deal of intuition and psychology.



You can also fuse two or three demons into a more powerful one, and again this is very important. Demons have abilities that may be of great help in your quest. Apart from a few ex-

ceptions, you can't have a demon whose level is greater than yours, though, so you won't be able to unleash the full potential of demon fusion at the beginning of the game.

Summoning demons costs some money (depending on the level of the demon) and to keep the demon summoned you'll need to spend some Magnetite for every step you take. This isn't a great problem, however, as Magnetite is easily found in great amounts both in battle and in some chests scattered around the dungeons.

Most of the game consists of exploring great dungeons, so the game has taken a lot from the classic Wizardry RPGs. The encounter rate is pretty high, and the game itself is difficult and challenging: one unlucky encounter can easily sweep off your party. Save spots (terminal rooms which are used both for saving and for teleporting to the various areas that you have explored) are pretty rare, and this makes the game pretty frustrating, at least until it's half done: after that, the heroine will learn a very useful spell, Toraport, which teleports the entire party to the last save point encountered. This makes things easier.

Unfortunately the only way to discover what a spell or an item does is to cast/use it, and this often makes the things very confusing.

I have found two major flaws in the game. The encounter rate is ridiculously high, and sometimes makes traveling into dungeons very frustrating and time consuming. Luckily, in the SNES version there is an option for "autobattle" which is very useful against weaker demons. Once used, however, it CAN'T BE STOPPED, so be very careful before using it. Luckily, there are some items and spells that reduce the encounter rate (Fuma Bell and the spell Estma), but they're pretty rare, so use them wisely.

Another flaw is the fact that at the 80% mark of the game, the difficulty drops off, and after gaining the ultimate equipment for the hero and the heroine and recruiting some major demons, the game becomes a piece of cake. Using a bug, I even managed to kill ALL the bosses, including the final one, of the last dungeon with autobattle! This is pretty disappointing and with some more attention could be avoided.

Even with these flaws, the game is highly recommended. It's a masterpiece that changed the face of mature RPGs, and it's long, challenging, and enveloping. It's really worth trying it. The story of this game has a direct sequel in "Shin Megami Tensei II".

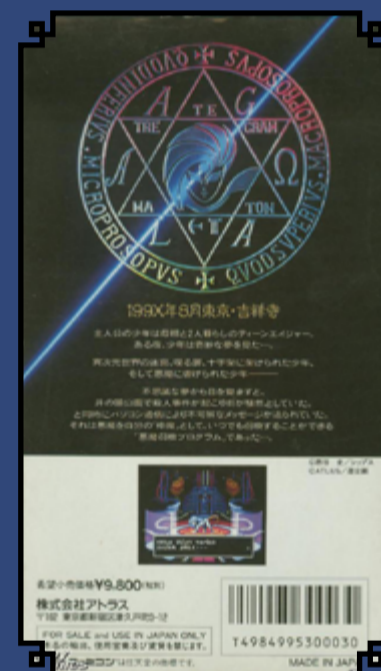


“A MASTERPIECE THAT CHANGED THE FACE OF RPGS” -- PLISSKEN86

GAME INFO

UG

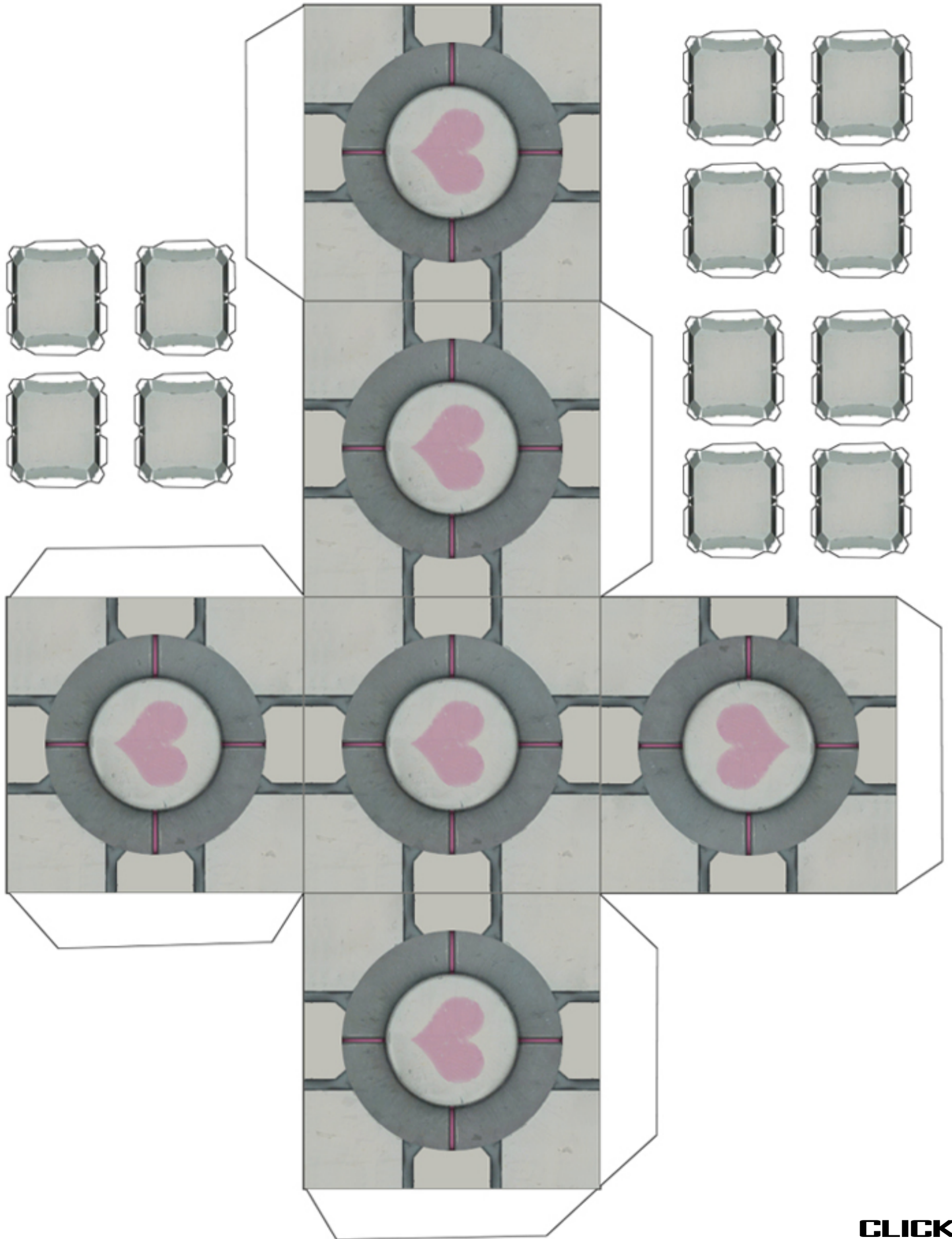
- DEVELOPER: ATLUS
- PUBLISHER: ATLUS
- PLATFORMS: SNES (ORIGINAL)
PC-ENGINE CD
GAME BOY ADVANCE
SONY PSX
SEGA MEGA-CD



WHAT'S THE DIFFERENCE?

The PC-Engine port features some slight adjustments in the graphics and a spoken intro, but nothing more. The Sega CD and PSX versions are similar; they have CD quality music and some minor graphical tweaks. The GBA version is similar to the PSX version, but without the CD music (of course). All of them have a demon database which records the stats of the demons you have encountered.

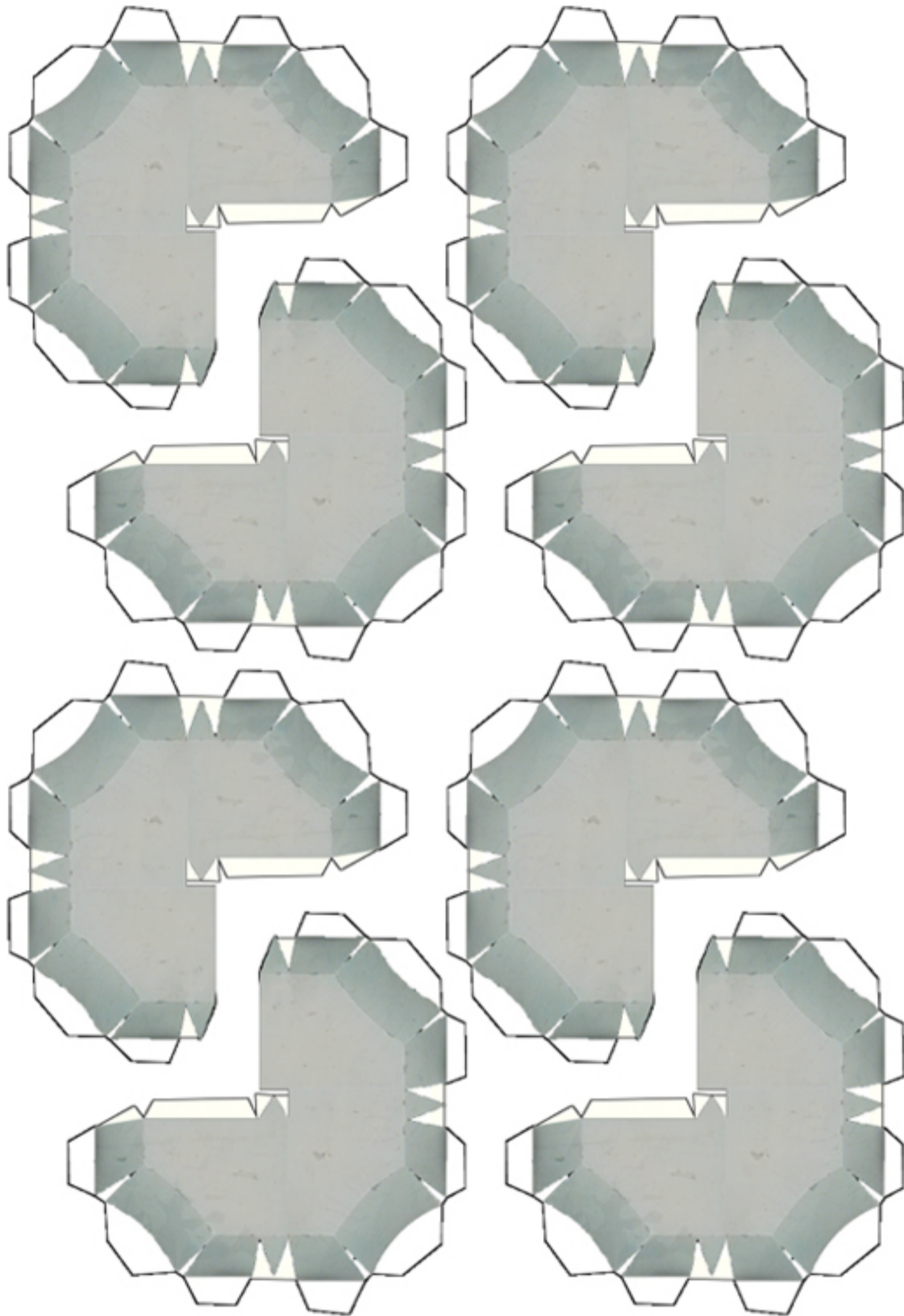
None of them have been patched, though.



CLICK:

[ASSEMBLY INSTRUCTION VIDEO](#)

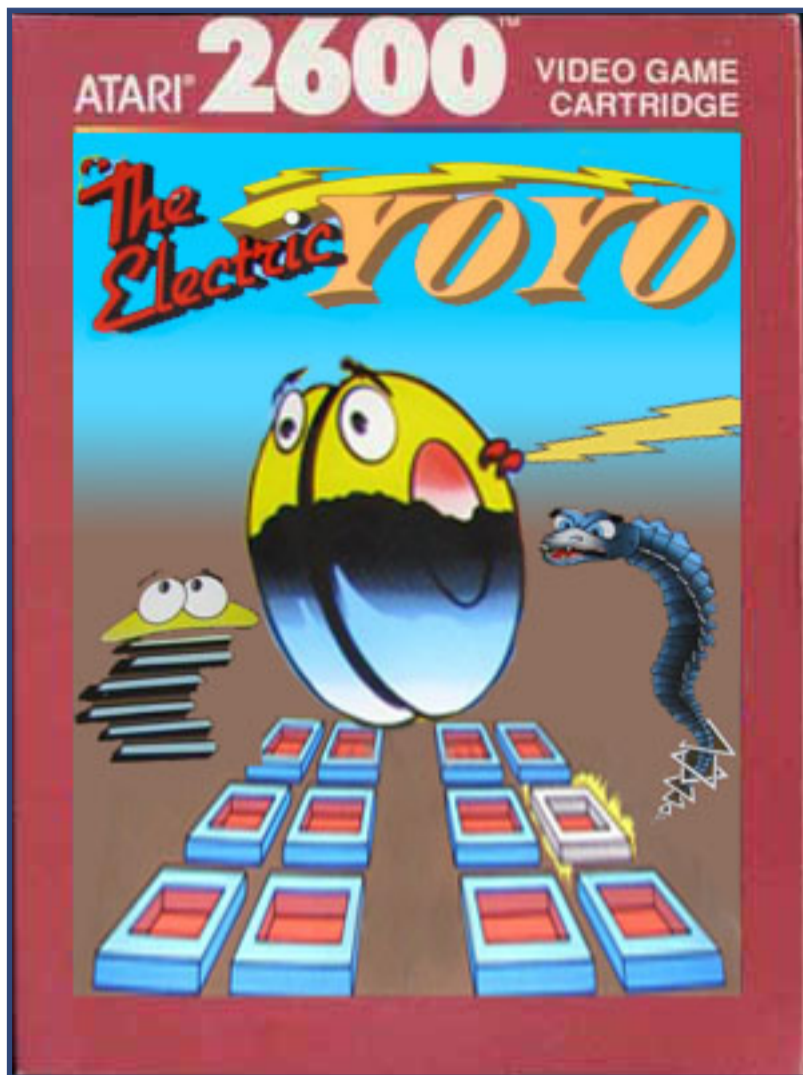
[PAPERCRAFT TORRENT](#)



Print the papercraft to assemble it. Click [HERE](#) to send in an action shot of your completed papercraft Companion Cube to get it featured in the UG Photos section of the next issue and earn GB!

THE ARTISTIC SIDE

Please use the zoom function of your PDF viewer to see the pictures at full size.



“COVER: THE ELECTRIC YO-YO”
BY 420



“CHOCOBO HF”
BY HARRYFRANZ



“THWOMP”
BY PHILMCKRCKN

RINGS of POWER

“Nexus appeared in a flash of divine light, bringing with him the golden age. He used the Rod of Creation to restore our world; the desolate planet of Ushka Bau became a paradise. For many years we prospered.

The demon void brought an end to the golden age; the new world Nexus had created was one of great beauty and the love we felt for him was powerful. Seeing this, the demon’s foul heart was filled with envy. He stole the precious Rod of Creation, and created an age of chaos. Thus began the cataclysm; a reign of terror lasting 66 years.

At last Nexus confronted Void and the two fought a titanic battle. In the end their might split the Rod of Creation in two, and each fled with half. Each then divided his half into rings and hid them to keep the other from reassembling the rod and taking power again. Many have quested to recover the rings and restore the Rod of Creation to Nexus. All have failed.”

– From The Book Of Nexus

GENRE: RPG | YEAR: 1991 | PLATFORM: SEGA MEGA DRIVE | [TORRENT](#)

Christmas of 1991 was a very special day for me. It was the day I got my first console, and with it, my first glimpse of a hobby that’s consumed a large proportion of my life. Sonic the Hedgehog was a great game, but I mastered it too quickly, I needed something more, something to grasp my attention and not let go. I stumbled across one of my all-time favourite retro games, Rings of Power.

This game has so much more to offer than any other game I had played by this point. It wasn’t a case of running in one direction, collection gold objects and jumping on the heads of enemies. Brute forcing my way through this game ended badly every time. I needed a new strategy; to be part of the game. I needed to play the role of the character. I got sucked in to the genre of role playing games and to this day I have not found my way out and doubt I ever will. But I do not see that as a bad thing!



The game itself was new and exciting, but not in the way any other game had absorbed me. This had a story, fights, magic, dragons, but best of all, a huge world map to explore! I had never seen anything like it.

Ushka Bau is a world created by the Rod of Creation. All was good, until Void wanted the Rod for himself. Cue large scale war. The war resulted in the destruction of the Rod, which shattered in to eleven rings and lost across the world of Ushka Bau.

Some rings were not found or seen since; others were found and worshipped or discarded. These rings together, if the ancient lore is true, would combine to recreate the Rod of Creation.

So the story has a bit of Lord of the Rings feel to it, but there wasn't a Lord of the Rings game! Of course, one ring rules them ... Wait, that is Lord of the Rings!



It is the destiny of one person to collect these rings and deliver them to Nexus ... Or Void.

Master Thalmus has spent his life studying the Rings while teaching at the Sorcerers Academy. Well-travelled, knowledgeable and experienced in sorcery, Thalmus would be the perfect candidate; if not for his brutal betrayal. So the task is handed to his most promising student, Buc. But can he do this alone?

The controls system is a little unusual as the world is at an angle. While moving around, the

controls are rotated 45 degrees (pressing up will move you up-right, pressing down will walk you down-left); this can be changed in the SYSTEM menu to be rotated the opposite direction (up is up-left, down is down-right). A (while on a path) will automatically follow the path until you hit a junction of deadend, the B button confirms and the C cancels as with most games. This control system is consistent throughout the game, on foot or with a mount.

There are various methods of travelling as you progress through the game. To begin with, you have to walk everywhere, although you can soon buy a mount increasing your movement speed. Also available is a boat, capable of traversing rivers and shallow waters. Ships are capable of travelling the deep seas and require a boat to get to shore. But my favourite is always the dragon mount. The mighty dragon could fly to any part of the map and land anywhere. This opened up the entire map, with many new places to explore.

Exploring can be dangerous, however; while outside a city, you are prone to random encounters at any time. Walking on paths greatly reduces being teleported to the battle arena unexpectedly. Some of these random battles can be impossible to win until you've trained (so save often). Don't think that you can just stick an unlimited health cheat on to skip through the game either;



Rings of Power offers multiple methods of transportation.



Void will know and destroy you, no fight, no chance, just flatten you at any time, without warning. The fights are turn based and by default are fought automatically until set to manual. Once this is done, you get to select the spells you cast (or other attacks in the case of other party members) once you have bought them from various stores. Each character has an ultimate spell, which – after using most of your mana – will inflict huge damage on your enemies; unfortunately, your enemies can use these spells too if they are strong enough!

The game will have you traversing various environments, cities, temples and caves, each with something new to offer. From a town filled with knights, another of necromancers, another with conjurers, archers, enchanters and many others. It is a game that I spent a fair amount of my childhood trying to work out and solve, long before I had access to any “internet” or “strategy guides”!

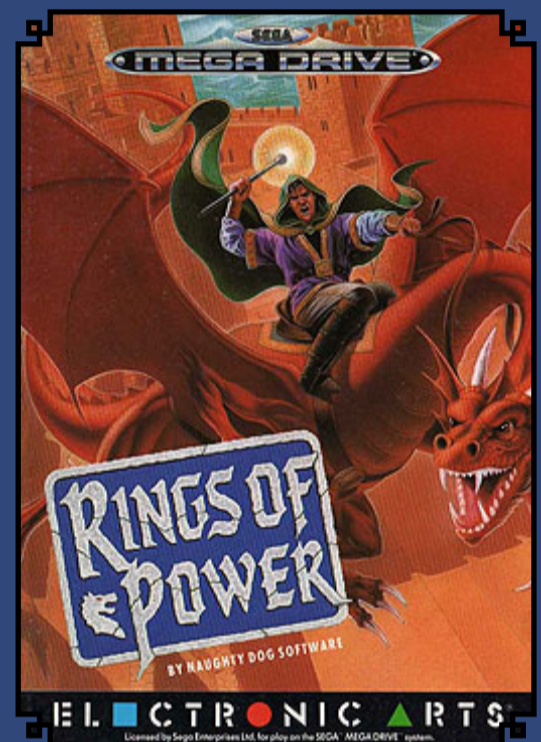


“A REMAKE WOULD BE WELL RECEIVED BY ME!” -- PUDD

GAME INFO

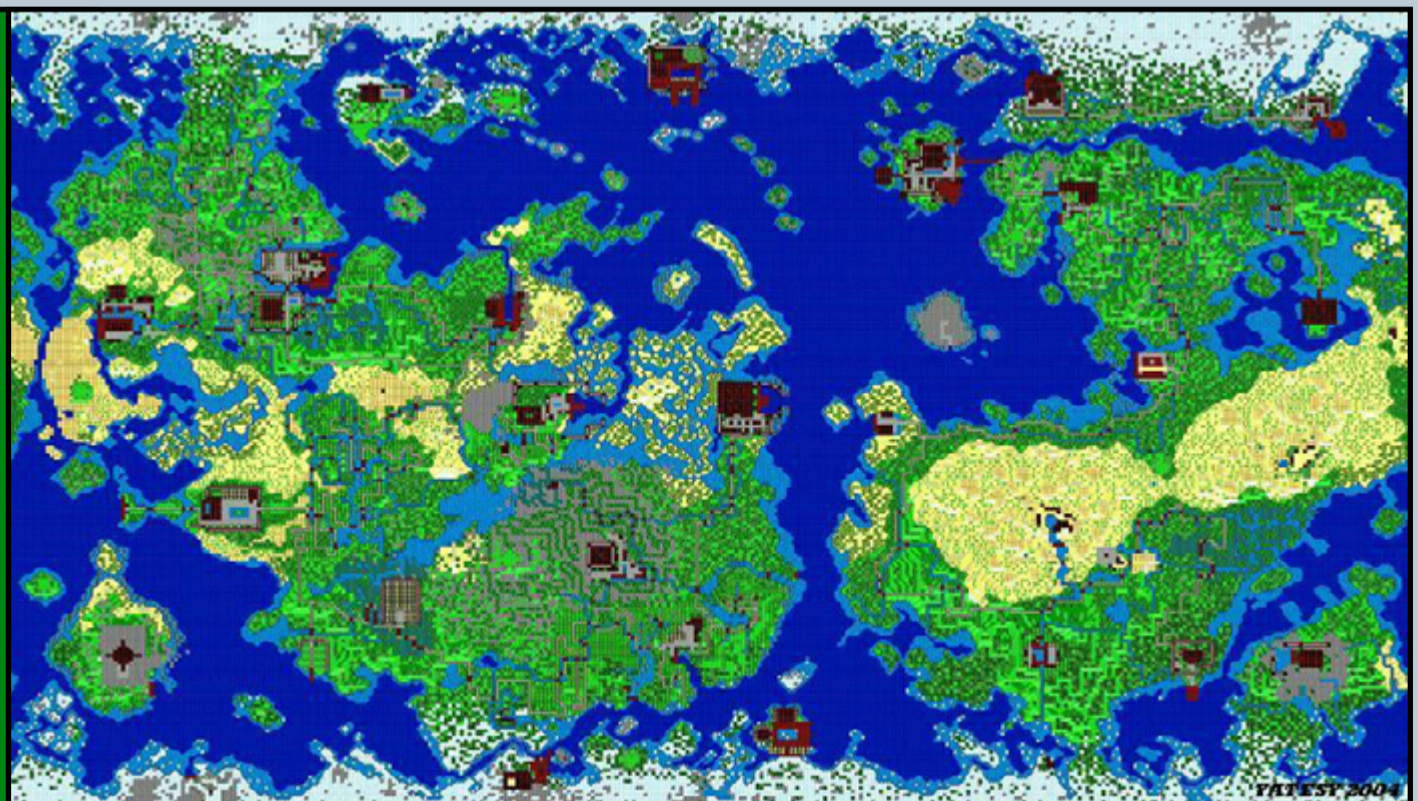
UG

- DEVELOPER: NAUGHTY DOG
- PUBLISHER: ELECTRONIC ARTS
- ARTIST: JASON RUBIN
- DESIGNERS: CHRISTOPHER ERHARDT
JASON RUBIN
ANDY GAVIN



9/10

The World
of “Rings
of Power”



The Underground Gamer community works hard to gather retrogaming materials of all types, ranging from games and manuals to soundtracks and videos. We are a group of enthusiasts dedicated to preservation and education regarding hard-to-find gaming content.

Some of our members go above and beyond in creating descriptions of the media they collect. Underground Gamer recognizes the hard work of these people with the Golden and Featured Torrent statuses. Sometimes, however, quality content and/or information on the gaming material contained therein escapes the notice of the system.

The UG Magazine staff recognizes these diamonds in the rough and brings them into the limelight. Each issue, we'll pick one or two torrents for recognition in the Torrent Spotlight section that have not been awarded Golden Torrent status or Spotlitged in a past issue. If you'd like to nominate content for the Torrent Spotlight, you may do so by clicking [here](#).

This month's recognized torrent is:

SegaLoco's Official SDK Set



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Various Official SDK's and Documents (Atari, 3DO, Nintendo, Sega, Sony)



This is a set of Official 1st Party SDK's (Software Development Kits) from Nintendo, Sega, and Sony. For the record, I do acknowledge that there are other SDK torrents which may have bits and pieces of this stuff, but I have yet to see a very complete SDK on Underground, so that is my main reason for creating this. I sure do hope that this software can be used to better the fields of emulation and homebrew development, or at least offer people a better insight to the method's that the console companies offered to developers with which to develop games.

With the SDK's I have included the original installers to several of them. This will help if your machine has problems with the pre-installed versions due to registry conflicts, directory listings, &c. Note: These are only the 1st party tools, that means there are no IDE's or third-party libraries included. That means no MetroWerks CodeWarrior, no PsyQ, SN Systems, &c. If the demand is high enough, I will look through what I have in that arena and package it up in a second torrent, depending on if it is allowed.

If you are an emulator developer, homebrew writer, or even just a hobbyist, I do wish you luck in whatever you can craft with these tools and source codes. If I can find enough SDK's besides these, I may make a second torrent, or at least post a list to see what people would be interested in. Happy coding!

Note:

Naturally several of these SDK's are from Japan, and, being in the time-frame that they are, are not encoded with unicode, but rather Shift-JIS. The Sega Saturn materials, for example, have Shift-JIS commenting in the source files, while the NEC PC-FX is full Shift-JIS Japanese. I apologise that I did not translate these, I wanted to keep the SDK's in their purest untouched forms, so that each person could do with them as they wish.

Type: (Misc.)

Size: 3.25 GB (3,489,158,240 bytes)

Rating: 5.0 out of 5 with 23 vote(s) total

Added: 2009-12-30 07:29:54

Snatched: 550 times

Number of Files: 27

SEGALOCO



In 1995, when the world was young, a man named Jeffrey Belt looked upon board games, and found them wanting. Lesser men would have sadly begun yet another game of checkers, but our hero took up the challenge, and produced a new kind of board game.

FUNBALL



GENRE: STRATEGY | YEAR: 1995 | PLATFORM: PC (DOS) | TORRENT

A fun game. A game with balls. And he called it Funball.

The goal of Funball is to get one of your balls onto your opponent's base, while stopping your opponent from doing the same to you. The idea is simple, but there's a little more to it than that...

THE GAME BOARD

Like checkers, the game board is an eight-by-eight grid. Unlike checkers's squares, though, Funball's bases don't just passively accept your ball. Bases can change your ball's size, teleport it, spring it further along, cause it to slide past rather than land, or have numerous other effects.



Funball's thirteen different bases provide varied and engaging gameplay.

The arrangement of the different kinds of bases isn't always the same, either. When starting a new game, you can choose from five different preset boards, or use the board editor to create whatever kind of board you like.

THE BALLS

Funball can be played against the computer, or against a friend in hotseat mode. Each player controls one color of balls--either red or green. The balls aren't all the same, though: balls can be different sizes, which affects attacking and defense.

When moving a ball, one of four things can happen: merging, attacking, defecting, or canceling.

- Merging happens a ball jumps onto a friendly ball; the two balls get added together to make one, bigger ball. But, if the new ball would be too big, it can overflow, and instead make two balls of equal size.
- Attacking happens when a ball jumps onto a smaller enemy ball. It then absorbs the enemy ball, growing larger. If it grows too large, it can overflow and form two balls, just like merging.

- Defecting is dangerous! If a ball jumps onto a larger enemy it will be absorbed. If the enemy ball would grow too big, though, instead of overflowing into a new ball, it will explode, leaving the attacking ball smaller, but victorious.

- Canceling happens when a ball jumps onto an enemy ball of the same size. The balls throw themselves at one another, and both vanish.

In addition to the balls, the board can contain a spider, which moves around the board each turn, and can lay eggs that balls can absorb to grow larger. A big help, unless your opponent reaches them first!

GAMEPLAY

Play alternates between red and green, with each player getting the chance to move one ball per turn. Usually, you'll start off by attacking your opponent's balls in order to try to gain the upper hand; once you think you've got a good shot at it, head for your opponents base. If you land a ball on it, you win!

Of course, winning's not as easy as it sounds. You've got to use the special bases scattered around the game board to your advantage: an unguarded teleporter can provide easy access to the enemy's base; a slide can help you gain some ground while knocking your opponent's balls away; and detonating a mine at the right time can damage lots of surrounding balls--just be sure they belong to the enemy. Clever use of these bases and others can turn the game around in a hurry!

SOUND & GRAPHICS

Funball has pretty nice sound effects, and okay music, though it seems to stop playing when the

game starts. It's fine when you're playing with a friend, but the silence while you're thinking can be a little dull sometimes.



The graphics, though not spectacular, even for 1995, are nice. What screenshots can't show you, though, is how /alive/ the game board is. The special bases tilt or spin or otherwise move around, and the balls bounce back and forth, full of energy, just waiting for a chance to jump around. It's a great effect, and really enhances the fun of playing the game.

I've got only one complaint about the graphics: the game runs at 320x200 resolution, which means that to see the whole game board, you've got to scroll around a lot. An overview of the board is provided in the corner, but it's just not the same.



THE BOTTOM LINE

Funball really delivers on the fun! It's pretty nice playing against the computer, but it's excellent playing with a friend. The variety of bases and the selection of game boards means that the game doesn't get stale after you've played for a while. And, even on the same board, no two games are alike. You can play on easy settings (or against a friend who's bad at the game) and just try to overwhelm your opponent, or crank up the difficulty so you really need to think about each move--a good strategy, creativity, and a little luck will help you come out on top.

Computers have gotten way more powerful since Funball was developed. The author notes that it requires "huge amounts of memory" to run. The minimum amount needed? 640K. hilariously outdated manuals aside, Funball has aged fairly well. This game is as fun today as it was fifteen years ago., and the lively graphics are still fun, if a little pixelated.

If you've got any interest in abstract strategy games, Funball is definitely worth a shot. May the best ball win!



The overview is clickable, providing quick navigation, but is no substitute for the board.

GAME INFO

UG

- DEVELOPER: JEFFREY BELT
- PUBLISHER: IMPULSE GAMES, INC.
- VIDEO MODES SUPPORTED: VGA
- NUMBER OF PLAYERS: 1 - 2 PLAYERS
- PERSPECTIVE: TOP-DOWN
- RECOMMENDED EMULATOR: DOSBOX



“ THIS GAME IS AS FUN TODAY AS IT WAS FIFTEEN YEARS AGO.” -- TPOFF

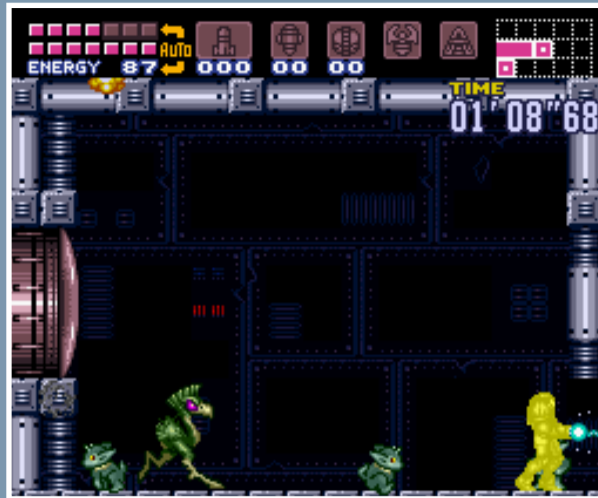
*Go and
have
fun!*

GOOD BYE!



Save the Critters (Easter Egg)

After you beat Mother Brain at the end of the game, the count-down for the self-destruction of the planet activates. Do you remember the creatures which gave you hints in Brinstar (three Etecoons and the Dachola)? It's time to repay the favor and save a few friends. All of them are captured, and are located in the small room in Crateria where you initially found the Morph Ball bomb. To activate this easter egg, make your way to this room and shoot a hole through the right wall so the critters are able to flee. As a reward, you will receive a slightly different ending sequence. As Samus' ship flies towards the



screen, look to the right of the quasar. You'll see a purple pulse flying away from it; those are the creatures you rescued escaping in their own ship.



Secret Song (All Versions):

On the Option screen, choose Hard Mode, then select "STAFF" in the sound test. Push B to hear the tune, and then tap Y.

CLICK HERE TO SUBMIT YOUR OWN TIPS, TRICKS, AND CODES TO UG MAGAZINE. IF WE USE THEM, YOU'LL GET GB OF CREDIT!



Cheat Menu

To access the cheat menu which unlocks all levels and FMV sequences, turn your Playstation off. While holding down the shoulder buttons (L1 + L2 + R1 + R2) on controller 2, turn the unit on. With the buttons held, enter the Options screen and select the Load Game option from the "Treehouse" Screen.



LEVEL	PASSWORD	LEVEL	PASSWORD
2	392652	9	126712
3	458227	10	236721
4	958936	11	673167
5	739294	12	792323
6	184792	13	672328
7	812615	14	782389
8	781367	15	672345



Dashes, Jump Kicks, Weapon Strikes, and fighting through an army of goons. Sound cruel? Maybe. Sound like fun? Definitely! Shredder has once again sent out the Foot Clan to terrorize the world. It's time again for the world's coolest pizza-loving Turtles to grab their katana, bos, nunchaku and sai to save the day.

GENRE: SIDE-SCROLLING BEAT 'EM UP | YEAR: 1992 | PLATFORM: SNES

STORY

It is Sunday afternoon. Millions of people all over the world are enjoying leisure activities: playing sports, meeting with family, or just relaxing by playing a good video game after a hard week of work. The same applies for our well-known team of mutated heroes. They are putting up their feet and watching their favorite news broadcast – as usual, deep inside the sewers of New York. Famous newscaster April O'Neil is reporting live from Liberty Island when suddenly the villain Krang appears. Using a giant exo-suit, Krang grabs the Statue of Liberty and disappears as fast as he arrived.

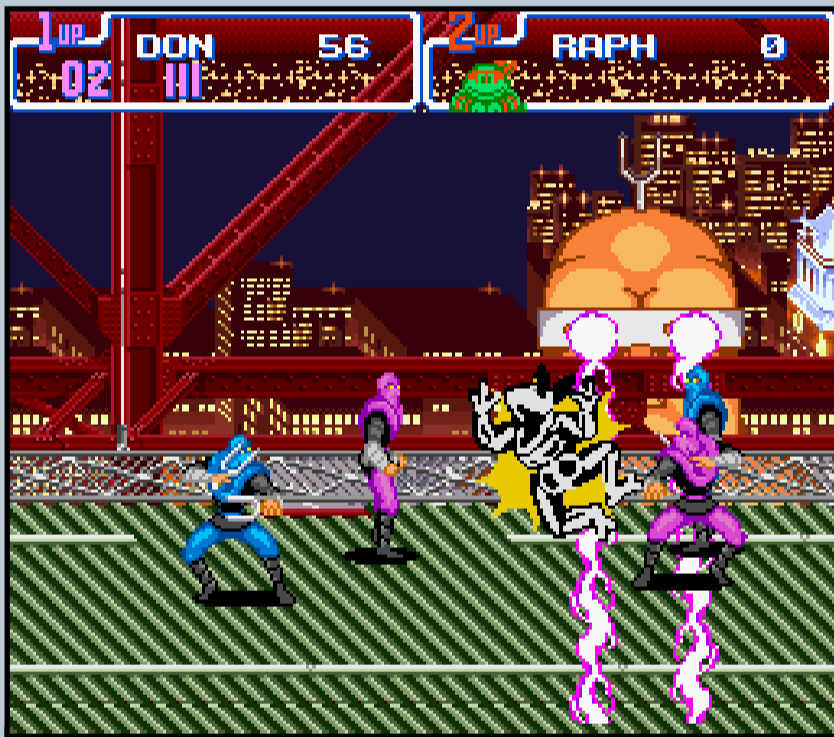
Shredder, the leader of the Foot Clan, appears on the TV broadcast and gives an evil laugh. The Turtles don't waste a single second, and begin chasing after Shredder. However, the path to Shredder is fully lined with his loyal servants. After hard battles through downtown New York and its sewers, our four brave heroes finally enter the Technodrome, their arch-fiend's home base. This high-technology fortress is spiked with traps and heavily guarded. Face-to-face with Shredder, justice seems to be near. Suddenly, at the moment of his defeat, Shredder creates a time warp and escapes. Our heroes have no choice but to follow him through time and space, and fight his army in the past and the future. Will they ever be able to catch him again?

Oh no! Krang steals the Statue of Liberty right in front of millions of shocked people.



GAMEPLAY

Once you start the game, you will find the following modes available to you: 1-Player, 2-Player (both for Story Mode), Versus Mode and Time Trial. In Story Mode, the game is a pretty straightforward Beat-em-up with numerous foes. These foes have a wide variety, such as electro-shocking Roadkill Rodneys, Stone Golems with flamethrowers, and Pizza Monsters. The most frequent enemies are the ninjas of the Foot Clan, and you will encounter them throughout the game. You will encounter different types of Foot Clan members: Blockers, Archers, Whip Slashers, and more.



Hostile fire from the background: Take care not to get zapped by the laser beam. Unfortunately, it is only "turtle-sensitive" ;)

At the end of each of level, you have to fight a boss; sometimes you have to fight two at a time. The scenery is based on the early cartoons and the first two movies of the 1990s. If you know and liked the shows, you will definitely enjoy meeting again the protagonists from back then. You'll get reacquainted with half-man, half-fly scientist Baxter Stockman, the Rat-King in the sewers, and the mutated animals Tokka and Rahzar from the second movie.



Fighting Foot Soldiers, Robots, and lost in Dimension X: life as a ninja turtle is not easy.

The stages environments are not always just pure decoration. Here are a few examples:

- What's this -- a box full of dynamite lying on the ground? Activate it and try to lure the enemies close to it. It will explode after a few seconds, instantly killing them. Don't stay too close, or you too will suffer major damage.
- In another level, a huge version of Krang fires deadly beams on you from the background. Once the screen starts shaking, get ready to dodge.
- In the Prehistoric Turtlesaurus stage, dinosaurs will rush across the entire screen and overrun everything in their path. You can use that to your advantage and let them smash your foes, but don't let them flatten you as well.

The above additions to the stages feel natural, but could appear more often.

There are two useful items you can collect, too. Pizzas fully replenish your health, and there's a disk that makes you spin around like crazy for a



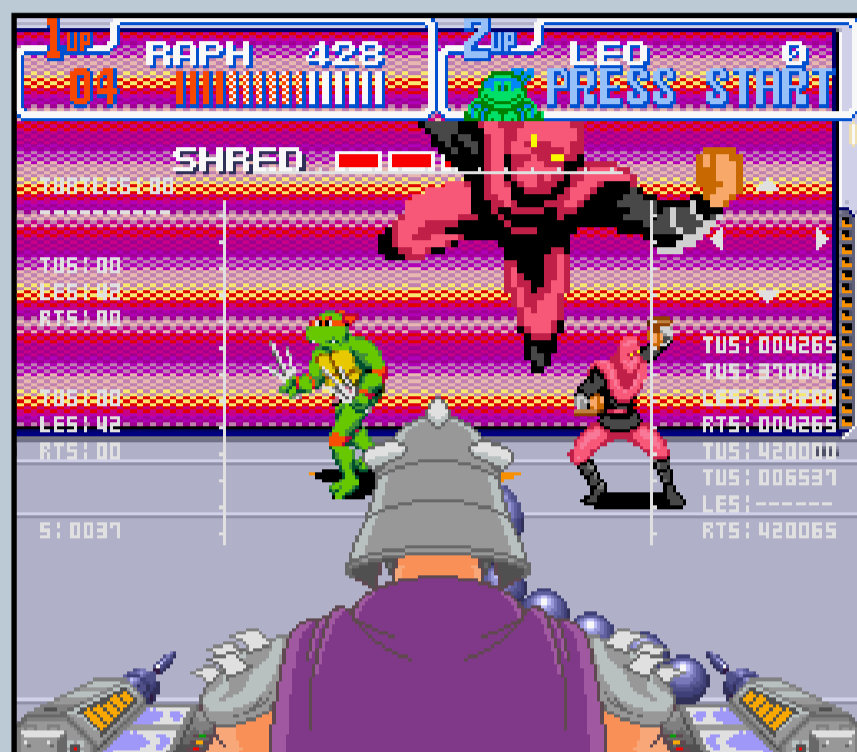
Oh Pizza!
Nom nom nom nom!

short moment, instantly killing most foes upon within your reach.

Every time you kill an opponent, you gain a certain number of points: one to three, depending on the technique you use. Standard hit kills will reward you with one point, but throwing a foot soldier toward the screen adds the maximum of three points to your score. With every 200 points acquired, you receive an extra life. There are two bonus stages wherein you can gain some additional points. Also, your remaining health points after defeating the boss will be added to your score.

If you'd like a break from the main game, test your skills in Time Trial Mode. Time Trial Mode consists of three levels: Big Apple, Alleycat Blues, and Prehistoric Turtlesaurus. Each stage contains 5 to 6 30-second rounds. In each round, you will face between one and three waves of opponents. Be careful: you don't have extra lives and your health will not be restored between rounds. In case you burn up all of your energy or the timer reaches zero, you lose. It isn't possible to use special attacks in this mode, and the difficulty level cannot be changed (the Options Menu difficulty doesn't apply here). In some rounds you can find disks or dynamite blocks, which can help you tremendously when

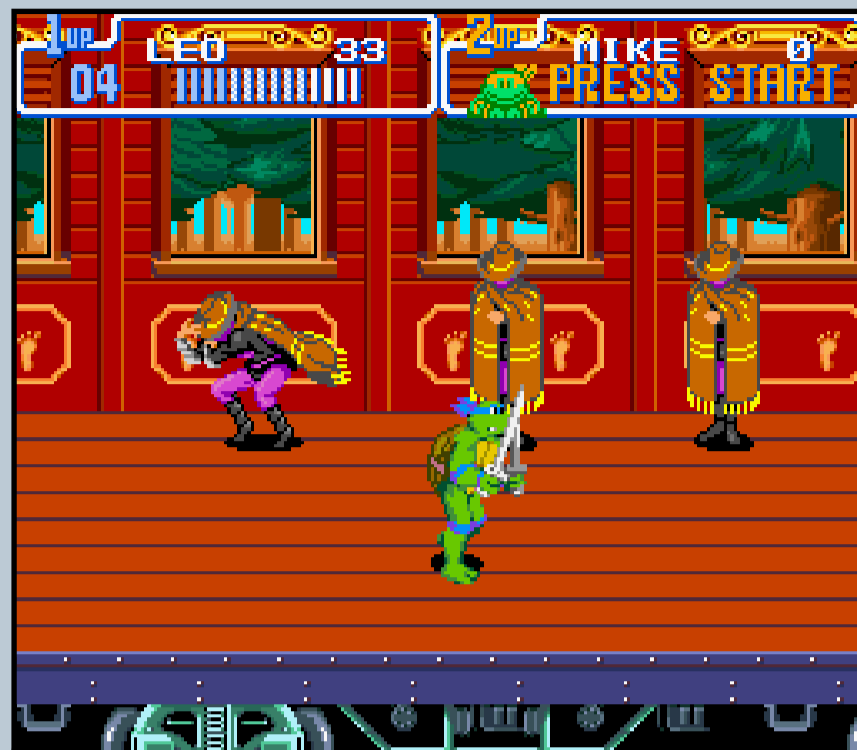
activated at the right moment. The Time Trial Mode is Single Player only, and scores are not saved; keep a camera ready in case you want to archive your completion times.



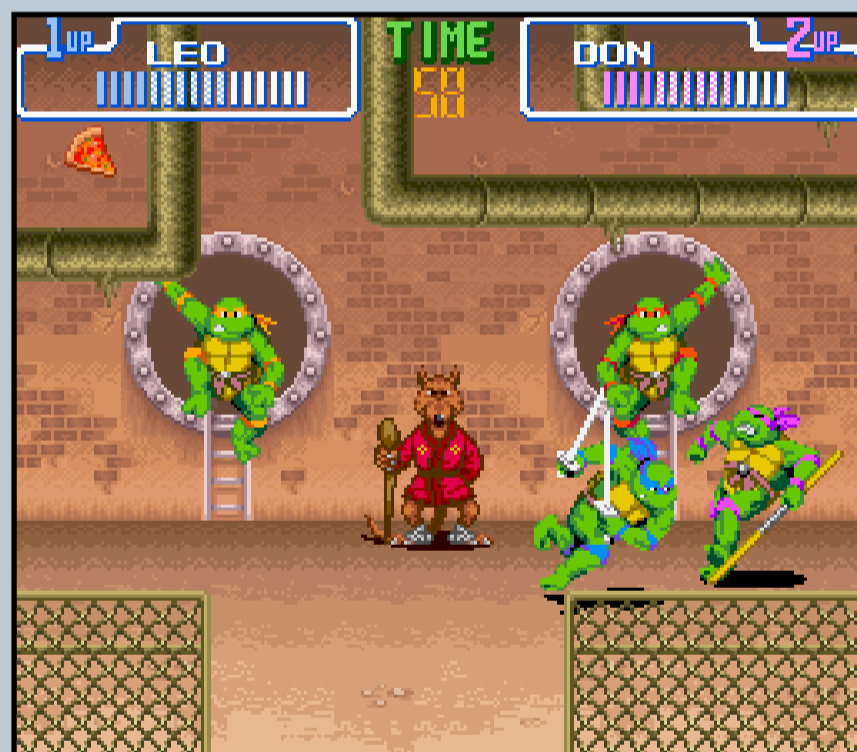
One of the most spectacular boss fights is when you face Shredder for the first time.

The 2 Player (Story) Mode is similar to the 1 Player Mode, but twice as fun. Both players play on the same screen at the same time. The number of enemies is greatly increased, but their hit points remain the same, so boss fights especially become a lot easier. However, the amount of health restoring pizzas remains the same as well. Always remember that you are playing together and not against each other in this mode, and that you should distribute power-ups evenly. Want to start playing before your friends arrive? No worries -- they can just pick up controller No. 2 and press the Start button at any time during the game. They can immediately join and take part in the action. Although all of the regular attacks are available in this mode, there are no additional tag-team moves included. Each player has several Continues available in case of being KO'd, so the action won't end prematurely if somebody dies. If one uses up all of his continues, that person cannot join again until all other players have used theirs.

The 2-Player Versus Mode is a slimmed down fighting game. Two players go head-to-head and beat the hell out of each other in the sewers of New York while wise master Splinter watches from the background. It is a mystery as to why they removed the special moves, which would have definitely made it more interesting. You can, however, block the attacks of your opponent, which is indicated by the turtle pulling in his head. The arena is very small, offers you little room for evasion maneuvers. There are no obstacles, useable items, NPC enemies, and no finishing moves. You basically jump, hit, and run from one corner to the other and try to dodge the opponent. The last person standing gets one point as a reward. There is a 60 second time limit for the fight. If both players are still on their feet afterward, the remaining health points decide the victory. If they are the same (which rarely happens), the match is a draw and no points are given. The player who earns two points first achieves victory. The versus Mode is a nice addition; the real fun of TMNT IV is the 2P Story Mode. **(continued on p. 32)**



Perfect camouflage? Inside the coats foot soldiers are hiding ready for attacking you once you try to pass them.



Fight! Beat your buddy in the 2-Player Versus mode. Master Splinter and the two other turtles in the background are just staffage.



GGE

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DESCRIPTIONS
AND
STUFF**

WANT ONE?

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BG AND UG

GGE :: BITGAMER DESIGN TEAM
OLDEN
GGE GAMING ENTHUSIASTS

CONTROLS

The basics are quite easy to learn. There is one button for jumping and one button for attacking. If you press both buttons at the same time, you perform a special attack. They are much stronger than normal attacks, but the successful execution lowers your life-bar each time you use it. And as you can only restore your health by eating pizza or after completing a level, you better don't overstress it's use. In case you miss the foes, your health remains the same.



Test your skills in the time trial mode and try to achieve a new highscore. You are going to be challenged by very short but intense rounds with up to three waves of foes.

It is very comfortable, that the option menu allows you to switch between 8 different settings of which controller button you prefer to use for Jump, Attack and Special. Unfortunately you can not amend it for each of the two players separately. So both have to stick with the same combination.

Beside of this basics, you can perform some more complex combinations, whereas some of them need a little practice in the beginning to get used to them. Your arsenal is ranging from Jump-Kicks, Dashes, Dash Kicks and 4 Hit Com-

bos to Slide Attacks, Back Attacks and Shoulder Whips. This offers quite a bit variety throughout the game and you won't get bored by watching your turtle executing always the same action. You can even toss the foot soldiers out of the screen. When you start a game you are asked first of which turtle to chose. Each of the four has unique strengths and weaknesses plus an individual special move. You will find more in-depth information regarding the differences later on.

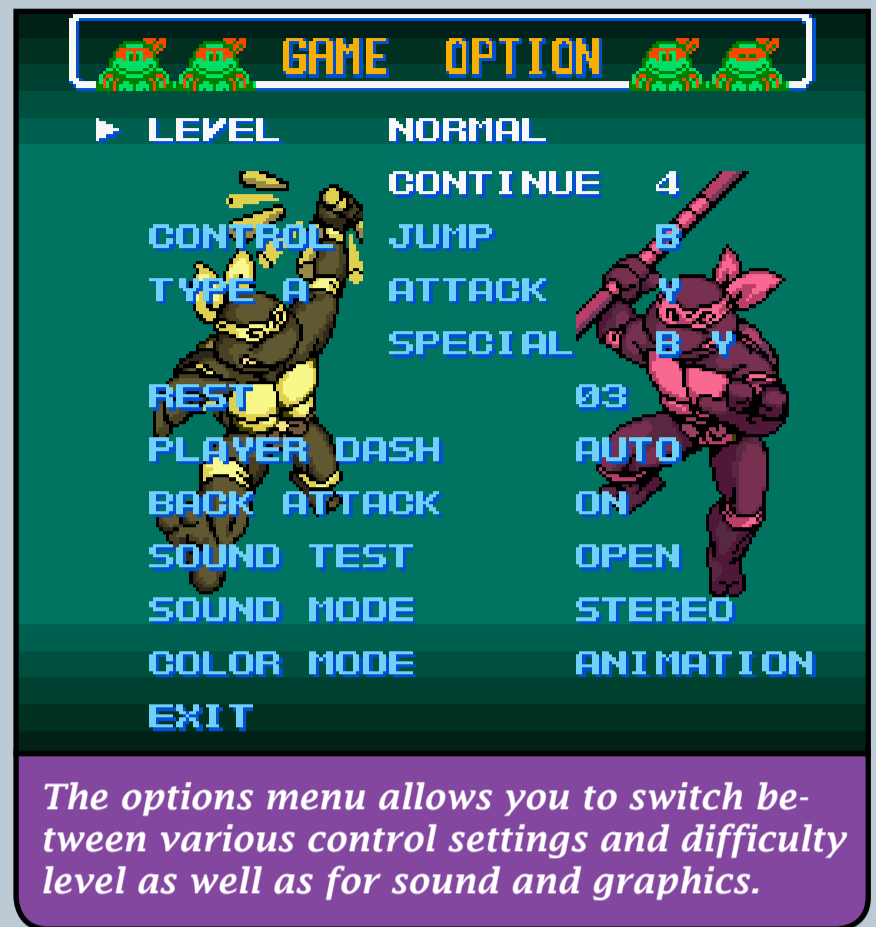
GRAPHICS AND MUSIC

Each level has it's individual **music** track. And some even more than one. For example in the "Technodrome" it is switched to an alternate version once you enter the elevator. There is a unique track pointing out all the boss fights, which remains the same for all of them. When you hear it, get ready for the final showdown of the level. The menu, the turtle select screen, the credits and the 2-Player Versus Mode offer individual background music too as well as the various animated sequences in between. The type is overall pretty action orientated and underlines the general orientation of the game quite well. There is also a good variety of other noise to enjoy. Touch some spikes and get amused by watching the turtle jumping up and down on one leg while holding his toe and shouting or hear him moaning while performing multiple hit combinations. You will discover a few more of them throughout the game, which adds a lot of atmosphere.

The 16-Bit graphics are kept in nice comic style. All the characters and objects are lovely drawn and carry over the charm of the TV-series quite well. The animations are fluently, but could require some more grades from time to time. Unfortunately you won't have much time to pay attention to the detailed background graphics,

which are again individual for each level. The stage “Neon Night Riders” uses Pseudo 3D Mode-7 effects, which are most prominently used in Super Mario Kart and offers some unique “behind the back”-viewpoint. The downside is that because of this the graphics of this level are a lot more pixelated and also the room left and right beside the main path is designed very minimalistic. But it looks worse on screenshots than in motion.

The game offers two Color Modes, Animation and Comic. “Animation” aims after the early TV series, wherein all the turtles have this bright green color. If you are fan of the comic books, you might prefer the “Comic”-Setting with Dark Green Turtles instead. Although the developers



The options menu allows you to switch between various control settings and difficulty level as well as for sound and graphics.

worked quite carefully and your setting applies for the in-game graphics as well as for the menu and the intro, they forgot to implement them for some of the pretty short animated sequences in between, wherein you will encounter the animated turtles version, irrespective of your selection. But that doesn't hurt much. Overall there is not much to mock about the graphics anyway.

DIFFICULTY LEVELS

You can chose between Easy, Medium and Hard Mode. The amount of foes increases just a little, but in the higher levels they are mostly replaced by harder ones. Also the bosses have got additional attack patterns and act quicker, which requires you to think about alternate strategies. Also some of the sequences like the enemy pirate ship firing on you from the background or the steam running dinosaurs are missing in the easy mode at some places to make life less challenging. The harder the difficulty levels, the fewer continues you have got once you lost all your lifes. But via the options menu you can alter the number of extra lifes you have got, rang-



„Neon Night Riders” became a bonus stage and uses Mode-7 3D effects. Watch out for the electro shocking obstacles.

ing from 3 to 7 in steps of two irrespective of the difficulty level you chose. So you can make the hard mode even harder or the easy mode easier or the opposite way, as you like.

OUR FOUR HEROES

Leonardo is the leader of the troop and the most balanced fighter of all. This means he has average speed, weapon reach, weapon strength, defense, dash speed/attack, and special move strength. On paper he seems to be the best choice for beginners, but in most cases either Donatello or Michaelangelo are preferred over him for good reasons. His 4th Hit of the Combo is really weird. He jumps in the air, while smashing his sword down. It misses the enemy quite often especially when they are outside of the screen, because the range is really, really short. His special attack is the spin move, a sword wield with two swords. It has good range and hits many enemies, but does not very much damage.





RAPHAEL

The Witty Voice of the Turtles

Party Turtle Michaelangelo's Nunchakus are the strongest weapons of the game, but also really slow. Most of the standard foot soldiers will go down within just three standard hits. So many times you won't use the fourth hit of the combo, which is even stronger. Their range is rather short. And furthermore he is not the fastest by foot, but not as slow, that you need to worry much about it. In exchange he has a quite strong special attack, the so called Far Flung Flying Fongula. He jumps towards the enemies while swinging his Nunchakus to the side. It has a good range like Leonardo's, but in difference to his just into one direction. His defense is slightly above average and therewith unfortunately already the best of the four.

Technical Freak Donatello swings a long bow, which let's you deal big damage already before the enemies come too close to you. The by far widest range of his standard attacks is the main reason for most people choosing him although his weapon strength is just about average. Four hits are necessary in most cases for striking down the standard foot soldiers. His weapon speed is average too and therefore for good use. His special attack is together with Michaelangelos one of the best of the game. While performing his "High Flying Kick in the Teeth" he catapults

himself by use of his bow towards the foes. His biggest disadvantage is his speed by foot. Without doubt he lives up his name as Turtle.

Bullheaded Raphael operates with sais. He is probably the most difficult turtle to play with. His weapon range is extremely short and nearly all of his attacks are weak, except the Dash Attack. And even worse, his defense is far beyond average too. His main strength is speed. Some fast-paced hits and runs works best for him. As exchange his special attacks deals the hardest damage of all. Purple standard foot soldiers are killed by just one hit, the others in two. The officially called "Super Bombastic Stationary Hit" is a jumping spin kick, but again very short ranged and focused only into one direction. So you have to get pretty close to the enemies and hope that many of them stand together quite near.

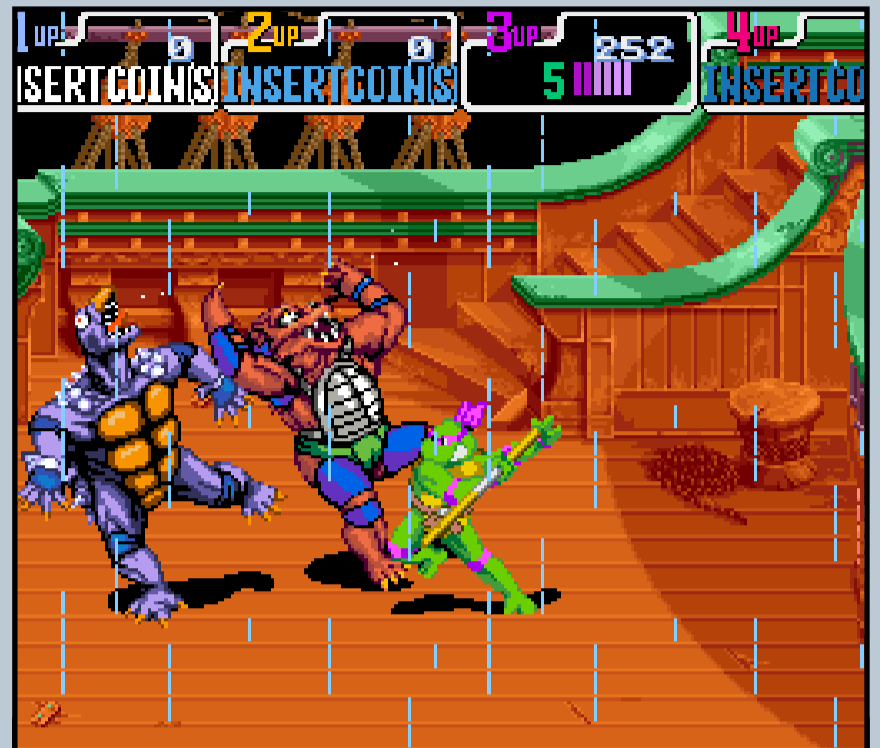


DIFFERENCES OF ARCADE AND SNES VERSION

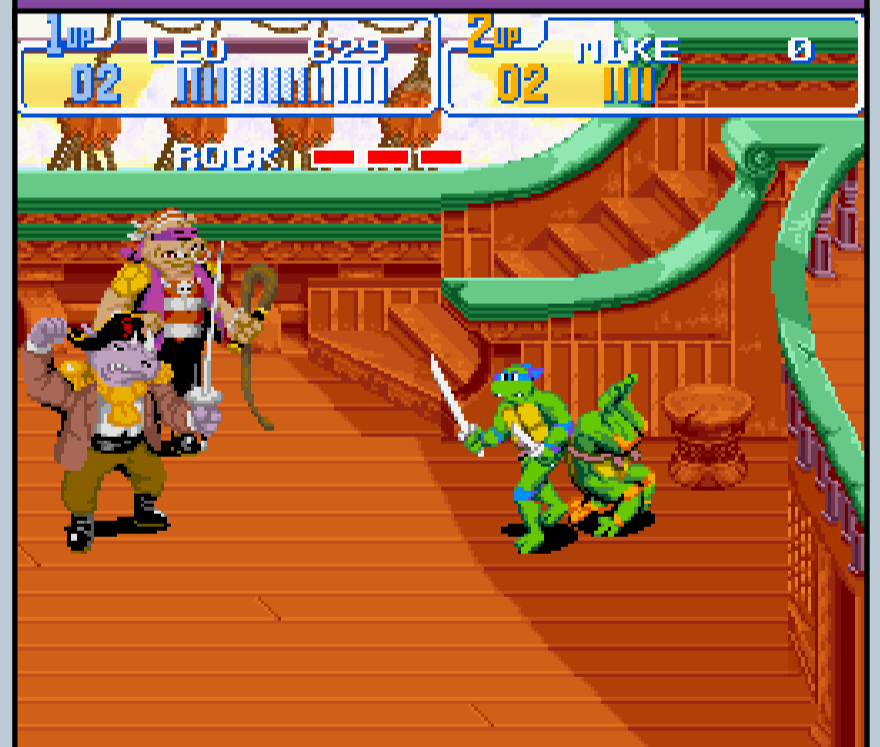
Due to the weaker hardware of the SNES, the graphics had to be toned down slightly for the port. Especially the backgrounds are a little bit more detailed. Also some animations, e.g. the foot soldiers doing a cartwheel or some of the defeating sequences of the bosses and many sound effects had to be cut out. If you are familiar to the Arcade version, you will have noticed some weather effects like on the frigate in the level "Skull and Crossbones", which are missing in the SNES version too. Instead you can find Mode-7 3D effects in the level "Neon Night Riders" to make things more diversified and the two different styles "Animation" and "Comic" as mentioned previously in the Graphics Section.

The Arcade version offers voice output in the opening as well as before the boss fights and in some scenes in between. The SNES port mainly relies on text boxes. The voice output is restricted to some noises while punching, collecting a pizza and of course the legendary "Cowabunga". Immediately after starting the game you will recognize a different intro. The title song "Pizza Power" has been replaced by "Turtle Power", which may remind you about the cartoon.

In contrast to the Original, the port offers possibilities to alter the difficulty level and the settings for the controls. Furthermore the Time Trial and Versus Modes have been added. Maybe the biggest difference is that in the Arcade up to four players can team up, but only two in the Super NES version due to hardware restrictions.



Not only the graphics had to be toned down slightly for the SNES port (screenshot below), also some major changes regarding the bosses were made. Instead of Tokka and Rahzar, Bebop and Rocksteady dressed up as pirates are waiting for you in the stage "Skulls and Crossbows". Also the weather effects have been removed for this boss fight.



The single difficulty level of the Arcade Title is recognizable higher than even the hardest setting of the SNES-port. A lot more and alternate types of foes are trying to beat you down at the same time. Especially the boss fights have been toned down in the SNES version. They received overall fixed movement patterns and new attack types instead of going after the turtles the most of the time. Health bars indicate now, how much energy they have got left, while previously they started blinking in different pace relating on how much damage they suffered. On the other hand, every time inserting a coin rewards you with two extra lives and therefore you can't lose in case you put in enough money. So being able to play through isn't that much of an issue.

For the SNES port, Konami tightened the gameplay mechanics. It is easier now to perform throw moves and some of the attack combos. The game was also balanced. Special attacks remove now some of your health points, when successfully performed to prevent using the strongest attack over and over again the whole time throughout the game. Character distinction was boosted, giving all four turtles more distinctive attack and movement speed, and different traits to their special attacks. Instead of the requirement of putting in money, you can gain extra lives by defeating foes. Every 200 points you obtain a 1-up. You are rewarded with bonus points after successfully completing a level, in one of the two bonus stages or by killing the enemies with others than the standard attacks.

The level design remained the same for big parts of the game, but despite of it some major alternations can be discovered. After completing the stage "Sewer Surfin", you are thrown directly into the time warp by Shredder in the Arcade. In the SNES-port you can discover a brand new level afterwards set in the Technodrome



The Arcade Machine was worldwide released on 18th September 1991 and became soon Konami's best selling Arcade Game following it's release. It features an up to 4-player ko-op mode. A 8-way joystick and two buttons (Attack/Jump) for each of them are provided. To avoid confusions, they are colored the same as the mask of the attended Ninja Turtles. Nice artworks in style of the cartoons of the early 90s decorate the cabinet.

wherein you have to defeat Shredder for the first time in the plot. The stages "Sewer Surfin" and "Neon Night Riders" became bonus stages with the possibility to gain a lot of extra points. Most of the other changes apply to alternate boss fights. The Rat-King was added in "Sewers Surfin" and the two mutants Tokka & Rahzar are moved from "Skulls and Crossbows" to the new "Technodrome"-level.

Instead you will face there the newly added old rivals Bebop and Rocksteady. Last but not least the giant sludge monster at the end of “Prehistoric Turtlesaurus” was replaced by Slash.

Of course some more differences can be discovered, when looking carefully at both versions. For example the boxing robots were replaced by Roadkill Rodney’s. Instead of breathing fire, the mounted dinosaurs in “Prehistoric Turtlesaurus” are rushing from one screen side to the other. And if you are standing still April O’Neil will advise you to hurry up instead of Master Splinter. Strangely Super-Shredder is holding a green light saber in his left hand in the Arcade version, which has been removed. You will also recognize that the turtle select screen is missing. Which turtle you are playing with depends on the slot of where you throw in your coins (Player 1 = Leonardo, Player 2 = Michaelangelo, Player 3 = Donatello, Player 4 = Raphael).

HOW EVERYTHING BEGAN

Long time ago, when Splinter was a pet of the Japanese ninja master Hamato Yoshi, he tried to copy his movements and studied the combat technique “Ninjutsu” this way. Hamato Yoshi had to flee from his old rivalry Oroku Saki aka Shredder to New York, but was detected and assassinated. In pure despair Splinter tried to defend his master while heavily clawing the face of Shredder, but could not avert his death. Shredder cut off a piece of his right ear with a saber, which should remember him about this fight.

After this defeat Splinter escaped into the sewers of New York, wherein he found four baby turtles crawling around in some glibbery green liquid, the so called Ooze. The industrial organization Techno Global Research Industries (TGR) lost a bottle of their toxic waste during trans-



4 Player Action: Initially up to 4 players could team up. Due to the lack of controller hook-up possibilities of the SNES, they were reduced to two.



Greater challenge of the arcade version: You will be attacked by more and by more different types of enemies at the same time.

port, which fell into the sewers and couldn't be found anymore. Suddenly Splinter noticed that the Ooze caused a massive mutation to them and transformed them into humanoid stature with an exceptional high passion for pizza.

Wise Master Splinter decided to become the sensei of the four and to teach his scholars about everything he knows of being a respectable ninja. He named them after four great renaissance artists Leonardo, Donatello, Michaelangelo and Raphael. In the meantime Shredder recruited an army of mostly out-casted teens, trained them and formed the legendary Foot clan to terrorize New York in an until then unknown form of crime and violence. Mainly operating in the night, the turtles try to bring back peace.

TRIVIA

It is one of the first turtle games which added life bars to the bosses. Until then you had to hit them until they started blinking to recognize that they will go down soon.

The original arcade game was remade another time in the year 2009 with "Re-Shelled" for the X-Box. It features new graphics and sounds and is completely made in 3D. The game can also be played online with up to 4 players. It also features a Survival mode, Quickplay mode, multiple difficulties and achievements/trophy support.

Teenage Mutant Ninja Turtles IV – Turtles in Time became Konami's best selling arcade title following its release.

The SNES Version was especially praised for its gameplay modes, the additional stages and the sound and visuals which apply very well to the cartoon, but was criticized on the other hand for its repetitive gameplay. Re-Shelled tried to approach with a more modern look and couldn't keep up with the high rankings of the previous versions.

The third movie has the same subtitle like the game (Turtles in Time), but has nothing to do with it.



FINAL WORDS

There are definitely good reasons, why Teenage Mutant Ninja Turtles IV - Turtles in Time is after nearly 20 years!!! still called being the best game of the series. The graphics are still nice to watch, the music is enjoyable and the gameplay belongs to the finest of the Genre. A quite comprehensive repertoire of moves prevents coming up boringness. Team up with your buddy and fight through Shredder's army together. Different settings for controls and the difficulty level allow you to customize the game according to your need. The downside is a rather poor versus mode and the short play time of about an hour for the main game. But maybe that is beside of the easy access one of the main reasons why there is hardly any other game I have played through that often as TMNT IV. The time it takes listening to some epic dialogues in some epic RPGs is sufficient to nearly play through the whole plot. There are no riddles, no maze-like areas, no level-ups, no tactical hide and seek games, no complex story with lots of twists throughout, no books filled with possible move-combinations to learn. It is definitely a good game where you can switch off your brain for just kicking back and relaxing. You will find yourself starting it over and over again. If you emphasize enhanced graphics, voice output (although it is just minimalistic) and opponents with some more attack patterns check out the arcade version. The SNES version instead is balanced better, offers additional gameplay modes and with the first appearance of the "Technodrome" a brand new level, which did not exist in the original Arcade game.

Conclusion by Freezer:

You love the Turtles? You love Side-Scrolling Beat em up's? You love short, but intense action, which is easy accessible? What do you wait for? Grab it. Start it. Play it. Cowabunga..



- + enormous replay value
- + great two player mode
- + time trial mode adds additional challenge
- + lot's of individual music tracks
- + two graphic styles
- + possibility to alter settings of controls
- very short
- poor versus mode
- no tag-team moves
- Graphical cut back's compared to the Arcade

- Graphic: 4/5
- Sound: 4.5/5
- Playtime: 1 hour
- Multiplayer: 4.8

Rating: 4.7 out of 5 Pizzas

HEART OF DARKNESS™



Do you remember how, as a kid, you would imagine all kinds of fantastic worlds where you would battle dark forces with your sword and faithful companion? You would defeat evil rulers and monsters that terrorize people and their villages; you would save the world in the end, as well as saving the life of someone who's dear to you. If this someone was a princess or another notable next-door girl, you'd fall in love with her. After that, she would kiss you and you would be the most happy and strong hero ever.

We all had such dreams and imaginations. We all had our fantasy worlds and we created a new world every day. So does the hero of this game; our hero is Andy.

GENRE: 2D PLATFORMER | YEAR: 1998 | PLATFORM: PS1 | [TORRENT](#)

Andy is a 13 year old kid who is bored of his history classes, loves playing with his dog Whiskey, rides a skateboard, and has a tree-house. (Who can say why a 13 year old boy would name his dog Whiskey? The plot of the game is not its strongest point.) At this point, one would think that Andy is a typical little boy. Yeaah...no. Andy is far, far from typical. One sunny day after school, Andy and Whiskey are kicking back on a

hillside catching some rays, when suddenly a solar eclipse occurs. Darkness surrounds everything. This crucial moment marks the start of an adventure. See the world of the game from Andy's point of view...

A shadow monster comes materializes in front of you and kidnaps your dog. You immediately rush to your treehouse where your made-out-of-scrap-parts spaceship is waiting for you to fly off and save Whiskey.

But wait, there's more. You need defense. This is where your energy-shooting gun comes in handy. Uh-huh. You have a gun, and it's big. Also, the whole treehouse is electrified and your computer has a launch program that will pack everything you need for your trip. Stylish, isn't it?

Seconds later you fire up the spaceship and, while your mom is shouting at you to come home and have dinner, you fly off to another



Yes, he is 13 years old and has a spaceship in his tree house. Beat that.

world to save your dog. How you know the location of that world and how to reach it is irrelevant. Seconds later you are there. Just a few more seconds, and you ram into a shadow gargoyle, damaging your ship and crashing into a rock valley. Now you are on your own and you have to save your dog.

That's the story. It's not an award-winning plot (okay, it's worse than a mediocre low-budget movie), but you have to deal with it and swallow the fact that even after being developed for 6 years, the creators just decided that it's probably not worth it to hire a writer that can produce a somewhat decent story in less a couple of months. Go figure. Instead, you need to embrace the ugly truth that you won't play this game because of the story. You won't play it because of its gameplay either. You will play it because of the feeling you get when you finally solve the puzzles, which you figure out immediately, but just can't pass because of how frequently you die.



Death is everywhere around you. Better get used to it.

You die when you didn't jump high enough to reach the other end of a chasm. You die when a big, ugly worm suddenly appears from the wall next to you and eats you. You die when you are surrounded by 15 shadow monsters and you

are not fast enough to kill them. You die when a man-eating plant stretches out to you, grabs you, and (following its namesake) eats you. You die when fireballs burn you even while you are underwater. You die when water pumps suck you in. You die a lot. You WILL die a lot and in the most horrible and sadistic ways you can imagine. Monsters will eat you, they will rip the flesh out of your body, snap your neck and much, much more. It's gross, and it's done to a 13 year old kid.



Lots of water, lianas and an artificially grown plant. Everything a level needs.

Since I already mentioned how much puzzles will irritate you, let's cover them in more detail. The puzzles in Heart of Darkness are both situational and action-based. However, that doesn't mean that you can get past them by just shooting and running. You have to use your head each time you do something. Sometimes it's just plain shooting, but sometimes not. There's nothing automatic here. Each situation, each problem, and each monster has to be dealt with in a particular way. For example, to continue to another screen and move along, you will have to circle around through six other screens, in which you have to do ten different things that will end up in creating a path to your goal screen. Now, keep in mind that after you have created that path, you have to go all the way back to

the initial screen so you can jump back, climb over an artificially grown plant, jump from it to another one, and then move on. The fun fact is that because of the “precise” control you can end up dying while doing those jumps. Just when you thought you solved the puzzle, you die in the silliest way, and the game respawns you at the very beginning of the puzzle. You have to go all the way through it again. It’s irritating. It’s nerve-killing. The good thing is that you have unlimited lives and the game will always respawn you at the point where you start the puzzle.



Jumping. The most precise thing in a platformer. It’s even more precise in here.

About the controls – it is a simple matter of pressing left, right, etc. for movement, jumping with X, running with square, shooting with circle, and using a special, charged up attack with triangle. Everything works for the most part... except for one thing. That one thing may be small in comparison to the other issues of the game, but it’s quality over quantity. The thing is that because the game is 2D Cinematic Platformer, you have to wait until Andy is finished with an animation before you can do anything else in the game. For example, if you need to make a long jump, you have to hold the square to run, but when you release it there’s a brief moment in which Andy slows down and if you

jump when he does that you are dead. That makes the game even more frustrating at later moments when puzzles combine jumping and dealing with monsters which kill you with one hit.

What might cheer you up is that the game is short. If you are a god with the controller and manage to go through the puzzles and various levels without dying a hundred times, you can easily complete the game in a maximum of four hours. Normally, it takes about seven hours. It took the seven hours for me, but that was mostly because I was stuck on one particular level for more than two hours, trying to figure out why the f**k I died when I did everything the right way. That’s not much, considering the game was in development for 6 years. The developer says it took so long because of the graphics and the soundtrack. Graphically, the game is gorgeous. The backgrounds are hand-drawn and the character animation is fluid. The cinematics are top notch as well, considering they were made back in 1998.



An example of the incredible looking and detailed backgrounds you can see in HoD.

The soundtrack was composed by Bruce Broughton and recorded by a full symphony orchestra. Heart of Darkness is the first game to have a soundtrack recorded by a symphony orchestra, but it is not the last. Other than the cutscenes,

the game has no music. The only thing you will hear over and over again are the same birds flying in the background, the sound of the water, and occasionally monsters that try to kill you.

Heart of Darkness is not a bad game, but it just doesn't live up to the expectations that a game that had been in development for so long should meet. Actually, the feeling that you will have when you finish the game is that it has been rushed. It's unpolished. The puzzles are excellently designed and you can see the creativity in them, but they are ruined by the awful control and the amount of time it takes to pass(not solve) them. It's just frustrating. There's a point early in the game when an object you have to interact with is so well-blended with the background that it's almost impossible to notice and figure out that have to use it to continue to the next level. You will do plenty of things you are certain will work, but in the end you will die. Just because you don't see another way, you will keep trying again and again, until you finally just rage quit. Remember one thing if you ever plan on playing Heart of Darkness: it may seem childish and casual, but you will lose your nerves on it, and within minutes of starting it you will realize how damn hard it is.



Swimming towards a glowing green jelly. Nothing good can come out of this.

GAME INFO

UG

- DEVELOPER: AMAZING STUDIO
- PUBLISHER: INTERPLAY
- ESRB: EVERYONE
- NUMBER OF PLAYERS: 1 PLAYER
- PLATFORMS: PS1 / PC
- MEDIA: 2 CD-ROMS



“AN OBSCURE GAME THAT SOME WILL ENJOY AND OTHERS HATE” -- SIERRA

HEART OF DARKNESS™

HEART OF DARKNESS

SIERRA

CONTEST CORNER

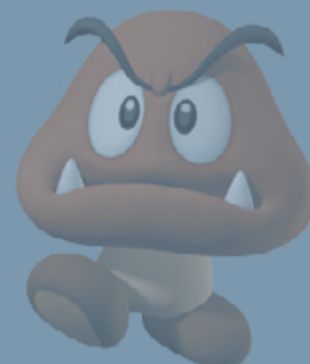
The UG Magazine High Score Contest chooses up to three games in which UG Members can compete to earn the highest ranking. We have set up forms for you to report your scores with screenshots. Click [HERE](#) to make a contest suggestion, and click [HERE](#) to submit your scores. You can submit multiple scores if you feel like you've improved on your highest.

The cut-off time will be posted in the [UG Magazine Updates Thread](#) before the release of the next magazine. Please subscribe to the thread if you're interested in participating in the contest. The top ten members will be posted in the next issue, and the top 3 will earn GB prizes. Please play fair.

ISSUE CONTEST

Continued from last month's contest due to an internal error, the winner of the following contest will receive double the GB prizes:

Come up with a mascot idea or description of a mascot for UG Magazine, possibly something that can be incorporated into a comic. There is no need to have artistic skill, but a sketch would be great. When we receive enough submissions, we'll post a vote on the forums, and the top four mascots will be featured when the contest ends, including the winner. These top four submissions will receive GB prizes. Submit your mascot ideas [HERE](#).



HIGH SCORE CONTEST: COLUMNS

Sega Genesis, 1990

This High Score contest is for the Sega Genesis game, Columns. In order to participate, choose "Menu" from the main menu, choose "1 Player" from the original game column, and set Time Trial to "No". The player with the highest score wins, with the number of Jewels being the tiebreaker.

The file to be used for this game has the filename "Columns (W) (REV01) [!].gen" and is located in [THIS](#) collection. It's only 693.53 MB, so it shouldn't kill your ratio. You can find a multi-system Sega emulator [HERE](#).



CONTEST CORNER

TEENAGE MUTANT NINJA TURTLES IV: TURTLES IN TIME SNES

This High Score contest is for the SNES game, Teenage Mutant Ninja Turtles IV: Turtles In Time, also known as TMNT IV. In order to participate you have to enter the Time Trial Mode and chose "Alleycat Blues". Then you have to fight your way through the six rather short rounds, and make a screenshot of your total score. There is no requirement about the turtle you play with, so just choose the one you prefer most.

You can find the game in any of the No-Intro SNES Collections on UG, but we recommend you download it from the latest one that is filtered. You can find it [HERE](#). It's only 742.07 kB, so anyone can download it no matter of their ratio.



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HIGH SCORES

CASTLEVANIA 2: SIMON'S QUEST (NES):

- 1. FREEZER (1:05:44)
- 2. LUCKFUN (1:07:32)

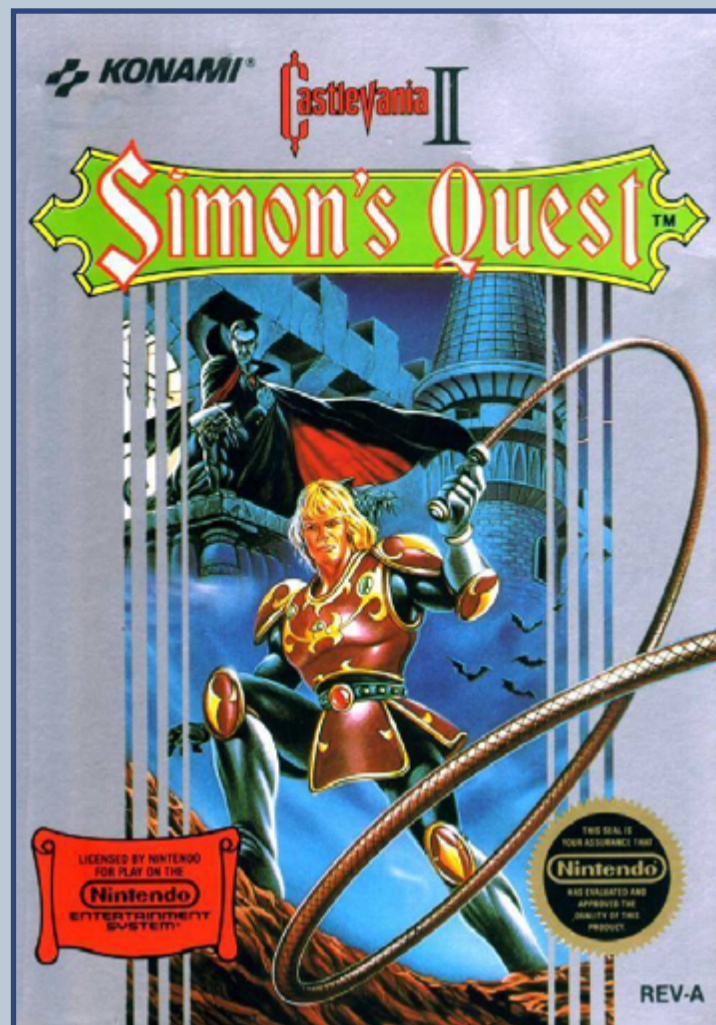
SUPER MARIO KART (SNES):

- 1. SBK (1'23'16)
- 2. FREEZER (1'24'54)
- 3. MAHNAMAHNA (1'27'06)
- 4. SICO1234 (1'27'24)
- 5. DASTINGER (1'33'35)
- 6. PETEROSKI6 (1'34'52)

TETRIS (GAMEBOY)

- 1. AMYCHAN (542889)
- 2. FREEZER (255837)
- 3. SICO1234 (240372)
- 4. POLO9999 (113380)
- 5. HUH123 (106943)
- 6. NUCKINGFUTS (86942)
- 7. TPOFF (77501)

The top three winners of each High Score contest from Issue 1 will each receive 15GB of upload credit as a reward. Those among the winners who have voluntarily waived their right to receiving credit are listed on the UG Magazine donations spreadsheet, which you can view by clicking [HERE](#).



Eight months ago, the first issue of UG Magazine was released. More than 240 days passed without a new issue of the magazine, and with limited to almost no information for the regular user about its status and whether the project is still alive. Well, the magazine lives. Many things happened and all kinds of unexpected problems arose suddenly. We reached a point where we had to start everything all over again. We had to build everything from the bottom up, one word and one pixel at a time. It took a lot of time, but in the end it had to be done if we wanted to keep the project alive and to ensure that it will inevitably become a valuable and constant part of Underground-Gamer.

Many things have changed. The magazine has been completely re-designed, which is by far what took the most time. Everything was re-edited again, and we improved communication between UG Magazine Staff Members by starting a Google Group. It may not be as public as before when we posted everything on the UG Forums, but it's much more organized, secure, and gives us a lot more space to work. I am not going to point out every single change because I simply don't have enough space to do so, and I am sure you can notice them yourself. And I hope you'll like them.

What more can I say? Only that I am proud of what we achieved. I am proud because we managed to get back on our feet and again present you with something as wonderful as this magazine. I am also thankful to everyone that has collaborated one way or another with the magazine. More specifically, I want to thank Freak5678 who went through a great deal of things in those past months, but still always showed spirit and motivation to work on the magazine: he was always ready to help me with the design, point me to what should be changed, and patiently go through a certain page more

than fifteen times until we got it right. I want to thank Freezer for re-igniting the flame in all of us, as well as for his articles and devotion. I also want to thank tpooff for doing so much for the magazine since the first issue, for his articles and constructive criticism, and creative ideas. I thank everyone that believed in us. I'd also like to mention my girlfriend, who was always next to me, supporting me and believing in me. She will deny it, but if it wasn't for her and her constant support, for her smile and look in her eyes when I showed her every new page that was created -- I couldn't have done this.

"Nothing is more commonplace than the reading experience, and yet nothing is more unknown. Reading is such a matter of course that at first glance it seems there is nothing to say about it."

SIERRA
UG MAGAZINE DESIGNER



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https://www.underground-gamer.com/staff.php | [Page 5] |
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| IdleQuest III Announcement:
https://www.underground-gamer.com/forums.php?action=viewtopic&topicid=32430 | [Page 5] |
| New Promotion Requirements Announcement:
https://www.underground-gamer.com/forums.php?action=viewtopic&topicid=31000 | [Page 5] |
| Underground Voice Featured Thread:
https://www.underground-gamer.com/forums.php?action=viewtopic&topicid=33038 | [Page 7] |
| Underground Voice Sumbission Form:
https://spreadsheets1.google.com/viewform?hl=en&hl=en&formkey=dEJqeXJNb1Q1MC1PX1NmUW5IMVZPMEE6MQ#gid=0 | [Page 7] |
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| Torrent Spotlight Submission Form:
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| FUNBALL! Torrent
https://www.underground-gamer.com/browse.php?search=Funball&incldead=0 | [Page 24] |
| Tips, Tricks & Codes Submission Form:
https://spreadsheets.google.com/viewform?hl=en&formkey=dGZ1czlkeUI1MkgyaDJYbmJVTGZvLXc6MQ#gid=0 | [Page 27] |
| GGE Wiki Page:
https://www.bitgamer.com/wiki/index.php/Golden_Gaming_Enthusiasts | [Page 32] |
| Heart of Darkness Torrent:
https://www.underground-gamer.com/details.php?id=26537 | [Page 42] |
| Contest Suggestion Submission Form:
https://spreadsheets.google.com/viewform?formkey=dHJkUWhsYWxib0IJeTc0S2ctSTdvYUE6MQ | [Page 46] |

LINKS

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- | Score Submission Form: [Page 46]
<https://spreadsheets.google.com/viewform?formkey=dGFwVWRaYjF3MnFtNFRYVk5ybjdReUE6MA#gid=0>
- | UG Magazine Updates Thread: [Page 46]
<https://www.underground-gamer.com/forums.php?action=viewtopic&topicid=29911&page=last#last>
- | Mascot Submission Form: [Page 46]
<https://spreadsheets.google.com/viewform?formkey=dHJhcEd3OUpWdjBVWmowdWhTOV9KS0E6MQ>
- | Columns Torrent: [Page 46]
<https://www.underground-gamer.com/details.php?id=745>
- | Multi-System Sega Emulator: [Page 46]
<https://www.eidolons-inn.net/tiki-index.php?page=Kega>
- | Teenage Mutant Ninja Turtles IV Torrent: [Page 47]
<https://www.underground-gamer.com/details.php?id=51141>
- | UG Magazine Donation Spreadsheet: [Page 48]
<https://spreadsheets.google.com/cc?key=0AhaaOBCNDLdAdGstRzE3NzFobC01b0g2bHVSZ0psOXc&hl=en&authkey=CO6B1YsC>
- | H.P. Sneakstep (Themes From Metroid): [Page 53]
<https://www.archive.org/details/H.p.SneakstepTheMetroidRenaissanceEp>



H.P. SNEAKSTEP

THE METROID RENAISSANCE EP

(THEMES FROM METROID)

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